

## Military

Conflict is everywhere in the Expansionary Era, whether quelling restive Core World populations, policing problematic cultures, or conducting pre-emptive or defensive wars or peacekeeping missions on the volatile Frontier. Military characters may work for the Armed Services Instrumentality, Space Force, or SCI Force, or may be representatives of rediscovered world or lost colony armed forces. On the Fringe they may even be mercenaries.

**Permissions:** Access to restricted military equipment of available tech indices (page XX).

### SAMPLE BUILD: AFI TROOPER

Far from being a monolithic military organisation, the Armed Forces Instrumentality is a loose association of fighting forces from many worlds, from the Core to the Fringe, under the leadership of general staff sentiences and senior generals. AFI troopers come from many different units with varying traditions, with one goal: to protect the Commonality from external threats. The Commonality was caught unprepared by the Venu War: with the AFI, it refuses to make the same mistake twice.

**High Concept:** *Lethal Commonality Killing Machine, Dashing Drop Trooper, Veteran of the Venu War.*

**Trouble:** *Blind Rivalry With Tornado Company, I Was Only Following Orders.*

**Skills:** Physique, Provoke, Ranged Combat.

**Stunts:** Covering Fire, Heavy Weapons Specialist, Tough As Nails.

**Enhancements:** Accelerated Healing, Aggressor Implant, Enhanced Reflexes.

**Equipment:** Blaster weapon or slug thrower, dispersion field, shock suit.

### SAMPLE BUILD: ASSASSIN

The Commonality values its own stability and continuity above all, and if that means removing certain people, then so be it. Assassins are often mechanicals or other synthetics, highly professional and almost untraceable. Most people targeted for “clearing” by Commonality administrators never even know it.

**High Concept:** *Hi-Tech Assassin, Deranged Blade for Hire.*

**Trouble:** *Losing Touch With Humanity, I Have the Death Sentence In Thirteen Sectors.*

**Skills:** Ranged Combat, Stealth, Unarmed Combatants.

**Stunts:** Called Shot, Killing Stroke, Vanish.

**Enhancements:** Attack Enhancement, Ranged Combat Chip, Subdermal Projector.

**Equipment:** Intrusion fold, monitor band cloak, stealth field.

### SAMPLE BUILD: HiTAT ASSAULT TROOPER

The Hi-Threat Assault (HiTAT) Trooper is an AFI special forces group trained for operations in theatres with a high materiel component, such as in combat against Venu combat walkers or other mobile mechanised artillery.

**High Concept:** *Grim-Faced Armour-Clad Killer, Elite Mechanised Killing Machine.*

**Trouble:** *Sees Combat Solutions to Everything, No Social Skills.*

**Skills:** Melee Combat, Physique, Ranged Combat.

**Stunts:** Heavy Weapons.

**Enhancements:** Aggressor Implant, Enhanced Musculature, Synthetic Musculature.

**Equipment:** EVA Harness, Hi-Threat Assault Armour, Plasma Launcher.

### SAMPLE BUILD: MERC

Mercenaries are discouraged in the Commonality, but this hasn't stopped companies cropping up all over the Fringe. Conflict is endemic, and often waged at massively different tech indices; professional fighting companies who can level the field and achieve specific objectives on budget and on time are in constant demand.

**High Concept:** *Dead-eyed Mercenary Veteran, Fringe World Cadre Trainer.*

**Trouble:** *In It for the Money, Legal Grey Area.*

**Skills:** Melee Combat, Ranged Combat, Resources.

**Stunts:** Grease the Wheels, Heavy Weapons Specialist, Killing Stroke.

**Enhancements:** Aggressor Implant, Defence Chip, Transdermal Reinforcement.

**Equipment:** Personal weapon and / or heavy weapon, shocksuit and / or dispersion field.

### SAMPLE BUILD: REGULAR ARMY

Rediscovered world and lost colony armed forces train competent soldiers. Not as heavily-armed or well-equipped as the Commonality military, they lack nothing in combat ability and esprit de corps — despite what others might think.

