

NAME

SULDOKAR'S WAKE

Diplomat
BACKGROUND

Apt
TYPE

Blood
LIFE-FORM

ROLL TYPE	LIFE-FORM	BACKGROUND	IMPLANT	OTHER	SCORE
1	1	2			4
0	1				1
1	2	2			5
3	2	2			7
2	2				4
1	2				3
0	2				2
1	2	1			4

0 SHADOW	0 REPUTATION	0 INSURANCE	0 0 COORDS
Geography (A) Culture (M) Bluffing (M) Vehicles (S)			
KEYWORDS 4			
IMPLANTS 1			
SPACES 1			

Harm Meter

Ph	N
◇-20-◇	
◇-19-◇	
◇-18-◇	
◇-17-◇	
◇-16-◇	
◇-15-◇	
◇-14-◇	
◇-13-◇	
◇-12-◇	
◇-11-◇	
◇-10-◇	
◇-09-◇	
◇-08-◇	
◇-07-◇	
◇-06-◇	
◇-05-◇	
◇-04-◇	
◇-03-◇	
◇-02-◇	
◇-01-◇	

IDENTITY & APPEARANCE

LANGUAGES

Pidgin
Vatori

INJURIES

RESISTANCES & VULNERABILITIES

ANIMALS, DRONES, VEHICLES & BOTS

PERMANENT RESIDENCE

EQUIPMENT

FUNDS

 50 e
 50 parts

GUNTA

3 beginner Coins

→ CONTAINER

THE CRAWLER PILOT

ARCHETYPE

People think that being a crawler pilot is about having good reactive ability and being able to multi-task and hold your nerve. And sure, it is too, but that is only a small part of the story. On the dozen vessels you have piloted, your *people* skills have counted the most. For example: Crawling from Oma to the Empire takes two weeks. Yes, let that sink in for a bit. That is *sixteen days* with over a dozen people getting along in a very small, closed space. If you want to get to where you are going in one piece, you need to be able to deal with that fact—in addition to any technical problems, poor routes, bad weather, horrors, brigands and the ever lingering threat of the Gale. When some hot shot in the hangars says he has heard that you are one of the very best, looking to challenge you in some way, you just smile and say “how kind,” “surely not” and “I’m sure they exaggerate.” But it is true, and you just proved it.

ARCHETYPE BOON

You own a run down crawler. All you need is a crew and 400 E to buy a new flux recombombulator.

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