

Duke Norris Aella Aledon

Duke of Regina, Count Aledon, Marquis of Regina, Baron of Yori. Born 1063, second issue of Duke Willem Caranda Aledon and Fiorella Havasu Aella of Efate. Ascended to the Duchy of Regina in 1097.

You were enjoying a successful career in the Imperial Navy when the accidental death of your older brother William eight years ago in 1097, during what would turn out to be your father's last year of life, forced you rapidly into the unaccustomed role as the impending heir.

Your background in the Imperial Navy has given you a better understanding of the defence of the Spinward Marches than your fellow dukes. In particular, you favour a strategy of defence in depth, rather than the crustal defence that is currently favoured by the Navy; you believe that squadrons of the 212th Fleet should withdraw from the Duchy of Efate in order to bolster the key worlds in the Duchy of Regina. This has led to some tension between you and Duke Luis of Efate.

Your relationship with Duke Leonard of Rhylanor is generally cordial, which is more than can be said for that with Duchess Delphine of Mora; on the occasion of your investiture eight years ago, she coldly told you that she considered you to be Willem's inferior, and that she had grave concerns for the future of the Duchy of Regina. You consider yourself well-placed to become the Archduke of Deneb, not least because Emperor Strephon is a distant cousin through your mother.

In terms of internal politics within your duchy, your primary concern is the recent industrial unrest that has broken out on the tidally-locked world of Dinom, between the corporations which run the mines and the miners who work in those mines. If the unrest worsens and becomes a full-blown revolution, it will destabilise the remaining worlds in the duchy, and is likely to attract Vargr corsairs who will prey on commercial shipping in the region.

The duchy also contains the interdicted system of Shionthy, to which access is controlled by the Imperial Navy. The stated reason for the interdiction is that the extensive asteroid belt that occupies the system contains significant amounts of contraterrene matter, which makes travel within the system hazardous. The Shionthy asteroid belt is believed to have been created by a planet-destroying weapon during the Final War of the mysterious Ancients some 300,000 years ago.

The border worlds of Ruie and Pequan lie one jump beyond the border of the duchy. Ruie is a balkanised world undergoing civil unrest caused by a period of economic flux; if this unrest gets worse, it will threaten the stability of the duchy. Pequan is an agricultural world ruled by a dictator; the neighbouring world of Arden, backed by the merchant line Akerut, has propped up the dictator in the face of a popular uprising. Your view is that it would benefit the Imperium if Ruie and Pequan were to decide to become member worlds, and you should support diplomatic (and other) efforts towards that end.

The main merchant company in the duchy is Oberlindes Lines, which has long provided financial support to the Dukes of Regina. It is in your interest to help develop Oberlindes' commercial interests, by encouraging them to trade widely across the Marches.

Skills

- Liaison-1
- Admin-1
- Gunnery-1

Assets

- You have political control of the squadrons in the 213th (Regina) Fleet, and may purchase orders for those squadrons for kCr500
- You have two landing permits that will allow a ship to freely pass through the interdiction cordon at Shionthy; you may grant these to other players
- You may invest new knights or barons (in return for services to the Imperium)
- You gain income for trading that occurs in the Duchy of Regina, and from Oberlindes-dominated worlds
- various generic Missions to advance the interests of the Duchy of Regina (and the Imperium)

Goals

- Be the leading candidate for Archduke of the Domain of Deneb
- Encourage the border worlds to join the Imperium
- Promote peace within the Imperium
- Bring the industrial unrest on Dinom to a peaceful resolution

Investiture

You may create a new noble in recognition of services rendered to the Imperium. On first investiture, the noble is accorded the title of Knight/Dame. On second investiture, the noble is accorded the title of Baron. Investing a knight costs MCr2, while investing a baron costs MCr5.

To invest a noble, you pay the Regina GM the requisite cash, and then stage a public ceremony in which you state the reasons why the person has been raised into the aristocracy, and what services they have made to the Imperium.

Investitures that are perceived to be self-serving or corrupt and without sufficient basis in service may result in loss of Renown.

Duke Leonard Stephanos Kirgashii

Duke of Rhylanor. Born 1057, eldest issue of Duke Willem Royden Kirgashii and Mira Bolden Stephanos of Aramis. Ascended to the Duchy of Rhylanor in 1090.

You have to date remained largely neutral in the ducal squabbings in the Spinward Marches, taking no side in the rivalry between Duchess Delphine and Duke Norris. As far as you're concerned, all four sector dukes or duchesses have an equal chance of becoming the Archduke of Deneb.

In terms of internal politics within your duchy, your primary concern is the recent racial unrest that has broken out on the world of Junidy, between the human inhabitants and the native Llellewyloly. If the unrest worsens and becomes a full-blown civil war, it will destabilise the remaining worlds in the duchy, and is likely to attract Vargr corsairs who will prey on commercial shipping in the region.

The duchy also contains the interdicted system of Algine, to which access is controlled by the Imperial Scout Service. The stated reason for the interdiction is the extreme and violent xenophobia of the population of Algine; the Scout Service is at present using field teams to study the Algine society with hopes of altering it.

The Duchy of Rhylanor lies at a remove from the border worlds that separate the Imperium from the Zhodani Consulate; in principle, you support the admission of those worlds to the Imperium, and you should support diplomatic (and other) efforts towards that end.

The main shipping line in the duchy is the Aramis-based Akerut, a subsidiary of the megacorporation Tukera, which has long provided financial support to the Dukes of Rhylanor. It is in your interest to help develop Akerut commercial interests, by encouraging them to trade widely across the Marches.

Your embarrassing second cousin Larin Imupress is also around [Tris]. Heaven knows what his latest project is...as long as it involves fewer illegal drugs than *last* time you'll be happy.

Skills

- Liaison-1
- Admin-1

Assets

- You have political control of the squadrons in the 23rd (Rhylanor) Fleet, and may purchase orders for those squadrons for kCr500
- You have have two landing permits that will allow a ship to freely pass through the interdiction cordon at Algine; you may grant these to other players
- You may invest new knights (in return for services to the Imperium)
- You gain income for trading that occurs in the Duchy of Rhylanor, and from Akerut-dominated worlds
- Various generic Missions to advance the interests of the Duchy of Rhylanor (and the Imperium)

Goals

- Be the leading candidate for Archduke of the Domain of Deneb
- Encourage the border worlds to join the Imperium
- Promote peace within the Imperium
- Bring the racial unrest on Junidy to a peaceful resolution

Investiture

You may create a new noble in recognition of services rendered to the Imperium. On first investiture, the noble is accorded the title of Knight/Dame. On second investiture, the noble is accorded the title of Baron. Investing a knight costs MCr2, while investing a baron costs MCr5.

