

A person in a dark space suit is seen from behind, looking out over a vast, reddish-orange landscape that appears to be a Mars colony. The landscape is filled with winding paths, small buildings, and industrial structures. A large, bright orange sun dominates the upper center of the frame. The scene is overlaid with various futuristic, semi-transparent HUD elements, including a circular reticle on the left, a rectangular data display on the right, and a circular radar-like graphic in the lower right. The overall tone is dramatic and high-tech.

Shadows Over Sol

Pregenerated
Colonists

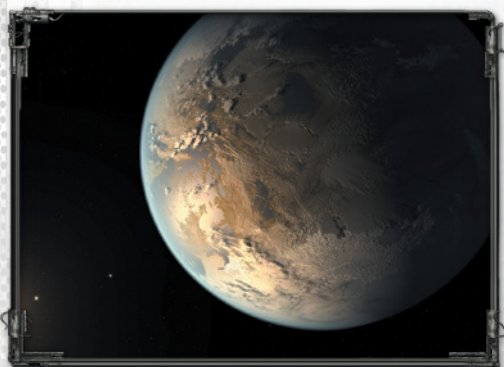
Pregenerated Colonists

This document contains stats and backgrounds for six pregenerated colonists, ready to be used as either player characters or NPCs in a *Siren's Call* campaign.

Stat Block Variation

The stat blocks found in this document use a variation of the standard stat blocks described on page 209 of the *Shadows Over Sol* core rulebook. In particular, these include additional information which might be of use if the colonists are employed as player characters. The extra information is as follows:

- Both stat and skill experiences are included in parentheses after the relevant score.
- The character's age at the point of the colony ship's launch has been included. This might be relevant if the GM opts to use the optional aging rules found in the *Siren's Call* campaign and sourcebook.
- Both the character's familiar languages and subcultures are included. Note that some characters may still have unfilled slots due to their high Lib-Arts or Socialize skills.
- Each character's Edge has been included in case the colonist is being played as a PC.



Assumptions

Several assumptions have been made regarding the Wealth and Lifestyle of the included colonists. These two scores have been given numbers reflecting characters in active training before the launch of the ARC Project.

The listed Lifestyle assumes that the colonist is utilizing the small hab and other living amenities provided by the project. These are likely located either on the ARC Project's construction platform or in one of a number of training facilities on Earth.

The listed wealth levels reflect that the colonists have been freely spending what they have—after all, they can't take their wealth with them.

Additionally, it should be noted that some character options found in this document originate in either the *Beyond Human* or *Shiny New Toys* supplements.

Example Faction: Nereus Foundation

Unless the GM or players decide otherwise, these characters have all been sponsored by the mysterious Nereus Foundation.

Based out of Earth, the Nereus Foundation has a public charter that states the purpose of the organization is to protect all human knowledge, and to do whatever it takes to ensure the continuation of the human species.

More on the secretive Nereus Foundation can be found in the upcoming adventure *Shadows Over Sol: The Nereus Incident*.

Azure Ray

Geneline Quicksilver Deluxe, **Subculture** Ghostman, **Age** 24

Str 3, **Dex** 8 (7 exp), **Spd** 8, **End** 2, **Int** 5, **Per** 5 (5 exp), **Chr** 5 (1 exp), **Det** 5 (5 exp)

Defense 10/21, **DR** 2*, **Shock** 9*, **Wound** 2, **Wealth** 3, **Lifestyle** 4, **Edge** 5

Skills: Athletics 3, Awareness 1 (concealed weapons), Comp-Ops 1, Conspiracy 2 (corps, espionage), Deception 1, Guns 3, Investigate 2 (background checks, search), Program 2 (break software, security systems), Stealth 3 (blending in, opportunistic dash), Thievery 2

Cultures: Ghostman

Languages: French

Machine Pistol: +7 (♠18M/♥12M/♦6M/♣3M), Autofire 3, Range 10, Shots 15

Shockstick: +4 (♠21L/♥15L/♦9L/♣6L), Stun, Critical Effect (Stun)

Gear: AR Glasses, Binoculars, Biomonitor (Implant 0), Hand Terminal, Survival Kit, USD-07 “Firefly” Shockstick, USD-11h “Bulwark” Ballistic Suit (Gel 3, Worn), Xenocom X4 Machine Pistol (Mil)

Impairment (Poorly Socialized): Azure suffers a -2 penalty in social situations where she is trying to be likable. This does not affect attempts at intimidation, factual lies or other kinds of social flips.

