	C				١٨	lor	L L					Хр			Rank		Attr?	? PP?
	U U		Ø	ige	VV		IU;	5							Novice (0	-20)		
Name	Jessamin	e Hunt	er, İ	Xeno-A	rcheol	ogist a	nd Mi	issior	۱ Le	ader					Seasoned	d (21-40)		
Race	Human						A	ge	40				20		Veteran (41-60)		
Setting	The End i	s Near					He	eight							Heroic (6	1-80)		
Player							We	eight							Legendar	y (81+)		
	Attributes		_		Wo	unds						Tot	al		Base	Μ	ods	\$
Agility *		d6		-1	-2	-3	IN			Pace								
Smarts		d8			-1	-2				(base 6	5")		6		6			
Spirit		d6			Fat	igue				Parr								
Strength	*	d4		*Enc	umbra	nce Pe	enalty	,	(2·	+half Fig	hting)		2		2			
Vigor		d6		-1	-2	-3				oughn						Armor	:	1
	Skills		-		Limit		20		(2	2+half Vi	gor)		5		5		6	
Athletics	(S) *			Max We	eight	8	30		C	Charis	ma		0		0			
Boating (A) *					ances			fect									
Driving (A	A) *			Code of	Honor	(Major)		Ch	arac	ter kee	ps his	s wor	d an	d ac	ts like a	gentle	nan	
Fighting (A) *																	
Gambling (Sm) Loyal (Minor) The hero tries to									to ne	ver b	etra	y or	disappo	oint his f	riend	ds		
Medicine (Sm)																		
Stubborn (Minor) Hero always wa									/ants	his w	/ay							
Intimidation (Sp)																		
Investiga	tion (Sm)	d8			Ed	ges		Ef	fect									
Knowledg	ge (Sm)	-		Scholar	Scholar +2 to Knowledge: Life Sciences & Social Sciences													
-Life Scie	nces	d8		Investig	ator			+2	Inve	stigatio	on and	d Stre	eetwi	ise				
-Social S	ciences	d8		Commo	n Bond			Ma	iy giv	ve Benr	nies to	o con	npan	ions	6			
Medicine	(Sm)			Luck				+1	Ben	nie per	sess	ion						
Notice (S	m)	d6																
Persuasio	on (Sp)	d6		Power	s (Trap	oping)		PP	Dı	uratior	ו Ra	nge		Γ	Damag	e/Effe	ct	
Piloting (4)																	
Repair (S	m)	d4																
Riding (A) *																	
Security	(Sm)																	
Ship Ops	(Sm)																	
Shooting	(A) *	d6																
Stealth (A	A) *																	
Streetwis	e (Sm)	d8		PP														
Survival (Sm)			Ā	Armor ⁻	Туре		Arm	or	Cov	/ers	No	tes					
Taunt (Sr	n)		Spacesuit 1 Full body								+4	Vigo	or v	vs heat	and c	old		
Throwing	(A) *																	
Tracking	(Sm)																	
Weapon			F	Range	Dan	nage	RO	F Sł	nots	Min.	Str.	No	tes					
La	aser Pistol		15	5/30/60	1-:	3d6	1		24	-					Semi-A	Auto		
			1									1						

Equipment Carried Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x2	2
Spacesuit Adhesive Patches (5)	0.5
	-
	-
	_
Weight Carried	16.5
Load Limit 20 Multiple	

uinment Stored

Equipment Stored	
Item	Weight

Money

Character	Sketch
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Character Background /Notes

Part of the original xeno-archeological team that discovered the plans to the device, Professor Hunter was not part of the "Displacement Bomb" development team and brought on board late in the mission. Originally opposed to the device being used without fully understating the consequences, Professor Hunter came on board when the former mission leader Father Suyirat, a longtime colleague and dear friend, died because of the plague. Father Suyirat's dying wish was for Hunter to see the project to the end.

