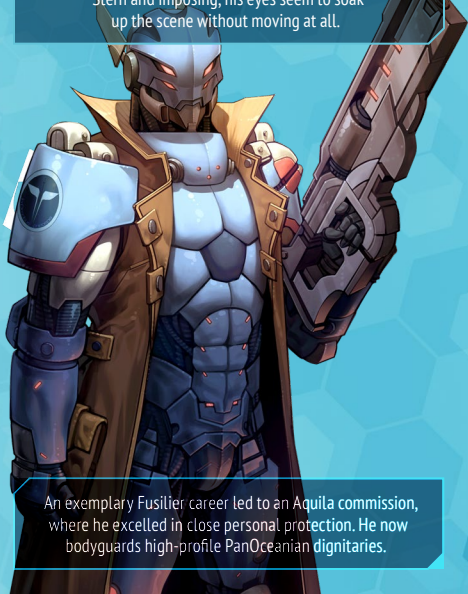


OLIVER BURMAN

Stern and imposing, his eyes seem to soak up the scene without moving at all.



An exemplary Fusilier career led to an Aquila commission, where he excelled in close personal protection. He now bodyguards high-profile PanOceania dignitaries.

Is currently assigned to one of the Chairpersons of the Zeitgeist lobby.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	10	11	9	7	9

F.O.E.	Combat	2	1	Move	1	-	Social	-	-
	Fort	-	-	Senses	2	1	Tech	1	-

DEF	Firewall	7	Resolve	8	Vigour	8
	Security	3	Morale	-	Armour	5

ATTACKS

ELITE

- **Multi Rifle:** Range C/M1+5 (N), Burst 2/2, Unw, Expert 1, Medium Multi, Multi Light Mod, Vicious 1
- **Pistol:** Range R/C, 1+4 (N), Burst 1, 1H, Vicious 1
- **Sword:** 1+10 (N), Unb, Non-Hackable, Parry 2, Vicious 1

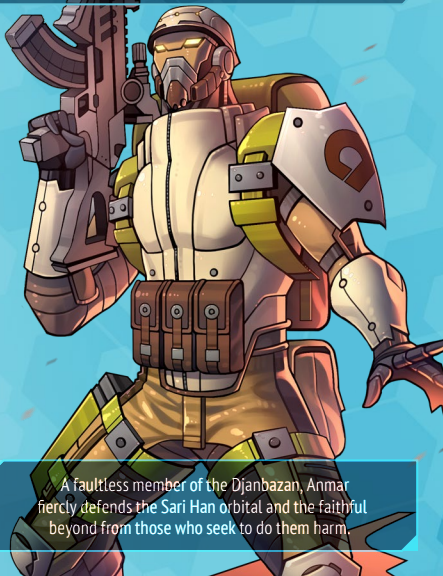
GEAR: Powered Combat Armour: (H4, T5, A3, L3), BTS 3, Comms, Exoskeleton 3, Heavy Armour, Self-Repairing, Multispectral Visor 3

TALENTS: Marksman (Bal), Quick Draw (Bal), Martial Artist (CC), Deflection (CC), Master Deflection (CC), Sharp Senses (Obs), Danger Sense (Obs)



ANMAR RAHWANI

Bold, confident, and engaging, he brooks no insolence.



A faultless member of the Djanbazan, Anmar fiercely defends the Sari Han orbital and the faithful beyond from those who seek to do them harm.

Is currently seeking the worst kind of traitor: a Khawarij on Anmar deserter.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	10	10	10	11	9	10

F.O.E.	Combat	3	2	Move	2	1	Social	1	1
	Fort	3	1	Senses	2	1	Tech	2	1

DEF	Firewall	11	Resolve	10	Vigour	10
	Security	2	Morale	2	Armour	3

ATTACKS

ELITE

- **Rifle:** Range M, 1+7 **(N)**, Burst 2, 2H, MULTI Light Mod, Vicious 1
- **Light Shotgun:** Range C, 1+6 **(N)**, Burst 1, Unb, Knockdown
- **Knife:** 1+5 **(N)**, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour: (H2, T3, A2, L2), BTS 2, Multispectral Visor 2

TALENTS: Marksman (Bal), Clear Shot (Bal), Martial Artist (CC), Stubborn (Disc), Sharp Senses (Obs), Sturdy (Res), Just a Scratch (Res), Fast Recovery (Vigour 1)



The image features two main characters in a dimly lit, industrial-style environment. On the left, a woman with dark hair styled in a thick braid is wearing a red, form-fitting dress with a floral pattern and a gold trim. She has a large, intricate tattoo on her right shoulder. On the right, a man with a beard and sunglasses is wearing a black, tactical-looking suit with various straps and buckles. They appear to be in conversation. In the background, several other men in similar tactical gear and sunglasses are visible, suggesting a security or enforcement setting.

CHIEMI TESHUHORI

Authoritative and professional, she drives a hard bargain.

Control of supply and demand are two things Chiemi learned to monopolize from an early age. She can source items that most might consider 'of questionable legality'.

Requires leverage on a local political figure in exchange for her assistance.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	10	8	8	9	11	10

F.O.E.	Combat	1	-	Move	1	-	Social	3	2
	Fort	-	-	Senses	1	2	Tech	2	-

DEF	Firewall	9	Resolve	10	Vigour	8
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

• **Pistol:** Range R/C, 1+6 , Burst 1, 1H, Vicious 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Stubborn (Disc), Wary (Disc), Socialite (Life), Network (Life), Backdoor Assets (Life), Bribery (Life)





AIDAIN NESBITT

Silent and composed out of combat, he is a ball of murderous fury when the bullets fly.

A product of frenzied Cameronian combat regimes, Aidan has worked as a security operative in some of the harshest environments since his discharge.

Is aware of an undiscovered Teseum node that could be very lucrative.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	11 (+1)	9	13 (+1)	8	7	7	8

F.O.E.	Combat	3	1	Move	2	-	Social	-	-
	Fort	2	-	Senses	2	2	Tech	-	-

DEF	Firewall	7	Resolve	10	Vigour	14
	Security	1	Morale	1	Armour	2

ATTACKS

ELITE

- **Chain Rifle:** Range C, 1+7 , Burst 1, 2H, Spread 1, Torent, Vicious 1
- **Teseum Chopper:** 2+8 , Unb, Non-Hackable, Piecing 4, Vicious 2

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1

TALENTS: Martial Artist (CC), Combat Specialist (CC), Stubborn (Disc), Jaded (Disc), Self-Sufficient (Sur), Tracker (Sur)

SPECIAL ABILITIES: Superhuman Brawn 1, Superhuman Physique 1



VINCENT PAZ

Determined and implacable, he will pursue his case relentlessly.



A hardened investigator who scrutinizes crimes that lead away from the Nation. He favours a long Modcoat and subtler clothing when slipping between political boundaries.

Is currently on the trail of a Nomad imbroglio the Scarlet Insurgence.

HOOK




ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	10	8	9	10	9	9

F.O.E.	Combat	2	-	Move	1	-	Social	2	1
	Fort	1	-	Senses	2	1	Tech	1	1

DEF	Firewall	10	Resolve	9	Vigour	8
	Security	2	Morale	-	Armour	3

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+7 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** Range R/C, 1+6 , Burst 1, 1H, Vicious 1
- **Knife:** 1+3 , 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

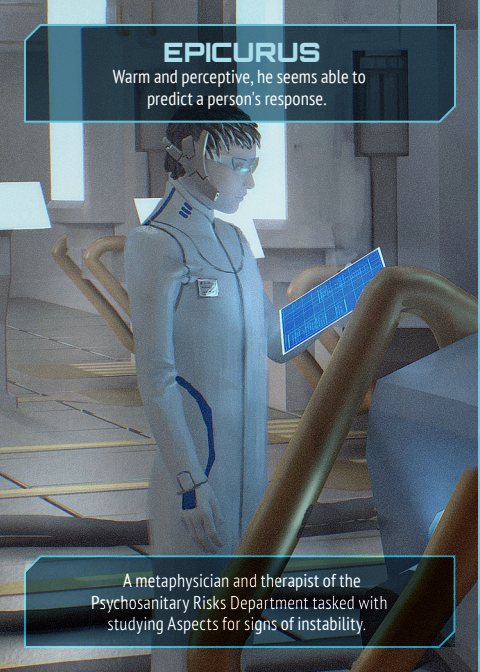
GEAR: Medium Combat Armour: (H2, T3, A2, L2), BTS 2, Forensics Kit 2

TALENTS: Marksman (Bal), Clear Shot (Bal), Sharp Senses (Obs), Sense Memory (Obs), Thief (Thiev), Life of Crime (Thiev)



EPICURUS

Warm and perceptive, he seems able to predict a person's response.



A metaphysician and therapist of the Psychosanitary Risks Department tasked with studying Aspects for signs of instability.

