



CHAPTER 8

From: "Minerva" <adMin@core.vrdet.net>
To: "Malaclypse the Seeker" <mal@alumni.vrdet.net>
Subject: Your Winnings, Sir.
Date: Fri, 14 Mar 1999 15:56:00 -0700
X-Authword: pyramid

Boss,

Here's all the personnel data that I could grab on short notice. The bios are a bit spotty, but that's the sort of thing you have to deal with when you're running a secret organization that doesn't worry too much about background checks, ne?

Anyway, have fun with this stuff. If you need me, I'll be here. Oh.. before I forget; Admiral Yearnshaw wants to get together with you about Project Starfire, and Katze said she'd be in to bug you about something related to your retirement package this evening. (Told you you should've gone with the 401K!)

Ja mata,
Minerva

—FILE ATTACHMENTS FOLLOW—

DRAMATIS PERSONAE



WILLIAM J. KEITH

ADMIRAL, TRES CORPS / 2ND TORUS, JIHAD PRAXEUM VENIFICUS

“Self-knowledge is the beginning of all wisdom. I’ve also found strong math skills a great help.”

Will started out in the science labs. When he found out about magic, he also found out he had a knack for it, and took to the study eagerly, making it his MOS. He is carefully trying to learn all he can about the Lyran magical tradition and develop defenses against it, leaving the bulk of the Jihad’s troops secure to do their job. Still the dedicated academe, he hopes -- should he survive the war -- to oversee the gradual introduction of magic into the Mundane world. He’s well aware that the major powers of the Jihad probably have strong objections to this, so the establishment of a strong tradition to preserve the knowledge uncorrupted will have to do.

The Admiral worked his way up from Ensign rank in TRES. His first serious command was a field promotion in Operation HOMEFRONT, and he has since made more stable command rank as the CO of Chi Squadron. He is also a Councilor in the JPV.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 14 [40]

Secondary Attributes: HP 10 [0]; Will 15 [0]; Per 15 [0]; Fatigue 14 [0]; Speed 6.5; Move 6; Jihad Rank 5 (TRES Admiral, Chi Squad CO, JPV 2nd Torus) [25]; Damage Thrust 1d-2, Swing 1d; Dodge 6; Parry 12 (Staff); Block 7

Advantages: Patron (The Jihad) [40]; Alternate Identity

(Howard Dunham, number-cruncher at low-profile tech firm in San Francisco) [15]; Alternate Identity (Joe Phillips, traveling salesman, home in Houston suburb) [15]; Contact: U.S. Senator (identity varies with elections; skill Politics-18, fairly often, usually reliable) [6]; Contact: Li Taifeng (practitioner of traditional Chinese medicine in Chinatown, doctor to the underworld; skill Streetwise-18, quite often, somewhat reliable) [6]; Voice [10]; Magery 3 [35]; Psi Static (Resistible, -50%) [15]; Ally (Kit: 360-pt. psionic entity with a Mindlink to the Admiral, base 3; constantly, x4) [12]; Security Clearance (Jihad, any “need to know” information) [10]; Mathematical Ability 2 [20]



Disadvantages: Enemy (Barney & Fiends) [-60]; Duty (to Jihad, almost all the time, sometimes hazardous) [-15]; Bad Sight [-10]; Code of Honor (a straitlaced personal ethic) [-10]

Quirks: Teetotaler [-1]; Tends to babble about his latest attempt to “scientifically organize magical theory” [-1]; Left-handed [0];

Languages: English (native) [0]; Chinese (Spoken (Accented) / Written (Broken)) [3]; Lyran (Spoken (None) / Written (Broken)) [1]

Skills: Acting-16 [4]; Administration-15 [2]; Area Knowledge(San Francisco)-15 [1]; Area Knowledge(Houston)-16 [1]; Artist (Illusion)-14 [2]; Beam Weapons(Rifle; familiarities X-Rifle, Wildmon Plasma Rifle)/TL9-15 [8]; Beam Weapons(pistol; familiarities, Mathattackicus)/TL9-15 [8]; Computer Operation/TL9-17 [4]; Computer Programming/TL9-15 [4]; Current Affairs(Headline News)/TL8-16 [2]; Diplomacy-15 [4]; Driving(Automobile; familiarities, beat-up unmarked undercover jalopy)/TL8-11 [1]; Driving(Motorcycle; familiarity, Kappa-issue



personal transport)/TL9-12 [2]; Electronics Operation (Comm; familiarities, Jihadlinker, TRES HQ systems)/TL9-15 [2]; Games (Chess)-15 [1]; Games(Go)-15 [1]; Guns(Pistol;familiarities,Glock 9mm)/TL8-13 [2]; Hidden Lore (the Anomaly)-15 [2]; Hiking-13 [1]; Innate Attack (Spell projectiles)-14 [4]; Karate-10 [1]; Law(U.S. Criminal)-15 [4]; Leadership-15 [2]; Mathematics(Pure)/TL9-19 [12]; Occultism (Lyrans magic)-15 [2]; Physics/TL9-18 [8]; Research/TL8-15 [2]; Singing-14 [1]; Soldier/TL9-16 [4]; Staff-14 [8]; Strategy-14 [2]; Streetwise-14 [1]; Swimming-14 [1]; Tactics-14 [2]; Teaching-15 [2]; Writing-14 [1]

Magic: Thaumatology-23 [28]; Meta College-23 [8]; Knowledge College-23 [8]; Protection and Warning College-23 [8]; Force Dome-17 [6]; Force Wall-16 [6]; Enchantment College-22 [4]; Staff-15 [7]; Powerstone-15 [7]; Light and Darkness College-20 [1]; Sunbolt-20 [8]; Air College-21 [2]; Water College-21 [2]

Equipment: Expect the Admiral to be in uniform and carrying his staff whenever possible, and to always have at least one small Powerstone secreted for emergencies. His transport is a Jihad-issue motorcycle; it has been so long since he used the thing's mecha form that he has almost forgotten it has one.

Total Points: 500

Character Design Notes: Will used to have Honesty. He's bleakly figuring the Jihad is a bad influence on him. His ally Kit (a nickname for an unpronounceable psionic transmission) is usually quiet and undetectable, employed with as much subtlety as possible. Will's magic is the result less of study of any particular spells than academic interest in the nature of magic itself; given enough time and a few tries it's possible for him to work up complex spells, but his preference is for simple, reliable effects and a few reluctantly-honed battle spells.

As a ranking Jihaddi, Will can be used as a scenario-motivating NPC, and as a well-educated mage/physicist, can perform usefully as an offstage analyst

and advisor. As the leader of Chi Squad, his normal duties put him in contact with Mundania, so he will be able to speak knowledgeably about the current status of the Jihad's relationship with the mundane world or point a character in the direction of associated resources. On-screen, he will deal with matters earnestly and with as much attention to ethical niceties as is possible in a war zone.



MALACLYPSE THE SEEKER

DIRECTOR EMERITUS, VRDET RESEARCH DIVISION

“To the rational mind nothing is inexplicable, merely unexplained.”

Mal was born under a different name somewhere in the western United States between fifty and seventy years ago (even this much he refuses to disclose), where he had a mostly-normal childhood. At some point in the late 1960's, Mal was pulled into the world of the Illuminati. He became one of the premiere Fortean investigators of the time; while he never received any of the press attention other investigators (like Erich von Dankien) got, Mal's field research advanced the Illuminati cause by leaps and bounds. He was placed on the fast track for Secret Master status, and thus spent the years tracking down weird things and securing them for further study or sequestering in Warehouse 23.

In 1992, while on a routine phenomenon investigation, Mal stumbled upon a Jihad/Hellwyrn combat zone in the forests of Maine. Faced with the knowledge that some unknown enemy was apparently invading the Earth, and here was already a group combating that enemy, Mal called in his report and waited for further instructions.