** Azure’s armor has the Gel 3 property, giving her DR 5 and Shock 12 vs. ballistic attacks.*

Azure Ray was given the fastest geneline money can buy—smooth, quick and impeccably oriented. Her parents were both administrators for Unitech, and as a kid she was quickly put into a fast track program for gifted youth. She was average in most other ways, except for those terrifying reflexes.

Never really socialized except for her training as a would-be soldier, she began her work as a corp troubleshooter in her late teens. Six years later a run went messy. She still is missing about a day’s worth of memories from that run. Soon afterward, she was contacted by a mysterious benefactor who told her to flee. She didn’t really put any stock in that dire warning until her almost preternatural reflexes jerked her out of the way of an assassin’s bullet.

That was when her running started. It hasn’t stopped. She doesn’t know why Unitech wants her dead or what happened during that terrible run. Whatever it is, it must have happened during those missing twenty-four hours. Nevertheless, she knows she needs to escape, and where better to run than what will be the farthest place humans have ever traveled?

Gan Bao

Geneline Athlete Deluxe, **Subculture** Entro, **Age** 39

Str 7 (2 exp), **Dex** 5 (5 exp), **Spd** 7 (3 exp), **End** 8 (7 exp), **Int** 4 (1 exp), **Per** 4, **Chr** 3, **Det** 3 (2 exp)

Defense 8/16, **DR** 3, **Shock** 14, **Wound** 7, **Wealth** 1, **Lifestyle** 4, **Edge** 3

Skills: Athletics 3, Awareness 3, Conspiracy 2, Crafts 2 (glass, improvised tools), Investigate 1, Mechanic 1 (simple machines), Medic 1 (first aid), Melee 2, Naturalist 3, Stealth 2, Thievery 1 (hotwire), Vehicles 2

Cultures: Entro

Languages: French, Mandarin

Heavy Rifle: +2 (♠18M/♥12M/♦6M/♣3M), Autofire 2, Hands 2, Range 20, Shots 20

Gear: Adrenaline Booster Gland (Implant 2, Mil), AR Glasses, Backpack, Binoculars, Hand Terminal, P&W Wide-Trim Designer Coverjack (Conceal 2, Worn), Survival Kit, USD-3200 “Valkyrie” Heavy Rifle

Gan Bao’s parents wanted him to be a famous athlete so he could do endorsements for various corps. They paid for a fancy geneline, training and more. In the end, he became a death-defying stuntman who would cliff-dive, free-climb or do whatever any sort of terrifying feat he was pointed at. For a time he even enjoyed it.

But there will always be someone better at jumping off cliffs, or at least someone almost as good and way better at smiling for the camera. Gan was charismatic enough for still images, but not for any sort of live vid. When the time came, he was replaced.

After losing his livelihood, for a time Gan attempted to live off the grid. The Gobi Desert wasn’t an easy place to live, but it was beautiful and challenging. It turns out Gan was good at living on the fringes of civilization—even better than he was at being a stuntman. After he returned to society, this skill with the wilderness is what brought him to the attention of the ARC Project.

