

NEDAYEN

Human Merchant of the First Order

Nedayen is the somewhat naïve son of a Yolusturian noble, adventuring the universe for the sheer thrill of it. He decided to flee to the Sol system after realizing that he couldn't live up to his parents' expectations.

ROLEPLAYING HINTS

Nedayen is beginning to be a bit disillusioned and discontent; however, he is too much of an optimist to sweep all hope aside. He worries about his family and the family name if this gets out, especially because he will be branded a Vagrant. Still, Nedayen truly feels a call to make something of himself: something heroic and significant. His skills lay mostly in the social realm, but he is not very helpful in combat. That's what he hired his bodyguard Gryger for.

ATTRIBUTES

Prowess	Agility	◀■■■■□□▶	Awareness	◀■■■■■□▶
Might	Physique	◀■■□□□□▶	Presence	◀■■■■■□▶
Vitality	Toughness	◀■■□□□□▶	Tenacity	◀■■■■■□▶

CHARACTERISTICS

Resistances		Combat	
Resilience	3	Initiative	6
Composure	4	Defense	3 (9)
Spirit	4		

HEALTH

Health Status	Action Points	Wounds
□□ Okay	6	□□□ Minor
□□ Winded	5	□□ Considerable
□ Strained	4	□ Major
□ Exhausted	3	
□ Devastated	2	

TAGS

Naïve thrill-seeker, I can change the world, Wanna-be hero

SKILLS

Deception 2, Dexterity 2, Fighting 1, Insight 1, Influence 2, Networking 3, Shooting 1, Stealth 1, Perception 1

RESOURCES

Karma Pool: ◀□□□□▶

GEAR

Armored Suit (Armor 5), Fiery Cricket (Damage 5/3, Range Short, requires mystic field ◀■■□□□▶)

POWERS (SHIELDING)

Acquire (2): This power enables Nedayen to procure gear and other items as needed. It gives him the right "sense" about where to look for it and whom to contact. Each level of the Power's Energy Rating makes a Test to acquire one copy of an item easier.

■ **Activation:** Perception

Chill (2): This power inflicts the *Extremely Relaxed* Tag on a single target for a number of minutes equal to this Power's Energy, causing it to remain calm and even go beyond caring about almost anything.

■ **Activation:** Influence or Insight

Encourage (1): Nedayen encourages his allies to perform a certain task together as a team. A number of allies equal to this Power's Energy gain a suitable Advantage to the next Test made towards meeting their common goal. The Power can only be used once per task or goal.

■ **Activation:** Influence

Captivate (1): This Power allows Nedayen to make a target more gullible to his words, gaining his support. In any situation where the target's support would be helpful, Nedayen gains an Advantage. The Power's Energy and the situation determine the Advantage: 1–2=Minor, 2–3=Considerable, 4–5=Major. The effect of this power lasts for a day.

■ **Activation:** Insight or Influence

Oblige (1): By using this Power, the mystic can ask the target for a favor and get it without the target asking anything in return. The Power's required Energy is determined by the size of the favor (with 1 being a small one and 5 being incredibly much to ask for)—judging this depends in large part on the target and the situation, and is subject to the gamemaster's discretion. The target needs to have at least a neutral stance toward Nedayen.

■ **Activation:** Networking

Smear (1): Nedayen's words cause the target to reconsider his loyalty and trust towards another character or organization, seeding doubt that might blossom into full-fledged paranoia later on. The effect starts working as soon as the target gets a chance to reflect on such thoughts and question the facts. The Power's Energy and the situation determine the Disadvantage the target gets whenever acting on its former loyalty and trust: 1–2=Minor, 2–3=Considerable, 4–5=Major. The effect of this power lasts for a day.

■ **Activation:** Insight



GRYGER

Zerog Soldier of the First Order

Gryger is a former Consortium security officer who took drugs to suppress his mystic potential. Gryger had always looked upon the Vagrants with an utter disdain, until he spent more time with them while on an undercover mission. His assignment ended with the arrest of many Vagrants who called him a friend. His conscience won't let him push away the guilt of bringing in those Vagrants with which he had spent so much time, and he finally decided to act on his inner feelings and quit service. He received a Vagrant Mark and started to train his mystical abilities. Now he is Nedayen's bodyguard—his first job as a Vagrant.

ROLEPLAYING HINTS

Determination and loyalty, along with juxtaposed measures of idealism about life's purposes and gritty realism about death, define Gryger. He is a soldier and a boy scout; able to do the job, no matter what it is. He is harsh with his enemies and stands by his friends, even when things are going poorly.

