

Adrian Thomsen

BACKGROUND



Description: You are a very attractive young man (22), and like to show that off. When you're not flying your Exo, you like to chat up the ladies, or just generally talk about yourself. You are physically fit, if a little smaller than average. You have styled blue hair, and spend way too much time getting it to look good.

Background: You are the best pilot in the whole of the Jovian system, or so you quite confidently tell everyone. You graduated from flight academy, top of your class, and immediately began to make a name for yourself. You were transferred to the JSS Tri-Star, and Valiant Class Strike Carrier, capable of individual operation, without any support from the fleet. It made your year, when you discovered that the newest vid-show was going to be made about you and the crew of the ship. It was to be called EXOs, and would document the experiences of the Tri-Star as it went about its routine patrols in the Jovian system, and neighbouring systems.

You naturally assumed that you were the reason they were filming it, as Devon (the director) quite constantly recommends that you take risks, and show off your skills. You are more than happy to oblige, but Lieutenant Maddog, seems to be jealous, by telling you to keep in line and stop disobeying orders. For the most part you respect that, you don't want to be taken off duty, but any time you can get away with it, go for it!

ATTRIBUTES

Alert	2d+3
Body	2d+1
Int	2d
Mind	2d
Cha	2d+2

SKILLS

Combat.S	3d+3	Leadership	2d+2
Comms	2d	Nav.Space	1d
Dodge	2d+3	Seduction	1d+2
Exo-Pilot	3d+3	Small Arms	3d+3
Gunnery	3d+3	Grooming	2d+2
Brawl	1d+3		

WOUNDS

Type	Score	Penalty	Number
Flesh	31 - 45	-1	
Deep	46 - 75	-2	
Total Penalty		(max -5):	
Armour: Light Composite(+16)			

WEAPONS

Name	Roll	Dam	ROF
AutoPistol	3d+3	15x	1
Fist	1d+3	5x	N/A

EMERGENCY DICE: 2

Rosie Divine

BACKGROUND



Description: You are a very attractive young woman(18), with a bubbly and positive personality. You never really grew up, and still love cute fluffy animals, ribbons and things. You dress in whatever you feel like, but always tie up your long brown hair with ribbons. You are a little smaller than average, but you're very nimble, and no one can resist your charming personality.

Background: You are fresh out of Jovian flight Academy, full of ambition about your future in the Jovian Armed Forces. You learnt from your Father, Colonel Divine, about some new vid-show being filmed, apparently it was going to be a reality show about the experiences of a Jovian Cruiser as it patrols through Jovian space.

You immediately felt that it was the ship that you wanted to be a part of, and begged your father to transfer you to the ship. He eventually caved, and he gave you a letter of transfer to the JSS Tri-Star. When you arrived, you found immediate acceptance with the majority of the crew, they seemed to enjoy having your youthful bubbly personality around the ship. Only Captain Helena Juno and Lieutenant Drake Maddog seemed to have a problem with your age and experience, being on an important vessel like the JSS Tri-Star.

You also convinced the mechanics, to give your Exo-Armour a new paint job. Now it sports a Pink and purple colour theme, that a lot of the older crew think is distasteful, you don't care, you think that it's cute. But the mechanics drew the line at the giant pink ribbons....

ATTRIBUTES

SKILLS

Alert	2d+2	Combat.S	3d+2	Small Arms	2d+2
Body	2d-1	Comms	1d+1	Dance	2d+2
Int	2d+1	Dodge	2d+2	Seduction	2d+3
Mind	2d+1	Exo-Pilot	3d+2	Acrobatics	2d+2
Cha	2d+3	Gunnery	2d+2	Grooming	2d+3
		Theatrics	2d+3		

WOUNDS

WEAPONS

Type	Score	Penalty	Number
Flesh	26 - 40	-1	
Deep	41 - 70	-2	
Total Penalty		(max -5):	
Armour: Light Composite(+16)			

Name	Roll	Dam	ROF
Pistol	2d+2	15x	0
Fist	unskilled	2x	N/A

EMERGENCY DICE: 3

Captain Helena Juno

BACKGROUND



Description: You are 28 years old, with a normal build, and fairly attractive features. You have cropped, black hair; and blue coloured eyes. You like to dress in sharp, clean clothes, often wearing the prescribed Jovian Captain's Uniform. You are very clever, with a sharp mind, and a calm and collected demeanour through any situation.

Background: You are the captain of the JSS Tri-Star a valiant class strike carrier. You were offered the choice of promotion very recently, under the condition that they would be able to film a series of Vid-shows, about the experiences of a star fairing crew, keeping the peace within the Jovian system, and neighbouring systems. You took it thinking it would only be a few interviews, camera shots etc. You sure were wrong! The show took off and became a system wide phenomenon. As popularity increased so to did the call for more daring missions, stunts and explosions!