Those instructions were: “Investigate, infiltrate and keep them out of serious trouble.”

In 1994, Mal had acquired enough data on the Jihad that he felt safe to join. He used his personal resources to set up a base of operations, then contacted the Praetor at the time, asking for admittance as a formal research lab., the Evil Geniuses for a Better Tomorrow, Inc. His quiet demeanor and rational way of thinking made him something of a “mentor” figure to many lower-ranking Jihaddi. Deserved or not, Mal quickly became a leader of the group, all the while reporting on

it to the Illuminati.

The X'hirjq invasion of 1996 effectively destroyed the Geniuses. When the Blood Jihad collapsed in 1997, Mal combined his resources with that burned-out org and created the Verthandic Rangers.

Mal headed up the Research division of the Rangers until his recent retirement. Since then, he has acted as a senior advisor to the Jihad leadership, as well as continuing his own research into paranormal phenomenon and the nature of reality. While not strictly a combat officer, Mal has no hesitation to fight if the goal of the Jihad (or his Illuminati patrons) is threatened.

Appearance: Caucasian male, approx. 30 years old, 5'9", 180 lbs, blue-gray eyes, brown hair and beard. Usually wears Hawaiian print shirts and blue jeans, with topcoat varying between lab-coat (scientific work), sport coat (“blending with the mundanes”) and black duster coat (field work). Also wears wire frame glasses with zero-prescription lenses and black cowboy hat.



Attributes: ST 12 [20]; IQ 20 [200]; DX 14 [80]; HT 13 [30].

Secondary Attributes: HP 12 [0]; Will 20 [0]; Per 20 [0]; Fatigue 13 [0]; Speed 6.75; Move 6; Jihad Rank 5 (Director Emeritus, VRDET) [25]; Damage Thrust 1d-1, Swing 1d+2; Dodge 9

Languages: English (Native) [0]; Japanese (Native) [6]; Navaho (Native) [6]; Latin (Accented) [4]; Atlantean: Spoken (None) Written (Accented) [2].

Advantages: Gadgeteer (quick cinematic) [50]; Illuminated [15]; Patron (the Jihad) [40]; Security Clearance (Jihad, any “need to know” information) [10]; Penetrating Voice [1]; Schtick (never loses his hat or glasses) [1]; Unaging [15]; Unfazeable [15].



Disadvantages: Absent-Mindedness [-15]; Code of Honor (Soldier's) [-10]; Curious [-5]; Duty (to the Illuminati) [-10]; Duty (to the Jihad) [-20]; Enemy (Barney & Friends) [-60]; Secret (member of Illuminati) [-30]; Sense of Duty (to humanity) [-15]; Vow (to build a better world) [-15]; Weirdness Magnet [-15].

Quirks: Collects unusual and anachronistic artifacts; leaves his pipe unlit; no patience with stupidity; obsession (classic science fiction); wears eyeglasses even though he doesn't need them; won't talk about his past.

Wildcard Skills: Engineering!-20 [24], Gun!-17 [60], Pilot!-17 [60], Science!-24 [96].

Skills: Administration-19 [1]; Area Knowledge(VRDET Blanca)-21 [2]; Computer Hacking-19 [4]; Computer Operation-20 [1]; Computer Programming-20 [4]; Conspiracy Theory-20 [4]; Current Affairs (Headline News)-20 [1]; Current Affairs (Politics)-20 [1]; Current Affairs (Science & Technology)-20 [1]; Driving (Automobile)-17 [12]; Driving (Motorcycle)-17 [12]; Driving (Tracked)-17 [12]; Fast-Talk-19 [1]; First Aid-20 [1]; Games (Poker)-19 [0]; Games (INWO)-19 [0]; Games (Baseball)-17 [0]; Hidden Lore (Secret History)-19 [1]; History (20th Century Europe)-19 [2]; Intimidation-19 [1]; Judo-14 [4]; Leadership-20 [2]; Literature-18 [1]; Meelee Weapons (Staff)-16 [8]; Mind Block-19 [1]; Occultism-20 [2]; Philosophy-18 [1]; Research-24 [16]; Savior-Faire (Military)-20 [1]; Stealth-16 [8]; Survival (Rural Colorado)-19 [1]; Survival (Urban)-19 [1].

Equipment: Mal usually carries several small and extremely useful tools (like the perennial favorite of Time Lords and eccentric inventors everywhere, the sonic screwdriver) in his coat pockets. He also has access to a hyperspace storage system that allows him to grab just about anything man-portable in 1D6 seconds.

Total Points: 666

Character Design Notes: Mal's gone through a number of different incarnations through the canon of Jihad stories, though they've all remained pretty close to the original concept. This one represents the most recent version, as used in the *Marraketh Connection* and *Jihad Universe 3.0* campaigns.

In a general Jihad campaign, Mal would be a good Patron for a group of VRDET PCs, especially if they're oriented towards the research end of the spectrum. His semi-official standing as Director Emeritus provides a PC group the opportunity to have "off the books" analysis done offstage, though a request like that may result in the PCs getting into more trouble as they deal with a complete wildcard. On-screen, he will attend to a situation in as efficient and quickly a matter as possible; the overall effect may seem brusque.



MINERVA FNORD

CHIEF DATA SYSTEMS OFFICER, VRDET

“Everything that’s stored on a computer, I can ferret out. Le Internet, c’est moi.”

Minerva is one of several sentient computer systems currently allied to the Jihad. The brainchild of Professor Malaclypse, Min was originally a computerized helpmeet, and helped run the Evil Geniuses for a Better Tomorrow, Inc. during Malaclypse’s early years in the Jihad. When the original Evil Geniuses complex was bombed out during the X’hrijq invasion, Min rode with Malaclypse through the fight in a spare lapframe, up to their reckless and mostly-fatal engagement with the Lizard’s invasion fleet. The original Minerva died in low orbit over California.

After the invasion, Malaclypse used backup copies of Minerva’s personality-generating code and a few scattered memory backups to rebuild his friend. However, Minerva 2.0’s personality was markedly different from her 1.0 persona. Instead of creating a fully adult personality, the generator created one more closely resembling a teenager. This “new” Minerva immediately formed a bond with Malaclypse, proclaiming him her father, and Mal responded in kind. The two remain close, and any injury or insult to either one often results in retribution from the other.

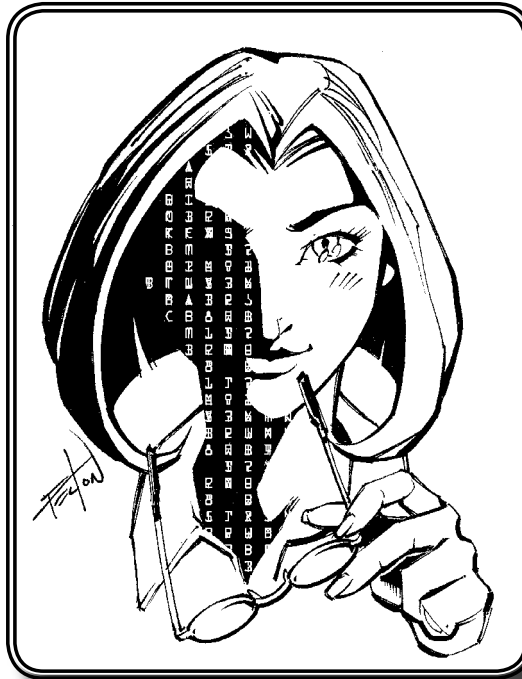
Minerva primarily resides in a Complexity 9 TL 13 megaframe in the basement of VRDET’s Blanca Mountain complex, with the official duty as Chief Systems Control Officer.

