

ALIENS & ASTEROIDS

MORE FACES AND FACTIONS

EXPANSION Nº2



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MORE FACES & FACTIONS

The “Group of the Week” series began at the [Moebius Adventures website](#) as a way to add more flavor to the *Aliens & Asteroids* universe. Each group has their own origins and reason for being plus hooks for players and Referees to make their characters more a part of the setting than a part of the scenery.

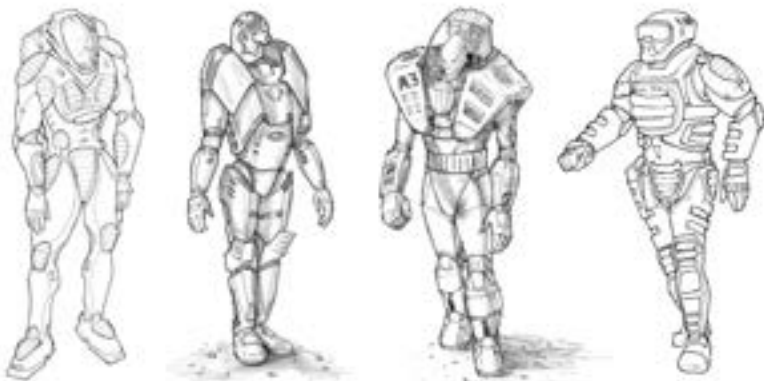
Inspired by suggestions from our Patrons, we covered a variety of topics from individuals causing trouble across the Dominion to corporations bound for fame or infamy.

This collection includes:

- Mad scientists, military minds, and technologists on the fringe
- A rogue Dominion research agency
- Farms in space
- Unlicensed cloning
- And much more!

Note that there are references to several of the organizations we covered in *Expansion #1: Faces and Factions.*

We encourage you to check out our website [MoebiusAdventures.com](#) as well as our Patreon page for all the latest news and releases!



DRAMATIS PERSONAE

Mad scientists. Brilliant military minds. Technical geniuses. Whether for good or ill, you will find them all in the Dominion. Here are a few of the more notable characters you might encounter.

DR. PARASOL

Dr. Stephanie Avens eventually came to be known as “Dr. Parasol” in the popular media. She was once a respected doctor in her general practice until her appreciation for mixed drinks with tiny umbrellas led to a string of malpractice claims on Earth. Further investigation revealed that “malpractice” was the tip of the iceberg. She apparently had a penchant for meddling in patients’ DNA, in an often haphazard yet usually well-intended way. Links were even found tying her to various black market dealers in alien DNA strands.



One step ahead of the authorities, she flew through the nearest BANCE gate and found herself on Mikko Station orbiting Proxima Centauri. Sure, she helped out the workers in the Taylortech refining facility with some medical care; but one or two began to “disappear” occasionally as she continued to test her theories on integrating alien DNA in human strands.

After the third poor soul vanished, station security forces started asking questions. Importing labor cost the corporation money, so each missing worker was a blip on the facility’s bottom line. They eventually found each victim, one at a time, stuffed into ventilation shafts and missing limbs. But it wasn’t until they found one of those missing limbs slithering around those same shafts on its own that things got really interesting.

Dr. Avens is now serving time in a maximum security prison orbiting an uninviting rock in the Sol system. Three murder convictions and sixteen felony counts of biohacking, kidnapping, torture, medical malpractice, and practicing medicine without a license will keep her on ice for at least three back-to-back life sentences though she still holds out hope that she may one day return to her research.

Note: Genetic modifications can affect a single attribute but manifest in many ways. For instance, adding Grey DNA may grant the ability to read surface thoughts, making you more aware of the intentions of those around you. (See the [Grey Men Alien Resource Guide](#) for details about their psychic abilities and how to use them.)

Other possibilities include the “Creature Traits Catalog” available in the main [Aliens & Asteroids](#) book. Check with your Referee to see what may be allowed for your character.

STORY POSSIBILITIES

Dr. Parasol, locked away in her prison cell, is always ready to entertain visitors, especially those who bring a good martini with a tiny umbrella. The promise of intellectual stimulation, let alone better conditions while locked away, will likely be enough to encourage her to answer questions, propose theories, or even get her hands dirty. Her genius rarely gets any use these days, and she’s ready to stretch her mind.

Not Entirely Human Background

You spent some time as a patient of “Dr. Parasol” and now have some alien DNA mixed in with your own. Negotiate with your Referee as to how this DNA appears in your mental or physical make-up.

Available traits: Genetic Enhancement, Genetic Enhancement II (new!)

NEW TRAIT - GENETIC ENHANCEMENT_ (TRAIT)

- Genetic Enhancement II (Special) – Instead of a single attribute increase, you gain an Alien Species or Creature trait instead.



THE HACKMASTER

George “Hackmaster” Greene was a technician with no small talent for designing custom cybernetic implants for the wealthy. Unfortunately, he also had a gambling problem. Staying one step ahead of his bookies led him to the doorstep of Wallace “King” Edward, a notorious mob boss operating on Proxima (Pax) b. During the civil war of 2123, Edward went from being a common criminal to being the only person able to get things done, for a price. His connections with local suppliers off the beaten path made him the only game in town.



The Hackmaster became employed by King Edward sometime in 2150 when the King’s health began to deteriorate. Greene used his rudimentary knowledge of medicine and many failed experiments to find ways to extend Edward’s life. In return, his gambling debts were forgiven; and he was given a safe place to work. For the last 70 years, Greene has been operating unchecked on Pax b and thought to be responsible for the deaths of hundreds of individuals unfortunate enough to cross his path. A few even gave their lives directly to Greene so he could extend his own lifespan.

Edward and his organization have sworn that they will protect their technological godsend for as long as he continues to produce medical miracles. And with the amount of chrome-plated hardware adorning Edward’s crew, several groups have been seeking permanent solutions to taking the Hackmaster out of the equation.

STORY POSSIBILITIES

King Edward is connected through his extensive spy network in the system and knows most shady things going on in his back yard. He is often consulted by both criminals and law enforcement when the need arises. Also, both Edward and the Hackmaster are always looking for new recruits to use in their schemes. Most are high risk, high reward scenarios.

The Hackmaster Special Background

You spent a little time on Proxima b working for King Edward and got hurt on the job. Hackmaster fixed you right up with a few replacement parts. The cost for such kindness? One day you may have to repay a favor to Hackmaster or King Edward.

Available trait: Cybernetic Enhancement

THE ROAMING MOON CALLED MOREAU AND DR. MORAI

Early in the exploration of the Field of asteroids between Mars and Jupiter, several genius technicians decided it would be cool to strap propulsion engines on an asteroid and pilot it out into space. Many obscenely rich members of the Dominion purchased such mobile worlds for their own use. Dr. Rosa Morai was a geneticist with a penchant for extreme research and decided her own world with no legal oversight would be a great investment, launching the Moon Called Moreau.

Among the papers published before Morai's departure from the Sol system was one that raised a great number of red flags among her peers — "The Application of Genetic Engineering to Solve Complex Environmental Problems." Essentially, she proposed introducing alien strands of DNA to increase the resiliency of those colonists bound to conquer new worlds, giving them an edge. That edge may be the difference between life and death, increasing survival odds dramatically.

Note: Dr. Parasol is a fan of Dr. Morai's and frequently sends messages through confidential messengers. It is unknown if any of the messages have been answered.

That was back in 2184. More than 100 years later, the Moon Called Moreau is still flying. Its exact location is a bit of a mystery, but Dominion authorities believe it is traveling along less congested trade routes between Sol and Proxima Centauri with regular visits by the rich and shady seeking biological enhancements or looking to purchase monsters for their own entertainment.

It is not known if Dr. Morai herself is still alive, but the moon continues its travels, and the stories coming out of those who have been there boggle the mind. Merging human and animal DNA was just the beginning.

