| CHARACTER | COMPANY | ATTENDA |
|--|---|--|
| Name Debbiralla Wallatner Command Package Ops Commander Background Package Entertainer Sophont Type Queltro | Al Rating 3 Resources 1 Supplies 7 Reputation 4 | MERCENARY |
| Health 11 Skill Penalties Your explosives inflict + | Reduction Defense Dodge 2 11 6 1d6 damage | RiPP MAX 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 |
| Combat Skills Carbines Dodge Explosives Heavy Weapons Long Guns Melee Pistols Scatterguns Stationed Weapons Thrown Weapons Thrown Weapons Air Vehicles Athletics Endurance Ground Vehicles Larceny Perception Space Vehicles Stealth Water Vehicles Carbines Rank Specialties Rank Specialties Arrown Weapons Pursuit, Running Found Vehicles Carbines Rank Specialties Arrown Weapons Pursuit, Running Found Vehicles Carbines Pursuit, Running Found Vehicles Carbines Found Vehicle | Engineering Experim. Sciences History Insight Mechanic Medicine Research Xenobiology Social Skills Rank Special | |
| Name Damage Ammo Type Reload Rules & Qualities Strohl G/G 1000 3d6+2 PEA Long Gun 1-2 Sniper (Attack w/ full action for +1d6) 'Can O'Hammers' 4d6 Heavy Gunfoam 1-3 Annieplant, Sturdy Construction, Armor-piercing RRMORS Name Defense DR Hull Rules & Qualities Whisperskin +3 2 Fits under clothes | | |
| | | |

| FIRETEAN | 1 | | | |
|----------------|------|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | | |
| Mental | | | | |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
| GAME R | ULES | | | |

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Debbiralla trained for field work at a young age, and spent a decade with a private security firm. While the career was fulfilling, rewarding, and challenging, Debbiralla eventually mustered out to pursue an interest in dance, and landed a job as a "singer, dancer, and understudy" aboard a passenger liner.

The job was a bait-and-switch, and should have been listed as "prop-washer, beverage-fetcher, and scapegoat," all of which was a waste of Wallatner's not-insignificant skills. Debbiralla overheard some of Nelson's conversations with Landon, and followed them off the vessel. The moment it became clear that private security work was available again, and that a ground-floor position might be opening up, Debbiralla volunteered to serve under Captain Radjis "Mister Ears"

| SHIP | |
|---|--|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Hull Points Def. vs Gravy 7 DR 2 7 |
| Ship Weapons Light STS Missle 2d6 Med AP Defense Anti-Vehicle 1 Hull | Other Ship Systems Civillian Locker Basic TAD |

| CHARACTER | COMPANY | | |
|---|--|--|--|
| Name Helena Seonwu Command Package Legal Counsel Background Package Military (Officer) Sophont Type Purp (Female) | Al Rating 3 Resources 1 Supplies 7 Reputation 4 | | |
| Health 16 Skill Penalties | Reduction Defense Dodge 2 14 9 | | |
| SKILLS | | | |
| Carbines Dodge Explosives Heavy Weapons Long Guns Melee Pistols Scatterguns Stationed Weapons Thrown Weapons Thrown Weapons Air Vehicles Endurance Ground Vehicles Larceny Perception Space Vehicles Stealth Water Vehicles | Mental Skills Chemistry Computers Economics Engineering Experim. Sciences History Insight Mechanic Medicine Research Xenobiology Social Skills Contracts Deceive Empathy Inspire Intimidate Negotiate Perform Willpower | | |
| Name Damage Ammo Type Reload Rules & Qualities Strohl G/G 29 AP (1d6+1) Gunfoam Pistol 1 Annieplant (Ignores 1st reload) Strohl G/G 29 AP (1d6+1) Gunfoam Pistol 1 Annieplant (Yes you have 2 of them) | | | |
| Name Defense DR Hull Rules & Qualities Whisperskin +3 2 Fits under clothes | | | |

| FIRETERM | | | | |
|----------------|-------|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | |) [|
| Mental | | | | |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
| GAME R | IIIFS | | | |

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mavhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Helena Seonwu was joined the Continuance Peacekeeping forces in the Celeschul System. After three tours she decided to pursue a career as an attorney, and spent her education voucher on law school. After law school she was hired as a legal assistant for a firm with branches in several star systems. The work was demanding, mind-numbingly boring. Helena also found that despite her education, and her legendary attention to detail, her purple skin was likely preventing any promotion to a position as an attorney.

While running down titles and provenances for a client of the firm, she happened across an irregularity. Following a hunch, she determined that a vessel unrelated to her clients was, in fact, stolen, and not just once. Under the new name "Buzzkill," the vessel was 'docked' at Haven Hive.