In exchange for his services, he would like to study a random character to further understand their motivations.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	9	7	9	12	10	9

F.O.E.	Combat	-	-	Move	-	-	Social	2	1
	Fort	1	1	Senses	1	1	Tech	3	2

DEF	Firewall	12	Resolve	9	Vigour	7
	Security	-	Morale	-	Armour	2

ATTACKS

ELITE

GEAR: Subdermal Grafts: (H1, T2, A1, L1) BTS 0
MediKit, Painkillers, Stims

TALENTS: Disciplined Student (Edu), Counsellor (Psy), Battlefield Psychology (Psy), Therapeutic Insight (Psy), Remote Analyst (Psy), Psychoanalyst 1 (Psy)



MARIANA RODRIGUES

A character in green and blue armor with a red 'T' on their back, holding a gun. The character is seen from behind, standing in a landscape with a blue sky and a red hexagonal pattern on the ground.

Steadfast, pious, and implacable, she understands the Church will provide.

Hailing from Sierpes Island, this devout christian possesses unshakeable faith. The Order of Montesa will endure, even should it cost her own life.

She is on the hunt for the Rosary of St. George, a relic allegedly lost on Paradiso.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	8	11	9	7	8	9

F.O.E.	Combat	3	2	Move	-	-	Social	3	2
	Fort	2	-	Senses	-	-	Tech	-	-

DEF	Firewall	7	Resolve	10	Vigour	11
	Security	2	Morale	-	Armour	4

ATTACKS

ELITE

- **Armour-Piercing Sword:** 1+7 , Unb, Non-Hackable, Parry 2, Piercing 2, Vicious 1
- **Combi Rifle:** Range C/M, 1+5 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1

GEAR: Heavy Combat Armour: (H3, T4, A2, L3), BTS 2, AutoMediKit

TALENTS: Marksman (Bal), Quick Draw (Bal), Martial Artist (CC), Deflection (CC), Stubborn (Disc), Disciplined Student (Edu)



LIU FANG

Outwardly jovial and affable, he tolerates no slight to the Dragon.



Imperial Agent, Zhànyīng, Liu Fang prides himself on zero tolerance and harsh justice for StateEmpire lawbreakers. The wolves must protect the sheep.

Has caught wind of a hidden Golden Dagger cell.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	10	8	9	10	9	9

F.O.E.	Combat	2	1	Move	1	-	Social	1	1
	Fort	1	-	Senses	2	1	Tech	1	1

DEF	Firewall	10	Resolve	9	Vigour	8
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- **HMG:** Range L, 2+8 (N), Burst 3, Unwieldy, Spread 1, Unsubtle
- **Pistol:** Range R/C, 1+6 (N), Burst 1, 1H, Vicious 1
- **Stun Baton:** Melee, 1+4 (N), Non-Hackable, Knockdown, Subtle 1, Stun

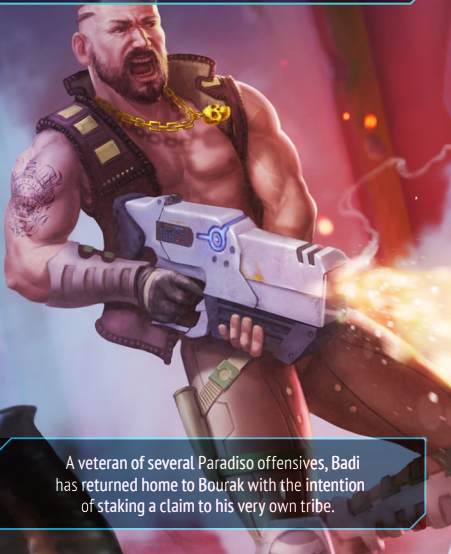
GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1

TALENTS: Graceful (Acro), Pattern Recognition (Ana), Marksman (Bal), Martial Artist (CC), Deflection (CC), Sharp Senses (Obs)



BADI NABI

Remorseless and merciless, he will let nothing stand in the way of his goal.



A veteran of several Paradiso offensives, Badi has returned home to Bourak with the intention of staking a claim to his very own tribe.

Has many connections amongst the Kyrgyz, most of whom want him to succeed.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	11	11	11	12	12	8	11

F.O.E.	Combat	4	1	Move	4	1	Social	1	1
	Fort	1	1	Senses	3	1	Tech	1	1

DEF	Firewall	12	Resolve	11	Vigour	11
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+6 **N**, Burst 1, 1H, Vicious 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Marksman (Bal), Clear Shot (Bal), Professional (Comm), Stubborn (Disc), Wary (Disc), Sturdy (Res)





LUKE HOPPER

Rugged and always composed, Luke seems to take everything in his stride.

A staunch USArriadnan from Tombstone, Jefferson, Luke is bold, brash, and cool under fire. Skirmishing against the Antipodes is all he's ever known.

Has connections that can arrange discrete cross-border movements.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	10	10	9	8	7	10

F.O.E.	Combat	2	2	Move	1	1	Social	1	-
	Fort	2	1	Senses	1	-	Tech	1	-

DEF	Firewall	8	Resolve	10	Vigour	10
	Security	-	Morale	1	Armour	2

ATTACKS

ELITE

- **Rifle:** Range M, 1+7 (N), Burst 2, 2H, MULTI Light Mod, Vicious 1
- **2 Pistols:** Range R/C, 1+6 (N), Burst 1, 1H, Vicious 1
- **Tactical Bow:** Range C, 1+5 (N), Burst 1, 2H, Non-Hackable, Subtle 2, Vicious 2
- **Knife:** 1+5 (N), 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Marksman (Bal), Clear Shot (Bal), Stubborn (Disc), Scout (Ste), Self-Sufficient (Sur), Tracker (Sur)



BRIDIE AGANES

Attentive and jaunty, Bridie possesses a quiet confidence that often wins people over.



Ever inquisitive and possessing an uncanny knack for uncovering a good story, Bridie has vowed to leave no stone unturned in her quest to reveal corruption at the heart of the Hypercorps.

Is chasing a lead whose roots lead to the top of a PanOceanian lobby group.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	10	7	8	8	11	11

F.O.E.	Combat	1	-	Move	1	-	Social	2	1
	Fort	-	-	Senses	3	1	Tech	3	1

DEF	Firewall	8	Resolve	11	Vigour	7
	Security	1	Morale	-	Armour	1

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+6 , Burst 1, 1H, Vicious 1

GEAR: **Light Combat Armour:** (H1, T2, A1, L1), BTS 1, Multiple Recording Devices

TALENTS: Marksman (Bal), Socialite (Life), Sharp Senses (Obs), Sense Memory (Obs), Charismatic (Per), Scout (Ste)





AARON LEVI

Sarcastic and witty, life seems to be one big joke for Aaron

A professional career soldier, Aaron had never once questioned orders. Not until the Ariadnan Commercial Conflicts taught him that not every command is best followed blindly.

Has a list of several senior MagnaObra officials who escaped conviction.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	8	10	11	7	6	8

F.O.E.	Combat	3	1	Move	1	-	Social	-	-
	Fort	1	-	Senses	2	1	Tech	-	-

DEF	Firewall	7	Resolve	8	Vigour	10
	Security	1	Morale	1	Armour	2

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+5 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Missile Launcher:** Range L, 2+7 , Unw, Heavy, Munition

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, Multispectral Visor 2

TALENTS: Marksman (Bal), Quick Draw (Bal), Martial Artist (CC), Sharp Senses (Obs), Sturdy (Res), Scout (Ste)



EZEKIEL GAVIUS

Proud, boastful, but respectful. There appears to be more below the surface, though.



Proud and fervent, Ezekiel joined the Military Orders to avenge the death of his family. He is a respected member, but his hatred and rage still fester within. Revenge is not far off.

Seeks revenge for the death of his parents.
Perhaps the PCs assist with deliverance.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	11	9	12	8	7	10	12

F.O.E.	Combat	4	1	Move	-	-	Social	3	3
	Fort	3	3	Senses	1	-	Tech	-	-

DEF	Firewall	7	Resolve	14	Vigour	12
	Security	3	Morale	2	Armour	5

ATTACKS

ELITE

- **Teseum Blade of St. George:** 1+11 (N), Unb, Non-Hackable, Piercing 4, Vicious 2
- **Combi Rifle:** Range C/M, 1+6 (N), Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1

GEAR: Powered Combat Armour (PanOceania): (H4, T5, A3, L3), BTS 3, Comms, Exoskeleton 3, Heavy Armour, Self-Repairing

TALENTS: Stubborn (Disc), Jaded (Disc), Irrepressable (Disc), Professional (Comm), Combat Specialist (CC), Martial Artist (CC)



A character named Lin Shen stands in a futuristic, neon-lit city street. He is wearing a dark jacket with yellow accents and a red scarf. The background is filled with glowing signs, including a large red one with the letters 'G', 'O', and 'N' visible. A pedestrian crossing sign is also visible. The overall atmosphere is dark and high-tech.

LIN SHEN

Precise and articulate, he reads the situation like an open book.

A reliable connection for all manner of goods, Shen provides network access for a finder's fee. Whether guns, drugs, augmentations, or secrets, Shen can discreetly fix you.

