

## Sledgehammer

An **independent associate** of the **private military company Horizon**, Sledgehammer lives with **no fear of death** and no belief in restraint. Born and raised among the **Jovian colonies**, Sledgehammer is a newcomer to the battlefields of Earth, but no less skilled within the gravity well. She believes in the **good of humanity overall** rather than committing herself to any given cause for the long term. A **hedonist** without compare, Sledgehammer is unafraid to challenge even the strongest of Mages, or to face the grimmest of odds.

### Personal Data

Sledgehammer is the only Magus on the *Trudeau* who **works for Horizon directly**. While she's still an **independent contractor**, she has no loyalties to other organizations and is on this mission **due to being assigned to the Trudeau directly**. Though, she does generally consider shadowy conspiracies and massive amounts of needless conflict bad on general principle, so, you know, as long as she's here...Despite her social issues, Sledgehammer is **reasonably well-liked** on the Trudeau for her straightforward manner and combat skill; she **gets along particularly well** with **Moonlight Butterfly** and **Tears In Rain**, and is engineer **Alistair Granger's best friend**, but is at extreme odds with the Trudeau's doctor and XO, **Ruby Sullivan**.

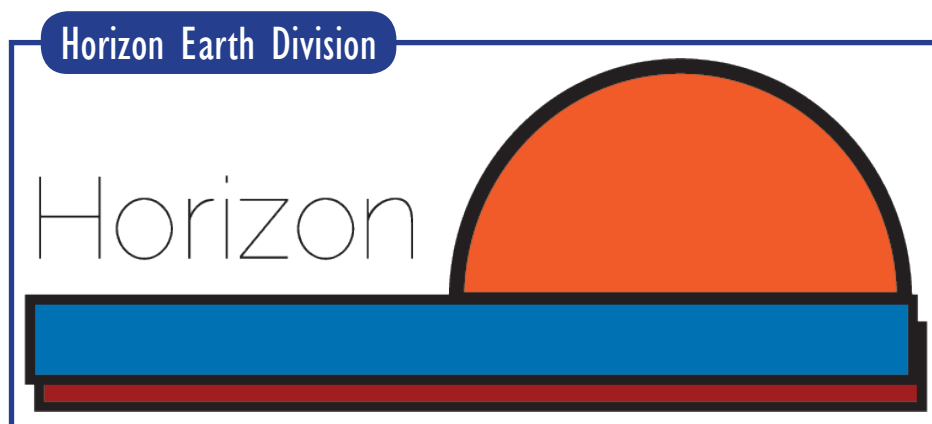
Trained as a **combat engineer** in the Jovian Air-Space Force, Sledgehammer knows quite a lot – maybe too much – about **explosives** and other similar weapons. She also has a hobbyist's interest in **Newtonian physics**. Despite this, to say she's 'abrasive' would be an understatement...though this **intimidating and extreme personality** can come in handy as often as it screws things over. A few **old friends** might help her out every now and again, too, with a surprising amount of people to call on for someone who's never been to Earth. And in times of need, she can always think of what she's read off the **ap6** – the legendary **archive of Information Age networks** that the first Jovians took with them, now in the public domain.