You did not approve of this initially, but the fact of the matter is that you are captain of only 1 of 3 Valiant class Strike Carriers in the whole of the Jovian fleet! While the fame can be somewhat uncomfortable, and the respect you get from fellow captains is slightly lessened, you figure it'll all be over soon enough. Despite the routine missions occasionally being over-complicated by the director Devon Malachai, you have control over the ship and the operations, your number one priority being the safety of the pilots and crew.

You act primarily as the commander of the ship, but you are an equally accomplished Exo pilot, from your earlier days in the Jovian Armed Forces. You are perhaps the most famous ships captain in the Jovian Fleet, due to your public exposure, but this has other captains calling you a 'Phoney', and claiming that 'you are there for 'show''. You endeavour to prove to them that this is not true.

ATTRIBUTES

Alert	2d+1
Body	2d
Int	2d+3
Mind	2d+1
Cha	2d+1

SKILLS

Combat.S	2d+1	Security	2d+3
Comms	1d+3	Business	1d+3
Dodge	2d+1	Leadership	3d+1
Exo-Pilot	2d+1	Tactics	3d+3
Gunnery	2d+1	Grooming	1d+1
Navigation	2d+3	Small Arms	1d+1

WOUNDS

Type	Score	Penalty	Number
Flesh	29 - 40	-1	
Deep	41 - 65	-2	
Total Penalty		(max -5):	
Armour: Light Composite(+16)			

WEAPONS

Name	Roll	Dam	ROF
L.Pistol	1d+2	8/17x	0
Fist	Unskilled	3x	N/A

EMERGENCY DICE: 1

Lt. Drake Maddog

BACKGROUND



Description: You are 43 years old; you have un-kept, long, blond hair (going grey in places), and have very rough features. You shave infrequently, and generally look pretty scruffy no matter what you are wearing. You are a large man, quicker than what people give you credit for, and are fairly hardened to the harshness of combat, having seen many comrades die and be injured in the service of the JAF. As such you appear emotionless, when in actual fact you only wish to hide your emotions, as they may be considered a weakness.

Background: You were a member of the JAF prior to your transfer to the JSS Tri-star, a Strike Cruiser designed to be deployed individually. You were a Veteran in the Jovian Armed Forces, having served in many different squadrons for 25 years, showing your ability to adapt to many different combat situations. However what you didn't anticipate on joining this crew was that they would be filming the new series 'EXOs', a vid program about the life of a JAF patrol cruiser, and the issues they faced while enforcing the law in Jovian and nearby space. You thought it would be no big deal, just a few interviews and camera shots, nothing that would get in the way of your job. You sure were wrong about that one! After the first few shows were aired, it became a hit system wide, and with strong followings on mars, and even as far as the orbital settlements around Earth.

As a result, military excursions are being influenced by the Directors need to keep the ratings up. Funding for your operations has increased, various developmental Exo-Armours have been placed under your command, and some of your wingmen (and women) have let it go to their heads. Now routine skirmishes have become over-complicated with dangerous manoeuvres, all for the sake of ratings. You however have managed to keep most of the Exo squadron under your control and have gained a healthy respect from each of them.

ATTRIBUTES

Alert	2d+2
Body	2d+2
Int	2d+1
Mind	2d+2
Cha	2d-1

SKILLS

Combat.S	2d+2	Leadership	3d-1
Comms	2d+1	Nav.Space	1d+1
Dodge	1d+2	Tactics	3d+1
Exo-Pilot	3d+2	Small Arms	2d+2
Gunnery	3d+2	Interrogate	2d-1
Brawl	2d+2	Survival	1d+1

WOUNDS

Type	Score	Penalty	Number
Flesh	39 - 60	-1	
Deep	61 - 106	-2	
Total Penalty		(max -7):	
Armour: Light Composite(+16)			

WEAPONS

Name	Roll	Dam	ROF
Gauss Rifle	2d+2	35x	1
Fist	2d+2	7x	N/A

EMERGENCY DICE: 0

Devon Malachai

BACKGROUND



Description: You are a middle-aged man (38), small in stature, and with angular features. You have styled black hair, a small moustache, and wear thick framed, but stylish glasses. You are always immaculately clean and a snappy dresser, with all the latest tailor made suits direct from Venus. You are quietly arrogant, considering yourself a modern artistic genius and show this by acting superior to all the crewmembers aboard the Tri-Star. You love to be in control of any situation, and are somewhat frustrated by some of the disrespectful crew you have to deal with.

