

SPACE

1889

RED SANDS

PREGENERATED CHARACTERS

Launch yourself straight into the Victorian space lanes with our pregenerated characters. These eight pregenerated characters cover the spectrum from rough-and-tumble to intellectually inquisitive. They can be used as-is or as the basis for your own inspired creations.

All of these characters are designed specifically for *Space 1889: Red Sands*. Each has 20 experience points and is a Seasoned Rank character.



CECILIA JAMES

Ex-Government Agent

More than just a pretty face, Agent Cecilia James was the best the British Secret Service had to offer. That is, until the Brotherhood of Luxor murdered her fiancé. The British government's reluctance to believe her story, much less investigate, opened her eyes to the corruption that surrounded her. Her resignation was viewed by her friends and co-workers as simply a woman succumbing to grief, which was fine with Cecilia. She didn't need anyone else in her life getting hurt because she was going to find Ethan's killers, and she was going to bring them down.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Guts d4, Investigation d4, Lockpicking d4, Notice d6, Persuasion d8, Shooting d8, Stealth d6, Streetwise d8, Taunt d8

Charisma: +2; **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Stubborn, Vow (Bring Ethan's killers to justice)

Edges: Actress, Attractive, Dirty Fighter

Languages: Arabic, English, French, German, Italian, Koline

Gear: Dagger (Range 3/6/12, Damage Str+d4, RoF 1), revolver (Range 12/24/48, Damage 2d6, RoF 1, Shots 6, AP 1), false traveling papers (various identities—at least one for each language she speaks), lockpicks (that look like hairpins)



MANDRAKE SUMARIAN

Anarchist

British by nationality but Indian by blood, Mandrake often felt an outsider. Raised by his Indian mother he felt the stifling effect of British rule upon the Indian people. His time at Oxford only served to solidify his opinions; a government that imposed its will upon the people was wrong. At first, the promises offered by the Brotherhood of Luxor seemed to provide the answer Mandrake needed. However, as co-conspirators started to disappear, he learned that promises which seem too good to be true usually are.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d4, Investigation d4, Lockpicking d6, Notice d6, Shooting d4, Stealth d8, Streetwise d4, Throwing d8, Tracking d6

Charisma: -2; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Code of Honor, Outsider, Pacifist (Minor)

Edges: Improvisational Fighter, Martial Arts, Thief

Languages: Arabic, English, Hindi

Gear: Dagger (Range 3/6/12, Damage Str+d4, RoF 1, Shots 1), lockpicks



GRAHAM FISKE

Detective

Detective Graham Fiske was at the top of his game. He had a thriving business, a flat in downtown London, and a lovely young assistant. Until, that is, the local authorities arrested him for tampering with crime scene evidence and hindering an investigation. Graham had little trouble proving his innocence, but these false accusations—and others that followed—were systematically destroying his career. Ironically, it was one of the criminals he put behind bars that finally shed a bit of light on the problem. A secret society known as the Brotherhood of Luxor wanted Graham out of business. But why? If anyone could find out, it would be Graham Fiske.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d4, Healing d4, Investigation d8, Notice d6, Shooting d6, Stealth d4, Streetwise d8, Tracking d6

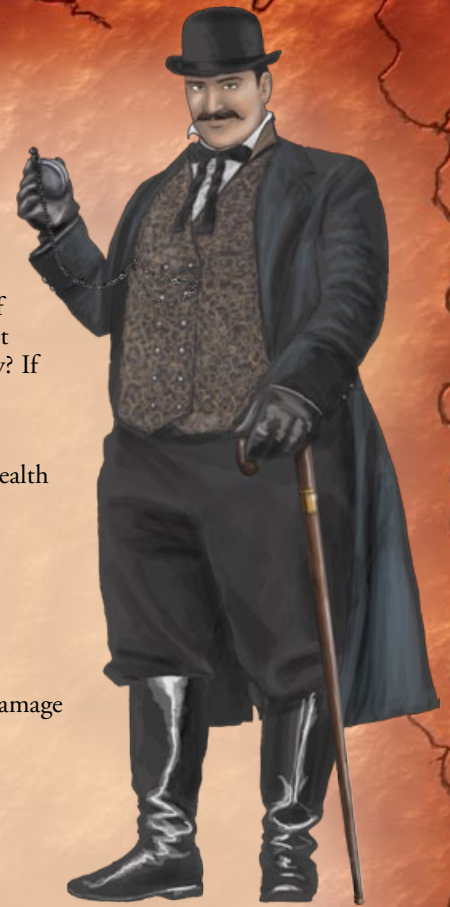
Charisma: 0; **Status:** 2; **Pace:** 5; **Parry:** 6; **Toughness:** 6

