



Ice Castles in the Air

A Hyperlite scenario.

Make sure CORE characters are allocated.

Ask the players for the libraries their character has (some must choose) and note them down – they cannot be changed during play!

Situation Overview

Massive, fragile and lacy structures adorn the face of a frozen planet. The structures are an anomaly, and it seems unlikely that they were built by the primitive, Stone Age natives. As to that, how the natives survive seems impossible, too; though mammals, their blood would need to be made from anti-freeze for them to live on the blizzard-wracked, rocky, hostile world.

Location Overview

Ice Castle. On-planet. Ice world: cold weather clothes needed; tainted atmosphere: breathers/LOLI/HAA needed;

General date: seas frozen at poles; icebergs common; tundra mostly, refreezing in winter; occasional strong, waxy fir trees and shrubs; regular outcroppings of bedrock honeycombed with caves and crevasses, carved from the freezing and unfreezing of the ice.

Complications

- Locals have stone age technology. Family-group based, they are generally static, using caverns to grow food and occasionally hunting the local predators for culling and for food.
- Travel is almost only possible by foot or air. The terrain is exceedingly rough or slippery with no straight lines between any two destinations.
- Possibility of Vayar in-system. Why the Vayar are interested is intriguing as the planet below is not their favourite terrain: it is neither forested nor able to take their customary carts.. They must be here for another reason

Purpose

- i) Discover what the ice castles are. If old, how have they survived? If new, how are they built? What are they made of?
- ii) Obtain samples of local's blood as it may contain superb, natural anti-freeze components.
- iii) If Vayar *are* encountered, ascertain, if possible, what it is that *they* find interesting about the planet.
- iv) Return to report on what is down there!

Briefing

Paraphrase to the players:

Once more, you are briefed aboard the *UNESS Hecate*, a UNEST-SF light troop cruiser. The planet you were orbiting is tentatively called 'Ice Castle', a small world locked in a perpetual ice-age.

The natives are apparently mammalian, gorilla-like. Tall, and apparently bulky, they seem to be spindly under their thick grey-white fur. They should not be able to thrive in this constant cold. It is possible their blood-work has evolved or been genetically modified by the Precursors to generate a natural anti-freeze.

Moreover, on the planet surface are enormous ice-sculptures or ice castles, fragile, blue-ice constructs that soar into the sky. Despite the low gravity, such structures should be destroyed in the geological activity, but are on loci of extreme geological inactivity. Are they new, old, natural or artefacts?

Your task is to identify what the Ice Castles are made of and to obtain a blood sample from the locals. Minimal planetary presence or local interference is required. The planet was first located by the Vayar, but they deigned to register a control as it is a mismatch with their plain or forest preferences. However, It is suspected that the Vayar have returned to this planet that they spurned: why?

More details available if asked

The natives live in clans who burrow into the mountains and create solid, stone outbuildings. They make much use of the hot springs arising from the seething volcanic activity below-ground.

Occasional trading is supplemented by "groom swapping"; local "top-boys" are swapped between clans. Local technology is stone age, slings and stone clubs used extensively to fight off outlaws and predators, with some hermits (shunned by clans) armed with stone axes.

The drop is to be on a peninsular close to an Ice Castle. There are some locals, though fewer than elsewhere due to the lack of local hot springs. Predators tend to hunt at night (says IR tracking).

See also Purpose opposite and planetary readouts. Little more information is available.

GM Info Ranges (sq, *2 for m):

Squares up to: 0/1/3/10/25/50/100

Metres up to: 0/2/6/20/50/100/200

Data: Per 0 Cls 1 Sht 2-3 Med 4-10 Lng 11+
VL 26+ Dis 51+ Ext 101-200

Bridge: The Drop

Allow characters to check out Stone Age kit. Allow them to take equipment as appropriate. As always, Marines with a search ability of +3 (and hand scanners) search kit and troops before the drop to ensure they take nothing that would infringe the Sirius Treaty.

