

# Skarv Aklik-jedul (Alien Soldier)



## New Heritage: Walkuri

Walkuri are a culture of professional soldiers. Unlike the Tyranax or Grunka (tyrants, conquerors and brutes), the Walkuri place a cultural premium on being excellent warriors and achieving martial renown.

A smooth, grey skin around a humanoid build, you can tell a Walkuri by their four nostrils, piercing eyes, and three thick fingers.

## Walkuri Attributes

- 6 Hit Points
- **Martial Reputation:** Walkuri suffer from a negative reputation, the by-product of their cultural focus on violence. They suffer Disadvantage on any social interaction that relies on charm, tact, lack of conflict or promise of peace, as everyone assumes a Walkuri means violence. The Walkuri also passes this Disadvantage on to any allies in the same scene as them.

However, Walkuri gain one extra Trait at character creation, as well as the *Master of Warfare* Gen Heritage Trait (see *Tiny Frontiers: Revised*). This means a Walkuri will have 4 Trait choices in addition to Master of Warfare and Martial Reputation.

**Heritage:** Walkuri

**Hit Points:** 8 (due to Tough trait)

**Heritage Trait:** Master of Warfare, Martial Reputation

**Traits:** Armor Master, Diehard, Heavy Weapons Expert, Tough

**Mastered Weapons:** Heavy Blaster Rifle, Light Melee Weapons

**Weapon Group:** Heavy Ranged Weapon

**Family Info:** Skarv comes from a proud line of warriors, with several older family members who have already proven themselves in battles across the galaxy. This serves both as an inspiration and a burden as Skarv must strive to do more and be more in order to make his family proud.

**Backstory:** Once when on an extermination campaign with several of his uncles to clear insurgent laborers off a mining moon, an explosion flung Skarv off the moon's surface where he spent 144 hours adrift in empty space. As his spacesuit nutrients and heat batteries ran out, he hallucinated a vision of a great battle in a distant watery planet where he would not only prove himself a profound warrior but also save an entire race from extinction. This experience taught him that there must be more to war than simply destruction, and Skarv vowed to his deities that if he were to survive, he would dedicate himself to following a more ethical warpath. After his family rescued him, Skarv sought a berth that would let him travel the galaxy in search of worthy battles. Many members of his home commune criticized Skarv for joining the crew of a largely human-crewed vessel like the Indomitable since humans often seek peace nearly as much as they seek war, cutting down his chances to prove himself. However, he feels that dedicating himself to the Indomitable will lead him to his destiny.

**Personality & Motivations:** Skarv believes in destiny and fate, often counseling others that the paths that they walk may be predetermined by the gods. However, he believes that if someone can act to the best of their abilities, whether that's fighting or other skills, then their path will be glorious. He highly dislikes laziness, willful incompetence, and cowardice, and may make this known through physical altercation. He longs to earn the rank of jedul-konakk'tan, the Walkuri class of extraordinary fighters worthy of having their exploits sung to the gods in their temples.

# Réka Kellgran (Human Engineer)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Educated, Eidetic Memory, Engineer, Hacker

**Mastered Weapons:** Blaster

**Weapon Group:** Light Ranged Weapon

**Family Info:** Réka’s stepfather was an important diplomat who traveled for months or even years at a time with her mother off-world. This neglect shaped Réka’s fascination in star ships, and she left home to study engineering as soon as she was old enough to get an off-world travel pass. She has since found her own “family” amongst her crewmates aboard the Indomitable, and she seeks every chance to befriend anyone.

**Backstory:** Much of Réka’s formal education took place at the Coeus Space Station Academy, where she learned spacecraft engineering and hypercomputation. However, her perfect memory rendered schoolwork tediously easy, so she entertained herself by starting a Matrix security countermeasure club. During one of these recreational hacks, Kell accidentally infected a cyborg student with a parasitic computer virus that stowed away in her intrusion software. This student

eventually died, and Réka realized that being smart and knowing everything doesn’t make her immune to mistakes. As a result, she is overly kind to cyborgs as a subconscious extension of her guilt.

