

	<b>Name</b>	Garrett Lister
	<b>Species</b>	Modified Human
	<b>Background</b>	Colonial
	<b>Archetype</b>	Security Guard

Attributes				Skills	
Agility	d8	Strength	d6	Fighting (Armed)	d8
Smarts	d4	Vigor	d8	Intimidation	d6
Spirit	d6			Notice	d6
<b>Derived Statistics</b>				Shooting (Small Arms)	d8
<i>Stat</i>	<i>Base</i>	<i>Mod</i>	<i>AV</i>	Stealth	d6
Charisma	0			Swimming (Pace 4)	d6
Pace	6			Throwing	d6
Parry	6				
Toughness	6	2/4 vs bullets	8/10		
<b>Armor</b>					
Head	6	Wt Threshold	30		
Torso	8/10	Total Wt	13		
Arms	6	Encumbrance			
Legs	6	Penalty			
<b>Wounds</b>	-1	-2	-3	Incapacitated	
<b>Fatigue</b>	-1	-2		Incapacitated	

Weapon	Range	ROF	Damage	Shots	Wt	Notes
Large-caliber pistol	12/24/48	1	2d6+1	25	2	AP 1, Semi-auto, 1 reload
Diamond knife	-	-	Str+d4+1	-	1	AP 2
Semi-automatic shotgun	12/24/48	1	1-3d6	20	4	Semi-auto, 1 reload
Light rifle	24/48/96	1	2d8	30	4	AP 2, Semi-auto

<b>Hindrances</b>	<b>Major</b>	Overconfident - Hey, there's nothing you can't handle!
	<b>Minor</b>	Loyal - This team is your family and you'll protect them at any cost.
	<b>Minor</b>	Stubborn - You know how to handle security, so the rest better listen.

<b>Edges</b>	Accelerated Neurons Biomod (as Quick edge), Pain Inhibitors Biomod (Ignore 1 point of wound penalties), Quick Draw

<b>Gear</b>	Light vest, large-caliber pistol, diamond knife, semi-automatic shotgun, light rifle, watch-style bodycomp

## **The World of Blue Planet**

Blue Planet takes place on the planet Poseidon in the Lambda Serpentis system, about 200 years in the future. It's a hard sci-fi setting that envisions a world based on projected developments in real world technology. Genetic advancements have awakened cetaceans to sentience, created animal/human hybrids, and created a new transhuman elite.

Poseidon was found at the other end of a wormhole discovered at the edge of our solar system. A scientific expedition went to explore and colonize the water world, however shortly thereafter on Earth, the Blight struck. The Blight was caused when a genetically engineered virus mutated, attacked grain and other food plants, and caused a worldwide famine. The recently established UN branch, the General Ecological Organization (GEO) became a world government of sorts as many of the UN members ceased to exist during the long dark age caused by the Blight.

Abandoned, the explorers slowly went native as their technology crumbled and their focus turned to survival. When re-contact was eventually made, after the Blight was eradicated, a culture clash developed between the natives and the new colonists. The natives choose to keep to their life-style, while colonists came, eager to escape the dreary and decaying Earth. A trickle became a flood when Xenoscilite, or Long John, was discovered. This ore made genetic redesign simpler and cheaper, and made immortality a real possibility for those who could afford it. Now the planet is in the throes of rapid expansion caused by the 'gold rush' of Long John, with all the opportunities and dangers that come with it.

The GEO is nominally in charge of Poseidon. Various Incorporates, which rule their nationalized city-states on Earth, also vie for control of Poseidon. Some natives have formed terrorist groups to resist the land hungry expansion. One example is the Sierra Nueva insurrection, a group of islands in open revolt against all non-natives. With a comparative land mass of 3% versus 30% on Earth, these conflicts will determine the planet's fate.

### **Garrett Lister**

You enlisted in the GEO Peacekeepers at an early age, but only served a term before dropping out. They taught you some good skills, but you got sick of everyone barking orders at you all the time. So you left after your term was up and went into the private sector. You did security consulting for a while, but again got tired of people without a clue telling you what to do. So you found yourself taking a job with a salvage company.

Now this was more like it. You are security head for a salvage vessel, and you only answer to the company bosses. They see you know your job, so they let you do it. Getting the crew to listen is a constant struggle for you. They're undisciplined and argumentative, but you don't let that stop you. They need you, and you're gonna do what's best for them even if they don't agree.