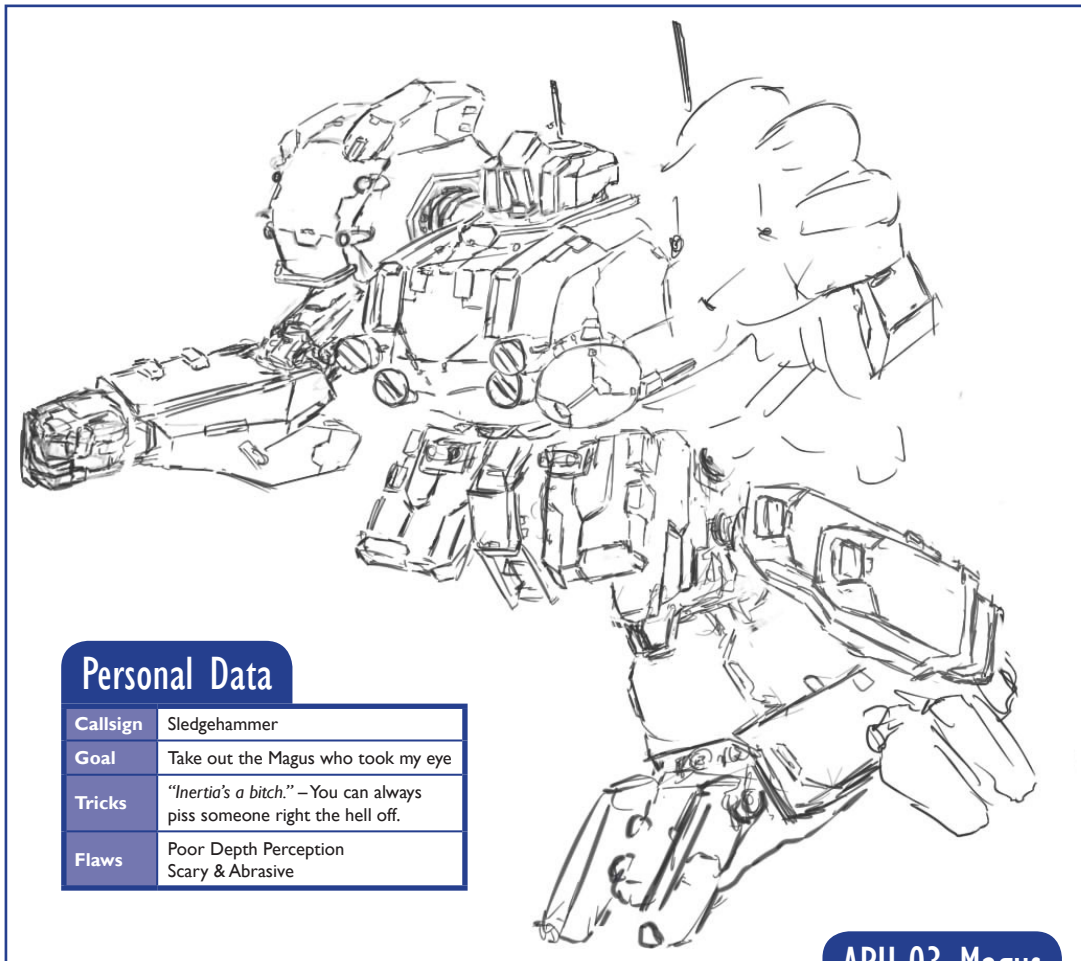
Sledgehammer is **missing an eye**, and most of the optic nerve behind it that would otherwise allow her to get a replacement. The incident behind this is something she's remarkably silent about, but suffice it to say that her **depth perception** is naff, and she'd like to **get back at the one who did the deed**, an unknown Magus in a crimson APU.

### Piloting Data

Sledgehammer's APU, the **Gold Lion**, is extreme in construction yet strangely **Balanced**. Equipped with a powerful **bazooka** and a **heavy shield**, Sledgehammer's opening strategy is to **unload her heavy firepower**, then **drop both the bazooka and shield** to use her dual **Impact Hammer melee weapons**, her **apogee motors** ensuring she'll reach her foes when the time comes. An **autocannon** and a **jammer** round out her arsenal, allowing her to rapidly **change her attack strategy** when needed, from the longest to the closest ranges.

Remember that you are built to **change things up** when needed! You can attack from afar to build up Initiative before closing in, or use your firepower up close and fire into the back lines. You can also **change your focus from Move Actions to Initiative** as needed, a luxury granted by your heavyweight parts, even if you're not as fast as others. You should save up **Initiative** for Interception actions – your heavy armor allows you to perform well in this role, to protect your more vulnerable party members.