Recently, Mal and Min have quietly undertaken a project to give Minerva a “proper” humanoid body. So far, both Min and Mal have been keeping their “Project Galatea” under wraps for the time being, as they have

some doubt as to how well the rest of VRDET, much less the entire Jihad, will react...

(Note: Minerva’s stats are for her completed bioshell.)

Appearance: Caucasian female, 25 years old, 5’10”, with a fairly slender build that makes her look a little taller than she actually is, pale skin, light blue eyes and dark brown hair worn shoulder length. Minerva’s otaku tendencies have influenced the design of the bioshell’s DNA to the point where the face has a strong resemblance to a character from *Final Fantasy* - not the heavily exaggerated features of a “traditional” anime character, but the smoother, more realistic renderings done in the later games.



Attributes: ST 9 [-10]; IQ 23 [+260]; DX 11 [+20]; HT 11 [+10].

Secondary Attributes: HP 9 [0]; Will 23 [0]; Per 23 [0]; Fatigue 11 [0]; Speed 5.5; Move 5; Damage Thrust 1d-2, Swing 1d-1.

Languages: Chinese (Native) [6]; English (Native) [0]; Japanese (Native) [6]; Navaho (Native) [6]; Atlantean: Spoken (None) Written (Accented) [2].

Advantages: Alcohol Tolerance [1]; Appearance (Beautiful) [12]; Absolute Direction [5]; Absolute Timing [2]; Fearlessness(1) [2]; Resistant to Disease(+8) [8]; Eidetic Memory [5]; Extra Life (digital backup) [25]; Lightning Calculator [2]; Longevity [2]; Mathematical Ability 3 [30]; Patron (the Jihad, special abilities +100%) [40]; Unaging [15]; Visualization [10]; Voice [10].

Disadvantages: Absent-Mindedness [-15]; Curious [-5]; Honesty [-10]; Overconfidence [-5]; Proud [-1]; Reprogrammable [-10]; Sense of Duty: Mal [-2]; Shyness [-5]; Unnatural Features 2 (Animeesque



Facial Features) [-2].

Wildcard Skills: Computers!-25 [48]; Electronics!-22 [12]; Engineer!-22 [12].

Skills: Accounting-25 [12]; Acting-21 [0]; Administration-23 [2]; Area Knowledge (Cyberspace)-23 [1]; Area Knowledge (Denver)-24 [2]; Artist (Video)-23 [4]; Current Affairs (Headline News)-20 [1]; Current Affairs (Politics)-20 [1]; Current Affairs (Science & Technology)-20 [1]; Driving (Automobile)-16 [20]; Fast-Talk-21 [0]; First Aid-22 [0]; Guns (Plasma Pistol)-14 [8]; Mathematics (*n*-Dimensional Geometry)-23 [4]; Physics-21 [2]; Physics (Temporal)-20 [1]; Piloting-21 [0]; Poetry-23 [2]; Research-23 [2]; Sleight of Hand-11 [4]; Singing-12 [2]; Survival (Urban)-22 [1]; Teaching-21 [0].

Quirks: Obsession: New anime DVDs; wears eyeglasses even though she doesn't need them; cautious and deliberate; would like to have children someday; very sentimental. [-5]

Total Points: 551

Character Design Notes: For all her computing power and the addition of a adult bioshell, Minerva is still very much a kid at heart. Her curiosity and hacking skills (to say nothing of her Overconfidence) can lead her into some serious trouble, especially if she decides to go sniffing around in mundane networks. PCs may end up being tasked by Malaclypse to go retrieve a runaway cyborg before she makes a mistake and gets arrested.

Min's primary duty as the VRDET majordomo AI means that she will have more contact with players than most of the other high-ranking NPCs in VRDET. She connects the calls, provides briefing material and will be the first person on the line if the players feel a need to call in for backup. For the average PC, she's the helpful voice on the other end of a speaker, or the person who keeps beating them stupid at *Unreal Tournament* every game. PCs who've earned her enmity (difficult, but not impossible) will find that Minerva can make their lives very difficult indeed, especially if they're full-

time Rangers. She won't do anything to actively disrupt the Jihad's mission, but she will lock them out of their quarters, forget to connect personal calls, etc.

One last thing. The bond between Minerva and Malaclypse (and her and her adopted sister Dee Greist, see p. 105) is very strong, and it can have unexpected side effects if used in a campaign. Players whom Minerva takes a liking to may end up with Mal as an Ally or Patron, while players that end up really on her bad side may end up making a number of extremely powerful Enemies.



PUPPETEER

ARCH-CHANCELLOR, JIHAD PRAXEUM VENEFICUS

Pupp joined the Jihad initially by becoming a member of TRES Corps. He rapidly worked his way up the ranks, and is now a Lieutenant Commander in TRES Corps.

Recently, also, he created the Jihad Praxeum Veneficus. He is the Arch Chancellor of the JPV, and has a rank of 1st Parallelogram.

Pupp is a large man, appearing to be roughly in his early 20's. Built like an American Football linebacker, he looks like someone not worth messing with. However, he is usually smiling, or at least wearing a smirk, always radiating good cheer.

He prefers to, and usually does, wear vintage clothing. His ensemble of choice is: any one of his many bowling shirts, a pair of loose-fitting slacks, and his TRES-issue combat boots. He doesn't go anywhere without a black well-worn trenchcoat. The coat has been magically enhanced by Pupp to be able to store (and summon) most anything reasonably sized that he likes.

Always one to keep things light, even in a bad situation, Pupp is well-known as a smart-ass and general dirty-mind by most Jihaddi. It takes quite a deal to get him worked up, and even more to make him lose his temper. However, when forced to act, he tends to over-react or get himself up to his neck.

Pupp is always willing to help a friend, usually going out of his way to do so. Also, he will lean towards a devil-may-care attitude if someone he knows and likes is in trouble. It takes heavy convincing, and sometimes force to make him see reason.

On long campaigns, tense battles, or just any time to goof around, he carries around various magic tricks, cards, etc. to amuse whoever he's with. He'll pull them out randomly, or if he's bored, or if someone looks bored, etc.. He also plays with various cantrips he always has

ready just to amuse himself, like pulling a hat out of a rabbit.

Pupp's chief weapons are his magical abilities. He is primarily an illusionist, and as such, can generate convincing images, smells, and sounds of most anything he's ever been in contact with or has a concrete idea of. This is limited by range, his stamina, and the intelligence of the target. For example, he can easily convince a sponge that a horde of killer rabbits are approaching, but would have a hard time convincing the Wurm of the same.

His second primary magical weapon is the ability to conjure. He can produce small non-living objects of his desire easily, and large ones with great effort. The stipulation is that they are non-living, and have to be able to exist in this plane.

Pupp spends most of his time commuting between the JPV headquarters in Pennsylvania and TRES Corps main base in Colorado.

Attributes: ST 13 [30]; IQ 17 [140]; DX 14 [80]; HT 14 [40]

Secondary Attributes: HP 13 [0]; Will 18 [5]; Per 17 [0]; Fatigue 14 [0]; Speed 7; Move 6; Jihad Rank 5 (TRES Admiral, Chi Squad CO, JPV 2nd Torus) [25]; Damage Thrust 1d, Swing 2d-1; Dodge 11; Parry 14 (Staff); Block 9



Advantages: Ally Group (The Jihad) [90]; Ambidexterity [5]; Charisma [5]; Combat Reflexes [15]; Magery 3 [35]; Musical Ability [5]; Resistance (Psionics, +3) [10]; Security Clearance (need to know) [10]; Unusual Background: Magic (Family) [10].