	C	:			ΙΛ	lor	LL.	^				Хр			Rank		Attr?	? PP?
	<u> </u>	<u>)dv</u>	d	ge	<u> </u>	<u>/UI</u>	<u>IU;</u>	5							Novice (0)-20)	X	1
Name	Araci Sch	ulz, Cle	ergy	/ of the	Churc	h 2nd i	n Co	mmar	nd						Seasone	ed (21-40)		
Race	Human						A	٩	29				20		Veteran ((41-60)		
Setting	The End i	s Near					Ηe	eight							Heroic (6	61-80)		
Player							We	eight							Legenda	ry (81+)		
	Attributes				Woi	unds						To	tal		Base	Μ	ods	3
Agility *		d6		-1	-2	-3	IN			Pac		T				T		
Smarts		d6			-1	-2		5		(base	: 6")		6		6			
Spirit		d8				tigue	_	_		Par								
Strength	*	d6		-		ance Pe	enalty	/			ighting)	_	5		5			
Vigor		d6		-1	-2	-3				-	ness		_			Armor	:	1
	Skills		•		Limit		30		(2	2+half	Vigor)		5		5		6	
Athletics				Max Weight 120 Charisma						sma		2		0		2		
Boating (A) *				Hindr	rances		Eff	fect									
Driving (A	A) *			Heroic ((Major)			Ch	arac	ter alv	ways ł	nelps	thos	e in	need			
Fighting ((A) *	d6		Vow (Mi	inor)			Ordained Clergy of the Church of the Savior										
Gambling	g (Sm)			Pacifist	(Minor)			Character fights only in self-defense										
Medicine	(Sm)																	
Intimidati	,	d8																
Investiga	tion (Sm)				Ed	lges		Eff	fect									
Knowledg	ge (Sm)	-		Charism						ma +2								
-Religion		d6		Hard to	Hard to Kill Ignore wound m for to resist Inca								-		-	lls called	ł	
						101	tore	SISU	псара	Citaiic	n oi	0ea	i t n					
				Strong V									,			est of W		
Medicine	(Sm)	d6		Diploma	at			-				nd +2 on Notice rolls to determine if someone ried, lying, hiding something etc. NPCs react						
Notice (S	im)	d8													on table r		0.	
Persuasio	on (Sp)	d8		Power	rs (Trap	oping)		PP	Dı	uratic	on Ra	ange	;		Damag	ge/Effe	ct	
Piloting (A)	d4																
Repair (S	Sm)																	
Riding (A	<u>)</u> *																	
Security	(Sm)															_	_	
Ship Ops	s (Sm)																	
Shooting		d4														_	_	
Stealth (A	,																	
Streetwis	e (Sm)			PP														
Survival ((Sm)			<i>F</i>	Armor 7	Туре		Arm	or	Cc	overs	No	tes					
Taunt (Sr	,	d6		Space	suit			1		Full	body	/ +4	Vig	or v	vs heat	t and c	old	
Throwing	Throwing (A) *															_	_	_
Tracking	Tracking (Sm)																	
Weapon		R	Range	Dan	nage	RO	F Sh	ots	Mir	n. Str.	No	tes						
La	aser Pistol		15/30/60 1-3d6 1 24 - Semi-Auto						Auto									
Colla	apsable Sta	aff		_	d6 [.]	+d4	-		- d6									
				ļ														

Equipment Carrie	d
Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x4	4
Spacesuit Adhesive Patches (10	0) 1
Handheld Computer	5
Collapsable Staff	3
·	
Weight Ca	
Load Limit 30 Multip	pie

Equipment Stored

Equipment Stored	
Item	Weight

Money

Character Sketch

Character Background /Notes

The only skeleton crew member originally meant to be a passenger in one of the arks. Araci was newly ordained when the plague struck in the greater parish of New Kirovohrad. Araci survived as other died all around, one of the very few humans immune to the plague. Transported to L-I8R71, when examined by the medical staff at the gateway station they discovered that Araci, while a survivor, was a carrier for the plague and was denied access to the arks. Araci was in turn recruited as part of the Church of the Savior Mission Command team but turned down a place in the pilgrimage to Earth to see the project to the end.

	C			20	۱Λ	lor	Ida					Хр			Rank		Attr?	PP?
	<u> </u>	av	d	ye	VV	<u>/or</u>	103							I	Novice (0)-20)	X	
Name	M. Delane	e, Miss	ion	Engine	er									ę	Seasone	d (21-40)		
Race	Human						Ag	е	38				20	Ņ	Veteran ((41-60)		
Setting	The End i	s Near					Hei	ght						I	Heroic (6	1-80)		
Player							Wei	ght						I	Legenda	ry (81+)		
	Attributes		-		Wo	unds						To	tal		Base	N	lods	\$
Agility *		d6		-1	-2	-3	INC			Pa								
Smarts		d8			-1	-2		′		(base	e 6")		6		6			
Spirit		d8			Fat	tigue				Pa								
Strength	*	d4		*Enc	umbra	ance Pe	enalty		(2-	∙half F	ighting)		4		4			
Vigor		d6		-1	-2	-3				•	ness					Armo	r:	1
-	Skills		_	Load	Limit		20		(2	2+half	Vigor)		5		5		6	
Athletics	(S) *	d4		Max We	eight	8	30		C	Chari	sma		0		0			
Boating (A) *				Hind	rances		Ef	fect									
Driving (A	۹) *			Clueles	s (Majo	r)		-2	to m	ost C	commo	n Kn	owled	dge r	rolls			
Fighting ((A) *	d4		Cautiou	s (Mino	r)		Ch	arac	ter is	overly	care	ful					
Gambling	g (Sm)			Loyal (N	/linor)			Th	e her	o trie	es to ne	ever t	oetray	y or (disappo	pint his	friend	ds
Medicine	(Sm)																	
Intimidati	on (Sp)																	
Investiga	tion (Sm)				Ed	lges		Ef	fect									
Knowledg	ge (Sm)	-		Commo	n Bond			Ma	ay giv	e Be	nnies t	o cor	npani	ions				
-Astronal	utics	d8		Luck				+1	Ben	nie p	er sess	sion						
-Material	Sciences	d8		Level H	eaded			Ac	t on l	oest o	of two o	cards	in co	omba	at			
Medicine	(Sm)																	
Notice (S	m)	d6																
Persuasio	on (Sp)	d4		Power	s (Tra	pping)		PP	Dı	uratio	on Ra	ange	;	D)amag	e/Effe	ct	
Piloting (A)																	
Repair (S	Sm)	d8																
Riding (A	.) *																	
Security ((Sm)	d6																
Ship Ops	(Sm)	d6																
Shooting	(A) *	d6																
Stealth (A	A) *																	
Streetwis	e (Sm)			PP														
Survival ((Sm)	d4		ŀ	Armor	Туре		Arm	or	Сс	overs	No	tes					
Taunt (Sr	m)			Space	suit			1		Full	body	/ +4	Vigo	or v	s heat	and c	old	
Throwing	(A) *																	
Tracking	(Sm)																	
Weapon			R	ange	Dar	nage	ROF	S	hots	Mi	n. Str.	No	tes					
Lá	aser Pistol		15	/30/60	1-	3d6	1		24		-			S	Semi-A	Auto		
								T										