### Personal Data

Callsign	Sledgehammer
Goal	Take out the Magus who took my eye
Tricks	"Inertia's a bitch." – You can always piss someone right the hell off.
Flaws	Poor Depth Perception Scary & Abrasive

APU-03 Magus

### Association Emblem



### Personal Skills

	Category	Status	Skills
Special	Combat	Unlocked	Heavy Bazooka, Detpack
	Resources	Unlocked	Old Drinking Buddies
	Vehicle Operation	Unlocked	APU
Athletics		Locked	None
Academia		Locked	Public Domain Media
Applied Sciences		Unlocked	Civil Construction, Combat Engineering
Computers & Electronics		Locked	None
Investigation		Locked	None
Medicine		Locked	None
Maintenance		Unlocked	Explosive Weapons, Armor Plating
Physical Sciences		Locked	Newtonian Mechanics
Social		Unlocked	Intimidation, Provocation, Defiance

### APU Data

APU Name	Gold Lion
Color Scheme	Golden yellow
Sensor Color	Red
Right Shoulder Emblem (Association)	PMC Horizon, Earth Division
Left Shoulder Emblem (Personal)	A lion-headed warrior holding a sledgehammer

## Tears in Rain

As that rare Magus who chooses to support others rather than fight with her own power, the **Russian nationalist** Tears in Rain is often underestimated. But her efforts in **supporting the guerilla network** and anti-Neucom organization known as the **Global Revolutionary System** prove her skill on the battlefield and **never-say-die attitude**. Though often bitter and sarcastic, and often in protest of those she must begrudgingly call allies, Tears in Rain is **loyal and protective** to those who fight with her, no matter her personal grievances.

## Personal Data

Tears in Rain is on the *Trudeau* – not by her own choice, mind – to track down the unknown transhuman organization that has **heavily compromised the GRS**, both through infiltration and through outright offensive action. In particular, she is seeking out a Magus known only as the **Hitoshura**, who has **killed countless GRS soldiers** and was involved in the **destruction of the GRS' airborne carrier Sitara** north of Singapore. As **the NFLQ was part of the GRS network**, this mission holds particular importance to her, as **similar schisms** have been happening with many other GRS associates.

Tears is **somewhat frosty** with most of the crew and her fellow pilots. Though very close with **Sledgehammer** of all people, she is at odds with both **Darker Star**, being an establishment figure who has fought many GRS-tied groups, and with **Murakumo** – not only because he works for Neucom, but because **the Hitoshura was his 'apprentice'**. She does, however, get along with her **fellow IWACS specialist Himeko**, helping her with the computer systems on the ship.

As one might expect of a guerilla, Tears has much experience **maintaining vehicles**, even if her primary expertise is with **communications and information warfare**. Though not formally educated, she's no blind idealist – she's got a great deal of knowledge in **social justice fields**, as well as **the history of the national era**. Like any good activist, she's got the knowledge to make anyone **feel incredibly guilty**. Athletic and dependable, Tears is **admired by the GRS**, which should prove useful if their support is needed...but she's still a **known fugitive** whose face is recognized, and sometimes her **anti-establishment nature** gets the best of her.

## Piloting Data

As a **Support** type APU, Tears in Rain provides **additional actions, support Maneuvers, and jamming**. As long as Tears in Rain's jamming modules still function, the party is somewhat **protected from missiles**, and her Spotting Module **increases the party's damage output** greatly.

That's the key – **support, support, support!** The Tears in Rain APU is tuned to **help your allies. Use your Maneuvers** to keep them safe and keep your enemies guessing! Your Maneuvers are key to your success. Use your **assault rifle** to **give your allies Move Actions**, and use your **plasma pistol** to **increase your Spotting Bonus** and **provide missile support!** Don't be afraid to **get in the thick of it** if you need to, either, but keep in mind that **your mobility and defenses are average**. Do your job well, and the others can do theirs...just make sure they have your back!



The GRS

### Personal Data

Callsign	Tears in Rain
Goal	Renew the independence of Russia
Tricks	"The blame lies with all of us" – You can always make someone feel guilty.
Flaws	Anti-Establishment Attitude Known Fugitive

### APU Data

APU Name	Tears in Rain
Color Scheme	Blue/cyan/grey aircraft camo pattern Based on old aircraft of 20th century Russian Federation, Su-33 naval fighters of Admiral Kuznetsov
Sensor Color	Yellow
Right Shoulder Emblem (Association)	Global Revolutionary System
Left Shoulder Emblem (Personal)	Silhouette of a crying woman, against a storm backdrop