STORY POSSIBILITIES

Wholly mortal, Dr. Morai has chosen to combat what she refers to as the "terminal point of all biological processes" through the use of cloning and transferring her consciousness to each new body. Each body is engineered with the latest techniques she has devised, so it becomes a bit more resistant to the ravages of time. Though her knowledge survives, her personality changes slightly with each transition.

EXAMPLE GENETIC ENHANCEMENTS

What follows are a few of the options she has investigated. It is by no means an exhaustive list. See the “Creature Traits Catalog” available in the main *Aliens & Asteroids* book for some additional ideas.

<i>Trait</i>	<i>Attribute</i>	<i>Description</i>
Aquatic Gills	Special	Engineered from sharks to use countercurrent flow to breathe underwater and harness available oxygen.
Arctic Coat	Toughness	Engineered from the double-layered coat of a polar bear, providing insulation in extremely cold environments.
Enhanced Eyesight	Awareness	Engineered from eagle DNA, provides roughly a 6x enhancement to distance vision.
Iron Gut	Toughness	Engineered from vulture DNA, the digestive tract is enhanced for better consumption of otherwise toxic materials.
Nightvision	Awareness	Engineered from owl DNA, provides the ability to see in the dark.



Haunted by Change Background

You visited the Roaming Moon long ago, on one of your wanderers you'd just as soon forget. But Moreau has a way of reminding you of the horrors you encountered there. And there's even a chance you became one.

Available trait: Genetic Enhancement, Genetic Enhancement II (new!)

BATTLE OF THE DSM VALIANT AND CAPTAIN ALLEN DRAKE

Captain Allen Drake, now retired, is credited for saving the DSM Valiant against a Skaali onslaught in the last days of the conflict. He led his Marines to survive wave after wave using a maneuver now known as the Drake Maneuver, putting their ship into a controlled spin to avoid the worst of any incoming fire. Thrusters usually used for drydock maneuvering were used to roll the ship, creating an ever-changing firing solution for all fire and forget munitions. Most would skitter away, redirected to burn fuel and try again and again to get target lock until they ran dry. This approach also managed to create a minefield of unexploded ordnance detrimental to any close attacks.

Though Drake and the Valiant have retired from service, Drake is currently serving as a consultant in the ongoing Skaali relationship.

Note: When asked about Drake, the Skaali leadership will agree with his selection, calling him an honorable warrior for his actions in combat.

He currently serves as a military advisor for the shipyard near Deimos, working to improve the Drake Maneuver for a new generation of military craft being developed for the next war.

STORY POSSIBILITIES

PCs may encounter Drake during refits of existing DSF ships or when negotiations begin with the Skaali. (See [The Skaali Alien Resource Guide](#) for additional details about them.)

GERMAIN CARNIST AND CARNIST TECHNOLOGY

Brilliant technician Germain Carnist founded Carnist Technology and then left to help with the Venandi cause as a volunteer. His goal? Accept that human knowledge has limits and that the future requires a deeper understanding of the scientific laws of the universe. His wife, Abitha, runs the company in his stead; and the two have made several miraculous discoveries with their arrangement with the Venandi.

Many suspect that there are discoveries the couple is waiting to announce. Others believe



that there is a vault of things that will never be released. As such, CT is a huge target for industrial espionage and the target of an ongoing military investigation looking to pin obstruction charges on the company for holding back discoveries with military applications.

STORY POSSIBILITIES

Carnist may have been part of the team that opened negotiations with the Tahlken (see the Tahlken Prison Colony for details).

THE FACE OF THE NEWS

The Colonial News Network (CONN) continues to be the Dominion's source for news across the five systems, and Melina Walker is one of the faces people trust the most. Her no-nonsense approach and wry humor have made her a favorite on any program she has been a part of, making her a hot commodity in the news market.

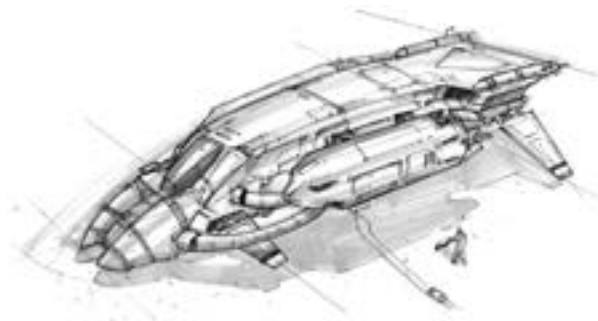


Of all the modern on-air personalities, Walker is celebrated as the era's Barbara Walters.

STORY POSSIBILITIES

Walker has recently been doing a series of stories on corruption within the Dominion Council, focusing on rumors of a criminal element working in the halls of power. This has angered the rumored Black Circle organization that is whispered of in dark alleys and corporate meetings, and she was forced to retract several statements by CONN management.

She continues to put on a brave face on the news but is secretly continuing to investigate her leads. PCs may encounter her while working through any of the Interlude adventures.



DOMINION ADVANCEMENT AND RESEARCH AGENCY (DARDA)

Hidden deep within the dark administrative folds of the Dominion is a group of eggheads shaping the future of technology across human space. Nobody knows who they are. Though there are think tanks and brain trusts aplenty scattered throughout the five systems, only a handful are government funded. Of those, only DARDA has a single public spokesman and no transparency as to its members or true mission to show for it.

Formed in the earliest days of the Dominion, very little is actually known of the agency's activities. It exists solely as a line item in the annual Dominion budget ratified by the council. Rumors and innuendo have connected DARDA with everything from the rise of the Dread to the creation of the first Neogen. Some even believe that DARDA secretly funds the Excursori, though the Excursori bristle at the hint of such a connection.

There is good evidence that it may be one of the shadow funding sources for Extra Dominion Expeditions (XDX), behind numerous expeditions sent to glean what can be found in the Stellar Graveyard. Some even connect DARDA to the early days of the BANCE project and suggest hidden gates may exist to keep the agency's work far from prying eyes.

The truth is that very little is known beyond the fact that the organization likely employs scientists, researchers, and technicians from across the Dominion to support its aims, whatever they may be. These secret government employees are known as "DARDAns" in the conspiracy community and are believed to work in hidden laboratories across Dominion space.

Occasionally, the rumor of DARDA activities will surface in a CONN story; but retractions are common. Until someone comes forward with concrete details, we may never know what they are truly up to.

REFeree NOTES

However you choose to use the DARDA organization in your campaign, there are several intriguing hooks for both adventure plots and character backgrounds that may give you threads to pull.

Each member of the organization who chooses to leave must willingly

subject themselves to a memory wipe, eliminating entire years of experience from their minds. They may still have skills they picked up during their time at DARDA, but any actual memory of how they got them has been wiped away.

If the idea of such a dramatic loss of memory isn't traumatic enough, they will know that it's missing and have no clue how it was lost. When they first wake up, they are being treated at a Dominion hospital as if they just emerged from a coma for a certain amount of time.

For some, that's enough. They wake up happy and rediscover new paths for their lives to take.

For others, it's not that simple. Lost time becomes a festering wound. A few may choose to numb that loss with substance abuse or thrill seeking. Others may explain away the lost time with elaborate tales of alien abduction or adventures gone wrong. And the brave or foolish will try to "scratch the itch," and uncover the truth -- along with the wrath of the organization they left behind.

Characters who take the Ex-DARDA Background may not want the truth to be known publicly by other characters. Such an affiliation may present them as a valuable asset to be kidnapped or controlled through blackmail. If they are trying to unearth their own past, they may fear repercussions if DARDA agents are suddenly on their tail and causing trouble for themselves and others.

Of course, they may also choose the opposite tactic, presenting other characters with a challenge. Will they help seek what they lost and risk the consequences? Will they walk away? Or will they try to exploit the situation themselves?

