

# EMPIREAL SKYLARK

By Delistatious Elite Productions, Inc.  
Co-Produced by C. Johnson

## 'THE CONCEPT'

12<sup>th</sup> Gozrain, 316 AG

Re: **Our Financial Disagreement**

Dear M. Marsyn:

I'm in receipt of your latest communication. Whatever our differences have been in the past, one thing I will say for you is that I have a genuine admiration for the accidental poetry of your writing about the potential interactions of anatomy with adamantine pipes. I mean that sincerely.

Naturally I am motivated to resolve the matter of those outstanding debts which your group was kind enough to purchase. I have a feeling you'll be as excited about this idea as I am! Excited enough, anyway, so as to hold off with the adamantine pipes a little while longer. Let me explain.

My cousin is in possession of a Drift-capable ship which we have been looking to monetize for some time. Unfortunately we've been unable to find a buyer for her, despite very sound internal structure and strong "fixer-upper" credentials, but we've come up with a far better idea. Let me tell you about:

### *Empyreal Skylark!*

Now: what, I ask you, is a hotter entertainment property than Starfinders these days? Nothing, that's what, and Starfinder recruitment is booming like we've never seen. But has anyone ever taken the initiative to actually embed themselves with a Starfinder group, to share the risks of their profession and bring the raw experience home for viewers in the Pact Worlds?

It's never been done to my knowledge, but that's about to change. Picture it: a group of five young, hungry adventurers, the galaxy's underdogs, taking on the dirtiest jobs in the galaxy as they seek recognition from the Starfinder Society. A show chock full of all the thrills and dangers familiar from Starfinder Romance Trids, but happening to *real people* with *genuine emotion* in every nanosecond of download time. Battles! Guile and trickery! Chases, escapes, ancient tombs and cosmic mysteries! The emotional poignancy as we watch our "characters" change and grow!

And yours truly will be right there with them, capturing every moment. The money we would reap from on-stream sponsoring alone would more than settle our outstanding account. My existing experience in entertainment may be specific but it's also extensive. I can make this happen, M. Marsyn... and I can make *you* part of entertainment history. How much is that worth to you?

Optimistically Yours,



Bruxton Osiris Fenhalloway-Delistatious the Third

(a.k.a. Brister Fen)

# CASTING CALL

## 'EMPYREAL SKYLARK' DOCUMENTARY VR PRODUCTION

**Company:** DEP (Delistatious Elite Productions) Inc.

**Executive Producer, Writer & Director:** Bruxton Osiris Fenhalloway-Delistatious III

**Tags:** Payment Upon Results, Non-Guild

**Location:** Akiton (147Y24 Chennik Street SW, Warren City Skutha, Hivemarket)

**Seeking Talent From:** Pact Worlds (*humanoid species with internal skeletons preferred, no goblins or undead please*)

**Project Synopsis:** "Five people from different worlds. One destiny: become the greatest Starfinder crew ever to brave the Drift. This Abadius, get ready to experience firsthand the trials, tragedies and triumphs of the galaxy's most intrepid as they write their legend across the cosmos! Get ready for... *Empyreal Skylark!*"

**Production Description:** Casting 'Empyreal Skylark.' This is an Enhanced Documentary series to stream weekly in VR, trid, holo and RealSense formats on major media portals indexed by "Starfinder Society" and related search terms.

Applicants do not need acting or Starfinder experience or credentials. Authenticity is the name of the game. Our goal is Maximum Verisimilitude: to take a group of raw talents from rags to riches, losers to legends on weekly live-stream.

**Compensation:** This project is Non-Guild. Starship, snacks and catering will be provided and participants will have free access to the livestream, along with courtesy hard-media copies of the series once completed.

Once proof-of-concept pilot has streamed, the Starfinder Society has committed to considering participants for Society membership and sponsoring the stream, including donations of free Society swag such as khav mugs, lapel pins and promotional tees.

In the interests of authenticity, participants will otherwise be expected to fund their needs through the proceeds of Starfinder-related activities.

## 'EMPYREAL SKYLARK' DOCUMENTARY VR PRODUCTION

### ROLES:

**THE LEADER:** We're thinking Xenoseeker or Spacefarer, a type that will connect with audiences as a true Hero of the Drift. No command experience necessary as you will in fact be functionally equal to other participants outside of certain scripted sequences, but ability to image well under radically different light sources is a must.