Equipme	nt Carried	
Item		Weight
Spacesuit		10
Laser Pistol		4
Laser Battery (for weap	on) x2	2
Spacesuit Adhesive Pa		1
1.4	laight Carried	17
	/eight Carried	17
Load Limit 20	Multiple	

Equipment Stored

Item	Weight
licili	vvcignt

Money

Character Sketch

Character Background /Notes

M. Delane was Operations Director at a remote Church of the Savior shipyard when the breakout of the plague left the distant system isolated. When uninfected survivors began to trickle into the system Delane ordered a blockade and the population of the planet entrenched itself to weather out the storm. Despite hardships and wants they survived and were saved when they became part of those identified as candidates to be passengers in the arks. However Delane became infected in transit when scavengers attacked the cargo ship transporting them. Delane joined the engineering team to make sure his people would have a chance to survive. He remains here to see this project to the end.

	C	` _\\		\frown	١Λ	lor	اطر					Хр		Ran	k		Attr?	PP?
	C		'ag	E	VV		ius)						Novice	e (0-20))	\mathbf{X}	
	Pao Buzz	ato, Mi	ssion T	ech	nician									Seaso	ned (2'	1-40)		
Race	Human						Ag	е	26				20	Vetera	an (41-6	60)		
Setting	The End i	s Near					Hei	ght						Heroid	: (61-80))		
Player							Wei	ght						Legen	dary (8	1+)		
	Attributes				Wo	unds						Tot	al	Bas	е	М	ods	
Agility *		d6	-	1	-2	-3	INC			Pa								
Smarts		d10			-1	-2		′		(base	e 6")		6	6				
Spirit		d6			Fat	igue				Pa								
Strength	*	d4	*	Enc	umbra	ince Pe	enalty		(2·	+half F	ighting)		5	5				
Vigor		d6	-	-	-2	-3				•	iness				Ar	mor:		1
	Skills				Limit	2	20		(2	2+half	Vigor)		5	5			6	
Athletics	(S) *	d4	Max	k We	eight	8	30		C	Chari	sma		-2	0		-	2	
Boating ((A) *				Hindr	rances		Ef	fect									
Driving (A	۹) *		Cur	ious	(Major)			Ch	arac	ter wa	ants to	know	abou	ut everyt	hing			
Fighting	(A) *	d6	Big	Μοι	uth (Min	or)		Un	able	to ke	ep a s	ecret,	blabs	s at the v	worst	time		
Gambling	g (Sm)		Меа	an (N	/linor)			-2	to hi	s Cha	arisma	for ill-	-temp	er and s	urline	SS		
Medicine	(Sm)																	
Intimidati	ion (Sp)																	
Investiga	tion (Sm)	d8			Ed	lges		Ef	fect									
Knowled	ge (Sm)	-	Aler	tnes	s			+2	Noti	се								
					All Trad	es								sed test				
			Hac	ker							•			en using		•	er ar	۱d
											-			king a co	-	er		
Medicine	(Sm)		Imp	rovis	sational	Fighter		-				•		o attack	and			
Notice (S	Sm)							Ра	rry to	or imp	orovise	d wea	apons	5				
Persuasi	on (Sp)		Po	wer	s (Trap	oping)		PP	Dı	uratio	on Ra	ange		Dama	age/E	Effec	t	-
Piloting (A)	d4																
Repair (S	Sm)	d6																
Riding (A	N) *																	
Security	(Sm)	d8																
Ship Ops	s (Sm)	d6																
Shooting	(A) *	d4																
Stealth (A	۹) *	d4																
Streetwis	se (Sm)	d6	PP															
Survival	(Sm)			A	Armor ⁻	Туре		Arm	or	Сс	overs	Not	tes					
Taunt (S	m)	d4	Spa	ace	suit			1		Full	body	′ +4 [′]	Vigo	or vs he	at ar	nd co	bld	
Throwing	g (A) *																	
Tracking	(Sm)																	
Weapon			Rang	je	Dar	nage	ROF	Sł	nots	Mi	n. Str.	Not	tes					
La	aser Pistol		15/30/	60	1-:	3d6	1		24		-			Sem	i-Aut	0		

uinment Carried

Equipment Carried	
Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x1	1
Spacesuit Adhesive Patches (10)	1
Handheld Computer (hacked)	2
Weight Carried	18
Load Limit 20 Multiple	

