

PERSONAL IDENTIFICATION

NAME:	Meredyth Galahad
PROFESSION:	Spy
RANK:	Preceptor
NATIONALITY:	Humanist Alliance
UNIT:	H.I.R.A.

ATTRIBUTES

AGI	APP	BLD	CRE	FIT
0	0	0	+2	0
INF	KNO	PER	PSY	WIL
+1	+1	+1	0	+1

SECONDARY TRAITS

STR	HEA	STA	UD	AD
0	0	25	4	3

PERKS & FLAWS

Rank (HIRA cell leader): 3
Code of Honour (Republican-style): -2
Social Stigma (Republican mannerisms): -1

PHYSICAL STATUS

INJURY	UD AP	AD AP	SYSTEM SHOCK
FLESH WOUND (13)		-1	
	-1	-2	
		-3	
	-2	-4	
		-5	
DEEP WOUND (25)	-3	-6	
		-7	
	-4	-8	
		-9	
	-5	-10	
INSTANT DEATH (50)	DEATH		

SKILLS

NAME	LVL	Cpx	+ -
Combat Sense	1	1	+1
Defence	1	1	-
Disguise	2	1	+2
Etiquette (Republican)	1	1	+1
Forgery (Written)	2	1	+2
Hand-to-Hand	1	1	-
Information Warfare	2	1	+2
Investigation	1	1	+1
Negotiation	2	2	+1
Notice	2	2	+1
Small Arms	1	1	-
Stealth	1	1	-
Streetwise	2	2	+1
Trivia (History)	2	1	+1

WEAPONS

NAME	ACC	DAM	RANGE	R.O.F.	AMMO
Sfika 9P 9mm pistol	0	15\5	5\10\20\40	0	13\20

EQUIPMENT

Business suit, appropriate papers, Daddy Cool baseball cap, disguise kit, Encrypted Radio Communicator, replacement ERC one-time card sets, discretion device, flashlight, casual clothes, Sfika 9P, 1 clip knockout rounds (Potency 9, Onset Time 3 rounds), 1 clip fatal rounds (Potency 13, Onset Time 2 rounds), no-limit credit card, 20,000 dinars, 5000 Peace River dollars	
Genre points:	Emergency dice:
3	0

MEREDYTH GALAHAD

Born in Gropius in TN 1861, Galahad was identified as an intelligent and creative-minded child early on. Raised in a crèche as a preceptor, he was groomed for a career in administration but his free spirit and desire for excitement eventually led him into HIRA. It was here that he excelled as a field agent, often spending long periods of time undercover in the Southern Republic. The Judas Syndrome was at its height and it was an exciting and dangerous time to be in the intelligence business, especially on foreign soil, and Galahad loved every second of it. He made many friends during his time in the Republic, and although always seeing the Republican government as his sworn enemy, he came to respect many of the cultural traditions of that country, and over time adopted some of them for himself. He ran agents in the Badlands during the War of the Alliance, and since then has altered between clandestine work back home and in the Southern Republic. He even found time to become the mentor of a young would-be protector and HIRA agent by the name of Corivas.

Profession <

Galahad lives to play the Great Game, the swirl of espionage and counterespionage that keeps him on his toes and keeps his blood pumping. There's nothing he loves more. His Republican-style mannerisms have led to him being closely examined and on several occasions the only thing that's prevented him being hauled in for reeducation has been his exemplary record as a field agent. He's also been passed over for promotion because of these mannerisms plenty of times, but since a promotion would mean getting out of the field, he doesn't mind in the slightest.

Attitudes <

A spy of the old school – the old Republican school. Honour is paramount, and yes, there can be honour among spies. He lives for his job, but had also become involved as a mentor – and his student has recently graduated from the HIRA training facility and joined Galahad's new cell. Galahad found he didn't take to mentorhood too well, and had difficulty showing affection for his charge. This is their first time together for an extended period in several cycles, so the problems are likely to be manifested here.

Combat Reactions <

Galahad has had to fight his way out of scrapes no small number of times, especially during the War, and so knows how to handle himself. Nevertheless, he's a spy first and foremost, and so will attempt to avoid combat using his wits if possible. He loves the thrill of a fight though, and is sometimes a little quick to call for a duel.

The Cell <

Preceptor Thalia – Worked with this one before, a reeducator from the DHM. Ultra-conservative Humanist, and a bit of a butcher when set to work.

Corivas – My student. We should really spend more time together, but it's a lot more difficult to play the parent than they let on. Cocky kid, sort of reminds me of me at that age.

Farrier – A defector from Earth (that's a secret!) who I recruited myself, but not to be trusted too far.

Vantis – Her mother never did find out if this is my kid or not after our affair, but in all likelihood she probably is although she doesn't know it. She's got problems, but at least I can look after her here.

The History of the Future

Terra Nova – a harsh but inhabitable world in the Heilos system. After Earth abandoned its colonies, the turbulent period known as Reconstruction on Terra Nova led to the formation of city-states allied into leagues – four in the south, and three in the north, separated by the inhospitable equatorial **Badlands**. In the south, the imperialistic **Southern Republic** conquered its neighbours and formed the **Allied Southern Territories**. In response, the north allied into the **Confederated Northern City-States**. Inter-polar tensions arose, and wars broke out. A huge military build-up was about to explode into yet another war when the Colonial Expeditionary Force arrived from Earth to reclaim its colonies. North and south allied against this common enemy and after a long and bloody conflict which turned in the Terra Novans' favour after the intervention of arms-manufacturing Badlands city-state **Peace River** the CEF was forced to retreat in the remnants of its space fleet. Those CEF soldiers who couldn't fit on the retreating vessels were left on Terra Nova, and formed the Badlands city-state of **Port Arthur**. Sixteen Terra Novan cycles later, and north-south tensions are on the rise once again. Meanwhile, the AST is torn by internal problems in the shadows.

The Humanist Alliance

A utopia built on the principles of rational science and the common good, the Humanist Alliance has stood almost unchanged for 350 cycles. The vision of its enlightened founder Yuri Gropius still guides it today. Dark shadows lurk within this bright land, however. Social harmony depends on all citizens doing their part and powerful state institutions maintain unity. Personal freedom is fleeting; seemingly innocent quirks can easily be labelled deviant and result in reeducation. Hypnosis, drugs and other mind-control techniques routinely regulate the population. The situation is made far worse by the Alliance's domination by the Southern Republic. This insular society is ready to crack.

Notable Groups

Humanist Insight and Regulatory Authority (HIRA): The Humanist Alliance's secret service, working in the shadows both inside and outside the Alliance. You guys are one of HIRA's cells.

Northern Guard Intelligence Service, NorLight Intelligence, Southern MILICIA Special Intervention Unit, Allied Southern Intelligence, Southern Republic Intelligence Directorate, Paxton Security: Rival intelligence services from around the globe.

Department of Health and Morality (DHM): The Humanist Alliance's social services, controlling aspects of everyday life such as education, diet, censorship, medicine, and of course deviancy reeducation.

Port Arthur: The city of abandoned Earth soldiers gone native is growing in power in the Badlands but is widely mistrusted. Their only ally, and a secret one at that, is the Humanist Alliance.

Westphalia: A casino town, in the Badlands but a protectorate of the AST's. Garrisoned by the Southern MILICIA (the AST's multinational army) but in reality run by organised crime groups.

For Your Eyes Only

Your mission is to lead your cell undercover as a Heavy Gear duelist's crew into Westphalia to pick up and escort home a package. Your own cover is as the team's manager.



Meredyth Galahad

The Spymaster