Required Media: Headshot.

**THE LANCER:** Mercenary, Outlaw and Bounty Hunter candidates will all be considered. Outlaws, please be advised that having outstanding warrants on Absalom Station will preclude you from consideration. Bounty Hunters, please discuss your professional requirements with the Producer.

Required Media: Headshot; Marksmanship Silhouette with Headshot.

**THE SMART GUY:** Priest and Scholar candidates preferred but all plausibly "smart" candidates will be considered. We regret that we cannot audition Priests of Nyarlathotep or any other Great Old Ones or Outer Gods. Voice training and the ability to sound either contemplative, obsessively rational or impressively wise is an asset.

Required Media: Headshot, Demo Reel.

**THE BIG GUY:** Vesk are very hot right now, but this is also a potential niche for Half-Orc, Android or simply beefy Human candidates. No particular theme necessary. Surprise us. Play hard to type or against it, but play hard.

Required Media: Headshot, Workout Stats with Verified Biometric Data.

**THE CHICK:** This is really a niche for "*the other one*." If successful candidates for other roles are all women, this is *The Dude*; if we have a mixture of sexes, this is *The Non-Gendered\**. The constant is that you must register as Sexually Attractive to the majority vote in a cross-indexed infosphere poll of at least five humanoid Pact World species. Ace Pilots preferred, or Icons if Ace Pilot is already represented.

Required Media: Headshot, Glamour Shot.

(\* Ahoggia candidates, please do not show up and tell us having eight sexes qualifies you for the role. It's not happening.)

**Shooting will begin on Akiton.**

**Rehearsal & Production Dates, Times & Locations TBD.**

# APPLICATION FORM

If you have not been scanned to have your vital statistics and abilities rendered for a *Starfinder* Character Sheet by our personnel management AI, please proceed to the Foyer and ask to speak with Mister Cricket. We assure you the process is mostly painless! If your VitaScan® is complete, congratulations! You can help us get to know you better by answering the questions below.

Keep in mind that “get to know you” in the above is a term of art. Authenticity and verisimilitude are all well and good, but we'll be needing the Most Exciting Version of You for our audience. In this sense you'll be playing a “character” on the show, a dynamic and exciting entity that grows and changes as the adventure continues. The term we like to use at Delistatious Elite is **persona**. Tell us about yours.

## Section 1: Your Persona Concept

### 1. By what name will every household in the Pact Worlds come to know you?

Select this with care; it's history in the making. Make sure it resonates and conveys your persona: as harsh or smooth, funny or mellow as they are. Make sure it looks readable and attractive in text format for those who encounter our product in transcript. Don't be afraid to bring a touch of humour and whimsy, but beware of names that can be shortened to nicknames you don't appreciate. The info-sphere can be merciless.

### 2. What is the “turbolift pitch” for your persona?

The people of the Pact Worlds have more sources of entertainment clamouring for their attention than any sapient mortal brain can begin to comprehend. Standing out means having a “hook.”

Sum up what's most exciting about your persona in a sentence of thirty words or less. Tell us why watchers will want to get an update on your adventures every week. It's okay to make reference to famous people and fictional characters you like when doing this. One of the best characters on the inter-dimensional cable show *Counter/WEIGHT* started out as a mash-up of two famous names in her universe: “*If Han Solo used to be Beyoncé.*” It can be just that simple.

### 3. Which five words best describe them?

The classic questions are sometimes the best. What are five things your persona can be counted on to deliver for the viewer? Remember you can develop your persona in the course of the show, so this answer can change. But to begin with, what five things can the audience most expect your character to deliver?

### 4. What does your persona want the most?

If we're being honest, most people try to avoid adventure and seek out quiet, normal

lives. You're the exception to the rule, and so is the version of you that billions of souls will be watching on live-stream. So, what is their motivation? What's the one thing above all others that's driving them?

### 5. How does your persona go about getting what they want?

What does Success look like to them? What kind of lifestyle do they think they need to pursue to reach their goal? A persona bent on revenge might consider perfecting a fighting discipline, for instance.