An Ob'enn, an Ursumari, and a Neophant arrived at her flat the next morning. They had backtracked her inquiries, and were prepared to make a handsome offer if she would forget the matter. A shrewd negotiator, she made a counter-offer. The Buzzkill today has a completely clean record thanks to the services of the company's attorney (and shareholder in the ship), Helena Seonwu.



| SHIP | | |
|---|---|---------------|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Def. vs Gravy 7 DR 2 | Hull Points 7 |
| Ship Weapons Light STS Missle 2d6 Med AP Defense Anti-Vehicle 1 Hull | Other Ship Systems Civillian Locker Basic TAD | |

| CHARACTER | COMPANY | | |
|--|---|---|---|
| Name Mandelbrot Nelson Command Package Chaplain Background Package Doctor Sophont Type Neophant | Al Rating 3 Supplies 7 | Resources Reputation | |
| Health 15 Skill Penalties Your trunk is an extra line | | 2 12 | 7 RiPP M X X X X X X X X X X X X X X X X X X |
| Combat Skills Carbines Carbine | Che Con Eco Eng Exp Hist Insi Mec Res Xen Con Dec Emp Insp Inti | mistry nputers nomics ineering erim. Sciences cory ght chanic dicine earch obiology ial Skills tracts eive pathy oire midate ootiate 9 | Religious Religious Terran Ik Specialties Influence |
| Name Damage Ammo Type Reload Rules & Qualities Phubar Blaster 5d6 Plasma Heavy 1-2 Piercing, AVPL, Failure Prone, Short Range Shurikannon 5d6 PEA Heavy 1-3 Failure Prone, Reload Intensive RRMORS Name Defense DR Hull Rules & Qualities Whisperskin +3 2 Fits under clothes | | | |

| FIRETEAM | | | | |
|----------------|----|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | | |
| Mental | | | | |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
| GAME RUL | ES | | | |

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Mandelbrot was an EMT on Luna, He knew that his deep voice might be the last thing many injured people heard, so he sought to bring comfort while providing the best emergency medical care. He was a very capable EMT, but was legendary for his bedside manner. He was recruited into the U.N.S. Special Operations Trauma Unit, where his kindness to the wounded (and his study of theology) was even more appreciated. After twenty years of with UNS-SOTU he "retired" to be a medic aboard an upscale passenger liner where there were few injuries, and plenty of opportunities to sing with the crew's choir.

Years ago, on Mars, he treated the injuries of a young Ursumari police detective, Samantha Landon. Their paths crossed again on the passenger liner en route to Haven Hive in the Celeschul system. In just a few days they became fast friends, and when she debarked to find Mister Ears, Mandelbrot followed her, and was there at the founding of the mercenary company. Recognizing their need for a moral compass, he joined up.

| SHIP | ne more than |
|--|--|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Hull Points Def. vs Gravy 7 DR 2 7 |
| Ship Weapons Damage Light STS Missle 2d6 Med AP Defense | Other Ship Systems Civillian Locker Basic TAD |
| Anti-Vehicle 1 Hull | |

| CHARACTER | COMPANY | ATTENDA | | | |
|--|--|---|--|--|--|
| Name Pursi Kaskato Command Package Quartermaster Background Package Pilot Sophont Type Esspererin | Al Rating 3 Resources 1 Supplies 7 Reputation 4 | MERCENARY | | | |
| Health 13 Skill Penalties You can fly and you don' | Health Reduction Defense Dodge 2 14 9 | | | | |
| Combat Skills Rank Specialties Carbines 9 | Experim. Sciences History Insight Mechanic Medicine Research Xenobiology Social Skills Contracts Deceive | Draw Mayhem on any 6 Draw Mayhem on any 6 | | | |
| Name Damage Ammo Type Reload Rules & Qualities "Sledgehammer" 2d6+3 Gnfm Stationed 1-2 Scattergun(1d6 on miss) Variable Ammo -Goober TN 20 Goobr Stationed 1-2 Scattergun(TN15 on miss) Immobilizes -Stun TN 20 Stun Stationed 1-2 Scattergun(TN15 on miss) Knocks Out Skokgeweer 2d6 Ion Stationed 1-2 Accurate, Piercing, Sniper RRMORS Name Defense DR Hull Rules & Qualities Whisperskin +3 2 Fits under clothes | | | | | |

| FIRETEAN | 1 | | | |
|----------------|------|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | | |
| Mental | | | | |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
| | = - | | | |
| GAME R | ULES | | | |
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Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Pursi Kaskato's family was captured by the Oshka Kree when Pursi was quite young. She "graduated" from menial slavery to become a bonded assistant to a quartermaster, and from there to a berth as a gunboat pilot under chattel bond to an Oshka Kree pirate commodore. When she met the human rogue Rike Mandahl, and heard him tell stories of the galaxy outside the Pereri Ring she offered to fly the two of them out... provided Mandahl would help her steal a gunboat.

