

MGP
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The Roleplaying Game

Second Edition



Heroes & Aliens

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HEROES & ALIENS

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Introduction

Allies & Enemies

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CONTENTS

| | | |
|-----------|----------------------------------|-----------|
| 2 | The Crew of the Excalibur | 65 |
| 3 | Captain Matthew Gideon | 65 |
| 3 | Lieutenant John Matheson | 66 |
| 8 | Doctor Sarah Chambers | 68 |
| 10 | Max Eilerson | 69 |
| 15 | Dureena Nafeel | 70 |
| 17 | Galen | 71 |
| 21 | Prestige Classes | 73 |
| 24 | Master of Subtlety | 73 |
| 26 | Xenobiologist | 75 |
| 28 | Alien Races | 77 |
| 31 | Cascor | 77 |
| 33 | Dilgar | 78 |
| 35 | Gaim | 80 |
| 39 | Grome | 81 |
| 43 | Hurr | 82 |
| 45 | Hyach | 83 |
| 46 | Ipsha | 85 |
| 47 | Kor-Lyan | 86 |
| 51 | Llort | 88 |
| 54 | Lumati | 89 |
| 57 | Markab | 90 |
| 57 | Moradi | 92 |
| 57 | Vree | 93 |
| 60 | Zanderians | 95 |
| 63 | License | 96 |

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INTRODUCTION

The universe of Babylon 5 is incredibly vast and complex, a place teeming with life of all shapes and forms. On distant worlds new life evolves and gazes at the stars; on ancient worlds the memories of long-dead races whisper through the tumbled ruins of once-great cities, and on the tachyon networks and jump gates of the galaxy the star-faring races write the historical texts of the future in blood and hope.

Each of the great star-faring races has its own heroes and its own villains, most of whom take part in the great saga that is Babylon 5. These are the individuals who shape the events of the galaxy, whether they intend to or not, their smallest action yielding consequences beyond what they imagine. Much as the stones in the Japanese Garden on Babylon 5 demonstrate the power of one mind to change the world, so do the men and women of Babylon 5, no matter what their race, change the face of the galaxy.

Heroes & Aliens is dedicated to all these creatures and races, the many forms of life that make the universe of Babylon 5 so deep and compelling. It is dedicated as well to the heroes and villains of Babylon 5, demonstrating their advancement in knowledge and skill throughout the scope of the story.

Within these pages, each of the major – and many of the minor – characters of Babylon 5 are tracked throughout the course of the storylines, showing how they grew and

changed through the course of the tale. G'Kar advances from a rough-edged, scheming warrior into an enlightened man of peace and diplomacy. Sheridan learns the power of his own will and finds love with Delenn. Lennier goes from a soft-spoken follower to a skilled warrior, without ever completely losing the aspects of his character that made him such a good man.

Where the individuals leave off, the races begin. The galaxy of Babylon 5 is home to a great many forms of sentient life, many of who possess the knowledge of gate travel and have made their own mark on the galaxy for good or ill. While the core rulebook for the *Babylon 5 Roleplaying Game* deals with the major races of the galaxy, such as the Centauri, Drazi, Humans and Minbari, it would be a mistake to forget about the existence of the many other races who make up the membership of the League of Non-Aligned Worlds – the Gaim, the Lumati, the Markab and the Vree, to name just a few. More than a dozen new races are detailed within, as well as complete rules for creating characters for all the major races of the League of Non-Aligned Worlds, as well as a few who were never involved in the League at all.

Heroes & Aliens presents the Games Master with a comprehensive toolkit for enlarging his Babylon 5 campaign, allowing him to bring in a healthy dose of the vast complexity and depth that make the Babylon 5 universe so unique.



Allies & Enemies

ALLIES & ENEMIES

An essential element of any roleplaying game is the advancement of the Player Characters, as they grow from inexperienced neophytes, likely getting into trouble that is far over their heads, into capable and formidable individuals able to handle most things that come their way, to finally amassing enough experience, skill and knowledge that, be it for good or ill, their names are known throughout the galaxy. Every player anxiously tallies his experience, anticipating the day he has gained enough to reach that next level with all the promise it holds.

Of course, it is not just the Player Characters who change and grow in this way – everyone else in the galaxy is doing the exact same thing. This chapter is devoted to the canon characters of Babylon 5, from Captain Sheridan to Mr Morden, tracking the way each of these characters grows and progresses through the arc of the series.

The crew of the *Excalibur* is included as well, as are the statistics of each of the characters of the *Crusade* television series. All of these characters are presented with complete statistics, enabling Games Masters to easily insert any of the canon characters into the campaign. The statistics are given year by year as the characters appeared in the story, from 2257 through 2267. For the most part, a given character has statistics only for those years during which they were active in the story. For example, G'Kar's diplomatic attaché Na'Toth is held captive for some time in the dungeons beneath the Centauri Royal Palace. For the years of her incarceration, she is excluded from the listings below. Likewise, for the five years between the end of the Babylon 5 plotline and the beginning of the *Crusade* plotline, no character statistics are provided, though a number of characters do appear in both stories. By and large, these characters have little advancement in terms of levels and skills during the years they are absent, and Games Masters can easily amend the characters to fit into any of these years with only slight modifications to the character sheets.

There are many notable personalities to be found on Babylon 5, made famous by their work on the station. Games Masters are free to use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed here.

CAPTAIN JOHN SHERIDAN

The son of a diplomatic envoy, John Sheridan is strong-willed and will never back down when he believes he is in the right. Maintaining a keen interest in all faiths, beliefs and alien races, he had a brief obsession with the Dalai Lama, whom he met in Tibet at the age of 21. A dedicated patriot, Sheridan joined EarthForce before the draft in the hope of being able to serve something greater than he was,

to make a difference somewhere while doing important and necessary work.

His EarthForce career began under the command of then Commander Jack Maynard on the Moon-Mars patrol but his attention to detail and strong leadership qualities guaranteed a swift rise through the ranks. When he was promoted to commander, he was briefly posted to the transfer point off Io before being assigned as executive officer to the *EAS Lexington* under Captain Sterns. It was here he gained his fame, providing the only real victory Mankind achieved during the Earth-Minbari War. Separated from the main battle group during a Minbari ambush, Sheridan took command of the *Lexington* upon the death of Captain Sterns, luring the attacking Minbari warcruiser into the asteroid field between Mars and Jupiter. There he seeded several asteroids with thermonuclear warheads, detonating them as the warcruiser closed range to finish the *Lexington* off. The warcruiser was the *Dark Star*, one of the flagships of the Minbari fleet, and its loss was a grievous blow to all Minbari, many of whom have sworn revenge against Sheridan for his actions. Even now, 12 years after the end of the war, Sheridan is still known to the Minbari as 'Starkiller'.

The destruction of the *Dark Star* and subsequent morale boost across the entire Earth Alliance guaranteed Sheridan's promotion to captain. After the war's conclusion, Sheridan was assigned to one of the new Omega-class destroyers, the *EAS Agamemnon*, a great warship built specifically to protect the Earth Alliance from more advanced alien races.

Tragedy struck Sheridan's life in 2257 with the loss of his wife, Anna, a scientist on board an exploratory ship, the *Icarus*. The *Icarus* mysteriously exploded during a mission to a world far out on the Rim while collecting data on ancient civilisations. Sheridan is still coming to terms with his loss and has rededicated his life to EarthForce, despite the best efforts of his sister, Elizabeth, to reconcile their grief.

2259

An old friend of mine once quoted me an ancient Egyptian blessing: 'God be between you and harm in all the empty places where you must walk.'

10th Level Human Officer (fleet) / 2nd Level Diplomat

Hit Points: 28

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 20 (+8 class, +2 Dex)

Attacks: +12/+7/+2 close combat or +13/+8/+3 ranged



Special Qualities: Branch Specialisation (fleet), Improved Diplomacy, Rallying Call 2/day, Way of Command

Saves: Fort +5, Ref +5, Will +13

Abilities: Str 13, Dex 14, Con 15, Int 13, Wis 12, Cha 17

Skills: Acrobatics +4, Appraise +1, Athletics +4, Bluff +7, Computer Use +6, Concentration +8, Diplomacy +10, Drive +2, Intimidate +9, Intrigue +5, Investigate +4, Knowledge (Babylon 5) +3, Knowledge (engineering) +2, Knowledge (history) +2, Knowledge (Human) +7, Knowledge (law) +6, Knowledge (Minbari) +3, Knowledge (philosophy) +2, Knowledge (physics) +2, Knowledge (tactics) +15, Linguistics +4, Medical +2, Notice +6, Operations (gunnery) +5, Operations (piloting) +5, Pilot +10, Sense Motive +7, Stealth +3, Subterfuge +3, Technical (electronics) +2

Feats: Alertness, Dogfighter, Elite Commander, Fluency (Human), Improved Initiative, Iron Will, Martial Arts, Nerves of Steel, Point Blank Shot, Resist Scan, Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +24, Earth Military Influence +20, Earth Political Influence +12

Standard Equipment: EarthForce wrist link, EF-7 PPG (+13/+8/+3, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

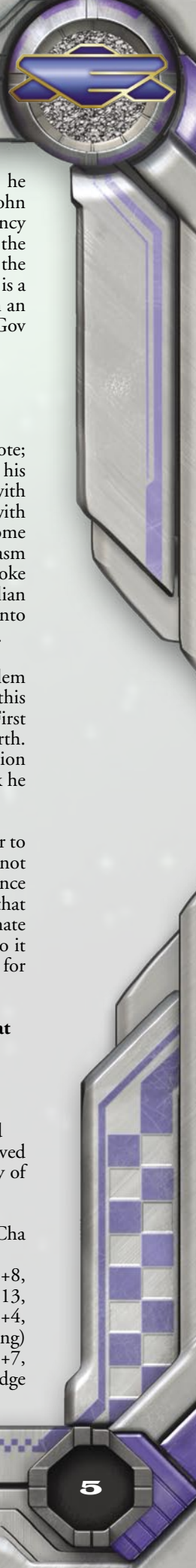
Roleplaying Sheridan in 2259: John Sheridan is a tactical genius, with a gift for coming up with radical solutions to knotty problems. This gift brings him success in EarthForce but also makes him a masterful diplomat and leader. Underneath his impressive façade, Sheridan is a relatively simple, down-to-earth man; his ties to his roots keep him grounded in the face of alien armadas and million-year-old conflicts.

2260

Captain John Sheridan has weathered his first year aboard Babylon 5 extremely well, all things considered. He has been framed for murder, captured by aliens, held under the close and callous scrutiny of his own government and been mentally contacted in dreams by a Vorlon. He has managed to fight off Centauri incursions, keep his command in the midst of a galaxy-spanning war between two violently opposed races, organised a resistance against an even greater war that is coming and learned from the Vorlons things about himself that he still does not understand.

He has a lot of challenges ahead of him in 2260, many of which he can only glimpse in the bits and pieces that powers far above him allow to be seen. Fortunately, he has been given joint command of a private army, the most advanced ship the younger races of the galaxy have ever

Allies & Enemies



seen, and sits at the centre of the galaxy's only real hope for survival. He may not know what he is truly up against, but he has his diplomacy, military genius and a host of allies to see him through it.

10th Level Human Officer (fleet) / 4th Level Diplomat

Hit Points: 30

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 21 (+9 class, +2 Dex)

Attacks: +13/+8/+3 close combat or +14/+9/+4 ranged

Special Qualities: Branch Specialisation (fleet), Improved Diplomacy, Rallying Call 2/day, Strong Influence, Touched by a Vorlon, Way of Command

Saves: Fort +6, Ref +6, Will +14

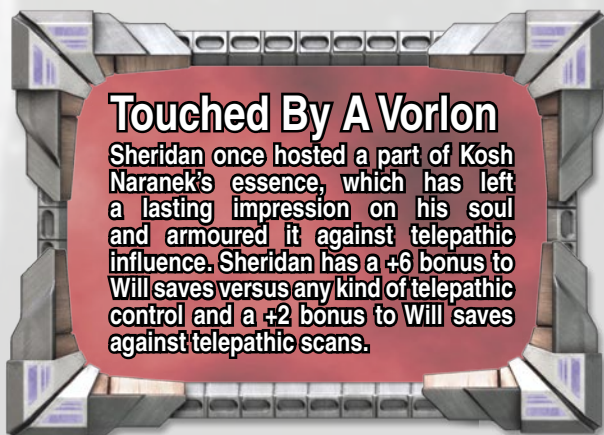
Abilities: Str 13, Dex 14, Con 15, Int 13, Wis 12, Cha 17

Skills: Acrobatics +4, Appraise +1, Athletics +4, Bluff +7, Computer Use +6, Concentration +8, Diplomacy +12, Drive +2, Intimidate +10, Intrigue +6, Investigate +4, Knowledge (Babylon 5) +6, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (Human) +7, Knowledge (law) +8, Knowledge (Minbari) +4, Knowledge (philosophy) +2, Knowledge (physics) +2, Knowledge (tactics) +15, Linguistics +4, Medical +2, Notice +7, Operations (gunnery) +5, Operations (piloting) +5, Pilot +10, Sense Motive +8, Stealth +3, Subterfuge +4, Technical (electronics) +2

Feats: Alertness, Alien Empathy, Dogfighter, Elite Commander, Fluency (Human), Improved Initiative, Iron Will, Martial Arts, Nerves of Steel, Point Blank Shot, Resist Scan, Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +28, Earth Military Influence +20 (suspended), Earth Political Influence +12 (suspended), League of Non-Aligned Worlds Social Influence +2, Minbari Social Influence +2

Standard Equipment: EarthForce wrist link, EF-7 PPG (+14/+9/+4, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)



Roleplaying Sheridan in 2260: Despite everything he endured in his first year of commanding Babylon 5, John Sheridan remains more or less the same person, a constancy that will prove a source of near-limitless strength in the conflicts ahead. While Sheridan may remain much the same, however, the universe around him does not. This is a very busy year for Sheridan, one which takes him from an attempt on his life through his rebellion against EarthGov and on to his own death on Z'ha'dum.

2261

Captain John Sheridan finishes 2260 on a high note; destroying one of the great cities on Z'ha'dum after his (presumed dead) wife Anna leads him to a parlay with the Shadows. Unfortunately, such great deeds come with a price. As *White Star 1* slammed through the glass dome covering the city, Sheridan threw himself into a deep chasm at Kosh's mental urgings. During that year he also broke away from Earth in protest of Clark's bombing of civilian targets, organised the League of Non-Aligned Worlds into a force capable of fighting the Shadows and fell in love.

When 2261 starts Sheridan faces the rather difficult problem of coming back from the dead. If he can overcome this minor hurdle, he still has to defeat the oldest races of First Ones and figure out some means of dealing with Earth. Fortunately, with a fleet of White Stars, an organisation dedicated to the cause, and a large intelligence network he has many of the tools he will need to pull it off.

This year poses great trials to Captain Sheridan. In order to come back to life he will have to find a reason to live, not just a cause to die for. When he returns he must balance that reason to live with all the other responsibilities that fall onto his shoulders. Having once made the ultimate sacrifice for his cause, he may well be called upon to do it again and again, each time risking his own fragile life for the good of humanity.

10th Level Human Officer (fleet) / 5th Level Diplomat

Hit Points: 31

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 21 (+9 class, +2 Dex)

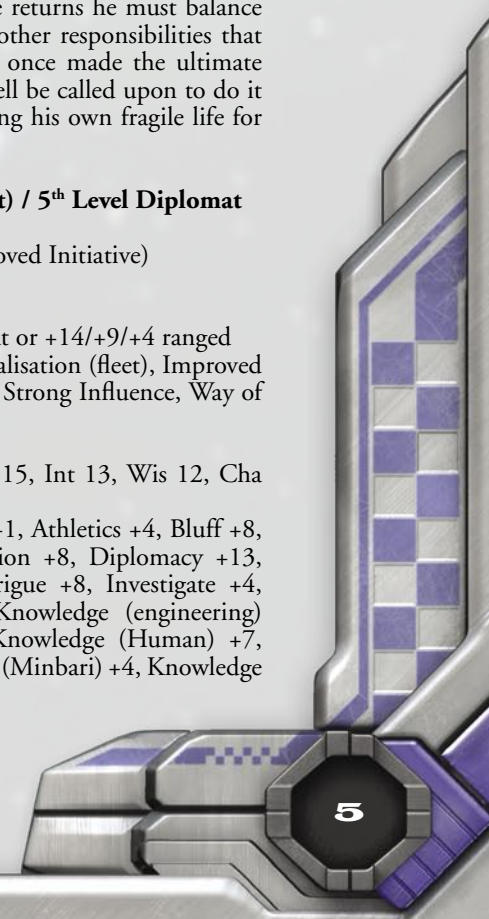
Attacks: +13/+8/+3 close combat or +14/+9/+4 ranged

Special Qualities: Branch Specialisation (fleet), Improved Diplomacy, Rallying Call 2/day, Strong Influence, Way of Command

Saves: Fort +6, Ref +6, Will +14

Abilities: Str 13, Dex 14, Con 15, Int 13, Wis 12, Cha 17

Skills: Acrobatics +4, Appraise +1, Athletics +4, Bluff +8, Computer Use +6, Concentration +8, Diplomacy +13, Drive +2, Intimidate +10, Intrigue +8, Investigate +4, Knowledge (Babylon 5) +8, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (Human) +7, Knowledge (law) +8, Knowledge (Minbari) +4, Knowledge



(philosophy) +2, Knowledge (physics) +2, Knowledge (tactics) +17, Linguistics +4, Medical +2, Notice +7, Operations (gunnery) +5, Operations (piloting) +5, Pilot +10, Sense Motive +9, Stealth +3, Subterfuge +4, Technical (electronics) +2

Feats: Alertness, Alien Empathy, Dogfighter, Elite Commander, Fluency (Human), Improved Initiative, Iron Will, Legendary Commander, Martial Arts, Nerves of Steel, Point Blank Shot, Resist Scan, Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +30, Earth Military Influence +20 (suspended), Earth Political Influence +12 (suspended), League of Non-Aligned Worlds Social Influence +3, Minbari Social Influence +3

Standard Equipment: EarthForce wrist link, EF-7 PPG (+14/+9/+4, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Sheridan in 2261: The good captain will not interact personally with most Player Characters during this year. He is busy building a life with Delenn, fighting two wars of liberation, dealing with enormous personal crises that explode throughout the station and resisting torture. Despite its importance, all of this activity really only marks the outward signs of his personal transformation. He becomes harder and stronger, counting the cost of his actions but no longer letting them hold him back.

The latter trait makes him an excellent patron or commander for the Player Characters. If they had a close relationship with the captain over the last few years he will maintain it. If not, any character involved with the Rangers or either of his two wars could easily fall into Sheridan's orbit. He greatly needs discrete, capable agents to carry out dangerous tasks under the noses of some of the mightiest enemies the younger races will ever face.

One group of characters mentioned but not portrayed in the television episodes are Sheridan's 'contacts on Earth'. An entire campaign could be played involving characters loyal to Sheridan personally, working behind the scenes as part of Earth Resistance. This group may be in weekly, personal contact with Sheridan throughout the year.

2262

Soldier, diplomat, rebel and now politician. John Sheridan's life has taken him to strange places, even to the edge of death itself. In 2262, he ascended into history by becoming the first President of the Interstellar Alliance.

The prior year had already been momentous – he had come back from the dead, had ended the aeons-long war between the Shadows and the Vorlons, had forged an alliance among a

dozen worlds which had been intent on killing each other mere months before, had endured imprisonment, torture and had ultimately rode to victory at the head of the fleet which liberated Earth from the Clark tyranny. Somehow, in all this, he found the time to marry Delenn.

The events of 2261 hardened Sheridan but did not change him entirely. He never wavered in either his determination or his values – he did not hesitate to use the force required to liberate Earth, but did all he could to spare the lives of his fellow soldiers. He used telepaths as living bombs because he had to, but took every effort to choose those who had the least to lose. He could compromise on implementations, but never on principles and that strength and resolve would turn out to be vital in the coming year.

2262 promises to be no less exciting. John Sheridan has, before him, the task of leading a newborn nation, a nation composed of many worlds, many races. The undertaking is audacious in the extreme and there are many who wish to see him fail. During the coming year, he will be forced to bend, if not break, many of his principles and will see his dream nearly die stillborn.

10th Level Human Officer (fleet) / 7th Level Diplomat

Hit Points: 33

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 22 (+10 class, +2 Dex)

Attacks: +14/+9/+4 close combat or +15/+10/+5 ranged

Special Qualities: Branch Specialisation (fleet), Improved Diplomacy, Rallying Call 2/day, Strong Influence, Swift Diplomacy, Way of Command

Saves: Fort +7, Ref +7, Will +15

Abilities: Str 13, Dex 14, Con 15, Int 13, Wis 12, Cha 18

Skills: Acrobatics +4, Appraise +1, Athletics +4, Bluff +9, Computer Use +6, Concentration +8, Diplomacy +16, Drive +2, Intimidate +11, Intrigue +9, Investigate +4, Knowledge (Babylon 5) +10, Knowledge (engineering) +2, Knowledge (history) +1, Knowledge (Human) +8, Knowledge (law) +8, Knowledge (Minbari) +5, Knowledge (philosophy) +2, Knowledge (physics) +2, Knowledge (tactics) +17, Linguistics +4, Medical +2, Notice +7, Operations (gunnery) +5, Operations (piloting) +5, Pilot +10, Sense Motive +10, Stealth +3, Subterfuge +4, Technical (electronics) +2

Feats: Alertness, Alien Empathy, Contact, Dogfighter, Elite Commander, Fluency (Human), Improved Initiative, Iron Will, Legendary Commander, Martial Arts, Nerves of Steel, Point Blank Shot, Resist Scan, Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: See sidebar

Standard Equipment: EarthForce wrist link, EF-7 PPG (+15/+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Sheridan & Influence

When Sheridan becomes President of the nascent Interstellar Alliance at the beginning of 2262, calculating his influence effectively becomes a moot point, particularly where the Interstellar Alliance is concerned. If Sheridan wants a fleet of 40 White Stars, he gets a fleet of 40 White Stars. If he wants a ship like the *Excalibur* built, a ship like the *Excalibur* gets built. He is, in essence, the embodiment of a great new experiment in multi-racial government, and there are few things he cannot obtain if he wishes.

Roleplaying Sheridan in 2262: Sheridan in 2262 is defined by relentless determination coupled with clear-eyed idealism, all under a cloud of doubt and introspection. He is a man with a mission, a crusader, a visionary – but he is also a man who is willing to ask himself if he is doing the right thing. He expresses public certainty but harbours private doubt and therein lies his strength – his ability to not be taken in by his own propaganda, to not see himself as divine or infallible, grants him the moral compass necessary to keep leadership from becoming tyranny.

Sheridan is somewhat more distant from the day-to-day business of Babylon 5 – indeed, he no longer has any authority over the place. As President of the Alliance, he is surrounded by several layers of bureaucracy and only those close to him can contact him directly.

2267

For any other Human being, surviving a war by a fluke, fighting off an ancient enemy by effectively dying in the process, engaging and winning a civil war and helping to found an Interstellar Alliance would be more than enough for several lifetimes, never mind one. Fortunately, President John Sheridan is anything but a normal individual. His tenure as President of the Interstellar Alliance has gone well in the years since its founding. He has been intensely busy, so much so that side projects such as the *Victory* class destroyer programme have had to pass him by, even though Sheridan would have loved to have been more involved.

The times that lie ahead for John Sheridan test both him and, perhaps even more, the faith that his friends have in

him. He watches as the world of his birth is poisoned and then selects the leader of the mission to find a cure. Still, there is always hope and although humanity did not start the war against the Drakh, somehow or other Sheridan will help finish it. This is a principle that John Sheridan will teach his newborn son David, though not for a good decade or so yet.