## Section 2: Background

### 6. What is your persona's backstory?

This one can be broken down into a host of component questions, all of which speak to the basic point.

- When and where were they born?
- Was their family rich or poor?
- What were the people who raised them like?
- Were their formative years fairly content or happy? Miserable or traumatic?
- What friends, relations, pets and other loved ones from those years were they closest to? Which ones are they still close to?

For androids, of course, the base question is: **Where and when did they take control of their body?** And the follow-up questions are:

- What kind of surroundings were they activated in?
- Was there anyone there to support and help them?
- Do they know or remember anything about the mind that wore this body before they did (if any)?
- Was their formative environment friendly, or hostile, or inscrutable? What companions from that time were they close to, and are they still in touch?

### 7. What three things does your persona hold sacred, and what three things did they come to oppose utterly?

This should spring from their backstory and the past they experienced during their formative years (or formative few days or months for androids).

### 8. Have they ever been in love?

Are they in love still? Is their lover waiting at home for them? Did their love even know they existed? Did a relationship not work out; and if not, why not?

### 9. Do they have enemies?

If so, who are they, how many are they and how did they become enemies? Are they mortal enemies seeking to kill the hero, or petty rivals intent on humiliating them, or ex-spouses bent on alimony payments?

### 10. Who had the biggest impact on their life?

Name and briefly describe at least one person who had a significant impact on how your persona sees the world today. It doesn't have to be someone they knew personally; for many people this is a celebrity, or a fictional character, or a religious figure. A reference point for making difficult decisions (i.e., "*What would Brian Boitano do?*").

## Section 3: Presentation

### 11. What does your persona look like?

Start with an overall statement of the quality of your persona's appearance: projected social status, occupation, common activities, or how groomed (or not) they are. How do they style their hair? What identifying marks do they have (tattoos, ritual or incidental scars, extraordinary physical features)? What accessories do they wear? One especially telling detail is footwear and fit, fashion, function and repair thereof\*.

(\* B: This question does not imply that DEP is assuming any responsibility for your wardrobe budget.)

### 12. What does your persona sound like?

Do they have a catch-phrase, or just certain words or phrases they use frequently? Do they have an accent? If you had to pick a famous actor to play your persona, who would it be (and which of their specific roles would it be)?

### 13. What are their most prized possessions?

A persona's private treasures can say a lot about them. What are yours? (Another one that will evolve as we adventure, of course. Who can forget the time on *The Nautilists* when the shobhad mercenary Dayn quietly adopted a lonely robotic teddy bear?)

### 14. What's their comfort zone (and their discomfort zone)?

What is your persona's Happy Place? What environment or activity puts them at ease? And the inverse of this: what situations or activities make them *completely* uncomfortable?

### 15. What are your persona's unexpected quirks?

Name three things that are unexpected or seem to cut against the grain about the way your persona behaves. In the entertainment business we call these "sapientizing touches," unexpected talents or abilities like being able to sing, or knowing obscure trivia, or having a passion for *Mazes & Math*. Or pick three things your character can't do that most other people can such as whistling, swimming, or making small talk. Or how about three things your character fears, such as heights, wollipeds or mimes?

## Section 4: The Undiscovered Country

### 16. What are your persona's opinions about the issues of the day?

Controversies swirl around the Pact Worlds every day:

- Is the truce with the Veskarium a good idea, or are the Hylaxians and the Abadarites and their all fellow peacenoids being suckered?
- Should the Aspis Consortium and Apostae have Pact World membership despite their egregious practices? Is it a practical necessity or an abomination?
- Should something be done about the goblin infestation on Absalom Station? Or is it a legitimate (if annoying) sapient community and not an infestation at all?
- Is brutaris a better sport than starlance?

What are your persona's stances on questions like these? Or if they would scratch their heads and say "huh?" to such questions, what *does* matter intensely to them?

### 17. What are your persona's religious beliefs (or disbeliefs)?

If they're followers of a philosophy, which one? If they're devotees of a deity, how serious or casual is their devotion? Do they try to live out the deity's creed? Do they have their own eccentric interpretation of that doctrine? Do they think belief a waste of time?

### 18. Who or what is your persona willing to kill for\*?

In what circumstances does your persona find killing justifiable or unacceptable? Are there certain kinds of life they will draw the line at killing, or forms of undead they will draw the line at retiring (and why)?