Jiri Zelenka

Geneline Genius Deluxe, **Subculture** Techno, **Age** 38

Str 3, **Dex** 5, **Spd** 5 (5 exp), **End** 3, **Int** 8 (7 exp), **Per** 7 (3 exp), **Chr** 3 (2 exp), **Det** 7 (2 exp)

Defense 8/17, **DR** 0, **Shock** 10, **Wound** 3, **Wealth** 3, **Lifestyle** 4, **Edge** 5

Skills: Bio-Sci 3, Bureaucrat 1, Comp-Ops 2, Engineer 3 (life support, rockets), Mechanic 3 (sensors, waste systems), Naturalist 1, Phy-Sci 2 (astronomy, chemistry), Program 2 (software design, analysis algorithms), Vehicles 2 (chopper, rover)

Cultures: Techno

Languages: Czech, French

Light Rifle: +2 (♠18M/♥12M/♦6M/♣3M), Hands 2, Range 20, Shots 10

Gear: AR Glasses, Backpack, Expert System (bio-sci, pro), Geiger-Counter, Hand Terminal, Toolkit (superior: genetics), Toolkit (life support), USD-1200 “Amazon” Light Rifle

Complication (Obligation to Shapiro Lab): Jiri’s position in the ARC Project was co-sponsored by the Shapiro Lab. Part of the agreement was that he would share his discoveries with them. This gives him a divided loyalty that comes up when a joker is played while he is dealing with the Shapiro Lab.

Jiri Zelenka is a biologist with a focus on genetics. His hobbies include browsing through his own genome, critiquing the fads and mediocre SNPs of thirty-some years ago. Family is important to him, and he signed up for the ARC Project in conjunction with Marek Zelenka, his brother.

The rest of his family was killed when the food vats of their home space station were poisoned. It was the result of senseless stupidity—corps playing with technology they didn’t fully understand. And the Zelenka family paid the price for corporate hubris.

Jiri is ambitious. He wants to help shape a world. He’s been down the gravity well to visit Earth a half dozen times and Mars twice. He loves the biodiversity of Earth, finding something satisfying about looking at an acre of grass and knowing that there is enough life there to rival the population of a medium-sized colony. A new world is an opportunity to tinker and play and explore—to build a better world with human hands, minds and hearts.

Jörgen Edvard

Geneline Budget Upgrade, **Subculture** Heed, **Age** 24

Str 4 (1 exp), **Dex** 5 (5 exp), **Spd** 5, **End** 4 (1 exp), **Int** 5, **Per** 7 (5 exp), **Chr** 6 (5 exp), **Det** 3 (2 exp)

Defense 8/17, **DR** 0, **Shock** 7, **Wound** 4, **Wealth** 6, **Lifestyle** 4, **Edge** 7

Skills: Awareness 2, Bio-Sci 1 (recreational drugs), Comp-Ops 3, Conspiracy 2, Empathy 3 (body language, interrogation), Guns 1, Investigate 3, Medic 1 (first aid), Phy-Sci 2, Program 2, Socialize 2 (gather rumors, spread rumors)

Cultures: Heed

Languages: French, Norwegian

Heavy Pistol: +3 (♠15M/♥10M/♦5M/♣2M), Autofire 2, Range 10, Shots 10

Gear: AR Glasses, Backpack, Camera, Disguise Kit, Encryption Software (pro), Hand Terminal, Somnitol x10, USD-720 “Widowmaker” Heavy Pistol

Impairment (Scrawny): Jörgen is smaller and thinner than most people. He suffers a -2 penalty to actions to resist being knocked down or physically pushed around.

Jörgen Edvard is a communications specialist, focusing on the effective dissemination of ideas or other messages, as well as the physical operation of various comm systems. When he was first beginning his trade, with the right contacts he might have had a promising administrative career, but instead fate roped him into simple marketing and morale work.

Nevertheless, his current role is something he excels at. He has experience in coordinating disparate groups and even in the remote operation of drones. He is good with people and effective at getting his points across, making him a natural diplomat—even if he prefers to work subtly behind the scenes.

Jörgen is a true believer in the ARC Project’s mission of interstellar colonization. He deeply believes that humanity needs to spread beyond the Sol system and seed itself on as many planets as possible if the species is to survive.

