The *Contra* was custom built for Shara and her crew. They didn’t get the ship for free, however. Their patron, an ex-SMD general named Tarry, expects constant favors to keep his illegal business in order. Shara has never denied a request, but she’s starting to feel strained under such a short leash. The *Contra* has such a unique appearance, so it would be difficult to disappear without major rework. It’s covered in eight-foot spikes, red slashes of paint, and her Tarry’s family crest.

**Notes**

<table>
<thead>
<tr>
<th>Customizations</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Electro-interference</td>
<td>Poorly shielded electronics; cannot send or receive messages while in flight</td>
<td></td>
</tr>
<tr>
<td>Extra Engines</td>
<td>Suped up, custom built. +2 Velocity</td>
<td></td>
</tr>
</tbody>
</table>

**Fuel Capacity**

- Fuel Capacity: $300
- Fuel Unit: $30
- Cargo Capacity: 20 crates

**Crate Details**

- 5 crates of dry goods food (earmarked for delivery to Vuss Colony, not owned by crew) - Value: $1500
- 5 crates of weapons (earmarked for delivery to Grek, not owned by crew) - Value: $4000
### Character Name: Shara Het (Female)  
**Bioclass:** Skinbag  
**Body Type:** Organic  
**Mind Type:** Organic  
**Level:** 2

<table>
<thead>
<tr>
<th>Trait</th>
<th>Current Total</th>
<th>Max HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Awareness</td>
<td>2</td>
<td>40</td>
</tr>
<tr>
<td>Combat</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Toughness</td>
<td>-1</td>
<td></td>
</tr>
<tr>
<td>Influence</td>
<td>2</td>
<td></td>
</tr>
<tr>
<td>Operation</td>
<td>3</td>
<td></td>
</tr>
<tr>
<td>Nerve</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Speed</td>
<td>2</td>
<td></td>
</tr>
</tbody>
</table>

**Hit Point Tracker:**

- **Max HP:** 40  
- **HP/Level:** 5

**Unspent Trait Points:** 2

**Level Up Tracker (Trait Points Gained):**

<table>
<thead>
<tr>
<th>Level</th>
<th>Trait Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>LVL 2</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 3</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 4</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 5</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 6</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 7</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 8</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 9</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 10</td>
<td>(+1 Attribute)</td>
</tr>
<tr>
<td>LVL 11</td>
<td>(+1 Attribute)</td>
</tr>
</tbody>
</table>

**Weapon:** Retrofit rifle  
**ATT:** 3  
**DMG:** 12  
**Other Notes:**

**W. Proficiencies:**

- **Striking**
- **Pistols**
- **Rifles**
- **Shotguns**

**Aspect Scoundrel:**

- **Dying Breed:** Can’t mutate, +1 Attribute, bonuses at level 4 & 7.
- **(Driving) Spaceship Training:** Increase the velocity of spaceships you pilot by 4.
- **(Driving) Ground Car Training:** Increase the velocity of ground cars you drive by 4.
- **Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents.
- **Techless Will:** +3 to any Attribute for 1 turn, 3/day.
- **Influence Personnel:** Use highest Attribute when lying to security/corporate employees.
- **Studious:** +1 Operation (already calculated)

**Motivation:** Forgiven is powerful

<table>
<thead>
<tr>
<th>Cynicism</th>
<th>Resolve</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 /10</td>
<td>2 /5</td>
</tr>
</tbody>
</table>

**Toughness:**

- **Toughness:** -1  
- **Other:** +5  
- **Armor:** 3  
- **Armor Worn:** Combat vest  
- **Toughness Defense:** 4

**Nerve:**

- **Nerve:** 0  
- **Other:** +5  
- **Nerve Defense:** 5

**Speed Rating:** 3

**Operation:**

- **Battle Reflex:** 4

**Hit Point Tracker:**

- **H.P. Level:** 5

**Level Up Tracker:**

- **LVL 2:** (+1 Attribute)
- **LVL 3:** (+1 Attribute)
- **LVL 4:** (+1 Attribute)
- **LVL 5:** (+1 Attribute)
- **LVL 6:** (+1 Attribute)
- **LVL 7:** (+1 Attribute)
- **LVL 8:** (+1 Attribute)
- **LVL 9:** (+1 Attribute)
- **LVL 10:** (+1 Attribute)
- **LVL 11:** (+1 Attribute)
### Shara Het

#### Origin Story

Shara Het hails from a small, unnamed world in Barbarian Space. When she ventured out into the Galaxy, she saw the crime and corruption, but decided to profit from it. She worked a job in opposition to Gear Mathis, and almost died by his hands. After being burned by her patron, she decided to track down Gear and make amends. Gear was so shocked by her forgiving attitude, they became fast friends and formed a tight-knit sharper crew.

