

MORE SURVIVORS FROM THE FLEET

The NPCs below are additional survivors that expand the list of those on pages 204–209 of the Battlestar Galactica rulebook. They can be used as ready-to-go supporting characters, or customized to meet the needs of a particular scene, adventure, or campaign.

THE WAY OF THE GUN

These three survivors are all accustomed to violence in their careers prior to the exodus from the Twelve Colonies. Introducing one of them is likely to escalate quickly to combat of some sort, or present the threat of physical conflict from the get-go.

Colonial Marshal (Veteran)

Agi d6 **Str** d8 **Vit** d8 **Ale** d10 **Int** d8 **Wil** d8

LP 16; **Init** d6+d10

Traits: Cool Under Fire d4, Formidable Presence d4, Toe the Line d4

Skills: Covert d6/Streetwise d8, Discipline d4, Guns d6/Pistols d10/Shotguns d8, Influence d6/Intimidation d8, Knowledge d6/Law d8, Perception d6/Tracking d8, Planetary Vehicles d6/Car d8, Survival d4, Unarmed Combat d6/Brawling d8

Description: This Colonial marshal was trailing a fugitive through Caprican customs just before the Cylons attacked. He lost his quarry in the starport by mere minutes, so he commandeered a ride on the next available transport. Then the Cylons arrived, and there seemed to be little point in continuing his pursuit.

Later, when he boarded his fugitive's ship, he found that the guy had eluded him and fled to somewhere else in Galactica's civilian fleet. All this time, the marshal's kept his eyes open. Even though he's got no authority, even though there's barely a legal system left, he's still looking for that fugitive. He kept his sidearm and badge hidden all this time.

Still, he swore an oath to serve and protect the public. Even though he can't do much against the Cylons, he's decided it's time to take the law into his own hands. As time goes on, people forget that law once governed them. He'll remind them of that.

Plot Hooks: Following are a few plot hooks involving the Colonial marshal in a Battlestar Galactica campaign:

The Lone Marshal: There are rumors of a vigilante operating on one of the larger passenger ships, taking the law into his own hands to keep the peace. It started small, but now someone's been shot and killed over a petty theft. What makes it strange is that the captain and crew aren't talking. The Admiral wants answers.

The Fugitive: A man in the fleet claims a former Colonial marshal is gunning for him. An ex-con, he says that the marshal wants revenge for something he's already served his time for. The marshal has gone underground in the fleet, and the ex-con fears for his life. Since there's no proof of a crime, the player characters need to hunt the man-hunter.

A Few Good Men: The President wants a civilian police force to help keep order in times of crisis, to keep clear the separation between military and civilian authority. Word has gone out to the fleet asking anyone with a law enforcement background to volunteer for this duty. A former Colonial marshal has stepped forward to lead this police force. The player characters are assigned to assemble and train this civilian police force. Unfortunately, things may not turn out as planned.

Ship Security Officer (Recruit)

Agi d8 **Str** d8 **Vit** d6 **Ale** d6 **Int** d6 **Wil** d8

LP 14; **Init** d8+d6

Traits: Anger Issues (Military) d4, Brawler d4

Skills: Artistry d4, Athletics d6/Dodge d8, Guns d6, Influence d6/Intimidation d8, Knowledge d6, Medical Expertise d6, Melee Weapon Combat d6/Clubs d10, Perception d6, Unarmed Combat d6/Brawling d8

Description: She's always been able to keep her cool, and has a 'take no crap' attitude that's kept her alive. Though she's not the largest and toughest person in a fight, she's not afraid to escalate a conflict rapidly. Unfortunately, that attitude got her into serious trouble (with someone dead) and put her in the position of needing to get off-planet in a hurry. With few options (and fewer cubits) she signed up with a stellar transit company operating out of Tauron. After some basic ops training, she was the onboard security officer handling routine flights for a passenger starship. It was easy money, and fairly safe—just quieting angry drunks or rousting couples trying to join the 'Intersystem Club'.