### Personal Skills

Category		Status	Skills
Special	Combat	Unlocked	Assault Rifle, Bayonet
	Resources	Unlocked	GRS Materiel Network
	Vehicle Operation	Unlocked	APU, Sportwalker
Athletics		Locked	Heavy Lifting
Academia		Unlocked	History of Information Age Nations, Social Justice, Guerrilla Warfare
Applied Sciences		Locked	None
Computers & Electronics		Unlocked	Encryption, IWACS Operation, Black Comm Networks
Investigation		Locked	None
Medicine		Locked	First Aid
Maintenance		Unlocked	IWACS Systems, Helicopter Rotors, Artificial Muscle
Physical Sciences		Locked	None
Social		Locked	None

## Darker Star

One of the **Originals** - the first Mages to emerge from the Last Colonial War - Darker Star is also the only one, save for the Blue Magus, who is still alive and operating. Responsible for the **defense of the Megacity Morant** under the crown corporation **Oncari Industries**, Darker Star believes strongly in the defense and **sanctity of the Union** and the importance of the **Megacity Project**. As the so-called 'last Original', **his reputation precedes him**, particularly his skill with a **transforming flight-type model**, and he carries himself like a true **veteran and a reluctant soldier**, fighting despite his tarnished reputation as a member of the **Alphonse family, the masterminds of the Last Colonial War**.

## Personal Data

Darker Star finds himself on the *Trudeau* under **the behest of Oncari**, investigating the mysterious pro-transhuman organization that has **infiltrated several other companies and increased global tensions** through arms sales to known hotspots. He finds himself having a **tense relationship** with the fugitive **Tears in Rain**, and is generally **aloof** at the best of times, but he has a close rapport with **Moonlight Butterfly** and shares a kinship with **Captain Law**, a fellow veteran of the Colonial Wars.

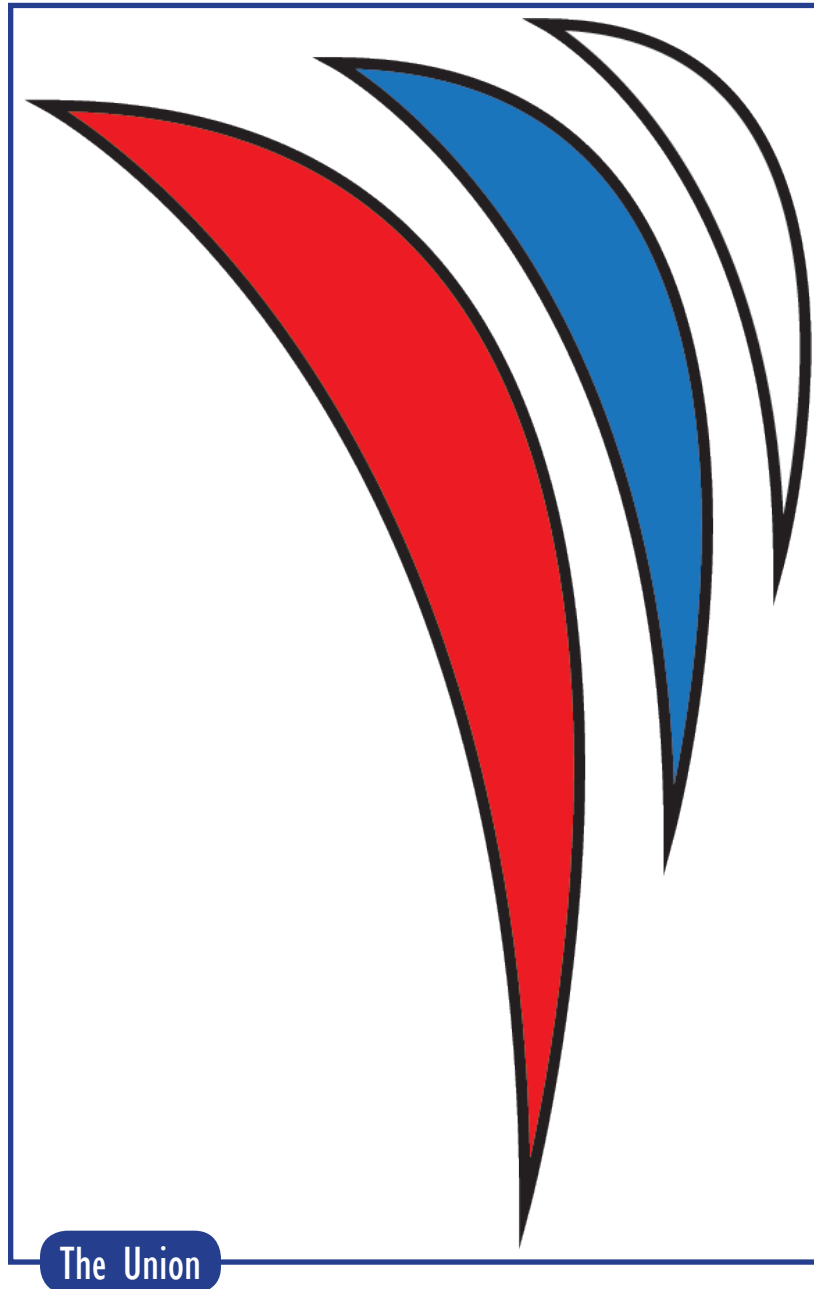
Darker Star has a **university education** which helps him every now and again, and both a professional and personal interest in **mechanical maintenance**. (Just don't ask him about his classic car collection if you don't have time to spare!) His **personal and professional contacts** may prove useful, as might his **flawless etiquette** and **ease at hiding his true emotions**.