10th Level Human Officer (fleet) / 10th Level Diplomat
Hit Points: 36

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 24 (+12 class, +2 Dex)

Attacks: +16/+11/+6 close combat or +17/+12/+7 ranged
Special Qualities: Aide, Branch Specialisation (fleet), Improved Diplomacy, Powerful Influence, Rallying Call 2/day, Strong Influence, Swift Diplomacy, Way of Command

Saves: Fort +8, Ref +8, Will +18

Abilities: Str 13, Dex 14, Con 15, Int 14, Wis 12, Cha 18

Skills: Acrobatics +4, Appraise +2, Athletics +4, Bluff +11, Computer Use +10, Concentration +8, Diplomacy +20, Drive +2, Intimidate +11, Intrigue +10, Investigate +5, Knowledge (Babylon 5) +10, Knowledge (engineering) +3, Knowledge (history) +5, Knowledge (Human) +9, Knowledge (law) +9, Knowledge (Minbari) +9, Knowledge (philosophy) +3, Knowledge (physics) +3, Knowledge (tactics) +18, Linguistics +8, Medical +3, Notice +7, Operations (gunnery) +6, Operations (piloting) +6, Pilot +10, Sense Motive +12, Stealth +3, Subterfuge +4, Technical (electronics) +3

Feats: Alertness, Alien Empathy, Contact, Dogfighter, Elite Commander, Fluency (Human, Minbari), Improved Initiative, Iron Will, Legendary Commander, Martial Arts, Nerves of Steel, Point Blank Shot, Resist Scan, Skill Focus (Knowledge (Minbari)), Skill Focus (Knowledge (tactics)), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: See sidebar

Standard Equipment: EarthForce wrist link, EF-7 PPG (+17/+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying John Sheridan in 2267: Outside of the events portrayed in *A Call to Arms*, it is highly unlikely that any Player Characters will meet John Sheridan in his official capacity as President of the Interstellar Alliance. He has risen from station commander on Babylon 5 to hold the most important office in the galaxy, closely followed by Delenn, the Entil'zha of a rejuvenated Anla'Shok. Players in that organisation may come into contact with John Sheridan in that capacity but only when he is involved in some matter of state or emergency with Delenn. In time they will exchange roles and then Rangers may come into contact with Entil'zha Sheridan more often.

COMMANDER SUSAN IVANOVA

Susan Ivanova has enjoyed a successful military career within EarthForce and has gained her current position as Babylon 5's first officer through hard work and loyalty, without the help of a patron or being forced to compromise her high ideals and morals. She distinguished herself while serving on Io and is proud of serving within EarthForce. It is her role to supervise all the day-to-day operations of the station, a job she performs with utmost efficiency. Her quirky sense of humour keeps the spirits of all her colleagues high, though strangers often mistake it for pessimism.

Born on August 30th 2230 in St. Petersburg, though educated overseas, Ivanova has had to cope with many tragedies in her life. Her mother, a telepath forced to take sleeper drugs, committed suicide when she was just a child. Her brother, Ganya, was killed during the Earth-Minbari War where he served as a Starfury pilot. She joined EarthForce to follow in Ganya's footsteps, despite having been forbidden to do so by her father. Raised as a Russian Jew, Ivanova is proud to consider herself as both, though her dedication to her career has left little time to reflect on her heritage.

Ivanova has little time for any real personal life and, aside from irregularly associating with her colleagues during off-duty hours, rarely socialises. Ivanova hates to show any kind of weakness; every officer who has served with Ivanova knows her to be loyal, honourable and extremely capable. Her first year on board Babylon 5 was one of danger, strife and personal loss. However, she excelled in her duties, despite attacks on the station, seeing one of her old flames join Home Guard and losing her father, the last member of her family. The reassignment of Commander Sinclair placed additional burdens upon Ivanova, as she now has to contend with resolving the disputes among ambassadors, the station's budget and staff management, as well as her usual operational duties. The death of Earth President Santiago shook Ivanova's faith in her own ability to resolve any problem but she remained strong for the rest of the crew of Babylon 5, demonstrating extraordinary qualities of leadership.

2258

6th Level Human Officer (fleet)

Hit Points: 17

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 16 (+4 class, +2 Dex)

Attacks: +6/+1 close combat or +8/+3 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call 1/day

Saves: Fort +3, Ref +4, Will +8

Abilities: Str 10, Dex 14, Con 12, Int 12, Wis 12, Cha 16

Skills: Acrobatics +4, Appraise +1, Athletics +2, Bluff +3, Computer Use +9, Concentration +4, Diplomacy +4, Drive +2, Intimidate +8, Intrigue +3, Investigate +4, Knowledge (astrophysics) +3, Knowledge (Babylon 5) +2, Knowledge (history) +2, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +5, Knowledge (telepathy) +2, Linguistics +5, Medical +3, Notice +6, Pilot +10, Sense Motive +3, Stealth +2, Subterfuge +2, Technical (electronics) +2

Feats: Dogfighter, Fire Control, Fluency (Human), Improved Initiative, Iron Will, Latent Telepath, Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +16, Earth Social Influence +3, Earth Military Influence +8

Standard Equipment: EarthForce wrist link, EF-7 PPG (+8/+3, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Ivanova in 2258: Ivanova's quintessentially Russian fatalism and occasional bouts of self-doubt war with her near-constant exasperation at the stupidity and incompetence of pretty much everyone else in the universe. Characters who screw up around her are likely to be treated to a truly inspired stream of verbal abuse.

2259

Lieutenant Commander Susan Ivanova's first year on board Babylon 5 was one of danger, strife and personal loss. However, she excelled in her duties, despite attacks on the station, seeing one of her old flames join Home Guard and losing her father, the last member of her family. The reassignment of Commander Sinclair placed additional burdens on Ivanova, as she now has to contend with resolving the disputes among ambassadors, the station's budget and staff management, as well as her usual operational duties. On a more positive note, however, Sinclair's departure does pave the way for Ivanova's promotion to commander under Captain Sheridan.

The death of Earth President Santiago shook Ivanova's faith in her own ability to resolve any problem, but she remained strong for the rest of the crew of Babylon 5, demonstrating extraordinary qualities of leadership.

8th Level Human Officer (fleet)

Hit Points: 21

Initiative: +6 (+2 Dex, +4 Improved Initiative)

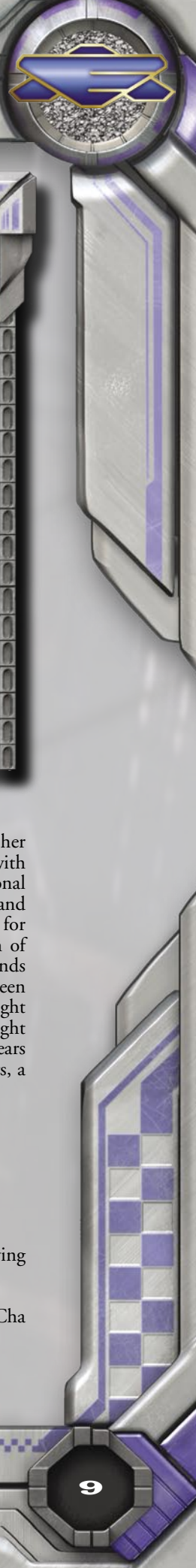
Speed: 30 ft.

DV: 18 (+6 class, +2 Dex)

Attacks: +8/+3 close combat or +10/+5 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call 1/day, Way of Command

Allies & Enemies



Saves: Fort +3, Ref +4, Will +9

Abilities: Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16

Skills: Acrobatics +4, Appraise +1, Athletics +2, Bluff +3, Computer Use +11, Concentration +4, Diplomacy +6, Drive +2, Intimidate +8, Intrigue +3, Investigate +4, Knowledge (astrophysics) +3, Knowledge (Babylon 5) +3, Knowledge (history) +2, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +5, Knowledge (telepathy) +2, Linguistics +5, Medical +3, Notice +6, Pilot +10, Sense Motive +3, Stealth +2, Subterfuge +2, Technical (electronics) +2

Feats: Dogfighter, Fire Control, Fluency (Human), Improved Initiative, Iron Will, Latent Telepath, Martial Artist, Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol).

Influence: Babylon 5 Influence +18, Earth Social Influence +3, Earth Military Influence +12

Standard Equipment: EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Ivanova in 2259: Ivanova's character changes little from 2258. She remains a harsh taskmaster and judges everyone around her by her own high standards.

2260

Susan Ivanova has gone through many changes during her time on Babylon 5. Not only has she gone up in rank with the removal of Sinclair as commander, but her personal interactions with many of the members of the Command Staff have changed. Some of these changes have been for the better, as she opens up more following the death of her father and her acceptance of his life. Emotional bonds formed in the heat of battle and the cold silences between meetings with her 'fellow conspirators' in the Army of Light have brought her closer to her comrades than she might have ever thought possible. Unfortunately, she still bears the scars of her aborted relationship with Talia Winters, a romance that died on the vine before it could bloom.

9th Level Human Officer (fleet)

Hit Points: 23

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 18 (+6 class, +2 Dex)

Attacks: +9/+4 close combat or +11/+6 ranged
Special Qualities: Branch Specialisation (fleet), Rallying Call 2/day, Way of Command

Saves: Fort +4, Ref +5, Will +9

Abilities: Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16

Skills: Acrobatics +4, Appraise +1, Athletics +2, Bluff +3, Computer Use +11, Concentration +4, Diplomacy +6, Drive +2, Intimidate +10, Intrigue +3, Investigate +5, Knowledge (astrophysics) +3, Knowledge (Babylon 5) +5, Knowledge (history) +2, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +5, Knowledge (telepathy) +2, Linguistics +5, Medical +3, Notice +6, Pilot +10, Sense Motive +4, Stealth +2, Subterfuge +2, Technical (electronics) +2

Feats: Dogfighter, Fire Control, Fluency (Human), Improved Fire Control, Improved Initiative, Iron Will, Latent Telepath, Martial Artist, Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +18, Earth Social Influence +4, Earth Military Influence +14

Standard Equipment: EarthForce wrist link, EF-7 PPG (+11/+6, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Ivanova in 2260: In 2260, Ivanova finds she has more responsibility on her shoulders than she ever anticipated. She has found her footing aboard Babylon 5, however, and is indispensable as Sheridan's right hand. With the increased responsibility comes an increased need to find reliable surrogates to take care of those odds and ends that would otherwise overwhelm Ivanova, offering a perfect opportunity for an inexperienced group of Player Characters to find an influential, if sometimes mercurial, patron.

2261

The year 2260 pushed Susan Ivanova far past the boundaries she had established for herself. She moved deep into the diplomatic arena, stood at the forefront of a rebellion against Earth itself and co-ordinated the logistics of a fleet composed of dozens of mutually hostile races. With perseverance, compassion and humour she tried to force the world to make sense. The greatest testimony to her abilities is that sometimes it actually does.

The new year, 2261, will push her even further. The captain's death pushes her to the forefront of the Great War. When he returns she will take her place at his side once more. When the battle for Earth heats up, her skills will turn from protecting the station to leading an assault against her home. Simultaneously she will face her greatest fear: a loving, caring person who has waited his whole life for her.

10th Level Human Officer (fleet)

Hit Points: 25

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 19 (+7 class, +2 Dex)

Attacks: +10/+5 close combat or +12/+7 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call 2/day, Way of Command

Saves: Fort +4, Ref +5, Will +10

Abilities: Str 10, Dex 14, Con 12, Int 13, Wis 12, Cha 16

Skills: Acrobatics +4, Appraise +1, Athletics +2, Bluff +3, Computer Use +11, Concentration +4, Diplomacy +6, Drive +2, Intimidate +12, Intrigue +3, Investigate +5, Knowledge (astrophysics) +3, Knowledge (Babylon 5) +5, Knowledge (history) +3, Knowledge (Human) +5, Knowledge (law) +4, Knowledge (tactics) +5, Knowledge (telepathy) +2, Linguistics +5, Medical +3, Notice +6, Pilot +12, Sense Motive +4, Stealth +2, Subterfuge +2, Technical (electronics) +2

Feats: Dogfighter, Elite Commander, Fire Control, Fluency (Human), Improved Fire Control, Improved Initiative, Iron Will, Latent Telepath, Martial Artist, Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +18, Earth Social Influence +5, Earth Military Influence +16

Standard Equipment: EarthForce wrist link, EF-7 PPG (+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

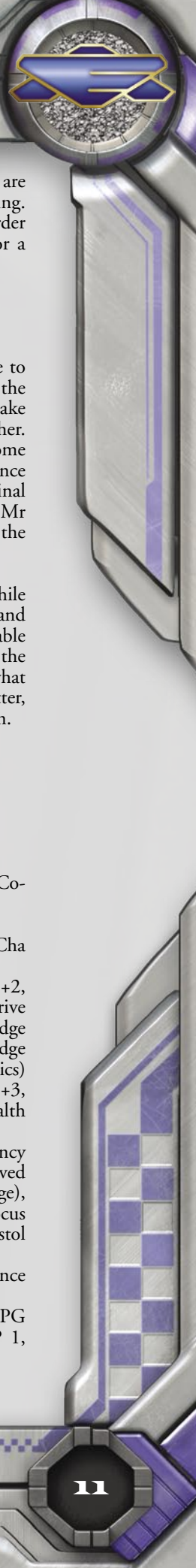
Roleplaying Ivanova in 2261: The ever-harried Ivanova takes on even greater responsibilities as the year progresses. As her responsibilities beyond the station increase, she will have to pass more and more of the work on to her subordinates. Characters who have laboured on the station as workers and security personnel will find their opportunities abruptly expanding. Similarly, characters who have proved themselves reliable will find their patron leaning on them more heavily as the year progresses.

Characters who have accomplished the rather simple task of getting on Ivanova's bad side in the past will also have a chance at redemption. As she demonstrates with the smugglers in 'Racing Mars', she is willing to overlook past transgressions in the hope of securing current support. If the characters double-cross her at this point, after being pardoned, her wrath will burn them to cinders.

SECURITY CHIEF MICHAEL ALFREDO GARIBALDI

The son of a security officer, Garibaldi has served in a variety of postings across the Earth Alliance and fought as a ground-pounder in the Earth-Minbari War. Joining several security teams after the war, he has worked in such colonies as Orion IV, Europa, Mars Colony and finally Babylon 5. It was while serving on Europa that he developed the drinking problem that has dogged his career ever since. He had been fired from five prior assignments due to his alcoholism before meeting Jeffrey Sinclair on Mars Colony, where the two became firm friends.

Allies & Enemies



When Sinclair was awarded the post of commanding Babylon 5, he asked Garibaldi to go with him, knowing that the security officer's addiction to drink was beginning to come under control. Babylon 5 may well be Garibaldi's last chance of redemption.

Despite his personal problems, Garibaldi is a superb Chief of Security and has won the loyalty of the men under his command. No one knows Babylon 5 or its residents as well as he does and few criminals are able to escape justice for long. Those who continue to operate know that they do so only at Garibaldi's sufferance. It seems that he has finally begun to find a real purpose to his life on board the station. However, his 'colourful' service record continues to plague him and all too many people in EarthForce are extremely nervous of having such a character in an important position on the station.

At the end of 2258, Garibaldi was shot in the back while uncovering the plot to assassinate President Santiago. He remains in critical condition under the ministrations of Dr Franklin, who has, as yet, been unable to rouse him from his coma.

2258

6th Level Human Soldier / 2nd Level Officer (fleet)

Hit Points: 29

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 18 (+6 class, +2 Dex)

Attacks: +11/+6 close combat or +10/+5 ranged

Special Qualities: Branch Specialisation (fleet), Co-ordinated Unit +2

Saves: Fort +7, Ref +4, Will +6

Abilities: Str 16, Dex 15, Con 14, Int 13, Wis 12, Cha 12

Skills: Acrobatics +6, Appraise +1, Athletics +8, Bluff +2, Computer Use +4, Concentration +4, Diplomacy +2, Drive +4, Intimidate +6, Intrigue +2, Investigate +6, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +5, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (tactics) +4, Linguistics +2, Notice +4, Operations (gunnery) +3, Operations (systems) +3, Pilot +7, Sense Motive +2, Stealth +5, Subterfuge +6, Technical (electronics) +8

Feats: Armour Familiarity, Brawler, Data Access, Fluency (Human), Hobby (Subterfuge), Improved Initiative, Nerves of Steel, Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle)

Influence: Babylon 5 Influence +20, Criminal Influence +11, Earth Military Influence +4

Standard Equipment: EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Garibaldi in 2258: Garibaldi knows more about the characters' secrets and dealings than they do;

he knows when they came onto Babylon 5, what they are doing here and what they had for breakfast this morning. Garibaldi is not above blackmail or threats to enforce order on Babylon 5 – characters who annoy him are in for a world of trouble.

2259

Michael Garibaldi's colourful past career has led some to speculate that his assignment to Babylon 5, under the insistence of Jeffrey Sinclair, may be his last chance to make good before he is forced to leave EarthForce altogether. He has coped admirably with personal issues to become a highly effective Chief of Security and, as Sinclair once said, the station could not be run without him. Criminal elements on board Babylon 5 have learned to respect Mr Garibaldi's intuition and expertise, for no one knows the station as well as he does.

At the end of 2258, Garibaldi was shot in the back while uncovering the plot to assassinate President Santiago and spent some time in a coma before Dr Franklin was able to rouse him. Dismayed that he was unable to stop the assassination, Mr Garibaldi is keeping a keen eye on what is happening in EarthGov, certain the truth of the matter, as well as the identity of the assassin, will out itself soon.

6th Level Human Soldier / 4th Level Officer (fleet)

Hit Points: 33

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 19 (+7 class, +2 Dex)

Attacks: +13/+8 close combat or +12/+7 ranged

Special Qualities: Branch Specialisation (fleet), Co-ordinated Unit +2, Rallying Call 1/day

Saves: Fort +8, Ref +5, Will +7

Abilities: Str 16, Dex 15, Con 14, Int 13, Wis 12, Cha 12

Skills: Acrobatics +6, Appraise +1, Athletics +8, Bluff +2, Computer Use +6, Concentration +6, Diplomacy +3, Drive +4, Intimidate +6, Intrigue +2, Investigate +6, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +6, Knowledge (Human) +6, Knowledge (law) +3, Knowledge (tactics) +5, Linguistics +2, Notice +6, Operations (gunnery) +3, Operations (systems) +3, Pilot +7, Sense Motive +2, Stealth +5, Subterfuge +6, Technical (electronics) +8

Feats: Armour Familiarity, Brawler, Data Access, Fluency (Human), Great Fortitude, Hobby (Subterfuge), Improved Initiative, Nerves of Steel, Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle)

Influence: Babylon 5 Influence +22, Criminal Influence +11, Earth Military Influence +6

Standard Equipment: EarthForce wrist link, EF-7 PPG (+13/+8, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic).

Roleplaying Garibaldi in 2259: Garibaldi's brush with death has only made him a more intense and driven man. Already paranoid and obsessive, the fact that he narrowly missed averting the assassination of President Santiago preys upon his mind. If anything, Garibaldi is more in tune with the happenings on the station in 2259 than he was in 2258.

2260

The year 2259 was a very rough year for Michael Garibaldi, and the future for him in 2260 does not look much brighter. His wish for a single day with nothing to do shows no sign of coming true. In addition to all of his duties as the station's Chief of Security, he is also a central lynchpin in the Command Staff's ability to process information and ensure their work with the Army of Light against the Shadows is not discovered or reported. As a man used to working under pressure, he is perfectly suited for the responsibility, but enough stress can make anyone crack.

Unfortunately for Mr Garibaldi, his fracture points are all too vulnerable to the level of pressure his life is suffering. A recovering alcoholic, he has already wavered in his resolve on Babylon 5 and before the worst of 2260 is past him, he slips again and find himself at the bottom of a bottle.

6th Level Human Soldier / 5th Level Officer (fleet)

Hit Points: 35

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 20 (+8 class, +2 Dex)

Attacks: +14/+9/+4 close combat or +13/+8/+3 ranged

Special Qualities: Branch Specialisation (fleet), Co-ordinated Unit +2, Rallying Call 1/day

Saves: Fort +8, Ref +5, Will +7

Abilities: Str 16, Dex 15, Con 14, Int 13, Wis 12, Cha 12

Skills: Acrobatics +6, Appraise +1, Athletics +8, Bluff +2, Computer Use +6, Concentration +6, Diplomacy +3, Drive +4, Intimidate +7, Intrigue +2, Investigate +7, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +8, Knowledge (Human) +6, Knowledge (law) +4, Knowledge (tactics) +5, Linguistics +2, Notice +6, Operations (gunnery) +3, Operations (systems) +3, Pilot +7, Sense Motive +2, Stealth +5, Subterfuge +6, Technical (electronics) +8

Feats: Armour Familiarity, Brawler, Data Access, Fluency (Human), Great Fortitude, Hobby (Subterfuge), Improved Initiative, Martial Artist, Nerves of Steel, Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle)

Influence: Babylon 5 Influence +23, Criminal Influence +11, Earth Military Influence +8

Standard Equipment: EarthForce wrist

link, EF-7 PPG (+14/+9/+4, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Garibaldi in 2260: Unless the Player Characters are directly involved with Station Security (either as officers or criminals), they are unlikely to have more than cursory contact with Mr Garibaldi during this year. Each day brings Mr Garibaldi more and more to do, as well as great responsibilities and heavier burdens. He continues to present himself with the same amused, casual air he always has, but there is a crackling of stress lying under it all.

2261

Of all the Command Staff, Mr Garibaldi probably had the least painful time during 2260. Certainly the pressures of breaking away from Earth, the deteriorating security situation and the betrayal of his people hurt him, as did his brief descent back into the bottle, but on a practical level he did not die and his second in command stood by him this time. It did end rather badly though; being captured by a Shadow vessel and vanishing into the darkness of space does not bode well for the intrepid officer.

During 2261 Mr Garibaldi comes face to face with his own worst nightmares. He becomes the traitor he so despises. He becomes a puppet to telepaths, faces the mistakes of his own past and is forced to deal with a woman who never stopped loving him despite all of his flaws.

6th Level Human Soldier / 7th Level Officer (fleet)

Hit Points: 39

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 22 (+9 class, +3 Dex)

Attacks: +16/+11/+6 close combat or +16/+11/+6 ranged

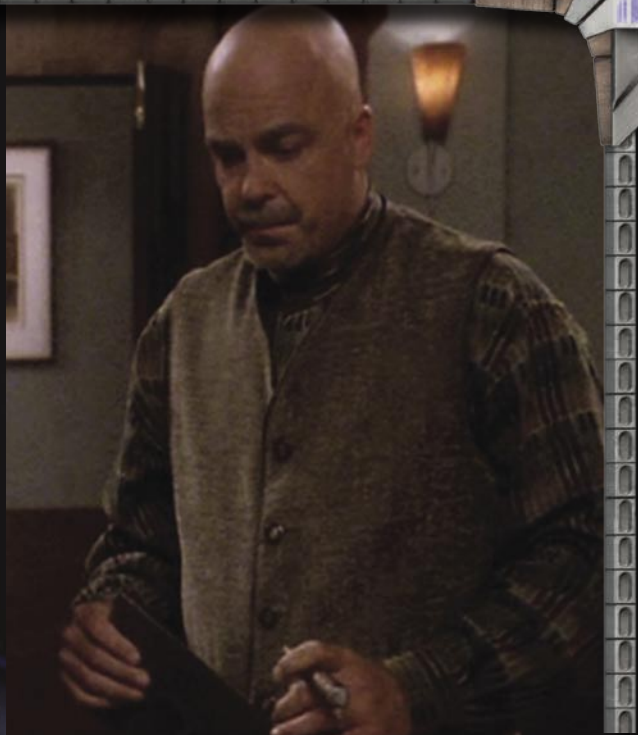
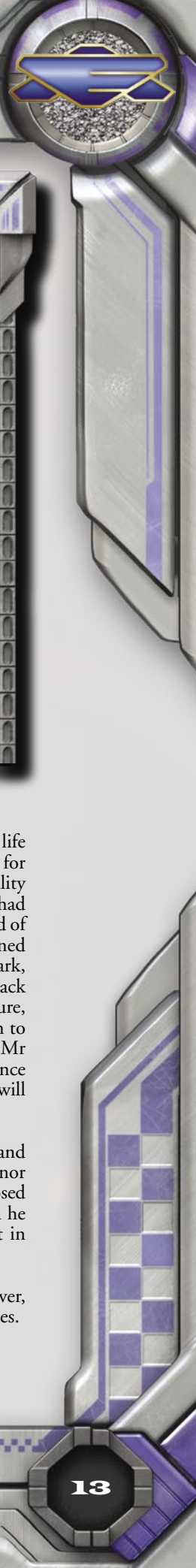
Special Qualities: Branch Specialisation (fleet), Co-ordinated Unit +2, Rallying Call 1/day, Way of Command

Saves: Fort +9, Ref +7, Will +8

Abilities: Str 16, Dex 16, Con 14, Int 13, Wis 13, Cha 12

Skills: Acrobatics +7, Appraise +1, Athletics +8, Bluff +3, Computer Use +7, Concentration +6, Diplomacy +3, Drive +5, Intimidate +9, Intrigue +3, Investigate +9, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +10, Knowledge (Human) +6, Knowledge (law) +4, Knowledge (tactics) +5, Linguistics +2, Notice +6, Operations (gunnery) +3, Operations (systems) +3, Pilot +8, Sense Motive +3, Stealth +6, Subterfuge +7, Technical (electronics) +8

Feats: Armour Familiarity, Brawler, Data Access, Fire Control, Fluency (Human), Great Fortitude, Hobby (Subterfuge), Improved Initiative, Martial Artist, Nerves of Steel, Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle)



Influence: Babylon 5 Influence +25, Criminal Influence +11, Earth Military Influence +12
Standard Equipment: EarthForce wrist link, EF-7 PPG (+17/+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Garibaldi in 2261: Characters involved with station security will have to deal with the repercussions of the Chief's choices. Zack tries to keep a lid on things but without the Chief's steady hand to control it, the Babylon 5 underworld feels like it can run rampant. Worse, the Chief himself seems to work behind the scenes to undermine Zack's authority, making the job of the station's security forces that much more difficult.

