

Heir to Carcosa Player Characters



BACKSTORY

Personal Description: Weary looking, stubble, broad features, brown hair, brown eyes.

Ideology/Beliefs: Strong belief in fate.

Treasured Possession: Toolkit.

Traits: Bit of a dreamer.

You are the engineer on the UCC Gladius, a militarized Rock-Skimmer class spacecraft. You know the ship's schematics better than the back of your hand, and could probably take her apart and put her together again. You're specially trained in emergency damage control. Your job on this mission is to scan and verify the information on the data disks to be obtained from the aliens. In return, you are turning over some gas mining equipment and filters, as well as the schematics, which you helped design.

You like to create digital art in your free time. Sometimes you dream of snow and rivers but you've never seen either outside of a holographic image from the old Earth historical archives.

Martin Smith, Age 36, Male

Profession: Engineer

Birthplace: Berlinton, United Colonial Coalition

Position on Ship: Engineer

STR 65 CON 80 SIZ 75 INT 70
POW 80 DEX 60 APP 55 EDU 80
Luck 55 Sanity 80 Build 1 Move 7

Damage Bonus: +1D4

Hit Points: 15

Magic Points: 16

Weapons: Colonial E-1 Electric Pistol (full charge for 6 shots). Glock 23 (.40 automatic handgun, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as 1/2 normal rating).

Skills: Art/Craft (Digital), Computer Use 35%, Credit Rating 20%, Electrical Repair 70%, Electronics 70%, Fast Talk 30%, Library Use 40%, Low Gravity Maneuvers 50%, Mechanical Repair 85%, Operate Heavy Machinery 45%, Physics 50%, Pilot (Spacecraft) 10%, Psychology 45%, Science (Chemistry) 10%, Science (Engineering) 70%, Science (Geology) 10%, Stealth 30%, Virtual Dreaming 15%.

Languages: English 80%.

Brawl 40% (20/8), damage 1D3+DB, or weapon
Colonial E-1 60% (30/6), damage 2D6, range 15 yds
Glock 23 60% (30/6), damage 1D10+1, range 20 yds
Dodge 30% (15/6)

Clothing: UCC uniform (armor 2), heavy vacuum work suit (armor 12).

Equipment: PDA (personal handheld computer), scientific scanner, toolkit, patch kit, thruster pack, emergency sealant foam canister.

NOTES:



BACKSTORY

Personal Description: Mouse-like appearance, long light brown hair, vivid green eyes.

Ideology/Beliefs: Life is less complicated inside the virtual space.

Treasured Possession: VirtEqual drugs.

Traits: Likes following other peoples' directions.

You are pilot of the UCC Gladius, a natural 'virtual dreamer', able to mentally connect with advanced computer systems for extended periods of time. It's not an easy life, but it's one that helps people because not everyone can V-dream. You are more comfortable in virtual settings, where your skills as a V-dreamer come into play. You are a small woman, as the drug VirtEqual tends to stunt growth. You're physically addicted to the drug and without it you risk slipping into madness in a matter of days. You know you'll never be free of the drug or the desire to connect into virtual environment systems. You've always been filled with the need to help others, which is good because you sometimes have difficulty making decisions for yourself. You are most comfortable when following a direct order, which makes you a stellar officer.

You seldom dream, which is fortunate because when you do it's often of fire and screaming.

Lola Voight, Age 19, Female

Profession: Pilot

Birthplace: New Brooklyn,
United Colonial Coalition

Position in Ship: Ship's Pilot, Virtual Dreamer

STR 50	CON 75	SIZ 50	INT 85
POW 70	DEX 75	APP 65	EDU 75
Luck 50	Sanity 70	Build 0	Move 8

Damage Bonus: 0

Hit Points: 12

Magic Points: 15

Weapons: Colonial E-1 Electric Pistol (full charge for 6 shots). Skorpion submachine gun (.32, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as 1/2 normal rating).

Skills: Electrical Repair 30%, Fast Talk 45%, Low Gravity Maneuvers 30%, Mechanical Repair 40%, Navigate 50%, Operate Heavy Machinery 25%, Persuade 25%, Pilot (Spacecraft) 80%, Psychology 45%, Science (Astronomy) 21%, Science (Physics) 50%, Stealth 35%, Virtual Dreaming 70%.

Languages: English 75%.

Brawl	35% (17/7), damage 1D3, or weapon
Colonial E-1	60% (30/12), damage 2D6, range 15 yds
Skorpion SMG	55% (27/11), damage 1D8, range 40 yds
Dodge	37% (18/7)

Clothing: UCC uniform (armor 2), heavy vacuum work suit (armor 12).

Equipment: PDA (personal hand held computer), scientific scanner, thruster pack, 45-day supply of VirtEqual.