Then the Cylons struck, and she's been on duty ever since. She's quelled minor food and water riots, and knocked heads together when fearful passengers tried to storm the captain's cabin. Now she's the one the captain turns to when problems with the crew arise. If a passenger gets hurt, she's the one who stitches them up if they're not bad enough to need Doc Cottle. She's got small but well-stocked arms locker and the only key, but keeps everything but her shock baton locked away. Worse yet, she's worried that eventually someone's going to come looking for her regarding the death she caused back on Tauron. She doesn't know what she's going to do, but the only thing worse than life in the fleet is the thought of being locked up in the fleet.

Plot Hooks: Following are a few plot hooks involving the ship security officer in a Battlestar Galactica campaign:

The Empty Locker: Galactica gets a message from a shipboard security officer in the fleet. The message is brief: "Weapons locker broken into and ransacked. Civilians now armed. Need investigative backup." The player characters are dispatched to aid her in recovering the stolen weapons cache.

Training Day: As part of a public relations measure to boost the morale of the fleet and improve relations between the military and civilians, the player characters are dispatched

to her ship in the equivalent of a 'ride-along.' However, the security officer seems suspicious and evasive. Maybe she's hiding something?

Drunken Disorderly: A drunken passenger from another vessel claims he was a cop in pursuit of a suspect. Ship's security subdue him and transported him back to his ship, but witnesses claim that the man wasn't drunk, and that he seemed to be after the security officer herself. Player characters are called to investigate.

Spy (Seasoned Veteran)

Agi d10 **Str** d6 **Vit** d6 **Ale** d12 **Int** d12 **Wil** d8
LP 14; **Init** d10+d12

Traits: Paranoid d4, Shadow d6, Uncommon Knowledge d6

Skills: Artistry d6/Photography d8, Athletics d6/Climbing d8/Dodge d8, Covert d6/Sabotage d8/Stealth d8, Discipline d6, Guns d6/Pistols d8/Sniper Rifles d8, Influence d6/Persuasion d8/Seduction d8, Knowledge d6, Perception d6/Search d8, Unarmed Combat d6

Description: She didn't originally imagine she'd become a spy, but her test results alerted a secret division within the Scorpian government. The next thing she knew, she was in a small office being offered a position as an undercover operative for her government. As a child, she'd longed for a life of adventure and travel, so she took it. After graduation, she went into deep training, learning the craft of espionage, and a year later she was on her first mission. Since then, she's done a lot of things she's not proud of. Spying for the Scorpian government on the other members of the Twelve Colonies is a dangerous bit of work, and she's been forced to do what was required to complete her mission, be it infiltration, seduction, sabotage, or assassination. Despite her youthful appearance, she's a successful and decorated operative, with her cover identities wanted on several of the Colonies.

She was on her way back from Caprica, a rough mission behind her, when the transit shuttle she was on got word of the Cylon attack.

After a quick transfer to a jump-capable ship, she was soon a part of the fleet, jostling for living space like everyone else. She's stashed her gear (weapons, explosives, and other tools of the trade) and sticks to her cover story of being a photojournalist. With each passing day, though, she worries that someone will remember her from one of her prior missions, or some old 'wanted' notice will surface with one of her cover identities displayed. A part of that last mission involved infiltrating Caprica's defense network, and she's sick with worry that somehow she may have contributed to the Cylon shutdown of the Command Navigation Platform.

Plot Hooks: Following are a few plot hooks involving the ship security officer in a Battlestar Galactica campaign:

Shadow of the Past: At a minor diplomatic function, one of the President's council members spots a photographer who looks familiar. He identifies the woman as being a suspect for a security breach of Caprica defense network just prior to the Cylon attack. Before he could confront her, she got away. Now the President would like her apprehended for questioning. The player characters will be involved in the manhunt.

Loose Ends: While there are the occasional murders in the fleet, this one seems unique: a former Caprican diplomat has been found dead, two bullets pumped into his cranium from a close range. A professional hit, by all evidence. Rudimentary forensics identifies the gun as Scorpian military issue. The victim was on his way to discuss something in private with the President, so she's eager to learn why this has happened, and bring the killer to justice.

An Affair to Forget: One of the player characters (the GM should choose appropriately) bumps into an old girlfriend from a prior posting. She left town, disappearing without a trace or any reason why. The player character doesn't know why, but has an intuitive suspicion that something wasn't right about her... and that the death of a prominent political figure around the same time was no coincidence. The old girlfriend pretends she doesn't know the player character, and passes by in a crowd before he (or she) can be certain.

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