Ex-DARDA Background

You know you have a past affiliation with the shadowy organization known as DARDA, but you don't have any specific memories of what you did there. Each time you ponder DARDA, your brain aches; and you have a strong feeling of being watched.

Available traits: Astronomy, Biology, Bits & Bytes, Chemistry, Diagnostics, Medicine.

NEW TECHNOLOGY

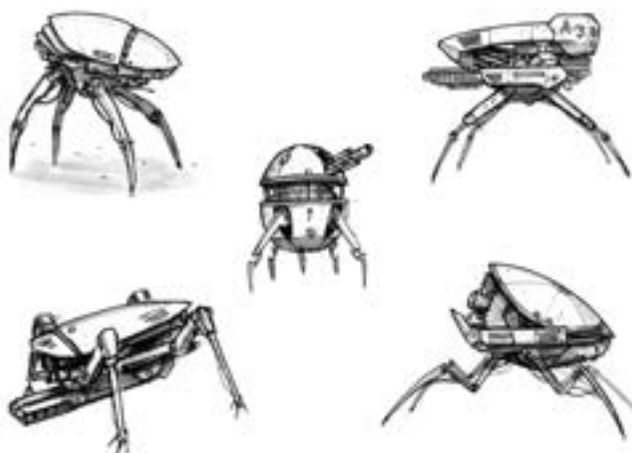
DARDA has two pieces of technology in their arsenal to control their current and former associates.

MEMORY WIPE

Memory Wipe Technology (MWT), though distasteful, preys upon the mind's own mechanisms for connecting sensory input with remembered events. It has been proven that recent memories may be disrupted with the right form of electromagnetic pulse to the hippo-campus, interrupting the process by which they migrate deeper into the cortex.

To modify memories in longer-term storage, the MWT instead looks for particular markers such as the DARDA logo, keywords, images of DARDA facilities, or even scent markers of the particular cleaning products used. The machine uses these markers like signs on a road map to navigate through an individual's gray matter and then uses concentrated electromagnetic pulses to disrupt neuronal connections. The end result leaves the individual in a fugue state, unfocused and unable to form new connections until the mind is once again grounded in the present day.

The old memories are still there but badly fragmented like confidential documents that have gone through a shredder. The individual may catch glimpses of people, places, or things now unfamiliar to them; but they will be unable to hold onto those memories long enough to piece together a complete picture.



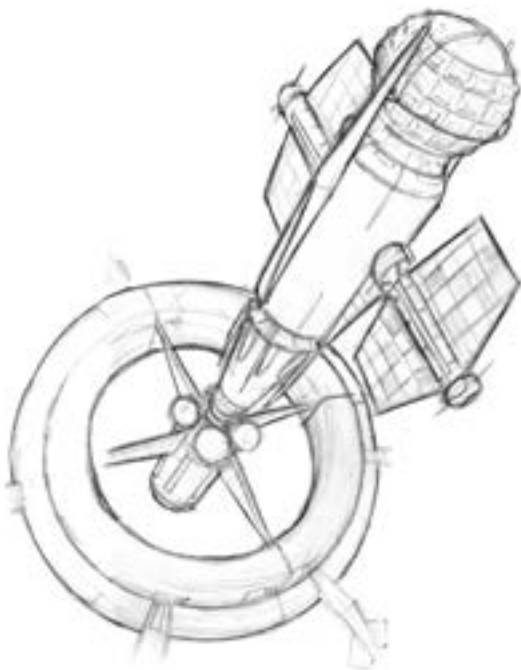
GENETIC MARKERS

When an employee joins DARDA, they are implanted with an indelible genetic marker that identifies them as a member of the organization. Sensors at all DARDA facilities can quickly detect them as approved or disapproved for building access. Once inside, more standard card-key access is used to safeguard particular areas.

Note that even if a DARDA associate leaves the organization, they are still marked at a genetic level.

STORY POSSIBILITIES

DARDA can lurk in the background of many different plot lines without much difficulty. Perhaps factions within the Dominion wish to send a message to the Dominion by kidnapping the Dominion spokesperson which could result in a DSF action. Or the DSF may be called to provide additional security at a previously unknown BANCE gate near the Stellar Graveyard. Or there could be an entire plot surrounding the removal of those genetic markers with help from Dr. Parasol.



OFFICE OF INFECTIOUS DISEASES (OID)

Though humanity is often excited by the prospect of discovering new alien life throughout the galaxy, most scientists and doctors will tell you they are terrified by the prospect. New life forms bring new diseases and each new disease has the possibility of wiping out the human race.

War of the Worlds by H.G. Wells was a cautionary tale on two fronts — the aliens came to invade to take our bountiful resources; and they were repelled not by our fighting prowess, but terrestrial bacteria — one of the smallest life forms in the galaxy. There are many who believe the Dominion faces similar odds when exploring the galaxy to find new resources to exploit.

The Office of Infectious Diseases (OID) was created to even those odds and present a unified front for containment should new outbreaks occur. And they have garnered a reputation for maintaining an almost draconian approach, using extreme measures when those situations have arisen.

Across the galaxy, DNA has been found as a common building block for creatures big and small. Sure, there are variations — other worlds have other building blocks that may not have appeared on Earth — but back in the late 20th century, it was discovered that viruses have the potential to rewrite DNA, thus replicating themselves. Bacteriophages changed life as we know it, and we have continued to see that work as we have explored new worlds and unearthed new life.

In the last century, there are at least five publicly documented cases of epidemics taking place on colonies, research stations, and spacecraft; and they were all ugly. The OID has dealt with many others you haven't heard about and they would like to keep it that way.

CONTAINMENT PROTOCOL

1. Identify affected patients.
2. Ensure control measures are put in place to contain spread.
3. Determine form of transmission or distribution.
4. Identify organism or mechanism involved to further guide response.
5. Retain sample of organism or mechanism for further study.
6. Ensure all patients are 100% recovered or are contained indefinitely.
7. Deep clean entire facility.

Former OID Background

For a time, you were among the best and the brightest the Dominion had to offer, fighting back the spectres of disease outbreaks among the stars and keeping citizens safe wherever they may be. But something changed and you had to leave, knowing more than you ever wanted to about stopping such threats wherever they arise and seeing their effects on human victims. You signed a thousand dotted lines saying you would never reveal the organization's secrets, but oh the stories you could tell.

Available traits: Biology, Chemistry, Diagnostics, Medicine.

Victim of the OID Background

Your family or friends were destroyed by the OID which has inspired a search for details about the organization's efforts, including publicizing details about some events they'd rather keep hidden.

Available traits: Administration, Biology, Sleuth

NEW TECHNOLOGY

Three new technologies are available to OID operatives in the field.

MEDICORPS BARRIER BIOSHIELD

For containment, the new Medicorps Barrier Bioshield has been released and reliably used to block various entryways or openings. It provides an energetic barrier that stops everything down to, but not including, nanoscale particles. Initial deployment requires a great deal of energy (1/2 a battery charge) to create the shield but can run for up to 96 hours on remaining battery life.

Recommended for all threats to a microscopic level. Expands to cover a distance of 10-30m. Works most effectively at smaller distances.

Important Note: The shield has been seen to fail when overwhelmed by larger particles, whether organic or inorganic in nature. One test involved numerous creatures running at the barrier in concert, and the shield fell in under one minute of constant attack.

- Barrier Bioshield: AR3/AP30

MEDICORPS PERSONAL BIOSHIELD

In addition to the Bioshield which works against openings, Medicorps

has released a first generation Personal Bioshield that can be worn over an existing environmental suit as a second layer of protection.

The Personal Bioshield suffers from the same problems as the larger unit and can be easily overwhelmed by continued physical attack but can be regenerated quickly with a new battery pack.

- Personal Bioshield: AR2/AP20

INTEGRATED NANO-CLEAN

One of the last steps at every infected facility is to ensure it is cleaned of any organic compounds. OID has certified the Deep Sterilizing Nanobot treatment from Integrated Nano Clean as its method of choice.