Equipment Stored

Item	Weight

Money

Character Sketch

Character Background /Notes

A child prodigy Pao Buzzato was convicted of cybercrimes and corporate espionage as a teen in the Central Systems. Saved from a lengthy prison sentence by Church of the Savior missionaries who accepted responsibility for the teen and offered transport off system, Pao was given purpose when recruited by the Technical Services Branch of the Church's Exploratory Corps. In the few unexplored corners of the galaxy Pao supported xeno-archeology and xeno-engineering teams and was brought on board as a junior member of this mission tech services based on expertise. Pao volunteered to be part of the skeleton crew overseeing final detonation just to see if this crazy plan will work.

Rank Хp Savage Worlds Attr? PP? Novice (0-20) \mathbf{X} Name Zhenya Abrahim, Medical Doctor Seasoned (21-40) Race 39 20 Age Human Veteran (41-60) Height Settina The End is Near Heroic (61-80) Player Weight Legendary (81+) Attributes Wounds Total Mods Base Agility * Pace d6 -2 -3 -1 INC (base 6") Smarts d8 -1 -2 6 6 Spirit Fatigue d6 Parry Strength * (2+half Fighting) *Encumbrance Penalty d6 5 5 Vigor -2 -3 Toughness 1 d6 -1 Armor: (2+half Vigor) Load Limit 5 5 Skills 30 6 Max Weight 2 2 Athletics (S) * 120 0 Charisma **d4** Boating (A) * Hindrances Effect Driving (A) * Arrogant (Major) Must humiliate opponent, challenge the 'leader' Fighting (A) * d6 Vow (Minor) Hipocratic Oath Gambling (Sm) Vengeful (Minor) Character holds a grudge Medicine (Sm) **d8** Intimidation (Sp) d4 Investigation (Sm) Edges Effect d6 Knowledge (Sm) -Healer +2 Medicine -Life Sciences **d8** Charismatic Charisma +2 Martial Artist Never considered unarmed, +d4 to unarmed damage rolls Medicine (Sm) Notice (Sm) **d8** Persuasion (Sp) d6 Powers (Trapping) PP **Duration Range** Damage/Effect Piloting (A) Repair (Sm) Riding (A) * d4 Security (Sm) d4 Ship Ops (Sm) Shooting (A) * d6 Stealth (A) * PP Streetwise (Sm) Survival (Sm) Armor Type Armor Covers Notes Taunt (Sm) Full body +4 Vigor vs heat and cold Spacesuit 1 Throwing (A) * Tracking (Sm) Weapon Range Damage ROF Shots Min. Str. Notes Laser Pistol 15/30/60 1-3d6 1 24 Semi-Auto Gyrojet Rifle 24/48/96 2d8 3 10 No recoil in zero-g

Equipment Carried	
Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x4	4
Spacesuit Adhesive Patches (10)	1
Handheld Computer	5
MedKit	5
	+
	-
Maisht Carries	
Weight Carried	1 29
Load Limit 30 Multiple	

Equipment Stored

Item	Weight

Money

Character Sketch

Character Background /Notes

Doctor Abrahim joined the mission for purely personal reasons. When Doctor Abrahim learned of the Great Plague first hand by treating its victims, the immediate reaction was to quarantine the family. Keeping them safe, the good doctor did everything possible to save them. Learning of the mission through associates in the church's humanitarian services branch Doctor Abrahim offered to work for the mission in exchange for passage for the family members untouched by the plague. The doctor remains behind to monitor the ark passengers in suspended animation, and to say goodbye...