### 19. If your persona could choose how they died, how would they want to go\*?

Is there anything or anyone they would die or otherwise go to extremes for? If so, who or what are they?

### 20. What would your persona most like to be remembered for\*?

Their wit? Their compassion? Their daring, or their devilish charm and good looks? What quality do they most value in themselves, or think others most value about them?

(\* Sorry if these questions seem a bit morbid. We're required to ask them for insurance purposes. We are legally required to say that we will try to keep the killing to a minimum, and it is almost certain that you will not die while adventuring for DEP. Not if we can help it, anyway; the paperwork is murder.)

# HOUSE RULES

Some scholars believe we're all figments in the imaginations of inter-dimensional beings engaged a role-playing game. Crazy, right? But if it were true, the story of *Empyrean Skylark* would be played by the core *Starfinder* rules, with minor adjustments from rules like these.

## "Failing Forward": The Mechanics of Success & Failure

The purpose of this first one to make success or failure on a roll more interesting than just binary "you did it" or "you didn't do it." I'll be using *margins* of success or failure to work out how we play dice roll results. When rolling a check, after all modifiers have been applied:

DC Over/Under	Result?	Or, to put it another way...
5	Exceptional!	" <b>Yes! And...</b> " Not only do you succeed, but something else cool happens because of that success. (It gets cooler for every further 5 points you are above the target DC.)
0	Success	" <b>Yes.</b> " A basic success. You did what you set out to do, nothing more or less.
-5	Partial Success	" <b>Yes, but...</b> " You succeeded, but there's a small complication.
-10	Partial Failure	" <b>No, but...</b> " You failed, but it's not a total loss.
Below -10	Outright Failure	" <b>No.</b> " At least it's not <i>disastrous</i> failure.
Roll is below 0	Disastrous!	" <b>No, and...</b> " Catastrophic failure that makes your position even worse. On the upside, it'll probably be memorable.

Any **Disastrous** roll earns the player a **Tally** by way of consolation. Characters can learn from bad experiences as much as they can from victories. What's a Tally? Well...

## The Tally System

This is a method of handing out XP awards for roleplaying, teamwork, and completing nonviolent challenges that are key to advancing the story. It awards XP as follows at the end of each session:

$$(30 * [\text{character level}]) * [\text{Number of Tallies}]$$

Players get a Tally during a session for:

**Roleplaying** their character's quirks, motivations, foibles and beliefs. Putting effort into doing so, at whatever level of proficiency, earns a Tally per session in itself. Additional Tallies accrue for:

- Really **selling a character moment** where doing so isn't mechanically to their advantage but does serve the story and make sense for their character in context.
- Providing **Moments of Awesome** to the game session through RP: this means funny, moving, dramatic or exciting story or character moments, especially where these involve taking risks and really embodying the character and driving the story forward.
- **Growing and developing the character in some interesting, consistent and believable way**, especially by playing moments where a Belief is challenged and they have to struggle with the contradiction.
- Completing a **Dramatic Interlude** or successfully introducing a **Dramatic Encounter** (see below).

**Accomplishing non-combat goals** that drive the story. These can range from the simple to the grand, depending on the context, and include the completion of the adventure story and its epilogue.

**Teamwork.** The party as a whole gets Tallies for each instance of working together effectively. This can also apply to instances of Teamwork that misfire terribly but where the theory was sound or the underlying idea was otherwise fun, funny, awesome, or so crazy it might just have worked.

**Thinking on their feet.** Deft or graceful handling of unexpected situations.

**Having the right skill at the right time** to move the story when nobody else can.

**Experiencing a Disastrous failure roll**, assuming they survive it, as explained in section 1 above.

## Dramatic Interludes (& Dramatic Encounters)

In most heroic tales, characters engage in small talk that reveals something about their past or further develops their personality. Such “Interludes” are harder to work into roleplaying games where the temptation is to focus primarily on action and the next encounter.

The system below provides hooks for such scenes, and rewards players for role-playing their character in a *Dramatic Interlude* and revealing their back-story to the rest of the group.