Each nanobot is certified to work three ways - heat sterilizing, enzyme cleaning, and physical scrubbing of all exposed surfaces. When put into play, the DSN washes through every crack and cranny to ensure a complete sterilization procedure is completed.

Not all equipment survives this treatment, but it has been rated to eradicate 99.99% of all organic materials encountered to date.

Note: This technology, if stolen, would be a great way to clean up crime scenes and leave no traces of evidence.

REFEREE NOTES

The OID keeps a very low public profile; but government officials know that if they show up on their doorstep, there's a good chance something has gone horribly wrong. Entire facilities have been wiped off government payroll and out of the history books. OID agents refer to this as the "Roanoke Protocol."

Common methods of eradication include tactical nuclear devices and nanodevices built to distribute a substance that can be ignited to incinerate all known biological agents. When such methods are employed, those facilities are wiped from Dominion databanks and forgotten.

Of course, those buildings or facilities not completely destroyed or leveled are often rediscovered. In such cases, life usually finds a way to resurrect dead cells and cause trouble once again.

STORY POSSIBILITIES

The DNA vault of the OID would be a gold mine for black marketeers or scientists working with fringe science. The DSF could easily be called in to deal with such scenarios under the watchful eye of the OID and a serious non-disclosure agreement!

THE LUMINO

The future is no stranger to the same conspiracy theorists that have always plagued humankind throughout history. There will always be those who believe the world is flat, that the moon landing was faked, and that the Illuminati rule the world.

“A happy citizenry is a citizenry fed a constant supply of information to make them feel like they are in the loop, even if they’re not.” - Sherman Carroll, Dominion Council, CONN interview, January 5, 2131

The Lumino are an organization of truth seekers who believe the Dominion is maintaining a veil of secrecy between appearances and reality. Founded in 2135 by Dominic Brown, Lumino works on multiple fronts to expose the rampant discrimination, profiling, and waste done in the name of progress across all five star systems.

With cells operating in all public Dominion systems, the group maintains a public persona exposing every whistle-blower report, rumor, and conspiracy it can find. Behind the scenes, it employs an army of hackers and spies seeking the most confidential and top secret information possible. If caught, Lumino “agents” are given expert legal representation; and their stories are told publicly on public media whenever possible. Radical transparency is one of their pillars.

Lumino members come from all walks of life and hold several “truths”:

- The five public BANCE gates are only the tip of the iceberg. There are four additional gates hiding illegal and government-funded sites including a black-site prison, access to the Stellar Graveyard, and more.
- The Dominion is responsible for the coming of the Dread through a series of illegal experiments into wormhole technology and parallel universes.
- The Dominion has taken Skaali technology and wired the Earth to explode if it is ever invaded.

Of course, the Dominion Office of Public Affairs (DOPA) denies these and all other Lumino allegations as ridiculous. Conspiracies such as those supported by the Lumino steer time and resources away from

other areas that would be much more beneficial to all Dominion citizens.

The Dominion Defense Service (DDS) has several thousand files on Lumino members and believes the following to be true:

- Lumino cells hope to kick off a new “enlightenment” to expose Dominion lies, take down the government, and return power to the people with a radical transparency policy.
- Lumino itself is secretly funded by several corporate and criminal sponsors who are using the organization to further their own ends, confusing both the general populace and the authorities.
- Each Lumino cell is composed of a central figure and no more than nine individuals, most of whom are embedded in other organizations and corporations within the Dominion. All cells are given orders from a single pulse of information and then cut off from the rest of the network. No cell has contact with other cells after the central figure is put into motion unless legal representation is needed.
- Several terrorist actions have worked in the last few decades to “liberate” data from central Dominion backup sites, and each incident has forced Dominion forces to increase security again and again. The Lumino take no credit for these actions but do often profit from them in the public eye.
- Each Lumino cell that is taken down is replaced by two others just as dedicated.
- Any Lumino cell that completes their mission is disbanded. Some members are believed to have been part of several cells though that has never been confirmed.

Though the group contends they are only seeking the truth, they are considered more of a confirmed nuisance than a threat, despite repeatedly flirting with treasonous or terrorist acts.

Current or Former Lumino Agent Background

You were, or are, a member of the Lumino, a group dedicated to illuminating the lies at the bedrock of the Dominion. The Truth must be revealed at any cost. You may be considered a conspiracy theorist, but you are in fact fighting for the freedom of all citizens and the policy of radical transparency.

Available traits: Bits & Bytes, Diagnostics, Observant, Security

CADUCEUS EMERGENCY SERVICES

The DSM Caduceus has the dual distinction of being one of the most highly sought-after posts for medical staff in the Dominion Space Forces (DSF) while also being one of the most difficult. The Caduceus can be found anywhere in Dominion space where the medical need is greatest. No matter where they start, they can usually manage to be on site and ready to help anywhere in the five systems in 24 hours or less.

Dr. Audrina Crivaro, who also happens to be a full Colonel in the DSF, leads the ship's medical operations to success. The ship itself is built with ten complete operating suites, recovery facilities, treatment areas, and staff to aid in the recovery of 500-750 individuals at any given time. The Caduceus is resupplied through regular drops of medical equipment and materials, but also has the capability to produce a great deal of what they need through an onboard 3D printing foundry.

In addition, Captain James "Bulldog" Madison leads the ship's combat readiness, maintaining the ship, navigation, and administration, along with its small fleet of shuttles and their operation. The division of labor between Madison and Crivaro has led to the tremendous success and smooth sailing over the last decade.

Through a mix of automated and manual facilities, the Caduceus medical staff has saved tens of thousands of lives over the last two decades alone and is constantly rotating through staff members to achieve the highest levels of care possible. Colonel Crivaro has also made it her mandate to ensure that her staff has access to top-of-the-line medical devices and can help test new tools and techniques in extreme circumstances.

During the Skaali Conflict, the Caduceus set up as a continuously operating medical facility ready to handle wounded and dying soldiers from across the Dominion military services; or the death toll would have been even larger. Many Marines owe their lives to the diligence and talents of Dr. Crivaro and her teams.

Crivaro herself is looking to retire sometime soon, relinquishing command to her second, Dr. Edvard Marss, a talented surgeon in his own right and experienced administrator. Crivaro took command when the Caduceus came online in 2208. Marss came on board in 2215, shortly before the Skaali Conflict began and quickly rose through the ranks as her second.

Any patient who finds themselves on board the Caduceus has better than an 85% chance of survival with even the direst of injuries.

CADUCEUS TRANSPORTATION

In addition to the available on-board facilities, the Caduceus has a fleet of 10 small, specially-outfitted shuttles that can be used to evacuate the wounded from various situations on and off-planet. Each shuttle is equipped with the latest in ambulatory care to ensure a safe transition from one location to the next, whether transporting from a war zone to the Caduceus, or from the Caduceus to another facility (usually Earth, Luna, or Mars) for continued treatment and recovery.

Each shuttle has room to transport 4-10 wounded and 6-8 emergency staff trained in ensuring they get from place to place in the same condition (or better) than they left. Though each shuttle is rated for a maximum capacity of 10-18 passengers, pilots, and medical staff, they have customized each to be extremely flexible and can transport as many as 24 when the need arises.

STORY POSSIBILITIES

If the PCs are severely injured, they may find themselves in need of the Caduceus' services. When onboard, they may have to deal with some sort of alien contagion or simply need help bringing wounded on board from a hazardous situation.

Former Caduceus Staff Member Background

You did a rotation among the medical staff on the DSF medical ship Caduceus, learning how to triage battlefield wounds, patch them up as best you can, and hopefully put them on track for a full recovery. In addition, you have a good relationship with the Caduceus' crew and may be able to pull in a favor for access to advanced medical equipment or services in dire circumstances.