Background: You are a visionary, a man of ambition, and the director of the newest reality Vid –Show. Being a fairly influential member of Morningstar Entertainment, (The Venusian Film Company) you got this particular job with relative ease. Exos, the show you are directing is a joint production with a Jovian Film company, Laguna Films. However this little collaboration of nations is not the friendly gesture it appears to be on the surface. Currently The Venusian Bank has been providing a lot of financial support to CEGA (Earth), and in order to make Venus seem like a more neutral stellar nation, they are collaborating with CEGA's enemy, The Jovian Confederation, in this little production.

On the JSS Tri-Star, an independent patrol carrier, you direct the show EXOs. It is your job to film the Exo pilots while they are flying any given mission. You accomplish this through your various camera drones, and your customized camera exo-armor. It is also your job to interview crew on their thoughts and feelings, as well as pirates and enemy pilots that the Jovians capture on their various patrols. This however is sometimes not enough, so you secretly encourage the young and easily influenced hotshot pilots, to regularly attempt daring manoeuvres, to spice up even the most mundane space combats. As a result of your artistic genius, EXOs is one of the highest rated vid-shows, with viewers tuning in from as far as the orbital settlements surrounding earth!

ATTRIBUTES

Alert	2d+1
Body	2d
Int	2d+2
Mind	2d+1
Cha	2d+2

SKILLS

Combat.S	1d+1	Leadership	2d+2
Comms	1d+2	Theatrics	3d+2
Business	2d+2	Etiquette	3d+2
Exo-Pilot	2d+1	Small Arms	2d+1
Gunnery	1d+1	Notice	2d+1
Disguise	2d+2	Forgery	2d+2

WOUNDS

Type	Score	Penalty	Number
Flesh	29 - 40	-1	
Deep	41 - 66	-2	
Total Penalty		(max -5):	
Armour: Light Composite (+16)			

WEAPONS

Name	Roll	Dam	ROF
Gy-Pistol	2d+2	15/25x	1
Fist	Unskilled	3x	N/A

EMERGENCY DICE: 3

Adrian Thornsen

DESCRIPTION

The EAL-04B Pathfinder Beta is a recent addition to the Jovian armed forces. It is a slight upgrade from the Pathfinder Alpha model, which is by far the most numerous exo-armor in current service. This Beta version saw the laminated armor panels undergo a new hardening process, increasing the armor strength and durability, without taking away from the pathfinders speed and maneuverability. The Nakasu miniaturized plasma drives have had there output increased with the use of new plasma injector cones, resulting in acceleration of just over 3 gees! Your particular model has been outfitted with the Retaliator's armament, resulting in a light exo, with the thrust of a fighter, and with weapons that can punch through any medium exo-armor currently in production!

DAMAGE

Type	Score	Number	Notes
Light	26 - 47		
Heavy	48 - 70		

SKILLS

NOTES

Manoeuvre	3d+3	
Comms	2d	
Initiative	3d+3	
ECM/Sensor	2d	

WEAPONS

Name	Roll	DM	ROF	Quantity
JAW-11A Railgun	3d+4	x16	0	1
LMJ-4 Missile	3d+2	x16	0	6
MMJ-4 Missile	3d+1	x20	0	4
PL4 Plasma Lance	3d+3	x20	0	2
Punch	3d+3	x11	0	2

EAL - 04B Pathfinder Beta

Rosie Divine

DESCRIPTION

The G-2 Ryu is the newest Venusian model Exo off of the production line. It's basic design has been only slightly modified from the G-1, but the differences are fairly significant. Due to the increased output of the lateral shoulder thrusters, and across the board component weight reduction, maneuverability and speed has been substantially increased. The armament remains relatively unchanged, except for the addition of extra hard points to fix extra missiles and other weapon systems. This version has been customized with a pink and purple colour scheme at your request, though your request for composite polymer ribbons streaming from the head unit was aptly denied.

DAMAGE

Type	Score	Number	Notes
Light	25 - 49		
Heavy	50 - 75		

SKILLS

NOTES

Manoeuvre	3d+3	+1 to all piloting rolls
Comms	1d+1	
Initiative	3d+2	
ECM/Sensor	1d+1	

WEAPONS

Name	Roll	DM	ROF	Quantity
Najima Head Laser	2d+ 2	x5	3	2
Krauss Massdriver	2d+ 2	x12	2	1
ALM- 16 Miissile	2d+ 1	x16	0	6
PL4 Plasma Lance	3d+ 3	x20	0	2
Punch	3d+ 3	x11	0	2

G - 2 RYU

Captain Helena Juno

DESCRIPTION

The JSS Tri-Star is one of only three Valiant Class Strike Carriers in operation at this point of time. It's quadruple engine pods supply the ship with a high thrust, and easily make it one of the fastest warships ever designed. Valiants, unlike most ships, were designed to operate independently. Their mission profile is long range, long term patrol without any backup whatsoever. The ship is equipped with eight Exo-armour bays, as opposed to the usual 6 the original JSS Valiant was armed with. It is also equipped with a front facing energy shield, missile bays and Point defense systems, and multiple kinetic kill batteries. The most powerful weapon on the JSS Tri-Star is the Spinal mount, slow to charge, but able to cut through orbital stations in one shot!