ATTRIBUTES

Prowess	Agility	◀■■■■■▶	Awareness	◀■■■■■▶
Might	Physique	◀■■■■■▶	Presence	◀■■■■■▶
Vitality	Toughness	◀■■■■■▶	Tenacity	◀■■■■■▶

CHARACTERISTICS

Resistances		Combat	
Resilience	4	Initiative	7
Composure	2	Defense	6 (12)
Spirit	4		

HEALTH

Health Status	Action Points	Wounds
□□ Okay	5	□□□ Minor
□□ Winded	4	□□□ Considerable
□□ Strained	3	□ Major
□□ Exhausted	2	
□ Devastated	2	

TAGS

Gets the job done, Loyal ally, Optimistic realist

SKILLS

Athletics 2, Dexterity 2, Durability 1, Fighting 2, Healing 2, Shooting 3, Stealth 1, Perception 1

RESOURCES

Karma Pool: ◀□□□▶

GEAR

Armored Coat (Armor 6),
Regon Blaster (Damage 7, Range Medium)

POWERS (SHIELDING)

Feign (1): Instead of dealing damage, this power allows Gryger to feign an attack and confuse or scare his target, inflicting the *Confused* or *Scared* Tag for a number of rounds equal to the Power's Energy.

■ **Activation:** Any Attack Test

Guard (1): Gryger can protect another character at Point-blank range against other attackers. The Power's Energy and the situation determine the cover the target gets: 1–2=Meager, 2–3=Defensible, 4–5=Complete. If an attack aimed at the guarded target misses, but the result is still greater than its unmodified defense, the attack hits the guarding mystic instead. The effect of this power lasts for one round.

■ **Activation:** Fighting

React (1): This Power infuses Gryger's nervous system to make him faster, increasing his Action Points total by this Power's Energy for two rounds. The additional Action Points cannot be spent for movement actions!

■ **Activation:** Athletics or Fighting

Regenerate (2): Gryger infuses his blood with mystic energy, causing it to become searing hot, healing a number of Wounds equal to the Power's Energy. The power can only be activated in tense situations, usually combat situations.

■ **Activation:** Fighting

Damage (Ranged) (2): Gryger can make a personal ranged weapon shoot hissing balls of energy, adding the Power's Energy to the Damage Rating of the weapon he is using.

■ **Activation:** Any Attack Test with a personal ranged weapon



SHALANUR NOK

Kiruan Crafter of the First Order

A short kiruan with a short fuse even among his kind, he has an acute sensitivity for mystical forces. This propensity led him to become a Crafter (although he prefers the term "Artificer"), a mystic engineer skilled in tinkering with equipment.

ROLEPLAYING HINTS

Fiery and aggressive, but with a softer side, Shalanur sees himself as misunderstood and often expresses his frustrations about that very fact, more often making things worse in the process. If it's mechanical or electronic, he can do something about it, and if it breathes he can get up close and take care of that too. While problems are often to be confronted straight on, he's also a bit sneaky too, seeking the challenge and thrill of walking off with a good haul to pay for his tinkering.

ATTRIBUTES

Prowess	Agility	▀▀▀▀▀▀▀	Awareness	▀▀▀▀▀▀▀
Might	Physique	▀▀▀▀▀▀▀	Presence	▀▀▀▀▀▀▀
Vitality	Toughness	▀▀▀▀▀▀▀	Tenacity	▀▀▀▀▀▀▀

CHARACTERISTICS

Resistances		Combat	
Resilience	2	Initiative	5
Composure	5	Defense	6 (12)
Spirit	4		

HEALTH

Health Status	Action Points	Wounds
<input type="checkbox"/> Okay	6	<input type="checkbox"/> Minor
<input type="checkbox"/> Winded	5	<input type="checkbox"/> Considerable
<input type="checkbox"/> Strained	4	<input type="checkbox"/> Major
<input type="checkbox"/> Exhausted	3	
<input type="checkbox"/> Devastated	2	

TAGS

Hot-blooded, No risk no fun, Enemy of the Marten family

SKILLS

Athletics 2, Construction 3, Dexterity 1, Durability 1, Fighting 1, Interface 2, Memory 1, Perception 2

RESOURCES

Karma Pool:

GEAR

Protective Vest (Armor 4), Stick Stick (Damage 4, can stick to any surface)

POWERS (SHIELDING)

Override (2): This power allows Shalanur to override a device's function (such as a lock or identification request). The Energy this power requires depends on devices' complexity (1=Padlocks, 2=Weapons, 3=Computers, 4=Security Systems, 5=AI-Networks).