Paraphrase/Describe:

You board the drop ship; launching is a formality. Your drop ship dives fast over the night side, angling steeply down over the ice-locked seas towards the peninsular. Even looking at the planet brings on a chill.

There's a brief buzz of activity from the cockpit. A voice comes over the comm. "Sorry to tell you, troopers, we've just located a Vayar lander taking off from the far side of the iceplain on which the castles sit."

A display flashes up before you: an animated map. Your position is clearly marked, and so is that of a fleeing Vayar lander. A tag marks where it took off.

"You may have company. They've left something behind, but it's sensor-shielded. Bad news, guys."

Allow players to ask questions/call down more intensive scans from the *Hecate*.

The drop is text-book. The ship hovers, the Rock is pushed out, and you jump down. Within moments the stealth-blackened drop ship disappears into the night sky. The wind suddenly whips up and snow snarls into your face: the smell is that of a new world, subtle overtones of resin, quickly snatched away by the freezing air.

Travel towards either (a) Vayar location (or interception); (b) locals; or (c) the Ice Castle; or (d) one of those after acclimatising (3 days). Choose day or night travel. If acclimatise, meeting with Vayar will be at an Ice Castle and the Vayar will have gone (their debris can be spotted to be fake by an expert).

Encounter 1: Predators

Encounter with local predators on the way to see the local clan... possible encounter with locals hunting one of the predators. The hunters are surprised when another the predators come up behind them: the UNEST-SF have a chance to capture the predator and defend the local yeti.

Investigation: a small group of locals are discovered watching the group deal with the predators...

Purpose: The locals see how the SpecFor fight – which may be a problem if they have weapons that shed blood.

If the attackers demonstrate cutting weapons (particularly swords), the locals will not help but be concerned and back off – diplomacy will be particularly difficult. Clubs and slings are ok. Stone knives are only use to skin/butcher catches after a careful spirit-cleansing ritual and the creatures blood has been drained (Note: possibly a useful practice as the blood contains too high a concentration of the anti-freeze like substance).

3 * Snowcat Carnivore/Pouncer

BEA1 Instinct B Pack 2; Move 7

Weapons: Claws +3 Dam 2d6 +0/+0/-2

AP 4 Hide

Skills: Recon-2, Athletics-2 (climb+1, speed 4), Stealth-2, Survival-1 (cold+2), Melee(natural)-2

5 * Yeti hunters 679645; Move 5

Weapons: Slings +1 1d6 -/-2/-1/+0/-1;

Clubs +1 1d6+2 -1/+0;

AP 2 Fur

Skills: Survival-2 (+2 in cold), Recon-1, Melee(Bludgeon)-1, Medic-0, Stealth-1, Ranged(Primitive)-1.

Kit: Weapons, backpacks, sacrificial knives

Encounter 2: Yeti Clan

- Not quite so dumb;
- Carefully constructed stone defences outside caves;
- Donating blood is against beliefs;
- Dead taken to mountain top and allowed to freeze;
- Not necessarily hostile, but not friendly.

Bridges: Over mountain

Paraphrase/Describe:

- Small Ice-castle like structures encountered, grown by minute local creatures. The castles appear to be grown from ice and melt almost instantly if touched – snow attaches to them and in the snow is microbes (part of the bad atmosphere) on which they feed.
- Glimpses of predators... may lead to Encounter 1
- Glimpses of small, fast, evasive creatures whisking their way into rocks
- From time to time glimpse of large, very knobbly creatures clinging to high crevasses and arcs of crumbling stone. They are the same shade and hue of the stone (+2 Deception/Stealth). Though having long hair, these appear to be browsing on the scarce, fast-growing lichen and moss on the cliff-sides. Perhaps it is these the larger predators prey on.

Encounter 4: Vayar...

The Vayar are natural tree-dwellers. When outside the protective canopy, they prefer to drive vehicles and carts, partly because their speed can be hampered in the open. Whilst this planet, with its rocky crags and crevasses, has plenty of opportunities for climbing (something at which the Vayar excel), they cannot survive for long in their natural fur in the wind-born, cutting ice.

