

PERSONAL IDENTIFICATION

NAME:	Preceptor Jasper \ Jezebel Thalia
PROFESSION:	DHM Reeducator
RANK:	Preceptor
NATIONALITY:	Humanist Alliance
UNIT:	H.I.R.A.

ATTRIBUTES

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

SECONDARY TRAITS

STR	HEA	STA	UD	AD
0	0	20	3	3

PERKS & FLAWS

Animal Kinship: 1
Authority (Preceptor): 3
Dedicated (The Humanist way): -1
Thin-skinned: -4

PHYSICAL STATUS

INJURY	UD AP	AD AP	SYSTEM SHOCK
FLESH WOUND (10)		-1	
	-1	-2	
		-3	
	-2	-4	
		-5	
	DEEP WOUND (20)	-3	-6
		-7	
	-4	-8	
		-9	
	-5	-10	
	INSTANT DEATH (40)	DEATH	

SKILLS

NAME	LVL	Cpx	+ -
Etiquette (Bureaucracy)	1	1	+1
Interrogation	2	2	+1
Language (Glacial Greek, Samarkese)	1	2	+2
Medicine	2	3	+2
Notice	1	1	+1
Social Sciences (Law)	1	1	+2
Social Sciences (Psychology)	3	3	+2
Technical Sciences (Computer)	2	1	+1

WEAPONS

NAME	ACC	DAM	RANGE	R.O.F.	AMMO

EQUIPMENT

Conservative suits, Daddy Cool baseball cap, appropriate documentation, Encrypted Radio Communicator, truth case, discretion device, medical belt, scanner and kit (includes Rage prototype), 5000 dinars	
Genre points: 3	Emergency dice: 0

PRECEPTOR JASPER \ JEZEBEL THALIA

Thalia was born to commoner parents in Oxford in TN 1884 and was placed in a state crèche by her parents at the age of three cycles. Soon after, her father, driven by overwork and feelings of paranoia, committed suicide, which led her mother to start abusing drugs. She was taken away for reeducation and Thalia never heard from her again. Nevertheless, she drove herself hard in school and devoted a lot of free time to studying the causes and effects of deviancy, and was selected for the preceptor caste aged sixteen cycles. Her mentor, Preceptor Rolan Waltos, arranged for her a position with the Department of Health and Morality, where she could continue to study and work with deviants. She worked in the Mental Health, Pharmacy, and Criminal Deviancy divisions, where she developed her own controversial but effective methods for reeducating deviants.

Profession <

Like most preceptors Thalia lives for her work and has few other interests. Her exceptional but somewhat brutal work in the Criminal Deviancy division of the DHM brought her to work with captured foreign agents, when results were needed quickly and speed was more important than the subject's continued psychological well-being. This work in turn led her to a position as a liaison with HIRA. Rumour has it that there are plans to establish temporary clandestine reeducation facilities in foreign countries, and so some reeducators are being given field experience with HIRA. Before shipping out, she was contacted by Rolan Waltos, who's working on a secret drug called Rage that he wants field-tested, and was given a vial in case the opportunity should arise.

Attitudes <

Thalia is a dedicated, humourless and hard-line conservative Humanist. She is utterly opposed to changes the Southern Republic is trying to introduce to the league, such as inter-caste mobility and increased numbers of immigrants being chosen as protectors and preceptors. The Humanist Alliance is the best league on the planet, and we have the stats to prove it. Regarding reeducation, if the subject can't remember the ordeal then what does it matter what it consists of? Torture and deprivation are more effective than gentle hand-holding, and with growing deviancy rates the Alliance can't afford to delay treatment. She considers that academic at this stage anyway, because her work is now on foreign agents who are undeserving of sympathy if they work against the Alliance.

Combat Reactions <

Having spent all her life in the peaceful climes of the Humanist Alliance, Thalia has never experienced violence firsthand and has no interest in getting involved in it. If a fight should break out she'll do her best to get out of the area and let the professionals do what they do. If cornered she'll surrender. If it should arise that the Rage can be field-tested, she'll modify one of the other agents' ammunition to fire it.

The Cell <

Galahad – Untrustworthy and displays openly Republican tendencies. Likely to be an enemy agent.

Corivas – A likeable youth, getting out there and doing his bit for the Alliance. I'll do my best to help him out where I can – with Galahad as his mentor he needs all the help he can get.

Farrier – A foreigner – apparently a very competent mechanic. Hope he's been screened THOROUGHLY.

Uantls – Hardly a suitable role-model for young Humanists. A good reeducating would do wonders for her.

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

Rage is an experimental drug which is being considered purely for military purposes. It is a hallucinogen that creates intense paranoia, anger and anxiety. Victims are likely to attack anyone near them.



Preceptor Jasper Thalia

The Reeducator



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