Hindrances: Cautious, Obese, Land Lover

Edges: Alertness, Danger Sense, Investigator, Level-Headed, Quick

Languages: English, French, Koline, Latin

Gear: Revolver (Range 12/24/48, Damage 2d6, RoF 1, Shots 6, AP 1), sword cane (Damage Str+d4, +1 Parry)



ANN MILLER

Inventor

Even as a small child, Ann had a way with gadgets. Cogs and gears just seemed to talk to her in a way that few others seemed to understand. It baffled her parents and made it difficult for Ann to make friends, but she didn't care. She was a part of a world that nobody else could see. Then she found the Brotherhood of Luxor. They understood her passion and encouraged it. They gave her funding and a quiet place to work, which was all Ann really wanted. It was her friend, Mandrake, who told her that her inventions were being used to hurt people. Ann knew right from wrong, even if the world got a bit strange and murky at times. When Mandrake left to join the Explorer's Society, she followed.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Healing d4, Knowledge (Engineering) d6, Knowledge (Mechanics) d6, Knowledge (Science) d6, Repair d8, Shooting d4, Taunt d4, Weird Science d8

Charisma: -2; **Status:** 2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Outsider, Quirk (Talks to mechanical devices, lovingly)

Edges: Arcane Background (Weird Science), Inventor, New Power, Power Points

Powers (15 PP): *Bolt* (Static Electricity Redistributor), *barrier* (LMA Device—Leave Me Alone)

Languages: English, Greek, Italian, Latin, Morse Code

Gear: Static Electricity Redistributor, LMA Device, antibiotics, aspirin, toolbox



DMITRI VOLKOV

aka "The Russian Bear," World Traveler

If you were to ask anyone in Europe, Dmitri Volkov is nothing but the world's oldest adolescent. As the bastard son of the Russian Czar, Dmitri has been given free rein to wander anywhere his fancy takes him, and it has taken him far. It makes for the perfect cover. Underneath his ignorant carefree exterior lies a sharp mind, one that has been a member of the Explorer's Society for years. Ever since he discovered the Brotherhood of Luxor had infiltrated the Russian royal family, Dmitri has been using his influence and playboy reputation to gain access to information the Society might not otherwise secure. It is a dangerous job, but someone has to do it.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d4, Intimidation d6, Notice d4, Shooting d4, Survival d6, Swimming d4, Throwing d4, Tracking d4

Charisma: +2; **Status:** 3; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Big Mouth, Heroic, Obligations (Minor: Russian royal family)

Edges: Brawny, Noble, Pugilist

Languages: English, Morse Code, Russian

Gear: None



LISSITH

Porter

One day, Lissith found a band of the things that called themselves humans. They asked for help escaping the jungle with their samples. "Samples" came in big, heavy crates but Lissith guided them back to their village anyway. He grew fond of the humans (and their food) and went with them when they left the planet. One of the females even gave him a hat so he could look like a human, too. He isn't sure what this Brotherhood they talk of is, but he's staying with his new friends to keep them (and their food) safe for as long as he can.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d6, Guts d6, Intimidation d6, Notice d4, Survival d8, Swimming d4, Tracking d8

Charisma: 0 (-4); **Status:** 2; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

Hindrances: Bloodthirsty, Delusional (Minor: Believes a hat lets him blend in with humans), Illiterate, Loyal, Reptilian Sensitivity

Edges: Armor +1, Bite/Claw, Brawny, Heat Adaptive, Natural Swimmer, Scent Taster, Woodsman

Languages: English, Lizard Man

Gear: Everyone else's luggage, hat





MIRAAL

Duelist

Miraal was always a braggart, quick to pick a fight over some unintended petty slight. It was only natural that the Explorer's Society should seek to enlist his obvious martial prowess, but he had better things to do. Or he did until his father was found dead, and the rumors of the Brotherhood of Luxor's involvement began to spread. Now Miraal has but one fight.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Gambling d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Taunt d6