Taking a risk, these Vayar have ferried down some small, all-terrain vehicles. They are a little more than protective suits with a firm rear and a flexible front, but retractable tracks for the less rough terrain and can fire cables for cliff-scaling. The claws are powered, making it much stronger than normal, and it also contains survival and medicinal drugs. The suit

also has variable hi-vis<->chameleon/stealth capability. It is an vac/exploration suit (the Vayar do not use Battle Armour), and has a light beam weapon intended mainly for cutting samples but which can be used offensively (as a TL9 beam weapon with a maximum range of 25m/12sq). Within the suit, the Vayar are seriously hampered in their sensory capabilities, having to rely only on basic audio-visual reception. Their excuse is that they crash-landed, and have planted some junk in the mountains – if contacted and challenged as to why they have such gear, this is the first response. If they think they can destroy those Sirius Treaty species they face, they will try to do so, but are not very good at fighting in a team in such terrain.

There primary aim is to ascertain the nature of the Ice Castles. Initially overlooked, they now suspect the fabric is a Precursor synthesised material, immensely strong, flexible, transparent and highly suitable for building material or for improved, armoured portholes and windows on starships.

The encounter will depend on the PCs actions. If on the way to the Ice Castles, it could be the Vayar will be ambushed – if so, they are likely to put up a very short resistance before surrendering; if not ambushed, the Vayar may ambush the PCs by climbing the walls of a ravine (their favourite tactic). The Vayar are likely to surrender if things turn against them quickly – they are in a place they do not like, in a situation they hate and in illegal gear. All they want is to get off-planet! Of course, if the PCs make things difficult, then they will fight their way into escape (high ground) and try and exact revenge using guerrilla tactics.

4 * Vayar Explorers 785777; Move 4
Weapons: Lasdrill +3 Dam 4d6 -1/+1/0/0/-4 (max 12); **Unarmed** +3 1d3+3
AP 6 (Hide plus basic suit protection);
Implants: Subcut Comms, Liphe-cytes
Skills: See book; Athletics(Climb)-2; Recon-2, Survival-1, Science skills *2 -2; others take -1 DM on interactive skill checks;
Kit: survival suit, basic laspistol, climbing kit built-in, analysis tools, comm to orbital stealthed-satellite acting as relay station.

Encounter 4: Ice Castles

The Ice Castles are not made of ice, but are incredibly cold. Their structure resembles that of the small ice-bushes seen around the mountains, but much bigger. Their structure is lacy, arcing into the air hundreds of meters in a careful architectural balance. They glisten with ice, icicles and snow that has settled on them, forming a breathtakingly beautiful sight from within. The main spans and supports are either elliptical in shape or cylindrical, the arches smooth and flowing, almost molten. The top moves in the stronger winds, chiming and tinkling as parts of the structure hit other parts and snow and ice cascade down (some of the shards are big – PCs may well have to watch out for falling shards).

There appears to be no purpose to their existence. The ice and snow can be scraped off to reveal the tubes are almost completely transparent but hollow. The tubes can be climbed (dangerous) and close to the ground are quite large and chunky, but quickly fade into filigree. The structure is almost mathematical in its balance (Engineering checks could cope, as could some Science checks). If watched for long enough it can be seen to change a little.

The structure can be determined to be built by nanobots replicating the natural creatures, but on a larger scale. They carefully bond frozen and manipulated water molecules onto a fabricated microscopic lattice – the whole supports each other. A little piece hacked out above ground level will cause the whole to collapse; the main issue is that any beam weapon strikes on the structure will melt it and weaken the structure.

A careful analysis, which could take some time and may mean an encounter with the oncoming Vayar, or a predator, or even a hunting party of locals. The former would be tough, especially if the structure is hit... falling pieces of structure could cause 1d6-3d6 damage falling onto it (able to be dodged for half effect).

FIN! DID THE CHARACTERS SURVIVE?