Shara is being blackmailed by a woman named Sarone. Shara once let an enemy sharper named Hessifet live, and he went on to kill Dirk’s family in a heist gone wrong. Dirk has no idea Shara is connected to his loss, and Shara has to pay Sarone to keep it that way.

#### Possessions

<table>
<thead>
<tr>
<th>Item</th>
<th>Notes</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Extended Range Retrofit rifle</td>
<td>+1 ATT +3 DMG</td>
<td></td>
</tr>
<tr>
<td>Combat vest</td>
<td>+3 armor, SR 3</td>
<td></td>
</tr>
<tr>
<td>Utility belt</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Phone</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

---

**Psychic Powers**

**OVRCHRG.**

**USES.**

---

**Days of Food**

1.

**Days Without Eating**

Eat at least 1 meal a day or suffer -2 to all rolls, including DMG. Sharpers die after 6 + Toughness days without food. The day count does not reset until you eat food 2 days in a row.
CHARACTER NAME: Gear Mathis (Male)

BIOCLASS: Scraphead

BODY TYPE: Organic

MIND TYPE: Rigged

LEVEL: 2

MOTIVATION: Forgiveness is powerful

CYNICISM: 1 /10

RESOLVE: 2 /5

TOUGHNESS = [AWARENESS] - 1 + [ARMOR] + 5

OTHER = [NERVE] + 5

TOUGHNESS DEFENSE = 4

ARMOR WORN: Combat vest

NERVE = [NERVE] + 5

NERVE DEFENSE = 8

ATT = [COMBAT] + WEAPON'S ATT

DMG = [COMBAT] + WEAPON'S DMG

WEAPON               ATT      DMG       ABILITY     RANGE   OTHER NOTES
Fossil Rifle         +2      +5

W. PROFICIENCIES
□ STRIKING □ PISTOLS □ RIFLES □ SHOTGUNS

ASPECT: SCOUNDREL

CHARACTER TRAITS
- Hard brain: Cannot learn psychic powers.
- Cybernetic slot: 1 brain slot for upgrades.
- Battle Opportunism: +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage.
- (Locks) Force Entry: Can pick physical and digital locks with proper tools.
- (Locks) Disable Alarms: Can disable alarms that can be physically accessed.
- (Medicine) Field Surgery: AD 9, restore 20 HP for £1 of medical supplies.
- (Medicine) Craft Drugs: AD 9, craft drugs up to §80 for half price. Cannot make Illuminix.
- Rifle Proficiency: +1 ATT +1 DMG to rifles.
- Influence Wanderers: Use highest Attribute to lie to sharpers and dock masters.
Gear grew up on Humanus, learning quickly that the smart approach is the safest approach. He worked for a crime family based in Pergus, and then earned enough cred to start his own sharper crew.

He co-captains the Contra with Shara, his former rival. They both value skill, planning, and limited casualties. They keep their jobs as clean as possible.

The Contra’s patron, Tarry, has an unhealthy interest in Gear. Whether Tarry admires, lusts for, or hates Gear is unclear, but Tarry sends a constant stream of messages and photos making it clear he is keeping tabs on Gear’s actions and whereabouts. This level of interest makes Gear loathe to ever deny one of Tarry’s requests.
**Hennessy Willik (Female)**

**Bioclass:** Hardshell  
**Body Type:** Rigged  
**Mind Type:** Organic  
**Level:** 2

**Motivation:** Don’t get mad, get even

**Cynicism:** 4 / 10  
**Resolve:** 2 / 5

---

**Toughness Defense:**

\[
\text{Toughness} = \text{Other} + 6
\]

**Armour Defense:**

\[
\text{Armour} = \text{Other} + 3 + 9
\]

**Nerve Defense:**

\[
\text{Nerve} = \text{Other} + 5 + 5
\]

---

**Weapon:** Retrofit pistol  
**ATT:** +2  
**DMG:** +2  
**Ability:** Guard  
**Range:** 4  
**Other Notes:**

---

**Aspect: Scoundrel**

- **Servo Limbs:** +1 Combat
- **Cybernetic slots:** 2 body slots for upgrades.
- **Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents. Gain Advantage ATT bonus = +3 instead of +2. Move 4 squares for free when using Gain Advantage.
- **(Investigation) Clue Finder:** Examine a scene for AD 7, you and all allies get +2 Awareness to find clues.
- **Studious:** +1 Operation (already calculated)
- **(Investigation) Tracker:** Find persons/creatures. Roll against AD 6 + level, you and all allies get +2 Awareness and Influence on rolls made to locate them. Focus.
- **Operate Cooking:** Can stretch 1 meal into 2 with cooking. Use highest Attribute if using powers from the Cooking Knowledge Focus.
# Hennessy

## Days of Food

Eat at least 1 meal a day or suffer -2 to all rolls, including DMG. Sharpers die after 6 + Toughness days without food. The day count does not reset until you eat food 2 days in a row.

