

The supporting characters below are additional survivors available for quick reference and use, expanding the list of those provided on pages 204–209 of the *Battlestar Galactica* rulebook. They can be used as-is, or customized to meet the needs of a particular scene, adventure, or campaign.

THE PATH OF KNOWLEDGE

These supporting characters are focused on knowledge in some fashion—whether furthering their education, challenging some status quo through education, or passing on knowledge to anyone eager to learn. They are all characters useful in supporting roles, and may be utilized as allies to the player-characters (or even as the focus of some plot with powerful consequences).

STUDENT (RECRUIT)

Agi d6 **Str** d6 **Vit** d6 **Ale** d8 **Int** d10 **Wil** d6
LP 12; **Init** d6+d8

Traits Allure d2, Good-Natured d4, Mathematician d8, Straight-Laced d4, Trusting d4, Youthful d6

Skills Athletics d6/Running d8/Swimming d10, Influence d4, Knowledge d6, Perception d6, Planetary Vehicles d4, Scientific Expertise d6/Mathematics d10/Physics d8, Technical Engineering d6/Computer Programming d10/Electronics d10/Hacking d10

Description Back on Libris, her boyfriend used to take her to horror movies about school break trips gone wrong. You know, the ones where a group of attractive young co-eds run into trouble. A trip like *that* would be a relief. No, this young Libran computer science student was on a passenger ship headed to Virgon for spring break with a handful of her friends. She'd scheduled a weeklong party at a sun-soaked getaway where the only decision was what to drink that night. She sat in her summer-print dress with her girlfriends, flipping through a battered copy of *Virgon on 100 Cubits a Day*, when a message over the ship's intercom told

them that the Colonies were under attack. The ship was fleeing the system to unite with other civilian ships.

Now she and her friends are part of a fugitive fleet, pursued by the Cylons. They've been attacked frequently, and she's been staring at the back of the seat in front of her for far too long. There's nothing to do, and she's re-read that stupid guidebook more times than she can count. Her group of friends has run out of arguments; they're all just bored now, waiting for anything to happen. She was one semester away from finishing her advanced computer science degree, so now she hopes she can apply for a position on *Galactica*. She'd never have imagined herself in a military uniform, but she's at the point where she'll do anything to get off the civilian transport.

Plot Hooks Following are a few plot hooks involving the student in a *Battlestar Galactica* campaign:

New Recruits—The order has been made to scout potential recruits for *Galactica* and provide redundancy for critical positions. The student applies and passes the initial examination, and now she's on the bridge learning the ropes. With Lt. Gaeta off-duty from stomach flu, this newcomer is at his duty station when Cylons attack.

The Worm—On the bridge, Gaeta notices an unauthorized intrusion into *Galactica's* mainframe, coming from within the ship. Col. Tigh sends a security team, and they find the culprit—a young woman with a portable computer, crouched in a service shaft and linked in. She managed to get hold of a console while visiting *Galactica* on a civilian walkthrough, and claims her intrusion was to prove herself to the command structure for a job onboard. How'd she do it?

The Signal—*Galactica* gets a high-priority message from one of the ships in the civilian fleet—a young woman claims that while examining data transmission logs for her ship, she's detected an almost undetectable virus hiding in the ship's mainframe, claiming that it could be in others, if not all of the civilian

ships. When *Galactica* sends an escort over to retrieve her, she's missing, and her friends say that a strange man was asking about her just about the same time she disappeared. Is she alive or dead? What did she find? Who was that man?

REVOLUTIONARY (VETERAN)

Agi d8 **Str** d6 **Vit** d8 **Ale** d8 **Int** d10 **Wil** d8
LP 16; **Init** d8+d8

Traits Advanced Education d4, Contrarian d4, Friends in Strange Places d6, Hideout d6, Idealist d4, Prejudice (Governments) d4

Skills Artistry d6/Writing d10, Covert d6/Sabotage d8, Discipline d6/Leadership d8, Influence d6/Persuasion d10/Politics d8, Knowledge d6/History d8/Law d8, Mechanical Engineering d4, Melee Weapon Combat d4, Perception d4, Performance d6/Oratory d8

Description He was born on Tauron, the son of wealthy industrialists. As such, he went to the finest schools on Caprica. While in college, he fell in with a politically active group of students just to meet a girl, but he began reading their propaganda, and actually listening at the meetings. A fire lit in his soul.