NOTES:



BACKSTORY

Personal Description: A little baby-faced, red hair, green eyes.

Ideology/Beliefs: There's no computer system built you cannot disable.

Significant People: Lola Voight, who you worship.

Traits: Romantic at heart.

You always had a knack for getting into things you weren't supposed to. When you were arrested at thirteen for hacking into the Berlinton security grid, your life took a sudden turn. The colonial government gave you a job doing what you loved to do, using computers to spy on people and hack into encrypted systems. You are one of the top hackers in the colonies, and rightfully proud of your abilities. To you, every secure system is a challenge and none have stymied you yet. In your free time you push the envelope of creating Virtual Dreamland environments, recently creating a digital puppy for Lola on her last birthday.

You sometimes dream of being chased on Earth, hiding and trying not to be discovered. In those dreams you're worried about being found and put to death.

Vincent Delgato, Age 28, Male

Profession: Hacker

Birthplace: Berlinton, United Colonial Coalition

Position on Ship: Computer/Intelligence Officer

STR 65 CON 70 SIZ 70 INT 75
 POW 70 DEX 65 APP 55 EDU 91
 Luck 50 Sanity 70 Build 1 Move 7

Damage Bonus: +1D4

Hit Points: 14

Magic Points: 14

Weapons: Colonial E-1 Electric Pistol (full charge for 6 shots). Glock 23 (.40 automatic handgun, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as 1/2 normal rating). 10-gauge shotgun (single shot, 10-gauge slugs, 5 rounds of ammunition).

Skills: Computer Use 85%, Electric Repair 55%, Electronics 65%, Fast Talk 65%, Library Use 75%, Locksmith 60%, Low Gravity Maneuvers 20%, Mechanical Repair 40%, Navigate 40%, Psychology 20%, Science (Physics) 60%, Virtual Dreaming 35%.

Languages: English 80%.

Brawl 40% (20/8), damage 1D3+DB, or weapon-
 Colonial E-1 45% (22/9), damage 2D6, range 15 yds
 Glock 23 45% (22/9), damage 1D10+1, range 20 yds
 Shotgun 50% (25/10), damage 1D10+7, range 25 yds
 Dodge 35% (17/7)

Clothing: UCC uniform (armor 2), heavy vacuum work suit (armor 12).

Equipment: PDA (personal hand held computer), thruster pack, scientific scanner, advanced laptop with universal interface.

NOTES:



BACKSTORY

Personal Description: Pale, cropped dark hair, brown eyes.

Ideology/Beliefs: It is an honor to serve and do your part in saving mankind.

Significant People: Vincent Delgato, he seems to have a crush on you.

Traits: Business-like, organized.

You are the ship's medical officer, responsible for the lives of everyone on board. You've never lost a crewmen; with the frequency of accidents and the dangers of living in space, that's saying something. You monitor the crew's mental health, giving them standardized psychological tests for stress every six weeks. It's demanding work but it's your life, and you'd be lost without it. You're proud of your assignment.

Sometimes you dream of fine dresses, sometimes you have lots of children, and you feel safe. Your career never allowed time for a family. You cannot see having children with the threat of the mankind's destruction looming over you, and everyone you care for. Your greatest hope is that one day Project Origami succeeds and mankind can escape the nightmare of this solar system once and for all.

Diana Everett, Age 35, Female

Profession: Doctor

Birthplace: Mount Sinai Colony, United Colonial Coalition

Position on Ship: Medical Doctor

STR 50 CON 70 SIZ 65 INT 70
 POW 70 DEX 55 APP 80 EDU 80
 Luck 55 Sanity 70 Build 0 Move 7

Damage Bonus: 0

Hit Points: 13

Magic Points: 14

Weapons: Colonial E-1 Electric Pistol (full charge for 6 shots). Glock 23 (.40 automatic handgun, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as 1/2 normal rating). Colonial E-2 electric rifle (full charge for 10 shots).

Skills: Computer Use 30%, First Aid 75%, Library Use 35%, Low Gravity Maneuvers 20%, Medicine 75%, Persuade 30%, Pilot (Spacecraft) 19%, Psychoanalysis 55%, Psychology 65%, Science (Biology) 60%, Science (Pharmacy) 40%, Stealth 35%, Virtual Dreaming 24%.

Languages: English 60%.

Brawl 30% (15/6), damage 1D3, or weapon
 Colonial E-1 40% (20/8), damage 2D6, range 15 yds
 Glock 23 40% (20/8), damage 1D10+1, range 20 yds
 Colonial E-2 50% (25/10), damage 4D6, range 35 yds
 Dodge 40% (20/8)

Clothing: UCC uniform (armor 2), heavy vacuum work suit (armor 12).

Equipment: PDA (personal handheld computer), scientific scanner, medical kit, thruster pack.