■ **Activation:** Activation: Interface

Report (1): Report allows Shalanur to "feel" the current status of a vehicle, drone, or device he has bonded with in a short ritual for a number of rounds equal to this Power's Energy.

■ **Activation:** Perception or Interface

Inventory (1): Inventory allows Shalanur to gain a precise memory of every detail in an area he has walked through to help him find hidden things or even remember them later. The effect grants him a bonus to subsequent tests related to the area and its contents. The Power's Energy and the situation determine the Advantage: 1-2=Minor, 2-3=Considerable, 4-5=Major. The effect of this power lasts for one hour.

■ **Activation:** Memory or Perception

Microsight (1): Shalanur can zoom in and observe things on a microscopic scale. This Power's Energy determines the effect: 1=Magnification×10, 2=Magnification×100, 3=Magnification×1,000, 4=Magnification×10,000, 5=Atomic. The power lasts for one minute.

■ **Activation:** Perception

Cipher (1): Shalanur speaks and writes in an encrypted language, which is encoded so that just one specific target can understand it. This power requires something to connect Shalanur with the target (a strand of hair, a drop of blood, or a personal item). The Power's Energy determines the complexity of the message: 1=basic, 2=simple, 3=sophisticated, 4=complex, 5=highly complex.

■ **Activation:** Interface or Memory

Freeze (1): This power allows Shalanur to freeze a device, causing a malfunction, short-out, or jam. The device needs to be within line of sight. The device will freeze and not function, but will not automatically open, release, or change its operation (locks will stay locked, for example). The effect of this power lasts for a number of rounds equal to the Power's Energy.

■ **Activation:** Construction or Interface



JORVAN KARUKVY

Human Pilot of the First Order

Jorvan was born and raised in the Nim fleet. Like most Nim, he tends to be very direct, which often makes him appear as being unfriendly. His clothing is grey and pragmatic but covered with an astounding array of patches and insignia. A worn pilot's helmet is part of his usual appearance.

ROLEPLAYING HINTS

The Nim are a very peculiar crowd and are often regarded as fanatics. Their culture is strict and very hierarchic, reflected by their caste system and purist attitude. Jorvan is a rebel, which made him conspicuous. He had to flee to avoid execution. Jorvan discovered his mystic talent after arriving in the Earth Belt and started his Pilot training there. Now is time for him to stand on his own feet and earn his own wings. He is—apart from his distinct thick-headedness and a healthy disrespect for authorities—the perfect opposite to Shalanur: cool-headed, calm, and taciturn.

ATTRIBUTES

Prowess Agility (■■■■■□) Awareness (■■■■□□)
Might Physique (■■■■□□) Presence (■■■■□□)
Vitality Toughness (■■■■□□) Tenacity (■■■■□□)

CHARACTERISTICS

Resistances	Combat
Resilience 4	Initiative 6
Composure 4	Defense 6 (12)
Spirit 2	

HEALTH

Health Status	Action Points	Wounds
<input type="checkbox"/> Okay	6	<input type="checkbox"/> <input type="checkbox"/> Minor
<input type="checkbox"/> Winded	5	<input type="checkbox"/> <input type="checkbox"/> Considerable
<input type="checkbox"/> Strained	4	<input type="checkbox"/> Major
<input type="checkbox"/> Exhausted	3	
<input type="checkbox"/> Devastated	2	

TAGS

Anti-authoritarian, Thick-headed, Calm, Taciturn

SKILLS

Athletics 2, Construction 1, Deception 1, Fighting 1, Interface 1, Influence 1, Piloting 3 (Boost+1), Shooting 2

RESOURCES

Karma Pool: (■■■■)

GEAR

Pilot-Jumpsuit (Armor 6),
Raan Gun (Damage 5, Range Medium)

POWERS (SHIELDING)

Distract (1): Jorvan creates a mystic diversion based on a simple action no one normally falls for (“*Oh look, a three-eyed Shanrazi!*”), inflicting the *Distracted* Tag on any observer for a number of rounds equal to this Power's Energy.

■ **Activation:** Deception or Influence

Remote (1): Jorvan can remotely control a vehicle or drone he has touched and attuned to before with a short ritual. He can only use a number of skill dice equal to the Power's Energy for Tests made with the remote-controlled vehicle. The target must be within the same mystic field, and Jorvan has the *Distracted* Tag for all other actions as long as he keeps the power active.