The Chief's decision to go independent gives characters who once worked against him, or who have avoided him on principle, the chance to work with him as he searches the galaxy for missing things. Characters who treated him as their nemesis will find him alone, cut off by his own actions from the intricate network of alliances which once made him nearly invulnerable. Of course he retains his remarkable skills and personal combat abilities, which are more than enough to dissuade many would-be vengeance seekers. Garibaldi may be more vulnerable than ever in his new role as a private investigator but he is by no means an easy target.

2262

2261 may have been the worst year of Mr Garibaldi's life and it was up against considerable competition. Indeed, for most of the year, he was barely there – his true personality was altered, shifted and changed by Bester, until he had become almost a caricature of himself – paranoid instead of wary, hostile instead of cynical. He quit his job, abandoned the station and, ultimately, betrayed Sheridan to Clark, all as part of a complex plan by the Psi Corps to track down a plot against telepaths. As a final form of torture, Bester restored Michael's true personality, allowing him to remember everything he did. The only thing holding Mr Garibaldi together as 2262 dawns is his hope of vengeance against Bester. Should that hope ever fade, Michael will surely plunge into the abyss...

Garibaldi spent most of 2261 cut off from his friends and lived a life almost parallel to theirs. He played only a minor role in the end of the Shadow War and actively opposed Sheridan's actions in the civil war. Only at the end did he rejoin his old allies and there he played a pivotal part in saving Sheridan.

The only bright spot of 2261 is that Michael's former lover, Lise, re-entered his life, albeit under tragic circumstances.

6th Level Human Soldier / 7th Level Officer (fleet) / 1st Level Agent**Hit Points:** 41**Initiative:** +7 (+3 Dex, +4 Improved Initiative)**Speed:** 30 ft.**DV:** 22 (+9 class, +3 Dex)**Attacks:** +16/+11/+6 close combat or +16/+11/+6 ranged**Special Qualities:** Branch Specialisation (fleet), Coordinated Unit +2, Master of the Craft (Investigate), Rallying Call 1/day, Way of Command**Saves:** Fort +9, Ref +9, Will +8**Abilities:** Str 16, Dex 16, Con 14, Int 13, Wis 13, Cha 12**Skills:** Acrobatics +7, Appraise +1, Athletics +8, Bluff +3, Computer Use +7, Concentration +6, Diplomacy +3, Drive +5, Intimidate +9, Intrigue +3, Investigate +12, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +12, Knowledge (Human) +6, Knowledge (law) +4, Knowledge (tactics) +5, Linguistics +2, Notice +8, Operations (gunnery) +3, Operations (systems) +3, Pilot +8, Sense Motive +5, Stealth +7, Subterfuge +8, Technical (electronics) +8**Feats:** Armour Familiarity, Brawler, Data Access, Fire Control, Fluency (Human), Great Fortitude, Hobby (Subterfuge), Improved Initiative, Martial Artist, Nerves of Steel, Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle)**Influence:** Babylon 5 Influence +25, Criminal Influence +11, Earth Military Influence +12**Standard Equipment:** EarthForce wrist link, EF-7 PPG (+17/+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Mr Garibaldi in 2262: Garibaldi tires to regain some of his brash confidence early on, when he becomes head of Alliance Intelligence, but it is a feeble effort, at best. Garibaldi is a man who has lost his way in life – he never intended to return to Babylon 5 to stay and while he does a credible job as head of Intelligence – for a while – it is not, as the Minbari might say, the ‘calling of his heart.’ He is motivated mostly by guilt for his actions in 2261 and his hatred of Bester. His encounter with the Psi Corps early in 2262 sends him spiralling onto another dark, downward path and he spends most of the year trapped inside a bottle, becoming less useful to his friends and dangerous not only to himself and them, but to the galaxy at large, as his failures help tilt the nascent Alliance toward civil war.

2267

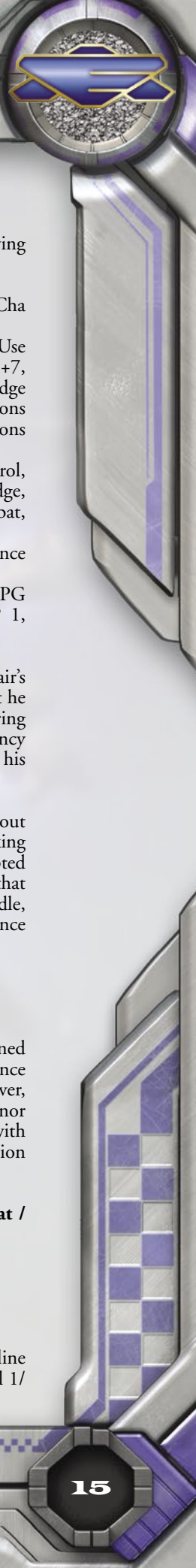
Michael Garibaldi left Mars as a drunken security officer. Within a decade, he returned to become the CEO of the Mars-based company Edgars Industries, one of the largest megacorporations in the Earth Alliance. Magazines ran features on the rags-to-

riches story of Michael Garibaldi, much to the distaste of the former security chief. Although a publicly reformed character, Michael Garibaldi has more secrets locked away than even his enemies give him credit for. He has managed to keep the prototype *Victory* class destroyers, designed to be the new flagships for the Interstellar Alliance, out of the public eye. Garibaldi has managed to use Earth and Mars contractors on the project and to provide technical details to supporting elements within EarthForce and President Luchenko without any other corporations finding out.

Not content with this monumental task, Garibaldi still has an agenda against the surviving elements of the Psi Corps, even though he was instrumental in starting the Telepath Crisis in the first place. There is one aspect of his life, aside from not being able to say goodbye to his old friend Jeffrey Sinclair before he travelled back in time, which Garibaldi is determined to address: Ex-Psi Cop Alfred Bester. Sooner or later, Michael Garibaldi *will* confront his nemesis.

Despite this thorn in his side, Garibaldi has much to be thankful for. He now has a daughter, Mary, and she is truly the apple of her father's eye. Sometimes Garibaldi worries that he is not spending enough time with his wife and child. The time may come when he has to step back from some of his duties, including his vendetta against Alfred Bester, to allow that to happen.

6th Level Human Soldier / 7th Level Officer (fleet) / 1st Level Agent / 2nd Level Diplomat**Hit Points:** 43**Initiative:** +7 (+3 Dex, +4 Improved Initiative)**Speed:** 30 ft.**DV:** 23 (+10 class, +3 Dex)**Attacks:** +17/+12/+7 close combat or +17/+12/+7 ranged**Special Qualities:** Branch Specialisation (fleet), Coordinated Unit +2, Improved Diplomacy, Master of the Craft (Investigate), Rallying Call 1/day, Way of Command**Saves:** Fort +9, Ref +9, Will +12**Abilities:** Str 16, Dex 16, Con 14, Int 13, Wis 14, Cha 12**Skills:** Acrobatics +7, Appraise +1, Athletics +8, Bluff +6, Computer Use +7, Concentration +6, Diplomacy +6, Drive +5, Intimidate +10, Intrigue +6, Investigate +12, Knowledge (astrophysics) +2, Knowledge (Babylon 5) +12, Knowledge (Human) +6, Knowledge (law) +4, Knowledge (tactics) +6, Linguistics +2, Notice +9, Operations (gunnery) +3, Operations (systems) +3, Pilot +8, Sense Motive +12, Stealth +7, Subterfuge +10, Technical (electronics) +8**Feats:** Armour Familiarity, Brawler, Data Access, Fire Control, Fluency (Human), Great Fortitude, Hobby (Subterfuge), Improved Initiative, Martial Artist, Nerves of Steel, Resist Scan, Skill Focus (Sense Motive), Skill Focus (Subterfuge), Spacecraft Proficiency, Veteran Commander, Veteran Pilot, Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol and rifle)



Influence: Babylon 5 Influence +25, Criminal Influence +11, Earth Military Influence +12

Standard Equipment: EarthForce wrist link, EF-7 PPG (+18/+13/+8, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Mr Garibaldi in 2267: Players who are involved with Edgars Industries or the construction of the *Victory* class destroyers stand a good chance of coming into contact with Michael Garibaldi. He has a keen sense of humour and a personality that someone remarked a long time ago was 'negative'. On the darker side, Garibaldi has several projects that are outside of general public awareness. Chief among these is his desire to hunt down Bester, who used him as a puppet five years ago, at a time when Garibaldi's friends needed him most. Players who have uncovered information on the whereabouts of this powerful Psi Cop may find themselves contacted by a representative of Garibaldi's to see if they can be trusted or even recruited into his employ.

COMMANDER JEFFREY DAVID SINCLAIR

Born 3rd May 2218 on Mars Colony, Sinclair comes from a family originally hailing from England whose men have been fighter pilots since the Battle of Britain. Enlisting in EarthForce in 2237, he trained and quickly qualified as a pilot, joining active duty in 2240 and being promoted to squad leader just one year later. Sinclair's fast rise through the ranks was noted by his superiors and smart money said he would make admiral one day.

His career began to flatten during the Earth-Minbari War. Despite having served with bravery and courage, as well as being one of only two hundred to survive the Battle of the Line, controversy has consistently continued to surround his account of what happened during the final fight for Earth. With his squadron shot down within minutes of engaging the enemy, and his own fighter crippled, Sinclair prepared to ram a Minbari warcruiser in a desperate gambit, only to black out during the attempt. He remembers nothing more until the moment his battered Starfury was found drifting in Earth orbit a day later. In light of the Minbari surrender on the cusp of their victory, just as they were about to assault Earth itself, together with Sinclair's own unusual story, suspicion and rumours abounded and he found his career in decline. It was therefore some surprise that he was assigned to the prestigious post of commander and military governor of Babylon 5, as assignment competed over by several prominent admirals and generals.

2258

8th Level Human Officer (pilot)

Hit Points: 21

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 17 (+6 class, +1 Dex)

Attacks: +8/+3 close combat or +9/+4 ranged

Special Qualities: Branch Specialisation (pilot), Rallying Call 1/day, Veteran Pilot, Way of Command

Saves: Fort +3, Ref +5, Will +8

Abilities: Str 11, Dex 13, Con 12, Int 14, Wis 14, Cha 15

Skills: Acrobatics +3, Athletics +2, Computer Use +6, Concentration +4, Diplomacy +7, Intimidate +7, Investigate +5, Knowledge (astrophysics) +8, Knowledge (tactics) +11, Linguistics +3, Notice +6, Operations (gunnery) +6, Operations (piloting) +11, Operations (sensors) +6, Pilot +12, Technical (electronics) +6

Feats: Alertness, Dogfighter, Evasive Action, Fire Control, Improved Initiative, Lightning Reflexes, Spacecraft Dodge, Spacecraft Proficiency, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +10, Earth Social Influence +6, Earth Military Influence +19

Standard Equipment: EarthForce wrist link, EF-7 PPG (+9/+4, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Sinclair in 2258: It seems that Sinclair's career has gained a new lease on life on Babylon 5, but he is still a man haunted by his past. His experiences during the war left a permanent scar and he now has a tendency to put his life on the line just a little too often to make his fellow officers comfortable.

By the end of 2257, he began to have his own doubts about what occurred during the Battle of the Line. After tracking down the rogue Minbari responsible for the attempted assassination of Ambassador Kosh, Sinclair was told that he had a 'hole in his mind'. Still puzzling over this riddle, Sinclair cannot help but wonder if it is not some reference to his missing 24 hours during the Battle of the Line.

2259

At the end of 2258, Sinclair was quite suddenly reassigned from Babylon 5 to a new post as the Earth Alliance ambassador to Minbar. Upon arrival at Minbar, however, he took on additional duties that were neither assigned nor expected by his superiors in EarthForce. Sinclair joined with the Rangers, helping lead and reinvigorate the organisation as they prepared for the impending Shadow War.

8th Level Human Officer (pilot) / 1st Level Diplomat / 1st Level Ranger

Hit Points: 24

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 18 (+7 class, +1 Dex)

Attacks: +9/+4 close combat or +10/+5 ranged

Special Qualities: Branch Specialisation (pilot), Discipline of the Ranger, Fearless, Garb of Honour, Rallying Call 1/



day, Veteran Pilot, Way of Command

Saves: Fort +4, Ref +6, Will +13

Abilities: Str 11, Dex 13, Con 12, Int 14, Wis 14, Cha 15

Skills: Acrobatics +3, Athletics +2, Computer Use +6, Concentration +7, Diplomacy +8, Intimidate +7, Investigate +5, Knowledge (astrophysics) +8, Knowledge (history) +5, Knowledge (tactics) +11, Linguistics +4, Operations (gunnery) +6, Operations (piloting) +11, Operations (sensors) +6, Notice +7, Pilot +12, Sense Motive +8, Stealth +5, Subterfuge +5, Technical (electronics) +6

Feats: Alertness, Alien Empathy, Dogfighter, Evasive Action, Exotic Weapon Proficiency (denn'bok), Fire Control, Fluency (Minbari: Adrenato), Improved Initiative, Lightning Reflexes, Martial Arts, Nerves of Steel, Spacecraft Dodge, Spacecraft Proficiency, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +4, Earth Social Influence +7, Earth Military Influence +20, Earth Political Influence +2, Minbari Social Influence +2, Ranger Influence +10

Standard Equipment: EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), Denn'bok (+9/+4, 1d6/1d6 dam, 19–20 crit, 2-h), Ranger robes (DR 2, +1 Stealth), Ranger pin

Roleplaying Sinclair in 2259: After his reassignment to Minbar, Sinclair rarely

interacts with anyone aboard Babylon 5, a fact reflected in his decreased Influence aboard the station. With his association with the Rangers and the Minbari as a whole, however, Sinclair seems to have found his peace and his purpose. The occasional flashes of self-destructive behaviour seen in him during 2258 are gone now, replaced by a driving purpose.

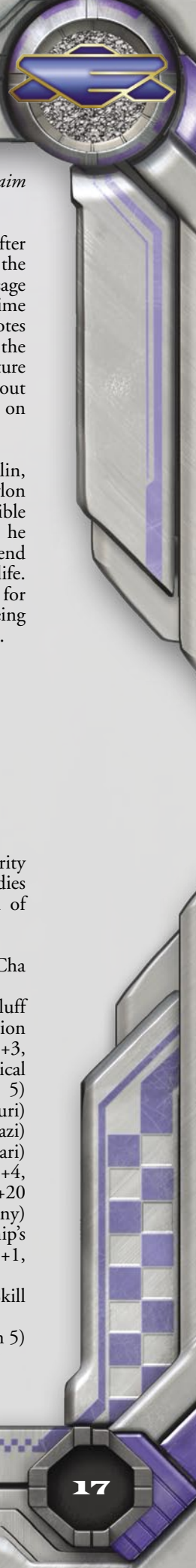
2260

The year 2260 sees the culmination of Sinclair's destiny, the cusp event upon which the fate of the galaxy, today and a thousand years previously, seems to hang. His work on

Sinclair & Influence

Sinclair's Ranger Influence is listed as much higher than it would be merely as a product of his character levels. However, given his position with the Rangers, it is raised to indicate his true strength in the organisation.

Allies & Enemies



Minbar as the leader of the Rangers continues, as does his ongoing work against the Shadows. In 2260, he calls on his friends as he never has before, and he vanishes into the past aboard the mysterious Babylon 4 station, which he and Mr Garibaldi visited once before in 2258.

8th Level Human Officer (pilot) / 1st Level Diplomat / 3rd Level Ranger

Hit Points: 28

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 19 (+8 class, +1 Dex)

Attacks: +11/+6/+1 close combat or +12/+7/+2 ranged

Special Qualities: Between the Darkness and the Light, Branch Specialisation (pilot), Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen, Rallying Call 1/day, The Application of Terror, Veteran Pilot, Way of Command

Saves: Fort +5, Ref +7, Will +14

Abilities: Str 11, Dex 13, Con 12, Int 14, Wis 14, Cha 16

Skills: Acrobatics +4, Athletics +3, Computer Use +6, Concentration +7, Diplomacy +10, Intimidate +8, Investigate +5, Intrigue +5, Knowledge (astrophysics) +8, Knowledge (history) +5, Knowledge (Shadows) +5, Knowledge (tactics) +11, Linguistics +6, Operations (gunnery) +6, Operations (piloting) +11, Operations (sensors) +6, Notice +7, Pilot +17, Sense Motive +9, Stealth +8, Subterfuge +8, Technical (electronics) +6

Feats: Alertness, Alien Empathy, Data Access, Dogfighter, Evasive Action, Exotic Weapon Proficiency (denn'bok), Fire Control, Fluency (Minbari: Adrenato), Improved Initiative, Lightning Reflexes, Martial Arts, Nerves of Steel, Resist Scan, Spacecraft Dodge, Spacecraft Proficiency, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +6, Earth Social Influence +7, Earth Military Influence +20, Earth Political Influence +2, Minbari Social Influence +4, Ranger Influence +12

Standard Equipment: EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic), Denn'bok (+11/+6/+1, 1d6/1d6 dam, 19–20 crit, 2-h), Ranger robes (DR 2, +1 Stealth), Ranger pin

Roleplaying Sinclair in 2260: Even Sinclair does not know what his fate will be when this year begins, but he does know it is close. In 2260, Sinclair is a singularly driven man, an unflagging warrior against the Shadows. As he learns what his fate truly will be, it brings him a peace those who have known him best and longest have never seen reflected in his face before.

DOCTOR STEPHEN FRANKLIN

People come to doctors because they want us to be gods. They want us to make it better or make it not so. They want to be healed and they come to me when their prayers are not

enough. Well, if I have to take the responsibility, then I claim the authority too.

Not wanting to face a long internship on Earth after graduating from medical school, Franklin took to the stars, trading his services as ship's doctor for free passage to dozens of worlds. This was by no means an idle pastime after years of study, however, as he collated copious notes on the biologies of a multitude of races throughout the galaxy. This study put Franklin in good stead for his future career but nearly caused him to be arrested and thrown out of EarthForce when he refused to turn over his notes on Minbari physiology during their war with Earth.

Son of the almost legendary General Richard Franklin, he gained the post of Chief of Medical Staff on Babylon 5 through hard work, utter dedication and an incredible knowledge of xenobiology in all fields. However, he possesses a strong moral character and is willing to bend or break any rule if he can keep his oath to preserve all life. This trait can often cause a great deal of consternation for fellow EarthForce officers though he is also known as being a man who can be relied upon under any circumstance.

2258

5th Level Human Scientist

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+2 class, +1 Dex)

Attacks: +2 close combat or +3 ranged

Special Qualities: Alien Technology Familiarity (Centauri, Narn), Mental Agility, Peripheral Studies (Knowledge (biology and chemistry)), Primary Area of Study (Medical)

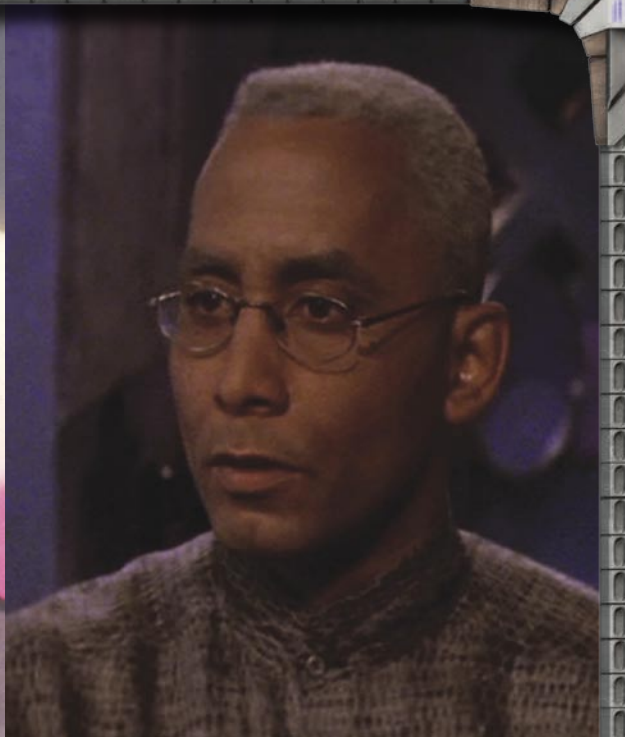
Saves: Fort +1, Ref +2, Will +7

Abilities: Str 11, Dex 13, Con 10, Int 16, Wis 13, Cha 14

Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +2, Computer Use +10 (+12 to find files), Concentration +9, Diplomacy +3, Drive +1, Intimidate +2, Intrigue +3, Investigate +11 (+13 if forensic biological or chemical check), Knowledge (any) +3, Knowledge (Babylon 5) +4, Knowledge (biology) +15, Knowledge (Centauri) +7, Knowledge (chemistry) +14, Knowledge (Drazi) +5, Knowledge (Human) +11, Knowledge (Minbari) +8, Knowledge (Narn) +6, Knowledge (Pak'mara) +4, Knowledge (philosophy) +5, Linguistics +6, Medical +20 (+22 long-term or treatment), Notice +5, Operations (any) +3, Operations (sensors) +6, Pilot +1, Profession (ship's doctor) +6, Sense Motive +3, Subterfuge +1, Stealth +1, Technical (any) +3, Technical (electronics) +5

Feats: Alien Anatomy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology) and Medical)

Influence: Earth Military Influence +8, Local (Babylon 5) Influence +3



Standard Equipment: EarthForce wrist link, first aid kit, hand computer

Roleplaying Franklin in 2258: Characters are unlikely to run into Franklin anywhere except Medlab – the driven young doctor spends virtually every waking hour working there. He is dedicated to treating his patients, although stress and the sheer workload means that his bedside manner is occasionally brusque.

2259

Possessing solid organisational skills and a deep understanding of xenobiology, Stephen Franklin has proved to be a worthy successor to Dr Benjamin Kyle as Chief of Medical Staff on board Babylon 5. His strong moral convictions and unwillingness to accept defeat ensured that he has received his fair share of trouble in 2258, but these experiences also marked him as among the best of the Command Staff and as someone who can be trusted utterly. Since the arrival of an old friend, Dr Vance, Franklin's interest in the area of biotechnology has expanded, though while confined to the station he has had little opportunity to continue his research.

6th Level Human Scientist

Hit Points: 10

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+3 class, +1 Dex)

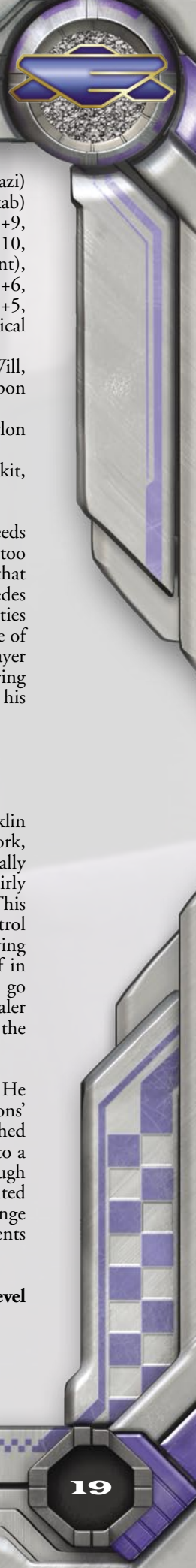
Attacks: +3 close combat or +4 ranged

Special Qualities: Alien Technology Familiarity (Centauri, Narn), Mental Agility, Peripheral Studies (Knowledge (biology, chemistry and philosophy)), Primary Area of Study (Medical)

Saves: Fort +2, Ref +3, Will +8

Abilities: Str 11, Dex 13, Con 10, Int 16, Wis 13, Cha 14

Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +2, Computer Use +11 (+13 to find files), Concentration +9, Diplomacy +3, Drive +1, Intimidate +2, Intrigue +3, Investigate +11 (+13 if forensic biological or chemical check), Knowledge (any) +3, Knowledge (Babylon 5) +5, Knowledge (biology) +17, Knowledge (Centauri) +9, Knowledge (chemistry) +14, Knowledge (Drazi) +5, Knowledge (Human) +11, Knowledge (Minbari) +7, Knowledge (Narn) +8, Knowledge (Pak'mara) +5, Knowledge (philosophy) +8, Linguistics +6, Medical +21 (+23 long-term or treatment), Notice +5, Operations (any) +3, Operations (sensors) +6, Pilot +1, Profession (ship's doctor) +6, Sense Motive +3, Subterfuge +1, Stealth +1, Technical (any) +3, Technical (electronics) +5



Feats: Alien Anatomy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology) and Medical), Weapon Proficiency (pistol)

Influence: Earth Military Influence +8, Local (Babylon 5) Influence +5

Standard Equipment: Babylon 5 Influence +22, EarthForce wrist link, first aid kit, hand computer

Roleplaying Franklin in 2259: Just as in 2258, Franklin can be found in Medlab almost constantly. His determination and dedication to his patients is second to none and he remains a stalwart member of the B5 crew.