## Psychic Powers

<table>
<thead>
<tr>
<th>OVRCHR.</th>
<th>USES</th>
<th>NOTES</th>
<th>LOCATION</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Possessions

<table>
<thead>
<tr>
<th>Item</th>
<th>Notes</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retrofit pistol</td>
<td>+1 ATT +1 DMG, guard</td>
<td></td>
</tr>
<tr>
<td>Combat vest</td>
<td>+3 Armor, SR 3</td>
<td></td>
</tr>
<tr>
<td>Phone</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bionites</td>
<td>+1 Toughness implant</td>
<td></td>
</tr>
</tbody>
</table>

## Character Origin Story

Hennessy was born on a refinery asteroid near the Star Farms of Vuss Colony. After a close star went nova, lethal radiation was set to reach the refinery. Everyone had to rush to bunkers and await extraction. Months went by, and everyone but Hennessy starved to death; she had survived on extra rations hidden away by her late father.

After being rescued, she grew up doing dirty work and honing tracking skills. She hopes to find Gado Rex, the owner of the refinery who delayed extraction and under supplied the rations. Gado has conflicts with Tarry, so Hennessy was an easy recruit to join the Contra.

The Church tracks Hennessy. As a survivor of a close super nova, they want to see if she develops illness.
# Tej Krit (Male)

<table>
<thead>
<tr>
<th>Character Name</th>
<th>Rigfiend</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bioclass</td>
<td>Rigged</td>
</tr>
<tr>
<td>Body Type</td>
<td>Rigged</td>
</tr>
<tr>
<td>Level</td>
<td>2</td>
</tr>
</tbody>
</table>

## Motivation
- Don’t get mad, get even

## Cynicism
- 3 /10

## Resolve
- 2 /5

## Toughness Track
- Toughness: 0
- Other: +5
- Armor: +3
- Toughness Defense: 5
- Armor Defense: 8

## Nerve Track
- Nerve: 1
- Other: +5
- Nerve Defense: 6

## Action Points
- 1/2 Speed: 1
- Other: -
- 3
- Action Points: 4

## Battle Reflex
- Awareness: 1
- Speed: 2
- Battle Reflex: 3

## Hit Point Tracker
- Max HP: 48
- HP/Level: 6

## Unspent Trait Points
- 2

## Level Up Tracker (Trait Points Gained)
- LVL 2 (+1 Attribute)
- LVL 3 (+1 Attribute)
- LVL 4 (+1 Attribute)
- LVL 5 (+1 Attribute)
- LVL 6 (+1 Attribute)
- LVL 7 (+1 Attribute)
- LVL 8 (+1 Attribute)
- LVL 9 (+1 Attribute)
- LVL 10 (+1 Attribute)
- LVL 11 (+1 Attribute)

## Aspect Scoundrel

### Character Traits
- **Mod Focused:** Can’t mutate or gain psychic powers.
- **Cybernetic slots:** 2 brain and 4 body slots.
- **Battle Opportunist:** +2 DMG vs. unaware or overpowered opponents.
- **(Computers) Cracking:** Beat AD
  - Set by GM to access secured computer networks.
- **(Computers) Systems Override:** Beat AD
  - Set by GM to manipulate networked systems like cameras.
- **Studious:** +1 Operation (already calculated)
- **Influence Fear:** Use highest Attribute instead of Influence when making threats of violence.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>ATT</th>
<th>DMG</th>
<th>Ability</th>
<th>Range</th>
<th>Other Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retrofit Pistol</td>
<td>+3</td>
<td>+3</td>
<td>Guard</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>

## W. Proficiencies
- Striking
- Pistols

## SYNTHICIDE

**ATT** = COMBAT + WEAPON’S ATT  |  **DMG** = COMBAT + WEAPON’S DMG

<table>
<thead>
<tr>
<th>Weapon</th>
<th>ATT</th>
<th>DMG</th>
<th>Ability</th>
<th>Range</th>
<th>Other Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Retrofit Pistol</td>
<td>+3</td>
<td>+3</td>
<td>Guard</td>
<td>4</td>
<td></td>
</tr>
</tbody>
</table>
- Tej Krit hails from an ancient moon colony near Abisus, a planet overrun by prodigravus. His people were never fully integrated into modern society, and speak with strange accents and tell strange tales. When Vuss Colony was put into operation mining nova stars, his people were recruited. Many were given cybernetic implants to assist with their labors.