The GM keeps track of which players have mostly recently done a *Dramatic Interlude* and rotates the privilege, so that everyone gets a turn. (Optionally, instead of carrying the whole weight of an Interlude on their own, players can “partner up” in interludes to have dramatic *conversations*. The GM will rule on whether they can do this at will or whether they should choose to partner with someone else who is also yet to come in the rotation.)

**Running an Interlude (or Encounter):** The GM will run an Interlude during natural downtime such as when healing up after a fight, performing research, wandering the streets of a foreign city or space station or between legs of a long trip. They will pick a player and have them roll a 1d6 on the *Dramatic Interludes* Table. When rolling to introduce a random encounter by this method they may use a 2d8 roll on the *Dramatic Encounters* table in the same Appendix. (Use of this second table is optional and will depend on the group. You can find sample base tables in **Appendix A** to give you a basic idea.)

When you've found out what kind of interlude or encounter you're doing, take a couple of minutes to play out your scene. Players who put effort and creativity into doing either will be awarded a *Tally* on completion.

0.0.0.

Okay, so speaking out of character as my real self now: here's the Straight Dope on what you can expect from this game and from me as a GM.

Empyrean Skylark is pretty obviously built with a few things in mind, that reflect what I come to the table looking for:

- A touch of wry and sometimes gallows humour.
- A dedication to delivering all the fun and adventure and rip-roaring pulp themes you'd expect from an adventure show...
- ... but in a game that also rewards role-playing along with fighting and strives to strike a bit of a balance between them.
- Engaged players interested in delivering memorable characters.

I will be running the game in chat-only at first on Roll20, whose full functionality I'm just starting to tap into. My play-style is best suited for “theatre of the mind” players who aren't too obsessed with counting distances on graph paper. That said, the proceedings will get more sophisticated as we go and I hope to gain some facility at using roll20's suite of graphical elements.

I will not be running Paizo's Adventure Paths, at least not at first. I generally prefer to run my own adventures. I plan to start out in this one with a few one-shot games before getting into any bigger storylines, so that we can get our feet wet; and I do have some adventures from other settings that I may take a shot at adapting, and am always open to suggestions from players about the kinds of adventures they'd like to see.

I plan to adapt some Pathfinder legacy content (especially playable races) as the game goes on. I will be updating this document periodically to reflect any such changes and to include further player resources as I develop them.

I hope you find this document useful and the campaign it proposes to be a stimulating prospect. Please feel free to hit me up by e-mail at [cyranoj2265@gmail.com](mailto:cyranoj2265@gmail.com) with any questions.

Regards,

C. Johnson



# APPENDIX A

Table 1: Samples Dramatic Interludes Table

Die Roll	General Theme	Result
1	Victory	Tell a story about a personal triumph in your character's past. Did it affect or influence them afterward? Victory can mean different things.
2	Tragedy	Describe a tragedy or misfortune from your character's past. You can hint at the darker side of their character and drop clues to secrets they might have.
3	Love	Speak fondly of the character's greatest love—lost, found, or waiting on them back home. What is their name? Where do they live? Is it even a person, or something else (a hobby, a favourite speeder, the sound of pseudo-dragon mating calls in the Eriton Canyons)? Why leave?
4	Desire	A tale about something your hero wants. It might be a material possession, recognition, a political goal, or to escape to some magical destination.
5	Comedy	For some reason, an old joke or a funny anecdote from your character's past—at least it's funny to <i>them</i> —comes to mind. Relate it.
6	Discovery	A story about a moment when you discovered something you hadn't previously known, through training, experience, divine inspiration, a moment of clarity etc. The lesson can overlap with any of the prior five categories.

I may also use interludes as an interesting way of introducing random encounters. Cf. the *Dramatic Encounters* tables on the next page.