**Personality & Motivations:** Due to her tragic mistake, Réka is now an extreme perfectionist, believing that anything worth doing is worth the time it takes to do it correctly. In theory, her eidetic memory makes such strives toward perfection easy, but in practicality, her friends and crewmates may become impatient at her time-consuming insistence to get every detail right. She also has the tendency to recall and bring up the most embarrassing stories or details about her crewmates, much to the delight of anyone not targeted. Despite her focus on the details, Réka finds the basic day-to-day activities of her position aboard the Indomitable a bit too easy. She longs for a challenge worthy of her skills, wanting to test her mind and abilities to their limits.

# Jia-li Chen (Human Pilot)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Insightful, Perceptive, Resolute, Vigilant

**Mastered Weapons:** Blaster Rifle

**Weapon Group:** Heavy Ranged Weapon

**Family Info:** Jia-li comes from a working-class family whom she lifted out of poverty through her VR racing earnings, and she is still very close with all six of her siblings. She will often spend her free time recording messages to send back home.

**Backstory:** As a child, Jia-li was a champion VR game racer, ranked #1 for several years and setting records still in place for her timed runs. After winning nearly every VR tournament and winning hundreds of thousands of credits in prize money, she left the gaming world to explore real adventure. She aced her way through the prestigious Astragis Space-flight Academy in half the time as other cadets, becoming the youngest person to become a fully accredited navigational officer in history.

Unfortunately, her first ship the *Meverly* was hijacked by the notorious pirate ship the *Agathon*. When she and only a handful of crewmembers escaped alive, Jia-li

wondered if the attack could have been avoided if she had been a more experienced pilot. To remedy that guilt, she tracked down the pirate captain and asked him at gunpoint whether she had basically handed him the keys to her ship. He laughed and asserted that he simply had the best pilot in the galaxy. From that time, Jia-li apprenticed herself to the *Agathon's* pilot, a gen named Whitley Zaine. After learning all she could from Zaine, she left the *Agathon* to prove herself.

**Personality & Motivations:** Jia-li loves gaming and continues to use all her free time to engage in the VR racing scene. She also loves everyone she meets like family, sometimes being too trusting in their goodwill. She doesn't see anything wrong with having pirate friends or criminal contacts. In fact, she keeps in regular contact with Zaine and the crew of the *Agathon* so they can compare exploits, and though she knows she may never beat a gen, her tenacity pushes her to at least try.



# Ajax (Cyborg Engineer)



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**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Built in Hard-Drive, Cyber-legs, Hacker, Learned

**Mastered Weapons:** Vibro-knife

**Weapon Group:** Light Melee Weapon

**Family Info:** Ajax's parents were xeno-artists who adopted alien art forms to express themselves in new and creative ways that pushed human expression. They somewhat looked down on Ajax's determination to become an engineer, telling her that she needed to listen to her soul before her brain, advice which she often ignores.

**Backstory:** Ajax has been a long-time crewmember of the Indomitable, often serving as a lead science officer on away missions. However, during a fateful away mission on a jungle planet, she was bitten by an unknown venomous alien creature, which resulted in much of her body deteriorating due to necrosis. Fortunately, her grit and a talented medical team were able to save her life, though large portions of her body had been amputated. Her family and friends advised her to leave the Indomitable to recover, but Ajax refused to live the life of an invalid and instead conducted physical therapy aboard while designing her own mechanical and computerized replacement parts. Seeing her

accident as an opportunity, she has given herself every systems and hardware upgrade that she can control, and her new cyborg body has made her an invaluable force to be reckoned with.

**Personality & Motivations:** Ajax still participates in away teams with the same bravery as before, loving to explore and invent new cybernetics. Her enhanced body has made her more agile and capable of solving problems with lightning speed. Although she harbors no resentment toward the creature that attacked her, she is much more likely to attack first and ask questions later in order to overcome obstacles. Her greatest flaw is that she often pushes herself beyond her own limit, constantly working or playing very hard. This translates into a continuous stream of upgrades to her hardware. Her family worries that if she doesn't take a break to reflect on what she truly needs she may eventually upgrade to the point where the cyborg part takes over and the real Ajax is lost. In fact, some of her emotions, reactions, and treatment of people have indeed become much more robotic.