Disadvantages: Absent-Mindedness [-15]; Arachnophobia (resist on 9 or less) [-7]; Code of Honor (Soldier's) [-10]; Duty (the Jihad) [-15]; Enemy (Barney & Fiends) [-80]; Impulsiveness [-10]; Secret (Member of the Jihad) [-10]; Stubbornness [5].



Quirks: Is a bit of a dirty mind; plays magician tricks (card tricks, etc.); trademark (Coat of Many Pockets); fan of vintage clothing, music, etc.; Obnoxious Drunk; [-5]

Languages: English (native) [0]

Skills: Administration-16 [1]; Area Knowledge (JPV HQ)-20 [8]; Area Knowledge (Tri-State - PA, WV, OH)-17 [1]; Battlesuit/TL9 (familiarities exoskeleton, mecha)-15 [4]; Beam Weapons (X-Rifle)-15 [2]; Breath Control-14 [4]; Broadsword-9 [0]; Carousing-14 [1]; Computer Operation/TL9-13 [0]; Crossbow-15 [2]; Driving/TL8 (Automobile)-15 [4]; Driving/TL8 (Motorcycle)-17 [12]; Driving/TL8 (Tracked Vehicle)-13 [1]; Electronics Operation/TL9-12 [0]; First Aid/TL8-17 [1]; Fishing-13 [0]; Guns/TL8 (Pistol)-17 [8]; Hiking-15 [4]; History (Magic)-18 [8]; Illusion Art-19 [12]; Innate Attack (Projectile)-19 [16]; Leadership-17 [1; includes Charisma bonus]; Mechanic/TL8 (Motorcycle)-19 [8]; Musical Instrument (Saxophone)-16 [1; includes Musical Ability bonus]; Navigation/TL8 (Land)-16 [1]; Occultism-20 [12]; Performance-16 [1]; Research/TL8-19 [8]; Ritual Magic (familial tradition)-14 [1]; Sports (Baseball)-13 [1]; Staff-17 [12]; Stealth-14 [2]; Survival (Forest)-16 [1]; Teaching-17 [2]; Writing-16 [1]

Spells: Alter Voice-18 [1]; Amulet-18 [1]; Analyze Magic-18 [1]; Apportation-18 [1]; Aura-18 [1]; Block-18 [1]; Blur-18 [1]; Bravery-18 [1]; Catch Missile-18 [1]; Catch Spell-17 [1]; Colors-18 [1]; Complex Illusion-20 [4]; Conceal Magic-18 [1]; Continual Light-18 [1]; Control Illusion-20 [4]; Cook-18 [1]; Copy-18 [1]; Cornucopia-18 [1]; Counterspell-18 [1]; Create Fire-18 [1]; Create Food-18 [1]; Create Object-18 [2]; Dark Vision-18 [1]; Darkness-18 [1]; Deflect Missile-18 [1]; Delay-18 [1]; Detect Magic-18 [1]; Dispel Illusion-20 [4]; Divert Teleport-17 [1]; Duplicate-17 [1]; Enchant-17 [1]; Enlarge Object-17 [1]; Extend Object-17 [1]; Extinguish Fire-18 [1]; Find Weakness-18 [1]; Fireball-18 [1]; Flash-18 [1]; Hideaway-18 [1]; Identify Spell-18 [1]; Ignite Fire-

18 [1]; Illusion Disguise-19 [2]; Illusion Shell-19 [2]; Imitate Voice-18 [1]; Infravision-18 [1]; Keen Eyes-18 [1]; Know Illusion-20 [4]; Know True Shape-18 [1]; Lend Energy-19 [2]; Lend Vitality-19 [2]; Light-19 [2]; Lighten-19 [2]; Link-18 [1]; Mage Light-18 [1]; Mage Sight-18 [1]; Magic Resistance-18 [1]; Maintain Spell-17 [1]; Minor Healing-18 [1]; Night Vision-18 [1]; Perfect Illusion-20 [1]; Power-18 [1]; Recover Energy-18 [1]; Remove Enchantment-18 [1]; Reshape-18 [1]; Restore-18 [1]; Return Missile-18 [1]; Scroll-18 [1]; Scryguard-18 [1]; See Invisible-18 [1]; Seek Food-18 [1]; Sense Emotion-18 [1]; Sense Foes-18 [1]; Sense Life-18 [1]; Shape Fire-18 [1]; Shield-18 [1]; Simple Illusion-21 [8]; Sound-18 [1]; Spell Shield-18 [1]; Staff-18 [1]; Suspend Enchantment-18 [1]; Talisman-18 [1]; Teleport-17 [1]; Test Food-18 [1]; Throw Spell-17 [1]; Trace Teleport-18 [1]; Transform Object-17 [1]; Voices-18 [1]; Weaken-18 [1].

Total Points: 601



JOSEPH LACROIX

ENSIGN, TRES CORPS / OPERATIVE, VRDET

Joseph Philippe Lacroix was a sophomore at McGill university, studying English literature, when he first came to the notice of the Jihad. Just after his twentieth birthday in 1994, Lacroix stumbled over the Jihad's existence in a discussion with a member of the Church of Saint Dino the Avenger. When he responded to the group's existence more with intrigue than disbelief or paranoia, the CoStDtA acolyte maintained communications with him for a few months before successfully recruiting him in October of 1994 after a simple cover-up for his disappearance from mundane society.

Lacroix's early months in the Jihad were fairly uneventful. His training period passed without much incident, and his position as a common soldier left him largely untouched by the disputes in the Jihad's rarefied brass areas between December 1995 and January 1996.

In the wake of those events, Lacroix proved himself a solid soldier in the skirmishes of the day, earning a promotion to sergeant and a squad command in July 1996.

Lacroix was still getting used to being addressed as "Sergeant" by fellow Jihaddi when the X'hirjq invasion occurred in August 1996. He handled his men admirably during the running battles of the operation's early days, but had the bad luck to be in the line at the Battle of TRES HQ in September. The initial attacks on the headquarters were repulsed, but casualties were so high that Lacroix found himself holding the brevet rank of captain early in the battle. He was himself incapacitated when his position took a direct hit during a X'hirjq fighter's attack run, with Lacroix being seriously wounded. Of the twelve men under his immediate command, and the ninety others under

his brevet command, only eight survived.

The Jihad survived the hammer-blow of Operation PHOENIX, but its myth of invincibility was decisively shattered, with wide-ranging effects throughout the hierarchy. Junior commanders took the brunt of this, wounded both in body and mind, and Lacroix was no exception. After being treated for his wounds, Lacroix - commissioned to ensign for some of his actions at PHOENIX, not the least of which was being able to boast eight survivors from a front-line company at the HQ line - spent two months on light duty and reorg work, during which he gradually put himself back together. Recovery from his wounds made him miss Operation

PACIFICA. Despite Lacroix's recovery from his injuries, of both types, he remains plagued by occasional flashbacks to the HQ battle, more often in quiet times than otherwise. As a result, he developed a fondness for background noise.

The post-Phoenix atmosphere created an air of mobility not seen before. "Loaned" to VRDET for a time in mid-1997, Lacroix worked as a brevet field operative, troubleshooting and consulting for a temporary term which soon became permanent, earning him a billet in VR Explorations. Lacroix spent most of the rest of 1997 and most of 1998 providing technical support for various functions and training new recruits, which kept

him on base during the day's major operations. Lacroix's combat experience in this time was mostly the innumerable small skirmishes the Jihad fought every day, in which he performed admirably.

Primary Attributes: ST 11 [10]; IQ 13 [60]; DX 13 [60]; HT 11 [10].

Secondary Attributes: HT 11 [0]; Will 13 [0]; Per 14 [5]; FP 11 [0]; Speed 6; Move 6; Jihad Rank 1 (Ensign, TRES Corps) [5].