File Closer Specialist Prof. Charl-es/-ene Gerrett, PhD

UNEST-SF Ordo XX (Infantry)

Human, Age 41, Orbital Habitat/Academic background

USP: 788AB8 (+1 to Int and Edu checks)

----- Damage -----			
Armour 3	End (8):	Str (7):	Dex (8):

Implants**Subcut com** (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Low-Oxy Lung Implant, Hostile Atmosphere Augment, Temperature** (breath air on-planet; +1 to Survival rolls in cold)**Subdermal Armour-1** (AP+1 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions)**Library Jack-2 databases available****[2-point] Knowledgebase(Space Science)** +1 skill, reduce skill difficulty by one level.**[1-point] Library(Medic)** +1 skill**[1-point] Library(Space Science(Planetology))** +1 skill**[1-point] Library(Familiarity(Ice Castle))-2** Maps, rough knowledge of wildlife & conditions***** CHOOSE up to two [2] points of databases before play starts *******Skills**

Animal Handling-0

Computers-1

Language(Vayar)-1

Medic-2

Melee(Bludgeon, Blade)-1, (other)-0

Null-G-1

Persuade-1

Physical Science(Chemistry, Physics)-0

Ranged(Primitive)-1, (other)-0

Recon-1

Remote Operations-1

Social Science(Archaeology)-1,

*Social Science(other)-0***Space Science (Planetology)-4,***Space Science(other)-0*

Survival-1

Trade(Bureaucrat)-1

Familiarities

Precursor:Monoform-1,

Vayar-2

Equipment

UNE Hide armour (AP 2), UNE Field kit, weapons, UNE Field Medkit

Weapons (Ranges ~ 0m/2m/6m/20m/50m/100m)**Stone Club** Melee +1 Dam:1d6+2 Rg -1/0**OR (Choose before play starts)****UNE Stoneblade** Melee +1 Dam:1d6+3 Rg 0/0**Stone Dagger** Melee +1 Dam:1d6+1 Rg 0/-2**Stone Spear** Melee +0 Dam:1d6+3 Rg -2/0/-1**Wooden Shield** Parry +2 AP +2 (8+ to add AP)**Sling** Ranged +2 Dam:**Dodge** +0 (if beat opponent, 0 dam; if = ½ dam)**Quick Profile**

A straight-A student, entering and remaining within academia for life in research until asked to serve in the UNEST-SF as a specialist in planetology. S/he was born into a privileged Orbital Habitat family, parents involved in Earth system politics. Married, having been engaged at university whilst studying for a first degree (planetology) to a fellow student. Laboratory accident when 23, for which Gerrett was blamed, resulted in some time in hospital, but the skin grafts now barely show. In research, Gerrett has been extremely active off-world, perhaps even having "seen it all": stranded for a year and learning to survive; involved in UNE interworld research on the isolationist Vayar... what can the UNEST-SF really teach you? But perhaps something interesting might be found – whatever, it's bound to be better than the desk-job you were threatened with back at the university.

Keywords/phrases

Privileged. Intellectually arrogant. Leader in field. Superior to UNEST-SF grunts. You are a **TOP SPECIALIST** and should be respected as such!

Legionnaire Jaque/Janette Dupres, Infiltration Specialist**UNEST-SF Ordo XX (Exploratores)**

Human, Age 36, Earth/Worker, ex UNE Secret Service

USP: 998787 (+1 to Dex and Str checks, included in weapon skills below)----- **Damage** -----

Armour	End (8):	Str (9):	Dex (9):
5			

Implants**Subcut com** (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Low-Oxy Lung Implant, Hostile Atmosphere Augment, Temperature** (breath air on-planet; +1 to Survival rolls in cold)**Subdermal Armour-3** (AP+3 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace- α** (Survive hyperlite transitions); **Neural Jack****Combat Implant** (+2 bonus to First Aid checks on you; +1 bonus daily Natural healing; 1/day can give +2 DM to Str/End activities for 1 minute or +1 for 5 minutes **but** you suffer a -1DM to all skill checks for an hour afterwards).**Library Jack-1 databases available****[1-point] Library(Familiarity(Ice Castle))-2** Maps, rough knowledge of wildlife & conditions**Skills**