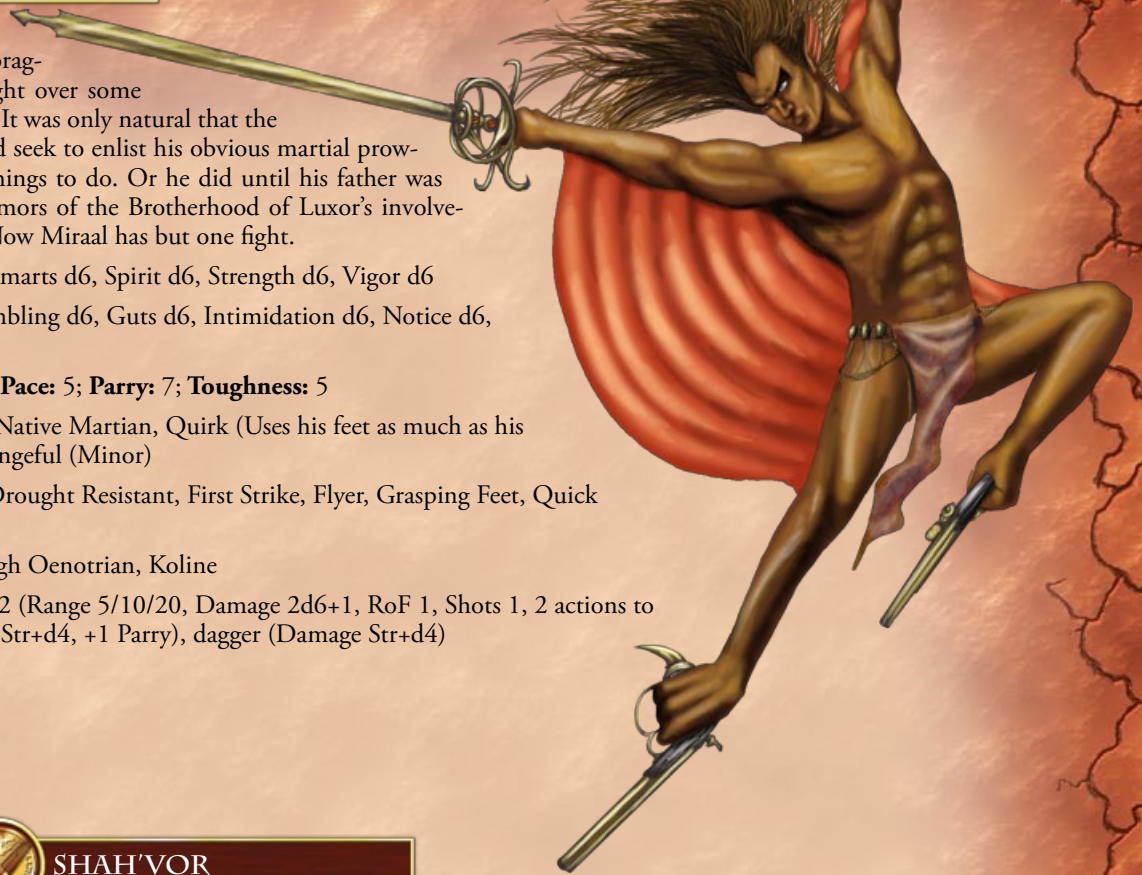
Charisma: 0; **Status:** 2; **Pace:** 5; **Parry:** 7; **Toughness:** 5

Hindrances: Arrogant, Native Martian, Quirk (Uses his feet as much as his hands), Slow Walker, Vengeful (Minor)

Edges: Ambidextrous, Drought Resistant, First Strike, Flyer, Grasping Feet, Quick Draw, Two-Fisted

Languages: English, High Oenotrian, Koline

Gear: Flintlock pistols x2 (Range 5/10/20, Damage 2d6+1, RoF 1, Shots 1, 2 actions to reload), rapier (Damage Str+d4, +1 Parry), dagger (Damage Str+d4)



SHAH'VOR

Priest



Shah'vor seems to be a canal Martian approaching his elderly years, but he's older than he appears. In his youth, he rose rapidly through the ranks to become a well-respected—some might say “feared”—army commander. His career continued in bloody glory until the day he looked upon the fields of fallen and realized he could no longer tell the sides apart. His basic empathy seemed to have gone, leaving only the fight behind. That was the day he quit the field and became a priest. Shah'vor strives to spread peace, but years of enemies and ties of honor to those he left without a commander continue to pull him into conflicts. Luckily, these conflicts have suggested a lurking enemy, one that Shah'vor feels he must find for the safety of all nations—of all *planets*—as soon as he can. He hopes his new army, the Explorer's Society, is up to the task.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Healing d8, Knowledge (Battle) d6, Notice d6, Persuasion d4, Riding d6, Shooting d4

Charisma: 0; **Status:** 2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Enemy (Major: Various defeated Martian partisans), Native Martian, Obligations (Minor: To his former command), Quirk (Ramrod straight posture at all times)

Edges: Command, Drought Resistant, Healer, Hold the Line!, Linguist, Traveler

Languages: Chinese, English, High Oenotrian, Koline, Morse Code, Parhooni, Russian, Umbran

Gear: Staff (Damage Str+d4, +1 Parry, Reach 1, 2-handed)