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Andrew Fisk, Age 30, Male

Profession: Spokesperson

Birthplace: New Brooklyn,
United Colonial Coalition

Position on Ship: Chief Negotiator/Diplomat

STR 65 CON 65 SIZ 75 INT 90
POW 75 DEX 55 APP 65 EDU 80
Luck 60 Sanity 75 Build 1 Move 7

Damage Bonus: +1D4

Hit Points: 14

Magic Points: 15

Skills: Charm 60%, Computer Use 40%, Credit Rating 31%, Disguise 15%, Fast Talk 45%, Intimidate 30%, Library Use 45%, Listen 45%, Persuade 75%, Psychology 80%, Stealth 20%, Spot Hidden 40%, Virtual Dreaming 30%.

Languages: English 80%, Mi-Go 65%.

Brawl 25% (12/5), damage 1D3+DB, or weapon-
Colonial E-1 70% (35/14), damage 2D6, range 15 yds
Glock 23 70% (35/14), damage 1D10+1, range 20 yds
Dodge 45% (22/9)

Clothing: UCC uniform (armor 2), heavy vacuum work suit (armor 12).

Equipment: PDA (personal hand held computer), thruster pack, data disks with mining filter schematics.

Weapons: Colonial E-1 Electric Pistol (full charge for 6 shots). Glock 23 (.40 automatic handgun, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as ½ normal rating).

NOTES:

BACKSTORY

Personal Description: Sharp features, cropped blond hair blue eyes.

Ideology/Beliefs: Humanity must survive no matter the cost.

Treasured Possession: Toolkit.

Traits: Direct, cunning, dislike for meat.

You are a top negotiator and diplomat for the United Colonial Coalition serving aboard the UCC Gladius. You are an expert in the mi-go, a race of sentient fungi. They often appear as humanoid aliens, however you know that is only a disguise. You do not trust them, but dealing with them may be vital to shortening Project Origami by decades. To you, Project Origami is the only hope for mankind, and if furthering or protecting it costs you your life (and the life of everyone onboard the Gladius), then so be it.

You often dream of being lost in the cold and dark while trying to find a lost child. You've also been a vegan since your early teen years; the idea of ingesting meat has always filled you with disgust.



Damien Gunn, Age 26, Male

Profession: Soldier

Birthplace: New Brooklyn, United Colonial Coalition

Position on Ship: Rail Gunner, Security

STR 70	CON 80	SIZ 80	INT 75
POW 65	DEX 60	APP 60	EDU 85
Luck 45	Sanity 65	Build 1	Move 7

Damage Bonus: +1D4

Hit Points: 16

Magic Points: 13

Weapons: Colonial E-1 Electric Pistol (full charge for 6 shots). Glock 23 (.40 automatic handgun, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as ½ normal rating). Colonial E-2 electric rifle (full charge for 10 shots).

Skorpion submachine gun (.32, 1 magazine standard, 1 magazine armor-piercing rounds that counts armor points as ½ normal rating).

Skills: Climb 40%, Electronics 20%, Electrical Repair 30%, First Aid 70%, Intimidate 40%, Jump 35%, Listen 55%, Low Gravity Maneuvers 65%, Mechanical Repair 40%, Rail Gunnery 60%, Stealth 55%, Spot Hidden 45%, Virtual Dreaming 25%.

Languages: English 75%.

Brawl	60% (30/12), damage 1D3+DB, or weapon
Colonial E-1	65% (32/13), damage 2D6, range 15 yds
Glock 23	65% (32/13), damage 1D10+1, range 20 yds
Colonial E-2	70% (35/14), damage 4D6, range 35 yds
Skorpion SMG	50% (25/10), damage 1D8, range 40 yds
Dodge	50% (25/10)

Clothing: UCC uniform (armor 2), heavy vacuum work suit (armor 12).

Equipment: PDA (personal hand held computer), toolkit, patch kit, thruster pack, emergency sealant foam canister.

NOTES:

BACKSTORY

Personal Description: Brawny looking, black hair, brown eyes.

Ideology/Beliefs: Enough of hiding, soon we should take the fight to the enemies of mankind and reclaim Earth.

Significant People: St. Christopher pendant on chain around neck, passed down to you from you grandfather.

Traits: Disciplined, although sometimes a little hot headed.

You were born to be a warrior. You take your duties of protecting the crew of UCC Gladius and the colonies very seriously. It is your job to man the ship's powerful rail gun, which fires a cluster of magnetically-propelled explosive bomblets. Since you seldom get into combat, you are also trained as an assistant engineer and enjoy maintaining the shipboard systems.

You dream of reclaiming the Earth. In your heart you know you are a hero, a soldier to the core. It's all you have ever wanted to be.