Table 2: Sample Dramatic Encounters Table

Dice Total	General Theme	Result
2	Boon	You come across something that looks like it might be valuable, or contain something of value. Decide what it is—or what your character thinks it is—and what apparent obstacles and protection it has. <b>GM:</b> Determine whether the article really <i>does</i> have value and the nature of whatever protects it.
3	Personality	A colourful personality crosses the group's path. Perhaps a fellow traveller or street informant, a seller of "100% authentic magical pies," an aspiring performer or an alien peddling love to entirely the wrong species. Describe spotting them and the approach, whether they remind you of anyone from your own past, whether you think they're on the level or dangerous. <b>GM:</b> Make a ruling on the truth and play out a scene.
4	Memento	You find a trinket or item of some sort on your trip that reminds you of something in your past. During a quiet moment, you relate that tale to your companions. You may also keep the memento if you like.
5	Adorable	You encounter someone or something adorable. A lost robotic teddy bear, a big-eyed moppet, a fluffy stray cat or its near <i>Starfinder</i> equivalent. Describe it, whether it brings up any particular memories or feelings for you; whether you want to keep it or not. (You and your party can argue about this if they see you picking it up.) <b>GM:</b> Decide if Adorable is what it seems or if it's something deadly masquerading as such.
6	Obstacle	You come across an obstacle or a hazard. It could be a hardened door that won't budge, it could be a burning hovercar wedged in the mouth of the alley you're traversing, it could just be rain rendering the gully you're travelling through dangerous and slippery. Describe the nature of the obstacle or hazard and how miserable it's been making life for the last few minutes. <b>GM:</b> Decide whether the obstacle is a nuisance that can be played for a bit of pratfall comedy, or a serious hazard that can badly injure the party. Or both! Play it out.
7	Trouble	Something really bad happens. Your group is ambushed by enemies, stalked by a monster, or loses their way (and a significant amount of time). Describe the scene, then turn the game back over to the GM to run the encounter. After the fight, tell a story relating the events to something in your own past. <b>GM:</b> Either wing this based off the player's description of events, or have a pre-made ambush or other similar encounter ready to go.
8	Local(s)	You run into what seems to be a local inhabitant of wherever you are. This could be a twigling in a forest, a funeral procession in a city complete with mourning relatives, a walking corpse peeling off

Dice Total	General Theme	Result
		decayed layers of skin an Eoxian slum. Describe the encounter and how you catch each the locals' eye, their reaction and whether they seem friendly or hostile. <b>GM</b> : Decide on hostile-or-not – it doesn't have to mean violent – and game it out.
9	Wonder	Somewhere along the way is a glorious vista, ancient wonder, sun-dappled forest, or other thing of beauty. Describe it in character and add a personal anecdote of the most beautiful thing your hero ever saw, or tell a story the wonder might remind them of. (If the wonder captures the group's imagination, the <b>GM</b> can treat it as an actual location to investigate.)
10	Disaster	You come across the aftermath of some kind of disaster: a bomb has just gone off, a hovercraft crashed, a bridge is collapsing, a hut in the village is on fire. Describe the nature of the disaster, whether you can hear any cries for help. The <b>GM</b> can then game out the encounter and decide what stems from any rescues the heroes carry out.
11	Sinister	You have discovered something that chills the blood. A scene of violence with corpses or mysterious smears of gore left behind; an odd child staring at you in a place where no child should be; simply a persistent, eerie sound or smell. Describe it and what memories or stories it calls to mind for your character, then pass over to the <b>GM</b> so they can game out whether it's a genuine threat.
12	Donnybrook	A brawl has broken out! It could be anything from a space skirmish to a bar-room punch-up or a street argument between pleasure-model androids that's gotten out of hand. Whatever it is, the proverbial fur is flying. Describe it and how your character reacts to it and then hand over to the <b>GM</b> so they can game out the heroes' involvement (if any).
13	Notable(s)	You encounter some notable personage native to the location: a tribal chief in the jungles of Zebulon Six, an officious clergyman with a sycophantic entourage, a corporate bigwig with a touchy temper. Describe the official and their attitude, and whether they remind your character of other, similar situations. Hand over to the <b>GM</b> for them to play the encounter.
14	Curious	You come across someone or something that's... curious, and unexpected. A guy wandering around in a holographic mask of Pooky the Plucky Bandit with no context. A group of people in a park posing like velociraptors. A mysterious light among the trees. It tempts investigation. Describe it, and its relation to anything else in your character's experience, before the <b>GM</b> takes over and describes whatever kind of encounter ensues.
15	Feral	Something Wild This Way Comes. A pack of feral domestic pets; a Bug-Eyed Monster wild in mating frenzy; a frothing mob of Strong

Dice Total	General Theme	Result
		Absalom Movement rioters looking for the wrong kind of alien to vent its frustrations on. It's on the rampage and this is probably going to end in violence. Describe it and then turn over to the <b>GM</b> to run the resulting encounter.
16	Rivalry	You witness a rivalry in progress. A pair of bratty nobles are racing their hoverbikes down the middle of a thoroughfare. A Shirren dance-off is in effect. Martial artists from two different four-armed species are squaring off and inviting a crowd to judge their prowess. Describe what's happening and game out with the <b>GM</b> how or if the heroes get in on it.