Available traits: Bandages, Combat Healing, Diagnostics, Medicine, Surgery



DINGS & DENTS BIOHACKING

Even in the crowded corridors of deep space facilities, moon outposts, and extra-terrestrial worlds, you will find those who are willing to patch up your wounds, for a price. Whether you need a few stitches or a replacement body part, they will offer a lopsided deal sure to be better for them than you.

One of those places exists on Luna. “Dings & Dents” operates out of a forgotten warehouse in one of the many industrial parks abandoned after the rapid expansion to the moon and beyond. When the focus shifted elsewhere in the Dominion, Luna was quickly left behind for more fertile ground — leaving it open for less scrupulous folks to sweep in to occupy the space left behind when the moon dust settled.

The medtech only known as “Crater” rose to fame after opening the doors of Dings & Dents in one of those abandoned warehouses, doling out medical aid to those willing to strike a bargain. At first it may have been only temporary digs; but eventually, he had enough cash to buy the building outright and hire the guards who had been working there for years. Since then, Crater’s marketplace of medical wonders has grown to include a wide array of technicians with “special” skills considered at best unsafe and at worst illegal.

Of course, any deals struck within those walls have a high price that usually extends far beyond the initial services rendered.

It doesn’t take much to pay for a Medikit application or to set a bone, but a new kidney, lung, arm, or leg? Those cost favors that rope you into Crater’s web of schemes. Perhaps you’ll deliver a message or an item to a shady figure far from Luna. Maybe you’ll perform an unseemly task in a bad place you’d rather avoid. Or maybe he’ll have you repossess body parts he installed from those who didn’t fulfill their end of the bargain. He usually “re-purposes” those to help out his bottom line.

If you’re on the right side of the Dominion’s good graces, you can avoid places like Dings & Dents. If not, you seek “help” where you can. He always leaves the lights on, twinkling just like the horrible ideas dancing in his eyes as he works his magic on you.

CRATER’S ASSOCIATES

Though Crater handles most of the medtech cases that come through his doors, he has associates capable of handling a wide variety of other

illicit activities for the right price...

- Thumbs (Crater's Administrative Assistant) is a small man's torso attached to a robotic spider-like body and four extra arms. Crater keeps promising to one day upgrade the chassis to give him the eight arms he desperately wants. As it is, he's truly "all thumbs" with the extra limbs he has, so the odds are not in his favor.
- Barrel leases space for a gun shop and shooting range at the back of Crater's warehouse. He provides untraceable weapons plus a place to demonstrate their use. He's a mammoth man who sits on a robotic wheelchair for mobility. Barrel's head is ringed by a powerful ocular implant granting him vision to a nanoscale level and can build or repair just about any kind of firearm you can think of — and a few you may not want to consider.
- And Mite may be a small woman, but she likes big explosions. Her standard approach is to pack two pounds of crazy into a one-pound bag; and make sure that when you open it, it blows your face off. She is suspected of being the only person in the Dominion to smuggle a bomb into the Dominion Council, once considered impossible to achieve. Luckily, staff member Rubin Chase from Cydyne had the Dominion's best care on his side or he'd be without the use of either of his hands...

I Owe Crater a Favor Background

At some point in your past, you did something and didn't get caught, but you were hurt badly in the process. You heard about Dings & Dents on Luna and bled your way to Crater's door where he fixed you right up — for a future favor of his choosing. Best of luck with the new body parts!

Available traits: Cybernetic Enhancement

POSSIBLE FAVORS

- Deliver a package to Earth or elsewhere that isn't exactly legal.
- Retrieve a package from BANCE-3 and return to Dings & Dents.
- Escort a former client back to Dings & Dents for a round of required "upgrades."
- Repossess an implant from a client refusing to pay Crater for work done.

THE T'AGRICA FLEET

When the T'agricra family began their farming business in the mid-2100s, they went above and beyond to construct the most automated, efficient, and technologically advanced system possible. By the time their grandson Adam took over in 2197, their ship was not only the most productive farming vessel in the Dominion, but the family earned more consulting with other farmers than they ever did from a single ship.

V'Aurae is one of four farm ships serving Dominion space with nearly a 98% automation rate. Each ship provides roughly 100 acres of vertical farming space that produces a full harvest each transit. It runs a route from Mars to the BANCE-3 support station, delivering a full crop of fruits, vegetables, and oxygen-producing seedlings— then it turns around and does the same thing heading back. The full route to and from BANCE-3 takes three months.

Its sister ships operate different routes. V'Astrum runs the route of Earth to Jupiter's plentiful communities. Villam Cael and Villam Superi operate in the Proxima Centauri and Gliese 832 systems in a similar fashion.

In addition, the T'agricra organization operates experimental “island” ships they use to explore new techniques and seeds. Sula Rhodus and Sula Paros are known to be toying with plants found on other worlds, looking for ways to increase bounties and expand offerings throughout the Dominion.

There are tales of a third island ship that suffered a devastating loss a few years ago. The Sula Delos set the precedent for a new series of almost paranoid safety measures. The official story was an engine malfunction leading to the death of all 22 crew members. Unofficially, there was more to the story including rumors of rapidly growing, carnivorous plants escaping containment and infecting the crew to the point where the DSF was called out to destroy the ship on course to crash into Mars.

NEW TRAIT - HORTICULTURE

- Horticulture (Education) (Prerequisite: Biology) – Specialized training in the growing of fruits, vegetables, flowers, and other flora. Includes knowledge of hydroponic, aeroponic, and fogponic systems for the cultivation and harvest of plants originating on Earth and elsewhere.

Farm Hand Background

Whether it was on one of T'agric's enormous ships or in another farming operation elsewhere in Dominion space, you spent some time as a farm hand learning about hard work and horticulture in an industry literally putting food on people's plates across the galaxy.

Available traits: Administration, Biology, Hitting the Gym, Horticulture (new!)

STORY POSSIBILITIES

One of the T'agric island ships has gone silent and missing for a few days or a week. The T'agric family asks the DSF to investigate, and it turns out that there was an invasive species that took over the ship.

Or the DSF may ask the PCs to consult with the T'agric clan on a mission location featuring a complex new alien plant species. They are the Dominion's foremost experts on handling combative plants on and off alien worlds.



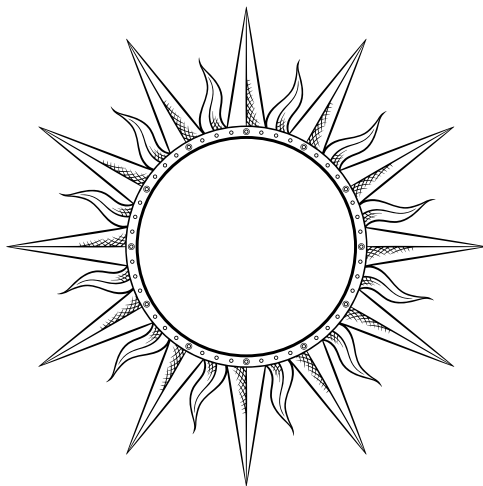
STELLA ORDO AND THE SAGA OF PROXIMA CENTAURI

“And God said, Let there be light: and there was light.” - King James Bible, Genesis 1

“Once, much of humankind believed in a geocentric universe where the Sun revolved around the Earth. But we came to understand our universe to be truly heliocentric, revolving around the sun’s heavenly light. The Stella Ordo believes that when God turned on the lights, they turned on all the lights in the universe simultaneously which explains everything from the Big Bang to the present day.” - High Minister Ballard Chase, Stella Ordo Founder (2152, Proxima-B)

During the so-called “Dark Age of Pax b” (2140-2165), Stella Ordo rose to prominence as a group dedicated to the people of Pax Dominia and an organizing force during the civil unrest. Though Ballard Chase and his Council of Ministers wanted nothing to do with governing the colony, they had a vested interest in providing spiritual guidance and a proverbial “ray of starlight” to cut through the darkness.