Darker Star, ultimately, desires to **clear his family name** from the tarnished reputation it has gained. This very reputation is a **risk to his activities**, as many in the Orbital Colonies would rather forget about the war. What's worse is that Darker Star has a certain **perceived moral superiority** to his actions that colors everything he says, often **disrespecting others** through this holier-than-thou attitude...but at the same time, his **life experiences** allow him to use this very character flaw and **turn the arguments of others around** on themselves.

## Piloting & APU Data

The APU of a true **Specialist**, the Darker Star is built mostly from the frame of the Shooting Star mass production model. With limited **capability for flight** the Darker Star APU is immensely powerful against typical guerilla machines. While it has **missiles for attacking heavier targets**, the Darker Star is at its best when fighting opponents with **limited offensive capability**. However, against said targets, Darker Star's weapons have **immense damage potential** and **great critical rates**.

Taking control of the Darker Star requires a **measure of risk** be taken, as you are **very vulnerable to missiles** and your **Armor and Laminate are both low**. Your available Maneuvers focus on **mitigating this risk** and letting you close in on the enemy. **Let your allies help!** Their defensive and support assistance will be invaluable. Remember that your weapons have a **short range** – use Flight Mode to close in for the kill, and **don't be afraid to get messy**, as your Flight Mode mobility buff will help you avoid taking too much damage in return.



The Union

### Personal Data

Callsign	Darker Star
Goal	Redeem the Alphonse family's name
Tricks	"There are no heroes in war." –You can always turn anyone's own argument around on them and make them look bad.
Flaws	Holier than Thou Shameful Family History

### Personal Skills

	Category	Status	Skills
Special	Combat	Unlocked	Handgun, Stun Gun
	Resources	Unlocked	Alphonse Family Contacts, Oncari Supply Lines
	Vehicle Operation	Unlocked	APU, Guardian, Automobile, Motorcycle
Athletics		Locked	Sprinting
Academia		Unlocked	Political Science, Military History
Applied Sciences		Locked	None
Computers & Electronics		Locked	None
Investigation		Locked	None
Medicine		Locked	None
Maintenance		Unlocked	Automobile Repair, Fusion Engine Repair
Physical Sciences		Locked	None
Social		Unlocked	Colony Aristocrat Etiquette, Poker Face

### APU Data

APU Name	Darker Star
Color Scheme	Black
Sensor Color	Green
Right Shoulder Emblem (Association)	Oncari Industries
Left Shoulder Emblem (Personal)	A black meteor in the process of reentry

# Murakumo

Veteran of **Neucom Security's** Megafloat Division and one of the **company's greatest promotional and military assets**, Ama-no-Murakumo ('The Gathering Clouds of Heaven') acts like **a samurai in the classic tradition** - fiercely honorable, intensely skilled, and unwaveringly loyal to his 'lord'. Associated with Neucom's so-called '**Architects**' skunk works and known to his comrades as '**the old man**', Murakumo's sincerity and honesty are a strange contrast with his background to many.