Their escape was poorly planned, and flawfully executed, but it worked anyway. She never considered the gunboat as "hers" (nor even "partly hers") until Mandahl presented the offer from Radjis Tentoo. Now she is part owner of the mercenary gunboat Buzzkill, but her true joy lies in being sole owner and proprietor of herself.

| SHIP | |
|--|--|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Hull Points Def. vs Gravy 7 DR 2 7 |
| Ship Weapons Damage | Other Ship Systems |
| Light STS Missle 2d6 Med AP Defense | Civillian Locker |
| Anti-Vehicle 1 Hull | Basic TAD |
| | |

| CHARACTER | COMPANY | ATTION | |
|--|--|------------|--|
| Name Rike Mandahl Command Package Engineer Background Package Scientist Sophont Type Human | Al Rating 3 Resources 1 Supplies 7 Reputation 4 | MERCENARY | |
| Skill Penalties (Humans gain a special, | Reduction Defense Dodge 2 10 5 bonus action before they die | | |
| Combat Skills Rank Specialties Carbines | Mental Skills Rank S | pecialties | |
| Dodge 5 Explosives Pleavy Weapons 2 9 | Computers Computers Economics 7 | | |
| Long Guns Melee Pistols 5 | Experim. Sciences History Insight | | |
| Scatterguns Stationed Weapons Thrown Weapons | | Jury-Rig | |
| Physical Skills Rank Specialties Air Vehicles | Xenobiology | pecialties | |
| Athletics Endurance Ground Vehicles | Contracts Deceive Empathy | | |
| Larceny Perception 7 | Inspire Intimidate | | |
| Space Vehicles Stealth Water Vehicles | Negotiate () () () () () () () () () (| | |
| WEAPONS | | | |
| Name Damage Ammo Type Reload Rules & Qualities Shockstar Baton M+2d6 Glass Dagger 2d6+2 Laser Pistol 1 Sturdy Construction -"All In" 5d6+5 Single Use, Breacher(Ignore 8 DR) | | | |
| Name Defense DR Hull Rules & Qualities Whisperskin +3 2 Fits under clothes | | | |

| FIRETERM | | | | |
|----------------|------|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | |) |
| Mental | | | |) |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
| GAME R | ULES | | | |

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mavhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Rike Mandahl took a two year sabbatical from his studies of engineering to see one of the wonders of the civilized galaxy, the Pereri Ring. His meanderings there became rather more adventurous than he'd meant for them to be. Thinking he'd found a group that appreciated his skills, he fell in with the Esspererin pirates of Oshka Kree. In a daring operation he escaped, fleeing the Pereri Ring in the company of an adept Esspee pilot, aboard a gunboat the two of them liberated from the notorious pirates.

They docked at Haven Hive, in the Celeschul system. While seeking to "clean" the registration of the ship, Mandahl chanced to meet Radjis Tentoo, who knew a thing or two about laundering valuables. The catch, of course, was that the vessel would become company property, and Rike Mandahl would become an officer and joint shareholder in that company

| SHIP | | |
|---|---|---------------|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Def. vs Gravy 7 DR 2 | Hull Points 7 |
| Ship Weapons Light STS Missle 2d6 Med AP Defense Anti-Vehicle 1 Hull | Other Ship Systems Civillian Locker Basic TAD | |

| CHARACTER | COMPANY | • | |
|---|---------------------------------------|--|--|
| Name Samantha "Sam" London Command Package Doctor Background Package Spy Sophont Type Ursmari | Al Rating Supplies | Resources Reputatio | |
| Health 18 Skill Penalties | Re | eduction Defense | Podge 9 RiPP MAX |
| SKILLS | | | |
| Combat Skills Carbines Dodge Explosives Heavy Weapons Long Guns Melee Pistols Scatterguns Stationed Weapons Thrown Weapons Thrown Weapons Air Vehicles Athletics Endurance Ground Vehicles Larceny Perception Space Vehicles Stealth Water Vehicles Dodge 9 | Ch Cd Cd Cd Cd Cd Cd Cd | ental Skills nemistry imputers conomics ngineering sperim. Sciences story sight echanic edicine esearch enobiology ocial Skills entracts eceive npathy spire timidate egotiate erform illpower | Rank Specialties 2 2 Battlefield, First Aid 2 Rank Specialties 3 4 4 |
| WEAPONS | | | |
| Name Damage Ammo Type Reload Rules & Qualities BFF Chainsaber M+3d6 Melee Failure prone Plasma Grenade 4d6+9 Thrown Quantity: 5 Claws Athl+2 Melee FA-20 Slapstick Heals 1d6, Quantity: 4 | | | |
| Name Defense DR Hull Rules & Qualities Whisperskin +3 2 Fits under clothes | | | |

| FIRETEAM | | | | |
|----------------|-------|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | | |
| Mental | | | | |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
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| GAME R | ULES | | | |

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mayhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mayhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

Sam was born in Dom Atlantis, on Earth, but moved to Mars for Law Enforcement training and then worked there as a police detective. After several years, she transferred to the Kelrik Hub where her local anonymity allowed her to do undercover work for their Organized Crimes division.

