

PERSONAL IDENTIFICATION

NAME:	Adrian \ Ariadne Corivas
PROFESSION:	Agent-in-training
RANK:	Protector
NATIONALITY:	Humanist Alliance
UNIT:	H.I.R.A.

ATTRIBUTES

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

SECONDARY TRAITS

STR	HEA	STA	UD	AD
0	0	25	5	5

PERKS & FLAWS

Immunity (Standard Sfika knockout drug): 1
Curse (Parental relationships): -2
Quirk (Bubblegum): -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	+ -
Athletics	1	1	+1
Combat Sense	1	1	+1
Defence	2	1	+1
Demolition	1	1	+1
Hand-to-Hand	2	2	+1
Heavy Weapons	1	2	+1
Medicine	1	1	-
Melee	2	1	+1
Pilot (Ground)	1	2	+1
Small Arms	2	3	+1
Stealth	2	2	+1
Throwing	1	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
Sfika 20F flechette gun	+1	25\8	10\20\40\80	0	10\10
Sfika 7R 7mm rifle	0	22\7	50\100\200\400	0	20\20
Vibroknife	0	AD+9	close combat	n\a	n\a

EQUIPMENT

Overalls, Daddy Cool baseball cap, casual clothes, vibroknife, Encrypted Radio Communicator, mechanics toolkit (containing Sfika 7R, 1 clip subsonic knockout rounds [Potency 9, Onset Time 3 rounds], 1 clip subsonic fatal rounds [Potency 13, Onset Time 2 rounds], sound suppressor and passive thermal sight), electronics toolkit (containing Sfika 9P, 1 clip knockout rounds, 1 clip fatal rounds, and Sfika 20F, 1 clip knockout rounds, 1 clip fatal rounds), flashlight, discretion device, several packs of bubblegum, 5000 dinars	
Genre points:	3
Emergency dice:	2

Born on the outskirts of Perth in TN 1906 to a protector mother and a commoner father, Corivas was raised in an affectionate, caring environment for the first few years of his life – until the CEF invaded. His mother, serving with the Southern MILICIA, was killed early in the fighting, and his father threw himself into his work as a hospital administrator until he too was killed several cycles later in a artillery barrage. Young Corivas was moved to a state crèche and was soon selected for the protector caste, and in need of a mentor was assigned to Meredyth Galahad. Seeking real affection again, Corivas did his best to impress, but Galahad remained distant and spent long periods out of town. It was only after Corivas was inducted into HIRA that he learned why – Galahad was a veteran, if somewhat unconservative, HIRA agent and Corivas' own membership in HIRA had long been planned.

Profession <

Bitter about the deaths of his parents at Earther hands and lacking other avenues for his energies, Corivas threw himself wholeheartedly into his protector training and was near the top of his class in most disciplines, especially combat-related ones. He's never actually been in the field before, however, and his combat training is intended merely as a foundation for a career as a full-fledged undercover agent – one of HIRA's "ghosts". He is anxious to prove his worth, especially to Galahad, and is brimming with youthful enthusiasm and energy for his task.

Attitudes <

Having spent his life up 'til now in a crèche or in military and HIRA training facilities, this is Corivas' first time in the real world, as it were. He knows he's out of his league and has to rely on his cellmates – everybody has a speciality and each must cover theirs for the team to function. He fully intends fulfilling his own as security agent, and learning as much as he can from the others, especially the veteran Galahad. Apart from the necessity of this knowledge to his career, there'd be no way Galahad could continue to ignore him if he were following successfully in his footsteps. He's strongly attracted to the Gear pilot, Vantis, who's been dealt a succession of bad hands by life. Unfortunately she's in a relationship with the tech, Farrier, who drinks too much and has made an alcoholic of the vulnerable Vantis too. Corivas fully intends seeing that Vantis is rescued from this predicament.

Combat Reactions <

Although he's never seen a shot fired in anger, Corivas is comfortable with weapons (and indeed without) and won't hesitate to do his job. As security agent in the cell, his responsibility is to protect his cellmates, especially those commoners who due to their programming are unable to defend themselves. In a fight, he'll cover his cellmates' flight first and foremost, before attempting to escape himself if feasible – he doesn't want to, nor is he expected to, kill out of hand.

The Cell <

Galahad – Respect him highly as a professional, just wish that on a personal level he'd show a bit of respect or pride or affection or something... anything.

Preceptor Thalia – A true professional. Someday I'll be like that.

Farrier – He doesn't treat Vantis right. He's a bully and is bad for her.

Vantis – Beautiful but troubled. She needs a good man to help her out – me, for example!

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

Asides from being the cell's weapons expert, your cover is as a driver and mechanic for the team's Heavy Gear, and Vantis' husband. You have a large Camel transport truck for transporting everything.



Adrian Corivas

The Young Gun



Ariadne

Corivas

The Young Gun