## APPENDIX B

### S.S. *Empyrean Skylark*

(*Avamar*-Class Free Trader, Tier 1 – Mass: 40 tons, Length: 36.9 m)

It's a lucky thing the *Avamar*-class Free Trader is a reliable workhorse, because this one has seen better days. She's the kind of ship of which a prospective seller says "it's what's on the inside that counts," or "she's got limitless fixer-upper potential," and she's not long on creature comforts, either. Hopefully she's at least up to the task of keeping her crew alive...



**Speed** 8 | **Maneuverability** Good (turn 1) | **Drift** 1 | **AC** 16 | **TL** 10 | **HP** 40 | **DT**- | **CT** 8

**Shields** basic shields 20 (forward 5, port 5, starboard 5, aft 5)

**Attack (Forward)** light laser cannon (2d4), light laser cannon (2d4)

**Attack (Port)** empty light mount

**Attack (Starboard)** empty light mount

**Power Core** Arcus Light (75 PCU)

**Drift Engine** Signal Basic (75 PCU min.)

**Systems** advanced short-range sensors (+4), Crew Quarters (Common), Mk 5 armor, Mk 1 mononode (tier 1 computer), countermeasures (alarm)

**Expansion Bays** arcane laboratory, recreation suite (trivid den), science lab

**Modifiers** +1 to any 1 check per round, +4 Computers, +1 Piloting

**Complement** 1-6

## APPENDIX C

Supplementary for '*Empyrean Skylark*' applicants: if you need a little inspiration, here's something to show you that I wouldn't ask you to do anything I wouldn't do myself. And I'm sure your wondering what sort of man has the vision, the creativity, the desperation guts to undertake something like this. Below you'll find Delistatious Elite Productions' CEO's very own answers to the Persona Application Form!

#### 1. By what name will every household in the Pact Worlds come to know you?

**Brister Fen.** "Brister" is a combination of "brother" and "mister," which is Fen's signature combination of friendliness and dignified authority coming out.

#### 2. What is the "turbolift pitch" for your persona?

"If Max Renn from Videodrome met Shannon from Drive and they had a Ysoki love child."

#### 3. Which five words best describe them?

**Luckless** but **persistent**, **clever** but **cocky**. And of course, **devious**.\*

(\* Only toward his enemies, naturally!)

#### 4. What does your persona want the most?

**Respect.** (He's paying off some debts, too, but such debts wouldn't be a crisis for someone who already commanded respect, so you can see his dilemma.)

#### 5. How does your persona go about getting what they want?

You're looking at it. **Stepping out of the shadows and claiming a place on the stage of history, where all can see (and, preferably, will pay to see).**

#### 6. What is your persona's backstory?

He was born in 293 AG into the *Diggrey* household, a small family of only nine children in the upper warrens of Hivemarket. His mother named him "*Osho*," which means "*eight*." As a pup, Osho nurtured dreams of being an intrepid and heroic Starfinder, but adulthood and the need to hustle to help feed the family intervened. He went into the drone sales business with his five brothers and several of their friends.

Business wasn't exactly booming, and to help make ends meet Osho eventually fell in with what some might call the wrong sort of crowd, though the crew of young ne'er-do-wells thought of themselves as "enterprising." Their leader went by the name *Bruxton Osiris Fenhalloway-Delistatious*, and he was in the habit of passing the lads under his wing off as his sons. Osho, as the third of them, found himself quite happy to be promoted several places in the numerical hierarchy and applied himself vigorously to the trade in the grey areas of the law.

In 311, a series of unfortunate events on a job in the "grey areas" scattered the gang and forced his mentor off Akiton. Osho managed to avoid prison or therapy, but faced a

substantial debt stemming from property damages and was disowned by his family.