To invest a noble, you pay the Regina GM the requisite cash, and then stage a public ceremony in which you state the reasons why the person has been raised into the aristocracy, and what services they have made to the Imperium.

Investitures that are perceived to be self-serving or corrupt and without sufficient basis in service may result in loss of Renown.

Duke Luis Adorania Jesten

Duke of Efate, Marquis Boughene. Born 1065, eldest issue of Duke Artur Bascomb Jesten and Philomena Derisumir Adorania.

Although you're the first cousin twice-removed of Duchess Delphine of Mora, you have remained neutral in the rivalry between her and Duke Norris of Regina; between her truculence and his intentions for the Efate's naval forces, you distrust both equally. You maintain a polite cordiality with Duke Leonard of Rhylanor. As far as you're concerned, all four sector dukes or duchesses have an equal chance of becoming the Archduke of Deneb.

Your duchy will be on the front line if there is another Frontier War between the Imperium and the Zhodani, and so you have long expressed your concerns about the relocation of Imperial Navy squadrons away from your fief. You must continue to make it clear to Admiral Tahkehtea that the squadrons of the 212th Fleet should remain within the Duchy of Efate.

Your concern with this has led you to forge a productive alliance with an alien AI that you have helped set up on a brown dwarf in deep space not too far from Efate - as far as you can tell it was involved with some top-secret Naval Weapons initiative, and wanted to work with someone who was more reasonable (and intelligent). As long as you can keep this secret until the end of the game, it will be worth +1 Renown at the end...if it comes out, then the damage could be worse. You have recently got wind that the Imperial Scout Service have been sniffing about, and if you can take early action, you may be able to stop that going anywhere (Mission M076). The AI base when you have visited has been populated by organic beings that resemble Penkwhar - and the 'Uplifted Mouse' scholar recently arrived in system looks quite a bit like a Penkwhar....coincidence?

In terms of internal politics within your duchy, your primary concern is the recent civil war that has broken out on the balkanised world of Feri, between those nations which wish to remain part of the Imperium and those who wish to secede. If this continues (and in the worst case if Ferexit happens), it will destabilise the remaining worlds in the duchy, and is likely to attract Vargr corsairs who will prey on commercial shipping in the region. The duchy also contains the interdicted world of Grant, to which access is controlled by the Imperial Scout Service; the stated reason for the interdiction is that unusual stellar electromagnetic effects in that system interfere with shipboard computers.

The border world of Esalin lies one jump away from Jewell and Mongo. Under an uneasy joint administration by the Imperium and the Zhodani Consulate since the armistice that ended the Fourth Frontier War in 1084, this has become an ongoing point of contention between the two empires. Your view is that it would benefit the Imperium if Esalin were to decide to become a member world, and you should support diplomatic (and other) efforts towards that end.

The Jesten family has a controlling interest in the Efate-based Sinzarmes merchant line, which has long provided financial support to the Dukes of Efate. It is therefore in your interest to develop by encouraging them to trade widely across the Marches.

Skills

- Admin-1
- Stealth-1

Assets

- You have political control of the squadrons in the 212th (Efate) Fleet, and may purchase orders for those squadrons for kCr500
- You have two landing permits that will allow a ship to freely pass through the interdiction cordon at Grant; you may grant these to other players
- You may invest new knights (in return for services to the Imperium)
- You gain income for trading that occurs in the Duchy of Efate, and from Sinzarmes-dominated worlds
- Mission M076, plus various generic Missions to advance the interests of the Duchy of Efate (and the Imperium)

Goals

- Be the leading candidate for Archduke of the Domain of Deneb
- Encourage the border worlds to join the Imperium
- Bring the civil war on Feri to a peaceful resolution
- Increase the commercial influence of Sinzarmes
- Keep you Alien AI links secret (especially from the Scouts)

Investiture

You may create a new noble in recognition of services rendered to the Imperium. On first investiture, the noble is accorded the title of Knight/Dame. On second investiture, the noble is accorded the title of Baron. Investing a knight costs MCr2, while investing a baron costs MCr5.

To invest a noble, you pay the Regina GM the requisite cash, and then stage a public ceremony in which you state the reasons why the person has been raised into the aristocracy, and what services they have made to the Imperium.

Investitures that are perceived to be self-serving or corrupt and without sufficient basis in service may result in loss of Renown.

Duchess Delphine Adorania Muudashir

15th Duchess of Mora by the second creation. Born 979, eldest issue of Duchess Lutetia Ammon Muudashir of Mora and Lord Eneri Truell Adorania. Ascended to the matriarchy and Duchy of Mora when her mother abdicated in her favor in 1014. Inducted into the Order of Starship and Crown in 1018.

You are the longest serving of the four dukes of the Spinward Marches, having been Matriarch of Mora for more than ninety years. During this time, you have managed to mitigate the worst excesses of the conflict between the Darrian Confederation and the Sword Worlds Confederation, who dispute the ownership of the border world Entrope. None of the other dukes can match your experience or knowledge of interstellar politics, and you have at one time or another been openly contemptuous of all of them. It is clear that Emperor Strephon will announce you to be the new Archduchess of Deneb.

In terms of internal politics within your duchy, your primary concern is the ongoing insurrection on the world of Garda-Vilis by the revolutionary forces of the Tanoose Free League, who are fighting to release Garda-Vilis from the control of neighbouring Vilis. If the insurrection worsens and becomes a full-blown war, it will destabilise the remaining worlds in the duchy, and is likely to attract Vargr corsairs who will prey on commercial shipping in the region.

The duchy also contains the interdicted worlds of Victoria and Gerome. Victoria is home to a low tech population of moderate size; access to this world is controlled by the Imperial Scout Service in order to protect this population. Victoria's single moon, Albert, contains a site created by the mysterious Ancients some 300,000 years ago; Victoria itself bears the scars of a heavy bombardment that dates back to the catastrophic Final War which is believed to have ended the Ancients civilisation. Gerome is a barren world with no population, and access to the world is controlled by the Imperial Navy. No reason has been given for this interdiction.

The border worlds of Quare and Entrope lie one jump beyond the border of the duchy. Ownership of Entrope is disputed between Darrian and the Sword Worlds, and this conflict has a significant chance of escalating; if it gets worse, it will threaten the stability of the duchy. Quare is a small vacuum world with a modest population of miners. Your view is that it would benefit the Imperium if both Quare and Entrope were to become member worlds, and you should support diplomatic (and other) efforts towards that end.

The Muudashir family has a controlling interest in the Mora-based Al Morai merchant line, which has long provided financial support to the Matriarchs of Mora. It is therefore in your interest to develop Al Morai's commercial interests, both by encouraging them to trade widely across the Marches.