Kumari Chaudhari

Geneline Groundside Standard, **Subculture** Expret, **Age** 30

Str 7 (3 exp), **Dex** 3, **Spd** 4, **End** 5 (1 exp), **Int** 6 (4 exp), **Per** 4 (3 exp), **Chr** 5 (5 exp), **Det** 8 (2 exp)
Defense 5/11, **DR** 3, **Shock** 16, **Wound** 6, **Wealth** 5, **Lifestyle** 4, **Edge** 5

Skills: Athletics 2, Bureaucrat 1 (customs), Comp-Ops 2, Empathy 1 (taunts), Engineer 1, Guns 2, Lib-Arts 2, Mechanic 3, Ordnance 3, Persuade 1 (fast-talk), Phy-Sci 2, Socialize 1 (put at ease), Vehicles 3

Cultures: Expret

Languages: French, Nepali

Light Laspistol: +1 (♠12M/♥8M/♦4M/♣2M), Range 10, Shots 5

Gear: AR Glasses, Backpack, Biomonitor, Hand Terminal, Medikit, Plasma Cutter, P&W Wide-Trim Designer Coverjack (Conceal 2, Worn), USD-490L “Indra” Light Laspistol

Kumari Chaudhari fled Earth’s gravity well almost as soon as she was able, acquiring a dispatch job with a mining corp and later operating a harvester spacecraft on her own. The sort of work she excelled at wasn’t fast, but it was labor that required a lot of determination and focus—aspects she has always enjoyed. During her time operating a harvester, she also grew to have a particular love of planting the mining charges and watching the asteroids crack open, revealing their metal-rich interiors.

Although she is and has always been small, Kumari is significantly tougher than she appears. She prizes independence and self-sufficiency, often going for weeks alone with only the comms to talk to. She does her own repairs and chafes at having to work under others’ rules.

Outside of her distaste at being at being stuck in the middle of a command hierarchy, Kumari is genial and generally easy to get along with. She’s got a big mouth, but her joking insults are usually good natured and well received. Nevertheless, with so much of her work in recent years spent in isolation, her social skills have atrophied to an extent.

Marek Zelenka

Geneline Spacer Deluxe, **Subculture** Postal, **Age** 37

Str 5, **Dex** 7 (3 exp), **Spd** 4 (3 exp), **End** 5 (5 exp), **Int** 5 (5 exp), **Per** 5 (1 exp), **Chr** 8 (2 exp), **Det** 5 (1 exp)

Defense 8/16, **DR** 0, **Shock** 10, **Wound** 5, **Wealth** 3, **Lifestyle** 4, **Edge** 4

Skills: Awareness 2, Bio-Sci 2, Bureaucrat 3, Conspiracy 1 (secret bioengineering), Deception 2, Engineer 1 (implants), Lib-Arts 1, Medic 3 (long-term care, surgery), Melee 2, Persuade 3, Phy-Sci 1 (trajectories), Program 1 (viruses), Socialize 1

Cultures: Postal, Techno

Languages: Czech, French

Cyber-Claws: +5 (♠15M/♥10M/♦5M/♣2M)

Gear: AR Glasses, Backpack, Cyber-Claws (Conceal 4, Implant 1), Cyber-Eyes (Implant 2), Flashlight, Hand Terminal, Medikit, Surgery Kit

Impairment (High-G): Marek grew up in low-G and has a difficult time adjusting to the higher gravity conditions of Earth or Siren. He suffers a -2 penalty to actions that involve moving around quickly in high gravity, such running or jumping.

At one time Marek Zelenka was an up-and-coming medical doctor with a bright future. He specialized in the surgery required to install cybernetic implants. Then one day his space station's food vats were poisoned, and in the crisis he tried futilely to save those dying en masse around him, including most of his extended family. Few survived.

Demoralized by the incident, Marek stopped his clinical practice. Instead he moved into medical administration and management, stepping up to fill the role of several administrators who died in the mass poisoning.

This incident also drove him to the extreme fringes of the Techno subculture, the culture of his birth, and he began to self-identify as a Postal. He felt the need to move beyond human frailties, getting several cutting-edge implants, including the full replacement of his eyes.

Eventually this ambition to move beyond the human norm drove him to join the ARC Project, where he was accepted as a mid-level medical administrator. With him he also brought his only surviving family member, his brother, Jiri.