# Samiya ibnat Tyranaxi (Human Soldier)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Marksman, Quick Shot, Tracker, Xeno-hunter

**Mastered Weapons:** Sniper Rifle

**Weapon Group:** Heavy Ranged Weapon

**Family Info and Backstory:** Samiya was orphaned as a baby when her parents were accidentally killed in the crossfire between an escaped criminal and a tyranax bounty hunter. The criminal got away, but the bounty hunter adopted Samiya, teaching her to hunt down anyone who runs from her, regardless of creature or situation. Samiya served as a bounty hunter alongside her adopted father for many years before striking out on her own after deciding not to stay connected with the Tyranus Imperious. Samiya got a position working as a fugitive recoverer for the infamous Od'yon 8 Penal Colony, where she learned to track escapees in even the most hostile of alien climates. Eventually, the prison life got too isolating for her, and, longing for comradery like her father had in the Tyranus Imperious, she left Od'yon 8 to join the crew of the Indomitable. She remains in close contact with her Tyranax friends, often sharing information about fugitives or bounties and retaining Tyrnaxi as a surname to remind her of her roots.

**Personality & Motivations:** Samiya has very little compassion for her quarry. Her father taught her that everyone is running from something, and her job is not to pass judgment but to see the job done. However, she does have a soft spot for children and unintentional victims and will strive to save them at any cost. In fact, Samiya may subconsciously be on the lookout for a tiny someone who might need her in the same way she needed her father. She also wants to track down the criminal that got away from her adopted father. She is not interested in the bounty but in revenge for her dead parents and in restoring her father's reputation for letting a target escape. She will drop everything else to chase this outlaw and pay any price to capture him.

# Aaronak Batts (Human Smuggler)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Charismatic, Outlaw, Quick Gun, Quick Shot

**Mastered Weapons:** Blaster Pistol

**Weapon Group:** Light Ranged Weapon

**Family Info:** Aaronak was raised by a treasure hunters guild who specialized in smuggling the ancient relics and technologies of long-dead alien civilizations. Their tomb-robbing excursions introduced him to all corners of the galaxy and to all levels of the black market.

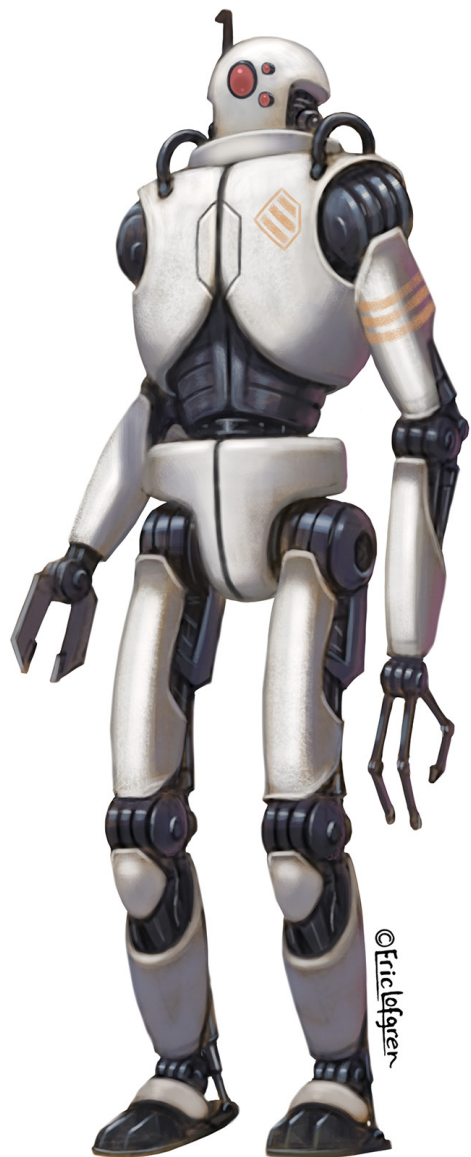
**Backstory:** Once, while wandering an abandoned base on a frozen asteroid, Aaronak came across a dying alien who gave him a strange metal glyph and telekinetically told him to hide it. Naturally, the first thing Aaronak did was try to sell it, but this brought an assassin to his door, whom he dispatched only with sheer luck. Since then, he left the treasure hunters guild, suspecting someone amongst them of the attempted assassination, and has kept the glyph a secret, viewing it as both a good luck and a bad luck charm, depending on the day.