DAMAGE

Type	Score	Number	Notes
Light	100 -199		
Heavy	200 -299		

SKILLS

NOTES

Manoeuvre	3d - 3	May fire all weapons in a round up to the specified ROF. Spinal Laser: Takes 9 rounds to charge the spinal laser, it may fire on the 10th round.
Comms	3d+2	
Initiative	2d+1	
ECM/Sensor	3d+2	

WEAPONS

Name	Roll	DM	ROF	Ammo
1xSpinal Laser	3d	x80	0	3
Missile Bay	3d	x40	5	90
PDS System	3d+3	x10	6	Inf.
3xKineticKillCannon	3d+1	x30	3	3000ea.
Shield(front)	3d+3	x25	4	inf.

JSS Tri-Star, Strike Carrier

Captain Helena Juno

DESCRIPTION

This is the standard, Pathfinder model exo-armor. It is the most used exo-armor of the JAF, and can be considered standard-issue.



DAMAGE

Type	Score	Number	Notes
Light	22 - 43		
Heavy	44 - 66		

SKILLS

NOTES

Manoeuvre	2d+1
Comms	1d+3
Initiative	2d+1
ECM/Sensor	1d+3

WEAPONS

Name	Roll	DM	ROF	Quantity
792R P. Cannon	2d+2	x16	0	1
MMJ-4 Missile	2d -1	x20	0	2
PL4 Plasma Lance	2d+1	x20	0	2
Punch	2d+1	x11	0	2

EAL - 04A Pathfinder Alpha

Lt. Drake Maddog

DESCRIPTION

The 01A Vindicator is currently the most powerful mass-produced exo-armor in the Solar System. This costly vehicle was assigned to you because of your years of skilled and dedicated service to the JAF. The Vindicator, while being a little sluggish, is a tremendous advantage in combat, due to it's heavy armament. It has two massive light missile batteries on it's legs, and enough heavy missiles to cripple a small ship, or damage a large one. It's powerful linked mass-driver/laser assembly, increase the exo's combat endurance, and it is equally as deadly in close combat with up to 3 plasma lances available in reserve! If the Vindicator had only these qualities it would truly be the king of the battle field, unfortunately it is painfully slow compared to other, smaller machines.

DAMAGE

Type	Score	Number	Notes
Light	32 - 63		
Heavy	64 - 96		

SKILLS

Manoeuvre	3d+1
Comms	2d+1
Initiative	2d+2
ECM/Sensor	2d+1

NOTES

Anti-missile system is linked, so only one roll need be made for all 5 shots.

Jovian Armor Works, EAH-01A,
Heavy assult exo-armor

WEAPONS

Name	Roll	DM	ROF	Quantity
JAW-15 Massdriver	3d+ 2	x20	5	1
J54LLaserCannon	3d+ 2	x10	8	1
HMJ-6 H.Missile	3d	x30	5	10
LMJ-1 L.Missile	3d+1	x10	3	2
PL3B PlasmaLance	3d+1	x20	0	3
AM -1 Anti-missile	3d+3	x5	5	20
Punch	3d+1	x14	0	2

EAH - 01A VINDICATOR

Devon Malachai

DESCRIPTION

The Observer is what happens when a movie production company gets a hold of a light scouting exo-armor. The M-01 is laden with extra sensory equipment and camera's, for the sole purpose of filming space combat. It's other draw point are it's multiple thruster arrays, based on similar technology to the *Hermes Brimstone*, it is able to reach an impressive acceleration of 2.4 gees. This came at an expense to armor, and the weaponry of the Observer is poor. You're use for this machine is to film space combat, and along with you're multiple camera drones, you can capture almost any angle you may require. You only ever engage in combat in self defense, and as of yet you haven't even had to fire a round.

DAMAGE

Type	Score	Number	Notes
Light	20 - 41		
Heavy	42 - 64		

SKILLS

Manoeuvre	2d+2
Comms	1d+4
Initiative	1d+1
ECM/Sensor	1d+4

NOTES

The Observer controls 4 seperate camera drones which you may control.

WEAPONS

Name	Roll	DM	ROF	Quantity
FESTar-12 Rifle	1d+2	x10	2	1
L6 Plasma Lance	2d+2	x12	0	2
Punch	2d+2	x10	0	2

M - 01 Observer