Formerly a Shentang academic, his whistle-blowing caused him to break bad – though he never stopped.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	10	6	8	13	8	10

F.O.E.	Combat	-	-	Move	-	-	Social	1	1
	Fort	-	-	Senses	3	3	Tech	2	2

DEF	Firewall	13	Resolve	10	Vigour	6
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Hacking Device Plus:** CLAW-2, SWORD-1, SHIELD-2, GADGET-3, IC-2, UPGRADE Cybermask, Sucker Punch, White Noise (+3 )
- **Pistol:** Range R/C, 1+6 , Burst 1, 1H, Vicious 1

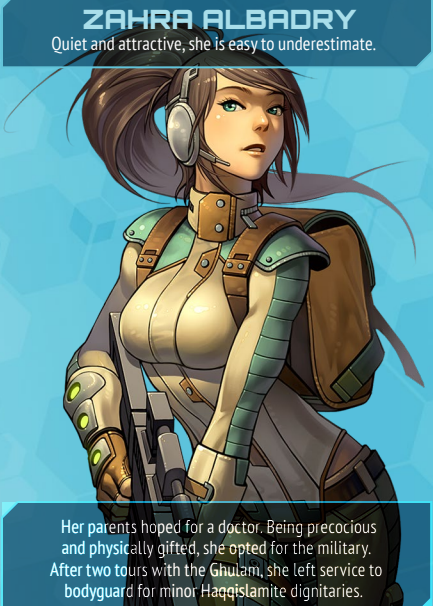
GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour, Personal Library Datasphere, AutoMediKit

TALENTS: Pattern Recognition (Ana), Data Analysis (Ana), Rigorous Training (Ath), Hacker (Hac), Tricks of the Trade (Hac), Socialite (Lif), Network (Life)



ZAHRA ALBADRY

Quiet and attractive, she is easy to underestimate.



Her parents hoped for a doctor. Being precocious and physically gifted, she opted for the military. After two tours with the Ghulam, she left service to bodyguard for minor Haqqislamite dignitaries.

Will switch allegiance in the heat of battle... for the right price.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	9	10	8	8	10

F.O.E.	Combat	3	1	Move	1	-	Social	1	1
	Fort	1	1	Senses	1	1	Tech	1	-

DEF	Firewall	8	Resolve	10	Vigour	9
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+5 **N**, Burst 1, 1H, Vicious 1
- **Knife:** 1+4 **N**, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Rigorous Training (Ath), Marksman (Bal), Quick Draw (Bal), Clear Shot (Bal), Martial Artist (CC), Sturdy (Res)





SOPHIA MILLER

Quiet and furiously intense, it is clear she prefers silence and her own company to being around others.

After serving with the **Foxtrot Rangers**, she returned home to a scorched farm. Six months of **hunting** those responsible and exacting revenge imbued a taste for stalking quarry.

She tracked down and killed almost all responsible for destroying her farm. A high-ranking Cossack officer still eludes her.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	12	10	9	9	8	7	8

F.O.E.	Combat	3	1	Move	1	1	Social	1	1
	Fort	1	-	Senses	2	1	Tech	-	-

DEF	Firewall	8	Resolve	8	Vigour	9
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- **Chain Rifle:** Range C, 1+8 , Burst 1, 2H, Spread 1, Torment, Vicious 1
- **Teseum Chopper:** 1+6 , Unb, Non-Hackable, Piercing 4, Vicious 2

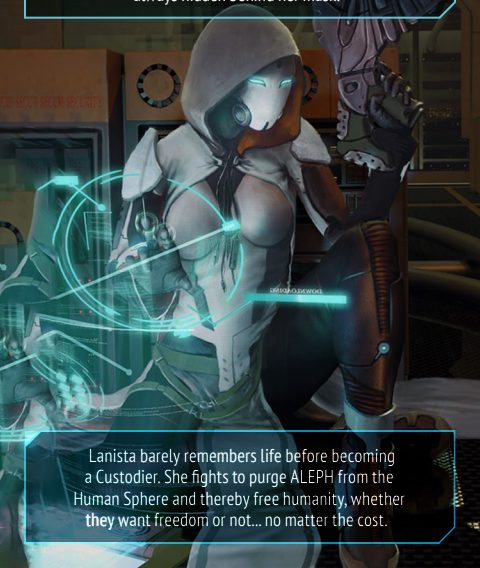
GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1

TALENTS: Marksman (Bal), Martial Artist (CC), Rigorous Training (Ath), Sharp Senses (Obs), Sense Memory (Obs), Self-Sufficient (Surv)



LANISTA CRODUM

Reserved and calculating, her face is always hidden behind her mask.



Lanista barely remembers life before becoming a Custodian. She fights to purge ALEPH from the Human Sphere and thereby free humanity, whether they want freedom or not... no matter the cost.

Is hot on the data trail of a suspected Combined Army infiltrator.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	11	10	9	10	11	10	12

F.O.E.	Combat	3	1	Move	2	1	Social	1	1
	Fort	2	2	Senses	1	1	Tech	2	1

DEF	Firewall	11	Resolve	11	Vigour	9
	Security	2	Morale	2	Armour	3

ATTACKS

ELITE

- **Multi Rifle:** Range C/M, 1+7 , Burst 2/2, 2H, Expert 1, Medium Multi, Multi Light Mod, Vicious 1
- **Hacking Device Plus:** CLAW-2, SWORD-1, SHIELD-2, GADGET-3, IC-2, UPGRADE Cybermask, Sucker Punch, White Noise (+2 )

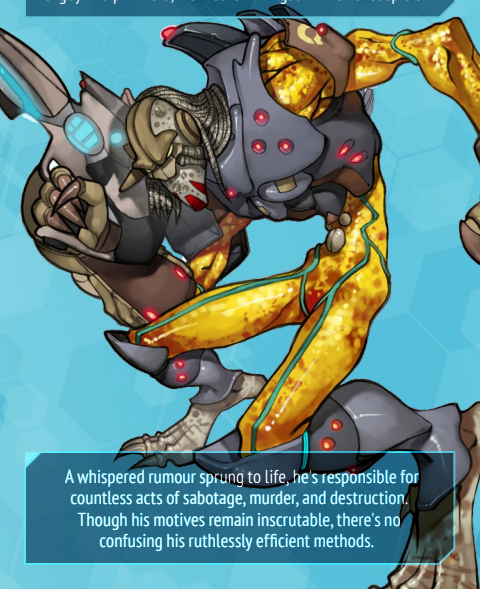
GEAR: Medium Combat Armor: (H2, T3, A2, L2), BTS 2

TALENTS: Stubborn (Disc), Hacker (Hack), Paranoid (Hack), Tricks of the Trade (Hack), Scout (Stea), Living Shadow (Stea), Natural Engineer (Tech)



VASKII

Cagey and paranoid, his face is an angular mask of suspicion



A whispered rumour sprung to life, he's responsible for countless acts of sabotage, murder, and destruction. Though his motives remain inscrutable, there's no confusing his ruthlessly efficient methods.

His RNash corrupted before his awakening Vaskii's identity and mission are a mystery even to him

HOOK


ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	11	7	8	9	8	11	9

F.O.E.	Combat	2	2	Move	1	1	Social		
	Fort	1	1	Senses	1	1	Tech	1	1

DEF	Firewall	8	Resolve	9	Vigour	8
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- Range C/M, 1+7 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1

GEAR: Personal Protective Equipment: (H0, T2, A2, L1), BTS 1, Comlog Implants, MediKit, Survival Kit

TALENTS: Marksman (Bal), Charismatic (Per), Equivocator (Per), Counsellor (Psy), Alien Specialist (Human) (Psy)

MORPHO-SCAN (2 HEAT): A Simple (D0) melee attack samples a creature within Reach. Vaskii can then assume the form of the sample (out of combat). If the target is incapacitated, do not spend Heat and a Hacking (D2) test can replicate their Cube.



TOMAS MERCADA

Smooth and open, he always tows the corporate line.

A privileged member of the PanOceania social elite, Tomas grew up learning the benefits of debate. He expertly clears red tape that allows corporate actions to continue unhindered.

Can arrange meetings with top lobbyists... quid pro quo, of course.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	9	7	7	9	12	12

F.O.E.	Combat	-	-	Move	-	-	Social	3	3
	Fort	-	3	Senses	3	-	Tech	-	-

DEF	Firewall	9	Resolve	12	Vigour	7
	Security	-	Morale	-	Armour	-

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+5 **N**, Burst 1, 1H, Vicious 1

GEAR: Aletheia Kit, Negotiator's Suite, Recorder

TALENTS: Socialite (Life), Network (Life), Elite Contact (Life), Charismatic (Per), Equivocator (Per), Magnetic Personality (Per)



XIE YUMING

Serious and uncompromising, she understands the necessity of her role.



Inducted into training as a young orphan, Yuming is a dedicated and deadly blade to be wielded against the StateEmpire's enemies. She does not question and never fails.

A rising star amongst the ninja, her Oniwaban will stop at nothing to avenge any harm she suffers.

HOOK





ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	9	10	10	7	9

F.O.E.	Combat	2	1	Move	2	1	Social	1	-
	Fort	1	-	Senses	2	1	Tech	1	1

DEF	Firewall	10	Resolve	9	Vigour	9
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- **Tactical Bow:** Range C, 1+4 , Burst 1, 2H, Non-Hackable, Subtle 2, Vicious 2
- **Pistol:** Range R/C, 1+5 , Burst 1, 1H, Vicious 1
- **Sword:** 1+5 , Unb, Non-Hackable, Parry 2, Vicious 1, Knife: 1+3 , 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, Holomask, Tetrodotoxin

TALENTS: Rigorous Training (Ath), Marksman (Bal), Martial Artist (CC), Sharp Senses (Obs), Scout (Ste), Thief (Thiev)



ASSAD YESHIM

Caring and talkative, he strives to provide his subordinates with the best equipment and support.