Upon his activist awakening, he rejected his family's wealth and the easy opportunities it afforded him. He sought out places in the Twelve Colonies where social injustice was prevalent. He and his allies worked tirelessly, up front and behind the scenes, organizing unions and rallies to stop unfair governmental oppression and other social exploitation. Labeled an extremist for his views, he's a political dissident wanted by authorities on several worlds. Because of this, he was forced to go underground, using a fake identity while traveling. He's been a revolutionary for decades . . . advocating peaceful solutions where possible, but knowing full well that sometimes people will get hurt.

He was en route to Tauron, posing as a crewman on a bulk hauler using forged papers, when the Cylons struck. Initially he kept a low profile to avoid arrest and prosecution.

But now he's seen the way the fleet really behaves—a dubiously elected government walking hand-in-hand with the military, led by a self-proclaimed messiah. He's written pamphlets and created revolutionary cells full of like-minded citizens, people who aren't going to let their government become a dictatorship. They've collected weapons and other valuable resources, and made deals with crews and captains of certain key ships.

He's decided that now is the time to act, and he is not alone.

Plot Hooks Here are a few plot hooks involving the revolutionary in a *Battlestar Galactica* campaign:

The Leaflet—While vacationing on *Cloud Nine*, a leaflet is shoved into one of the player character's hands. It's about a demonstration to be held later that day, addressing the vast social inequities being perpetuated by a fascist regime. The emotionally charged text hints that this rally is recruitment for a larger movement that will "take back control over our destinies" and "throw off the chains of our military overlords." The time for the rally is swiftly approaching and an astonishing number of people are beginning to mill around. When the leader arrives and begins to speak, what will the player characters do?

The Uprising—On a routine jump, with no Cylons in sight, several ships suddenly refuse to comply with *Galactica's* jump command. The captains radio that their engines are disabled, with key components stolen. They say that a "peaceful protest" is underway, and that the ships will not be restored to functionality until the protesters' demands are met. There's no sign of Cylons, so the danger isn't immediate, but every second the fleet is not mobile is a second more for the toasters to catch up to them. Thousands of innocent lives are at stake. The player characters are sent as a delegation to meet with the protest leader, and hear his demands.

The 14th Colony—*Galactica* finds a relatively habitable world with breathable air, edible algae, and other plant life. The radiation is low

enough that human life could be sustained for a while. The downside is that it's perilously close to a pair of Cylon base stars. A large contingent on one fleet ship demands authorization to land and set up a colony there. They don't want a ship, or a military escort, and the would-be colonists haven't got any strategic military knowledge. This *cause célèbre* erupts throughout the fleet, causing the President to take them seriously. An anonymous message claims that their goal isn't really colonization, but that it's a gambit in a larger game being played by a single instigator . . . the revolutionary.

TEACHER (VETERAN)

Agi d4 **Str** d4 **Vit** d6 **Ale** d10 **Int** d12+d2
Wil d10

LP 16; **Init** d4+d10

Traits Advanced Education d10, Elderly d6, Infamy d6, Pacifist d6, Renowned d6, Uncommon Knowledge d6

Skills Artistry d6/Writing d10, Influence d6, Knowledge d6/History d12/Religion d12+d4/Sociology d12+d4, Perception d6/Deduction d8/Investigation d10, Performance d6/Oratory d8

Description Born on Gemenon and raised within the faith, this woman was once a believer. She devoted her life to careful examination of the Sacred Scrolls and shared in the religious beliefs held by most the Twelve Colonies. In school, she chose to study anthropology and behavioral science rather than religious scholasticism—rare choices for a Gemenese. Despite her religious background, she examined her religion from a historical and anthropological perspective rather than in a spiritual context. The result of her study was publication of the book *Stellar Mythology: An Examination of the Sacred Scrolls*. In this work, she claimed that the Sacred Scrolls were of dubious origin, and likely the Lords of Kobol were simply early interstellar pioneers, leaders of the fleet that founded the Twelve Colonies.