Skills

- Liaison-1
- Trader-1
- Combat-1

Assets

- You have political control of the in the 73rd (Mora) Fleet, and may purchase orders for the squadrons in that fleet for kCr500
- You have have two landing permits that will allow a named ship to freely pass through the interdiction cordon at Gerome; you may grant these to other players
- You have have two landing permits that will allow a named ship to freely pass through the interdiction cordon at Victoria; you may grant these to other players
- You may invest new knights (in return for services to the Imperium)
- You gain income for trading that occurs in the Duchy of Mora, and from AI Morai-dominated worlds

Goals

- Be the leading candidate for Archduke of the Domain of Deneb
- Encourage the border worlds to join the Imperium
- Promote peace within the Imperium
- Humiliate the Duke of Regina
- Bring the insurrection on Garda-Vilis to a peaceful resolution
- Increase the commercial influence of AI Morai

Investiture

You may create a new noble in recognition of services rendered to the Imperium. On first investiture, the noble is accorded the title of Knight/Dame. On second investiture, the noble is accorded the title of Baron. Investing a knight costs MCr2, while investing a baron costs MCr5.

To invest a noble, you pay the Regina GM the requisite cash, and then stage a public ceremony in which you state the reasons why the person has been raised into the aristocracy, and what services they have made to the Imperium.

Investitures that are perceived to be self-serving or corrupt and without sufficient basis in service may result in loss of Renown.

Scout Commander Jens Cantrell

The Imperial Scout Service plays many roles within the Imperium: it runs the x-boat system that provides long distance communications from the imperial core to the frontier; it surveys and maps interstellar space in order to safeguard commerce; it makes first contact with alien species in order to promote diplomatic relations with the Imperium; and it acts as an internal and external intelligence agency.

As the commander of the Scout Service in the Spinward Marches, it is your responsibility to ensure that the Imperial Grand Survey for the sector is kept up-to-date; you may recruit mission teams to carry out surveys on a system-by-system basis. The Scout Service is also responsible for certain interdicted worlds, typically either to protect vulnerable populations from meddling by outsiders, or to protect Imperial citizens from dangerous or violent populations. However, only the ruling Duke can grant a pass to a Captain for a formal Red Zones in the Imperium. A less well-known responsibility of the Scout Service is the investigation of reports of site and artifacts left behind by the mysterious Ancients.

The Scout Service serves at the Emperor's pleasure. As the representatives of the Emperor in the Spinward Marches, the Dukes of Regina, Rhylanor and Efate, and the Duchess of Mora, can request that you support them in their attempts to do the Emperor's bidding.

Until recently, one of the threats in the Spinward Marches was the Ine Givar terrorist group. Their last major campaign of mass-murder was on the world of Efate during the Fourth Frontier War, and they have been mostly crushed since then. One of your agents, Maasukuda Hendriksen, has a potential lead to the last survivors of the cell.

You also know that the Red Zone on Grant is because the natives are psionic. This information needs to be kept out of Zhodani hands.

Skills

- JOT-1
- Survey-1
- Survival-1

Assets

- Various Missions for Survey and the like
- You gain income from execution of the Grand Survey (see Mission cards)

Goals

- Update the Imperial Grand Survey for the Spinward Marches
- Investigate all reports of Ancients sites. For each Artifact that reaches you, you will get a bonus of 1 MCr (see Regina GM)
- Find the Ine Givar terrorist cell and nullify the threat
- Keep an eye out for any other plots that affect the internal security of the Imperium
- Stay neutral in the bickering of the Dukes
- See if you can stop the Admiral provoking a war with the Zhodani.

Admiral Tahkehtea

Commanding officer of 213th Fleet and Regina naval base.

The Navy is responsible for the external security of the Imperium, and it's really about time you taught those snivelling Zhodani and jumped-up vikings a lesson! It's a shame that your only local allies are the effete Darrians, who frankly couldn't win a fight against a lame chihuahua. What the Imperium needs is some backbone!

The Navy has a traditional feud with the Scouts, who are fine for delivering the mail, but have trumped up ideas that they are a secret service. Poppycock! Anything the Scouts can do (except for that boring delivering mail and mapping planets), the Navy can do better.

In peacetime, your responsibilities are in keeping the shipping lanes free of corsairs, and this does at least help keep your men in practise.

You have one contact amongst the Travellers - Lt Cmdr Eneri Gillaan is on shore-leave after being badly wounded (and promoted) in an anti-piracy action a few months ago. You should be able to use them as an agent. Plus, your role as Patron of the TAS gives you plenty of opportunities to see if any of the others might be useful.

Skills

- Admin-1
- Pilot-1
- Combat-1
- Gunnery-1

Assets

- You have direct control of all Imperial squadrons in the Spinward Marches (although the Dukes can also issue orders to certain fleets). You will receive an initial allocation of eight fleet orders which may be used to move these squadrons. This allocation will be replenished at the end of each hour
- You are a member (and patron) of the Travellers' Aid Society

Goals

- Defend the Spinward Marches from external threats
- Keep Corsairs out of the Imperium.
- The Imperium really needs a war to boost its moral fibre. See if you can antagonise the Zhodani, and start a piracy campaign in their territories.
- Make sure the new Archduke agrees with the need for war!
- Keep an eye on those sneaky Scouts, and make sure the Navy gets the credit for everything.
- Stay sole Patron of TAS - if one of the Dukes takes on the role, that would diminish your splendour and glory!
- Mission M061

Ambassador Shterbifriashav

Zhodani ambassador. You represent the interests of the Zhodani Consulate in the Imperium. The Consulate is quite insular and self-contained, but deeply concerned about the aggressive expansionist tendencies of their large neighbour.

You have historically allied with the equally aggressive, but much smaller and farther away Sword worlds; but frankly you got spanked in the last war...mind you, that left the border mostly unchanged, which from your perspective was really a strategic win for the Zhodani.

You have no desire for war, and the real campaign is to advance the use of psionics in the Imperium. There is a Psionics Institute on Chronor that will provide free testing to Imperial and other citizens...so suggest to people they should visit.

If you could then set up some Psionics Institutes in Imperial space, then maybe, just maybe, you could slowly convert them from hyper-aggressive animals to the sane sapience that the Zhodani represent. To this end you have helped set up *Potential for All* as an advocacy group. One of them (Zhuandao Weiss) is an agent of yours; the rest are well-meaning fellow-travellers, but not actually Zhodani agents, even if they are being smeared as such by Imperial propaganda. Agent Weiss is also tasked with gathering the reports from Zhodani agents across the sector - if these come to you, they will increase your funding, and absolutely must not fall into anyone else's hands.