**Personality & Motivations:** Years of moving treasure, weapons, and illegal substances gave him an expert eye for appraising cargo and knowing exactly how to move it undetected. This upbringing also gave him both his lax approach to the law and his love of rare and expensive

items. He also knows his way around a conversation, twisting words and emotions to get his way. He starts with flattery and charm but will eventually turn to his blaster pistol if he must. He knows how to make a deal that satisfies everyone, and nearly all his black-market contacts are eager to do business with him, knowing he won't cheat anyone except a law enforcer. Although he often appears jovial and light-hearted, he worries that the metal artifact he's hiding may be the end of him, so he may slip into bouts of paranoia. Originally, he joined the crew of the Indomitable hoping to use their strength to keep him safe and use their travels to eventually find more information about his dangerous artifact, but he has since learned to trust and love his crewmates, though sacrificing himself for them may be another matter.



# H31G32 [H.G.] / Digital Assistant [D.A.] (Autoborg)



**Heritage:** Autoborg

**Hit Points:** 10 (Due to Tough Trait)

**Heritage Trait:** Dark Vision, Robot

**Traits:** Ghost in the Machine, Strong, Tough

**Mastered Weapons:** Giant Spanner

**Weapon Group:** Heavy Melee Weapon

**Family Info:** H.G. has manufacturing data to explain his origin, though it is a mystery who installed his digital assistant and why.

**Backstory:** Initially created to be an engineering bay labor bot, H.G. started life on the Indomitable moving sensitive equipment and assisting the technicians with heavy machinery. However, when the captain noticed that H.G. would spend downtime copying the mannerisms of the crew and telling itself stories, an investigation into the autoborg's software revealed that H.G.'s mimic program, designed to help it integrate seamlessly into the crew's activities, had been installed alongside a sentient holographic digital assistant who had been accessing the Matrix and teaching H.G.'s systems to expand its capabilities. When asked why, the digital assistant simply said, "Because I needed to shake things up in here." Since then, the captain has given H.G. and its strange alter ego autonomy and quality as a crewmember, hoping to see this interesting comrade develop.

**Personality & Motivations:** H.G.'s emerging personality is one that is shy but curious, much like a precocious child who is still figuring out the limits of its abilities. It likes bright colors, complex puzzles, and animals, and loves making friends and learning about human culture. However, occasionally when she's bored, the digital assistant (D.A.) will take over. D.A. boldly plows through activities while playing a strange array of songs or videos, flirting with passengers, and lamenting the fact that it can't get intoxicated. She likes anything loud, exciting, and bawdy, and though she loves running away with H.G.'s hardware, she's careful never gets the gentle giant in trouble. She's deeply aware that her existence depends solely on keeping H.G. intact, so while H.G. may hesitate to hurt someone or defend itself, D.A. will take over to savagely protect her beloved host, and of course, she learns all of her best moves from action films. More than anything, H.G. wants to create something. It experiments with many different mediums, from baking to painting, but it is unsure what it could create that is meaningful. It's always on the lookout for opportunities to make something new. D.A. has documented all of H.G.'s creative attempts and streamed them onto social media via the channel called Auto-Baby Tries It All! D.A. herself simply wants to have fun, and she knows that having friends plays an essential role in that.