Savaaa Marida													Хр			Rank		Attr? P			
Name Jasbinder "Jazz" Gomez, Mission Pilot																Novice (0-20)			X		
Name	Jasbinder	"Jazz"	' Go	mez, N	lission	Pilot										Seasoned (21-40)					
Race	Human						A	se	3	34				20		Veteran	(41-60	0)			
Setting	The End i	The End is Near Heigl									nt							Heroic (61-80)			
Player	Weig															Legenda	ary (81	+)			
	Attributes				Wo	unds							Tot	al		Base		Мс	ods		
Agility *		d10		-1	-2	-3	IN	\sim			Pace	9									
Smarts		d6			-1	-2				(base 6	")		6		6					
Spirit		d6			Fat	igue					Parr	,									
Strength	*	d6		*Enc	cumbra	ince Pe	nalty	/		(2+h	alf Fig	nting)		6		6					
Vigor		d6		-1	-2	-3					Jghn						Arr	nor:		3	
B	Skills		-		Limit	3	80			(2+	half Vi	gor)		5		5		8	3		
Athletics	(S) *			Max We	eight	1	20			Ch	naris	ma		0		0					
Boating ((A) *			_	Hindr	rances		E	Effect												
Driving (A) *			Overcor	nfident ((Major)		Г	The hero believes he can do anything												
Fighting	(A) *	d8		Death V	Vish (Mi	inor)		H	Hero	war	nts to	die a	fter co	ompl	letin	ig this r	nissi	on			
Gamblin	g (Sm)			Loyal (N	/linor)			Г	The h	hero	tries	to ne	ver b	etray	/ or	disapp	oint h	nis fr	iend	s	
Medicine	e (Sm)																				
Intimidati	ion (Sp)																				
Investiga	ition (Sm)		Edges							Effect											
Knowled	ge (Sm)	-		Ace		+2 to Boating, Driving, Piloting; may make Soak rolls for vehicle at –2															
-Astroga	tion	d6																			
			Quick						Discard draw of 5 or less for new card												
Medicine	e (Sm)																				
Notice (S	Sm)	d6																			
Persuasi	on (Sp)			Powers (Trapping) PP Duration Ra								ו Ra	nge		Γ	Dama	je/E	ffec	t		
Piloting (A)	d12																			
Repair (S	Sm)																				
Riding (A	A) *																				
Security	(Sm)																				
Ship Ops	s (Sm)	d6																			
Shooting	(A) *	d10																			
Stealth (/	A) *																				
Streetwis	se (Sm)	d4		PP																	
Survival	(Sm)			ŀ	Armor `	Туре		Ar	mor	r	Cov	rers	Not	es							
Taunt (S	(Sm) d4			Spacesuit, armored					3	F	Full k	ody	y +4 Vigor vs heat and cold								
Throwing	ng (A) *																				
Tracking	acking (Sm)																				
Weapon			R	lange	Dar	nage	RO	F	Sho	ots	Min.	Str.	Not	es							
	aser Pistol		15	/30/60	1-3	3d6	1		24	ŀ	-		Semi-Auto								
G	yrojet Rifle		24	/48/96	2	d8	3		10)	-		No recoil in zer			ero-q	<u>j</u>				
							I													_	

Item	Weight
Spacesuit	12
Laser Pistol	4
Laser Battery (for weapon) >	x3 3
Spacesuit Adhesive Patches	s (10) 1
Handheld Computer	5
Gyrojet Rifle	3
Gyrojet Ammo x3	1.5
	t Carried 29.5
Load Limit 30 N	Iultiple

Equipment Stored

Item	Weight

Money

Character Background /Notes

Jazz was more comfortable piloting a ship than doing anything else, the latest in a long line of space jockeys. When confronted with the Great Plague Jasbinder suddenly realized that there is no one left to carry on a tradition begun generations ago. While not old by any stretch of the imagination Jazz did mentor most of the younger pilots attached to the mission, including those assigned to the arks, which will hopefully help the survivors once they arrive wherever they are going. Jazz is beginning to feel symptoms of the plague and knows that then end is inevitable, but knows that the skeleton crew may need to leave the system in a hurry and there is no better pilot than Jazz for the job.

Savaaa Marida												Хр			Rank		Attr?	PP?
Savage Worlds															Novice (0-20)		X	
Name	Morgan Ix	(iana, C	Jo-F	Pilot an	d Vehi	cle Mai	intena	nce							Seasoned (21-40)			
Race	Human						Age 47						20	ļ	Veteran (41-60)		\Box	
Setting	The End i	s Near		ight						ļ	Heroic (6 ⁻	1-80)	L					
Player															Legendary (81+)			
	Attributes		-		Woi	unds						Tot	al		Base	Μ	ods	
Agility *		d6		-1 -2 -3 INC Pace (base 6")								T						
Smarts		d10			-1	-2		<u>ヽ</u>		(base	÷ 6")		4		6		-2	
Spirit		d6		_		igue	_	_		Par								
Strength	*	d4			cumbra		enalty	_	(2-	+half Fi	ighting)		4		4			
Vigor		d6		-1	-2	-3				-	ness					Armor	:	1
	Skills		_		l Limit	2	20		(2	2+half \	Vigor)		5		5		6	
Athletics				Max We	∋ight	3	80		C	Chari	sma		-2		0		-2	
Boating (A) *				Hindr	rances		Eff	fect									
Driving (A	۹) *			Lame (N	vlajor)			-2	Pace	e and	l runnir	ıg die	is a	d4				
Fighting ((A) *	d4		Ugly (M	inor)			-2	Cha	risma	due to	o app	eara	nce				
Gambling	ງ (Sm)			Loyal (N	Лinor)			The	e hei	ro trie	s to ne	ever b	etray	y or	disappo	oint his f	rienc	ls
Medicine	(Sm)																	
Intimidati	on (Sp)							_	_		_	_	_	_				
Investiga	tion (Sm)				Edg	Eff	Effect											
Knowledg	ge (Sm)	-		Alertnes	3S			+2	Noti	се								
-Astrogat	ion	d6		Danger	Sense			Not	tice a	at –2 '	to dete	ect su	rpris	e at	tacks/da	anger		
				McGyve	er		Ma	May improvise temporary gadgets										
Medicine	(Sm)																	
Notice (S	im)	d10												_	_	_	_	
Persuasio	on (Sp)			Powers (Trapping) PP Duration								ange			Damag	e/Effe	ct	
Piloting (/	A)	d6																
Repair (S	Sm)	d12																
Riding (A	() *																	
Security ((Sm)																	
Ship Ops	; (Sm)	d10																
Shooting		d6																
Stealth (A	4) *																	
Streetwis	se (Sm)			PP													L	
Survival ((Sm)				Armor 7	Туре		Arm	rmor Covers Notes									
Taunt (Sr	m)			Space	suit		1		Full	body	/ +4	Vigo	or v	vs heat	and c	old		
Throwing	J (A) *																	
Tracking	(Sm)											L						
Weapon			F	Range Damage ROF Shots Min.								No	tes					
Li	aser Pistol		15	5/30/60	1-;	3d6	1	2	24			Semi-Auto						
												\top						
								\top				\top						