**High Concept:** *Loyal Ground Pounder, Career Military.*

**Trouble:** *Unused to Offworld Service, Chip on the Shoulder, Out of Date Tech.*

**Skills:** Athletics, Physique, Ranged Combat.

**Stunts:** Grappler, Quick on the Draw, Take the Blow.

**Enhancements:** (If available) Aggressor Implant, Defence Chip, Ranged Combat Skill Chip.

**Equipment:** Blaster weapon or slug thrower, mesh and / or dispersion field.

### SAMPLE BUILD: SCI FORCE ENFORCER

SCI Force culture ops aren't always slick faceless operations dealing with remote information management and memetic control. Sometimes, you have to get up close and personal, especially when the other side is trying to make its point down the barrel of a gun. SCI Force enforcers are highly-trained agents designed to tackle violent cultural conflict head-on.

**High Concept:** *Unyielding SCI Force Armsman, The Hammer That Knocks the Nail In.*

**Trouble:** *Haunted by a Past Life, Jumps to Violent Solutions.*

**Skills:** Notice, Provoke, Ranged Combat.

**Stunts:** Armour of Fear, Danger Sense, Uncanny Accuracy.

**Enhancements:** Enhanced Reflexes, Ranged Combat Skill Chip, Subdermal Null-weapon.

**Equipment:** Combat drone, haze field, p-suit with PSA.

### SAMPLE BUILD: SPACE FORCE MARINE

Space Force marines are legendary throughout the Commonality for their military competence and ability to get the job done using precisely targeted and unyielding violence. They're usually found onboard Space Force vessels in hotspots inside the Commonality and out on the Fringe, but can also be found dirtside where local conditions demand.

**High Concept:** *Heroic Defender of the Space Lanes, Away Team Weapons Specialist.*

**Trouble:** *Blood-drenched Reputation, Loves a Good Brawl, First Into Trouble.*

**Skills:** Athletics, Physique, Ranged Combat.

**Stunts:** Coolness Under Fire, Tough As Nails, Zero-G Combat Specialist.

**Enhancements:** Aggressor Implant, Artificial Nervous System, Defence Chip.

**Equipment:** Sealed compound armour, dispersion field, EVA harness, null rifle.

### SAMPLE BUILD: VENU TROOPER

Feared for their dedication to the God-Emperor, Venu troopers are rumoured to be hideous mutants beneath their brightly-decorated legion armour. They aren't as well-trained as Commonality forces, but make up for it with fanaticism and no self-preservation instinct.

**High Concept:** *Mutant Venu Trooper, Faceless Fanatic.*

**Trouble:** *Ruled by Fear, Gear Leaks Z-Radiation.*

**Skills:** Physique, Provoke, Ranged Combat.

**Stunts:** Armour of Fear, Coolness Under Fire, Tough As Nails.

**Enhancements:** May have mutations (natural abilities) like: Energy Generation (Radiation)\*, Horrific\*, Massively Muscled\*.

**Equipment:** Frag grenades, Venu disruptor rifle, Venu trooper armour.

## Rogue

The Commonality likes to think of itself as a monolithic utopia, where everyone is cared for and no one is excluded from the pansentient projects of Expansion and Rediscovery. This isn't true: all across the Commonality, from the teeming continent-spanning metroplexes of the Core Worlds to the neglected backwaters of the Fringe World space lanes, people fall through the cracks, living by their wits and forming vibrant subcultures far from the Commonality's dreams of benevolent supervision.

**Permissions:** Illegal access to restricted military equipment of appropriate tech indices; organisations as extras.

### SAMPLE BUILD: ENTERTAINER

Entertainers range from classically-trained and enhanced dancers in the stadia of Jiva, whose bodies themselves are works of art, to singers and dancers in just about every starport bar across the Fringe. Entertainer characters are



often on the move, with a network of contacts seemingly on every world; and, when the work's thin, they do a little other business on the side...

**High Concept:** *Voice of an Angel, Dive-bar Muso, Star City Showgirl.*

**Trouble:** *Made the Bargain at the Crossroads, Fame Costs, Addict, Sugar Daddy.*

**Skills:** Contacts, Deceive, Rapport, Will.

**Stunts:** Acting, Fortress of the Will, Performance.

**Enhancements:** Cosmetic Enhancer, Pheromone Synthesis, Variform Body Plan.

**Equipment:** Haze field, personal equipment (musical instruments, etc), helper drone.

### SAMPLE BUILD: GAMBLER

Gambling, like religion, is heavily controlled within the Commonality, and generally banned in the Core Worlds (unless part of some complex social ritual). Needless to say it thrives — and, out on the Fringe, it's as popular as ever. Gambler characters know when it's time to quit, either to avoid losses or just unwelcome attention.