A natural flair with tactical wargames and insightful intellect led to internship at the Al-Khaafldif Militray Academy, where he obtained the skills of inspiration and command.

Has a high-ranking associate within the Hassassin Bahram

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	9	9	9	9	9

F.O.E.	Combat	2	1	Move	1	-	Social	2	2
	Fort	1	-	Senses	1	1	Tech	1	-

DEF	Firewall	9	Resolve	9	Vigour	9
	Security	1	Morale	2	Armour	2

ATTACKS

ELITE

- **Rifle:** Range M, 1+6 **N**, Burst 2, 2H, MULTI Light Mod, Vicious 1
- **Light Shotgun:** Range C, 1+5 **N**, Burst 1, Unb, Knockdown
- **Knife:** 1+4 **N**, 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: **Light Combat Armour:** (H1, T2, A1, L1), BTS 1, Holomask

TALENTS: Pattern Recognition (Ana), New Perspective (Ana), Marksman (Bal), Professional (Comm), Font of Courage (Comm), Stubborn (Disc)



VIKTOR BORODOV

True to his heritage, Viktor is stoic, taciturn, and severe in his opinions.



Few job prospects and a stint with the militia led to regular service with the Line Kazaks. Military life has given him a home, social life, and security, all of which he will defend to his last breath.

Seeks information on his father, lost during the Commercial Conflicts

HOOK


ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	8	9	7	7	8

F.O.E.	Combat	2	1	Move	1	-	Social	-	-
	Fort	-		Senses	2	1	Tech	1	-

DEF	Firewall	4	Resolve	4	Vigour	4
	Security	1	Morale	-	Armour	2

ATTACKS

TROOPER

- **Rifle:** Range M, 1+6 , Burst 2, 2H, MULTI Light Mod, Vicious 1

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, Survival Kit (Arctic)

TALENTS: Marksman (Bal), Sturdy (Res), Self-Sufficient (Surv)



A detailed illustration of Cortana Volt, a character from the Star Wars universe. She is depicted from the waist up, wearing her signature Charon uniform, which consists of a black and red hooded jacket with a circular emblem on the left shoulder. Her white hair is styled in a short, spiky cut. She is holding a large, black, futuristic gauntlet in her right hand, which features a glowing orange circular light and several green indicator lights. Her left hand is also gloved and has green lights. The background shows a metallic, industrial environment with a large, golden-brown bolted structure on the right. The overall lighting is dramatic, highlighting the textures of her uniform and the mechanical details of her gauntlet.

CORTANA VOLT

Unsympathetic and pitiless, she never wastes breath on the unenlightened.

The trials of life on Bakunin led Cortana to the Observance at an early age, where she gave herself over fully to the Charon convent and its clinical mercies.

Hunts a Posthuman indirectly responsible for the death of her Reverend Superior.

HOOK




ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	9	8	9	10	7	10

F.O.E.	Combat	3	3	Move	1	-	Social	-	-
	Fort	1	1	Senses	1	-	Tech	2	-

DEF	Firewall	10	Resolve	10	Vigour	8
	Security	2	Morale	-	Armour	3

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+6 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Nanopulser:** Range C, 1+5 , Burst 1, 1H, Biotech, Subtle 3, Torrent, Vicious 2
- **Pistol:** Range R/C, 1+4 , Burst 1, 1H, Vicious 1

GEAR: Medium Combat Armor: (H2, T3, A2, L2), BTS 2, Analysis Suite

TALENTS: Marksman (Bal), Martial Artist (CC), Stubborn (Disc), Physician (Med), Field Dressing (Med), Scout (Stealth)



VOREEN DROMAAL

Restless and fiery. Always found with either drink or spear in hand, sometimes both.



Action on Paradiso led to a secondment with a G5 multi-factional security force, where he has seen constant action following the trail of Combined Army infiltrators.

Is contemplating life as a mercenary to escape the strictures of the Tohaa Trident.

HOOK




ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	8	12	10	8	7	8

F.O.E.	Combat	2	2	Move	1	1	Social	-	-
	Fort	2	2	Senses	1	1	Tech	-	-

DEF	Firewall	8	Resolve	8	Vigour	12
	Security	-	Morale	2	Armour	2

ATTACKS

ELITE

- **Heavy Flamethrower:** Range C, 2+5 , Burst 1, 2H, Incendiary 3, Muntion, Terrifying 2, Torrent
- **Pistol:** Range R/C, 1+4 , Burst 1, 1H, Vicious 1
- **Makaul Spear:** 1+4 , 2H, Extended Reach, Non-Hackable, Thrown, Toxic 2, Vicious 1

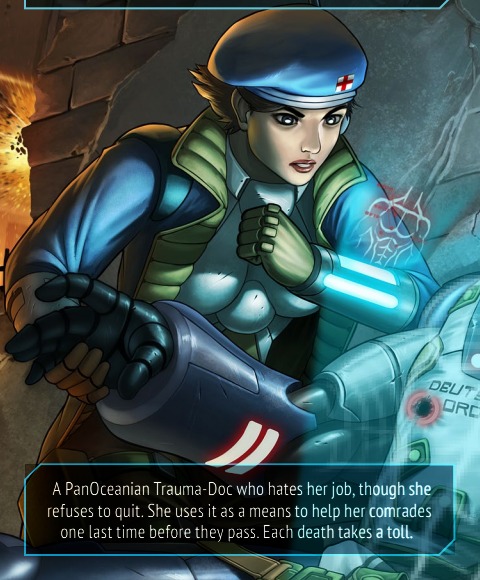
GEAR: Nu-El Armour: (All 2), BTS 1, Kinematika, Self-Repairing

TALENTS: Graceful (Acro), Sixth Sense (Acro), Total Reaction (Acro), Rigorous Training (Ath), Martial Artist (CC), Combat Specialist (CC)



EMILY KARLSON

Distant, lost in thought, and mournful.



A PanOceanian Trauma-Doc who hates her job, though she refuses to quit. She uses it as a means to help her comrades one last time before they pass. Each death takes a toll.

Looking for better battlefield medicine, no matter the legality.

HOOK




ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	9	7	11	12	9	8

F.O.E.	Combat	-	-	Move	-	-	Social	2	1
	Fort	1	1	Senses	1	1	Tech	3	2

DEF	Firewall	12	Resolve	8	Vigour	7
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+6 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** Range R/C, 1+5 , Burst 1, 1H, Vicious 1
- **Knife:** 1+3 , 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1


GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, Basic Medical Supplies, MediKit, Painkillers, Stims

TALENTS: Socialite (Lifestyle), Field Dressing (Med), Field surgery (Med), Physician (Med)



HARUTO TOKUGAWA

Crude, betrayed, and blunt, especially towards non-sectorials.

A detailed illustration of Haruto Tokugawa, a muscular man with dark hair and a goatee, wearing intricate silver and red armor. He has a small green device on his cheek. He stands in a dramatic, hazy environment with a large crane-like structure in the background and falling petals or leaves. The lighting is warm and golden.

A lowly Keisotsu who can trace his lineage to the last Shogun of ancient Japan. He's displeased with the current status of Japanese citizens within Yu Jing and is ready to take action.

A loud member of a Japanese terrorist group within Yu Jing, fighting for Japanese equality.



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	10	9	7	7	6

F.O.E.	Combat	2	-	Move	1	-	Social	-	-
	Fort	2	-	Senses	1	-	Tech	-	-

DEF	Firewall	4	Resolve	3	Vigour	5
	Security	1	Morale	-	Armour	2

ATTACKS

TROOPER

- **Combi Rifle:** Range C/M, 1+5 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Pistol:** Range R/C, 1+6  damage, Burst 1, 1H, Vicious 1

GEAR: **Light Combat Armour:** (H1, T2, A1, L1), BTS 1, Cheap Saké

TALENTS: Jaded (Discipline), Stubborn (Discipline), Scout (Stealth)





ABDULLAH TAHAN

Arrogant and with an inflated ego, although well-earned.

Excellent at rapid assault and counter-terrorists measure, Abdullah is no treasure to pressure. In fact, he loves it. He also loves telling stories of his daring missions. Whether they're exaggerated or not is a different story.

Recently lost his beloved companion during an assault on a Kyrgyz stronghold.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	10	11	9	7	9

F.O.E.	Combat	3	3	Move	1	-	Social	-	-
	Fort	1	1	Senses	1	-	Tech	2	-

DEF	Firewall	9	Resolve	9	Vigour	10
	Security	3	Morale	1	Armour	5

ATTACKS

ELITE

- **AP HMG:** Range L, 2+6 **N**, Burst 3, Unwieldy, Piercing 2, Spread 1, Unsubtle

GEAR: Powered Combat Armour: (H4, T5, A3, L3), BTS 3, Comms, Exoskeleton 3, Heavy Armour, Self-Repairing

TALENTS: Rigorous Training (Ath), Clear Shot (Bal), Marksman (Bal), Through and Through (Bal), Sturdy (Res), Natural Engineer (Tech)



A character with red hair, wearing a green military uniform with a fur-lined collar and a beret, is shown in a dynamic pose. She is holding a glowing blue rectangular device in her left hand. The background is a chaotic, fiery scene with orange and yellow flames and dark, jagged rock formations. The character's expression is serious and focused.