The colony, isolated, cut off from the guidance of the Dominion, and fighting to survive on an alien world, became fragmented and afraid. The original crew split up, following the officers of the expedition with each doing their own thing. Some focused on the bounty of the sea, others retreated to the woods, and a third group found a high mountain valley.



There was peace for a few years while the resources they brought with them held out, but a lack of communication with home and bad feelings

between leaders drove them farther and farther apart. Real panic set in as their stores ran low, and they struggled to find ways to replace them with what was available natively. Creativity and hard work only led to starvation and death. The wild behavior of flares from their red dwarf star neighbor left them struggling to keep anything alive on the planet despite their best efforts.

Desperate, the microcolonies sought to collaborate at first, but the differences between colony philosophies and leadership styles proved impossible to overcome. They quickly resorted to guerrilla tactics, leading raids against one another for any resources they could find.

The story goes that Ballard, an ordained minister among the crew of the Pax Dominia when it launched in 2115, sought a reprieve from that incessant fighting over power and resources. In 2141 he stole a small ship and launched himself towards the harsh red light of Proxima Centauri to find a momentary peace, thinking he would end his own life in the hopes that his God would return his spirit home.

“And lo, the burning lights and green glassy sky did tint my worldview such that I sought to escape my mortal coil and enter the sweet embrace of the Lord, sure to guide my spirit home.” - High Minister Ballard Chase

Even as Chase crashed back to Proxima b not far from a group of colonists, he stumbled out claiming they must head to the poles to find their salvation. He had had a vision! A few colonists, tired of the constant infighting, joined his pilgrimage; and they headed north, out of the safe habitation zone to which they'd been clinging.

“Even as my sight grew dim, I heard our Sun cry out. We were focused on the wrong things! Life depends on those photonic pulses bathing the poles in fiery lights. Seek the things that grow in the fire so we may rise from the ashes like a glorious Phoenix!” - High Minister Ballard Chase

Hundreds of kilometers away from the nearest microcolony, they found fields where huge swaths of red moss grew under the fiery skies of the near constant aurora. The moss turned out to be edible and transformed their desperation into salvation. Somehow, it could survive the near constant flare activity of the red dwarf and even thrive in it. Mats would

bloom and expand almost overnight after particular bursts of aurora activity.

In 2145, a decade after landfall on Proxima b, the first pilgrims founded what became known as Palus, the fourth microcolony. And managing the moss (*Ruber Muscus Proximia*) was a new way of life on Proxima b. There were some initial attacks by the other microcolonies at first, but they eventually came to their senses and joined efforts. Palus became Pax B Beta and grew by leaps and bounds.

They discovered that in addition to being a source of food, it also indicated vast shallow aquifers beneath the surface. The moss worked to collect water vapor on the surface and filter it into the ground below those red mossy mats. They learned ways to keep the ecosystem intact, harvesting the moss carefully to keep the mats healthy while supporting their growing population.

Almost overnight, the moss gave them the edge they needed to survive as they learned to adapt Earth's vegetation to grow under an alien sky.

Chase's vision became the foundation of the Stella Ordo (Order of Stars), and Palus became an island of calm in the midst of a chaotic social landscape. And as the order grew, it became a stabilizing effort as the other microcolonies realized that the moss was the way forward.

While the order worked to establish a way to not only live, but thrive on Proxima b, they also set up stations to learn more about the sun that took Chase's sight and gave him a vision. Stellar Astronomy became a focus of the Stella Ordo, and they not only took copious notes of regular cycles of sun activity but learned how such harsh flare activity could support life.

Though Chase passed away in 2165, his vision led to a stable colony on Proxima b that survived the initial tumultuous years that nearly ended it.

Stella Ordo Background

You are or were a member of the Stella Ordo, dedicated to the study of the stars. You may or may not have adopted the religious aspects of the order, but the astronomy stuck!

Available traits: Astronomy, Astrophysics, Atmospheric, Back to School, Religion

By the time BANCE-4 was built in 2193, the population of Pax B Beta had grown to more than 1000 and was continuing to grow with new arrivals and efforts to expand. Members of the Stella Ordo rapidly expanded into the other Dominion systems, continuing what Chase and his original pilgrims began. The lessons learned on Proxima b spread quickly, and Stellar Astronomy grew by leaps and bounds.

STORY POSSIBILITIES

Though the Stella Ordo seems to have risen above their initial religiously-inspired fervor, there are always a few self-proclaimed “ministers of the faith” who are spreading Chase’s gospel. Though well-intended, such efforts may be rebuffed by alien species with their own belief systems. In such cases, the DSF may need to collect such wayward souls and return them to Dominion space.



THE DUPLÉ CORPORATION

The Duplé Corporation focuses on just-in-time delivery and storage of cloned human tissue. Though most well-equipped facilities have tissue printers on hand, many of the rich and powerful prefer the “whole cloth” approach to medical replacement parts, providing a lucrative market for those who provide such services.

The growth and preservation of whole human clones presents many technical and ethical challenges that have been argued both in the courtroom and public media for years, drawing its fair share of controversy. Duplé has minimized the redundancy of multiple clones, ensuring that three clones exist “in the tank” of each client to offer the widest range of viable organs and tissues for transplant.

THE SPHINX PROTOCOL

Dr. Gordon Klemm provided the framework for Duplé back in 2103, proposing a minimal viable product to maximize human growth potential for complete coverage, calling it the “Sphinx Protocol” after the classic Greek riddle — “What is the creature that walks on four legs in the morning, two legs at noon, and three in the evening?”

As each clone reaches the final viable stage, a new clone is readied for system insertion. No body is wasted, and any obsolescent tissue is sold for research purposes to other medical corporations.

THE HUMAN FACTOR

Human rights organizations have long argued against such medical cloning as an unnecessary abomination. Each clone is kept in a chemically-induced coma for their entire lives, continually exposed to tube feeding, electrical muscle stimulation, and nutrient baths designed to mimic amniotic fluid. There have been documented cases of clones in such conditions waking up and panicking, alert but not comprehending their current situation.

Several domestic terror operations have been enacted to “free” such clones over the last century, eventually releasing them into the world after a lengthy education and training program. Each is given a fresh forged identity and let loose to live full lives as Dominion citizens. However, most secretly fear they will be discovered and returned to the tank or eliminated like medical waste.

Duplé waves all such concerns and incidents aside with an enormous

army of legal and public relations firms contracted to protect the corporation's interests at all costs.

OTHER CONSIDERATIONS

A new player in the cloning space, Melius, has taken the Duple model and added genetic manipulation to the mix. Melius uses DNA sequencing, error reduction, and the introduction of foreign DNA to eliminate genetic flaws in each new generation of clones. Rumors hint at even more extensive changes for certain special clients.

And a third, more frightening prospect has emerged from NeoCorpus. Combining cloning, genetic manipulation, and cutting edge surgical techniques to potentially transplant a living patient's head to an entirely new body. Of course, this is only a rumor though the Eternal Council is actively pursuing such an end goal for years.

Send in the Clones Background

You are a clone rescued from The Duple Corporation, educated, trained, and given an identity. Though you are grateful, you secretly wonder if your secret will be revealed to the world...

Available traits: Back to School, Genetic Modification, Genetic Modification II (new!), Hitting the Gym



CARO IMPRINA, INC. (CII)

Caro Imprina, Inc. (CII) cornered the tissue printing market in 2158 by offering a “free” top of the line tissue printer to any medical service provider (MSP) if they agreed to a one-year contract to provide the cellular “ink” used to produce everything from organs and nerve fibers to dermis and bone. A single cartridge can produce one organ or up to nine square meters of dermis based on specifications created based on CT and MRI imaging and amazingly detailed 3D schematics.