nuinment Carried

Equipment Carried	
Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x1	1
Spacesuit Adhesive Patches (5)	0.5
Techkit (high efficiency)	2.5
Waight Carried	18
Weight Carried	10
Load Limit 20 Multiple	

Equipment Stored

Equipment Stored	
Item	Weight
Gyrojet Rifle	3
Gyrojet Rifle Gyrojet Ammo x3	1.5

Money

Character Background /Notes

A former inmate of the Elmina Prison Planet, Morgan was freed when the Church of the Savior took over administration of the planet and Morgan converted to the faith. Accused many times of being an opportunist and a hypocrite by more pious members of the church, Morgan does not deny character faults, occasional drinking and gambling here and there, but actions speak louder than words and Morgan is faithful to the church, something proven in times of peace and in times of great danger, such as now. Morgan is close to Jazz, the best pilot in this mission, if fact the best pilot Morgan has served with, and grows concerned of the other's health, refusing to leave the pilot alone.

Savage Worlds													Хр			Rank		Attr? PI			
												_				Novice (0-20)			\mathbf{X}		
Name	Hikaru Va	asile, S	ecu	rity Chi	ef											Seasoned (21-40)					
Race	Human						A	٩ge	168				20			Veteran (41-60)					
Setting	The End i	is Near			eigh	nt							Heroic (61-80)								
Player Weig																Legendary (81+)					
	Attributes				Wo	unds							Tota	al		Base		Мс	ods		
Agility *		d10							Pace												
Smarts		d6			-1	-2		C			(base 6")			5		6		-1			
Spirit		d8			Fat	igue					Parry										
Strength	*	d4		*Enc	cumbra	nce Pe	nalty	/		(2+	half Fight	ing)									
Vigor		d4		-1	-2	-3					ughne						Arr	nor:		3	
	Skills			Load	Limit	2	20			(2	+half Vigo	or)		4		4		-	7		
Athletics	(S) *	d4		Max We	eight	8	80			С	harism	na		0		0					
Boating (A) *			_	Hindr	ances			Effect												
Driving (A	4) *			Elderly	(Major)				Pace –1, –1 to Strength and Vigor die types; +5 skill points for any skill linked to Smarts												
Fighting ((A) *	d10						۲ ا	poin	ts to	or any si		пкеат	05	mar	ts					
Gambling	g (Sm)			All Thur	mbs (Mir	nor)		_	-2 F	Repa	ir; Roll	of 1	cause	es m	nalfu	inction					
Medicine	(Sm)									Character has a recurring nemesis of some sort											
Intimidati	on (Sp)	d6								Effect											
Investiga	tion (Sm)	d4	Edges							ect											
Knowledg	ge (Sm)	-	Command						+1 to troops recovering from being Shaken												
			Inspire							+1 to Spirit rolls of all troops in command											
			Hard to Kill							Ignore wound modifiers, only to Vigor rolls called for to resist Incapacitation or death											
										· · · · · · · · · · · · · · · · · · ·											
Medicine	(Sm)		Elan +2 when spending (including Soak rol								-	a Benny on a Trait roll ls)									
Notice (S	,	d6											•								
Persuasi	on (Sp)	d4		Powers (Trapping) PP Duration Ra							Ra	ange Damage/Effect									
Piloting (A)																				
Repair (S	Sm)																				
Riding (A	N) *																				
Security	(Sm)																				
Ship Ops	. ,																				
Shooting	、	d12																			
Stealth (A	·				1	· · ·															
	treetwise (Sm) d4			PP																	
	urvival (Sm) d6				Armor ⁻				mo	r	Cove	ers	Note	es							
Taunt (Sr	, ,			Spacesuit, armored							Full bo	ody	+4 \	/igc	or v	s hea	t an	d cc	old		
-	wing (A) * d6																				
	Tracking (Sm) d6																				
Weapon				Range	1	nage	RO)F ;	Sho	-	Min. S	Str.	Note	es							
	aser Pistol		15/30/60 1-3d6						24	4	-		Semi-Auto								
Mol	lecular Knif	e		-	2	d4	-		-	\square	d4		AP2								
			1																		

nuinment Carried

	ment Carried	
Item)	Weight
Spacesuit		12
Laser Pistol		4
Molecular Knife		1
	Maight Corriged	17
Lood Limit 20	Weight Carried	17
Load Limit 20	Multiple	