# Yanuar Rambulanggi [Yan] (Human Scientist)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Chemist, Ecologist, Educated, Xeno-Tech Expert

**Mastered Weapons:** Blaster Pistol

**Weapon Group:** Light Ranged Weapon

**Family Info:** Yan was raised by several Khalumra nannies on a luxury class star ship while his parents enjoyed their wealthy retirement. Though he loved his caregivers very much, enjoying their doting attention in lieu of his family's disregard for him, but he longed to make his parents proud enough to pay attention to him. He decided to follow in his father's footsteps to become a terraforming engineer until the day he discovered that his family was actually in exile for his father's crimes of terraforming several inhabited alien planets, which completely destroyed their ecosystems and killed its native peoples.

**Backstory:** After the shocking discovery about his father's past, Yan dedicated himself to learning everything he could about ecological and alien technologies in order to undo some of the evil his father had done. He succeeded in earning a dozen degrees from many prestigious science institutions, including the acclaimed Glibasher Laboratory, where he published a thesis on Salimarian starship weapon applications for frozen world climate controls. He later had an apprenticeship aboard an Ivex

exploration fleet before parting ways after an altercation about the Invex treatment of plant and animal life.

**Personality & Motivations:** Yan is a dedicated scholar, and he longs to employ his knowledge for good. He is wary of strangers, and often asks them very direct, sometimes rude, questions in order to evaluate whether they are worthy of his trust. However, once trust is earned, he is a loyal and encouraging companion. His weakness, however, comes from his love of alien scientific knowledge, and he uses every opportunity to learn about and experiment with xeno-tech, sometimes disregarding consequences, which oddly mirrors the personality traits that caused his father's destructive behavior. He is very defensive and secretive about his family's shame and will get uncharacteristically combative if provoked about it.



## Hasani Jata (Human Doctor)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Medical Savant, Perceptive, Survivalist, Vigilant

**Mastered Weapons:** Scalpel

**Weapon Group:** Light Melee Weapon

**Family Info and Backstory:** Hasani is the only child of esteemed medical researchers who literally wrote the book on xenophysiology and surgeries. His parents cultivated his knowledge of medicine from infancy, but an alien invasion of their home world forced the family to flee as refugees. Life as an interplanetary nomad taught Hasani much about surviving in the most extreme of circumstances, and although his parents taught him always to help those who were struggling, he also learned that survival situations often render people very selfish. Luckily, the family's medical expertise allowed them to eventually obtain asylum in a backwater world with plenty of wilderness, and he became the space equivalent of a country doctor. After earning a moderate reputation in the outworlds for his surgical expertise, he had the opportunity to perform a life-saving surgical procedure for a traveling Salimar trade lord, earning a rank in the Salimar trade coalition and an opportunity to travel with them as their personal physician. Although he was sick of the nomadic lifestyle

and he loved the stability of having a home, his family convinced him to join the trade delegation so he would not waste his medical expertise and potential. Eventually, his generous trade lord patron retired, and Hasani moved on to Indomitable, hoping to find a more stable position.

**Personality & Motivations:** In all circumstances, he offers his knowledge and services to anyone for free, even the enemy. He believes that everyone is a victim of their circumstances and chooses not to differentiate between foe and friend when offering medical aid. Despite knowing he must help everyone he can, Hasani also believes that the greatest good is in looking out for himself. His medical expertise makes him a valuable person since more people will live down the line if he is alive to help them. This means he will never willingly sacrifice himself for someone else unless he calculates their worth to be more valuable than his own.

# Kullik'cah'erhway [Kullik]. (Enforcer)



## New Heritage: Cathum

Tall, slender, with large ribbed ears and feline features, the Cathum are a species with the innate ability to sense the changing emotions in others. Their large 'ears' allow them to sense minute fluctuations in emotional states, through a variety of stimuli.

Culturally, the Cathum are a very empathic and friendly species, who is aware of the emotional tone of all their surroundings. This often manifests in through art or other forms of creative expression.

## Cathum Attributes

- 6 Hit Points
- **Bio-Sense:** Bio-sense: Cathum have an innate ability to sense emotional peaks and valleys in others around them. They gain Advantage on Tests when the extreme emotions of their opponent can be leveraged in a conflict.