2260

Many of the members of the Babylon 5 crew owe their lives to the medical skills of the station's Chief Medical Officer, Doctor Stephen Franklin. Meticulous to a fault and dedicated to the ideals of a true physician, Doctor Franklin has proven time and again during his tenure that he is willing to go the extra mile and work for hours on end to tend to the injured and infirm. His professionalism is beyond reproach and his work ethic is undeniable. From soldiers caught in the crossfire of the Narn-Centauri War to homeless vagrants in Downbelow, he never turns away from anyone in need of his services.

His devotion comes at a terrible cost. A relentless man of medicine, he is often harsh to his staff, driving them as hard as he drives himself. Pushing everyone involved to the breaking point and unwilling to succumb to anything short of physical collapse, he has even found a way to beat exhaustion – with stimulants. When his reliance on them becomes a true dependence, his resolve is deeply shaken. The year 2260 will see him tested to the core of his very being as he must confront this weakness and either become stronger for it or be consumed in a fire of his own making.

8th Level Human Scientist

Hit Points: 12

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 15 (+4 class, +1 Dex)

Attacks: +4 close combat or +5 ranged

Special Qualities: Alien Technology Familiarity (Centauri, Minbari, Narn), Mental Agility, Peripheral Studies (Knowledge (Babylon 5, biology, chemistry and philosophy)), Primary Area of Study (Medical)

Saves: Fort +2, Ref +3, Will +9

Abilities: Str 11, Dex 13, Con 10, Int 17, Wis 13, Cha 14

Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +4, Computer Use +12 (+14 to find files), Concentration +11, Diplomacy +4, Drive +1, Intimidate +2, Intrigue +4, Investigate +13 (+15 if forensic biological or chemical check), Knowledge (any) +3, Knowledge (Babylon 5) +9, Knowledge (biology) +17, Knowledge (Centauri)

+9, Knowledge (chemistry) +14, Knowledge (Drazi) +5, Knowledge (Human) +11, Knowledge (Markab) +4, Knowledge (Minbari) +9, Knowledge (Narn) +9, Knowledge (Pak'ma'ra) +5, Knowledge (philosophy) +10, Linguistics +6, Medical +23 (+25 long-term or treatment), Notice +5, Operations (any) +3, Operations (sensors) +6, Pilot +1, Profession (ship's doctor) +8, Sense Motive +5, Subterfuge +3, Stealth +1, Technical (any) +3, Technical (electronics) +5

Feats: Alien Anatomy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology) and Medical), Weapon Proficiency (pistol)

Influence: Earth Military Influence +10, Local (Babylon 5) Influence +7

Standard Equipment: EarthForce wrist link, first aid kit, hand computer

Roleplaying Franklin in 2260: As the medical needs aboard Babylon 5 increase in this war torn galaxy, so too does Franklin's need for medical supplies, a situation that becomes more and more desperate when Babylon 5 secedes from Earth. Franklin's growing addiction and endless duties almost completely prevent him from socialising outside of work, but there are still opportunities aplenty for Player Characters to work with Franklin, primarily in procuring information or medicines he could not otherwise lay his hands on.

2261

Overcoming his addiction to stims almost cost Dr Franklin his life during the course of 2260. He abandoned his work, his friends and everything he cared about in order to finally 'meet himself'. Once he did so, he discovered a fairly humbling truth: he did not like himself all that much. This realisation gave him an opportunity to take back control of his life. He rededicated himself to his principles, living in such a way that he could afford to look at himself in the mirror. This newfound comfort allows him to let go of the pain and the anger, staying just as effective a healer while losing the attitude that got him into trouble in the first place.

The coming year will test Franklin's newfound peace. He will have to deal with the refugees displaced by the Vorlons' sudden declaration of war. His skills will be further stretched to the limit as the station turns from a rallying point to a staging area for an immense humanitarian effort. Through it all he will also have to deal with the problems presented by the telepaths rescued in 'Ship of Tears'. This challenge culminates in a hard choice – should he expose his patients to danger to save literally billions of lives?

8th Level Human Scientist, 1st Level Lurker, 1st Level Xenobiologist

Hit Points: 15

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 15 (+4 class, +1 Dex)

Attacks: +4 close combat or +5 ranged

Special Qualities: Alien Technology Familiarity (Centauri, Minbari, Narn), Commonality, Mental Agility, Peripheral Studies (Knowledge (Babylon 5, biology, chemistry and philosophy)), Primary Area of Study (Medical)

Saves: Fort +5, Ref +3, Will +11

Abilities: Str 11, Dex 13, Con 10, Int 17, Wis 13, Cha 14

Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +4, Computer Use +14 (+16 to find files), Concentration +11, Diplomacy +4, Drive +1, Intimidate +2, Intrigue +5, Investigate +13 (+15 if forensic biological or chemical check), Knowledge (any) +3, Knowledge (Babylon 5) +10, Knowledge (Downbelow) +6, Knowledge (biology) +17, Knowledge (Centauri) +9, Knowledge (chemistry) +14, Knowledge (Drazi) +5, Knowledge (Human) +11, Knowledge (Markab) +4, Knowledge (Minbari) +9, Knowledge (Narn) +9, Knowledge (Pak'mara) +5, Knowledge (philosophy) +10, Knowledge (Vree) +4, Knowledge (xenobiology) +4, Linguistics +6, Medical +25 (+27 long-term or treatment), Notice +5, Operations (any) +3, Operations (sensors) +6, Pilot +1, Profession (ship's doctor) +10, Sense Motive +7, Subterfuge +4, Stealth +2, Technical (any) +3, Technical (electronics) +5

Feats: Alien Anatomy, Alien Empathy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology), Knowledge (Downbelow) and Medical), Weapon Proficiency (close combat and pistol)

Influence: Earth Military Influence +11, Earth Social Influence +3, Local (Babylon 5) Influence +9

Standard Equipment: EarthForce wrist link, first aid kit, hand computer

Roleplaying Franklin in 2261: Like the rest of the Command Staff, Dr Franklin finds himself involved with tasks far beyond the station during this year. Unlike the rest of them, he has a highly trained staff of medical professionals backing his every move. When the good doctor gets overwhelmed, his staff are there to help him. When he needs hands to help with patients, or minds to work on knotty medical problems, any one of the Medlab staff can come to his aid.

Franklin, once he sheds the last of his problems from 2260, thus makes a logical patron for a group of scientists. His ever-expanding responsibilities give him a vast list of tasks to assign to someone – anyone really – who demonstrates the competency to deal with them. Furthermore, his activities in Downbelow provide him with the opportunity to sponsor a group of lurkers or other undesirables. An entire campaign could centre on his free clinic or the work programmes surrounding it.

2262

Franklin spent 2261 free of stims and with a renewed sense of who he was as a person, not merely as a doctor. He also found his life taking on a much more active role, as he was tapped to perform undercover operations because of his extensive contacts, which were, in turn, the result of his many humanitarian acts. Proving that 'no good deed goes unpunished', his compassion put him at risk of death many times and he also was forced to compromise some of his most cherished principles in the name of a greater good, something which will continue to weigh on his conscience.

9th Level Human Scientist / 2nd Level Human Lurker / 2nd Level Xenobiologist

Hit Points: 18

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+6 class, +1 Dex)

Attacks: +6/+1 close combat or +7/+2 ranged

Special Qualities: Alien Technology Familiarity (Centauri, Drazi, Minbari, Narn), Commonality, Mental Agility, Peripheral Studies (Knowledge (Babylon 5, biology, chemistry and philosophy)), Primary Area of Study (Medical), Survivor's Luck (1/day), Use Alien Artefact

Saves: Fort +7, Ref +4, Will +12

Abilities: Str 11, Dex 13, Con 10, Int 18, Wis 13, Cha 14

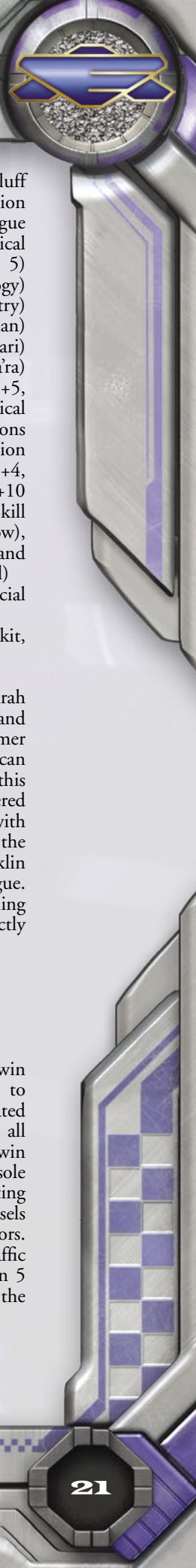
Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +6, Computer Use +15 (+17 to find files), Concentration +14, Diplomacy +4, Drive +1, Intimidate +2, Intrigue +6, Investigate +15 (+17 if forensic biological or chemical check), Knowledge (any) +4, Knowledge (Babylon 5) +12, Knowledge (Downbelow) +11, Knowledge (biology) +20, Knowledge (Centauri) +10, Knowledge (chemistry) +15, Knowledge (Drazi) +10, Knowledge (Human) +14, Knowledge (Markab) +5, Knowledge (Minbari) +10, Knowledge (Narn) +10, Knowledge (Pak'mara) +6, Knowledge (philosophy) +13, Knowledge (Vree) +5, Knowledge (xenobiology) +10, Linguistics +8, Medical +30 (+32 long-term or treatment), Notice +7, Operations (any) +4, Operations (sensors) +7, Pilot +2, Profession (ship's doctor) +14, Sense Motive +7, Subterfuge +4, Stealth +2, Technical (any) +5, Technical (electronics) +7

Feats: Alien Anatomy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology), Knowledge (Downbelow), Knowledge (xenobiology) and Medical), Weapon Proficiency (close combat and pistol)

Influence: Earth Military Influence +12, Earth Social Influence +4, Local (Babylon 5) Influence +13

Standard Equipment: EarthForce wrist link, first aid kit, hand computer

Roleplaying Dr Franklin in 2262: Franklin in 2262 is someone happy to put his 'cloak & dagger' days behind him and return to doctoring – until he is tempted by a



chance to work on something which could benefit far more people than his personal work ever could. Over the course of the year, he finds himself drawn, once again, into intrigue, whether it is the dark secret of the Hyach or mysteries on the Drazi homeworld. He will also be faced with choices and opportunities, which will ultimately lead to life-changing consequences.

Franklin's overarching mission in 2262 – his work on cross-species diseases – will offer him many opportunities to interact with Player Characters, to ask them to travel to places he cannot, to return samples or information which he needs to complete his work.

2267

Few individuals have worked harder, mainly behind the scenes, than Dr Stephen Franklin. From an undercover mission to make peace with the Minbari, through the Narn-Centauri War and the Earth Civil War, Dr Franklin may have thought that by accepting the role of head of xenobiological research at EarthDome he was in for a quieter time.

Throughout his medical career, Franklin may have had more exposure to the work of the Shadows than any other physician or scientist in the Army of Light, from his involvement with the telepaths who had been turned into Shadowhearts, to function as the control centres of Shadow vessels, all the way to his experiences with the Shadow devices which ultimately caused the fall of Centauri Prime.

He might be forgiven for thinking he had left the legacy of the Shadows well and truly behind. The universe has a fine sense of irony, for before he left Babylon 5, Franklin spoke to Sheridan about the Shadow technology that might have been taken away from Z'h'dum before that world exploded. Franklin's words would come back to haunt him in the form of the Drakh Plague.

10th Level Human Scientist / 2nd Level Human Lurker / 4th Level Xenobiologist

Hit Points: 21

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 19 (+8 class, +1 Dex)

Attacks: +8/+3 close combat or +9/+4 ranged

Special Qualities: Alien Technology Familiarity (Centauri, Drazi, Minbari, Narn), Commonality, Disease Resistance, Mental Agility, Peripheral Studies (Knowledge (Babylon 5, biology, chemistry, philosophy, xenobiology)), Primary Area of Study (Medical), Survivor's Luck (1/day), Use Alien Artefact

Saves: Fort +8, Ref +5, Will +15

Abilities: Str 11, Dex 13, Con 10, Int 18, Wis 14, Cha 14

Skills: Acrobatics +1, Appraise +4, Athletics +1, Bluff +7, Computer Use +18 (+20 to find files), Concentration +16, Diplomacy +4, Drive +1, Intimidate +2, Intrigue +6, Investigate +20 (+22 if forensic biological or chemical check), Knowledge (any) +4, Knowledge (Babylon 5) +12, Knowledge (Downbelow) +11, Knowledge (biology) +20, Knowledge (Centauri) +10, Knowledge (chemistry) +15, Knowledge (Drazi) +10, Knowledge (Human) +20, Knowledge (Markab) +5, Knowledge (Minbari) +10, Knowledge (Narn) +10, Knowledge (Pak'mara) +6, Knowledge (philosophy) +13, Knowledge (Vree) +5, Knowledge (xenobiology) +20, Linguistics +10, Medical +32 (+34 long-term or treatment), Notice +8, Operations (any) +4, Operations (sensors) +8, Pilot +2, Profession (ship's doctor) +14, Sense Motive +7, Subterfuge +4, Stealth +2, Technical (any) +5, Technical (electronics) +10

Feats: Alien Anatomy, Fluency (Human), Iron Will, Skill Focus (Knowledge (biology), Knowledge (Downbelow), Knowledge (Human), Knowledge (xenobiology) and Medical), Weapon Proficiency (close combat and pistol)

Influence: Earth Military Influence +12, Earth Social Influence +4, Local (Babylon 5) Influence +13

Standard Equipment: EarthForce wrist link, first aid kit, hand computer

Roleplaying Dr Franklin in 2267: Similar to Dr Sarah Chambers, Stephen Franklin is a skilled physician and scientist. He is a good teacher and it is rare that any former students have a bad word to say about him. Franklin can sometimes be impatient but he has learned to control this over the past few years. One thing that he has not altered is his hands-on attitude, again a trait that he shares with Sarah Chambers. In the *Crusade* years, it is unlikely that the Player Characters will personally encounter Dr Franklin as he is Earthbound and infected with the Drakh Plague. However, should the Player Characters uncover something that he is interested in, they might receive a call directly from his office.

LIEUTENANT DAVID CORWIN

Young and idealistic, Second Lieutenant David Corwin is still trying to come to grips with his assignment to Command & Control on Babylon 5. Having demonstrated a remarkable ability to assimilate data and monitor all aspects of station operation throughout 2258, Corwin was the natural choice to man the jump gate console in C&C, a position of great responsibility. Reporting directly to Ivanova, Corwin tracks all incoming vessels in hyperspace, alerting the crew to unscheduled visitors. He is also responsible for tracking and directing all traffic in the vicinity of the station, a crucial role if Babylon 5 ever comes under attack as it is he who would direct the Starfury squadrons to engage their targets.



2259

1st Level Human Officer (Fleet)

Hit Points: 6

Initiative: +0

Speed: 30 ft.

DV: 11 (+1 class)

Attacks: +0 close combat or +1 ranged

Special Qualities: Branch Specialisation (fleet)

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 9, Dex 11, Con 10, Int 13, Wis 13, Cha 11

Skills: Computer Use +6, Investigate +3, Knowledge (astrophysics) +2, Notice +4, Operations (sensors) +5, Operations (systems) +5, Technical (electronics) +2

Feats: Alertness, Data Access, Weapon Proficiency (close combat, grenade, pistol)

Influence: Earth Military Influence +3

Standard Equipment: EarthForce wrist link, EF-7 PPG (+1, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Corwin in 2259: Though he is up to the difficult job he holds, Corwin remains inexperienced and young enough to be self-conscious about his abilities. He definitely feels out of place in Command & Control, but this feeling will subside as his confidence grows.

2260

In the space of just one year, David Corwin became an iconic figure in Command & Control, growing quickly into his assumed position as the unofficial liaison to Commander Ivanova. Gaining the role mostly because he is one of the few individuals not completely intimidated by the forceful female officer, Corwin's ability to communicate clearly and concisely during pressure situations serves him in good stead as the universe becomes a more dangerous place. His collected demeanour during interactions with Susan Ivanova likely springs from an unspoken but growing attraction to the Russian officer.

3rd Level Human Officer (Fleet)

Hit Points: 10

Initiative: +0

Speed: 30 ft.

DV: 12 (+2 class)

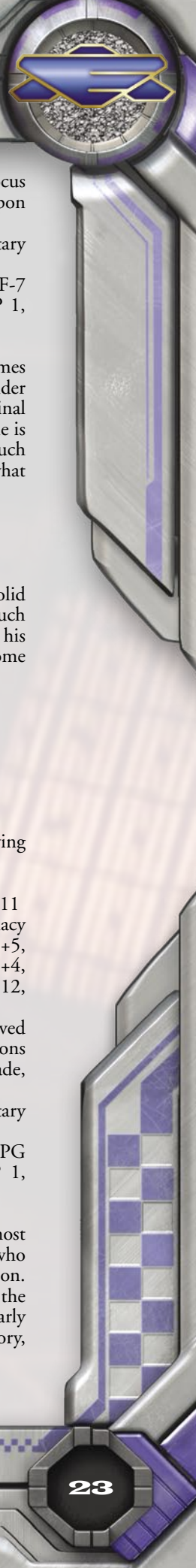
Attacks: +2 close combat or +3 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call one/day

Saves: Fort +1, Ref +1, Will +4

Abilities: Str 9, Dex 11, Con 10, Int 13, Wis 13, Cha 11

Skills: Computer Use +6, Concentration +1, Diplomacy +2, Investigate +3, Knowledge (astrophysics) +2, Linguistics +4, Notice +4, Operations (gunnery) +5, Operations (sensors) +7, Operations (systems) +5, Technical (electronics) +2



Feats: Alertness, Data Access, Fire Control, Skill Focus (Operations (sensors)), Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +2, Earth Military Influence +7

Standard Equipment: EarthForce wrist link, EF-7 PPG (+3, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Corwin in 2260: The nervousness Corwin felt in his first year on the job in Command & Control is long gone in 2260; the young officer has matured quickly and grown into his role. He has become nearly indispensable to Ivanova, though she remains ignorant of any feelings of a more personal nature Corwin may be harbouring toward her. By 2260, Corwin is cool and collected on the job, scanning hyperspace and coordinating the constant stream of docking ships with an ease that belies the complexity of his duties.

2261

A constant fixture in Command & Control, David Corwin has grown from an unofficial liaison to Commander Ivanova to a man capable of running the deck when no other officers are available. His solid nerve and ability to deal with crises mark him as a future leader with great potential. The fact that the other C&C officers follow his orders indicates that he is also learning the lessons offered to him by the chaos of the Great War.

In 2261 Mr Corwin will quietly step into the role of assistant station commander. When the League and Sheridan's personal forces move like lightning to defeat the First Ones before turning their attention to Earth, Corwin stays behind to mind the store. As literally millions of refugees move through the station, his steady hand guides them to safe havens while the commander is otherwise occupied. During the final days of the battle against Clark, Corwin foregoes glory to ensure that the staff have a home to return to.

5th Level Human Officer (Fleet)

Hit Points: 14

Initiative: +0

Speed: 30 ft.

DV: 14 (+4 class)

Attacks: +4 close combat or +5 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call one/day

Saves: Fort +1, Ref +1, Will +5

Abilities: Str 9, Dex 11, Con 10, Int 14, Wis 13, Cha 11

Skills: Computer Use +10, Concentration +1, Diplomacy +2, Investigate +4, Knowledge (astrophysics) +5, Linguistics +5, Notice +4, Operations (gunnery) +10, Operations (sensors) +10, Operations (systems) +10, Technical (electronics) +4

Feats: Alertness, Data Access, Fire Control, Skill Focus (Operations (gunnery), Operations (sensors)), Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +3, Earth Military Influence +11

Standard Equipment: EarthForce wrist link, EF-7 PPG (+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Corwin in 2261: Lt Corwin quickly assumes the Command & Control role vacated by Commander Ivanova. Characters who work as smugglers, criminal enforcers or commercial cargo carriers quickly realise he is in a position to either assist them or shut them down. Much like his 'mentor', Lt Corwin makes a strong if somewhat inexperienced patron.

2262

Corwin has grown in his years in C&C into being a solid part of the station's Command Staff, though he is much stronger in a subordinate role. He is confident in his position and has remained calm and in control during some of the most crisis-ridden times in the station's history.

6th Level Human Officer (Fleet)

Hit Points: 16

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft.

DV: 14 (+4 class)

Attacks: +5/+0 close combat or +6/+1 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call 1/day, Veteran Commander

Saves: Fort +2, Ref +2, Will +6

Abilities: Str 9, Dex 11, Con 10, Int 14, Wis 13, Cha 11

Skills: Computer Use +11, Concentration +1, Diplomacy +2, Investigate +4, Knowledge (astrophysics) +5, Knowledge (tactics) +5, Linguistics +5, Notice +4, Operations (gunnery) +12, Operations (sensors) +12, Operations (systems) +10, Technical (electronics) +4

Feats: Alertness, Data Access, Fire Control, Improved Initiative, Skill Focus (Operations (gunnery), Operations (sensors)), Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +4, Earth Military Influence +13

Standard Equipment: EarthForce wrist link, EF-7 PPG (+6/+1, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Corwin in 2262: Corwin has an almost Lennier-like role; he is the silent supporter, the one who rarely speaks up but who is always there to be counted on. He has, however, gained a lot of self-confidence over the past few years and sees himself as an 'old hand', particularly when compared to Lochley. Possibly due to a prior history,

or perhaps because both he and she share a 'by the book' mentality, his relationship with Lochley is stronger and more professional than his one with Ivanova. He is very much her right hand man and she is willing to let him do his job so she can do hers.

SECURITY OFFICER ZACK ALLEN

An important member of Garibaldi's security force, Zack Allen is the person he leans on to make sure things get done correctly around the station. Allen thrives under pressure, though he is not afraid to let his superiors know when he thinks things are getting out of hand. He is aware of his surroundings and has a good sense of danger, though just like his mentor Garibaldi he does not always watch his back as well as he should.

2259

4th Level Human Soldier

Hit Points: 19

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 15 (+3 class +2 Dex)

Attacks: +5 close combat or +6 ranged

Special Qualities: Co-ordinated Unit +1

Saves: Fort +6, Ref +3, Will +3

Abilities: Str 12, Dex 15, Con 14, Int 12, Wis 14, Cha 12

Skills: Athletics +5, Bluff +3, Computer Use +3, Drive +5, Intimidate +4, Intrigue +2, Investigate +2, Knowledge (Babylon 5) +5, Knowledge (tactics) +4, Notice +6, Sense Motive +7, Stealth +5

Feats: Alertness, Armour Familiarity, Improved Initiative, Point Blank Shot, Skill Focus (Sense Motive), Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +3, EarthForce Military Influence +5

Standard Equipment: EarthForce wrist link, EF-7 PPG (+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Allen in 2259: Possessed of a casual air and a ready sense of humour, Zack Allen does not seem like a 'by the book' officer, and indeed he is not. He takes his life day by day, refusing to allow the pressures of his job to get him down, and gives little thought to the long term. However, would-be criminals should be aware that despite the officer's laid-back attitude, he is an efficient and able member of the station's security forces, just as willing as any other to arrest wrong-doers, though he might spare them a wry joke or two on their way to a security cell.

2260

By 2260, Zack Allen has become Garibaldi's right-hand man. His good judgement, strong character and conviction that doing what his instincts tell him is correct serve him well during his term of service with Babylon 5 security. In addition to the flaw he shares with his commanding officer Garibaldi, an inability to watch his own back at times, his strong sense of morality can fade in the face of his devotion to duty and his obedient nature. Only when he learns to question authority does he begin to recognise his own capacity for wielding it.

5th Level Human Soldier

Hit Points: 22

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 16 (+4 class +2 Dex)

Attacks: +6 close combat or +7 ranged

Special Qualities: Co-ordinated Unit +1

Saves: Fort +6, Ref +3, Will +3

Abilities: Str 12, Dex 15, Con 14, Int 12, Wis 14, Cha 12

Skills: Athletics +5, Bluff +3, Computer Use +3, Drive +5, Intimidate +4, Intrigue +2, Investigate +3, Knowledge (Babylon 5) +5, Knowledge (tactics) +4, Notice +7, Operations (systems) +2, Sense Motive +8, Stealth +5

Feats: Alertness, Armour Familiarity, Far Shot, Improved Initiative, Point Blank Shot, Skill Focus (Sense Motive), Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +4, EarthForce Military Influence +6

Standard Equipment: EarthForce wrist link, EF-7 PPG (+8, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Allen in 2260: During the course of 2260, Mr Allen matures dramatically from the laid-back security officer of his first days at the station to a competent, compassionate and still laid-back second in command for Garibaldi. His association with Nightwatch, something he began merely for the extra credits it brought him every payday, turns into something much darker, something which forces Mr Allen to confront some flaws in his own character and triumph over them.