Equipment Stored

Item	Weight

Money

Character Sketch

Character Background /Notes

Hikaru is a warrior past his prime. Old enough to remember the last time the human race faced extinction. A product of the genetic-breeding programs enacted when the Artificial Intelligences humankind relied so much on during the last days of the Union rose up against their creators. Hikaru was trained in camps with others breed for war for a single purpose, to destroy the machines and their minions, and save mankind. They succeeded and humanity rose from the ashes proven and tempered. The genetic-breeding has allowed Hikaru to live far longer than the average human and to once again face the extinction of the human race. Unlike during the AI Wars there is no clear enemy this time around. There is only the hope of this last desperate attempt.

	C				\Λ	lar						Хр		Ra	ank		i	Attr?	PP?
	C		d	ge	VV	UI I	IUS							Nov	vice (C)-20)		X	
Name	Ash Strat	ton, Se	curi	ity Field	l Expei	rt								Sea	asone	d (21-4	0)		
Race	Human						Ag	е	27				20	Vet	eran ((41-60)			
Setting	The End i	is Near					Heig	jht						Her	oic (6	1-80)			
Player							Weig	ght						Leg	endai	ry (81+)		
	Attributes				Wou	unds						Tot	al	Ba	ase		Мо	ds	
Agility *		d8		-1	-2	-3	INC			Pace	Э								
Smarts		d4			-1	-2				(base 6	5")		6		6				
Spirit		d4			Fat	igue				Parr									
Strength	*	d8		*Enc	umbra	nce Pe	nalty		(2+	half Fig	hting)		7		7				
Vigor		d8		-1	-2	-3				bughn						Arm	or:		3
	Skills		•		Limit	4	0		(2	2+half Vi	gor)		6		6		9)	
Athletics	(S) *	d8		Max We	eight	10	60		C	haris	ma		0		0				
Boating (A) *				Hindr	ances		Eff	ect										
Driving (A	4) *			Code of	Honor ((Major)		Cha	aract	ter kee	ps his	s wor	d and	l acts l	like a	a gent	lem	an	
Fighting	(A) *	d10		Enemy	(Minor)			Cha	aract	ter has	a rec	curring	g nen	nesis d	of so	me so	ort		
Gambling	g (Sm)			Quirk (N	/linor)			Car	n nev	ver be	still, fi	idgety	ý						
Medicine	(Sm)																		
Intimidati	,	d4																	
Investiga	tion (Sm)			Edges Effect															
Knowledg	ge (Sm)	-		Martial Arts Never considered unarmed, +d4 to unarmed															
								uai	nage	age rolls									
				Brawler				+2 to unarmed damage rolls											
				Nerves	of Steel			Ign	Ignore 1 point of wound penalties										
Medicine	(Sm)			No Mer	су			Ma	y spe	end Be	nnies	s on d	amag	ge rolls	S				
Notice (S	Sm)	d4																	
Persuasi	on (Sp)			Power	s (Trap	oping)	F	P	Dι	uration	ו Ra	inge		Dar	mag	e/Ef	fect	t	
Piloting (A)																		
Repair (S	Sm)																		
Riding (A	() *																		
Security	(Sm)																		
Ship Ops	s (Sm)																		
Shooting		d8																	
Stealth (A	4) *	d6				<u> </u>													
Streetwis	se (Sm)			PP															
Survival	(Sm)			<i>.</i>	Armor ⁻	Туре	<i>I</i>	٩rm	or	Cov	ers	Not	es						
Taunt (Si	m)			Space	suit, ar	rmored		3		Full k	oody	+4	Vigo	or vs h	neat	and	со	ld	
Throwing		d8																	
Tracking	(Sm)	d4																	
Weapon			R	lange	Dan	nage	ROF	Sh	ots	Min.	Str.	Not	es						
La	aser Pistol		15	/30/60	1-3	3d6	1	2	24	-	-			Se	mi-/	Auto			
Una	armed attac	k		-	d8+	d4+2	-		-	-	-	١	Not c	consid	dere	d un	arn	nec	ł
Mol	ecular Knif	e		-	d8+0	d4+2	-		-	d	4				AP2	2			
G	vroiet Rifle		24	/48/96	2	d8	3	1	0	-			N	o rec	oil ii	n zer	0-0.	1	

	ent Carried	
Item		Weight
Spacesuit		12
Laser Pistol		4
Laser Battery (for wea	apon) x4	4
Spacesuit Adhesive F	atches (10)	1
Molecular Knife		1
Gyrojet Rifle		3
Gyrojet Ammo x3		1.5
		00 5
	Weight Carried	26.5
Load Limit 40	Multiple	