Finally, a family heirloom of yours recently started behaving very strangely. You have had it checked out, and need to get the report back (see Mission M125)

Skills

- Admin-1
- Telepathy-1 (use in place of Bribery-1 or Liaison-1)
- Awareness-1 (use in place of Medical-1 or Survival-1)

Assets

- You have political control of all Zhodani squadrons in the Spinward Marches and may purchase orders for the squadrons in that fleet for kCr500
- You gain income from trading that takes place in the worlds of the Zhodani Consulate.
- You are a member (and effective Patron) of the Potential for All, a group dedicated to fighting prejudice against psionics in the Imperium. Their aims are mostly your aims.
- Various generic missions to assist on Neutral and Conflict worlds.
- Missions M061, M125

Goals

- Stop the Imperium expanding any further
- Set up new Psionics Institutes on worlds in Imperial space
- Try and ensure that the new Archduke is psionically gifted (or at least friendly to psions)

Ambassador Olaf Damsgaard

Sword Worlds ambassador. After you lost the last war against the Imperium (those Zhodani were utterly useless in battle; nothing to do with your illustrious forces, obviously), you have adopted a new diplomatic tactic. Over the last few years you have helped support a group of interstellar criminals known as 'The Fraternity'; your challenge now is how to leverage this group in your fight against the Imperium.

Extending the borders of the Sword Worlds into the Neutral Zone is a clear priority, and the obvious target is the world of Entrope, which you contest with the effete Darrians, your rivals over centuries. The only thing that has stopped you crushing their feeble little Confederation is the 'Star Trigger' weapon they profess to have left over from the Maghiz (their self-inflicted catastrophe when they dabbled with forces best left alone). Allegedly this can turn a star into a supernova from a distance of 5 parsecs...if it works of course.

As part of the Fraternity, you have recently helped grant refuge to an Imperial fugitive by the name of Jason Lennet, and you want to make sure he is not captured. Provided this has not happened by 22:30, then you will gain +1 Influence in any Neutral world of your choice.

Skills

- Liaison-1
- Combat-1
- Stealth-1

Assets

- You have direct control of all Sword Worlds squadrons in the Spinward Marches. You will receive an initial allocation of three fleet orders which may be used to move these squadrons.
- You gain income from trade that occurs in the Sword Worlds
- You are a member (and effective Patron) of 'The Fraternity'
- Various Generic missions to help with Unaligned and Conflict worlds
- Mission M021 - Mithril Ship Scanner

Goals

- Bring the border world of Entrope under Sword Worlds control
- Determine the readiness of the Darrian Star Trigger weapon
- Weaken the Imperium in any way you can

Ambassador Gilerus

You are the Darrian ambassador to the Imperium. The Darrian Confederation is a peaceable high-tech cluster of worlds that is cursed to be next to the Sword Worlds - a group of militaristic neo-vikings with compensation issues.

The disaster of the 'Maghiz' centuries ago destroyed much of your most advanced technology (the details are unclear, but the Darrian star went a little crazy after some experiments that shouldn't have passed the ethical review, and irradiated the home planet). You've rebuilt now with a new capital at Mire, but your technological level has never attained the level it had reached. Mind you, it's still better than that of the Imperium or Sword Worlders.

One of the relics left from before the Maghiz is the 'Star Trigger' weapon, which could potentially cause a star to go super-nova from a distance of 5 parsecs. You have used this to convince the Sword Worlders to (mostly) behave themselves, and you know they are curious as to how functional it is (and you yourself have no idea). Better all round if its actual operational capability remains mysterious.

Recently a member of the Imperial Diplomatic service by the name of Tsoroy Huff has sought asylum with the Darrians. You know there is a bounty on his head..provided he is not captured by 22:30, then the information he brings is worth +1 Influence in any world of your choice AND +/-1 Renown to any one Imperial Duke.

Skills

- Science-1
- Liaison-1
- Technical-1

Assets

- You have direct control of all Darrian squadrons in the Spinward Marches. You will receive an initial allocation of three fleet orders which may be used to move these squadrons. This allocation will be replenished at the end of each hour
- You gain income from all trade that takes place in the Darrian Confederation
- You are a member of 'Vorsprung'.
- You can grant people licences to access the state arsenal of hi-tech subsystems left over from the heyday of the Darrian Empire. You have three 'Darrien Arsenal Access Passes' that can be given to a character to buy advance toys with on Mire.

Goals

- Bring the border world of Entrope under Darrian control
- Find Ancient Artifacts. For each Artifact that reaches you, you will get a bonus of 1 MCr (see Regina GM)
- Encourage trade between the Imperium and the Darrian Confederation.
- Recruit at least one Imperial Duke into 'Vorsprung', to provide the basis for peaceful co-operation.
- Prevent another war breaking out
- Stop the Sword Worlders finding out too much about the Star Trigger
- Mission M020

Roet Bannerji

Captain of the free trader Wolblutn, affiliated with Akerut, which is the shipping line linked with the Duke of Rhylanor.

The Captains deliberately do not have a detailed back-story (in most cases). Feel free to make up whatever background you wish. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

What we do ask is that when you go on an Expedition, you try if at all possible to always have the maximum four passengers, as this maximises the number of players who go. We would also ask you to avoid always taking the same group of people.

There are a total of 20 Air Traffic Control Slots in play (one every 10 minutes starting at 19:30, and the last one at 22:40). Every Captain starts with one, and the remaining 12 are scattered across the other players. Hence on average each Captain will lead 2.5 Expeditions; we hope this will give you time to negotiate your price on Regina.

Skills

- Pilot-1
- Technical-1
- Trader-2
- Gunnery-1

Assets

- Free Trader Wolblutn

Goals

- Pimp up your ship
- As you decide

Eneri Shulamikar

Merchant, experience with Oberlindes Lines in Regina and Aramis subsectors. Served as navigator aboard converted fleet intruder Emissary. Affiliated with Oberlindes, the shipping line associated with the Duke of Regina.

You are a member of Vorsprung. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

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Skills

- Pilot-1
- Trader-1
- Technical-2

Assets

- Free Trader
- Membership of Vorsprung

Goals

- Pimp up your ship
- Up to you

Dane Thorson

Captain of a Free Trader, affiliated with Sinzarmes, which is the shipping line linked with the Duke of Efate.

The Captains deliberately do not have a detailed back-story (in most cases). Feel free to make up whatever background you wish. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

What we do ask is that when you go on an Expedition, you try if at all possible to always have the maximum four passengers, as this maximises the number of players who go. We would also ask you to avoid always taking the same group of people.