ANNA PETROV

Cold and off-putting, has little time for other people.

Cold and apathetic attitude towards humans, she acts like a small child with a favourite pet towards Antipodes, especially her own team. Then she is happy and care-free, almost as if she's trying to make up for a lost childhood.

Seeks to end the cruelty of a group of pack leaders who treat their Antipodes inhumanely .

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	9	8	10	12	12	10

F.O.E.	Combat	1	1	Move	1	1	Social	2	2
	Fort	1	1	Senses	1	1	Tech	1	1

DEF	Firewall	12	Resolve	10	Vigour	8
	Security	1	Morale	1	Armour	2

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+5 , Burst 1, 1H, Vicious 1

GEAR: **Light Combat Armour:** (H1, T2, A1, L1), BTS 1

TALENTS: Recognise Cues (AH), Symbiosis (AH), Wild Empathy (AH), Professional (Comm), Self-Sufficient (Survival), Tracker (Survival)





JURAJ NOVAK

Fearless and calculating, with an aloofness towards anything but his job.

He makes for the perfect Grenzer: excellent marksman, persistent, bold, and socially reserved. With few friends, there is no concern of him leaking info. His track record has more names on it than people he's talked to himself.

Currently on the trail of a nefarious data-broker, only one move away.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	7	10	7	6	10

F.O.E.	Combat	2	1	Move	1	-	Social	-	-
	Fort	-		Senses	2	1	Tech	1	-

DEF	Firewall	7	Resolve	10	Vigour	7
	Security	4	Morale	2	Armour	3

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+6 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Light Flamethrower:** Range C, 1+5 , Burst 1, 2H, Incendiary 3, Munition, Terrifying 2, Torrent

GEAR: Waldheim Grenz Dsad Medium Combat

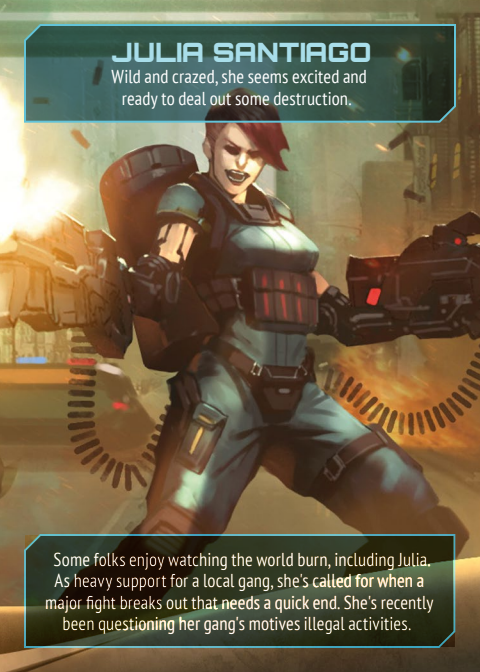
Armor: (H2, T3, A2, L2), BTS 4

TALENTS: Marksman (Bal), Quick Draw (Bal), Stubborn (Disc), Sharp Senses (Obs), Sturdy (Res)



JULIA SANTIAGO

Wild and crazed, she seems excited and ready to deal out some destruction.

A character named Julia Santiago is shown in a dynamic, action-oriented pose. She is wearing a light blue, form-fitting tactical suit with dark brown accents and a large, dark, cylindrical backpack. Her hair is short and reddish-brown. She has a determined, slightly menacing expression. The background is a blurred, industrial or urban environment with warm, golden light, suggesting a scene of destruction or conflict. The overall style is reminiscent of a video game or comic book illustration.

Some folks enjoy watching the world burn, including Julia. As heavy support for a local gang, she's called for when a major fight breaks out that needs a quick end. She's recently been questioning her gang's motives illegal activities.

She loves violence and mayhem, but her loyalty is waning. She seeks more honest employment.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	10	11	9	7	9

F.O.E.	Combat	3	3	Move	1	-	Social	-	-
	Fort	1	1	Senses	1	-	Tech	1	-

DEF	Firewall	9	Resolve	9	Vigour	10
	Security	3	Morale	-	Armour	5

ATTACKS

ELITE

- **Heavy Machine Gun:** Range L, 2+7 , Burst 3, Unw, Spread 1, Unsubtle
- **Spike Knuckles:** 1+9 , 1H, Concealed 1, Non-Hackable, Piercing 1, Vicious 1

GEAR: Powered Combat Armour (Submondo): (H4, T5, A3, L3), BTS 3, Comms, Exoskeleton 3, Heavy Armour, Self-Repairing

TALENTS: Marksman (Bal), Quick Draw (Bal), Speed Loader (Bal), Combat Specialist (CC), Martial Artist (CC), Socialite (Life), Sturdy (Res)

COLT GOLDMAN

Brave but naive, he's the "ready-fire-aim" type.



An enthusiastic young security guard with more ammunition than experience. A nasty injury barely slowed him down - he just whacks people with his new cybernetic elbow.

A Hexa agent is using him manipulating his brashness as cover for their own ends.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	9	8	9	10	9	8

F.O.E.	Combat	1	1	Move	1	-	Social	1	-
	Fort	1	-	Senses	2	1	Tech	1	-

DEF	Firewall	5	Resolve	4	Vigour	4
	Security	1	Morale	-	Armour	2

ATTACKS

TROOPER

- **Combi Rifle:** Range C/M, 1+6 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Knife:** 1+3 , 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

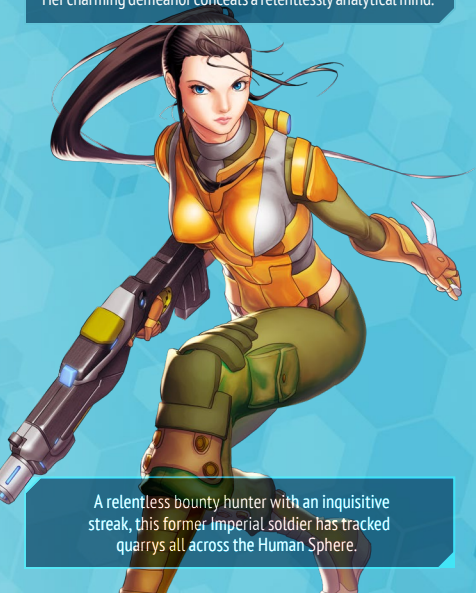
GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1

TALENTS: Irresistible Force (Ath), Leverage (Ath), Rigorous Training (Ath)



ARA SONG

Her charming demeanor conceals a relentlessly analytical mind.



A relentless bounty hunter with an inquisitive streak, this former Imperial soldier has tracked quarrys all across the Human Sphere.

She's secretly tracking her biological father, a deep cover Hexas agent.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	12	10	8	10	8	7	8

F.O.E.	Combat	3	1	Move	1	1	Social	1	1
	Fort	1	-	Senses	2	1	Tech	-	-

DEF	Firewall	8	Resolve	8	Vigour	8
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- **Stun Baton:** 1+4^{IN}, Non-Hackable, Knockdown, Suble 1, Stun

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1

TALENTS: Pattern Recognition (Ana), Deflection (CC), Martial Artist (CC), Riposte(CC), Disguise (Ste), Scout (Ste)



DYLAN MUHTADI

Always hyped, this merry prankster is certainly up to something.



An excitable hacker with a nose for trouble; his enthusiasm knows no bounds. Despite his youth, he seems to be present at political rallies across the entire Human Sphere.

A hidden child of the Diwân al Jund, he assists his parent in secret.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	8	10	12	8	8

F.O.E.	Combat	1	1	Move	1	-	Social	-	-
	Fort	1	-	Senses	2	-	Tech	3	2

DEF	Firewall	6	Resolve	4	Vigour	4
	Security	1	Morale	-	Armour	2

ATTACKS

TROOPER

- **Assault Hacking Device:** CLAW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1 (+3 **N**)
- **Boarding Shotgun:** Range C, 1+5 **N**, Burst 1, 2H, Knockdown, Medium MULTI

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, Tinbot

TALENTS: Hacker (Hack), Tricks of the Trade (Hack), Living Shadow (Ste), Scout (Ste)





BOJAN ROSKE

He wears the haunted expression of a man who's seen too much.

A world-weary soldier wandering from battle to battle, his uncanny knack for being the sole survivor has branded him an outcast.

Has a mysterious "guardian angel" intervening on his behalf.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	10	8	8	8	6	7

F.O.E.	Combat	1	-	Move	1	-	Social	-	-
	Fort	1	-	Senses	1	-	Tech	2	-

DEF	Firewall	4	Resolve	4	Vigour	4
	Security	2	Morale	-	Armour	3

ATTACKS

TROOPER

- **Sniper Rifle:** Range L, 1+8^N, Burst 3, Unw, Unforgiving 2

GEAR: Medium Combat Armour: (H2, T3, A2, L2), BTS 2, Cheap Vodka

TALENTS: Sturdy (Res), Just a Scratch 2 (Res)



CALAMITY JANE

Effervescent and evasive when her MetaChemistry is stable, very angry when not.



A sultry Morlock banned from most of Bakunin's bars, she is way more trouble than she's worth.