He soldiered on defiantly under the illustrious name his mentor left him, shortening it to *Brister Fen* for everyday use, and went into mostly-legal business with some distant cousins. Business on the “right” side of the law was still slow, and year by year his debt problems got worse, but he always kept an eye out for the next opportunity.

**7. What three things does your persona hold sacred, and what three things did they come to oppose utterly?**

*Hope*, *enterprise* and *cleverness* are sacred. So-called legitimate institutions like *government*, *law* and *family* have only ever given him grief, to Hell with all of them.

**8. Have they ever been in love?**

He does remember a look in the eye of a nice girl he met in a certain sort of establishment once, but for most of his adult life he's been too busy for things like love.

**9. Do they have enemies?**

There's an *Akitonian crime syndicate* in Hivemarket – and its reach isn't confined to Hivemarket – that has bought up Brister Fen's debt and has a pretty stringent payment plan that involves threats of bodily harm.

**10. Who had the biggest impact on their life?**

The original *Bruxton Osiris Fenhalloway-Delistatious*, easily. The man taught him panache, fired his ambitions and gave him a taste for the finer things in life; being part of his mentor's crew was a feeling of real closeness like nothing else he's ever known.

**11. What does your persona look like?**

Brister Fen is as neat and well-groomed as possible no matter what he's doing. When he's in his workshop he wears overalls and you'll catch him with a smear of grease here or there, there's no avoiding it; but his *true* self is his business self, given to dandified suits, bow-ties and elaborate waistcoats and custom-fit leather shoes.

**12. What does your persona sound like?**

When speaking Common he's someone trying to sound posh, or at least “Standard.” Rendered with British accents he'd sound Estuary English (like *David Tennant*) but more Cockney in moments of stress (like *Michael Caine*).

**13. What are their most prized possessions?**

Aside from his trusty custom rig –an all-purpose cylindrical doo-hickey named the *Fidget Widget*—there are three things: the lucky token his mentor once gave him, a pocket knife from one of his gang-brothers (the hilt carved from a *brehir*-tooth), and a locket from his mother with a smooth red stone from Akiton inside.

**14. What's their comfort zone (and their discomfort zone)?**

Fen is by far at his most comfortable trying to out-bargain, out-negotiate or simply outwit someone; for related reasons he enjoys games of nerve and chance (regular trips to the casino exacerbated his debt problems), which are his main recreation outside of

tinkering with machines and computers. Having a tumbler of whiskey and soda to hand, clutching some cards and watching a stack of chips grow in front of him is Fen's Happy Place.

He's at his least comfortable in the presence of authentic emotion, at least among adults, including grief or displays of family affection and most of all when it comes to anything involving *trust*. Any group activity that involves trusting other people – even an innocuous game – will turn him off quickly.

**15. What are your persona's unexpected quirks?**

Fen loves musicals and has a soft spot for idealistic youngsters, especially idealistic Ysoki pups. Under his thick coating of hustler cynicism there still lies a touch of Osho Diggrey's old sense of wonder about the stars, and interstellar marvels will be able to distract him from his manic focus on making money and gaining notoriety for seconds at a time.

**16. What are your persona's opinions about the issues of the day?**

Fen isn't particularly political. As far as he's concerned it's all a story about the big people crushing the small people and he has a full-time job to avoid being crushed.

He has definite opinions about the state of competitive *tryphal* – his personal favourite card game, played with a Harrow deck – and obviously starlance is for poseurs, brutaris is the real sport.

**17. What are your persona's religious beliefs (or disbeliefs)?**

Fen believes deeply in the power and influence of the gods and treats them all with the wary respect that a man accords to storms, solar bombardments and black holes. He presently worships *Oras*, though not with what you'd call deep passion.

**18. Who or what is your persona willing to kill for?**

Fen doesn't like killing and tries to avoid it. But he also remembers that staying his hand from killing ruined his life once – another legacy of the job-gone-wrong – and that's hardened him. If someone is standing between him and his future, they're going down.

**19. If your persona could choose how they died, how would they want to go?**

Heroically saving a pack of Ysoki pups from the blazing wreckage of a crashed starship. While being recorded and getting *lots* of views.

**20. What would your persona most like to be remembered for?**

His charm, his canny intellect and never backing down from a challenge.