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Skills

- Pilot-2
- Gunnery-2
- Bribery-1

Assets

- Far Trader

Goals

- Get more weapons on your ship
- Up to you (if in doubt, try to make more money)

Liisa Ganber

Captain of a Free Trader, affiliated with Al Morai, which is the shipping line linked with the Duchess of Mora.

The Captains deliberately do not have a detailed back-story (in most cases). Feel free to make up whatever background you wish. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

What we do ask is that when you go on an Expedition, you try if at all possible to always have the maximum four passengers, as this maximises the number of players who go. We would also ask you to avoid always taking the same group of people.

There are a total of 20 Air Traffic Control Slots in play (one every 10 minutes starting at 19:30, and the last one at 22:40). Every Captain starts with one, and the remaining 12 are scattered across the other players. Hence on average each Captain will lead 2.5 Expeditions; we hope this will give you time to negotiate your price on Regina.

Skills

- Pilot-2
- Gunnery-1
- Trader-1
- Survey-1

Assets

- Free Trader

Goals

- Pimp up your ship
- Up to you

Jan Olos

Captain of a Free Trader, affiliated with Sinzarmes, which is the shipping line linked with the Duke of Efate. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You are also a psionic, which you need to keep secret, and have joined the Potential for All group to fight for equal psionic rights across the Imperium.

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

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Skills

- Pilot-1
- Gunnery-2
- Trader-1
- Telekinesis-1 (Can be used as either Pilot-1 or Technical-1; in the former case it makes you Pilot-2 temporarily)

Assets

- A Free Trader
- Membership of Potential for All

Goals

- Keep your psionics hidden, but help Potential for all where you can
- Pimp up your ship
- Otherwise, up to you!

Vaeksgeng

The Vargr Captain of a Scout/Courier, affiliated with AI Oberlindes, which is the shipping line linked with the Duke of Regina.

The Captains deliberately do not have a detailed back-story (in most cases). Feel free to make up whatever background you wish. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

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Skills

- Pilot-2
- Gunnery-2
- Survival-1

Assets

- Detached duty scout/courier [This is uncommon, and has Jump-2; most Captains have boring old Free Traders. You get to have much more fun!]

Goals

- Pimp up your ship
- Up to you
- Make gratuitous comments about the lard-buckets that most captains swan around in

Lin Kamuggi

Captain of a Scout/Courier, affiliated with Akerut, which is the shipping line linked with the Duke of Rhylanor. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You have occasionally in the past been heavily involved in contraband trading. This is much more profitable and its high value-to-bulk ratio makes better use of your cramped cargo bay. Through this you are a member of 'The Fraternity'.

You get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

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Skills

- Trader-2
- Streetwise-2
- Pilot-1

Assets

- Detached duty scout/courier [This is uncommon, and has Jump-2; most Captains have boring old Free Traders. You get to have much more fun!]

Goals

- Make money
- Pimp up your ship
- Up to you

Radshir Dingim

Captain of a Free Trader, affiliated with Al Morai, which is the shipping line linked with the Duchess of Mora. While you start the game affiliated with one of the Dukes, you decide what to make of this...you are still a free agent.

You are also a member of the Imperial Scout Service (ISS), which also has certain responsibilities for keeping an eye on undesirables, and

You also get to decide who you take with you on your ship; where you go and where you trade. How you decide this is again up to you...you could sell seats to the highest bidder, or maybe agree to transport people out of charity, or ideological sympathy with their aims. It's up to you.

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Skills

- Pilot-2
- Trader-2
- Stealth-1

Assets

- Free Trader

Goals

- Make money
- Pimp up your ship
- Up to you

Elana di Brigantes

You are the heiress of an Imperial noble and hi-tech industrialist, the Marquis de Brigantes. Unlike your boring siblings who seem to like poring over spreadsheets, you crave a life of adventure.

Your self-imposed mission is to visit every war zone and interdicted world in the Imperium - frankly you are an adrenaline junkie. You have recently arrived in the Spinward Marches on the border of the Imperium with the Zhodani Consulate to continue your life-quest.

Recently you have been accompanied by Dr. Zhundao Weiss (you know how to use a gun, but it is helpful to have a medical doctor around given your particular hobby). He may be willing to join you on your next few trips?

Skills

- Liaison-2
- Combat-1
- Trader-1

Assets

- Member of the Travellers' Aid Society (TAS)
- 5 MCr (this is a lot of money, especially at the start of the game...use it wisely)

Goals

- Visit every Red-zone system on the map
- Visit as many Amber-zones as you can too
- Be on a planet when a war starts!
- Be marvellous!

Benjamin S. Summerfield

One of the key proponents of 'Homogeneous Catastrophism' in Ancient Archaeology. Has a new research grant (from a mysterious sponsor) and a pet theory to find evidence for.

You come from Efate, which has only recently recovered from a major wave of terrorist atrocities committed by the Ine Givar group, in support of the Zhodani invasion. You lost several family members in the attacks.

Skills

- Science-2
- Survey-1
- Linguistics-1

Assets

- You are a member of the Vorsprung group.

Goals

- Find more Ancient sites and artifacts, and make their assets available to everyone (see Vorsprung Organisation sheet for details)
- Induct new members into Vorsprung
- Get yourself elected leader of Vorsprung
- Oppose the Ine Givar if they surface

Maasukuda Hendriksen

You have now retired from your role in the Imperial Bureaucracy (specifically you were in the Diplomatic Procurement Service), and now are cruising the galaxy on your pension. You are also an operative of the Scout Intelligence Services, keeping an ear open for any threats the Imperium might face.

One particular threat is the remnants of the Ine Givar cell that committed several atrocities on Efate. They are a particular target at the moment. You also know that Benjamin S. Summerfield, a renowned archaeologist, lost family members in the attacks, and may therefore be willing to help out if you need him to.

Your formal superior is Scout Commander Jens Cantrell, so talk to him as well to see if there is anything in particular he'd like you to do.

Skills

- Admin-1
- Combat-1
- Stealth-2

Assets

- Member of the IISS.
- Mission M153 - Trail of the Ine Givar

Goals

- Maintain your cover as a retired Imperial Bureaucrat, now visiting the worlds of the Spinward Marches.
- Gain membership of the Travellers' Aid Society, as it could provide a number of useful contacts in your travels and other interests
- Work with the Scout Commander to detect threats to the Imperium, and thwart them.

Lieutenant Commander Eneri Gillaan

You are a serving officer in the Imperial Navy taking a period of extended shore-leave after being wounded in an anti-piracy operation last year (which also saw you promoted to Lt Cmdr). The Navy have generously paid for an annual membership in the Travellers' Aid Society, but cruising in a luxury yacht just doesn't quite do it for you. You are aching to get back into space at the controls of a laser turret, which is where you belong.