2261

In 2260 Zach Allen briefly tastes the power that comes with misused authority. He turns his back on it, preferring the honest taste of accomplishment. This action, which turned security on the station back over to Captain Sheridan, helped avoid major bloodshed when Babylon 5 ceded from the Earth Alliance. It also resolved a conflict within Mr Allen's soul: he knew he would do the right thing rather than what people told him to do.



As 2261 dawns, Mr Allen acts as the Chief of Security on Babylon 5. When Mr Garibaldi leaves under odd circumstances, Mr Allen assumes that role full time, taking the reins at a time when the station seems most vulnerable. Cut off from Earth and with the League falling apart, it is only a matter of time until the able Mr Allen has to deal with a major security crisis. Of course, he brings his own brand of directness to the job that sometimes lands him in even more trouble than his predecessor's paranoia caused.

7th Level Human Soldier

Hit Points: 28

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 17 (+5 class +2 Dex)

Attacks: +8/+3 close combat or +9/+4 ranged

Special Qualities: Co-ordinated Unit +2

Saves: Fort +7, Ref +4, Will +4

Abilities: Str 12, Dex 15, Con 14, Int 12, Wis 14, Cha 12

Skills: Athletics +5, Bluff +3, Computer Use +3, Drive +5, Intimidate +5, Intrigue +2, Investigate +4, Knowledge (Babylon 5) +7, Knowledge (tactics) +5, Notice +8, Operations (systems) +2, Sense Motive +10, Stealth +5

Feats: Alertness, Armour Familiarity, Far Shot, Improved Initiative, Nerves of Steel, Point Blank Shot, Sixth Sense, Skill Focus (Sense Motive), Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +8, EarthForce Military Influence +6 (suspended)

Standard Equipment: EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Allen in 2261: As the new security chief Mr Allen has to move quickly, securing contacts and putting a lid back on the station's underworld. While he does this, characters involved with security, the station's underworld or any illegal activity at all will come into direct contact with him or his agents. Characters looking to ally with the new power structure may even vie for the latter position, as it gives them considerable authority.

2262

In 2262, Zack Allen remains a fixture on Babylon 5. At the beginning of 2262 he finds himself thrust, somewhat against his will, into the permanent role of head of security for the station. In the beginning, he treated himself as a caretaker for Garibaldi's job and never allowed himself to become comfortable in the position. Only by year's end does he truly realise the job is now his.

9th Level Human Soldier

Hit Points: 34

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 19 (+6 class +3 Dex)

Attacks: +10/+5 close combat or +12/+7 ranged



Special Qualities: Co-ordinated Unit +2

Saves: Fort +8, Ref +5, Will +5

Abilities: Str 12, Dex 16, Con 14, Int 13, Wis 14, Cha 12

Skills: Athletics +5, Bluff +3, Computer Use +4, Drive +5, Intimidate +5, Intrigue +2, Investigate +5, Knowledge (Babylon 5) +9, Knowledge (tactics) +5, Notice +9, Operations (systems) +2, Sense Motive +12, Stealth +5

Feats: Alertness, Armour Familiarity, Contact, Far Shot, Improved Initiative, Nerves of Steel, Point Blank Shot, Sixth Sense, Skill Focus (Sense Motive), Weapon Focus (PPG), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle), Weapon Specialisation (PPG)

Influence: Babylon 5 Influence +9, EarthForce Military Influence +7, Interstellar Alliance Social Influence +1

Standard Equipment: EarthForce wrist link, EF-7 PPG (+13/+8, 2d8+2 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Allen in 2262: Zack Allen has finally accepted his role and, now that he has, does not like being second-guessed or treated as a newcomer. He is less outgoing and flamboyant than Mr Garibaldi and much more prone to rely on physical evidence than a network of contacts and informants. He has them, of course – he would be a very poor security chief if he did not – but he is more likely to learn something from a bloodstain than a stool pigeon.

CAPTAIN ELIZABETH LOCHLEY

Elizabeth Lochley was born on Earth and comes from a long line of military personnel. Her father was career military, although this was not his dream – he wanted to be a painter. The stress of living a life that was contrary to his desires made him an alcoholic and he took his rage and frustration out on his family. This led Elizabeth to run away in her late teens, and she spent time on the streets, heavily involved in drugs, petty crime and doing whatever she had to do to survive. The death by overdose of her closest friend caused her to return home and she managed to turn her life around, joining EarthForce and serving with distinction.

Early in her career, she met a young John Sheridan. The two strong, passionate personalities immediately clicked and they fell madly in love and quickly married – only to discover that two people who never compromise cannot sustain the give and take of a marriage. They amicably divorced within a few months. The two had little contact for the next twenty-odd years, until Sheridan picked Elizabeth to run the Babylon station.

During the Civil War, Lochley remained loyal to Clark and carefully managed to avoid ever being given orders her conscience would not allow her to carry out.

2262

10th Level Human Officer (fleet) / 1st Level Lurker

Hit Points: 26

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 18 (+7 class, +1 Dex)

Attacks: +10/+5 close combat or +11/+6 ranged

Special Qualities: Branch Specialisation (fleet), Lurker's Knowledge, Rallying Call 2/day, Way of Command

Saves: Fort +7, Ref +4, Will +9

Abilities: Str 10, Dex 13, Con 11, Int 14, Wis 15, Cha 15

Skills: Acrobatics +6, Athletics +3, Computer Use +7, Concentration +5, Diplomacy +6, Intimidate +6, Investigate +2 (+4 to notice), Intrigue +5 (+6 to gather information), Knowledge (astrophysics) +7, Knowledge (Babylon 5) +5, Knowledge (tactics) +14, Linguistics +7, Medical +4, Notice +12, Operations (gunnery) +10, Operations (sensors) +10, Pilot +11, Stealth +5, Subterfuge +5, Technical (electronics) +7

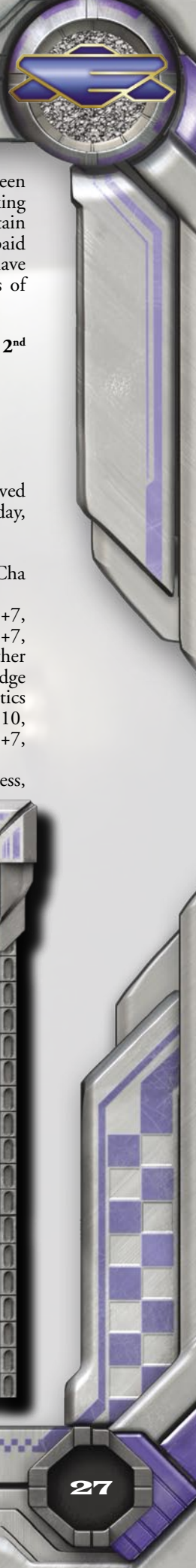
Feats: Alertness, Brawler, Data Access, Elite Commander, Evasive Action, Fire Control, Great Fortitude, Improved Fire Control, Improved Initiative, Point Blank Shot, Spacecraft Proficiency, Veteran Commander, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +15*, Earth Military Influence +21, Earth Political Influence +4, Earth Social Influence +4

Standard Equipment: EarthForce wrist link, EF-7 PPG (+11/+6, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

* Lochley technically only has a minor amount of Babylon 5 Influence, as she has only just arrived on the station. However, her position as commander of the station automatically supplies her with a higher 'actual' Influence aboard Babylon 5.

Roleplaying Captain Lochley in 2262: To be blunt, Lochley is a replacement for Ivanova, both within the context of the story and within the larger context of the realities of television production. She has much in common with Ivanova, because she needs to fill many of the story roles which, in an alternate universe, Ivanova would have filled. She also differs from Ivanova in many ways, and running her as 'Ivanova Lite' or 'Ivanova 2.0' would be a disservice to the character. Lochley has a stubborn optimism in place of Ivanova's fatalism. She works well within power hierarchies and respects authority, whereas Ivanova tends to obey only those rules which suit her and only those individuals she personally respects. Lochley does not share Ivanova's loathing of the Psi Corps and is willing to work with them. She is also skilled at smoothing out problems with diplomacy and compromise – not threats and intimidation – though she can be unyielding when she has to be.



Lochley is also a blank slate as far as long-time Player Characters are concerned. They will have a chance to make a first impression on her and they had better try to make it a good one. Of course, if the Player Characters have been regularly involved in the affairs of the Command Staff or have shown up often on security reports, it is likely she will already have notes on them in her briefings.

2267

A calm hand on a sometimes unsteady ship, Captain Elizabeth Lochley has not successfully commanded Babylon 5 for the last five years by taking unnecessary chances. The former wife of John Sheridan (although calling it a marriage is in truth just a technicality), she stepped into the shoes that Susan Ivanova was expected to fill after the death of Marcus Cole. It fell on Lochley to convince EarthForce, and particularly President Luchenko, that the Earth was under threat of imminent attack from the Drakh.

Whilst she was worried about the reaction her call would receive, she was at least responsible for preventing Earth's total and immediate annihilation.

Visitors to Babylon 5 may bump into her as she goes about her work; even lurkers from Downbelow may encounter her as she goes on unofficial excursions to get away from the pressures of command. Whilst some may gape at her having the audacity to wander amongst the fallen people

on Babylon 5, many lurkers believe that she has been good for the station and indirectly for them. Not looking for any sort of romance, her dalliance with Captain Matthew Gideon caught her off guard and she put paid to any fledgling relationship quickly. However, events have transpired to throw the two together and these sorts of random events often recur ...

10th Level Human Officer (fleet) / 1st Level Lurker / 2nd Level Diplomat

Hit Points: 28

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 18 (+7 class, +1 Dex)

Attacks: +11/+6 close combat or +12/+7 ranged

Special Qualities: Branch Specialisation (fleet), Improved Diplomacy, Lurker's Knowledge, Rallying Call two/day, Way of Command

Saves: Fort +7, Ref +4, Will +14

Abilities: Str 10, Dex 13, Con 11, Int 14, Wis 15, Cha 16

Skills: Acrobatics +6, Athletics +3, Computer Use +7, Concentration +5, Diplomacy +11, Intimidate +7, Investigate +4 (+6 to notice), Intrigue +8 (+9 to gather information), Knowledge (astrophysics) +7, Knowledge (Babylon 5) +7, Knowledge (tactics) +14, Linguistics +8, Medical +4, Notice +12, Operations (gunnery) +10, Operations (sensors) +10, Pilot +11, Sense Motive +7, Stealth +5, Subterfuge +5, Technical (electronics) +7

Feats: Alertness, Alien Empathy, Brawler, Data Access,



Elite Commander, Evasive Action, Fire Control, Great Fortitude, Improved Fire Control, Improved Initiative, Iron Will, Point Blank Shot, Spacecraft Proficiency, Veteran Commander, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +17, Earth Military Influence +22, Earth Political Influence +8, Earth Social Influence +6

Standard Equipment: EarthForce wrist link, EF-7 PPG (+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Captain Lochley in 2267: Likeable enough, Lochley is something of a control freak and dislikes letting go. Any instances of her doing so are out of character and it is for this reason that her recent encounter with Captain Gideon in the middle of 2267 disturbed her so. Players encountering her would be well advised not to bend the rules – to Lochley, bending the rules can sometimes be worse than breaking them. Nevertheless, she is probably the most approachable commander Babylon 5 has had the fortune to possess.

LYTA ALEXANDER

Born on December 10th, 2225, Lyta Alexander was the first resident commercial telepath assigned to Babylon 5. During the attempted assassination of Ambassador Kosh in 2257, she became the first telepath known to have ever scanned a Vorlon, as she tried to determine just how Kosh had been attacked. Though instrumental in uncovering an antidote to the poison used in the attack, her testimony falsely implicated Commander Sinclair, as no one knew at the time the would-be assassin was in fact a rogue Minbari using a changeling net. Alexander was recalled to Earth by the Psi Corps in an effort to uncover what she had learned about the Vorlon. The ever-resourceful Alexander, however, managed to escape and hide out amongst the criminals and terrorists of the Mars Colony underworld.

2257

4th Level Human Telepath (P5)

Hit Points: 12

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 14 (+2 class, +2 Dex)

Attacks: +2 close combat or +4 ranged

Special Qualities: Discipline Focus (blocking and scanning)

Saves: Fort +1, Ref +3, Will +7

Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 13, Cha 16

Skills: Acrobatics +2, Appraise +1, Athletics +0, Bluff +8, Computer Use +1, Concentration +6, Diplomacy +9, Drive +1, Intimidate +3, Intrigue +3, Investigate +2, Knowledge (Babylon 5) +1,

Knowledge (Human) +4, Knowledge (telepathy) +5, Linguistics +4, Notice +4, Pilot +1, Sense Motive +5, Stealth +2, Subterfuge +2, Telepathy +9

Feats: Adaptive Mind, Combat Telepath, Fluency (Human), Iron Will, Telepath, Weapon Proficiency (pistol)

Influence: Psi Corps Influence +8

Standard Equipment: Psi Corps insignia and gloves

2258

4th Level Human Telepath (P5) / 1st Level Lurker

Hit Points: 14

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 14 (+2 class, +2 Dex)

Attacks: +2 close combat or +4 ranged

Special Qualities: Discipline Focus (blocking and scanning), Lurker's Knowledge

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 13, Cha 16

Skills: Acrobatics +2, Appraise +1, Athletics +0, Bluff +8, Computer Use +1, Concentration +6, Diplomacy +9, Drive +1, Intimidate +3, Intrigue +5, Investigate +2, Knowledge (Babylon 5) +3, Knowledge (Human) +4, Knowledge (Mars) +3, Knowledge (telepathy) +5, Linguistics +4, Notice +6, Pilot +1, Sense Motive +5, Stealth +2, Subterfuge +2, Telepathy +9

Feats: Ability Focus (scanning), Adaptive Mind, Combat Telepath, Fluency (Human), Iron Will, Skill Focus (Notice), Telepath, Weapon Proficiency (close combat and pistol)

Influence: Mars Colony Criminal Influence +2, Psi Corps Influence +8 (suspended)

Standard Equipment: Knife (+2, 1d4 dam, 19–20 crit, 1-h)

2259

Recalled to Earth by the Psi Corps after scanning Ambassador Kosh in 2257, Lyta escaped the investigations and experiments her superiors forced her to endure in order to discover just what close contact with a Vorlon would reveal about the mysterious alien race. Fleeing the Corps, Lyta disappeared from view and it is suspected she may be working with various resistance groups in the Mars underground, trading her services as a telepath in exchange for food, shelter and protection.

In 2259, Lyta returns to Babylon 5, a much different person than when she left.

5th Level Human Telepath (P5) / 2nd Level Lurker

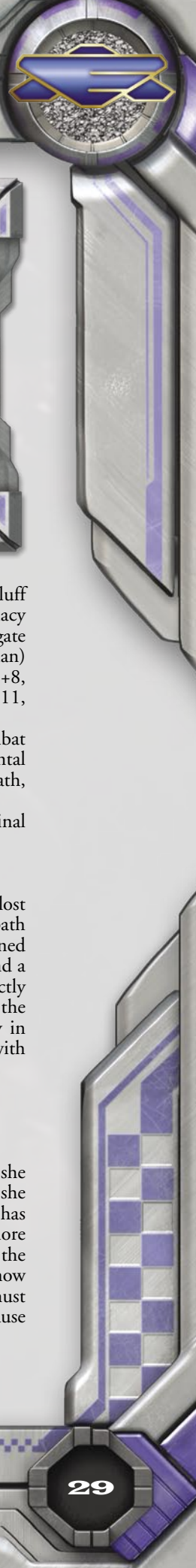
Hit Points: 18

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 15 (+3 class, +2 Dex)

Allies & Enemies



Attacks: +3 close combat or +5 ranged
Special Qualities: Discipline Focus (blocking and scanning), Lurker's Knowledge, Maintain Concentration, Survivor's Luck 1/day
Saves: Fort +4, Ref +3, Will +7

Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 13, Cha 16

Skills: Acrobatics +2, Appraise +1, Athletics +0, Bluff +8, Computer Use +1, Concentration +6, Diplomacy +9, Drive +1, Intimidate +5, Intrigue +6, Investigate +2, Knowledge (Babylon 5) +3, Knowledge (Human) +4, Knowledge (Mars) +3, Knowledge (telepathy) +5, Linguistics +4, Notice +9, Pilot +1, Sense Motive +8, Stealth +4, Subterfuge +3, Telepathy +9

Feats: Ability Focus (scanning), Adaptive Mind, Combat Telepath, Fluency (Human), Iron Will, Meditation, Skill Focus (Notice), Telepath, Weapon Proficiency (close combat and pistol)

Influence: Babylon 5 Influence +2, Mars Colony Criminal Influence +4, Psi Corps Influence +8 (suspended)

Standard Equipment: Knife (+2 (+4 thrown), 1d4 dam, 19–20 crit, 1-h)

Roleplaying Lyta Alexander in 2259: On the run and desperate, Lyta has the demeanour of an escaped convict or a hunted animal. Her primary concern is survival, and she will do virtually anything to ensure that goal. If the Player Characters are in need of a telepath not burdened by the Psi Corps' rules, they will find Lyta a willing supplier.

2260

Few characters in the unfolding saga of Babylon 5 are as changed by the events of 2259 and 2260 as the telepath Lyta Alexander. Effectively a rogue telepath and technically wanted by the Psi Corps, she finds a place on Babylon 5 after returning there from a visit to Vorlon space. Under Kosh's protection as an unofficial attaché, she proves to be of considerable use to the Command Staff of the station and the Army of Light. Augmented during her time in an area of space that no one has ever been known to return from, the exact extent of her abilities is unknown, even to her.

7th Level Human Telepath (P12+) / 2nd Level Lurker

Hit Points: 22

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 16 (+4 class, +2 Dex)

Attacks: +4 close combat or +6 ranged

Special Qualities: Discipline Focus (blocking, scanning and sensing), Lurker's Knowledge, Maintain Concentration, Survivor's Luck 1/day, Vorlon Augmentation

Saves: Fort +5, Ref +4, Will +9

Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 14, Cha 16

Vorlon Augmentation I

When Lyta Alexander entered the Vorlon region of the galaxy, the enigmatic race subjected her to Vorlon augmentation. This augmentation granted her a much-improved P-rating and allows her to carry the essence of a Vorlon inside her without dying. She also has the physical equivalent of a breather mask regarding the special atmosphere Vorlons require to breathe; manifesting as gills that are all but invisible when closed. Lyta may manifest other abilities resulting from the augmentation, at the Games Master's discretion.

Skills: Acrobatics +2, Appraise +1, Athletics +0, Bluff +8, Computer Use +1, Concentration +8, Diplomacy +9, Drive +1, Intimidate +6, Intrigue +6, Investigate +2, Knowledge (Babylon 5) +3, Knowledge (Human) +4, Knowledge (Mars) +3, Knowledge (telepathy) +8, Linguistics +4, Notice +10, Pilot +1, Sense Motive +11, Stealth +4, Subterfuge +3, Telepathy +11

Feats: Ability Focus (scanning), Adaptive Mind, Combat Telepath, Fluency (Human), Iron Will, Meditation, Mental Fortress, Mindshredder, Skill Focus (Notice), Telepath, Weapon Proficiency (close combat and pistol)

Influence: Babylon 5 Influence +6, Mars Colony Criminal Influence +4, Psi Corps Influence +8 (suspended)

Standard Equipment: Psi Corps insignia and gloves

Roleplaying Lyta Alexander in 2260: Essentially lost for several years after becoming the first Human telepath to touch the mind of a Vorlon, Lyta Alexander returned from Vorlon space as an avid follower of their cause and a devoted attaché to Kosh. She has few duties derived directly from Kosh and thus spends most of her time assisting the Command Staff of the station, which is the capacity in which Player Characters are most likely to cross paths with her.

2261

The death of Kosh in 2260 left Lyta in limbo. While she believes in the Vorlon cause, whatever that may be, she has lost her primary tangible symbol of that cause. She has concerns regarding the new Kosh who is a darker, more brooding creature that does not care as much about the younger races. Her missionary zeal sustains her for now but in time even such single-minded determination must wane. When it does she may find herself without a cause to fight for.



In 2261, Lyta discovers that her beloved cause is not what it may seem. Betrayed by the Vorlons, she turns on them, allying herself with Sheridan. Later, when that allegiance can no longer sustain her, she has to turn back to the Psi Corps. This temporary alliance lasts until she finds another cause to follow, one perhaps not tied to the life of a single person.

8th Level Human Telepath (P12+) / 2nd Level Lurker

Hit Points: 24

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 17 (+5 class, +2 Dex)

Attacks: +5 close combat or +7 ranged

Special Qualities: Discipline Focus (blocking, scanning and sensing), Lurker's Knowledge, Maintain Concentration, Survivor's Luck 1/day, Vorlon Augmentation

Saves: Fort +5, Ref +4, Will +10

Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 14, Cha 16

Skills: Acrobatics +2, Appraise +1, Athletics +0, Bluff +8, Computer Use +1, Concentration +10, Diplomacy +9, Drive +1, Intimidate +6, Intrigue +6, Investigate +2, Knowledge (Babylon 5) +4, Knowledge (Human)

+4, Knowledge (Mars) +3, Knowledge (telepathy) +9, Linguistics +4, Notice +10, Pilot +1, Sense Motive +11, Stealth +4, Subterfuge +3, Telepathy +12

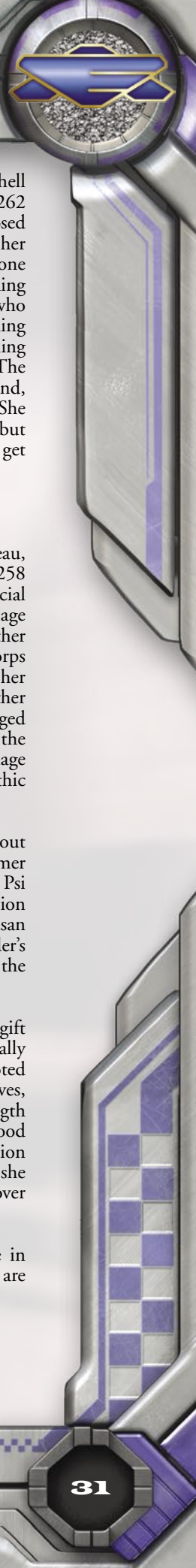
Feats: Ability Focus (scanning), Adaptive Mind, Combat Telepath, Fluency (Human), Iron Will, Meditation, Mental Fortress, Mindshredder, Skill Focus (Notice), Telepath, Weapon Proficiency (close combat and pistol)

Influence: Babylon 5 Influence +8, Mars Colony Criminal Influence +4, Psi Corps Influence +8

Standard Equipment: Psi Corps insignia and gloves

Vorlon Augmentation II

Lyta has a pool of 20 points of nonlethal damage that she may draw from in order to use her telepathic abilities. She may use this pool before using her own hit points. The pool replenishes at the same rate as her hit points. Lyta may manifest other abilities resulting from the augmentation, at the Games Master's discretion.



Roleplaying Lyta Alexander in 2261: Characters who encounter Lyta during the first part of 2261 find her distracted, somewhat reserved and even hostile to outsiders. The new Kosh's treatment of her comes perilously close to breaking her spirit. After Sheridan reaches out to her she strengthens for a bit.

When the Vorlons leave the galaxy Lyta ends up alone and increasingly desperate. She needs work to pay for her quarters and necessities like food. Even after she rejoins the Psi Corps her situation only moves from perilous to precarious.

Anyone can hire her for legitimate activities so long as the money is right. People engaged in more clandestine work, especially work damaging to the Psi Corps, will also find her very willing to help out.

2262

Lyta in 2261 was the galaxy's punching bag. She was a convenient tool to be pulled out when needed and otherwise ignored. She was used and discarded by the Vorlons and kept constantly on the outside by Sheridan and his inner circle. The Psi Corps wanted her, but she did not want them. Some people, when constantly battered around by life, crumble and give in. Others, however, find within themselves the strength and focus needed to stand up and fight back.