Athletics-1
 Comms-1
 Computers-1
 Language(Vayar)-1
 Melee(Unarmed)-2, (other)-0
 Null-G-1
 Persuade-0
 Ranged(Primitive,Thrown)-1, (other)-0
 Recon-1
 Social Science(Psychology)-0
Stealth-3
 Streetwise-1
 Survival-1
 Trade(Investigator)-1

Familiarities

Vayar-1

Equipment

UNE Hide armour (AP 2), UNE Field kit, weapons

Weapons (Ranges ~ 0m/2m/6m/20m/50m/100m)**Stone Club** Melee +1 Dam:**1d6+2** Rg -1/0**OR (Choose before play starts)****UNE Stoneblade** Melee +1 Dam:**1d6+3** Rg 0/0**Stone Dagger** Melee +1 Dam:**1d6+1** Rg 0/-2**Stone Spear** Melee +1 Dam:**1d6+3** Rg -2/0/-1**AND Wooden Shield** Parry +4 AP +2 (8+ to add AP)**OR (Choose before play starts)****Heavy Bow** Ranged +2 Dam:**1d6+3** Rg -/-2/0/0/-2**Unarmed Melee +3 Dam: 1d3+3****Dodge +2** (if beat opponent, 0 dam; if = 1/2 dam)**Quick Profile**

Dupres has always been very fit and physically capable, despite suffering from a neurological toxin attack a few years back. S/he is dedicated to the UNE and human space. As soon as s/he left school, Dupres joined the UNE Secret Services and became an Law Enforcement agent, willingly accepting the jacked-up reflexes and implants that gave. Involved in a range of counter-espionage operations, primarily against infiltration on Orbital habitats, Dupres has spent some time in space and on research orbitals, eventually rising to the rank of Senior Agent. The transfer to the UNEST-SF was an attempt to add more value to UNEST-SF operations as his/er infiltration skills are phenomenal.

Keywords/phrases

Dedicated. Tolerant of arrogance of Orbital employees. Used to army/structure. Very confident of own infiltration skills. Respects Sgt Wu, who has operated with before – s/he is **tough!**



Immunis Seniores (Master Sergeant) Tony/Tanya Wu UNE Star, CM
UNEST-SF Ordo XX (Exploratores) Human, Age 37, Colony/Frontier, Exploratores lifer
USP: C98876 (+2 to Str checks, +1 to Dex, included in weapon skills below)

----- Damage -----			
Armour	End (8):	Str (12):	Dex (9):
5			

Implants

Subcut com (personal organiser, time, **subvocal communicator**, range 15m on-planet)
Liphe-cytes (+1 to resist disease/poison; +1 bonus daily Natural Healing)
Low-Oxy Lung Implant, Hostile Atmosphere Augment, Temperature (breath air on-planet; +1 to Survival rolls in cold)
Subdermal Armour-3 (AP+3 and +1 damage on unarmed)
Steelshod (armoured feet); **Foldspace-α** (Survive hyperlite transitions)

Skills

Animal Handling-1
 Athletics-1
 Comms-1
 Deception-1
Jack of All Trades-1
 Language(Vayar)-1
 Language(Precursor:Monoform)-1
 Medic-1
Melee(Blade)-3, (Unarmed)-1,
(other)-0
 Persuade-1
 Ranged(Primitive)-1
 Recon-1
 Seafarer-0
 Stealth-1
 Survival-2
 Tactics(Heavy Infantry)-1*
 Trade(Armorer)-1

* Can be used to add to squad's initiative or form up and operate together.

Familiarities

Precursor:Monoform-1

Equipment

UNE Hide armour (AP 2), UNE Field kit, weapons, UNE Field Medkit

Weapons (Ranges ~ 0m/2m/6m/20m/50m/100m)

Stone Club Melee +2 Dam:1d6+2 Rg -1/0

OR (Choose before play starts)

UNE Stoneblade Melee +5 Dam:1d6+3 Rg -1/0

Stone Dagger Melee +5 Dam:1d6+1 Rg 0/-2

Stone Spear Melee +2 Dam:1d6+3 Rg -2/0/-1

Wooden Shield Parry +3 AP +2 (8+ to add AP)

Unarmed Melee +4 Dam: 1d3+2

Dodge +2 (if beat opponent, 0 dam; if = ½ dam)

IMPORTANT: Currently suffering a -1 Familiarity penalty to physical skills on-planet due to light gravity. Will acclimatise in 3 days.