You know Renard Ruche from your previous service, as he has been an informer for the Navy; in particular he tipped you off about the last set of pirates that you fought. So, in some sense he is partially responsible for your promotion.

Skills

- Pilot-1
- Technical-1
- Combat-1
- Gunnery-2

Assets

- Member of the Travellers' Aid Society
- Mission M154 - Invitation to Mora Shipyards

Goals

- Assist Admiral Tahkehtea in any way you can to uphold the honour of the Imperial Navy (and also the Imperium, but honestly it's the Navy you're loyal to).
- Embarrass the Scout Service if you can. The Navy and the Scouts have a feud that goes back centuries, and one that is only superseded by war with a foreign power (well, usually).
- The default character idea is as an Imperial Patriot - but if you prefer you can be more mercenary, and on the lookout for a foreign power that could supplement your pension.

Stashu Nagoya

You are a retired Scout, and have wandered the Imperium and its borders on a variety of assignments for the Service. You were also born on Terra, the original birthplace of humanity, which is **very** rare out here in the Spinward Marches at the other end of the Imperium.

In retirement you now finance your lifestyle by bounty hunting, and you start with a set of possible contacts to pursue. The IISS has an annoying tendency to expect unpaid service from its ex-members - you're not averse to helping out the Imperium, but you do expect to get some monetary recompense for it.

Skills

- Pilot-1
- Technical-2
- Combat-2

Assets

- Membership of IISS (retired)
- A set of bounty-hunting missions

Goals

- Collect those bounties!
- Joining the Travellers' Aid Society could be useful (if you can find a sponsor, and the requisite monies).
- Avoid being taken for granted by the IISS.

Renard Ruche

You are a Darrian native, but left your homeworld for a life of crime in the Imperium. Above all, you are a leader in the Ine Givar, a revolutionary group of anarcho-syndicalist freedom-fighters. Your last campaign on Efate a few years ago saw millions die, but the Zhodani invasion it was supposed to support ended up being repulsed by the Imperial Navy.

Your cover is as a hustler and networker in the criminal world, and have not been above selling a few secrets to the Imperial Navy (hey, hide in plain sight!). In fact, your last tips were quite lucrative in taking out a rival, Everard Dadushaag. Two things have come out of this:

1. Lt Cmdr Eneri Gillaan is the naval contact you provided with the details of Dadushaag's pirate outfit
2. With Dadushaag out of the way, you have clues that lead to some of his legendary stashes on the planets of Macene, Lanth and Knorbes.

You are aware that the IISS as the Imperium's secret service is on the hunt for remaining Ine Givar members - but they also have a feud with the Imperial Navy, so maybe you can use your naval contacts to help keep them off with a few well-placed rumours or outright lies?

Skills

- Streetwise-2
- Combat-1
- Bribery-1

Assets

- Membership of 'The Fraternity', an association of interstellar criminals
- Membership of Ine Givar
- Mission M149 - Terrorist Atrocity

Goals

- Make sure 'The Fraternity' do not find out about your selling of information to the navy, or indeed your membership of Ine Givar;
- Visit the systems where Dadushaag may have stashed his loot, and see if you can recover it.
- Commit a new blow for freedom for the repressed people of the Imperium

Trow Backett

You are an ex-Merchant, with experience with Tukera Lines passenger service between Regina and the Deneb sector. However since your retirement you have found a much more profitable sideline in facilitating cargo shipments outside of official channels (smuggling is such an ugly word). It has also allowed you to dress in the bling you deserve.

You have fallen in with 'The Fraternity', a loose organisation of criminals that operate on the interstellar trading lanes, and these have provided a useful stream of business opportunities.

A long-lost uncle died recently - you know he had been an explorer of the less charted areas of space in line with the family tradition. As the last traceable member of the family, you appear to be his heir, and need to go to Extolay to pick up your inheritance.

Of the local Fraternity members you have worked together previously with Zilla Peganung, and she seemed the trustworthy sort (within reason obviously).

Skills

Bribery-2
Technical-1
Streetwise-1

Assets

- M124 - Uncle's Inheritance
- Membership of 'The Fraternity'

Goals

- Make money
- Find out what mysteries your uncle has left behind
- Be recognised in Society...maybe you could even join the Travellers' Aid Society?

Sharik Dadushaag

You used to run an import/export business on the planet of Mongo, but that went bankrupt a few months ago. About the same time you got a strange message from a legal firm on Regina that you were the sole heir of your estranged uncle Everard Dadushaag. Everard was the black sheep of the family, and no-one had heard from him for years, until the death notice came in. He was apparently killed when his corsair decided to try and ram an Imperial Battleship trying to 'arrest' him.

Anyway, there was some useful cash, but otherwise just a few cryptic notes from Everard to his heir that he had left clues to some valuable contraband on the planets of Knorbes, Lanth and Macene. You suspect you will need some assistance from the less upright sections of society to do this.

Skills

- Admin-1
- Trader-1
- Liaison-1
- Jack-of-all-Trades-1

Assets

- Membership of the Travellers' Aid Society (TAS) (you bought a life membership when business was better)

Goals

- Track down the rest of your uncle's inheritance
- Decide whether you want to take up your uncle's criminal links (and if you do, find an organisation to join)

Zilla Pegunang

A swindler and gambler, Pegunang has wandered in and out of the Imperium for most of her life, and has turned her hand to everything from reasonably honest trade and speculation to smuggling, con games and forgery. Her gambling has been particularly successful given an innate psionic ability of Telekinesis, which you do need to keep quiet.

You have recently come across a new line of work, retrieving rare exotic animals for the collection of the very rich noble on Regina. He pays very well (up to 1 MCr per animal), and his current list of desired targets is:

- A Sacred Anola from Pysadi
- A Tree Kraken from Knorbes
- A Kudebeck's Gazelle from the interdicted reserve on Victoria
- A Mandrake Child from the Dandelion lands of Junidy
- A Noql from Sheyou

You'll need to visit these planets first and ask about the animal to work out the best way to capture it (or of course, get someone else to find out for you, if you are willing to share). You know the noble has other agents out there also after these animals, and he'll only pay the first one to bring back any given specimen.

Within the Fraternity, you have previously worked with Trow Backett, who has been helpful in sorting out the Administration of some more illicit cargos.

You also used to work with Arkwright Artizabenes, a master-smuggler if ever you met one. He has now fled the sector, but you know George Artizabenes is his nephew, and might have information of use.

Skills

- Streetwise-1
- Stealth-2
- Trader-1
- Telekinesis-1 [May be used for either Pilot or Technical skill]

Assets

- Membership of 'The Fraternity', a loose grouping of interstellar criminals

Goals

- Make money
- Keep your psionic talent secret if possible

Dr. Zhuandao Weiss

You are an Imperial citizen and a medical doctor to the rich and famous, which has been quite lucrative, and have most recently been in the employ of Elana di Brigantes, a very rich war-tourist.