10th Level Human Telepath (P12*) / 2nd Level Lurker

Hit Points: 28

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 18 (+6 class, +2 Dex)

Attacks: +6/+1 close combat or +8/+3 ranged

Special Qualities: Discipline Focus (blocking, communication, scanning and sensing), Lurker's Knowledge, Maintain Concentration, Survivor's Luck 1/day, Vorlon Augmentation

Saves: Fort +6, Ref +5, Will +10

Abilities: Str 11, Dex 14, Con 10, Int 13, Wis 15, Cha 16

Skills: Acrobatics +2, Appraise +1, Athletics +0, Bluff +9, Computer Use +1, Concentration +10, Diplomacy +10, Drive +1, Intimidate +7, Intrigue +6, Investigate +2, Knowledge (Babylon 5) +4, Knowledge (Human) +4, Knowledge (Mars) +3, Knowledge (telepathy) +10, Linguistics +4, Notice +11, Pilot +1, Sense Motive +12, Stealth +4, Subterfuge +5, Telepathy +14

Feats: Ability Focus (scanning), Adaptive Mind, Combat Telepath, Fluency (Human), Gestalt, Iron Will, Meditation, Mental Fortress, Mindshredder, Skill Focus (Notice), Synergist, Telepath, Weapon Proficiency (close combat and pistol)

Influence: Babylon 5 Influence +12, Mars Colony Criminal Influence +4, Psi Corps Influence +8

Standard Equipment: Psi Corps insignia and gloves

Roleplaying Lyta Alexander in 2262: She is mad as hell and she is not going to take it anymore. That is Lyta in 2262 in a nutshell. She has torn through her own self-imposed barriers of humility and subservience. Byron helped set her on the path, but she has advanced beyond his, or anyone else's, expectations. Once she decided to stop holding back, she became almost a different person. Those who encounter her in 2262, expecting to find someone willing to do anything just for a chance at being accepted or feeling as if she belongs, will be shocked by what they find. The new Lyta is confident almost to the point of arrogance and, given her power, her arrogance is not unwarranted. She will not do things because other people want her to, but because she either wants to or because she's going to get paid – a lot.

TALIA WINTERS

After working on Mars Colony within the Political Bureau, Talia was assigned to Babylon 5 at the beginning of 2258 to replace Lyta Alexander as the resident commercial telepath. Taken in and raised by the Psi Corps at the age of five, Talia never knew her parents and, like many other Human telepaths, regards everyone within the Psi Corps as her family. She had an intimate relationship with her instructor, Jason Ironheart, but later married another telepath named Matt Stoner when the Psi Corps judged them to be genetically compatible, thus increasing the chance of her bearing telepathic offspring. This marriage was annulled, however, when Stoner lost his telepathic abilities.

Talia has had her own fair share of problems throughout 2258, including witnessing the death of her former lover, Jason Ironheart, who had been subjected to Psi Corps experimentation, as well attracting the attention of Ambassador Kosh. However, her relations with Susan Ivanova, once characterised by the Lieutenant Commander's open hostility to Psi Corps, have begun to soften and the two have struck up a friendship of sorts.

Before he died, Jason Ironheart left Talia with a psychic gift she has only recently begun to explore. Though officially still rated as a P5 commercial telepath, Talia has noted that other abilities have begun to manifest themselves, including very limited telekinesis. This new strength frightens her somewhat, for she has never fully understood exactly what Ironheart did to her, and her experimentation has been both slow and haphazard, not least because she fears what the Psi Corps may do to her if they ever discover what happened.

Talia has trouble making friends on Babylon 5, due in part to her innate shyness but also to the fact that few are willing to get close to a telepath.



2258

3rd Level Human Telepath (P5)

Hit Points: 9

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 12 (+1 class, +1 Dex)

Attacks: +1 close combat or +2 ranged

Special Qualities: Discipline Focus (blocking and scanning), Ironheart's Legacy*

Saves: Fort +0, Ref +2, Will +6

Abilities: Str 10, Dex 12, Con 9, Int 12, Wis 12, Cha 14

Skills: Acrobatics +1, Appraise +1, Athletics +0, Bluff +7, Computer Use +1, Concentration +6, Diplomacy +8, Drive +1, Intimidate +2, Intrigue +2, Investigate +2, Knowledge (Babylon 5) +1, Knowledge (Human) +3, Knowledge (telepathy) +5, Linguistics +4, Notice +2, Pilot +1, Sense Motive +5, Stealth +1, Subterfuge +1, Telepathy +8 (+10 with Scanning abilities)

Feats: Ability Focus (Scanning), Fluency (Human), Iron Will, Meditation, Telepath, Weapon Proficiency (pistol).

Influence: Psi Corps Influence +6

Standard Equipment: Psi Corps insignia and gloves

*Talia was touched by the incredible presence of Ironheart during his final moments. This left her with a few special abilities that

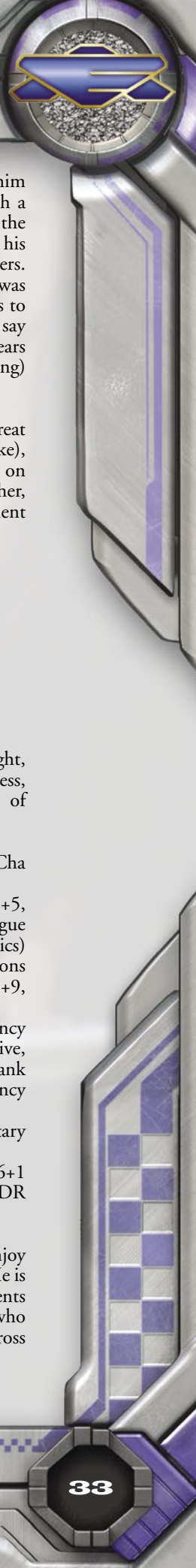
may or may not improve as she practices them. Talia can move small nearby objects (those weighing less than one pound) up to one foot, by spending a full round action concentrating on them. Also, the DC for any Telepathy check to probe her about Ironheart has its DC increased by 20. Ironheart died in April or May 2258; if Talia appears as a Non-Player Character before this point, she does not have this ability.

Roleplaying Talia Winters in 2258: Winters tends to hide behind her Psi Corps badge even though her loyalty to the Corps becomes more and more ambivalent as time goes on. Unless she trusts the characters with whom she interacts, she keeps any dealings with them strictly formal. She has a sharp tongue when provoked.

2259

The official commercial telepath of Babylon 5, Talia Winters had her own fair share of problems in 2258, including witnessing the death of her former lover, Jason Ironheart, who had been subjected to Psi Corps experimentation, as well as attracting the attention of Ambassador Kosh. However, her relations with Susan Ivanova, once characterised by the Lieutenant Commander's hostility to Psi Corps, have begun to soften and the two have struck up a friendship of sorts.

Allies & Enemies



Before he died, Jason Ironheart left Talia with a psychic gift she has only recently begun to explore. Though officially still rated as a P5 commercial telepath, Talia has noted that other abilities have begun to manifest themselves, including very limited telekinesis. This new strength frightens her somewhat, for she has never fully understood exactly what Ironheart did to her, and her experimentation has been both slow and haphazard, not least because she fears what the Psi Corps may do to her if they ever discover what happened.

4th Level Human Telepath (P5)

Hit Points: 11

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+2 class, +1 Dex)

Attacks: +2 close combat or +3 ranged

Special Qualities: Discipline Focus (blocking and scanning), Ironheart's Legacy

Saves: Fort +0, Ref +2, Will +7

Abilities: Str 10, Dex 12, Con 9, Int 12, Wis 12, Cha 14
Skills: Acrobatics +1, Appraise +1, Athletics +0, Bluff +7, Computer Use +1, Concentration +6, Diplomacy +8, Drive +1, Intimidate +2, Intrigue +2, Investigate +2, Knowledge (Babylon 5) +2, Knowledge (Human) +4, Knowledge (telepathy) +5, Linguistics +5, Notice +3, Pilot +1, Sense Motive +5, Stealth +1, Subterfuge +1, Telepathy +9 (+11 with Scanning abilities)

Feats: Ability Focus (Scanning), Adaptive Mind, Fluency (Human), Iron Will, Meditation, Telepath, Weapon Proficiency (pistol)

Influence: Earth Economic Influence +2, Psi Corps Influence +8

Standard Equipment: Psi Corps insignia and gloves

Roleplaying Talia Winters in 2259: Winters tends to hide behind her Psi Corps badge even though her loyalty to the Corps becomes more and more ambivalent as time goes on. Unless she trusts the characters with whom she interacts, she keeps any dealings with them strictly formal. She has a sharp tongue when provoked.

MARCUS COLE

The Minbari taught me delight. Respect. Compassion. That for your actions to be pure they must proceed from direction, determination, patience and strength. I am afraid I am still working on patience.

When Marcus Cole arrives, half dead, on Babylon 5 at the beginning of 2260, very few people on the station know what to make of him. His status as a Ranger, confirmed after a brief conversation with Lennier and Ambassador Delenn, gives him their instant trust and a tacit level of acceptance by Garibaldi and Captain Sheridan. The always cynical Commander Ivanova distrusts him intensely, but that may be more a statement of her extreme dislike for anyone having any authority without being clearly defined in her chain of command.

What little is known about Marcus Cole lends to him the image of a witty, if occasionally sullen, rogue with a noble heart and a quick smile. He apparently joined the Anla'Shok as a form of atonement for not believing his brother when he came to him with news of the Rangers. His brother died defending the mining colony Marcus was running from a Shadow attack; this compelled Marcus to pick up where his brother had left off. Reluctant to say more about his motivations than this, Marcus simply bears the mantle of a Ranger well, willing (perhaps too willing) to lay down his life in service to the Anla'Shok cause.

His skills in hand-to-hand combat, coupled with a great deal of skill wielding the denn'bok (Minbari fighting pike), make him one of the most combat capable individuals on the station. This does not endear him to Ivanova either, but his skills are certain to be of great use in the turbulent days of the Shadow War.

2260

6th Level Human Soldier / 3rd Level Ranger

Hit Points: 31

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 19 (+6 class, +3 Dex)

Attacks: +10/+5 close combat or +12/+7 ranged

Special Qualities: Between the Darkness and the Light, Co-ordinated Unit +2, Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen, The Application of Terror

Saves: Fort +11, Ref +8, Will +9

Abilities: Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 15

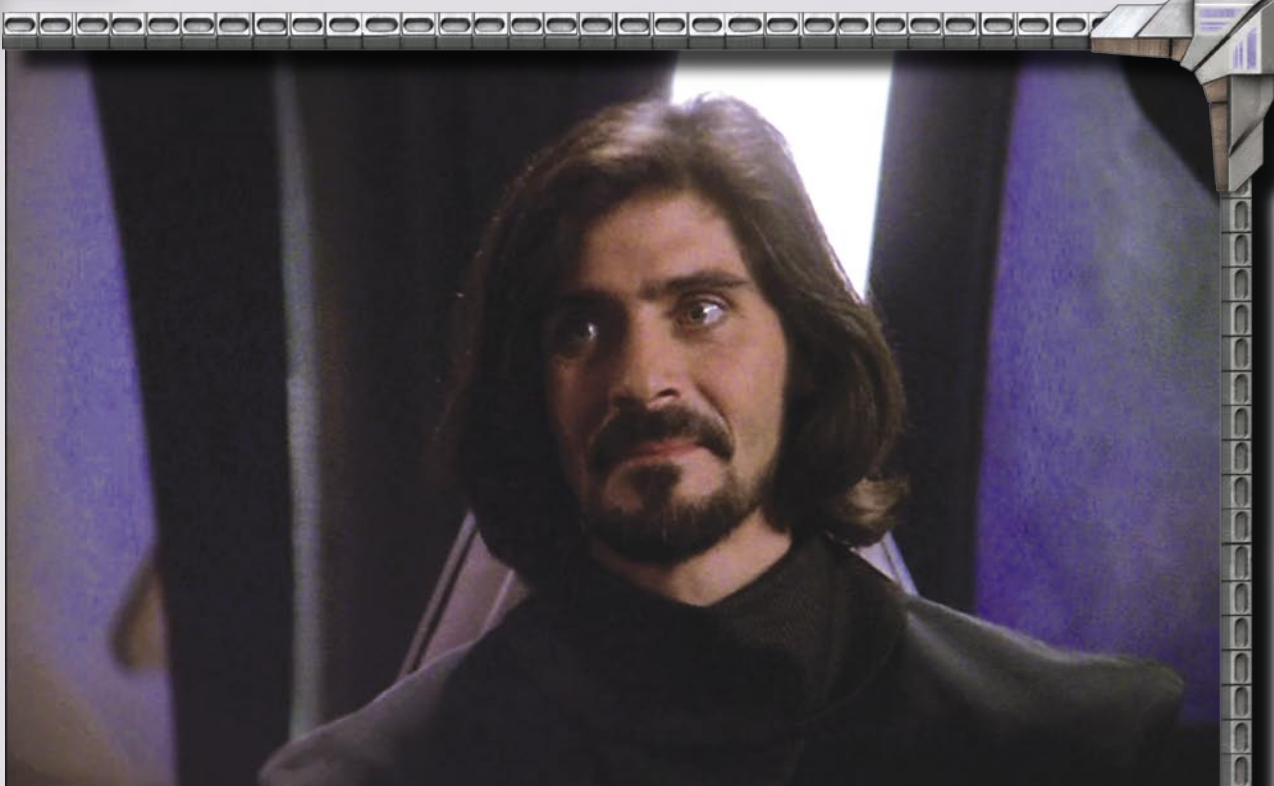
Skills: Acrobatics +9, Athletics +5, Computer Use +5, Concentration +6, Drive +6, Intimidate +6, Intrigue +4, Knowledge (Babylon 5) +4, Knowledge (tactics) +7, Linguistics +3, Medical +2, Notice +9, Operations (systems) +6, Sense Motive +9, Stealth +13, Subterfuge +9, Technical (electronics) +6

Feats: Alertness, Armour Familiarity, Blind-Fight, Fluency (Minbari: Adrenato), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Natural Athlete, Point Blank Shot, Weapon Focus (Denn'bok), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +2, Earth Military Influence +9, Ranger Influence +4

Standard Equipment: Denn'bok (+11/+6, 1d6+1/1d6+1 dam, 19–20 crit, 2-h), hand computer, Ranger robes (DR 2, +1 Stealth), Ranger pin

Roleplaying Cole in 2260: Marcus Cole seems to enjoy the enigmatic and mysterious air that surrounds him. He is seemingly everywhere in the station, looking in on events from the trivial to the epic, and Player Characters who spend any amount of time on the station are likely to cross paths with him fairly frequently.



2261

Marcus Cole: Ranger, poet and a man unafraid to stand up to the First Ones with a smile on his face and laughter dancing in his voice. In 2260 he revealed to Delenn that he had nothing worth living for, just regrets that would not let him die. Sometime during that fateful year, however, he came to a realisation that Sheridan never arrived at – love is enough. For him, that love finds its source in the ever acerbic Commander Ivanova, a woman so hurt by the trials of her past that she cannot accept caring from another. Rather than burden her with his affections, Cole strives to prove himself to her, while also carrying out his many duties as the Rangers' liaison to Delenn.

In 2261 he again draws a line against the darkness, both in the galaxy and in his personal life. He goes to help G'Kar in his search for Mr Garibaldi out of friendship, helps Captain Sheridan out of duty and eventually pays the ultimate price to save Susan Ivanova's life for love. Through his actions a brave new world come into being, one that will never know what he gave up so that it could be born.

6th Level Human Soldier / 5th Level Ranger

Hit Points: 35

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 21 (+8 class, +3 Dex)

Attacks: +12/+7/+2 close combat or +14/+9/+4 ranged

Special Qualities: Between the Darkness and the Light, Co-ordinated Unit +2, Denn'bok 1d8/1d8, Die for the One, Discipline of the Ranger, Fearless, Garb of Honour, Places Unseen, Standing on the Bridge 1/Day, The Application of Terror

Saves: Fort +12, Ref +10, Will +11

Abilities: Str 12, Dex 16, Con 14, Int 12, Wis 14, Cha 15

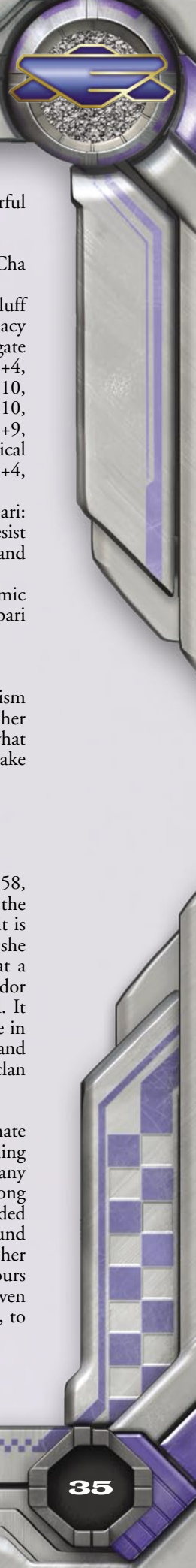
Skills: Acrobatics +9, Athletics +7, Computer Use +5, Concentration +6, Drive +6, Intimidate +6, Intrigue +7, Knowledge (Babylon 5) +6, Knowledge (history) +4, Knowledge (tactics) +7, Linguistics +3, Medical +2, Notice +12, Operations (systems) +6, Sense Motive +11, Stealth +13, Subterfuge +10, Technical (electronics) +6

Feats: Alertness, Armour Familiarity, Blind-Fight, Fluency (Minbari: Adrenato), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Natural Athlete, Point Blank Shot, Weapon Focus (Denn'bok), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +4, Earth Military Influence +9, Ranger Influence +6

Standard Equipment: Denn'bok (+13/+8/+3, 1d8+1/1d8+1 dam, 19–20 crit, 2-h), hand computer, Ranger robes (DR 2, +1 Stealth), Ranger pin

Allies & Enemies



Roleplaying Cole in 2261: Characters outside of the Rangers will not encounter Marcus very much during 2261. During the year his responsibilities continue to grow as Sheridan and Delenn come to rely on him.

Characters involved with the Rangers will increasingly see Marcus take on the role of adjunct commander and liaison with the powers that be. He deliberately attends to the hundreds of mundane details that could easily bog down either of the wars. While Captain Sheridan gives general orders and sets strategy, Marcus is the one who sorts out which Rangers need to go where and accomplish what. His orders might not carry the same weight as those of the true leaders or the trainers back on Minbar, but all but the most senior Rangers would do well to listen when he speaks.

AMBASSADOR DELENN, OF THE FAMILY MIR

A member of the Minbari religious caste, many on Babylon 5 suspect that Ambassador Delenn knows far more about galactic events than she openly admits. Her assignment to Babylon 5 is to observe and learn about humanity.

Delenn has been a figure of some mystery throughout 2258 and those who have had dealings with her always get the feeling that she knows far more than she reveals. Though it is not common knowledge, some have discovered that she is Satai, a member of the Grey Council, though what a personage as this is doing playing ambassador on an Earth Alliance outpost has yet to be discovered. It has also become apparent that she is playing some role in the ongoing disputes between the Minbari warrior and religious castes, with even members of the Star Riders clan bowing to her wishes.

Conversely, Delenn has also been seen as a force of ultimate good by some on the station, for she is always willing to help those most in need and has presided over many disagreements between governments, particularly among the League of Non-Aligned Worlds. However, she has added to the mystery and controversy that surround the Minbari race as a whole, for she sealed herself in her quarters at the end of 2258 and rumours abounded as to what was happening within. The truth soon became evident – Delenn had transformed herself into a Minbari/Human hybrid in order to aid understanding between the two races.

2258

9th Level Minbari (religious caste) Diplomat

Hit Points: 14

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 30 ft.

DV: 16 (+4 class +2 Dex)

Attacks: +5 close combat or +6 ranged

Special Qualities: Aide, Improved Diplomacy, Powerful Influence, Swift Diplomacy

Saves: Fort +6, Ref +5, Will +9

Abilities: Str 13, Dex 14, Con 12, Int 16, Wis 17, Cha 16

Skills: Acrobatics +2, Appraise +5, Athletics +1, Bluff +7, Computer Use +8, Concentration +5, Diplomacy +21, Drive +3, Intimidate +8, Intrigue +11, Investigate +5, Knowledge (any) +5, Knowledge (Babylon 5) +4, Knowledge (Centauri) +8, Knowledge (history) +10, Knowledge (Human) +14, Knowledge (law) +10, Knowledge (Minbari) +18, Knowledge (Narn) +9, Knowledge (philosophy) +11, Linguistics +13, Medical +5, Notice +4, Pilot +4, Sense Motive +14, Stealth +4, Subterfuge +2

Feats: Alien Empathy, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Resist Scan, Skill Focus (Diplomacy, Knowledge (Human and Minbari)), Silent Tread, Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +3, Minbari Economic Influence +23, Minbari Political Influence +32, Minbari Social Influence +31

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Delenn: Steeped in Minbari mysticism and tradition, Delenn's greatest strength is perhaps her pragmatism and practicality. She is capable of seeing what must be done to solve a problem, and is prepared to make whatever sacrifices and changes are required.

2259

Delenn was a figure of some mystery throughout 2258, and those who had dealings with her always got the feeling she knows far more than she reveals. Though it is not common knowledge, some have discovered that she is Satai, a member of the Grey Council, though what a personage of such importance is doing playing ambassador on an Earth Alliance outpost has yet to be discovered. It has also become apparent that she is playing some role in the ongoing disputes between the Minbari warrior and religious castes, with even members of the Star Riders clan bowing to her wishes.

Conversely, Delenn was also seen as a force of ultimate good by some on the station, for she is always willing to help those most in need and has presided over many disagreements between governments, particularly among the League of Non-Aligned Worlds. However, she added to the mystery and ongoing controversy that surround the Minbari race as a whole, for she sealed herself in her quarters at the end of the Earth year 2258, and rumours abounded as to what was happening within. Some even speculate that she entered into a cocoon or a chrysalis, to emerge later as an entirely different and alien being.



10th Level Minbari/Human Hybrid (religious caste)

Diplomat

Hit Points: 15

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 30 ft.

DV: 17 (+5 class +2 Dex)

Attacks: +6 close combat or +7 ranged

Special Qualities: Aide, Improved Diplomacy, Powerful Influence, Swift Diplomacy

Saves: Fort +6, Ref +5, Will +10

Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 17

Skills: Acrobatics +2, Appraise +5, Athletics +1, Bluff +8, Computer Use +8, Concentration +5, Diplomacy +23, Drive +3, Intimidate +8, Intrigue +11, Investigate +5, Knowledge (any) +5, Knowledge (Babylon 5) +7, Knowledge (Centauri) +9, Knowledge (history) +10, Knowledge (Human) +15, Knowledge (law) +10, Knowledge (Minbari) +18, Knowledge (Narn) +9, Knowledge (philosophy) +11, Linguistics +13, Medical +5, Notice +4, Pilot +4, Sense Motive +15, Stealth +4, Subterfuge +2

Feats: Alien Empathy, Endurance, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Resist Scan, Skill Focus (Diplomacy, Knowledge (Human and Minbari)), Silent Tread, Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +4, Minbari Economic Influence +24, Minbari Political Influence +34, Minbari Social Influence +32

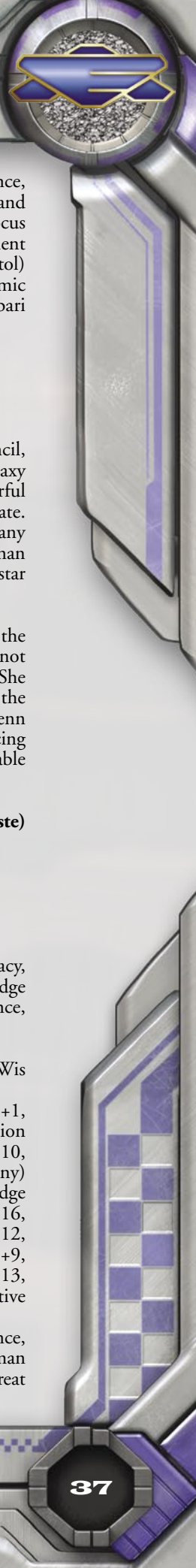
Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Delenn in 2259: Delenn does indeed emerge as an entirely new being at the beginning of 2259, a hybrid of Human and Minbari, a form she hopes will allow her to bridge the gap between the two former foes. Her plan meets with mixed success.

Of all those on Babylon 5, Delenn seems to be the only one (with the exception of Kosh) who has any inkling of the trials the various races of the galaxy are about to face, and is rapidly positioning her assets to ensure that light and freedom win the day over darkness. She always has work for those intrepid and trusting enough to take it, though the pay may not be exceptional and the risk may be great.

2260

Ambassador Delenn is a being truly reborn on Babylon 5; a mixture of Human and Minbari brought about by the incredible powers of the Triluminary and ancient technologies. Hoping to form a bridge between the two cultures, Delenn has had mixed success, instead



occasionally drawing ridicule both from the Humans she wishes to understand and the Minbari who see her change as a mockery of their own perceived perfection.

A diplomat and a patriot to the core, she perseveres despite the problems she has adjusting to her new form and role in the government of her people. Her position in the greater concerns surrounding the Shadow War takes precedence, as it must, over such matters.

10th Level Minbari/Human Hybrid (religious caste) Diplomat / 1st Level Agent

Hit Points: 17

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 30 ft.