Quick Profile

Though married young, Wu has been committed to life in the UNEST-SF, having seen many planets, many units and many problems. Wu was decorated for bravery in an offworld ambush, befriended a crazy research scientist (now turned Invigilator), is a keen sportsman, and is, in short, the perfect UNEST-Special Forces soldier, capable in a wide range of activities. The exploratores is where you have always wanted to be: the elite of the best forces in the UNE, and you are very conscious of the benefits it brings to humanity. It's a pity you've a navy observer with you on this mission, as well as a rookie professor – but you'd better be polite: the former is a observer-kieutenant and the latter is supposed to have a ream of useful xeno knowledge to check out the locals.

Keywords/phrases

Professional soldier. Leader of squad. Exploratores (the SpecFor elite) lifer. Often frustrated with Specialists (they are necessary evil). Very confident of own melee skills. 'Can do' attitude. Respects Dupres' Secret Service infiltration skills and Smith's unique talents (both part of your squad). Decorated.

Legionnaire "Hard Luck" Bert/Beth Smith ^{CM}

UNEST-SF Ordo XX (Exploratores)

Human, Age 33, Earth/Underclass, ex-Marine Corporal

USP: 8A7764 (+1 to Dex checks, -1 to Soc, included in weapon skills below)

----- Damage -----

Armour	End (7):	Str (8):	Dex (10):
5			

Implants

Subcut com (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Low-Oxy Lung Implant, Hostile Atmosphere Augment, Temperature** (breath air on-planet; +1 to Survival rolls in cold)**Subdermal Armour-3** (AP+3 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace-α** (Survive hyperlite transitions); **Neural Jack** (Marines)

Skills

Battle Armour-1

Athletics-0

Comms-1

Deception-2

Language(Vayar)-1

Medic-0

Melee(all)-1

Null-G-0

Persuade-0

Ranged(Primitive, Energy, Slug)-1,
(other)-0

Recon-1

Sensors-1

Stealth-2

Streetwise-1

Survival-1

Trade(Investigator, Fence)-1

Familiarities

Vayar-1

Equipment

UNE Hide armour (AP 2), UNE Field kit, weapons, UNE Field Medkit

Weapons (Ranges ~ 0m/2m/6m/20m/50m/100m)**Stone Club** Melee +1 Dam:1d6+2 Rg -1/0**OR (Choose before play starts)****UNE Stoneblade** Melee +1 Dam:1d6+3 Rg 0/0**Stone Dagger** Melee +2 Dam:1d6+1 Rg 0/-2**Stone Spear** Melee +1 Dam:1d6+3 Rg -2/0/-1**AND Wooden Shield** Parry +3 AP +2 (8+ to add AP)**OR (Choose before play starts)****Heavy Bow** Ranged +2 Dam:1d6+3 Rg -/-2/0/0/-2**Unarmed Melee +2 Dam: 1d3+2****Dodge** +1 (if beat opponent, 0 dam; if = ½ dam)

Quick Profile

What chance did you have? There was little possibility of doing anything in the slums where you were born, but you tried, anyway, joining the local police support group as an Enforcer. You were put-up, though, forced to leave, and volunteered for the draft – anything to get away from the thugs who've put a bounty on your head. Mind you, that wasn't much better: sure, life in the Marines was interesting, and you were fed, but the Marine ship you were on crashed and whilst you survived, you were promoted, and then dumped onto an Invigilator Task Force – and they're the worst people to work for. Now in the Special Forces Exploratores, you didn't expect them to be quite so tough and you are a little scared of Sgt Wu – he could take on 10 of the thugs from your youth and win!