**High Concept:** *Cool-headed Player With Nerves of Steel, Compulsive Gambler.*

**Trouble:** *I Owe a Guy, Adrenalin Junkie, Lost Everything.*

**Skills:** Deceive or Provoke, Resources, Will.

**Stunts:** Cool Customer, Hard Boiled, I'm Good For It.

**Enhancements:** Enhanced Reflexes, Pheromone Synthesis, Sensory Enhancement.

**Equipment:** Concealable weapon, haze field, flashy or trashy personal effects.

### SAMPLE BUILD: GANGSTER

Commonality sentiences and Mindscape sentinels constantly look out for organised crime networks, and as a result such networks are the most close-mouthed, paranoid, and over-violent bunch of sociopaths and psychopaths you could never hope to meet. On the Fringe, gangsters are more common — but they're falling like cut wheat before their fearsome Commonality brethren.

**High Concept:** *Head of the Maratolbi Brotherhood, Bullet-headed Muscle.*

**Trouble:** *Anger Management Issues, You Gotta Be Loyal, Looking Out for Number One.*

**Skills:** Deceive, Provoke, Will.

**Stunts:** Mindburn, Mind Games, Torturer.

**Enhancements:** Aggressor Implant, Black Chip, Synthetic Musculature.

**Equipment:** Criminal underground as extra; monitor band cloak, personal weapon, repulsor field.

### SAMPLE BUILD: UNDERWORLDER

People fall between the cracks of Commonality society everywhere, and end up in the underworlds — subcultures, underclasses, hidden cities of desperate individuals living on their wits and whatever drops down from above. Many underworlders are xenomorphs, but in the chaos of the Expansionary Era, anyone can find themselves in a benighted world where the protections and comforts of everyday life are suddenly gone.

**High Concept:** *Undercity Lowlife, Downtrodden Dreamer From the Undertow.*

**Trouble:** *On the Run, Thick Accent and Coarse Manners, Light-fingered, Trust Issues.*

**Skills:** Intrusion, Melee Combat, Stealth.

**Stunts:** Face in the Crowd, Hacker, Killing Stroke.

**Enhancements:** (If available) Black Chip, Chameleon Field, Nanocells.

**Equipment:** Intrusion fold, personal melee weapon, maybe personal ranged weapon.

### SAMPLE BUILD: ZEALOT

Rediscovery has not only brought the Commonality into contact with new worlds, it has introduced new cultures and new ideas — new **memes** — to wreak havoc in long-stable societies. Zealot characters represent one of these memes, promoting it wherever they go, often at considerable personal cost and even danger. The Commonality discourages such activities — so zealots are likely underground, too.

**High Concept:** *Devotee of a Forbidden Religion, Violent Radical With an Explosive Agenda.*

**Trouble:** *Blinded by Faith, Running Away From a Previous Life.*

**Skills:** Contacts, Deceive or Rapport, Will.

**Stunts:** Acting or Performance, Ear to the Ground, Hard Boiled.

**Enhancements:** Black Chip, Chameleon Field, Subdermal Projector.

**Equipment:** Monitor band cloak.

## Sci-Tech

Every instrumentality needs a scientist, just as pretty much every ship or shipyard needs engineers. Maybe you work with your hands, putting buildings, people, or synthetics back together; maybe you're a virtualist or a theoretician, spending most of your time in the Mindscape.

**Permissions:** Access to labs, various extras.

### SAMPLE BUILD: EIDOLON ENGINEER

Eidolons, the synthetic personalities compiled from the thanograms of the dead, are created in eidolon rigs by

eidolon engineers. They're responsible for ensuring the new sentiences meet the Eidolon Compliances (page XX), redacting those who undergo eidolon crisis, and destroying those who do not meet their exacting standards.