Appearance: Caucasian male, 25 years of age, 5'11" and 175lbs; gray eyes, short brown hair and a goatee. In civilian life, Lacroix tends to wear business-casual type clothing, always wears his wooden, hand-carved crucifix, and stays far away from the color white when he has a choice in the matter. In the summer, he is often seen wearing a sunburn.

Languages: English (Native) [0]; French (Native) [0].

Advantages: Acute Vision +2 [4]; Patron (the Jihad, special abilities, +100%) [40]; Combat Reflexes [15]; Hard to Sponge +1 [5]; Military Rank 2 (Field Operative, VRDET) [10].

Disadvantages: Duty (to the Jihad) [-15]; Enemy (B'harne & Fiends, 12 or less; Hunter) [-60]; Flashbacks (mild, of Operation Phoenix) [-5]; Post-Combat Shakes [-5].

Quirks: Devout Catholic; keeps a radio/TV on as background noise; not quite used to the parahumans; strong dislike of winter; political cynic ("well, if we *own* Colorado..").

Skills: Area Knowledge (Quebec)-14 [2]; Beam Weapons/TL9 (X-Rifle)-16 [2]; Brawling-13 [1]; Camouflage-13 [1]; Computer Operation/TL8 (Mundane)-13 [1]; Computer Operation/TL9 (Jihad)-13 [1]; Driving/TL8 (automobiles)-12 [1]; Driving/TL9 (Van in Black)-13 [2]; Electronics Operation/TL9 (Jihadlinker)-13 [2]; Electronics Operation/TL9 (Sponge Detector)-13 [2]; First Aid/TL9-13 [1]; Guns/TL8 (Pistol)-13 [1]; Guns/TL8 (Rifle)-14 [2]; Meelee Weapons (Shortsword)-12 [1]; Recognize Sponge-Minion-14 [2]; Savoir-Faire (Jihad)-14 [2]; Soldier/TL9-13 [2]; Tactics-12 [2]; Theology (Roman Catholic)-12 [2].

Total Points: 166



DIEDRE “DEE” GREIST

TECHNICIAN, VRDET

Dee is perhaps unique in the Jihad, being a second generation Jihaddi, albeit adopted. She was always incredibly bright and fascinated by technology, and she remembered, literally, everything. Through homeschooling her education was well up to college level in some more technical areas of study by the age of 10. Things changed though. Caught up in a small battle involving the newly formed Blood Jihad, Dee's parents and her right arm became collateral damage. She was picked up in a sweep for survivors.

Dee recovered from her coma remembering what had happened to her parents. The Blood Jihad watched over her as she recovered and she started tentatively forming bonds with a couple from the Skunk Works division. They genuinely wanted to help her, and they were able to talk shop, one of the things that she knew best. Eventually she asked if she could stay here, with them, and it was allowed. As she opened up more and more Dee started learning new, wonderful things about the Jihad technology. People who at first dismissed her as a kid started paying attention when she had intelligent things to say about their designs. As things got better, she became genuinely happy for the first time since the attack.

That, unfortunately, didn't last. The reality shifts of Operation WORLDWALK had a lot of consequences, and one of those was Dee's adopted mother ceasing to exist during the tumult. Her adopted father closed himself off after that, and more and more Dee was being raised by the whole Skunk Works, still outwardly as cheerful as ever but hurting. Then the debacle of Operation PHOENIX happened, through which Dee escaped only through luck; many of her friends in the Skunk Works didn't, which only added to her psychological injuries. The final straw came when her adopted father joined

the Lone Warrior's ill-fated mission on the *Andromeda*. Dee's mind, already under a great deal of stress, broke.

When the Evil Geniuses and the Blood Jihad formed the Verthandic Rangers, Dee was a mess; barely feeding herself and under psychiatric supervision. With the help of some of her surviving friends, and a few new ones, she improved again. She'd later say that Minerva, the base AI, was one of her best friends... and that she'd developed a crush on Malaclypse. She slowly got back into things and attacked her work with an increasing level of devotion.

At the age of 15, Dee stopped growing and it was finally okayed to fit her with an artificial arm. Due to the extent of damage, it actually had to anchor into a variety

of other bones but boasts very precise movement, better strength than her natural arm, and a powerful computer tied into her nervous system.

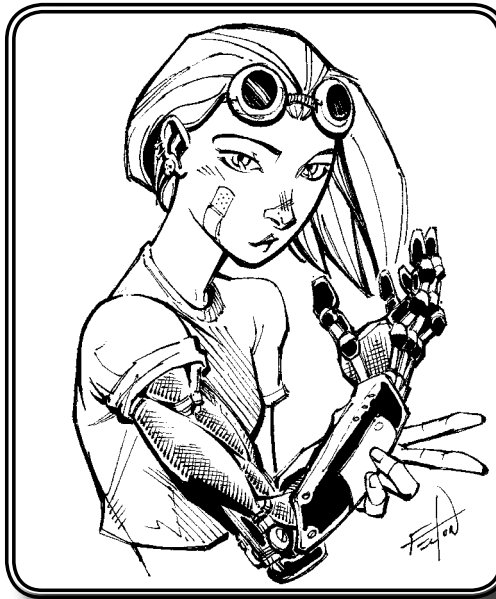
The black composite arm is Dee's most obvious feature. The 5'2 girl is slender, some would say scrawny, though her face would bring the word "cute" to mind. Her coppery brown hair is cut to a serviceable shoulder length, with her bangs occasionally drifting over her piercing green eyes. Her normal mode of attire is baggy camouflage cargo pants or jeans over black combat boots, and a black synthetic motorcycle jacket a size

too big over a T-shirt a size too small. Red skull and crossbones dot her earlobes.

Attributes: ST 9 [-10]; DX 11 [20]; IQ 17 [140]; HT 10 [0]

Secondary Attributes: HP 9 [0]; Will 14 [-15]; Per 17 [0]; Fatigue 10 [0]; Speed 5.25 [0]; Move 5 [0]; Damage Thr 1d-2, Sw 1d-1; Dodge 5; Parry 8 (Karate); Block 6

Advantages: Ally Group (the Jihad) [90]; Appearance (Attractive) [4]; Artificer Talent 2 [20]; Eidetic





Memory 2 [10]; Gadgeteer (Cinematic) [50]; Limb (Arm, DX 16, ST 14) [75]; Manual Dexterity (+4, right arm only (-20%)) [16]; Weapon Mount [2].

Skill Note: Dee's Artificer Talent boosts many subspecialties of her Science! skill, especially all manner of Engineering, to skill levels of 20. Personally, she tends to focus on bionics, electronics, and mechanical engineering.

Disadvantages: Alcohol Intolerance [-1]; Compulsive Behavior (Speeding, 12 or less) [-5]; Curious (6 or less) [-10]; Easy to Read [-10]; Enemy (Barney & Friends) [-60]; Fearfulness 1 [-2]; Herpetophobia (fear of reptiles, 10 or less) [-10]; Impulsiveness (12 or less) [-10]; Light Sleeper [-5]; Weirdness Magnet [-15]; Workaholic [-5]; Social Stigma (Minor) [-5]

Equipment: In addition to its physical capability, Dee's arm sports a weapon mount and a neural interface jack for communicating with high-tech computers.