DV: 17 (+5 class +2 Dex)

Attacks: +6 close combat or +7 ranged

Special Qualities: Aide, Improved Diplomacy, Powerful Influence, Swift Diplomacy

Saves: Fort +6, Ref +7, Will +10

Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 17

Skills: Acrobatics +2, Appraise +5, Athletics +1, Bluff +10, Computer Use +8, Concentration +9, Diplomacy +23, Drive +3, Intimidate +8, Intrigue +11, Investigate +5, Knowledge (any) +5, Knowledge (Babylon 5) +9, Knowledge (Centauri) +9, Knowledge (history) +12, Knowledge (Human) +15, Knowledge (law) +12, Knowledge (Minbari) +18, Knowledge (Narn) +9, Knowledge (philosophy) +11, Linguistics +13, Medical +5, Notice +4, Pilot +4, Sense Motive +16, Stealth +4, Subterfuge +2

Feats: Alien Empathy, Divine Guidance, Endurance, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Resist Scan, Skill Focus (Diplomacy, Knowledge (Human and Minbari)), Silent Tread, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +6, Minbari Economic Influence +24, Minbari Political Influence +34, Minbari Social Influence +34

Standard Equipment: Diplomatic attire (DR 1)

2261

In 2260 Ambassador Delenn broke the Grey Council, defied Earth in the name of the greater good of the galaxy and revealed to Sheridan a fleet of warships more powerful than anything in the hands of the younger races to date. She also set out on the greatest adventure open to any sentient creature – falling in love. That she loves a man whose destiny almost rivals her own means that the star they light together will shine for a million years.

The year 2261 once again finds Delenn in the heart of the fire. She helps to usher in the third age of Mankind, not with guns but with compassion and understanding. She helps her people rise from the ashes of their hate, using the trials of the past to forge an unimaginable future. Delenn also takes the first steps down the longest road, sacrificing what she thinks she wants for the sake of the remarkable illusion called love.

10th Level Minbari/Human Hybrid (religious caste) Diplomat / 3rd Level Agent

Hit Points: 21

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 40 ft.

DV: 18 (+6 class +2 Dex)

Attacks: +8/+3 close combat or +9/+4 ranged

Special Qualities: Aide, Improved Diplomacy, Multi-Skilled (Diplomacy and Knowledge (history)), Opportunism, Powerful Influence, Swift Diplomacy

Saves: Fort +7, Ref +8, Will +11

Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 18

Skills: Acrobatics +3, Appraise +5, Athletics +1, Bluff +11, Computer Use +8, Concentration +9, Diplomacy +26, Drive +3, Intimidate +10, Intrigue +12, Investigate +10, Knowledge (any) +5, Knowledge (Babylon 5) +9, Knowledge (Centauri) +9, Knowledge (history) +16, Knowledge (Human) +17, Knowledge (law) +12, Knowledge (Minbari) +18, Knowledge (Narn) +9, Knowledge (philosophy) +11, Linguistics +13, Medical +5, Notice +8, Pilot +5, Sense Motive +20, Stealth +4, Subterfuge +4

Feats: Alien Empathy, Divine Guidance, Endurance, Enhanced Speed, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great

Divine Guidance

You are led through your life by the solemn and heartfelt belief you have in your convictions. It is your path and the lantern that lights your way.

Prerequisite: Minbari (Religious caste), Wisdom 12

Benefit: Your deep-seated beliefs in the prophecies of Valen, the wisdom passed down by the gods and the purity of your people sustains you when all else fails. You gain a +2 bonus to all Concentration skill checks, and once per week you may choose to employ the power of your faith to pass any saving throw you would otherwise have failed. You suffer nonlethal damage equal to the difference between your actual roll and the DC required for success, the total of which may still be enough to render you unconscious.

Fortitude, Resist Scan, Skill Focus (Diplomacy, Knowledge (Human and Minbari)), Silent Tread, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +8, Minbari Economic Influence +24, Minbari Political Influence +34, Minbari Social Influence +36

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Delenn in 2261: Delenn's attention is distracted from Minbar during the first part of 2261. While she fights the good fight against the Vorlons and Shadows her agents in Minbari space have to act with increasing independence. Characters who worked with the ambassador before 2261 will find themselves part of an active if unattended network, struggling against the tide of destiny threatening to engulf Minbar.

In the latter half of 2261 Delenn returns her attention to her people. She mobilises her current agents and recruits dozens more. Minbari characters of the three castes may find themselves enlisted to assist the rebuilding of Minbar, or to watch their interests while the fractured people heal their wounds. Characters may not even know they work for the ambassador – her senior agents will act on their own for a long time after she re-establishes the Grey Council.

2262

Delenn's trials during 2261 were no less intense than those of her beloved. She learned that the Vorlons, whom she had always admired and respected, were little better than the Shadows she despised. She saw the thousand year peace of her homeworld teeter on the brink of civil war and came close to sacrificing her life in order to end it. She changed the nature of Minbari society by reforming the Grey Council around a Worker Caste majority. She knew the pain of staying behind while the man she loved led a war against his own people.

Throughout 2261, Delenn's faith, in the absence of proof, gave her the strength she needed to go on. She refused to believe John had died at Z'ha'dum, she trusted Neroon when all around her told her not to, she held back her forces from Earth because she knew John had to win the war on his terms. The ability to step into the abyss supported only by her belief that she would not fall continued to define her character.

10th Level Minbari/Human Hybrid (religious caste)

Diplomat / 4th Level Agent

Hit Points: 23

Initiative: +4 (+2 Dex, +2 Minbari)

Speed: 40 ft.

DV: 19 (+7 class +2 Dex)

Attacks: +9/+4 close combat or +10/+5 ranged

Special Qualities: Aide, Improved Diplomacy, Multi-Skilled (Diplomacy and Knowledge (history)), Opportunism, Powerful Influence, Skill Mastery (Diplomacy), Swift Diplomacy

Saves: Fort +7, Ref +9, Will +11

Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 17, Cha 18

Skills: Acrobatics +3, Appraise +5, Athletics +1, Bluff +11, Computer Use +8, Concentration +12, Diplomacy +26, Drive +3, Intimidate +12, Intrigue +12, Investigate +10, Knowledge (any) +5, Knowledge (Babylon 5) +9, Knowledge (Centauri) +9, Knowledge (history) +18, Knowledge (Human) +17, Knowledge (law) +12, Knowledge (Minbari) +18, Knowledge (Narn) +9, Knowledge (philosophy) +11, Linguistics +13, Medical +5, Notice +10, Pilot +5, Sense Motive +21, Stealth +4, Subterfuge +5

Feats: Alien Empathy, Divine Guidance, Endurance, Enhanced Speed, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Resist Scan, Skill Focus (Diplomacy, Knowledge (Human and Minbari)), Silent Tread, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +10, Minbari Economic Influence +24, Minbari Political Influence +36, Minbari Social Influence +36

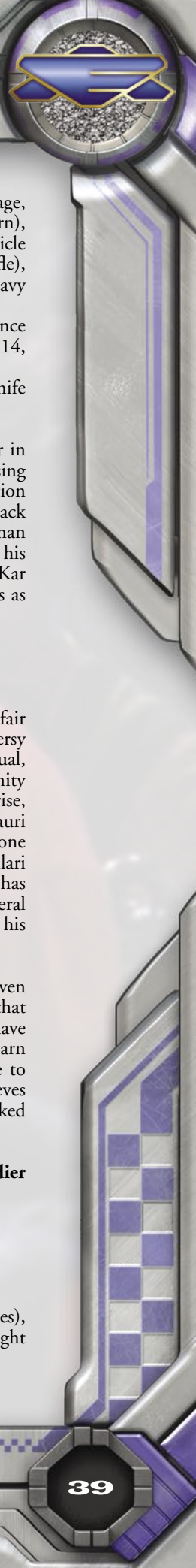
Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Delenn in 2262: Delenn is much more intense this season. The last few years have seen radical changes in her society and in her life, and many of the most sacred truths she has clung to have been shown to be, if not lies, then not entirely true. The Minbari civil war shows her the darkness that still existed within her own people and her actions in breaking and then reforming the Grey Council make her question the rote obedience to tradition which was at the heart of Minbari culture. Her joy in being married to Sheridan is tempered by the shadow of death that hangs over him. She is also learning the difficult art of living with someone while maintaining one's own life and she is also learning that gain often comes with loss – as one love comes to dominate her lie, others she loves are pushed aside.

Delenn & Influence

Much as with Sheridan, Delenn's Influence becomes difficult to quantify in 2261 and 2262. As Sheridan's wife (and the defacto co-President of the Interstellar Alliance), she too has virtually unlimited influence within the Alliance.

Allies & Enemies



AMBASSADOR G'KAR

Since the Narn War of Independence that threw the Centauri occupation from their homeworld, Ambassador G'Kar has dedicated his life to furthering the cause of the Regime. As an adolescent, G'Kar watched his father die at the hands of the Centauri, hung from a tree because he had accidentally spilt hot jala over a noble lady. Killing his first Centauri the next day, G'Kar became a noted resistance leader and was offered a position within the Narn ruling body, the Kha'Ri, when freedom was finally achieved and the Regime was born. When Babylon 5 was built, it was G'Kar who was chosen to speak for all Narn among the other races of the galaxy.

G'Kar's experiences in the War of Independence, like those of many Narns, have coloured his perceptions and he nurses a dark inner hatred of all things Centauri. He views the destruction of the Centauri Republic as not only a duty of all Narn but also a matter of galactic justice. When dealing with other races, G'Kar will always place the Narn Regime first, which has caused some diplomatic friction in the past. Many others see the ambassador as compulsive and hot-headed but he has a highly developed sense of personal honour, refusing to see another Narn suffer if he is able to act.

The loss of the Narn colony in Quadrant 37 has given G'Kar a moment of pause, for he quickly deduced that none of the races present on Babylon 5 could have engineered such a complete victory. Returning to the Narn homeworld, G'Kar used his reputation and influence to lead an exploratory mission to the Rim where he believes he will find the clues necessary to determine who attacked Quadrant 37.

2258

3rd Level Narn Officer (ground forces) / 4th Level Soldier / 2nd Level Diplomat

Hit Points: 30

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+6 class +1 Dex)

Attacks: +12/+7 close combat or +9/+4 ranged

Special Qualities: Branch Specialisation (ground forces), Co-ordinated Unit +1, Improved Diplomacy, Low-Light Vision, Rallying Call 1/day

Saves: Fort +8, Ref +3, Will +9

Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 14

Skills: Acrobatics +5, Appraise +1, Athletics +8, Bluff +6, Computer Use +5, Concentration +4, Diplomacy +7, Drive +3, Intimidate +6, Intrigue +3, Investigate +3, Knowledge (Babylon 5) +1, Knowledge (Centauri) +4, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (Narn) +7, Knowledge (tactics) +5, Linguistics +2, Medical +2, Notice +2, Operations (gunnery) +5, Pilot +4, Sense Motive +6,

Stealth +5, Subterfuge +1, Technical (electronics) +2

Feats: Armour Familiarity, Blood Oath, Blood Rage, Brawler, Contact (Criminal), Fluency (Human and Narn), Nerves of Steel, Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Weapon Focus (PPG Rifle), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +1, Criminal Influence +7 (+9 when using contact), Narn Military Influence +14, Narn Political Influence +21

Standard Equipment: Diplomatic attire (DR 1), knife (+12/+7, 1d4+4 dam, 19–20 crit, 1-h)

Roleplaying G'Kar in 2258: Those who meet G'Kar in 2258 or early 2259 will find him brash, arrogant, amusing and conniving. The war with the Centauri and subjugation of Narn pushes G'Kar into fits of berserk rage and black despair. Nevertheless, there is a philosopher and statesman hidden within this creature and G'Kar never quite loses his sense of impish humour. Of all the ambassadors, G'Kar is perhaps the most likely to employ Player Characters as agents on some mission.

2259

Representative of the Narn Regime, it may not be unfair to say that Ambassador G'Kar has caused more controversy and more turmoil on Babylon 5 than any other individual, and has had to hide behind his diplomatic immunity several times. The Narn Regime as a whole is on the rise, and G'Kar is not alone in wanting to crush the Centauri Republic utterly, in revenge for everything they have done to his people. Diplomatically, he gives Ambassador Mollari little room to manoeuvre whenever a dispute arises and has successfully forced the Republic to cede territory on several occasions, which has gained him respect from many on his homeworld.

The loss of the Narn colony in Quadrant 37 has given G'Kar a moment of pause, for he quickly deduced that none of the races present on Babylon 5 could have engineered such a complete victory. Returning to the Narn homeworld, G'Kar used his reputation and influence to lead an expeditionary mission to the Rim where he believes he will find the clues necessary to determine who attacked Quadrant 37.

3rd Level Narn Officer (ground forces) / 4th Level Soldier / 3rd Level Diplomat

Hit Points: 31

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 17 (+6 class +1 Dex)

Attacks: +12/+7 close combat or +9/+4 ranged

Special Qualities: Branch Specialisation (ground forces), Co-ordinated Unit +1, Improved Diplomacy, Low-Light Vision, Rallying Call 1/day, Strong Influence

Saves: Fort +9, Ref +4, Will +9

Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 14

Skills: Acrobatics +5, Appraise +1, Athletics +8, Bluff +7, Computer Use +5, Concentration +4, Diplomacy +9, Drive +3, Intimidate +6, Intrigue +4, Investigate +3, Knowledge (Babylon 5) +2, Knowledge (Centauri) +4, Knowledge (Human) +5, Knowledge (law) +3, Knowledge (Narn) +7, Knowledge (tactics) +5, Linguistics +2, Medical +2, Notice +3, Operations (gunnery) +5, Pilot +4, Sense Motive +7, Stealth +5, Subterfuge +1, Technical (electronics) +2

Feats: Armour Familiarity, Blood Oath, Blood Rage, Brawler, Contact (Criminal), Fluency (Human and Narn), Nerves of Steel, Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Weapon Focus (PPG Rifle), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +2, Criminal Influence +7 (+9 when using contact), Narn Military Influence +14, Narn Political Influence +23

Standard Equipment: Diplomatic attire (DR 1), knife (+12/+7, 1d4+4 dam, 19–20 crit, 1-h)

Roleplaying G'Kar in 2259: Those who meet G'Kar in 2258 or early 2259 will find him brash, arrogant, amusing and conniving. The war with the Centauri and subjugation of Narn pushes G'Kar into fits of berserk rage and black despair. Nevertheless, there is a philosopher and statesman hidden within this creature and G'Kar never quite loses his sense of impish humour. Of all the ambassadors, G'Kar is perhaps the most likely to employ Player Characters as agents on some mission.

2260

There are times when the universe, moving as it seems in a predictable fashion, suddenly turns and surprises everyone with what it has wrought. In the case of G'Kar, proud and noble member of the Narn race, the surprise of the universe comes in what becomes of him in 2260. He begins the year as a broken man in many respects. He is stripped of title, rank and all but his dignity; his homeworld is in ruins and his people are once again the slaves of the Centauri. Pushed to the breaking point, he often comes within a hair's breadth of slipping into a homicidal rage and ending his days on Babylon 5.

The transformation that takes place in G'Kar during the coming year is perhaps even more profound than the one that reshaped Ambassador Delenn or the shadowy corruption that threatens to destroy what little good might remain in Londo Mollari. For the phoenix to arise, however, it must first burn into ashes.

3rd Level Narn Officer (ground forces) / 4th Level Soldier / 5th Level Diplomat

Hit Points: 33

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 18 (+7 class +1 Dex)

Attacks: +13/+8 close combat or +10/+5 ranged

Special Qualities: Branch Specialisation (ground forces), Co-ordinated Unit +1, Improved Diplomacy, Low-Light Vision, Rallying Call 1/day, Strong Influence

Saves: Fort +9, Ref +4, Will +9

Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 15

Skills: Acrobatics +5, Appraise +1, Athletics +8, Bluff +7, Computer Use +5, Concentration +8, Diplomacy +12, Drive +3, Intimidate +6, Intrigue +6, Investigate +3, Knowledge (Babylon 5) +9, Knowledge (Centauri) +4, Knowledge (Human) +6, Knowledge (law) +3, Knowledge (Narn) +7, Knowledge (tactics) +5, Linguistics +2, Medical +2, Notice +3, Operations (gunnery) +5, Pilot +4, Sense Motive +7, Stealth +5, Subterfuge +1, Technical (electronics) +2

Feats: Alien Empathy, Armour Familiarity, Blood Oath, Blood Rage, Brawler, Contact (Criminal), Fluency (Human and Narn), Nerves of Steel, Skill Focus (Knowledge (Babylon 5), Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Weapon Focus (PPG Rifle), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +4, Criminal Influence +9 (+11 when using contact), Narn Military Influence +16, Narn Political Influence +27, Narn Social Influence +1

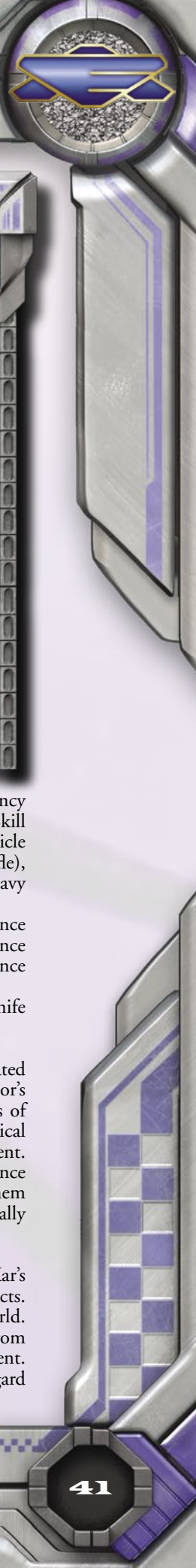
Standard Equipment: Diplomatic attire (DR 1), knife (+13/+8, 1d4+4 dam, 19–20 crit, 1-h)

Roleplaying G'Kar in 2260: G'Kar in 2260 is a man on the cusp of his life. All he has fought for and hoped for all his life is gone, buried beneath the massive stones the Centauri rained down on his world. Player Characters who encounter him early in the year will find a haunted, almost pathetic man, desperate for any small victory he might win over the Centauri. As the year progresses, however, G'Kar comes to terms with his loss, finding peace in devastation and a deep tranquillity in his soul he never suspected was there.

2261

During the events of 2261 G'Kar transforms from a broken, bitter man into a creature of deep faith and enlightened wisdom. He gives up his war of destruction once he understands that all life must struggle for survival. He accepts that his own people may have to sacrifice themselves for the good of all if any of them are to be saved. He even lets go of enough pride to do what must be done, regardless of the cost.

This transformation will serve the Narn well in the coming year. In order to free his people he will have to give up the last remaining shards of his personal pride. He will have to turn his back on them, rejecting their call to lead them into bloody war. Finally, he will have to accept that his greatest



enemy, his nemesis and burden, may not be the man that G'Kar thinks he is. Once he overcomes that final challenge G'Kar will finally fulfil his destiny as one of the greatest spiritual leaders of the age.

3rd Level Narn Officer (ground forces) / 4th Level Soldier / 7th Level Diplomat

Hit Points: 35

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 19 (+8 class +1 Dex)

Attacks: +14/+9 close combat or +11/+6 ranged

Special Qualities: Branch Specialisation (ground forces), Co-ordinated Unit +1, Improved Diplomacy, Low-Light Vision, Rallying Call 1/day, Strong Influence, Swift Diplomacy

Saves: Fort +10, Ref +5, Will +10

Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 14, Cha 15

Skills: Acrobatics +5, Appraise +1, Athletics +8, Bluff +7, Computer Use +5, Concentration +8, Diplomacy +12, Drive +3, Intimidate +8, Intrigue +7, Investigate +3, Knowledge (Babylon 5) +9, Knowledge (Centauri) +5, Knowledge (Human) +6, Knowledge (law) +4, Knowledge (Narn) +8, Knowledge (philosophy) +5, Knowledge (tactics) +5, Linguistics +2, Medical +2, Notice +4, Operations (gunnery) +5, Pilot +4, Sense Motive +7, Stealth +5, Subterfuge +2, Technical (electronics) +2

Feats: Alien Empathy, Armour Familiarity, Blood Oath,

Blood Rage, Brawler, Contact (Criminal), Fluency (Human and Narn), Nerves of Steel, Resist Scan, Skill Focus (Babylon 5), Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Weapon Focus (PPG Rifle), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +5, Criminal Influence +10 (+12 when using contact), Narn Military Influence +16, Narn Political Influence +31, Narn Social Influence +2

Standard Equipment: Diplomatic attire (DR 1), knife (+14/+9, 1d4+4 dam, 19–20 crit, 1-h)

Roleplaying G'Kar in 2261: Narn characters associated with G'Kar before 2261 will find the ambassador's luminescence reflecting off of them and into the eyes of their people. They will be dragged into the intricate political mess surrounding the rebuilding of the Narn government. As G'Kar becomes more and more an object of reverence they will have to deal with people approaching them constantly just to get closer to someone who 'personally learned from the great G'Kar'.

The sudden cessation of conflict on Narn will leave G'Kar's smuggling contacts without their most lucrative contracts. This will cause effects to ripple throughout the underworld. Arms suppliers, smugglers and black marketeers from Babylon 5 to Earth will have to find new employment. Characters involved with such activities may well regard

G'Kar as the 'cause' of their problems. Other underworld characters, less directly affected by the loss of revenue, could take the opportunity to move in on their rivals.

2262

2261 was a dark year for G'Kar as well, both literally – he lost an eye – and figuratively, as he found himself imprisoned and tortured. It was also a year of transformation, a year in which he found he had common cause with his greatest enemy. He entered the year an outcast, a wanted man who could not return to his home and who had only the shakiest of authority over this people on Babylon 5. He finished the year in triumph, seen as the saviour of his people and nearly given dictatorial powers. Through it all, he continued his transition from warrior to prophet.

G'Kar enters 2262 at his peak – a member of the Advisory Board of the Alliance, respected by the leaders of countless worlds and the focus of adoration at home. He should realise, of course, that it can only go downhill from here...

3rd Level Narn Officer (ground forces) / 4th Level Soldier / 9th Level Diplomat

Hit Points: 37

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 20 (+9 class +1 Dex)

Attacks: +15/+10/+5 close combat or +12/+7/+2 ranged

Special Qualities: Branch Specialisation (ground forces), Co-ordinated Unit +1, Enlightened (see sidebar), Improved Diplomacy, Low-Light Vision, Powerful Influence, Rallying Call 1/day, Strong Influence, Swift Diplomacy

Saves: Fort +11, Ref +6, Will +11

Abilities: Str 18, Dex 13, Con 17, Int 13, Wis 15, Cha 15

Skills: Acrobatics +5, Appraise +1, Athletics +8, Bluff +7, Computer Use +5, Concentration +8, Diplomacy +12, Drive +3, Intimidate +8, Intrigue +7, Investigate +3, Knowledge (Babylon 5) +9, Knowledge (Centauri) +5, Knowledge (Human) +6, Knowledge (law) +5, Knowledge (Narn) +10, Knowledge (philosophy) +11, Knowledge (tactics) +5, Linguistics +2, Medical +2, Notice +4, Operations (gunnery) +5, Pilot +4, Sense Motive +7, Stealth +5, Subterfuge +2, Technical (electronics) +2

Feats: Alien Empathy, Armour Familiarity, Blood Oath, Blood Rage, Brawler, Contact (Criminal), Fluency (Human and Narn), Nerves of Steel, Resist Scan, Skill Focus (Babylon 5), Skill Focus (philosophy), Spacecraft Proficiency, Surface Vehicle Proficiency, Toughness, Weapon Focus (PPG Rifle), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Enlightened

G'Kar's trials of the last few years push him through the final stages of letting go of the self. He is enlightened in a way that few beings will ever manage to be. For now, this enlightenment manifests as an almost legendary physical toughness and ability to do whatever is necessary. Once per day, he may use his Will save bonus instead of his Strength modifier for a single Strength check, or in place of Fortitude for a Fortitude save.

This ability does not come from any character class or feat, it is merely a reflection of G'Kar's enlightened state.

Influence: Babylon 5 Influence +5, Criminal Influence +10 (+12 when using contact), Narn Military Influence +16, Narn Political Influence +31, Narn Social Influence +2

Standard Equipment: Diplomatic attire (DR 1), knife (+15/+10/+5, 1d4+4 dam, 19–20 crit, 1-h)

Roleplaying G'Kar in 2262: G'Kar in 2262 is so different for G'Kar in 2258 that he is almost a new character – yet every step along the path from the scheming G'Kar of 'The Gathering' to the philosophical G'Kar of 'The Ragged Edge' is carefully shown. There are still hints of the raging warrior – such as when he threatens to burn down the Imperial Palace if Na'Toth is not freed – but they are few and far between. G'Kar has found peace with himself and the universe.