The book was a tremendous success on the more liberal of the colony planets, including Caprica, Libris, and Virgon, while it sparked riots on Gemenon and Sagittaron. She was declared an apostate, a heretic, and much worse

on her homeworld. She refused to refute her book, claiming it was based on careful research rather than blind faith. Because of this, she was forced to leave the planet, hounded by death threats, demonstrations, and a public call for her incarceration and summary execution. For years, she was granted political asylum on Virgon, a situation that caused immense political difficulty for the Virgonese government as it denied requests to arrest and extradite her.

Eventually the furor faded and she gradually re-entered public life. Without much ado, she accepted a position as an instructor at one of Caprica's most prestigious universities and taught there for more than a decade. This was not without incident, as death threats continued to be issued, and the university kept a bodyguard with her at all times. She and her husband were recently on vacation to Virgon without their bodyguard, when the Cylons attacked and they once more found themselves fugitives (though of a different sort). She has grown worried about the civilian government's reliance on prophecy, and wishes to make these concerns known.

Plot Hooks Here are a few plot hooks involving the teacher in a *Battlestar Galactica* campaign:

Religious Asylum—The President has a difficult political situation on her hands: an imbroglio between the Virgonese and Gemenese representatives on the Quorum of Twelve. The Gemenese delegate calls for the Virgonese to surrender a political refugee, a woman who wrote a scathing and heretical book that rejected the divinity of the Lords of Kobol. The Virgonese delegate demands military assistance to keep this woman safe, but honestly wants to be clear of the whole situation. Threats arise from zealots calling for her death. The matter is set for discussion before the Quorum, but that's a few days away. The threats are escalating, and the player-characters are put in charge of taking care of this political hot potato.

Death and the Heretic—The teacher's husband contacts the Colonial Military, asking for security. He claims that small groups

of Gemenese have asked about her, and he's worried there will be reprisals against her now that she is no longer guarded and under political asylum. The delegate from Virgon claims that she can no longer offer asylum without a planetary sovereignty or a Virgonese security force, and that the matter now belongs to the Colonial military. It *was* Commander Adama's problem. He made it Colonel Tigh's problem. Tigh has made it the player characters' commanding officer's problem. Now it's their problem. The threat to her life is real, and these fundamentalist Gemenese are ready to do what it takes to kill the blasphemer—something that should have been done decades ago.

The Tyranny of Worship—The author of a still-controversial book calling into question the divinity of the Lords of Kobol has been speaking publicly, demanding the resignation of the President. The charge? Exploiting religious “mumbo-jumbo” to keep the remains of the human race on a foolhardy and misbegotten quest for a mythical holy land that few believed in before the Cylons attacked. Her arguments are compelling, and she is gaining followers, throwing the President and the Quorum of Twelve into turmoil. Riots have broken out, for and against the position. The players are sent into the middle of this tumult to broker a peaceful solution.

THE SEEKER (SEASONED VETERAN)

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

LP 22; **Init** d10+d10

Traits Addiction (Killing) d10, Anger Issues d4, Athlete d8, Brawler d2, Cool Under Fire d2, Hardy Constitution d4, Rival d4, Sadistic d4, Shadow d6, Tough d8

Skills Athletics d6/Dodge d8, Covert d6/Open Locks d8/Stealth d8, Influence d6/Conversation d8/Intimidation d10, Melee Weapon Combat d6/Knives d10, Perception d6/Search d8/Tracking d8, Performance d6/

Impersonation d8, Planetary Vehicles d6, Unarmed Combat d6/Brawling d10

Description He always felt like an outsider, though his life was a good one—loving parents, a decent home in a good neighborhood, and a friendly community. Something inside him was broken, however, and he began his experimentation on small animals—captured mice, frogs, and birds—before graduating to neighborhood pets. His parents mistook it for an interest in veterinary medicine, but they were wrong. Then a neighborhood child went missing, and though his role in her death was never discovered, his parents began to suspect that they harbored a monster.