Keywords/phrases

Looking for the easy option. Resigned to fate. Exploratores gives you some street cred, at least when you're not on-planet. Jealous of upper classes.



File Leader Jonah/Joan Asanga CM UNE^{Star}, Survival Specialist

UNEST-SF Ordo XX (Infantry) Human, Age 33, Frontier world/work class, ex-Marine/Settler

USP: 78A8C8 (+1 to End checks, +2 to Edu)

----- Damage -----

Armour	End (8):	Str (7):	Dex (8):
3			

Implants

Subcut com (personal organiser, time, **subvocal communicator**, range 15m on-planet)**Liphe-cytes** (+1 to resist disease/poison; +1 bonus daily Natural Healing)**Low-Oxy Lung Implant, Hostile Atmosphere Augment, Temperature** (breath air on-planet; +1 to Survival rolls in cold)**Subdermal Armour-1** (AP+1 and +1 damage on unarmed)**Steelshod** (armoured feet); **Foldspace- α** (Survive hyperlite transitions); **Neural Jack** (Marines)

Skills

Battle Armour-0

Animal Handling-1

Athletics-1

Comms-1

Deception-2

Jack of all Trades-2

Language(Vayar)-1

Medic-0

Melee(Spear,Unarmed)-1, (other)-0

Null-G-0

Pilot(small)-1

Ranged(Pulse,Beam)-1, (other)-0

Persuade-0

Recon-2

Seafarer-0

Stealth-1

Survival-4

Trade(Farmer)-1

Familiarities

Vayar-1

Equipment

UNE Hide armour (AP 2), UNE Field kit, weapons, UNE Field Medkit

Weapons (Ranges ~ 0m/2m/6m/20m/50m/100m)**Stone Club** Melee +1 Dam:1d6+2 Rg -1/0**OR (Choose before play starts)****UNE Stoneblade** Melee +1 Dam:1d6+3 Rg 0/0**Stone Dagger** Melee +2 Dam:1d6+1 Rg 0/-2**Stone Spear** Melee +1 Dam:1d6+3 Rg -2/0/-1**AND Wooden Shield** Parry +3 AP +2 (8+ to add AP)**Unarmed Melee +2 Dam: 1d3+2****Dodge +2** (if beat opponent, 0 dam; if = 1/2 dam)

Quick Profile

Born into a worker family on a Core World, you joined the Marines as a young lad. This ended up being really boring, though, and no challenge, especially as you just wandered around and around an orbital shuttle station. So you went into the colonial service, serving as both sheriff and farmer on frontier worlds. The attractions of the UNEST-SF, with its combination of adventure, excitement, survival and discovery of new worlds proved just too much, however. You are respected by many, though this is your first assignment with Sgt. Wu – he may not have heard of you, but you have certainly heard of his legendary skill with a sword.

Keywords/phrases

Competent survivalist and well aware of the risks and dangers of an unknown world. Excited by new worlds, new discoveries. Very happy with the UNEST-SF; frustrated by the rookie File Closer and Optio specialists you have to put up with and take care of.



Optio Specialist/Observer 1st Lieutenant Mike/Michaela Andretti (UNE Star Navy)
Assigned to UNEST-SF Legio XXHuman, Age 33, Core World Ruling Elite, Engineering specialist
USP: 68799B (+1 to Int/Edu/Soc checks)

----- **Damage** -----

Armour 3	End (7):	Str (6):	Dex (7):
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Implants

Subcut com (personal organiser, time, **subvocal communicator**, range 15m on-planet)

Liphe-cytes (+1 to resist disease/poison; +1 bonus daily Natural Healing)

Low-Oxy Lung Implant, Hostile Atmosphere Augment, Temperature (breath air on-planet; +1 to Survival rolls in cold)

Subdermal Armour-1 (AP+1 and +1 damage on unarmed)

Steelshod (armoured feet); **Foldspace-α** (Survive hyperlite transitions); **Neural Jack** (Navy)