## Personal Data

Callsign	Murakumo
Goal	Uphold the ideals of justice for the innocent
Tricks	<i>Instrument of the Architects</i> – You can always get favors from people who recognize you.
Flaws	Born at the Wrong Time Pro-Corporate Attitude

## Personal Data

Murakumo has reason to believe that the party's mutual enemies have **been involved with Neucom**, in particular the rival skunk works known as the 'Cabal'. Developing **new model powered armors** which **require extensive surgical modification** to don, these armors have been seen with the shadowy transhumanists, including Murakumo's **former apprentice Masakado**, now known as the '**Hitoshura**'.

## APU Data

APU Name	Murakumo
Color Scheme	Dark navy blue
Sensor Color	Red
Right Shoulder Emblem (Association)	Neucom's small 'N' logo
Left Shoulder Emblem (Personal)	The kanji for 'Ama-no-Murakumo'

Murakumo's **extreme eccentricity** puts people off – no one's sure if he's putting it on as an act or if he's genuinely deluded. Nevertheless, while it does sometimes **compromise his activities** in one way or another, most can put it aside. Naturally, Murakumo has more than a bit of knowledge of **traditional samurai lore** and a **passion for 'justice'** that borders on the obsessive, but likely more practical to the matter at hand is his **police and security experience**, granting him forensic knowledge and access to a few useful databases. If needed, Murakumo has **access to Neucom's extensive resources**, and in a pinch, he can always **use his fame to his advantage**.

Above all, Murakumo believes his purpose is to **uphold justice for the innocent**, but his **pro-corporate attitudes** often chafe on those same innocents. While he is a naturally friendly person, **Neucom's tainted reputation** among Horizon personnel sees him somewhat unpopular on the *Trudeau*. While he **gets along well** with **Darker Star** as a kindred spirit of sorts, he finds it difficult to work with **Tears in Rain**, an associate of his long-time enemies...though he still affords her the respect of a fellow warrior. Probably his closest ally on the ship is engineer **Alistair Granger**, a self-admitted fanboy of the well-promoted Magus. **Ruby Sullivan** has an affair with one of Neucom's other Mages, and so she tries to stay on Murkie's good side.

## Piloting Data

Murakumo's APU is a **Defensive** powerhouse that **maintains close combat capability** despite this. Using an **electrolaser** and an **arc rifle** for high **long-range fire-power**, Murakumo can **pick off distant targets**, while his **superheated blade** is a **great threat** when up close.

Murakumo's suit is extremely heavy on **energy weapons**. While energy weapons don't **deal direct armor damage** as effectively, their **Qualities and conditions** are extremely valuable, and lightly armored targets **risk being Stunned** thanks to heavy use of **Systems-damaging weapons**. Murakumo's APU is focused on a long-range combat style, keeping to the back lines and firing at the front; his Maneuvers allow him to **maintain this distance** and defend his allies with it, while keeping his Electrolaser at ready. But if someone does get close...**don't be afraid to become the sword that cleaves the darkness** and show them the true power of the Gathering Clouds!

## Personal Skills

	Category	Status	Skills
Special	Combat	Unlocked	Linear Rifle
	Resources	Unlocked	Neucom Requisitions, Adoring Fans
	Vehicle Operation	Unlocked	APU
	Athletics	Locked	None
	Academia	Unlocked	History of the Samurai, Philosophy of Justice
	Applied Sciences	Locked	None
	Computers & Electronics	Locked	None
	Investigation	Unlocked	Fingerprinting, Forensic Analysis, Neucom Security Databases
	Medicine	Locked	None
	Maintenance	Locked	None
	Physical Sciences	Locked	None
	Social	Unlocked	Police Procedure, Tea Ceremony, Burning Justice

# Moonlight Butterfly

A **test pilot** for Oncari subcontractor and APU part manufacturer **Alphonse Industrial**, as well as a **prominent fixture of the Grand Magus Tour** APU duels, Moonlight Butterfly nevertheless participates in mission contracts as a true Magus despite her fame and fortune. Though good-hearted and an intensely eager combatant, Moonlight Butterfly is far more interested in the **thrill of combat** and the adrenaline rush of immense speed and agility. Young, tall, confident, and eager to prove herself, Moonlight Butterfly fittingly represents the best qualities of Luna’s youngest generation.