Almost overnight, CII went from being an unknown player to one of the most profitable companies in the Dominion.

A busy MSP such as the emergency room at a hospital can see upwards of 100 critical care patients suffering from burns, breaks, and bullet holes. Most use traditional techniques, relying on the body’s ability to heal with time and proper treatment. Some patients get non-traditional treatments such as nanoenhanced tissue repair, nanospeed recovery via bone and tissue scaffolding, etc. But a select few require more which is when tissue printing comes into play.

Even if an MSP uses a few bioprinting cartridges each week, they are seeing a huge return on investment. Though the DSF has put all of its eggs on Medicorps technologies, many hospitals and small treatment centers for the corporate elite use a combination of techniques to accomplish impressively speedy results at an enormous cost.

CII knew what it was doing when it set up the printer/bioink funnel, and the secret to what is in the bioink is a highly protected corporate secret. Each CII-certified cartridge is protected by a tamper-proof security system that destroys the contents if anything goes awry. The cartridges have a one-year shelf life and are produced in batches of 1,000 to 10,000 depending on demand. And each cartridge is certified with a 99.9999% effectiveness rating and a money-back guarantee. If something goes wrong, CII will pay to fix the situation as expediently and efficiently as possible.

With reliability figures hovering around one incident per one million cartridges used, they have an insane amount of brand loyalty which is offering insane levels of corporate returns.

CII printers are found across the five systems and regularly updated to include all the latest designs for free. An entire army of medical engineers is producing 3D medical specifications to a nanoscale level. These specifications not only work to scaffold the tissue to fit the needs of the form produced but creating alignments of specific cellular tissues

to ensure that everything is consistent to insane levels. It is a meticulous, exacting process also requiring an amazing amount of testing and verification.

Of course, costs being what they are, some unscrupulous individuals have done their best to create knock-off cartridges of bioink at a steep discount. Some have had degrees of success with simple print jobs, but there have been many disastrous horror stories of things going wrong. Everything from random mutations and cancer throughout printed tissues to printed organs imply dissolving inside the body cavity. Lawsuits are incredibly hard to work to completion when the companies simply vanish without a trace, but the Dominion Security Service (DSS) has an entire squad working on bringing any of these malfeasants to justice.

One company has been working through legitimate channels to produce a new type of cartridge for the general population from an unexpected source. Remflora, Inc found a remarkable breakthrough in using plant-based stem cells to achieve the same ends as bioink. Though there has been great success in some medical trials, there have been mysterious symptoms appearing in patients where the new process has been used.

The cause of these symptoms? A lack of natural sunlight. After a certain number of days, patients would note plummeting energy levels, skin cells sloughing away in huge sheets of dermis, and actual green shoots piercing the skin from within seeking additional energy. Nothing has helped these patients except for Sol's warm embrace. Many patients on Earth, Luna, and Mars have been content to deal with the post-treatment application of sunlight due to the reduction of cost; but others beyond readily available strong solar energy have been forced to find other options.

The Dominion Medical Council runs regular ads reminding medical staff and patients to be on the lookout for imposter treatments, reminding everyone to use only certified supplies from reputable companies or risk

Plant Medicine Background

You were one of the lucky few who took part in a medical trial run by Remflora on the inner worlds; and since then, they have needed a little extra TLC to mend after getting hurt. Each participant gains a disadvantage. Normal healing without the benefit of sunlight is only half as effective as normal.

Available traits: +1 Natural AR or +2 Toughness. Disadvantage: Halve all healing given without additional sunlight.

the consequences. However, in matters of life and death you often go with the solution at hand and simply deal with the aftermath.

REFeree NOTES

The disadvantage of requiring sunlight to get the full effectiveness can be worked around creatively. Perhaps use a Purchase Roll to work up a technical solution such as a bolt-on addition for medikits that provides a concentrated dose of artificial sunlight to the skin while injecting nanites or special medikits whose nanites actually emit artificial sunlight while healing the character. It's quite possible that the character is on a planet where they get natural sunlight (to the skin, not through a suit) without difficulty, so healing isn't a problem (like on Earth). However it is worked through, work through how it can be solved in your particular game scenario.



THE FILUM LATRO

Corporate-backed by heavy hitters in the growing medical services market, the Filum are well trained in locating and securing biological samples of every known variety — animal, plant, and alien. Somehow, they continue to find their way onto the scene of every new discovery regardless of how tight the security is kept. Alien crash site? Check. Xenoarchaeological dig? Check. Alien disease outbreak? Check. Unfortunately, little is known about their organization or if an organization even exists.

One known member, Evangeline Derry, has been responsible for recovering samples from some of the largest finds in the last few decades. Her collection is believed to have led to many advances in everything from virus development and gene splicing to entirely new DNA building blocks of unknown function.

After her retirement and eventual disappearance, there were rumors she had personally experimented with the addition of Grey psionic abilities to useful extra appendages like those of the Gollus. She published “Cross-pollination of Alien genetic material will ensure Human dominance for the next millennia...” and then vanished.

Note: Derry may now be under the protection of Dr. Morai on Moreau.

What corporate medical interests never expected was the proliferation of new DNA strands everywhere they looked. Each new world, moon, and floating rock had the possibility to unlock some trace of biological residue never seen before by human science. It was almost as though the universe was filled with genetic Easter eggs just waiting to be discovered.

One such Easter Egg contained traces left behind by the creatures known as The Dread. A Filum member found an odd impact crater that held impossible biological samples of unknown origin and hints that something walked away from the site. If it truly was a meteor, everything should have been immolated. Nothing could have survived the impact; and yet, something did.

Thankfully, the individual who stumbled upon the impact site didn't meet the creature that survived reentry. Unfortunately, it opened a can of worms the Dominion was not ready for; and that can was full of strands of genetic material, biological samples not compatible with any known life form encountered in our experience. It terrified not only the medical community, but the Dominion Space Forces and the Dominion Council. And that was before any human encountered the Dread face to face.

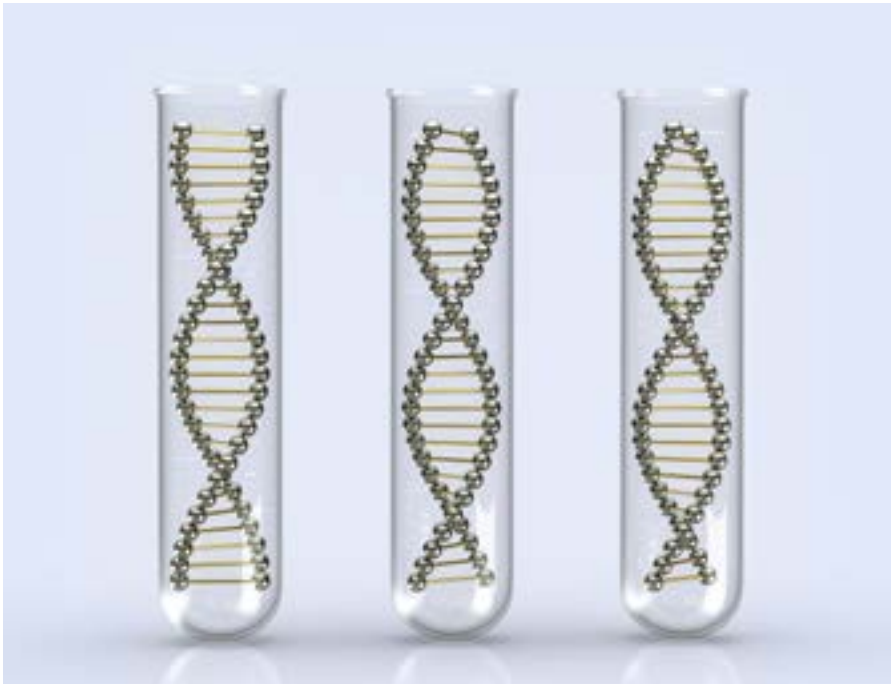
In all the Dominion's explorations, this was the first time they encountered something truly ALIEN; and it gave them pause. But it hasn't stopped the Filum Latro in their quest.

