

Name: **Mark McArthur**

Position: **Captain**

Skills:

Doing things with your ship, 3+

Jack of All Trades, 4+

(Yup, you can do everything, and do it well most all of the time. That's why you're the Captain. It's also why you have to do just about dang everything aboard this tub.)

Background:

You're a hardy man, and a smart man - and you can do pretty much anything you set your mind to.

Fer example; you escaped wrongful imprisonment on one of the core worlds – and you've set yourself up with this little haulage business out on the fringe. T'aint much, but you've got your own ship and she's home to you and your crew.

Yup, you've been done pretty well for yerself, considering.

Your aim, in this scenario, is to get the cargo delivered, keep the “Maiden Heart” in one piece – and that piece needs to be space-worthy – and keep yourself and your crew alive.

Maybe you'll retire soon. But not just yet.

(In case the reader is wondering – yup, that's a grizzled old timer cowboy kinda voice.)

Important things that you have in your possession:

One (1) Starship. Named “Maidenly Heart” she's faster than your average tramp freighter, but quite lightly armed – although she has a few point defence lasers to shoot down incoming missiles, they're not much good against enemy ships. Inside, she's a bit cramped, but well equipped.

One (1) 4.03 calibre Zubrin Boltgun. One of only two handguns aboard (your chief of security has the other)

Name: *John Fitzgerald*

Position: *Mechanic*

Emotion: *Compassion*

Skills:

Fixing things, 2+

Doing pretty much anything else, 5+

Background:

You're a heavy guy, with jowls and a big smile. You've generally wear a beard and greasy overalls. You're the mechanic aboard, aint no part of this ship you don't know – every bit of it you've rebuilt at least once. A friendly guy who wants the Captain to provide aid and help to those in need – and to treat the crew members with sensitivity and understanding.

(Fat and happy, wants everyone to be nice, minimal technobabble, godlike engineer, modest.)

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Name: *Laura Hill*

Position: *Ships Doctor*

Emotion: *Fear*

Skills:

Medicine, 2+

Anything else, 5+

Background

Short and waifishly thin – looking almost childlike. Your hair is dyed black, with streaks of fuschia – and you wear short dresses that might look sexy on an older woman, but on you look kind of inappropriate.

You're a good doctor, but you often loudly wish that you didn't have to be. Space is a dangerous place – but you really want the Captain to stay out of harms way.

(Wannabe goth, overly cautious, incredible on the operating table.)

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Name: *Tyrons Rendquist*

Position: *Chief of Security*

Emotion: *Courage*

Skills:

Fighting when you're way far apart, 3+	(Inter ship combat)
Fighting from a ways off, 3+	(Handguns)
Fighting right close up, 3+	(Swords, fists...)
Anything that isn't fighting, 5+	

Background

6'3" tall, with dark brown skin. You wear dark red clothing, patched with leather. Clean shaved, well muscled and piercing brown eyes. You're the ships resident buttkicker (both onboard and sometimes on-planet – the Captain's deals aren't always with the nicest of people) You want the Captain to be active, Courageous, shrug off danger and in general achieve his fullest potential as often as possible.

(Brave to the point of recklessness.)

You have possession of a Rakshasa F1 – a 12mm Frag Gun and one of two handguns aboard. The other is worn by the Captain.

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Name: Jeffrey Lyons

Position: Pilot

Emotion: Darkness

Skills:

Flashy piloting, 2+
Anything below the speed of light, 5+

Background

A tall gaunt man, with freakishly pale skin, wearing black. A crack pilot, but with no sense of remorse, or real feelings for others at all. You're used to getting your own way, and having to do some pretty bad things to get it.

You represent the Captains darker side – the side that lashes out and the side that commits horrible acts.

(Note that although you want the Captain to be evil, you don't have to act obviously evil yourself. You'd just like to.)

(Hates being mocked as 'vampire', but wants to encourage the Captains darker side.)

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Name: *T. Lindsay*

Position: *Passenger*

Emotion: *Greed.*

Skills:

Pretty much anything, 4+

Background

An unassuming appearance belies a strong voice and a sharp mind.

You're a wealthy paying passenger, hiring a lift out to another part of the fringe. You'll do anything to make money – and are a bit of a scam artist, if the truth be told.

(Magnate or con-artist? Hard to tell – but he's got cash, and want a lot more...)

You want the captain to get very very rich. Very rich indeed.

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Name: *Tina Fiat*

Position: *Stowaway*

Emotion: *Generosity*

Skills:

Be far too cute to throw out of an airlock, 2+

Pretty much anything else, 5+ (But you might not want to reveal how good you are!)

Background

A teenager, you've stowed away to escape a pretty horrible life back home and to adventure into space. You were discovered running from rats in the hold – but you persuaded the captain to keep you aboard (and, actually, he's recalling events that happened a few months ago) and want to make yourself useful.

(Cute little stowaway, wants everyone to be generous to the point of having nothing left.)

You also want to persuade the captain to give away freebies to everyone he meets. You want him to “Go soft in his old age”

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Name: XZO

Position: Token Alien / Executive Officer

Emotion: Rationality

Skills:

Esoteric alien knowledge of Space, 2+
Everything else, 5+

Background

You came upon the ship “Maidens Heart” in deep space, and joined with the crew in keeping with the ancient ceremonies of your race – after careful consideration of the benefits it would bring to both parties. Calm spoken, you are a mine of useless trivia about the odd things that can be found in space.

(Enigmatic blue alien who knows a great many things, and will debate incessantly)

You want the Captain to decide carefully upon the merits of each situation the best course of action to follow. Encourage him to second-guess himself and to analyse his motives.

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