

**Supporting Cast:**  
**Artists and Truck Drivers**

**Pilot**

This resourceful Tech Op has the skill to control a boat, aircraft or large land vehicle, as well as dealing with the diverse and sometimes dangerous events of a life of constant travel.

Because the owners of large and expensive machinery only entrust it to operators of proven experience, there are no Marginal pilots. Treat Marginal vehicle drivers as either Marginal Labourers (if working) or Marginal Administrators (if commuting), with additional skills in Vehicle Operation at the minimum level required to operate the vehicle.

	<b>O</b>	<b>G</b>	<b>A</b>
STR	10	11	12
DEX	11	12	13
CON	10	11	13
INT	10	11	11
WIL	10	11	12
PER	9	10	11
Action	11/5/2	12/6/3	13/6/3
Check			
#Actions	2	2	3

**Ordinary Skills:** Athletics; Unarmed Attack-*brawl*; Melee Weapons or Modern Ranged Weapons; Vehicle Operation-*air, land 2 or water*; Stamina-*endurance*; Technical Science-*juryrig, repair*; Interaction

**Good Skills:** Unarmed-*brawl 3*; Melee Weapons-*bludgeon*; Modern Ranged Weapons; Vehicle Operation-*air 2, land 2 or water 2*; Business; Knowledge-*first aid, regional 2*; Technical-*repair 2*; Administration; Street Smart; Deception-*gamble*; Interaction-*bargain 3, charm*

**Amazing Skills:** Athletics-*climb, jump*; Stamina-*endurance 3*; Acrobatics-*daredevil, fall*; Vehicle Operation-*air 4, land 5 or water 4*; Knowledge-*regional 3*; System Operation-*engineering, sensors*; Technical-*juryrig 3, repair 3*; Interaction-*taunt*; Leadership.

**Equipment:** Toolkit, first aid kit, wheelbrace, cellphone, .38 revolver

## Artist

These Diplomats, also including writers, are well known both for their inspiring and controversial work and for their exceptional powers of observation and research. In their wide-ranging fields of interests, Artists may yield vital information to those who can stay on their good side.

	<b>M</b>	<b>O</b>	<b>G</b>	<b>A</b>
STR	8	9	10	11
DEX	10	11	12	13
CON	8	9	10	11
INT	8	10	11	12
WIL	10	11	12	14
PER	10	10	11	12
Action check	10/5/2	11/5/2	12/6/3	13/6/3
#Actions	2	2	2	3

**Marginal Skills:** Knowledge-*art form* or *literature*; either Creativity-*art form* or Knowledge-*own language 4*; Awareness; Culture; Interaction

**Ordinary Skills:** Business; Knowledge-*own language 4*, *specific language*; Social Science; Awareness-*intuition*, *perception 2*; Creativity-*art form 2* or *creative writing 2*; Lore; Interaction-*bargain*, *charm*

**Good Skills:** Stamina; either Business-*corporate* or Administration; Knowledge-*deduce*, *computer operation*, either *art form 2* or *literature 2*; Law; one of Social Science-*specialty*, Medical Science, Life Science or Physical Science; System Operation-*sensors*; Awareness-*perception 3*; Creativity-*art form*, *art form 3* or *creative writing 3*; Teach; Interaction-*charm 2*, *seduce*

**Amazing Skills:** one of Acrobatics-*daredevil*, Manipulation-*prestidigitation* or Modern Ranged-*pistol* or *rifle*; Business-*corporate*, *illicit*; Knowledge-*own language 5*, *specific language 3*; Administration-*bureaucracy*; Awareness-*intuition 2*, *perception 5*; Creativity-*art form 5* or *creative writing 5*; Lore-*specialty 2*; Resolve-*mental*; Entertainment-*specialty*; Interaction-*taunt 2*

**Equipment:** Cellphone, sketchbook or notebook