Library Jack-1 databases available

[1-point] Library(Engineer(Spacecraft)) +1 skill

[1-point] Library(Physical Science(Physics)) +1 skill

[1-point] Library(Familiarity(Ice Castle))-2 Maps, rough knowledge of wildlife & conditions

***** CHOOSE up to one [1] points of databases before play starts *****

Skills

Astrogation-1

Athletics-0

Comms-1

Computers-1

Language(Vayar)-1

Engineer(Spacecraft)-2, (other)-0

Language(Vayar)-1, (Plann)-1

Melee(Blade,Bludgeon)-1, (other)-0

Null-G-0

Persuade-0

Physical Science(Physics)-3, (other)-0

Ranged(Beam)-1 (other)-0

Recon-0

Sensors-1

Space Science(Xenology)-1

Survival-1

Tactics(Space)-1, (other)-0

Familiarities

Precursor(Monoform)-2, Vayar-2

Equipment

UNE Hide armour (AP 2), UNE Field kit, weapons, UNE Field Medkit

Weapons (Ranges ~ 0m/2m/6m/20m/50m/100m)

Stone Club Melee +1 Dam:1d6+2 Rg -1/0

OR (Choose before play starts)

UNE Stoneblade Melee +1 Dam:1d6+3 Rg 0/0

Stone Dagger Melee +2 Dam:1d6+1 Rg 0/-2

Stone Spear Melee +0 Dam:1d6+3 Rg -2/0/-1

AND Wooden Shield Parry +2 AP +2 (8+ to add AP)

OR (Choose before play starts)

Heavy Bow Ranged +0 Dam:1d6+3 Rg -/-2/0/0/-2

Unarmed Melee +0 Dam: 1d3+1

Dodge +0 (if beat opponent, 0 dam; if = 1/2 dam)

Quick Profile

You had a very privileged upbringing, were sponsored at university, where you studied Physics and Engineering, and then entered the Navy, as per family custom. Your career is, of course, perfect and you can see the advantages the UNE brings to all under its umbrella: those who do not take advantage of it are just slackers, obviously. Your glittering career included terms as a liaison to the Plann, a deputy on a joint Vayar-Human task force and even some time in space under fire. You have been temporarily attached to the UNEST-SF for a term and have suffered the indignities of the groundlag (derogatory naval slang for foot-soldiers) augments... hopefully it will be worth it for your career.

Keywords/phrases

Used to command. Been around. Perhaps even domineering, putting up with the oiks from the ground forces. It rankles that you're just an observer, but Sgt Wu seems competent.



UNEST Database Entry: UNEP-7273-3 (Ice Castles), Summary

ST-UWP: Ice Castles X54377X-0

Starport: None (X)

Size: ~8.900km diameter (5), 0.6G surface gravity – **Low Gravity world warning**

Atmosphere: Thin, Tainted (4)

Water/Hydrographic %age: 28% (3); Few seas. Cold, mostly frozen beyond equatorial belt. **Cold warning: max.** temperature approximately 3° at equator.

Population: Unknown. Estimated ~8-15m (6-7)

Government: No centralised government (7), Tribal/Balkanised.

Law Level: None. Weapons routinely carried to fend off occasional clan raids and lethal local predators.

Invigilator Classification: Tech Level 0 (Stone age). Notification initially given by Vayar; no claim given.

Culture/Trade Classification: None given

Sapient locals: Nominally bipedal mammalian, but tending toward quadrupedal, ape-like movement.

2.0m standing, 1.4m hunched/walking. Extensive white/grey fur covers light-build body. Possible evidence of highly adapted blood serum. Str+1, End+2 (bonus +2 in cold), Int -1, Edu-3, Soc-2; Strong clan affinities; genetic diversity primarily maintained through groom honour-exchange (grooms achieve higher status in new clan).

UNEST Database Entry: UNEP-7273-3 (Ice Castles), Summary

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Starport: None (X)

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Water/Hydrographic %age: 28% (3); Few seas. Cold, mostly frozen beyond equatorial belt. **Cold warning: max.** temperature approximately 3° at equator.

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Ice Castles, icisohedral projection