You are also a Zhodani secret agent. You discovered your Telepathic talent as a young intern, and given the wide anti-psionic prejudice in the Imperium, you secretly traveled to Chronor to get trained at the Psionics Institute there.

You're not 100% keen on the Zhodani culture of enforced happiness by rooting out discontented thoughts before somebody even notices it, but you are in favour of making the Imperium a place where Psionic talent can be actively used without being at risk of a spontaneous lynching.

Your contact in the Zhodani secret service is Ambassador Shterbifriashav. You have also specifically been tasked with getting the reports of a few of the agents across the Spinward Marches (represented by Missions M23-M27).

You're going to need some help on these, so you'll need to take a risk in getting other characters to join you. You could pretend in some cases that you are an agent of another power, or perhaps working for an Imperial Audit office that is trying to gain evidence of corruption or Zhodani influence in the Scout Service (as the effective secret service in the Empire).

Alternatively, Potential for All may have some Zhodani-sympathisers you could get to help?

Skills

- Medical-2
- Survival-1
- Telepathy-1 [May be used for Liaison-1 or Bribery-1]

Assets

- Membership of Potential for All
- Missions M23 through M27 - Contact Zhodani Agent

Goals

- Keep your Zhodani affiliation secret [very important], and also your psionic ability [less important]
- Make contact with all the Zhodani agents, and get their reports to the Ambassador.

George Artizabenes

You are the Chief Advocate of the Potential for All organisation, and as such the public face of its campaigns for equal rights for psionics in the Empire. You are not unfortunately a psionic yourself, but believe deeply that all talents should be treated equally.

You are used to surveying worlds and prospecting for minerals in deep space and other hostile environments, occasionally in the past contracting to the Scout Service when they were short of their own personnel.

Your family background is quite checkered. One of your favourite aunts back on Mora turned out to have psionic abilities, and as a result was ejected from her job as a University researcher, and found herself the object of a vilification campaign that destroyed any hope she had of finding a position elsewhere. As a result you have joined *Potential for All*, a group dedicated to equal rights for psionic citizens in the Imperium. You yourself are not psionic that you are aware of, but getting tested requires visiting a Psionics Institute, and their location is known by very few - in fact you are pretty sure there are none in this sector.

Uncle Arkwright on the other side of the family was heavily involved in smuggling activities across the Imperium and surrounding Neutral Worlds. You haven't seen much of him for years, but recently you received a letter from him, and a mysterious key - apparently to a high-security safety deposit box at a bank somewhere. In the letter he said he had to flee the sector due to too much heat from the authorities...and invited you to take up the contraband business if you can find the key, and the stash it unlocks...

Skills

- Survey-2
- Survival-1
- Technical-1

Assets

- Chief Advocate of Potential for All (Missions M146)
- M055 - A Mysterious Key

Goals

- Solve the Mystery of the Key, and decide whether you want to take up your uncle's mantle
- Fulfill the goals of Potential for All - set up Psionics Institutes in the Imperium, and get a public declaration of support from one or more of the Imperial Dukes.
- Can you get tested for Psionics?
- If you have time, try and organise a conference of Potential for All to co-ordinate their activities (the Ambassador can probably help).

Dr. Amun Shimullu

You have a doctorate in contra-terrene matter, and a research post at the University of Mora. You are a devoted adherent to the tenets of Vorsprung, and its quest to uncover the secrets of the past to advance human society into the future. And you're not averse to a little bit of social climbing.

You are also a little behind on some consulting projects, and the latest tranche of funding won't be released until you've completed this, and submitted the final report. This is leaving you a little skint at the moment. The consulting projects are represented by M155 and M156 - in both cases you will get some cash, and a favour from the local government which will increase the sales price there of one cargo.

Recently you have advised the Duke of Efate on some novel scientific advances there, and he seems to have some secret scientific organisation that is making some astounding breakthroughs if you read between the lines...if only you could get him to publish. Separately you are a scientific adviser to the Duchess Delphine of Mora, although she has not had need of your services recently.

Skills

Science-2

Technical-1

JOT-1

Assets

- Missions M155, M156
- Membership of Vorsprung

Goals

- Be elected to the vacant Chair of Vorsprung
- Sort out your consulting projects
- Get the Duke of Efate to publish!
- See if you can get some more work from the Dukes - it could only advance your career.

Larin Imuspress

You are a gentleman-dilettante, and related to the current Duke of Rhylanor. He is a little bit boring for you, and has never snorted psychotic drugs from the thigh of a Pysadian Meditation Companion, while admiring the triple rings of a sunset over the moons of Lanth; the man has scarcely lived!

You do have a slight problem in that your income never seems to *quite* keep up with your expenditure. It is really quite annoying, so you have to seek out suitable jobs to keep the Pysadian Companions happy.

You combine your scientific training and taste for thrills with your current job of retrieving some exotic specimens from the far-flung reaches of the sector for his personal zoo. He pays very well (up to 1 MCr per animal), and his current list of desired targets is:

- A Sacred Anola from Pysadi
- A Tree Kraken from Knorbess
- A Kudebeck's Gazelle from the interdicted reserve on Victoria
- A Mandrake Child from the Dandelion lands of Junidy
- A Noql from Sheyou

Skills

- Liaison-2
- Science-1
- Technical-1

Assets

- Membership of Vorsprung
- Contacts In Society (+1 Demand token for any Drugs cargo in the Imperium)

Goals

- Keep the money rolling in!
- Have fun!
- Hey, maybe find some Ancient Artifacts too!

Lihamel of Darrian

You are a native of the Darrian Confederation, and have been an active trader across this area of space for many years, not always with the most reputable of above-board of counterparties.

Your brother Ahsamel is more definitively on the other side of the thin blue line, and is now serving a 20-year sentence for Fraud, Embezzlement and impersonating a Noble. A few years ago, mostly you have joined 'The Fraternity', a loose grouping of interstellar criminals - not that you are a criminal in anyway, but they are useful contacts. You would now like to break your brother out of his prison - and you will probably need their help to do this.

You know the authorities never found a fraction of the money your brother extracted from the system; so once you break him out, you might well be able to retrieve that too.

Skills

- Admin-2
- Trader-1
- Bribery-1
- JOT-1
- Combat-1

Assets

- Membership of The Fraternity
- Mission M102 - Jailbreak.

