

# Xue Wang Jing

**Ethnicity:** Chinese

**Homeworld:** Mercury – Mercurians are often social though stoic people, who are hardy and resourceful.

**Age:** 30

**Profession:** Warden Investigator

**Physical Description:** Black Hair, Brown Eyes, Tiny

**Personality Traits:** Sly Humor, Reserved

## Attributes:

Awareness 4

Cleverness 4

Demeanor 4

Grace 3

Perseverance 3

Physique 2

## Statistics:

Health 8

Speed 10 mph

Walk 8 yd/turn

Run 25 yd/turn

## Special:

Fate Points 1

## Skills:

*Skill (Attribute) Rating/Pool*

Art: Acting (Awr) 3/7

Bureaucracy (Clv) 3/7

Computers (Clv) 3/7

Deception (Dem) 3/7

Environmental Suit (Awr) 1/5

Fraternize (Dem) 3/7

Guns: Handguns (Awr) 1/5

Hand Weapons: Improvised (Gra) 2/5

Defense (Gra) 2/6

Freefall (Gra) 2/6

Impersonation (Dem) 3/7

Insight (Awr) 3/7

Investigate (Awr) 1/5

Law (Clv) 3/7

Language: English (Clv) 2/6

Language: Mandarin Chinese (Clv) 5

Notice (Awr) 3/7

Odd Job (Variable) 1

Persuade (Dem) 3/7

Reaction (Gra) 1/4

Savoir Faire (Dem) 3/7

Streetwise (Dem) 2/6

Trade: Business (Clv) 3/7

Unarmed Combat (Gra) 1/4

## Weapons:

ACC-62 Bandit Pistol – 3d6 Damage, Mag. 9

## Damage:

01-08: Bruised (-1 to all Actions)

08-16: Battered (-2 to all Actions)

17-24: Hurt (-4 to all Actions, Half Movement)

25-32: Incapacitated (Unconscious)

37+: Dead



## Qualities:

Occult Sensitive

Sixth Sense

Tormented

## Quirks:

Bartending (Clv) 2/7

Whistle in Tune (Awr) 2/6

## Talents:

*Choose either:* Born in Freefall  
or Too Innocent

## Armor:

Warden Armor (10/5)



## Lily Marchand

**Ethnicity:** French

**Homeworld:** Earth – As part of the European Federation, Lily grew up in First World conditions on the birthplace of humanity. Though a little snobby, she has a generally optimistic view of life.

**Age:** 27

**Profession:** Warden Enforcer

**Physical Description:** Blonde Hair, Green Eyes, Lithe

**Personality Traits:** Playful, Stubborn

### Attributes:

Awareness 4  
Cleverness 2  
Demeanor 3  
Grace 4  
Perseverance 4  
Physique 3

### Statistics:

Health 11  
Speed 14 mph  
Walk 11.5 yd/turn  
Run 35 yd/turn

### Special:

Fate Points 1

### Skills:

*Skill (Attribute) Rating/Pool*  
Athletics: Coordination (Gra) 3/7  
Computers (Clv) 2/4  
Crime: High (Clv) 2/4  
Crime: Low (Gra) 3/7  
Deception (Dem) 3/6  
Defense (Gra) 3/7  
Environmental Suit (Awr) 1/5  
Fraternize (Dem) 2/5

Freefall (Gra) 1/5  
Guns: Assault Weapons (Awr) 2/6  
Guns: Handgun (Awr) 2/6  
Hand Weapons: Blades (Gra) 3/7  
Impersonation (Dem) 3/6  
Insight (Awr) 3/7  
Language: English (Clv) 2/4  
Language: French (Clv) 5/7  
Notice (Awr) 3/7  
Orienteering (Awr) 2/6  
Reaction (Awr) 3/7  
Savoir Faire (Dem) 1/4  
Seduction (Dem) 3/6  
Stealth (Gra) 3/7  
Streetwise (Dem) 3/6

### Weapons:

ACC-62 Bandit Pistol– 3d6 Damage, Mag. 9  
SM-12 Hornet SMG – 4d6 Damage, Mag. 16, Auto 3 (8 rounds)  
Combat Knife– 1d6 Damage

### Damage:

01-11: Bruised (-1 to all Actions)  
12-22: Battered (-2 to all Actions)  
23-33: Hurt (-4 to all Actions, Half Movement)  
34-44: Incapacitated (Unconscious)  
45+: Dead

### Qualities:

Ambidextrous  
Fearless  
Luck/1  
Sexy  
Fanatic: Warden Duty/1

### Quirks:

Bake Perfect Souffle (Clv) 2/4  
Fashion (Clv) 2/4

### Talents:

*Choose either: Sexual Magnet or No Rest for the Wicked*

### Armor:

Warden Armor (10/5)