Guardian of an underground railroad for escaped uplifts.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	8	9	9	7	11	6

F.O.E.	Combat	2	1	Move	1	1	Social	2	1
	Fort	1	-	Senses	1	-	Tech	-	-

DEF	Firewall	7	Resolve	6	Vigour	9
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+5 (N), Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Teseum Chopper:** 1+6 (N), Unb, Non-Hackable, Piercing 4, Vicious 2

GEAR: Thick Hide: (All 1), BTS 0, Hidden Armour 2, Cosmetic Augmentation 3

TALENTS: Graceful (Acro), Wild Empathy (AH), Combat Specialist (CC), Martial Artist (CC), Sharp Senses (Obs), Charismatic (Per)

GRUPPE MODS: Jane's thick hide grants +1 Armour Soak in all locations. In combat, add 3 to her Complication range for Social tests and 1 to her Combat Expertise and Focus.



A character named Jens Wakka is shown in a dynamic, horizontal flying pose over a cityscape. He is wearing a purple jumpsuit with a dark harness and has a red and white patterned sleeve on his right arm. The background features a dense urban environment with various skyscrapers under a bright, hazy sky. The character is positioned in the upper half of the frame, with his body angled downwards. Below him, a rooftop area is visible with a large, circular logo that resembles a stylized 'H' or 'E' inside a circle. The overall scene conveys a sense of high-speed action and aerial maneuvering.

JENS WAKKA

Charming and reckless, he's up for anything.

A thrill-seeking pilot with natural charm and a devil-may-care attitude, he'll fly anywhere if the price is right.

Correctly suspects that Submondo are his primary employers

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	6	10	8	8	7

F.O.E.	Combat	-	-	Move	2	1	Social	-	-
	Fort	1	-	Senses	2	1	Tech	2	-

DEF	Firewall	8	Resolve	7	Vigour	6
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Stun Pistol:** Range R/C, 1+4^{IN}, Burst 1, 1H, Biotech, Non-lethal, Stun, Vicious 1


GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Ace (Pilot), Push the Envelope 3 (Pilot), Charismatic (Per)



ADELA GREEN

Her words are as sharp as her mind, and the years have dulled neither.



A leader in the field of cold resistant nanostructures, Adela has spent several years on Svarlarheima perfecting her work. She's hated every second and jumps on any opportunity to tour the Sphere.

Is suppressing a discovery that could lead to a new generation of weaponised nanomachines.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	8	7	9	13	9	10

F.O.E.	Combat	-	-	Move	-	-	Social	1	-
	Fort	-		Senses	3	2	Tech	3	3

DEF	Firewall	13	Resolve	10	Vigour	7
	Security	-	Morale	-	Armour	-

ATTACKS

ELITE

- **Stun Pistol:** Range R/C, 1+4^{IN}, Burst 1, 1H, Biotech, Non-lethal, Stun, Vicious 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0
Adapted Tundra, Analysis Suite, Analytical Kit

TALENTS: Disciplined Student (Edu), Knowledge Specialisation - Nanotechnology (Edu), Applied Science (Sci), Scientist (Sci), Sorellian Genius (Sci), Science Specialisation (Nanotechnology) (Sci)





HANH TRUNG

Her posture suggests professionalism, but her eyes sparkle with drive and optimism.

A young and distinguished Celestial Guard, Hanh's star has risen thanks to her incredible police work and deductive mind. She has bested countless threats to her people and Emperor.

Is becoming deeply concerned with the harsh procedures utilized by the Imperial Service.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	10	8	9	10	9	9

F.O.E.	Combat	2	-	Move	1	-	Social	2	1
	Fort	1	-	Senses	2	1	Tech	1	1

DEF	Firewall	10	Resolve	9	Vigour	8
	Security	2	Morale	-	Armour	3

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+6 **N**, Burst 1, 1H, Vicious 1

GEAR: Medium Combat Armour: (H2, T3, A2, L2), BTS 2, SecurCuffs, Aletheia Kit, Recorder

TALENTS: Pattern Recognition (Ana), Sharp Senses (Obs), Sense Memory (Obs), Charismatic (Per), Counsellor (Psy), Lie Detector (Psy)



SAALEHA AL-SANIE

Despite her charm, her bright smile reminds you of a coiled viper.

Her eyes and ears spread across the Human Sphere and peer into places others can only dream of. If you need to learn or acquire something, she is your woman. Just be sure she isn't seeking you.

Her networks have unearthed a dangerous, but valuable, item.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	9	8	8	10	11	10

F.O.E.	Combat	1	-	Move	1	-	Social	3	2
	Fort	-	-	Senses	1	2	Tech	2	1

DEF	Firewall	10	Resolve	10	Vigour	8
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+5 , Burst 1, 1H, Vicious 1

GEAR: Amoured Clothing: (T1, A1, L1), BTS 0, Stylish Clothing

TALENTS: Disciplined Student (Edu), Research Specialist (Edu), Untraceable Researcher (Edu), Socialite (Life), Network (Life), Charismatic (Per)



ARTHUR 'KILLJOY' BRILL

Filthy and rude, Arthur's home is the wild.



Tougher than nails and fuelled by spite, he has made a sport of hunting Combined Army troops across Paradiso. They say he once killed a Morat with a dirty look.

Has been tracking nearby Combined Army troop movements.

HOOK


ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	11	9	9	8	7	8

F.O.E.	Combat	3	1	Move	1	1	Social	-	-
	Fort	1	-	Senses	2	1	Tech	1	1

DEF	Firewall	8	Resolve	8	Vigour	9
	Security	1	Morale	-	Armour	1

ATTACKS

ELITE

- **Rifle:** Range M, 1+7 , Burst 2, 2H, MULTI Light Mod, Vicious 1

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, Adapted Jungle, Survival Kit Jungle, T2 Rifle Ammo

TALENTS: Stubborn (Disc), Sturdy (Res), Camouflage (Ste), Scout (Ste), Self Sufficient (Sur), Tracker (Sur)



GRAVBOOT JACK



A friendly man with a quick smile and a sharp eye for profit.

Salvager and trader extraordinaire, Jack has seen most of the Human Sphere and even more beyond its borders. He is a nightmare to haggle with, getting lost in story after story.

In a recent scrap trawl he discovered highly classified technology.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	6	8	8	10	7

F.O.E.	Combat	1	-	Move	1	-	Social	2	-
	Fort	-	-	Senses	1	-	Tech	2	-

DEF	Firewall	4	Resolve	4	Vigour	3
	Security	-	Morale	-	Armour	1

ATTACKS

TROOPER

- **Pistol:** Range R/C, 1+4 , Burst 1, 1H, Vicious 1

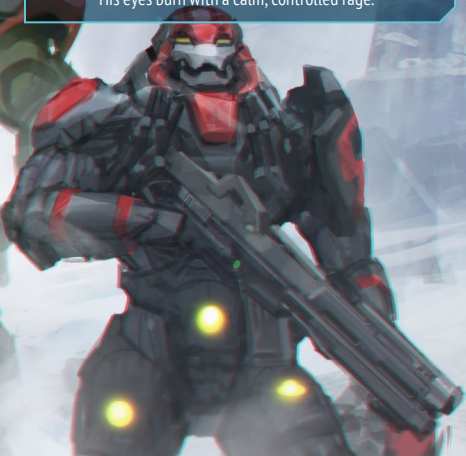
GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2, XO Suit

TALENTS: Charismatic (Per), Meteor Head (Ext), Sharp Senses (Obv)



KARNOK AZKAR

His eyes burn with a calm, controlled rage.



Remarkably **cool headed** for a Morat, he has become a master of **patience and control**. This incredible discipline has served him well as a leader, which the Ur Hegemony's military makes proficient use of.

Has information on a vital position nearby, and plans to eliminate it.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	10	8	12	10	8	9	8

F.O.E.	Combat	2	2	Move	1	1	Social	2	1
	Fort	2	2	Senses	1	1	Tech	-	-

DEF	Firewall	8	Resolve	8	Vigour	12
	Security	2	Morale	1	Armour	3

ATTACKS

ELITE

- **Combi Rifle:** Range C/M, 1+5 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1
- **Knife:** 1+6 , 1H, Concealed 1, Non-Hackable, Subtle 2, Thrown, Unforgiving 1

GEAR: Medium Combat Armour: (H2, T3, A2, L2),
BTS 2

TALENTS: Professional (Com), Air of Authority (Com), Commanding Presence (Com), Minions (Com), Stubborn (Dic), Martial Artist (CC)



A detailed illustration of Jaromir Iancu, a bald, green-skinned man with a menacing expression, drinking from a cup with a straw. He is in a futuristic, brightly lit city street with neon lights and other characters in the background. The scene is framed by a blue border.

JAROMIR IANCU

Calculating and ruthless, he sees and remembers much more than he lets on.

Ex-military hard-man who can source any weapon, for a price. His motto, 'Never ask Questions', is at odds with the detailed records he keeps. His sources and what he offers in exchange is anyone's guess.

Deep cover Hexahedron contact
onselling data on his transactions.