Total Points: 400

Quirks: Feels naked when unarmed; Imaginative; Overly excitable when it comes to new technology; Relies too much on her artificial arm; Unnatural feature (arm) [-5]

Languages: English (native) [0]; German (Native) [6]; Japanese (Broken) [2]; Spanish (Accented) [4]

Skills: Armoury/TL9 (Battlesuits)-19 [2]; Armoury/TL9 (Small Arms: familiarities slugthrowers, beam weapons)-21 [8]; Beam Weapons/TL9 (X-Weapons)-11 [1]; Blacksmith/TL9-18 [1]; Computer Hacking/TL8-16 [4]; Computer Operation/TL8-17 [1]; Computer Programming/TL8-18 [8]; Cooking-17 [1]; Cryptography/TL8-17 [4]; Driving/TL8 (automobile)-11 [2]; Driving/TL8 (Motorcycle)-12 [4]; Electronics Operation/TL8 (Electronic Warfare)-17 [2]; Environment Suit/TL9 (Battlesuit)-12 [4]; Environment Suit/TL9 (NBC Suit)-11 [2]; Explosives/TL8 (Demolition)-19 [8]; Explosives/TL8 (Explosive Ordinance Disposal)-23 [4]; First Aid/TL9-19 [1]; Forgery/TL9-15 [1]; Games(First-person shooters)-17 [1]; Gunner/TL9 (Beams)-11 [1]; Guns/TL8 (Light automatics)-12 [2]; Guns/TL8 (Pistols)-12 [2]; Guns/TL8 (Rifles)-12 [2]; History-15 [1]; Intelligence Analysis/TL9-16 [2]; Karate-11 [4]; Lockpicking-18 [4]; Mechanic/TL9-20 [4]; Photography/TL8-16 [1]; Research/TL9-17 [2]; Science!-18 [36]; Speed Reading-16 [1]; Tactics-16 [2]; Weird Science-16 [4]; Writing-17 [2]



RENS HOUBEN/SHADUR T'KHARN

CAPTAIN, TRES CORPS

Rens and Shadur are separate entities, sharing the same body. This fact used to have a negative effect on Rens's study results, especially in classes that bored him. (It's hard to concentrate on a dull droning voice nattering on about something dumb, but it's even worse when someone else is explicitly stating his opinions on the teacher, the subject and several hundred other facts that Shadur considers more interesting). Because they constantly share each other's thoughts, memories and experiences, both of them are gradually changing, becoming more like the other, starting to literally think as one.

Shadur joined with Rens during the latter's 15th year, when he'd injured himself critically falling from a tree. They were still exploring the effects of the joining when, in the spring of 1996, a group of wyrm-minions entered the Schwarzwald in order to build a clandestine TV station there to spread the Hellwurm's influence to Europe. In doing so, they trespassed on what Shadur claimed as his territory and pissed him off by attacking him when he asked them what the hell they were doing there. (Good advice: Never tick off a dragon in his own territory. They died quickly but messily.)

Shadur wanted to kill all of them outright, but Rens convinced him to leave one survivor to take a message back. The Hellwurm subsequently kidnapped Rens's parents and brother and sister, trying to blackmail him into allowing the TV station to be built and protecting it from the Jihad.

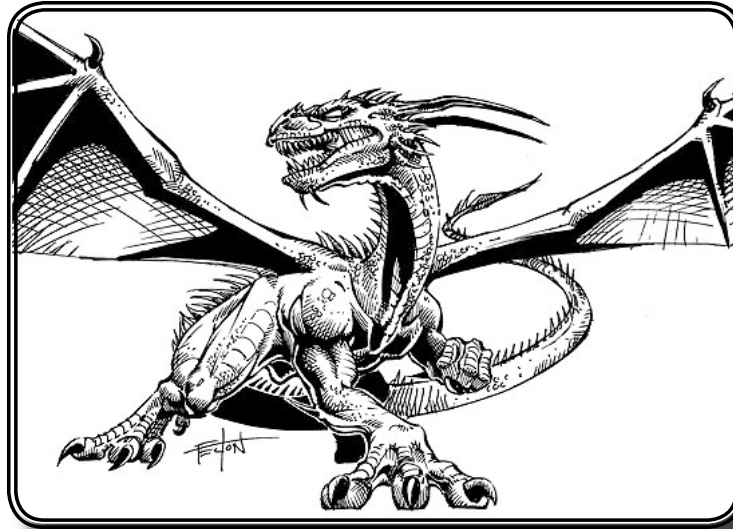
Realizing that submitting would only cause this "Barney" to continue the blackmail as long as whatever it was had a use for him, Rens/Shadur flew across the Atlantic to locate this "Jihad" which this "Barney"

seemed to worry about, to find out if they could help him.

After making contact, he learned just what kind of danger the Hellwurm presented to all sentient life and decided to join the Jihad. With the help of TRES Corps, he was able to rescue his parents and his brother and sister, as well as wiping the construction site in the Schwarzwald off the face of the Earth. Since then Shadur continues to work with TRES, currently as executive officer of Zeta Squad R&D.

RENS

Attributes: ST 11 [10]; DX 13 [60]; IQ 13 [60]; HT 10 [0]



Secondary Attributes: HP 11 [0]; Will 13 [0]; Per 14/13 (Hearing and Vision/all others) [4]; Fatigue 10 [0]; Speed 4.75 [0]; Move 4 [0]; Damage Thr 1d-1, Sw 1d+1; Dodge 5; Parry 10 (unarmed); Block 8

Advantages: 3D Spatial Sense [10]; Ally Group (The Jihad) [90]; Combat Reflexes [15]; Danger Sense [15]; Dark

Vision [25]; Gunslinger [25]; Improved G-Tolerance [5]; Military Rank 3 (Captain, TRES) [15]; Resistance (Acceleration) [1]; Shadow Form [50]; Shapeshifting (to Shadur) [283]

Disadvantages: Bad Temper (12 or less) [-10]; Code of Honor [-5], Duty (to the Schwartzwald) [-27], Enemy (Admiral Bond, TRES Intel -- Watcher, x1/4) [-2], Enemy (Barney & Fiends) [-80], Frightens Animals [-10], Increased Consumption (eats twice as much as a normal human) [-10], Karmic Ties (Schwartzwald) [0], Odious Personal Habit (reptilian body language) [-5], Sense of Duty (the Jihad) [-5], Split Personality (Shadur) [-10], Trickster (12



or less) [-15], Weakness (1d/30min, temps above 100F/41C) [-15].

Quirks: Can't drive a car to save his life; Proud [-2]

Languages: Dutch (Native) [0]; English (Native) [6]; German (Accented) [4]; Gesture (TRES Battle Sign Code -- Accented) [2]

Skills: Acting-13 [2]; Area Knowledge(Schwartzwald)-20 [24]; Beam Weapons/TL9 (rifle; familiarity, X-Rifle)-13 [1]; Chess-13 [1]; Computer Hacking/TL8-14 [12]; Computer Operation/TL8-15 [4]; Computer Programming/TL8-14 [8]; Cryptology/TL8-12 [2]; Dancing-13 [2]; Disguise/TL9-12 [1]; Driving/TL9 (Motorcycle)-13 [2]; Engineer/TL8 (Electronics)-13 [4]; Fast-Draw (Pistol)-14 [2]; First Aid/TL9-13 [1]; Guns/TL9 (Pistol)-14 [2] (Techniques: Dual-Weapon Attack+4 [5], Off-Hand Weapon Training+4 [5]); Intelligence Analysis-11 [1]; Interrogation-12 [1]; Mathematics/TL8 (Applied)-11 [1]; Mechanic/TL9 (Motorcycle)-12 [1]; Musical Instrument (Keyboard)-14 [8]; Physics/TL8-12 [4]; Pickpocket-11 [1]; Piloting!/TL9-15 [48]; Piloting!/TL9 technique (No-Landing Extraction!)-13 [3]; Research/TL9-13 [2]; Skating-11 [8]; Sleight of Hand-11 [1]; Stealth-14 [4]; Weird Science-12 [4].

