

PERSONAL IDENTIFICATION

NAME:	Konstantin \ Konstance Vantis
PROFESSION:	Gear duelist
RANK:	Commoner
NATIONALITY:	Humanist Alliance
UNIT:	H.I.R.A.

ATTRIBUTES

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

SECONDARY TRAITS

STR	HEA	STA	UD	AD
0	0	25	3	3

PERKS & FLAWS

Addiction (Alcohol: 5): -2
Infamous (The Accident): -1
Obligation (HIRA): -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
Dueling	2	2	+2
Gambling	2	1	+1
Gunnery (Mecha)	2	2	+1
Negotiation	1	1	-
Pilot (Mecha)	3	2	+2
Streetwise	2	2	-
Technical Sciences (Construction)	1	1	+1
Technical Sciences (Electronics)	1	1	+1
Technical Sciences (Mechanics)	1	2	+1

WEAPONS

NAME	ACC	DAM	RANGE	R.O.F.	AMMO

EQUIPMENT

Helmet, pilot suit, casual clothes, dressy clothes, Encrypted Radio Communicator, toolkit, 300 dinars	
Genre points: 4	Emergency dice: 2

Konstantin \ Konstance Vantis

Born in TN 1909 in Raleigh to commoner parents, Vantis had a difficult upbringing. Her father was less than kind to her, often drinking heavily and beating her and his wife and saying terrible things to both of them. Vantis' mother played the doting wife always, making excuses for him and refusing to report it, but eventually a teacher of Vantis' initiated an investigation into her inexplicable bruises and poor attitude, which culminated in her father being taken in by the Department of Health and Morality for a lengthy re-education. They never saw him again, and as he was dragged away and his wife sobbed mournfully, she muttered something to Vantis about what he'd said being true and his actions justified – he wasn't really her father at all. Vantis continued to be self-destructive and disinterested in school, tendencies that counselling and drugs never really managed to curb. On graduating from school, she was given a job as a labouring Gear pilot on the construction sites, but soon her obvious talent for it, along with a hope that simulated fighting would let her blow off steam, led her to be chosen for the Raleigh national Gear dueling team.

Profession <

Vantis was tipped as quite the up-and-comer, and was competing in the national league when she suffered an avoidable accident which resulted in the death of a team-mate. She was drummed out of the team and wracked with guilt fell into a spiral of drug and alcohol abuse. Constantly on the move to stay ahead of the DHM, she eventually met up with Dominic Farrier. He had problems of his own and together they began to battle through them. She broke her drug habit, but still drinks heavily. Recently Farrier revealed himself to be an agent for HIRa, and that he needed her help on a mission. Seeing a chance for redemption, she agreed readily.

Attitudes <

Vantis is an emotional and psychological mess, who feels that she's never been loved on the strength of who she is. Even the relationship with Farrier is based on mutual loneliness rather than on genuine affection. However, this HIRa cell could be a chance to start with something of a clean slate. She doesn't intend on letting them down, but she certainly feels like she's in over her head.

Combat Reactions <

Despite having a commoner's anti-violence programming, Vantis has had plenty of experience of simulated combat and would be able to handle herself reasonably in a real fight, at least until she actually hurt somebody. At that point flashbacks to her childhood and the dueling accident will combine with her programming to leave her stunned and gaping. She doesn't yet know this however, having never given much thought to actual combat.

The Cell <

Galahad – Team leader with an infectious enthusiasm for the job, and mentor to Corivas. He treats me in an affectionate, kindly way – wonder why he doesn't do the same with Corivas?

Preceptor Thalia – Gives me the shivers. Seems to disapprove of me, but I couldn't care less about that.

Farrier – Helped me out a lot, and I feel deeply for him, but it's not love by any stretch of the imagination.

Corivas – We've got a lot in common, and it'd do me good to spend time with someone like that. All this and cute too!

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

You are on the team because they need a believable Gear pilot for their cover, but you're still a civilian. You're pretending to be Corivas' wife as your cover, and will be sharing a double room with him.



Konstance

Vantis

The Gear Pilot

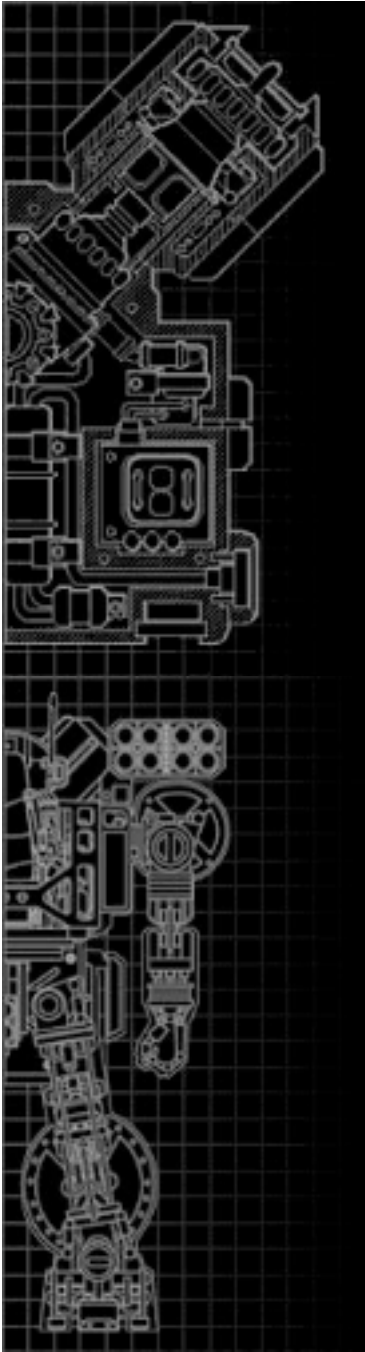


Konstantin

Vantis

The Gear Pilot

DADDY COOL



Vehicle Specifications

Size:	6
Crew:	1
Bonus actions:	0

Movement

Primary combat speed:	4
Primary top speed:	7
Secondary combat speed:	6
Secondary top speed:	12
Maneuver:	0

Electronics

Sensors:	0 \ 2 km
Communications:	0 \ 10 km
Fire control:	0

Armour

Light damage:	15
Heavy damage:	30
Overkill:	45

Perks

2 x Manipulator Arm (Rating 6, can punch)
Easy to Modify
Hostile Environment Protection (Desert)