HOOK


ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	8	9	8	10	10	13

F.O.E.	Combat	1	1	Move	1	-	Social	3	2
	Fort	-	-	Senses	2	-	Tech	1	1

DEF	Firewall	10	Resolve	13	Vigour	9
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Heavy Pistol:** Range R/C, 2+4 , Burst 1, Unb, Unforgiving 1, Vicious 1

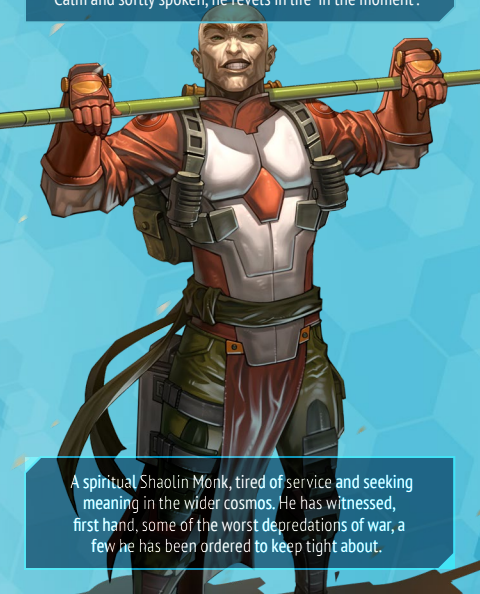
GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2, Recorder

TALENTS: Marksman (Bal), Quick Draw (Bal), Martial Artist (CC), Professional (Com), Stubborn (Disc)



LI WEI

Calm and softly spoken, he revels in life 'in the moment'.



A spiritual Shaolin Monk, tired of service and seeking meaning in the wider cosmos. He has witnessed, first hand, some of the worst depredations of war, a few he has been ordered to keep tight about.

War weary, he has seen and done things the State Empire would rather forget.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	12	8	10	9	7	8	9

F.O.E.	Combat	3	2	Move	-		Social	3	2
	Fort	2	-	Senses	-	-	Tech	-	-

DEF	Firewall	7	Resolve	9	Vigour	10
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Spear:** 1+6 **N**, 2H, Extended Reach, Non-Hackable, Thrown, Vicious 1

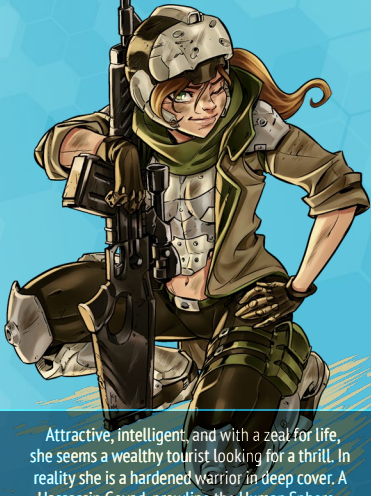
GEAR: **ModCoat, Long:** (T1, A1, L1), BTS 0, Hidden Armour 2, Small, but personally important, religious artifact.

TALENTS: Martial Artist (CC), Combat Specialist (CC), Weapon Master (CC), Deflection (CC), Quick Draw (CC)



FATIMA AL SALEM

Bubbly and enthusiastic, she seems like a thrill seeker new to these parts and looking for adventure.



Attractive, intelligent, and with a zeal for life, she seems a wealthy tourist looking for a thrill. In reality she is a hardened warrior in deep cover. A Hassassin Govad, prowling the Human Sphere.

Deep cover Hassassin Govad never far from her next mark. Wherever she is, death is close by.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	9	9	9	9	9

F.O.E.	Combat	2	1	Move	1	-	Social	2	1
	Fort	1	-	Senses	-	-	Tech	2	2

DEF	Firewall	9	Resolve	9	Vigour	9
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Heavy Pistol:** Range R/C, 2+5 (N), Burst 1, Unb, Unforgiving 1, Vicious 1
- **Light Shotgun:** Range C, 1+5 (N), Burst 1, Unb, Knockdown
- **Garrote:** 1+5 (N), 1H, Concealed 2, Non-Hackable, Subtle 2, Unforgiving 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Marksman (Bal), Martial Artist (CC), Quick Draw (CC), Scout (Ste), Self-Sufficient (Surv), Tracker (Surv)



An illustration of a soldier in a trench. The soldier in the foreground is a man with a beard and a cap, wearing a heavy, fur-lined jacket. He has a serious expression. To his right, a woman with green eyes and a headset is partially visible. In the background, another soldier is visible, and the environment is a dimly lit, industrial-looking trench with smoke or steam rising from the ground.

SERGEI BOIKO

He has an air of proficiency, and will rarely speak unless spoken to. It is clear he prefers to be left alone.

Still young by Human Sphere standards, Sergei has seen several life-times worth of conflict. Distrustful of others, he dislikes confined spaces and mistrusts technology, yet cares for his weapons like a mother duck with her ducklings.

Interested in establishing contacts to fence arms and ammunition his unit has 'requisitioned'.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	11	10	9	7	8

F.O.E.	Combat	3	3	Move	1	-	Social	-	-
	Fort	1	1	Senses	1	-	Tech	2	-

DEF	Firewall	9	Resolve	8	Vigour	11
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Heavy Pistol:** Range R/C, 2+5 (N), Burst 1, Unb, Unforgiving 1, Vicious 1
- **Rifle:** Range M, 1+6 (N), Burst 2, 2H, MULTI Light Mod, Vicious 1

GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2

TALENTS: Marksman (Bal), Quick Draw (Bal), Clear Shot (Bal), Self-Sufficient (Surv), Stubborn (Disc), Sturdy (Res)



The background image shows two characters in a futuristic, battle-damaged environment. On the left, a woman with blonde hair, Lucy Tremel, is wearing a dark green and blue armored suit with red accents and glowing red lights. She has a determined, slightly pained expression. On the right, a character with long purple hair and yellow fox-like ears is wearing a white and blue outfit with a red circular emblem on the chest. She is holding a small, glowing green and white device. The background is filled with smoke, debris, and orange and yellow light effects, suggesting a recent battle or explosion.

LUCY TREMEI

Fun loving and energetic, she has a tendency to run toward trouble than away from it.

A **doctor** from the BouBoutique-of Vaudeville with a colourful personality. Convinced to join the Corregidorian military by an old flame, she has found her place as a field doctor, where her skills have been honed by combat experience.

She was unable to heal the wounded child of a wealthy and important family. Now she is hunted.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	8	9	7	11	12	8	8

F.O.E.	Combat	-	-	Move	-	-	Social	2	1
	Fort	1	1	Senses	1	1	Tech	3	2

DEF	Firewall	12	Resolve	8	Vigour	7
	Security	-	Morale	-	Armour	2

ATTACKS

ELITE

- **Pistol:** Range R/C, 1+5 (N), Burst 1, 1H, Vicious 1

GEAR: Ballistic Vest: (T2), BTS 0, Hidden Armour 1, MediKit, Painkillers, Stims

TALENTS: Graceful (Acro), Physician (Med), Field Dressing (Med), Field Surgery (Med), Emergency Doctor (Med), Miracle Worker (Med)



The background image shows two characters in a futuristic, industrial setting. The character in the foreground is Almaat, a woman with long, light-colored hair and glowing orange eyes. She wears a dark, form-fitting suit with yellow and grey accents, and a hood. She holds a large, futuristic weapon with a glowing blue circular element. To her left is another character with white, spiky hair and glowing blue eyes, wearing a green and yellow suit. The background features a cityscape with buildings and floating text in a non-Latin script, possibly representing a digital or virtual environment.

ALMAAT DUUHAR

Almaat is always asking questions and seeking new situations and places to explore.

Almaat became a hacker out of voyeuristic curiosity. Endlessly intrusive and always eager to uncover the next memory or feeling, she throws herself into any situation before just as quickly losing interest.

Seemingly frivolous and questing for experience, she is secretly passing information back to the Trident.

HOOK



ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	9	9	14	10	10

F.O.E.	Combat	2	2	Move	1	-	Social	2	-
	Fort	2	-	Senses	2	1	Tech	4	4

DEF	Firewall	14	Resolve	10	Vigour	9
	Security	-	Morale	-	Armour	1

ATTACKS

ELITE

- **Heavy Pistol:** Range R/C, 2+5 , Burst 1, Unb, Unforgiving 1, Vicious 1
- **Assault Hacking Device:** CLAW-3, SWORD-0, SHIELD-0, GADGET-0, IC-1 (+4 )

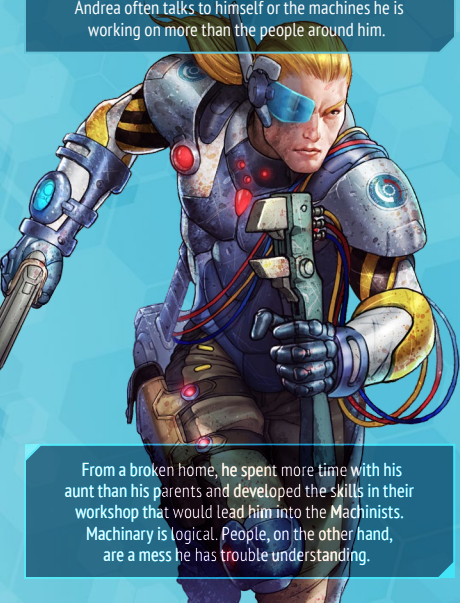
GEAR: Armoured Clothing: (T1, A1, L1), BTS 0, Hidden Armour 2, Analysis Suite

TALENTS: Marksman (Bal), Martial Artist (CC), Professional (Com), Hacker (Hack), Socialite (Life), Charismatic (Per)



ANDRÉS GARCIA

Andrea often talks to himself or the machines he is working on more than the people around him.