Total Points: 649

SHADUR

Attributes: ST 21 [110]; DX 13 [60]; IQ 11 [20]; HT 14 [40]

Secondary Attributes: SM+2; HP 21 [0]; Will 11 [0]; Per 15 [20]; Fatigue 14 [0]; Speed 6.75 [0]; Move 6/12/13 (basic/running/flying) [10]; Damage Thr 2d, Sw 4d-1; Dodge 10; Parry 11 (unarmed); Block 8

Advantages: Ally Group (The Jihad) [90]; Claws (Talons) [8]; Combat Reflexes [15]; Damage Resistance+5 (Heavy Scales) [20]; Damage Resistance+1

(versus Fire/Heat)* [3]; Dark Vision [25]; Discriminatory Smell [15]; Extra Attack+2 [50]; Extra Legs (Four total) [5]; Fearlessness+2 [4]; Flexibility (Double-Jointed) [15]; Flight (Winged) [30]; Hard to Kill+2 [4]; High Pain Threshold [10]; Immunity to Sickness [10]; Innate Attack (fiery breath: burning, 4d, no other modifiers) [20]; Lifting ST+2 [6]; Long Arms [20]; Military Rank+3 (Captain, TRES) [15]; Penetrating Voice [1]; Peripheral Vision [15]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Shapeshifting (to Rens) [15]; Striker (Tail: Long+1, 2d+2 cr or pi) [10]; Teeth (Sharp) [1]; Telescopic Vision+2 [10]; Temperature Tolerance+5 (-35 to 90 F) [5]; Unaging [15].

Disadvantages: Appearance (Monstrous) [-20]; Bad Grip 1 [-5]; Bloodlust (12 or less) [-10]; Duty (to Schwartzwald)* [-27]; Enemy (Admiral Bond, TRES Intel, Watcher (x1/4)) [-1]; Enemy (Barney & Fiends) [-80]; Frightens Animals [-10]; Increased Consumption (eats twice as much as normal human) [-10]; Greed (12 or less) [-15]; Horizontal [-10]; Intolerance [-10]; Jealousy [-10]; Odious Racial Habit (Eats Sentients) [-15]; Pyromania (12 or less) [-5]; Split Personality (Rens) [-10]; Stubbornness [-5]; Truthfulness (12 or less) [-5]; Weakness (1d/30min, temps above 100F/41C) [-20]

Quirks: Doesn't trust humans; casual with casualties (Quirk-level Callous). [-2]

Languages: German (Native) [0]

Skills: Area Knowledge (Schwartzwald)-20 [24]; Draconic Ground/Air Combat Art-14 [8]; Intimidation-16 [20]; Mount-13 [2]

Total Points: 481



KIRK FELTON

GRAND ADMIRAL, TRES CORPS

Grand Admiral Kirk Felton, Commander-in-Chief of TRES Corps has borne many names throughout his lifetime; Ralph Lamb, Victor Lyon, Greg Lucas, Gregor Bourdon, and many others. But he was born Gregor Lamont, in the year of our Lord 1632 on the Cowal peninsula of what is modern day Argyll in Scotland. For over three centuries he has walked the Earth, following a path laid before him, never certain where it will lead or when-- if at all-- it will end.

His powers first manifested themselves on the eve of his twenty-second year, coinciding with a number of strange dreams and the appearance of the black claymore he carries with him to this day. The sword is sentient, and has forged some sort of soul-bond with him; he suspects that it this bond that is responsible for his longevity, and possibly even for causing his psychokinesis to manifest in the first place.

The next several decades found him wandering western Europe aimlessly, trying to fulfill a destiny that was only vaguely defined. Vampire covens tended to be a favorite target, and he grew a loathing for the various other creatures with whom he shared the night.

In France, he found himself caught up in the Revolution, beginning his career as an eternal soldier. It was, after all, much easier to fade out of society as a nameless and faceless casualty of war, allowing him to move on to his next destination. And so the centuries passed. He was witness to Nelson's victory, and eventual death at Trafalgar, taken prisoner himself by the Royal Navy. He was cut down on Gallipoli, with countless other British soldiers. He flew sorties over the south Pacific, Korea and Vietnam, an ace twice over. Vietnam ended

his military career. He wandered the states, making himself a nuisance for whatever paranormal forces were themselves being a nuisance. And then the Hellwurm arrived.

Gregor will be the first to admit that his initial reasons for joining the Jihad were less than benevolent; he was discovered by then-admiral J. Foxglov while tracking and carrying out a vendetta against a cell of wurm minions responsible for an assault that left his closest friend in a coma and himself severely injured. A chance encounter with a handful of TRES Corps Alpha Squad operatives introduced him to the Admiral, who saw potential in a man with whom they shared a common enemy.

He was inducted into TRES Corps Zeta Squad and almost instantly made the rank of Lieutenant, and while he was perfectly happy in the R&D labs developing infantry weapons, he gained notoriety in the intelligence work he did on the side, often using his skill with a pencil to render early impressions of new agents of the Enemy based on first-hand accounts of operatives.

The real trial by fire for him came during the raid on the Pacifica POW camp, where he made Captain and, much to his surprise, found himself in the favor of the Holy Albino, where he was brought into the ranks of his Maenads, given the name of Nemesis

by Windigo the Feral.

The fast track didn't stop there, however. Not long following Pacifica he was transferred to Theta Squadron, where he took up drill instructor duty, eventually being promoted to XO and Rear Admiral of the "newbie squad." Soon it was Admiral, and he was placed in command of TRES Corps Omega Squad.

In the wake of Grand Admiral Marburger's disappearance, he was appointed the seat of Second-in-Command by de facto Grand Admiral Melanie Davies.





And when the position began to wear on her, the two officers met and agreed to change positions.

And so he sits in the Big Chair, double-diamonds clipped to his lapel. To those that don't know him, they might find him somewhat distant, curt to a point, and always formal. But to those of the "inner circle," he's warm, friendly, and a great bloke to share a stout with. And if you have a stout handy, you're already halfway there.

Interestingly enough, the emergence of the Nemesis entity has all but eliminated the appearance of the demon-beast. The gift of the Warp seems to have brought a welcome stability into Felton's being, provided that no Lyrans happen across his path.

Attributes: ST 16 [60]; DX 15 [100]; IQ 11 [20]; HT 15 [50]

Secondary Attributes: HP 16 [0]; Will 11 [0]; Per 16/11 (Taste, Smell, Hearing / all others) [20]; Fatigue 15 [0]; Speed 7.5 [0]; Move 7 [0]; Damage Thr 1d+1, Sw 2d+2; Dodge 8; Parry 13; Block 9

Advantages: Ally Group (The Jihad) [90]; Combat Reflexes [15]; Patron (Feral Jackson, base 20; Accessible by supplication, +50%; rarely appears, 6 or less; x1/2)) [15]; Immunity to Sickness [15]; Military Rank 5 (Grand Admiral, C-in-C TRES Corps) [25]; Night Vision 9 [9]; Regeneration (Hourly) [25]; Alternate Form (Maenad: ST+16; DX+2; HT+2; Enhanced Dodge; DR 2; Claws (Talons, Armor Divisor (2) on damage inflicted, +50%); Uncontrollable, -10%) [222]; Unaging [15]

Psionics: Special Rapport (wife Keili) [5]; Innate Attack 6d (Burning, 5/lvl; Area Effect 8 yds, +150%; Selective Area, +20%, Psychokinetic, -10%) [78]; Telekinesis 6 (Psionic, -10%) [27]; Warp (Ranged, +40%; Extra Carrying Capacity (Heavy), +30%; Teleportation, -10%) [160]