When he was old enough, “the incident” took care of them, and he was able to survive off their savings and death benefits for the next decade as he discovered he had a hunger for causing death—an almost inhuman fascination in the single moment where life fled a living body. He killed dozens of people as he perfected his skills, and ironically, his arrest came from an unrelated matter—possession of a quantity of morpha he'd used as a lure for those street dwellers destined to become his victims. Then he saw on the news that the dumping ground for the bodies of his victims had been discovered. Fearing that someone would link him to the evidence, he escaped while in transit for his arraignment hearing, and made his way to a nearby star-port. He boarded a transit, realizing that a Colonial marshal was hot on his trail.

When the Cylons struck, he breathed a sigh of relief. He'd been given a reprieve, and the law would likely never catch up with him. The bodies of his victims were likely cinders now, consumed by the fires of invasion. If he could only hold out and refrain from killing again, he'd be fine. But, jammed into this passenger liner with nothing save the threat of Cylon death to break the monotony, he feared he wouldn't be able to maintain his mask of humanity.

Then the news broke that the Cylons not only looked human, but that their agents had

been hiding among humanity for a while, and that they seemed to be made of flesh and blood like everyone else. It suddenly made sense to him: he was a Cylon. After all these years, he was actually just fulfilling his programming. Now, he's made a few makeshift weapons, and is ready to resume the task he was designed for: killing humans.

Plot Hooks Following are a few plot hooks involving the seeker in a *Battlestar Galactica* campaign:

Murder, Interrupted—A woman was attacked after an evening drinking in one of the lounges on *Cloud Nine*. The characters are asked to investigate. Under questioning, she admits that she got very drunk and fell asleep on one of the park benches. Then someone picked her up and carried her. She couldn't remember much, other than waking up in a service corridor with a man standing over her, holding a long, slender knife. They struggled, and her screams alerted a crewman. The assailant ran, fearing a confrontation. In the confusion, at least two transit flights were able to leave *Cloud Nine* before it was closed down. The weirdest thing is that the woman claims the attacker hissed "Quiet, human!" at her during the attack.

A Taste for Blood—The unthinkable has happened. A ghastly murder, with a citizen tortured and horribly mutilated. His body is found in a storage bin on a transport vessel that shuttles hundreds of citizens each day back and forth between ships in the fleet. This was no crime of passion, and the wounds look almost clinical in nature. The killer took his time, and the scant evidence points to the actual murder being committed elsewhere. The characters are called to investigate the grisly matter. Will they discover who did it, before he kills again?

From Hell—A couple of obviously related murders have occurred (similar to the one described in "A Taste for Blood", above) a

month apart. There are few leads, no witnesses, and very little evidence. An air of tension and dread has risen across the fleet, and false alarms are fraying everyone's nerves. Dozens of false leads have exhausted the trail. Then reporter Playa Palacios (described on page 200 of the core rulebook) contacts the President. She claims she's received a letter from the killer in which he confesses that he's a Cylon hiding among them, programmed to strike fear and distrust into the weak hearts of humankind. He boasts that he's going to kill until he's fulfilled his programming, and that there's nothing the Colonial military can do to stop him. The characters are ordered to find the killer and stop him, be he Cylon or madman.

CREDITS

WRITER

Jason Durall

EDITING & DEVELOPMENT

Cam Banks, Jamie Chambers

GRAPHIC DESIGN

Sean Macdonald

LAYOUT & TYPESETTING

Digger Hayes

Battlestar Galactica © USA Cable
Entertainment LLC. Licensed by Universal
Studios Licensing LLLP. All Rights Reserved.

Margaret Weis Productions and the MW Logo
are trademarks owned by Margaret Weis
Productions, Ltd. All Rights Reserved.