Equipment Stored

Item	Weight

Money

Character Background /Notes

Ash has served in various mercenary companies, a veteran of many skirmishes despite relative youth. A deserter from planetary conscription Ash traveled the galaxy working for the highest bidder, often switching sides when the money was right. When taken prisoner after a rout Ash was about to be spaced when an old grizzled commander spared the life of the defeated mercenary. Ash became Hikaru Valise's protégée. The old genetically engineered soldier taught Ash about honor, duty and the finest points of war. Ash returned the kindness by taking care of the hoary warrior when old enemies came to enact revenge. Despite impending doom Ash remains optimistic following the advice an officer shared long ago, "There is always an out. You just have to figure out what it is?"

	C	` _\		20	١Λ	lor	Ida					Хр)		Rank		Attr	? PP?
	C	av	d	ge	VV		<u>103</u>							I	Novice (0)-20)	X]
Name	Jean-Mar	ie, Sup	por	t Servio	ces									;	Seasone	d (21-40)		
Race	Human						Ag	je	51				20	,	Veteran ((41-60)		
Setting	The End i	is Near					Hei	ght							Heroic (6	1-80)		
Player							Wei	ght							Legenda	ry (81+)		
	Attributes		_		Wo	unds						То	tal		Base	Ν	lods	3
Agility *		d6		-1	-2	-3	INC			Ра	се							
Smarts		d6			-1	-2		′		(base	e 6")		8		6		2	
Spirit		d6			Fat	igue				Ра								
Strength	*	d6		*Enc	umbra	nce Pe	enalty		(2-	+half F	ighting)	5		5			
Vigor		d8		-1	-2	-3				•	nness	6				Armo	r:	1
	Skills		_	Load	Limit		30		(2	2+half	Vigor)		6		6		7	
Athletics	(S) *	d6		Max We	eight	1	20		C	Char	isma		0		0			
Boating ((A) *				Hindr	ances		Ef	fect									
Driving (A	A) *			Greedy	(Minor)			Ch	arac	ter is	obses	ssed v	with v	vealt	h			
Fighting	(A) *	d6		Cautiou	s (Mino	r)		Ch	arac	ter is	overly	y care	ful					
Gambling	g (Sm)																	
Medicine	e (Sm)																	
Intimidati	ion (Sp)																	
Investiga	ition (Sm)	d4		_	Ed	ges		Ef	fect									
Knowled	ge (Sm)	-		Fleet Fo	ooted			+2	Pace	e, d1	0 runr	ning d	ie ins	tead	of d6			
				Luck					+1 Benny per session									
				Smuggl	er			+2 to Persuasion rolls when speaking to law enforcement officials and +2 on Piloting when you try to										
											cted w				•	wnen y	ou tr	y to
Medicine	e (Sm)							010	ly an				J	yea	omp			
Notice (S	Sm)																	
Persuasi	on (Sp)	d6		Power	s (Trap	oping)		PP	Dı	urati	on R	ange	;	D)amag	je/Effe	ct	
Piloting (A)	d6																
Repair (S	Sm)	d6																
Riding (A	A) *																	
Security	(Sm)	d6																
Ship Ops	s (Sm)	d6																
Shooting	(A) *	d6																
Stealth (A	A) *																	
Streetwis	se (Sm)			PP														
Survival	(Sm)	d6		ŀ	Armor [·]	Туре		Arm	or	С	overs	; No	otes					
Taunt (Si	m)			Space	suit			1		Ful	l bod	y +4	Vig	or v	s heat	and c	old	
Throwing	g (A) *																	
Tracking	(Sm)																	
Weapon			R	ange	Dar	nage	ROF	Sł	nots	Mi	n. Str.	No	otes					
La	aser Pistol		15	/30/60	1-:	3d6	1		24		-			S	Semi-A	Auto		

Equipment Carried	
Item	Weight
Spacesuit	10
Laser Pistol	4
Laser Battery (for weapon) x4	4
Spacesuit Adhesive Patches (10)	1
Handheld Computer	5
Techkit	5
Weight Carried	
Load Limit 30 Multiple	29

Equipment Stored

Item	Weight

Money

Character Sketch

Character Background /Notes

Jean-Marie was once a labor leader, business owner and political figure in the Colonies. When the systems were integrated into the Cooperation Sphere the resulting economic collapse left Jean-Marie destitute. Never one to give up Jean-Marie began a new life as a merchant ferrying cargo across the galaxy, both legal and otherwise. The smuggler was captured and tried but given another chance by working with the Church of the Savior. Within the Church's vast structure Jean-Marie became instrumental in the Support Services branch, the unglamorous job of supplying and ensuring day to day operations continued without a hitch. With family and friends in the arks, when the Support Services staff was dismissed Jean Marie volunteered to stay behind and see this endeavor to the very end.