Disadvantages: Bloodlust (12 or less, Lyrans only, -50%) [-5]; Duty (The Jihad) [-15]; Enemy (Barney & Fiends) [-80]; Guilt Complex [-5]; Magic Susceptibility 5 [-15]; Pacifism: Cannot Harm Inno-

cents [-10]; Phobia: Enclosed spaces (12 or less) [-15]; Post-Combat Shakes [-5]; Sense of Duty (All humanity) [-15]; Split personality (Nemesis) [-10]; Susceptibility to Poison 5 [-5]; Unnatural Feature 2 (Red, glowing eyes) [-2]

Quirks: Scottish brogue comes and goes when agitated. Interacts with peers strictly according to protocol when formally "on-duty". Soul-bound to a sentient Lyrans-made sword. Nemesis smokes; Felton doesn't. [-4]

Languages: English (native) [0], French (Native) [6], German (Accented) [4], Lyrans (Spoken (Broken) / Written (None)) [1]

Skills: Armoury/TL7 (Small Arms)-16 [20]; Artist (Drawing)-16 [24]; Battlesuit/TL8-15 [2]; Beam Weapons/TL9 (X-Rifle)-17 [4]; Blacksmith/TL4-14 [12]; Brawling-18 [8]; Driving/TL8 (Automobile)-17 [8]; Driving/TL8 (Tracked)-15 [8]; Electronics Operation(Comm)/TL8-15 [16]; First Aid/TL8-15 [12]; Guns/TL7 (Pistol)-17 [4]; Guns/TL7 Technique (Pistol: Fanning (Average, Pistol-4))-16 [3]; Guns/TL7 (Rifle)-18 [8]; Innate Attack (Fire, based on IQ)-19 [28]; Masonry-14 [8]; Piloting/TL7 (Light Airplane)-17 [8]; Piloting/TL8 (High-Performance Airplane)-16 [4]; Professional Skill (Distiller)-13 [8]; Professional Skill (Cooper)-12 [4]; Strategy-12 [8]; Tactics-12 [8]; Two-Handed Sword-19 [16]

Total Points: 988



ARIS MERQUONI

DEPUTY DIRECTOR OF EXPLORATIONS, VRDET

Aris joined the Jihad after doing something extremely stupid: attempting to take on a group of Lyran mages all by her lonesome. A member of a race known commonly as the 'Galactic Dragons', she has the ability to cross dimensional barriers. Unfortunately, when she came to this universe, her teleport was rudely interrupted by a Lyran channeling spell. Irked, and intent on taking revenge, Aris plowed straight into the mages' circle and got fried for her efforts.

Licking her wounds, Aris joined up with the Jihad in order to get a chance to fight back, and there learned about the Hellwurm and other Jihad lore. After a brief stint in TRES Corps, she decided that the formal military structure wasn't for her and joined the newly formed Verthandic Rangers. Through diligence and application, or maybe just sheer stubbornness, she rose to the rank of XO of the Explorations division.

Less rash than her early days, and incredibly out of the loop of global politics, Aris is much happier in a straight fight than in a cloak-and-dagger situation, but understands the term 'overwhelming odds' much better than she used to.

Aris has a rather fuzzy history pre-Jihad; it is known that at one point she served as a Third-Gunner on a Kzin battleship, and that she was mentored by an anthropomorphic feline deity named Firefoot, but she doesn't have many non-Jihad ties and doesn't seem to mind.

Aris is not a professional shapeshifter. Changing into forms she hasn't practiced gives her muscle spasms and migraines. She rarely needs to.

Attributes: ST: 25 [150]; DX 12 [40]; IQ 12 [40]; HT

14 [40]

Secondary Attributes: SM+1; HP 25 [0]; Will 12 [0]; Per 12 [0]; Fatigue 14 [0]; Speed 6.5; Move 6; Damage Thr 1d-1, Sw 1d+2; Dodge 6; Parry 9; Block 7

Advantages: Ally Group (the Jihad) [90]; Claws (Talons) [8]; Damage Resistance 2 (Scales) [10]; Galactic Dragon (new meta-trait; see below) [97]; G-experience [10]; Magery 1 [15]; Military Rank 4 (Commander, VRDET) [20]; Patron (Deity, never around when you need him) [10]; Penetrating Voice [1]; Striker (Tail: Long+1, 2d+2 cr or pi) [5]; Teeth [2].



Disadvantages: Appearance: Monstrous [-20]; Horizontal [-10]; Bad Grip 1 [-5]; Duty(to the Jihad, constant) [-15]; Enemy (Barney & Fiends) [-60]; Fanaticism (for the Jihad) [-15]; Oblivious [-5]

Quirks: Disorganized; Talks to self; Mood swings; Personality Change (becomes Easy to Read when in human form) [-4]

Languages: Th-varian (native) [0]; English (Native) [6]; Kzinti (Accented) [4]

Cultural Familiarities: Native, Kzinti, American [2]

Skills: Administration-11 [1]; Beam Weapons/TL9 (Plasma Rifle)-12 [1]; Brawling-12 [1]; Broadsword (human musculature)-12 [2]; Broadsword (Kzinti musculature)-11 [1]; Computer Operation/TL9-12 [1]; Driving/TL8 (Automobiles)-11 [1]; First Aid/TL9-14 [4]; Free-Fall-14 [8]; Gunner/TL9 (Kzinti starship cannon)-14 [4]; Leadership-12 [4]; Swim-14 [1]; Tactics-10 [2]; Typing-12 [1]



META-TRAIT: GALACTIC DRAGON

Advantages: Morph (Nuisance effect: changing into unpracticed forms causes physical discomfort, -5%) [95]

Disadvantages: Hoarding (as Miserliness, 12 or less) [-10]

Spells: Detect Magic IQ-1 [2]; Fog IQ-2 [1]; Ignite Fire IQ-2 [1]; Lightning IQ-1 [1]; Seek Earth IQ-1 [1]; Teleport IQ-1 [2]; Plane Shift (Jihad Universe) IQ-1 [2]; Plane Shift (Home universe) IQ-1 [2]

Total: 97

Aris' Galactic Dragon meta-trait is not part of the racial templates; its traits are available in all forms.

PRACTICED TEMPLATES:

Natural dragon form (Aris' base racial template):

Attributes: ST+13 [130]

Secondary Attributes: SM+1

Advantages: Claws (Talons) [8]; Penetrating Voice [1]; Damage Resistance 2 (Scales) [10]; Striker (Tail: Long+1, 2d+2 cr or pi) [5]; Teeth [2]

Disadvantages: Appearance: Monstrous [-20]; Horizontal [-10]; Bad Grip 1 [-5].

Total: 121

Winged dragon form:

Attributes: ST+8 [80]

Secondary Attributes: SM+1

Advantages: Claws (Talons) [8]; Flight (Winged, -25%) [30]; Penetrating Voice [1]; Damage Resistance 2 (Scales) [10]; Striker (Tail: Long+1, 2d+2 cr or pi) [5]; Teeth [2]

Disadvantages: Appearance: Monstrous [-20]; Horizontal [-10]; Bad Grip 1 [-5]

Skills: Flight-13 [1]

Total: 102

Small dragon form:

Attributes: ST+3 [30]

Advantages: Claws (Sharp) [5]; Damage Resistance 2 (Scales) [10]; Striker (Tail: Long+1, 2d+2 cr or pi) [5]; Teeth [2]

Disadvantages: Appearance: Monstrous [-20]; Horizontal [-10]; Bad Grip 1 [-5]

Total: 17

Feline humanoid form:

Attributes: ST+2 [20]

Advantages: Claws (Sharp) [5]; Fur [7]; Teeth [1].

Disadvantages: Appearance: Monstrous [-20]

Skills: Brawling DX+2 [4]

Total: 17

Human form: 0-point human template

Total Points: 448