From a broken home, he spent more time with his aunt than his parents and developed the skills in their workshop that would lead him into the Machinists. Machinery is logical. People, on the other hand, are a mess he has trouble understanding.

Steals tech from battlefields to build bodies for his Geist. One piece that looked interesting is actually a damaged Sepsitor.

HOOK


ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	7	8	8	8	10	7	8

F.O.E.	Combat	1	-	Move	-	-	Social	-	-
	Fort	-	-	Senses	1	-	Tech	2	2

DEF	Firewall	5	Resolve	4	Vigour	4
	Security	1	Morale	-	Armour	2

ATTACKS

TROOPER

- **Combi Rifle:** Range C/M, 1+5 , Burst 2, 2H, Expert 1, MULTI Light Mod, Vicious 1

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, D-Charges

TALENTS: Explosives Expert (Tech), Natural Engineer (Tech), Hacker (Hack)



AIKO YOSHIDA

Brash, rude, confident and brave are features that are immediately apparent. They radiate from her words, her swagger, and her love for danger.



Born to the lower classes of Kuraimori, she was an unruly and rebellious teenager. Brave, daring, and attracted to extreme exploits, several brushes with the law encouraged her into the Aragoto Senkenbutai, where her brashness and love of speed are appreciated.

She has Oppositional Defiance Disorder and routinely pushes boundaries or breaks orders.

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	8	10	7	7	7

F.O.E.	Combat	-	-	Move	2	1	Social	-	-
	Fort	1	-	Senses	2	1	Tech	2	-

DEF	Firewall	4	Resolve	4	Vigour	4
	Security	1	Morale	-	Armour	2

ATTACKS

TROOPER

- **Boarding Shotgun:** Range C, 1+5 , Burst 1, 2H, Knockdown, Medium MULTI

GEAR: Light Combat Armour: (H1, T2, A1, L1), BTS 1, motorcycle

TALENTS: Ace (Pilot), Push the Envelope 3 (Pilot), Combat Pilot (Pilot)





AL-ŠABAH'

Disturbingly still and patient, his uncovered eyes are as sharp as a hawk's.

A deadly sniper and untraceable enigma, Al-Šabah' is elusive and precise. The few that have seen him off the job have never connected the quiet, friendly man with the deadly ghost that haunts Haqqislam's enemies.

Has been co-opted by an Hassassin cell to assist with the 'removal' of a high priority target.

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	10	8	9	7	7	8

F.O.E.	Combat	2	1	Move	2	1	Social	-	-
	Fort	-		Senses	2	1	Tech	1	-

DEF	Firewall	7	Resolve	8	Vigour	8
	Security	-	Morale	-	Armour	2

ATTACKS

ELITE

- **Sniper Rifle:** Range L, 1+8 **N**, Burst 3, Unw, Unforgiving 2

GEAR: **Light Combat Armour:** (T2, A1, L1), BTS 0, Chameleonwear

TALENTS: Clear Shot (Bal), Marksman (Bal), Precise Shot (Bal), Sharp Senses (Obv), Living Shadow (Ste), Scout (Ste)



MALCOM WALKER

Blunt and crude, he walks with the swagger of a man used to getting his way



A road-hardened old tough, his gang takes all manner of jobs. Gun-running, smuggling, roughing up your neighbours - as long as you pay half up-front, he doesn't ask questions

He's raising a half-dozen Wolver orphans back at his ranch - a secret he'll kill to keep

HOOK

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	10	9	7	6	6

F.O.E.	Combat	2	-	Move	1	-	Social	-	-
	Fort	2	-	Senses	1	-	Tech	-	-

DEF	Firewall	4	Resolve	3	Vigour	5
	Security	-	Morale	-	Armour	1

ATTACKS

TROOPER

- **Light Shotgun:** Range C, 1+4^N, Burst 1, Unb, Knockdown

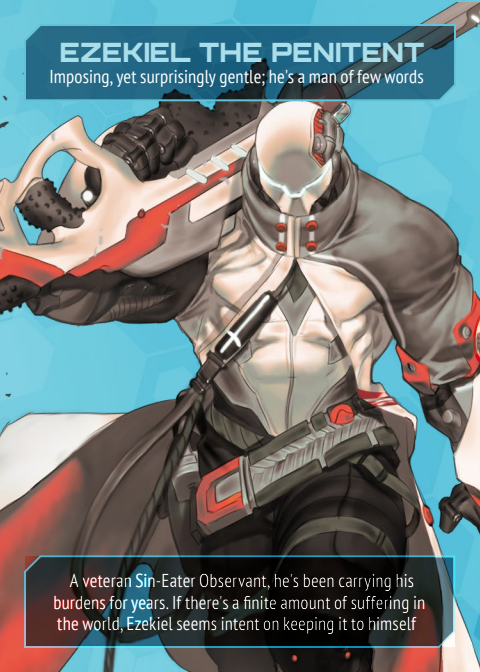
GEAR: Sports Padding: (All 1), BTS 0

TALENTS: Ace (Pilot), Born to the Wheel (Pilot), Self-Sufficient (Surv), Thief (Thiev)



EZEKIEL THE PENITENT

Imposing, yet surprisingly gentle; he's a man of few words

A detailed illustration of Ezekiel the Penitent, a character from the DC universe. He is depicted from the waist up, wearing a dark, tactical suit with a prominent white chest plate and a black cape. His right arm is a large, white, mechanical gauntlet with a black, textured grip. He is holding a large, black, cylindrical object, possibly a weapon or a piece of equipment, across his chest. The background is a light blue with a hexagonal pattern. The character's face is a white, helmet-like structure with a glowing blue visor and red accents.

A veteran Sin-Eater Observant, he's been carrying his burdens for years. If there's a finite amount of suffering in the world, Ezekiel seems intent on keeping it to himself

Has experienced a crisis of faith and is uncertain why he's still with the Observance

ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	8	10	11	9	7	9

F.O.E.	Combat	3	3	Move	1	-	Social	-	-
	Fort	1	1	Senses	1	-	Tech	2	-

DEF	Firewall	9	Resolve	9	Vigour	10
	Security	3	Morale	-	Armour	5

ATTACKS

ELITE

- **Heavy Machine Gun:** Range L, 2+6^(N), Burst 3, Unw, Spread 1, Unsubtle
- **Spike Knuckles:** 1+9^(N), 1H, Concealed 1, Non-Hackable, Piercing 1, Vicious 1

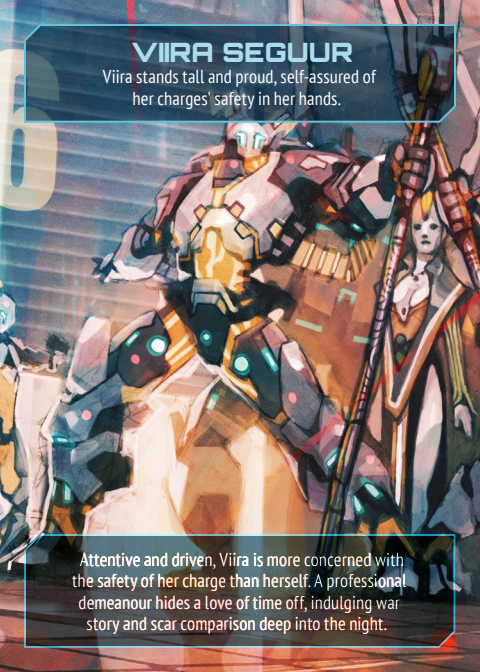
GEAR: Medium Combat Armour: (H2, T3, A2, L2), BTS 2, Chameleonwear

TALENTS: Marksman (Bal), Clear Shot (Bal), Stubborn (Disc), Counsellor (Psy), Sturdy (Res),



VIIRA SEGUUR

Viira stands tall and proud, self-assured of her charges' safety in her hands.



Attentive and driven, Viira is more concerned with the safety of her charge than herself. A professional demeanour hides a love of time off, indulging war story and scar comparison deep into the night.

She is protecting a Tohaa diplomat whose motives are clouded at best.

HOOK




ATT	AGI	AWA	BRW	COO	INT	PER	WIL
	9	9	10	9	8	8	10

F.O.E.	Combat	3	1	Move	1	-	Social	1	1
	Fort	1	1	Senses	1	1	Tech	1	-

DEF	Firewall	8	Resolve	10	Vigour	10
	Security	1	Morale	-	Armour	2

ATTACKS

ELITE

- **Viral Combi Rifle:** Range R/C, 1+6 , Burst 2, 2H, Biotech, Expert 1, Grievous, MULTI Light Mod, Toxic 2, Vicious 1
- **Spear:** 1+6 , 2H, Extended Reach, Non-Hackable, Thrown, Vicious 1
- **Nanopulser:** Range C, 1+5 , Burst 1, 1H, Biotech, Subtle 3, Torrent, Vicious 2

GEAR: **Ectros Symbiont Armour:** (All 2), BTS 3, Vigour 10, Maximum Wounds 3, Kinematika, Self-Repairing

TALENTS: Stubborn (Disc), Wary (Disc), Sharp Senses (Obv), Danger Sense (Obv), Deflection (CC), Martial Artist (CC)