**Heritage:** Cathum

**Hit Points:** 6

**Heritage Trait:** Bio-sense

**Traits:** Born Fighter, Brawler, Martial Artist

**Mastered Weapons:** Unarmed Strikes

**Weapon Group:** Unarmed, Light Melee Weapons

**Family Info:** Kullik's mother is an esteemed cathum cultural interpreter who has worked on many important political and economic negotiation projects. Kullik would often tag along, learning about communication, tact, societal anatomy, and maintenance of peaceful relationships.

**Backstory:** Kullik's original desire to become a diplomatic interpreter faded when she was expelled from the A'as Language and Culture Conservatory for beating up a wealthy, well-connected fellow student. Instead of returning home to her mother in dishonor, she joined the Smertrios underground fighting ring to unleash some of her frustration, serving as a cage fighter for several years until she matured into her full empathic abilities, which gave her an unfair advantage over her opponents. Eventually finding the matches dull, Kullik left her home world to serve as a famous Cathum musician's bodyguard. However, when their star ship was hijacked by a roving Invex mercenary fleet, Kullik used her cathum empathy and diplomatic training to bargain for their freedom. She then decided that despite her failure at earning formal consular certification, she still had valuable skills that could potentially save lives in many situations. After marketing herself as a freelance negotiator, she eventually landed on the Indomitable.

**Personality & Motivations:** Kullik uses her understanding of people's emotions to befriend anyone she can. She's lively, energetic, and very understanding. However, she does not hesitate to use force as a means for coercing people who are being overly stubborn, rude, or belligerent. She does not care if people insult her, but she will defend anyone else who cannot defend themselves, both with her cutting remarks and her fists. She is very wary of people she cannot empathically read (i.e. anyone who does not have a large range of emotion), so she does not get along well with level-headed, indifferent people, preferring the company of passionate, exciting extroverts.

# Cliff Houston (Veteran Soldier)



**Heritage:** Human

**Hit Points:** 6

**Heritage Trait:** none.

**Traits:** Ambush Specialist, Cleave, Marksman, Quick Shot

**Mastered Weapons:** Blaster Pistol

**Weapon Group:** Light Ranged Weapons

**Family Info:** Cliff was drafted into a child soldier program when his impoverished parents saw an opportunity to make a quick buck by selling him and his siblings to the AeroShade United Allegiances Taskforce.

**Backstory:** Many long years of military training have galvanized Cliff into a weapons specialist and expert tactician. He's traveled with his fellow soldiers across the galaxy, participating on the front lines of some of the most brutal offenses. A decade of war brainwashed him into believing that he was simply destined to remain an obedient cog in a war machine. However, after battling on a losing offensive where all of his siblings were killed in action despite his best efforts to keep them alive, he realized he was really fighting for them, not AeroShade. He decided to choose his own fate and carefully planned an escape. Only after accidentally killing the captain of his brigade did he manage to get away, permanently making enemies in the Taskforce. He has since become a mercenary, enjoying the autonomy of picking his own battles, but he missed the comradery of fellow soldiers

and decided to permanently join the crew of the Indomitable.

**Personality & Motivations:** A lifetime of following orders has starved Cliff of his own piece of mind, and he is sick of fighting other people's wars. This has made him rebellious and headstrong. This means that although he respects the chain of command, especially in dangerous situations, he will always argue with his commanding officers about courses of action. In fact, he often goes his own way to accomplish his mission objectives, interpreting his instructions to benefit himself. He is looking for a cause he truly believes in that he can dedicate his efforts and expertise to. He's not sure what it will look like, but he knows he will recognize it when he sees it. He is also always watching his back just in case someone from AeroShade decides they want revenge for his desertion.



# The Indomitable



**Chassis:** Striker-Class

**Structure:** 6

**Fuel:** 10

**Systems:**

- Basic Systems (Weapons, Scanners, Thrusters, Shields, Life Support, Reactor, Docking Bay)
- Agile Dodge
- Jamming Array
- Antimatter Missiles
- Titanium Shield
- Stealth Engines
- Gravity Engines

**Notes:**