■ **Activation:** Construction

Damage (Vehicle) (1): Jorvan can increase the deadly power of his vehicle weapons with mystic energy, adding the Power's Energy to the Damage Rating of the weapon he is using.

■ **Activation:** Any Attack Test with a vehicle weapon

Burn (2): Jorvan can make a vehicle faster as a result of this Power, gaining a number of additional Action Points equal to this Power's Energy for two rounds. The additional Action Points can only be spent for movement actions!

■ **Activation:** Construction or Interface

Cloak (1): Jorvan's vehicle becomes invisible for a number of minutes equal to this Power's Energy, with a difficulty to spot some trace of the vehicle equal to the Activation Test result. The effect works best when the vehicle doesn't move; detection is easier when it does. Tests made to detect him while moving are at an Advantage suitable to the situation.

■ **Activation:** Construction or Deception

Defend (1): Add the Power's Energy to Jorvan's Dodge Test result (including dodges with Vehicles). On a successful Dodge Test, he can also add this Power's Energy to his defense until his next turn.

■ **Activation:** Any Active Defense Test



DEISAL

Human Spellslinger of the First Order

The young woman named Deisal has a striking look—long, white hair and violet-reddish colored eyes. She wears a tight, light-gray space suit—or rather, the remains of it, because it is missing all control hardware and the helmet.

ROLEPLAYING HINTS

Deisal was raised by a poor family near Neptune, in a faraway settlement under Consortium control. After her father was arrested, she and her brother were sent to the School of Seven Shadows, a Netherschool on the outer edge of the solar system. While she was indoctrinated to follow the Spellslinger Path, she and her brother hatched a plan to free their father. They succeeded, but had to split up and lay low for a while. She arrived on Freedom Rock to make a fresh start.

ATTRIBUTES

Prowess	Agility	▀▀▀▀▀▀	Awareness	▀▀▀▀▀▀
Might	Physique	▀▀▀▀▀▀	Presence	▀▀▀▀▀▀
Vitality	Toughness	▀▀▀▀▀▀	Tenacity	▀▀▀▀▀▀

CHARACTERISTICS

Resistances		Combat	
Resilience	3	Initiative	5
Composure	3	Defense	4 (9)
Spirit	4		

HEALTH

Health Status	Action Points	Wounds
<input type="checkbox"/> Okay	6	<input type="checkbox"/> <input type="checkbox"/> Minor
<input type="checkbox"/> Winded	5	<input type="checkbox"/> <input type="checkbox"/> Considerable
<input type="checkbox"/> Strained	4	<input type="checkbox"/> Major
<input type="checkbox"/> Exhausted	3	
<input type="checkbox"/> Devastated	2	

TAGS

Consortium-trained, Tough as nails, Wanted

SKILLS

Athletics 1, Durability 1, Memory 2, Command 1, Dexterity 2, Healing 3, Shooting 1, Perception 2

RESOURCES

Karma Pool:

GEAR

Raan Gun (Damage 4, Range Medium),
Throwing Knife (Damage 3, Range Short/Medium),
Modified Spacesuit (Armor 6, Mystic Armor 6),
1 × Elixir (heals a number of Wounds equal to the ambient mystic field level)

POWERS (SHIELDING)

Dispel (2): Deisal negates a spell effect with this power. The Power's Energy must be the same as or higher than that of the targeted Spell. The target number is the spell's Energy plus the original Spellslinger's Awareness × 4.

■ **Activation:** Perception

Block (1): Deisal can block a mystic attack using this Power as a Reaction (see Conflicts, p. 11), completely warding off all damage. This Power must be used at the same Energy as the attack.

■ **Activation:** Durability

SPELLS (SHIELDING)

Fade (1): This spell knocks a number of targets unconscious for a limited time. Deisal needs a symbolic ingredient for unconsciousness or sleep (such as a sleeping pill or a pillow).

■ **Parameters:** AoE ■ **Casting:** Command ■ **Target:** Mental

Blast (1): This spell creates a physical blast knocking everything not bolted to the floor back a number of Action Points worth of movement equal to the Spell's Energy×2.

■ **Parameters:** AoE ■ **Casting:** Athletics ■ **Target:** Physical

Fireburst (1): Deisal conjures a burst of fire, exploding at the point of impact when thrown. The Damage Rating is equal to the Spell's Energy plus Deisal's Dexterity Skill Rating.

■ **Parameters:** Range ■ **Casting:** Dexterity ■ **Target:** Physical