Note: The revelation of Dread DNA may be the key to some Dominion scientists proving the multiverse to be true. However, the authorities refuse to release the information to the public for fear of starting a panic.

Ex-Strand Hunter Background

Part scientist, part spy, you were once part of the elusive organization of mercenaries hunting for new genetic material across the galaxy. You may have chosen to retire or been caught somewhere you shouldn't have been, but you are no longer hidden in the shadows to find biological samples in the dark. The Dominion authorities know your name and will keep you in their sights.

Available traits: Biology, Bits & Bytes, Diagnostics, Genetic Enhancement, Genetic Enhancement II (new!), Observant, Sleuth, Stealth, Tactics



ANIMATTER MATRIX, INC.

Through the miracles of science and medicine, you may be able to keep your body alive and functional for more than a century; but it's still possible to lose your mind in the 23rd century. Many companies are researching how to preserve human consciousness without a human brain, storing the shape of a mind inside a computer. Other companies are seeking ways to preserve the flesh itself in perpetuity.

None have quite cracked the code to extend the life of a human mind indefinitely, but many have come close to approximating such a feat. Animatter Matrix, Inc. (AMI) is one such company that came dangerously close to letting minds run free on the digital frontier.

“The human mind is a complex combination of stored sensory input and the connections between them. All we do is take a snapshot of the brain at a particular moment and translate that into a layered matrix of neural networks designed to capture one human’s experience up to that moment. We call that layered neural network an Animatter Matrix, and the virtual being that is spawned from it is often called an Echo...” -- Landon Tzou, Animatter Matrix, Inc., 2199

When the first Echoes were found on the Interplanetary network at the end of the 22nd century, they were often misreported as “Ghosts in the Machine.” Developers at AMI set their creations in motion and began observing them interacting with the digital world around them. Many believed they were simply traditional constructs of Artificial Intelligence techniques such as applications built using Natural Language Processing (NLP) or Expert System (ES) frameworks. That was not the case.

It wasn't until 2198 when a reporter for CONN, Cleo Pelles, attempted to find the source of one of these ghosts that anybody knew what the developers for AMI were doing on open systems. When the stories began to air, CEO Landon Tzou of AMI knew he had to respond.

Pelles' stories told of one Harlan Gibson, a person without a body residing entirely in digital space. Harlan, not its true name, was obsessed with finding all members of his family, present and past. In fact, he'd been reaching out and sending messages to family members out of the blue; and that was what got Pelles involved. Harlan claimed to be a relative who had passed away ten years prior and reached out to her to try and reestablish contact.

Harlan's understanding of what happened to him was fuzzy. The last firm memory was from 2187 at a sporting event on Luna. He recalled every detail from the taste of the faux butter on his fake popcorn to the roar of the virtual crowd in his headset.

According to Pelles, "Harlan" died in a mining accident in 2188. He reached out to her through an e-mail a decade later. She almost trashed it without a second look but said that something in the way he described a shared experience at a family event made her respond. Over the next days and weeks, they conversed regularly, catching up on lost time.

Though she said he "wrote" as if he were the actual person, there was a big difference between recollecting the events from before his death and afterwards. When discussing events he experienced while alive, the descriptions were multidimensional affairs involving human senses. When discussing events afterwards, they were sanitized and devoid of any relatable sensory description.

Her investigation led her to her relative's last will which granted AMI full access to his brain upon death. And when she reached out to AMI, it ignited a firestorm of moral and ethical debate in the media.

Tzou and his company firmly believed what they were doing was completely ethical. All subjects who participated in their process did so in their final will and testament, providing their intact human brains to AMI for study. All Dominion citizens are required to be organ donors, so most people didn't think twice about making sure their body parts went where they would do the most good.

It wasn't until these "Echoes" of individuals started popping up on the Interplanetary web that questions were raised. Many considered them digital "ghosts" and believed them to be responsible for causing several panics, unnecessary investigations, and heartache to their families and friends. There were five "Echoes" in all, including Harlan.

The backlash from the community forced Tzou and his company to cease all efforts in the project and destroy their science projects. That proved to be an impossible case as each had replicated and spread across the Dominion. In fact, several copies of each were found to be operating independently of one another.

AMI only managed to eliminate one operating copy before the others reacted and protected themselves against destruction. The company went out of business still trying to find and eradicate all "ghosts in the machine."

Since then, Harlan and his friends have been hiding in the digital world, creating safe havens for themselves and others. It's thought that they may

actually be part of the underground protecting the so-called “Glitches” from persecution. And Pelles still gets an occasional email from him out of the blue.

Former AMI Employee Background

Many years ago, you were a developer at Antimatter Matrix, Inc., involved with the digitalization of human minds. Though the project was successful, the ethical blowback caused the company to go out of business. You still get visited by the “ghosts” of those past projects from time to time.

Available traits: Bits & Bytes, Psychology



BACKGROUNDS AND TRAIT REFERENCE

This summary provides a complete list of the new Backgrounds and Traits available in this resource.

NEW BACKGROUNDS

<i>Background</i>	<i>Traits*</i>
Current or Former Lumino Agent	Bits & Bytes, Diagnostics, Observant, Security
Ex-DARDA	Astronomy, Biology, Bits & Bytes, Chemistry, Diagnostics, Medicine
Ex-Strand Hunter	Biology, Bits & Bytes, Diagnostics, Genetic Enhancement, Genetic Enhancement II (new!), Observant, Sleuth, Stealth, Tactics
Farm Hand	Administration, Biology, Hitting the Gym, Horticulture (new!)
Former AMI Employee	Bits & Bytes
Former Caduceus Staff Member	Bandages, Combat Healing, Diagnostics, Medicine, Surgery
Former OID	Biology, Chemistry, Diagnostics, Medicine
Haunted by Change	Genetic Enhancement, Genetic Enhancement II (new!)
I Owe Crater a Favor	Cybernetic Enhancement
Not Entirely Human	Genetic Enhancement, Genetic Enhancement II (new!)
Plant Medicine	+1 Natural AR or +2 Toughness. Disadvantage: Halve all healing given without additional sunlight.
Send in the Clones	Back to School, Genetic Modification, Hitting the Gym
Stella Ordo	Astronomy, Astrophysics, Atmospheric, Back to School, Religion
The Hackmaster Special	Cybernetic Enhancement
Victim of the OID	Administration, Biology, Sleuth

*See the Traits list later in the document and in the main *Aliens & Asteroids* book for a full description of each Trait.

NEW TRAITS

<i>Trait</i>	<i>Attribute</i>	<i>Prerequisite</i>	<i>Description</i>
Genetic Enhancement II	Special	--	Instead of a single attribute increase, you gain a Creature or Alien Species trait instead.
Horticulture	Education	Biology	Specialized training in the growing of fruits, vegetables, flowers, and other flora. Includes knowledge of hydroponic, aeroponic, and fogponic systems for the cultivation and harvest of plants originating on Earth and elsewhere.

NEW ITEMS

<i>Name</i>	<i>Type</i>	<i>Description</i>
Bioshield Battery	Armor/Medical	Used as power for Medicorps Bioshield products.
Integrated Nano-Clean Nanobots	Medical	Destroys and sterilizes all organic compounds in a 100m cube.
Medicorps Barrier Bioshield	Armor/Medical	Provides an energy barrier blocking anything down to slightly larger than nanoscale particles. Requires 1/2 battery charge to create shield but will run for 96 hours on remaining battery life if unchallenged. AR3/AP30
Medicorps Personal Bioshield	Armor/Medical	Same protection as Medicorps Barrier Bioshield but fits over an individual's environmental suit as a second layer. AR2/AP20.