**High Concept:** *Godlike Creator of Artificial Minds, Inspired Eidolon Artist.*

**Trouble:** *We're All Just Thanograms in the End, Haunted by Eidothanasia.*

**Skills:** Empathy, Investigate, Technical.

**Stunts:** Eidolon Engineer, Psychologist, Redaction.

**Enhancements:** Nanocells, Special Ops Chip, Technical Skill Chip.

**Equipment:** Eidolon rig, PMI.

### SAMPLE BUILD: GENURGIST

Most Commonality genurgists are Chembu, but not all. Genurgist characters may enhance other characters, and even create new enhancements. They're likely to be enhanced themselves, seeing their own bodies as living laboratories.

**High Concept:** *Chembu Genurgic Engineer, Cutting-Edge Enhancements Innovator.*

**Trouble:** *Experimental Interventions, Sees Every Imperfection.*

**Skills:** Resources, Science, Technical.

**Stunts:** Genurgic Engineer, Money Is Power, Specialist (Genurgy).

**Enhancements:** Extended Lifespan, Neurosynthetic Extensors, Technical Skill Chip.

**Equipment:** Genurgy lab.

### SAMPLE BUILD: MEDITECH

The classic meditech, skilled in diagnosis and treatment of physical wounds and (sometimes) mental damage, is still in demand — although some are synthetics, closely allied with the autodocs.

**High Concept:** *Cool-Headed Combat Medic, Grouchy Starship Meditech.*

**Trouble:** *Dammit, I'm a Doctor, Not a [\_\_\_\_]; Dogged by Violence and Disaster.*

**Skills:** Empathy, Science, Technical.

**Stunts:** Meditech, Psychologist, Specialist (Medicine).

**Enhancements:** Energy Fold, Nanocells, Technical Skill Chip.

**Equipment:** Biomed array, biomed kit, PSA.

### SAMPLE BUILD: MEMETIC ENGINEER

It's difficult to view a culture as one big engineering project — unless you're a memetic engineer. These extraordinary individuals adjust cultural ideologies, excise

and implant new memes, and guide the development of entire civilisations.

**High Concept:** *Memetic Engineer In the Culture Wars, SCI Force Memplex Manipulator.*

**Trouble:** *Lost in Abstraction, The Bigger Picture.*

**Skills:** Empathy, Intrusion, Technical.

**Stunts:** Cultural Intrusion, Cultural Redaction, Memetic Engineer.

**Enhancements:** Dispersed Control Enhancement, Neurosynthetic Extensors, Skill Chip.

**Equipment:** Culture as extra, PMI, PSA.

### SAMPLE BUILD: MINDSCAPE ENGINEER

Many Mindscape engineers are synthetics, and some are node minds responsible for the day-to-day management of global Mindscape instances. Mindscape engineers create imposables, customise sentinels, and design unique experiences with fictionals and other Mindscape virtual entities.

**High Concept:** *Otherworldly Mindscape Engineer, Virtuality Artist.*

**Trouble:** *Constantly Distracted, Incongruous In Actuality.*

**Skills:** Intrusion, Technical, Will.

**Stunts:** Domination, Hacker, Mindscape Engineer.

**Enhancements:** Imposality, Neurosynthetic Extensors, Special Ops Mindscape Instance.

**Equipment:** PMI.

### SAMPLE BUILD: SCIENTIST

Commonality scientists enjoy a depth of knowledge 21st century scientists can only dream of. Extreme specialists, they have Mindscape access to the whole scientific knowledge of humankind — and even the augmented intelligence to know what to do with it. Scientific research in the Expansionary Era is taking humankind into new frontiers of experience.

**High Concept:** *Bright-eyed Commonality Scientist, Scientific Visionary.*

**Trouble:** *Obsessed With a Secret Plan, Science Solves Everything.*

**Skills:** Science, Technical, Will.

**Stunts:** Always Making Useful Things, Polymath, Specialist (Science Specialty).

**Enhancements:** Energy Fold, Neurosynthetic Extensors, Science Skill Chip.

**Equipment:** Hand scanner / PSA, Science specialty lab.

### SAMPLE BUILD: STARSHIP ENGINEER

Small starships often combine the roles of pilot and engineer, or include repair drones. Larger vessels require