- Tej was set to take over his father’s mining ship, but decided that wasn’t for him. There was so much more of the Galaxy to see. He became a sharper to break loose, working a few jobs with Hennessy before settling in.

- Tej often dwells on a family legend: a machine of great power hidden on Abisus. He hopes to someday find it.
**Dirk Hammon (Male)**

**BIOCCLASS**: Skinbag  
**BODY TYPE**: Organic  
**MIND TYPE**: Organic

<table>
<thead>
<tr>
<th>MOTIVATION</th>
<th>CYNICISM</th>
<th>RESOLVE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Live fast, die young</td>
<td>1 /10</td>
<td>2 /5</td>
</tr>
</tbody>
</table>

**WEAPON**

| Lvl 2 E.C. Sword | +3 | +10 |  |

**ATT** = COMBAT + WEAPON’S ATT  
**DMG** = COMBAT + WEAPON’S DMG

**TOUGHNESS**  
1 + 5 = 6

**OTHER**

**TOUGHNESS DEFENSE** = 6

**ARMOR WORN**  
Combat Vest

**SPEED RATING** = 3

**NERVE**

-1 + 5 = 4

**NERVE DEFENSE** = 4

**WEAPONE**

| STIKING | PISTOLS | RIFLES | SHOTGUNS |

**LEVEL UP TRACKER (TRAIT POINTS GAINED)**

| LVL 2 (+1 ATTRIBUTE) | LVL 3 (+1 ATTRIBUTE) | LVL 4 (+1 ATTRIBUTE) | LVL 5 (+1 ATTRIBUTE) | LVL 6 (+1 ATTRIBUTE) | LVL 7 (+1 ATTRIBUTE) | LVL 8 (+1 ATTRIBUTE) | LVL 9 (+1 ATTRIBUTE) | LVL 10 (+1 ATTRIBUTE) | LVL 11 (+1 ATTRIBUTE) |

**HIT POINT TRACKER**

| MAX HP 44 | HP/LEVEL 5 |

**UNSPENT TRAIT POINTS** 2

**ASPECT THUG**

- **Mutant Dog**: Start with mutations.
- **Striking Weapon Proficiency**: +1 ATT +2 DMG
- **Brutal Strikes**: When attacking with 2-handed striking weapons, take up to -2 ATT penalty for +2 DMG per penalty taken.
- **Freakish Deformity**: Leathery skin holes expose large muscle tissue. -1 Influence +1 Combat.
- **Hibernation**: Can slow metabolism. Sleep for 48 hours straight to skip eating. Must eat third day.
- **Techless Will**: +3 to any Attribute for 1 turn, 3/day.
- **Influence Thieves**: Use highest Attribute instead of Influence when lying to pirates and gangs.
**POSSESSIONS**

<table>
<thead>
<tr>
<th>Item</th>
<th>Notes</th>
<th>Location</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lvl 2 E.C. Sword</td>
<td>+0 ATT, +6 DMG, guard</td>
<td></td>
</tr>
<tr>
<td>Combat Vest</td>
<td>+3 Armor, SR 3</td>
<td></td>
</tr>
<tr>
<td>Phone</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**DAYS OF FOOD**

1

**DAYS WITHOUT EATING**

Eat at least 1 meal a day or suffer -2 to all rolls, including DMG. Sharpers die after 6 + Toughness days without food. The day count does not reset until you eat food 2 days in a row.

**LURANS**

C10

**CHARACTER ORIGIN STORY**

Dirk comes from Dega Station, an unregulated space station in Barbarian Space. He grew up the child of shop owners, but everything changed when Hessifet and his crew of heartless sharpers murdered them. Hessifet was trying to rob the family store, but when protection showed up, his crew slew everyone, combatant or not. Dirk was away making a delivery, and returned too late.

Dirk turned to crime, killing station outsiders at the bidding of gangs. Shortly into his career, Shara arrived, offering a position on her crew. Dirk felt instantly attracted to her, and with nothing left for him on the station, he joined.

Though Dirk desires Shara, he has strange dreams of her killing him. These dangerous visions put him on edge.