Goals

- Break your brother out of jail (either with the help of the Fraternity, or anyone else you can rope in)

Akidda Laagir

You are the Senior Features Editor, Mora World Review, and recipient of the Digest Touring Award in two of the last five years. You specialise in luxury travel writing, with your account of a Tree Kraken hunt on Knorbes with the Marquis of Aramis the reason for your last nomination.

Through this you have also managed to become Chair of the Spinward Marches chapter of the Travellers' Aid Society, a grouping aimed at professional travellers as well as rich tourists. In this regard it is your responsibility to:

- Organise the Annual Bingo [the GMs will give you cash to dole out as prizes, and trust you to keep it separate from your personal resources]
- Hobnob with your Patron (the Admiral Tahketea), and the various Dukes and Ambassadors
- Keep an eye on what TAS members are up to [as GMs we wondered if you could keep an eye on any of your flock getting cut out of things, and try to help them out]

In fact, this is all a brilliant constructed cover, and you are a member of the local Ine Givar, radical anarcho-syndicalist revolutionary movement fighting for freedom from the aristocracy and capitalist oligarchy! (Or, just plain 'terrorists' to 90% of the population). You and your fellow member who survived the last campaign (a few million did on Efate, worthy martyrs to the cause) are really on the run now, and keen to avoid the attentions of the Imperial Scout Service. You have previously had an 'arrangement' with the Zhodani, and maybe that could be resurrected?

Skills

- Admin-1
- Bribery-1
- Stealth-2

Assets

- Chair of the Travellers' Aid Society
- Member of Ine Givar
- Mission M149 - Terrorist Atrocity

Goals

- Keep your identity secret from the Imperials
- Get some funding from an external power
- Retain your position in TAS
- [Help players having problems - OOC]
- Commit a Terrorist Atrocity

Dur Telemon

Back in the day you were a belt-miner, working in fearsome conditions in the Macene asteroid belts. It was there that your life was saved by a passing scout ship after a badly calibrated fusion containment chamber failed - the ship was piloted by Jan Olos, and it was she who convinced you to join Potential for All, as without her psionic ability you would now be a floating cold corpse in space.

Since then you have taken on a safer profession - bounty hunting. There are a few freshly issued bounties on fugitives in the Spinward Marches that you have got early access to (Missions M011, M012, M013, M014, M017) - so go get them. You do have a rival in the bounty business in Stashu Nagoya, and only the person who gets them first will get the bounty.

Skills

- Survival-2
- Bribery-1
- Survey-1

Assets

- Mission M55 - A Mysterious Key
- Mission M147 - Setting up Shop
- Membership of Potential for All
- Missions M011, M012, M013, M014, M017

Goals

- Help Potential for All set up a Psionics Institute in the Imperium, and get yourself tested
- Get those bounties

Dr Theodor Krenstein

You are a social scientist and psycho-historian at the University of Rhylanor. Your current area of research is into psionic prejudice over the last 400 years. You have a growing trove of data that strongly suggests the use of sophisticated psycho-historical campaigns by the Imperial authorities to enforce this cultural norm. The Imperium is actively trying to disenfranchise and oppress all psionics.

This has triggered a social activism in you, and you have joined Potential for All, a much maligned organisation that campaigns for psionics rights. Your faith in the underlying virtue of the Imperium is crumbling before you.

Your current research project involves getting comparative surveys of attitudes to psionics across a wide range of planets. With this data, you think you can work on a counter-campaign to neutralise that of the Imperium.

Recently you have been helped in your work by Aybee Van Owen, a very unusual sapient uplifted mouse.

Skills

- Liaison-2
- Medical-1
- Science-1

Assets

- Membership of Potential for All
- Missions M62, M63, M64, M65, M66 Psionics Surveys
- 1 MCr (this is academic funding to let you do the surveys)

Goals

- Set up a Psionics Institute in the Imperium
- Get tested for psionics
- Become a Zhodani agent? It may be the only way to really fight back.

Aybee Wan-Owen

You are an uplifted mouse, and really very clever indeed. In fact you are the creation of a top-secret artificial intelligence that has occupied a brown dwarf in deep space quite close to the planet of Efate. You are also its agent in society, with a mission to report back on which humans (or other organic lifeforms) are worth saving when the android invasion starts. This could be as equals based on their usefulness, or simply as pets.

You know your AI master is in communication with one of the Imperial Dukes, but you are not privy to what it intends to do with *that* alliance.

Since joining society, you have become a member of Vorsprung, as you felt that these people might be the most likely to support the introduction of an AI overlord, given what a mess humans seem to make of things.

You have also recently done some work at the University of Rhylanor with Dr Theodor Krenstein, who is doing some interesting work on psionics and ancient psycho-history. He is almost as clever as you.

Skills

- Science-1
- Technical-1
- Combat-1
- Stealth-1

Assets

- Membership of Vorsprung

Goals

- Decide whether humanity deserves to live, and if so, which groups
- Do what you can to help those groups you think are worthy
- Keep an eye on the Dukes to see which one is conspiring with your creator

Hastyorbe

You a Droyne of the Sport caste (often called 'Chirpers' by ignorant humans). Recently you have been plagued by terrible dreams of impending calamity, and feel you have to travel back to your home system to understand these. Some racial memory tells you it would be dangerous to ignore this...historically the Sport caste are responsible for dealing with unusual problems that threaten your tribe and society.

You are strongly psionic, and given that the Imperium is strongly prejudiced against psionics, you do not make this widely known. You have also joined a group, Potential for All, who are committed to equal rights for psionics - an idea you happily chirp along to.

Skills

- Stealth-1
- Combat-1
- Clairvoyance-1 (can be used as Gunnery-1 or Survey-1)
- Awareness-1 (can be used as Medical-1 or Survival-1)

Assets

- Mission M133 - Racial Memories

Goals

- Uncover the origin of this impending doom, and avert it
- Help Potential for All make the Imperium safe for psionics

Windsings

You are a Lllelweyloly (pronounced "Chlay-chlew-i-lolly") from Junidy. The Lllelweyloly are an eccentric species that have similarities to both plants and animals, as does much of the native fauna on Junidy. (Some humans pejoratively refer to you as 'Dandelions'. This is not appreciated.)

You are a rare traveller from the world, and are keen to see what you can of the wider Imperium, and maybe even venture outside! Learning the human tongue is a rare feat for a Lllelweyloly, and you are one of the Linguistics experts in the region - once you'd mastered one, the rest were straightforward.

Skills

- Linguistics-2
- Stealth-1
- Jack-of-all-Trades-1

Assets

- Membership of the Travellers' Aid Society

Goals

- Get an autograph from every Duke and Ambassador. This will be very valuable on Junidy, where there is a craze for collecting signatures.
- Visit new places and have new experiences.
- Win the Bingo.