## Personal Data

<b>Callsign</b>	Moonlight Butterfly
<b>Goal</b>	Become the top pilot on the Grand Magus Tour
<b>Tricks</b>	<i>Social Butterfly</i> – You can always make someone like you.
<b>Flaws</b>	No Formal Training Spoiled Rich Girl

## Personal Data

Moonlight Butterfly is **independent**; Alphonse Industrial too small to have any real political influence. Nevertheless, she comes on the Trudeau **for her own reasons**, chasing down the shadowy transhuman conspiracy due to complications in Ibiza, home of the Grand Magus Tour. Recently, **violence** in the Iberian Peninsula has **escalated**, and **many prominent arena duelists** have been **assassinated or killed in action**. Some suspect she has other reasons, but it’s seemingly enough for Horizon to take on her services.

## APU Data

<b>APU Name</b>	Moonlight Butterfly
<b>Color Scheme</b>	Grey-white with <b>dull cyan</b> and <b>yellow</b> highlights
<b>Sensor Color</b>	<b>Cyan</b>
<b>Right Shoulder Emblem (Association)</b>	Alphonse Industrial
<b>Left Shoulder Emblem (Personal)</b>	The silhouette of a butterfly’s wings

Like one might expect of someone her age, definitely the youngest of all the Mages on the *Trudeau*, Butterfly is **flighty and flirty**, and not entirely serious. She’s got a reputation as a **spoiled kid**, deserving or not. Despite this, she can be rather **polite and charming** when the situation calls for it, and can **make friends with just about anybody**. She also shows a surprising amount of aptitude in **repairing mechanized units**.

Unlike the other Mages on the Trudeau, Moonlight Butterfly has **no military or police experience** of any kind, having been trained in simulators, test sorties, and arena battles; this is something that can cause problems. Certainly it leads **Captain Law** to trust the young woman less, but she gets along well enough with **engineer Alistair Granger** and is reasonably popular with most of the crew. She gets along well enough with both **Sledgehammer** and **Tears in Rain**, and has a certain kinship with and respect for her distant relation **Darker Star**.

## Piloting Data

The Moonlight Butterfly APU is infamous for its maintenance and structural integrity problems - its frame is under massive stress from overweight parts, its BUTTERFLY Add Booster requires hours of repair, and its energy supply is extremely limited. However, it makes up for these issues by using a powerful **heavy machinegun** and the famous **MOONLIGHT high output projection blade**. The MOONLIGHT is the **most powerful melee weapon** available, and Moonlight Butterfly is more than willing to go on the **Offensive**, to reach the velocity and reaction times required to put it to use.

Moonlight Butterfly has one goal: **get into Melee range!** When not using the MOONLIGHT, her offensive potential is considerably reduced. **Picking the right target** is paramount too, as some targets may have high Melee Defense. A good strategy is to **buy up as many Move Actions as possible** before attacking in Melee, when the Initiative drain kicks in. (Avoiding a **Staggered condition** is very important, so she doesn’t lose her precious Move Actions!) Using your Maneuvers to **avoid damage** and **turn bad luck into good or neutral** is also important. **Let your allies defend and Intercept for you** – you can’t take that many hits, and even with your mobility, you *will* get hit.

## Personal Skills

	Category	Status	Skills
<b>Special</b>	<b>Combat</b>	Unlocked	Submachine Gun
	<b>Resources</b>	Unlocked	Family Fortune
	<b>Vehicle Operation</b>	Unlocked	APU
<b>Athletics</b>		Unlocked	Rollerskating, Acrobatics, High Jump
<b>Academia</b>		Locked	Lunar History
<b>Applied Sciences</b>		Locked	None
<b>Computers &amp; Electronics</b>		Locked	None
<b>Investigation</b>		Locked	None
<b>Medicine</b>		Locked	None
<b>Maintenance</b>		Unlocked	Fusion Engine Repair, Artificial Muscle Repair
<b>Physical Sciences</b>		Locked	None
<b>Social</b>		Unlocked	Clubbing, Flirting, Colony Aristocrat Etiquette, Bluffing