It was in this capacity that she joined The Ears, gathered evidence against them, and delivered it to the authorities. Her investigations into this crime ring's activities led her to sympathize with what The Ears were actually doing: disrupting supply chains for the Ob'enn in their war against the Kss'thrata. She arranged for Mister Ears' escape, and although her abetting could not be proven, her chief encouraged her to retire immediately, and perhaps also leave the hub forever. She did so, and caught up with Mister Ears, who was starting a mercenary company "for self-defense." She signed on.

Lately, Sam is tired of introducing herself, and having people wonder if she is related to Captain Landon, Hero of Dom Atlantis. This is because she is his cousin, and if she says "yes" they want to talk about her cousin the hero, and if she says "no" they look disappointed.

| SHIP | |
|---|--|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Hull Points Def. vs Gravy 7 DR 2 7 |
| Ship Weapons Damage Light STS Missle 2d6 Med AP Defense Anti-Vehicle 1 Hull | Other Ship Systems Civillian Locker Basic TAD |

| CHARACTER | COMPANY | | |
|---|--|--|--|
| Name Radjis "Mr. Ears" Tentoo Command Package Captain Background Package Crime Lord Sophont Type Ob'enn | Al Rating 3 Resources (Supplies 7 Reputation (| | |
| Health 12 Skill Penalties -1 to all social checks ta | 2 13 | Dodge 9 RiPP X D D D D D D D D D D D D D D D D D D D | |
| Combat Skills Carbines Dodge Explosives Heavy Weapons Long Guns Melee Pistols Scatterguns Stationed Weapons Thrown Weapons Thrown Weapons Air Vehicles Athletics Endurance Ground Vehicles Larceny Perception Space Vehicles Stealth Water Vehicles Amk Specialties Ank Specialties And Specialties | Chemistry Computers Economics Engineering Experim. Sciences History Insight Mechanic Medicine Research Xenobiology Social Skills Contracts Deceive Empathy Inspire Intimidate | Ink Specialties I O O O O O O O O O O O O O O O O O O | |
| Name Damage Ammo Type Reload Rules & Qualities Zmilli Blade M+1d6 | | | |

| FIRETEAM | | | | |
|----------------|-------|---|---|-------------|
| | 1 | 2 | 3 | Team Totals |
| Name | | | | |
| Physical | | | | |
| Mental | | | | |
| Social | | | | |
| Combat | | | | |
| Team Qualities | | | | |
| GAME R | IIIFS | | | |

Mayhem: If the Mayhem dice (the off-colored one) is the highest dice, and the roll succeeds you have to draw a Mavhem card.

Reloading: If all your Damage dice are at the Reload Threshold or lower, your weapon can not be fired until you spend an action reloading.

Skills: Remember that you can roll for anything you want to do, not just the skills on your sheet. These are just the skills where you have a bonus to your roll.

Spend RiPP to:

- Cancel a Mavhem draw
- Reroll dice
- Use Ablative Meat Reduction reduces the total damage you take.

Combat actions are:

- Attack
- Defense
- Order Fire-team
- Taunt Enemy
- Use a skill

Character Story

It used to be said that nothing happened on the Kelrik Hub without Mister Ears hearing about it. Radiis Tentoo's organization (usually referred to as "The Ears") had its appendages in dozens of legitimate businesses, and countless illegal operations. Aside from being reasonably profitable, The Ears received steady income by providing information to the Tausennigan Kss'thrata. Tentoo himself is an exiled Ob'enn. and a Kssthrata sympathizer, and is by Ob'enn standards he is barely xenophobic at all. An undercover police detective exposed The Ears to the Hub's authorities, but this detective, Samantha Landon, also arranged for Tentoo's escape to Haven Hive, in the Celeschul system. He was no longer of value to the Kss'thrata, and he was on the run from the Ob'enn, so he decided that his new enterprise should be both mobile and well-armed. When he founded this mercenary company, he was joined by Samantha Landon, who insisted on "keeping him honest." He's okay with that.



| SHIP | |
|--|---|
| Name The Buzzkill Model Def. vs Beam 17 Def. vs Missile 7 | Company Al Rating 3 Hull Points Def. vs Gravy 7 DR 2 7 |
| Ship Weapons Damage | Other Ship Systems |
| Light STS Missle 2d6 Med AP Defense | Civillian Locker |
| Anti-Vehicle 1 Hull | Basic TAD |
| | |