He has also developed a strong flamboyant air. He has become prone to grand gestures and sweeping metaphor and he has found a strong sense of humour, which he uses as a defensive mechanism. He is also somewhat ashamed of his past – he regrets his words of hatred, his bigotry and intolerance. He has learned forgiveness. This may also put him at odds with those who worked with him in the past, doing some of the darker deeds which he once thought necessary.

G'Kar is very much out among the people in 2262, despite his best efforts to avoid them. He is relatively easy to find and contract, though there will usually be a crown of supplicants surrounding him or Ta'Lon serving as his bodyguard.



DIPLOMATIC ATTACHE NA'TOTH

Appointed to serve the Narn Regime on Babylon 5 as Ambassador G'Kar's diplomatic attaché, Na'Toth is eager to serve her people in whatever way she can. Forgiving G'Kar's more outlandish eccentricities (having heard rumours of his fascination with Human women), she believes the ambassador has the safety and prosperity of their people at heart.

Much of Na'Toth's immediate family were killed on Hyach VII at the hands of Deathwalker during the Dilgar War, causing Na'Toth to take Chon-Kar, the Narn blood oath promising vengeance. Though her father was a disciple of G'Lan, her mother held no religious convictions and this has passed on to Na'Toth, who believes only in herself and the blind forces of chance.

2258

3rd Level Narn Soldier

Hit Points: 17

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 14 (+2 class +2 Dex)

Attacks: +5 close combat or +5 ranged

Special Qualities: Co-ordinated Unit +1, Low-Light Vision

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 15, Dex 14, Con 16, Int 11, Wis 12, Cha 10

Skills: Acrobatics +4, Athletics +4, Drive +5, Intimidate +5, Knowledge (tactics) +4, Operations (systems) +4, Stealth +4, Technical (mechanical) +2

Feats: Armour Familiarity, Blood Oath, Blood Rage, Point Blank Shot, Weapon Focus (knife), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +1, Narn Military Influence +4, Narn Political Influence +1

Standard Equipment: Diplomatic attire (DR 1), knife (+6, 1d4+2 dam, 19–20 crit, 1-h)

2259

A soldier to her heart, Na'Toth has learned little of diplomacy during her first year on Babylon 5, though this is of little concern to her superior, G'Kar. She has proven herself to be fearless, loyal and utterly reliable, not always the most prominent trait in a diplomatic attaché. Instrumental in thwarting a Thenta Makur assassin in an attempt on G'Kar's life, she has managed to adapt to the different demands of her role on the station, despite the very obvious differences from her previous life in the Narn military. Ambassador G'Kar had no hesitation in leaving her to speak for their people when he left to pursue investigations into Quadrant 37.



As the war between the Narn and the Centauri heats up, however, Na'Toth leaves the station behind to go to the defence of her people.

4th Level Narn Soldier

Hit Points: 20

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 15 (+3 class +2 Dex)

Attacks: +7 close combat or +6 ranged

Special Qualities: Co-ordinated Unit +1, Low-Light Vision, To the Limit (Strength)

Saves: Fort +7, Ref +3, Will +2

Abilities: Str 16, Dex 15, Con 16, Int 11, Wis 12, Cha 10

Skills: Acrobatics +4, Athletics +4, Drive +5, Intimidate +6, Knowledge (tactics) +5, Operations (systems) +4, Stealth +6, Technical (mechanical) +2

Feats: Armour Familiarity, Blood Oath, Blood Rage, Point Blank Shot, Weapon Focus (knife), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +2, Narn Military Influence +5, Narn Political Influence +2

Standard Equipment: Diplomatic attire (DR 1), knife (+8, 1d4+3 dam, 19–20 crit, 1-h)

Roleplaying Na'Toth in 2259: Fiercely loyal to G'Kar and the Narn, and utterly impatient with the web of lies and courtesies that comprise diplomacy, Na'Toth often serves as G'Kar's go-between with minor agents or people he would rather not personally be seen with. Player Characters working for G'Kar will see this intense and dangerous attaché far more often than they will see G'Kar himself.

2262

Beaten but not broken, Na'Toth has spent the last few years as a forgotten and unofficial prisoner deep in the dungeons of the royal palace on Centauri Prime. After G'Kar and Londo discover she is there, they arrange to free her in what may be one of Londo's greatest acts of benevolence. Once freed, she has no desire to return with G'Kar to Babylon 5; instead, she returns to the Narn homeworld.

6th Level Narn Soldier / 1st Level Diplomat

Hit Points: 27

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 16 (+4 class +2 Dex)

Attacks: +9/+3 close combat or +8/+2 ranged

Special Qualities: Co-ordinated Unit +2, Low-Light Vision, To the Limit (Strength)

Saves: Fort +8, Ref +4, Will +5

Abilities: Str 16, Dex 15, Con 16, Int 11, Wis 12, Cha 10

Skills: Acrobatics +4, Athletics +4, Bluff +2, Drive +5, Intimidate +6, Knowledge (tactics) +8, Linguistics +2, Operations (driving) +2, Operations (gunnery) +2, Operations (systems) +4, Sense Motive +3, Stealth +7, Technical (mechanical) +2

Feats: Armour Familiarity, Blood Oath, Blood Rage, Far Shot, Improved Initiative, Point Blank Shot, Resist Scan, Weapon Focus (knife), Weapon Proficiency (close combat, grenade, pistol, heavy and rifle)

Influence: Babylon 5 Influence +3, Narn Military Influence +6, Narn Political Influence +4

Standard Equipment: Diplomatic attire (DR 1), knife (+10/+4, 1d4+3 dam, 19–20 crit, 1-h)

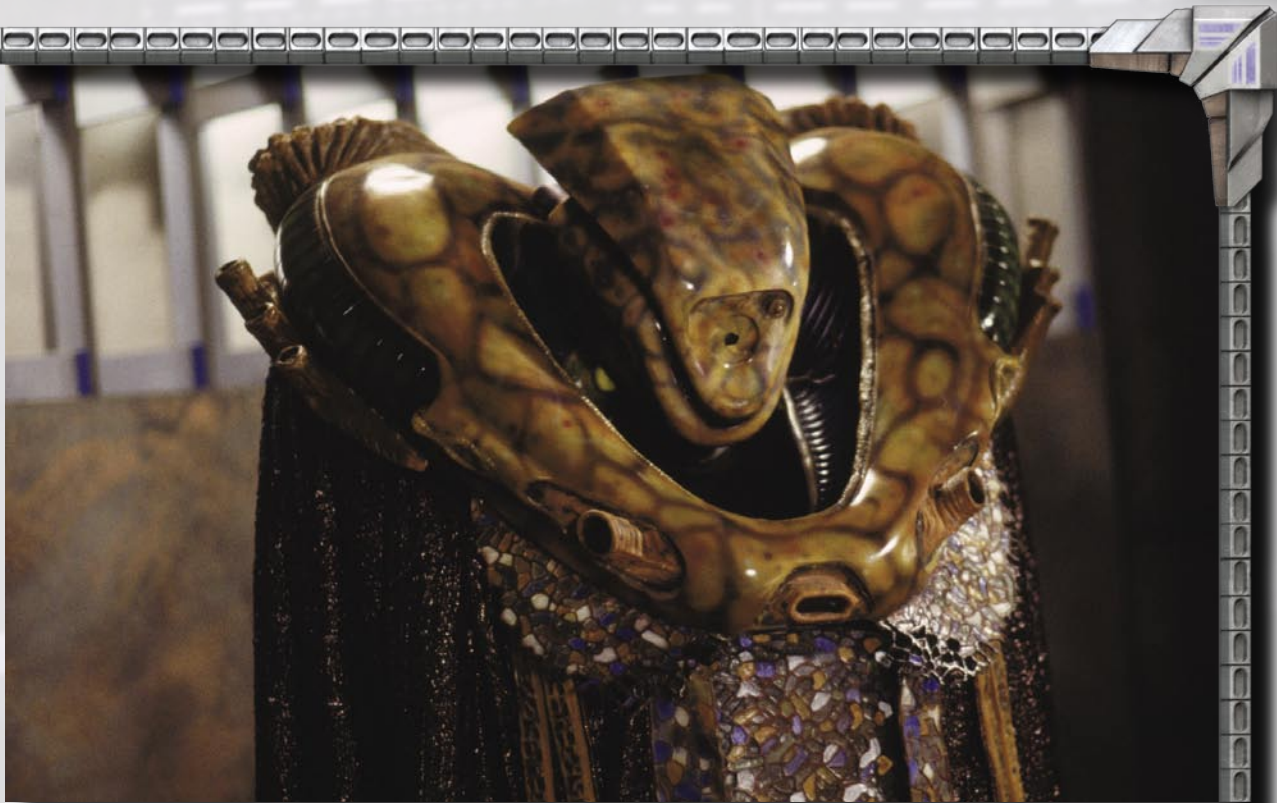
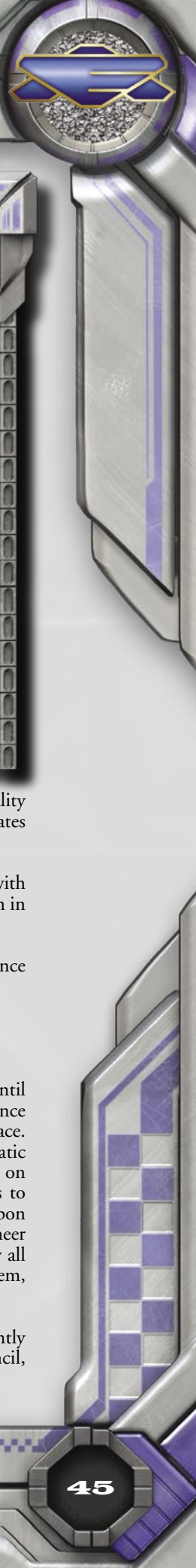
Roleplaying Na'Toth in 2262: Player Characters are unlikely to have anything to do with Na'Toth in 2262, or indeed the two years prior. More tired and wounded than angry, she wants merely to return to her people. Player Characters on the Narn homeworld may encounter her, but she is now trying to be simply a private citizen. However, the fact that she served with the great G'Kar as his attaché means she will likely never be able to find true anonymity.

AMBASSADOR KOSH NARANÉK

The avalanche has already started. It is too late for the pebbles to vote.

Of all the alien ambassadors assigned to Babylon 5, it is the Vorlon Kosh who is shrouded in the greatest mystery. Before he arrived on the station, it is believed that only the Minbari had any form of contact with the Vorlon Empire and then only rarely. Kosh comes and goes from Babylon 5 as he chooses, on missions whose purpose none can guess at, and even his activities on board create consternation for other ambassadors and the Command Staff. He has a reputation for burying the truth within riddles and never revealing more than he deems fit for the Younger Races to know. What Kosh's greater mission is, and why the Vorlons have chosen Babylon 5 to reveal themselves at long last, nobody can even begin to speculate.

Ambassador Kosh's arrival on Babylon 5 represented the very first contact Humans had ever had with a Vorlon but tragedy struck when a rogue Minbari assassin using a changeling net managed to poison the alien as soon as he left his transport. It was only the highly controversial actions of Lyta Alexander and Dr Benjamin Kyle that saved the life of the Vorlon and enabled Commander Sinclair to avoid being charged with murder. However, the fact that Kosh was poisoned at all suggests that his encounter suit is little more than a disguise, further adding to the mystery surrounding this most enigmatic of aliens.



As a Vorlon, Kosh has access to powers and technologies millions of years in advance of the other races and so works according to very different rules. The Vorlon's abilities and powers are virtually limitless.

2258

Influence: Babylon 5 Influence +12, Vorlon Influence +30.

2259

No Human has any official contact with Vorlons until Ambassador Kosh arrives on Babylon 5, but his presence does little to unveil the mysteries of this reclusive race. Kosh does not even pretend to hide behind diplomatic immunity when interfering with the younger races on board the station, secure in the knowledge that he is to all intents and purposes invulnerable to any assault upon his person or objectives. The high technology and sheer strength of the Vorlon Empire is known and feared by all races and none are prepared to move openly against them, even when provoked.

During his first year on Babylon 5, Kosh consistently ignores meetings of the Babylon 5 Advisory Council,

ending any chance the Human race has for immortality when he organises the slaying of the Deathwalker, violates Talia Winters and confronts Mr Morden.

Some have begun to suspect that Kosh has an agenda with the Minbari government, and with Ambassador Delenn in particular, though both are so far keeping their secrets.

Influence: Babylon 5 Influence +15, Vorlon Influence +30.

2260

No Human has any official contact with Vorlons until Ambassador Kosh arrives on Babylon 5, but his presence does little to unveil the mysteries of this reclusive race. Kosh does not even pretend to hide behind diplomatic immunity when interfering with the younger races on board the station, secure in the knowledge that he is to all intents and purposes invulnerable to any assault upon his person or objectives. The high technology and sheer strength of the Vorlon Empire is known and feared by all races and none are prepared to move openly against them, even when provoked.

During his first year on Babylon 5, Kosh consistently ignores meetings of the Babylon 5 Advisory Council,



ending any chance the Human race had for immortality when he organises the slaying of the Deathwalker, violates Talia Winters and confronts Mr Morden.

Kosh has also shielded fugitives, provided vital information and begun coming to council meetings whenever Sheridan is attending them. In 2259, as the station came under Sheridan's control, Kosh spoke more since the changing of the station's commanding officer than he ever had before. He seems to be taking an interest in the affairs of the universe again, especially those involving Humans, the Minbari and the fate of the younger races as the Shadow War looms closer.

Influence: Babylon 5 Influence +18, Vorlon Influence +30.

Roleplaying Kosh in 2258 - 2260: Kosh's appearances in the game should be kept to an absolute minimum and even then, most interactions should be limited to the Vorlon showing up, having a brief and enigmatic conversation, and then departing. He acts according to his own timetable and it is not yet time for him to appear regularly.

AMBASSADOR KOSH II

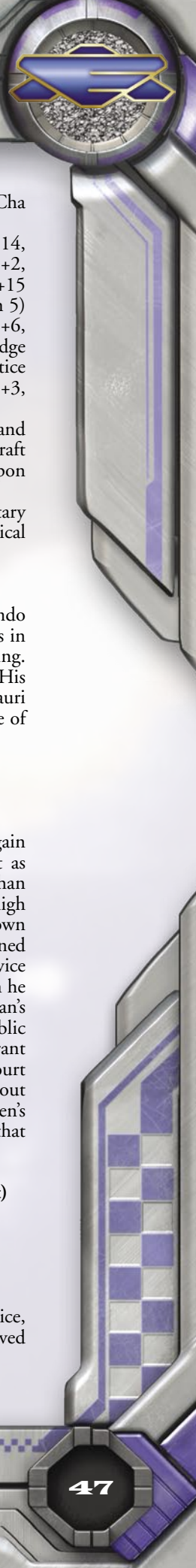
The death of Kosh Naranek in 2260 sets into motion a chain of events that will lead to fiery retribution in 2261. The wise old Vorlon acted as a guide to the younger peoples; his death, the first for a Vorlon in centuries, brings the normally quiet Vorlons to a dangerous place. From this place, when the time is finally right, they will strike back at those who would dare to murder one of their own.

The Vorlon government sends a new Kosh, a replacement intended to preserve the illusion of normalcy so that the younger races can pursue the Vorlon cause unhindered. Kosh II seems to care nothing for his charges; instead focusing on whatever hidden agenda his ancient people pursue. Whether he will prove a hindrance or a help in 2261 remains unknown.

2261

Influence: Babylon 5 Influence +3, Vorlon Influence +30.

Roleplaying Kosh II in 2261: Ordinary Player Characters will have little to do with the new Ambassador Kosh up until his assassination by Sheridan and the older Kosh. A



group involved with Babylon 5 Security may well be sent to evict him along with Mr Garibaldi, but beyond that this Vorlon remains as much an enigma as the original.

AMBASSADOR LONDO MOLLARI

On the issue of galactic peace, I am long past innocence and fast approaching apathy. It is all a game, a paper fantasy of names and borders.

The Centauri Republic never viewed the post of ambassador to Babylon 5 a particularly safe position, as the other four stations had all been destroyed or disappeared, so it fell to Londo Mollari, a noble of low standing, to represent their people among the other races of the galaxy. With little waiting for him on Centauri Prime and a career in great decline, Mollari longs for a return to the 'good old days' of the Republic, when the Centauri dominated vast regions of the galaxy and he himself led the life of a young officer. Now cut off from the Royal Court and left to rot on board a Human diplomatic station, Mollari spends much of his time gambling, drinking and enjoying female company.

Mollari marries a young Centauri dancer in his youth but is forced by his family to annul the marriage, or face a loss of wealth and prestige. His family arranges marriages to three other noblewomen who come from politically important houses. Mollari cares for none of the three, nicknaming them Pestilence, Famine and Death, joking that their personalities could shatter entire planets, though never in their presence. However, knowing they wait for him on Centauri Prime motivates Mollari sufficiently to stay on Babylon 5.

Believing the Narns should have never been allowed to fight their War of Independence, much less win, Mollari clashes immediately with Ambassador G'Kar, though the Narn has so far managed to retain the upper hand. However, like many other Centauri, Mollari has seen his death in a dream. In this vision, he saw both himself and G'Kar 20 years in the future with their hands wrapped around each other's throats, squeezing the life out of their bodies. This knowledge does nothing to deaden Mollari's wish for a subjugated Narn homeworld and a humbled G'Kar.

2258

5th Level Centauri Diplomat / 1st Level Officer (fleet)

Hit Points: 15

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+3 class +1 Dex)

Attacks: +3 close combat or +4 ranged

Special Qualities: Born to Intrigue (Notice, Subterfuge), Branch Specialisation (fleet), Improved Diplomacy, Strong Influence

Saves: Fort +6, Ref +2, Will +6

Abilities: Str 11, Dex 12, Con 14, Int 13, Wis 10, Cha 16

Skills: Acrobatics +1, Appraise +5, Athletics +0, Bluff +14, Computer Use +5 (+7 to find files), Concentration +2, Diplomacy +13, Drive +1, Intimidate +8, Intrigue +13 (+15 when disguised), Investigate +10, Knowledge (Babylon 5) +1, Knowledge (Centauri) +8, Knowledge (history) +6, Knowledge (Human) +2, Knowledge (law) +5, Knowledge (Narn) +5, Knowledge (tactics) +3, Linguistics +7, Notice +2, Pilot +4, Sense Motive +7, Subterfuge +3, Stealth +3, Technical (electronics) +4

Feats: Contact (Centauri Military), Fluency (Centauri and Human), Great Fortitude, Skill Focus (Intrigue), Spacecraft Proficiency, Toughness, Weapon Focus (coutari), Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +2, Centauri Military Influence +2 (+4 when using contact), Centauri Political Influence +10, Centauri Social Influence +9

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Londo Mollari in 2258: In public, Londo is a carouser and raconteur who enjoys the finer things in life – wine, women and song, not to mention gambling. He is a man of great mirth but greater melancholy. His appointment to Babylon 5 was a joke to most Centauri but all Londo has left is his personal honour and sense of patriotism to the grand Centauri Republic.

2259

After many long years, Londo Mollari's star is once again rising within the Centauri Republic. His assignment as ambassador to Babylon 5 was first seen as little more than a joke, as it was not viewed as a safe place for any high ranking noble to be. Once despondent at both his own poor fate and that of his dwindling Republic, he has gained a new passion for life as wealth and power in the service of his people now seem to be within his grasp. Though he knows virtually nothing about Mr Morden or the man's associates, their aid in recovering the Eye of the Republic from raiders and destroying the Narn colony in Quadrant 37 has gained him a strong standing with the Royal Court on Centauri Prime. Though he has some misgivings about the alien nature and sheer destructive power of Mr Morden's associates, Mollari is well aware of the opportunities that beckon as he begins to fulfil his rightful destiny.

8th Level Centauri Diplomat / 1st Level Officer (fleet)

Hit Points: 18

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 16 (+5 class +1 Dex)

Attacks: +5 close combat or +6 ranged

Special Qualities: Aide, Born to Intrigue (Notice, Subterfuge), Branch Specialisation (fleet), Improved Diplomacy, Strong Influence, Swift Diplomacy

Saves: Fort +7, Ref +3, Will +8

Abilities: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 16

Skills: Acrobatics +1, Appraise +5, Athletics +0, Bluff +15, Computer Use +5 (+7 to find files), Concentration +2, Diplomacy +17, Drive +1, Intimidate +11, Intrigue +17 (+19 when disguised), Investigate +10, Knowledge (Babylon 5) +3, Knowledge (Centauri) +8, Knowledge (history) +6, Knowledge (Human) +5, Knowledge (law) +5, Knowledge (Narn) +5, Knowledge (tactics) +3, Linguistics +9, Notice +2, Pilot +4, Sense Motive +10, Subterfuge +3, Stealth +3, Technical (electronics) +4

Feats: Alien Empathy, Contact (Centauri Economic and Centauri Military), Fluency (Centauri and Human), Great Fortitude, Skill Focus (Intrigue), Spacecraft Proficiency, Toughness, Weapon Focus (coutari), Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +5, Centauri Economic Influence +6 (through contact only), Centauri Military Influence +5 (+7 when using contact), Centauri Political Influence +16, Centauri Social Influence +12

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Londo Mollari in 2259: Flush with his sudden reversal of fortunes in the Centauri Royal Court, going from nearly forgotten diplomat to golden boy of the Republic in the space of a few months, Ambassador Mollari is working feverishly to cement his new position, establishing contacts and agents wherever he can manage, and, for now, wilfully ignoring everything his withered conscience tells him about Mr Morden.

In 2259, Londo is actively recruiting. Any Centauri Player Characters will have an easy time finding work on his behalf, though it will be menial and unglamorous until Londo comes to trust them. Likewise, Player Characters from other races can easily find work on behalf of the Centauri diplomat – except for Narn, whom he would never consider trusting.

2260

Londo Mollari has benefited from, or, as those more observant might say, suffered from a complete reversal of fortunes. Placed on Babylon 5 as a forgotten ambassador of a crumbling Republic, the scion of House Mollari has seen his name rise in power and his contacts swell to bursting within the courts of power on Centauri Prime. He has the ear of the Emperor, command over elements of the fleet and the respect, or at least the bitter envy, of the most politically affluent of his race. For a man who espouses the value of money and prestige, Londo Mollari seems to have everything he has ever desired at the beginning of 2260.

Only when he is alone, or on rare occasions around the few beings in the universe he respects or trusts, does the tired old diplomat express his concerns over his rising star and the powers of the Shadows who

have elevated it. Knowing that his ascension will come at a great price has not kept him from accepting the aid, but, in his soul, he knows how wrong his choices have been.

9th Level Centauri Diplomat / 1st Level Officer (fleet)

Hit Points: 19

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 16 (+5 class +1 Dex)

Attacks: +5 close combat or +6 ranged

Special Qualities: Aide, Born to Intrigue (Notice, Subterfuge), Branch Specialisation (fleet), Improved Diplomacy, Powerful Influence, Strong Influence, Swift Diplomacy

Saves: Fort +8, Ref +4, Will +8

Abilities: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 16

Skills: Acrobatics +1, Appraise +5, Athletics +0, Bluff +15, Computer Use +5 (+7 to find files), Concentration +2, Diplomacy +18, Drive +1, Intimidate +11, Intrigue +18 (+20 when disguised), Investigate +10, Knowledge (Babylon 5) +5, Knowledge (Centauri) +8, Knowledge (history) +6, Knowledge (Human) +6, Knowledge (law) +5, Knowledge (Narn) +5, Knowledge (tactics) +3, Linguistics +9, Notice +2, Pilot +4, Sense Motive +11, Subterfuge +5, Stealth +3, Technical (electronics) +4

Feats: Alien Empathy, Contact (Centauri Economic and Centauri Military), Fluency (Centauri and Human), Great Fortitude, Skill Focus (Intrigue), Spacecraft Proficiency, Toughness, Weapon Focus (coutari), Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +6, Centauri Economic Influence +6 (through contact only), Centauri Military Influence +6 (+8 when using contact), Centauri Political Influence +18, Centauri Social Influence +13

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Londo Mollari in 2260: Centauri Player Characters with an eye on their political future will surely come calling at Londo's quarters during this year, an event that is beginning to weary him. It is a time of tremendous political turmoil in the Centauri Republic, fertile ground for an entire campaign of politicking and backstabbing and courtroom intrigue. Londo has contacts and agents everywhere, whom he deals with either himself or through a trusted lieutenant. As the year progresses, the emptiness of what he has achieved begins to dawn upon Londo, and the dangers of trusting Mr Morden become appallingly clear. Those agents and contacts in his employ may find themselves tasked with the very perilous duty of looking deeper into the shadows to see what shapes appear there.

2261

In 2260 Londo Mollari achieved everything he ever worked for and lost the only thing he ever truly wanted. After escaping from the grasp of the Shadows he willingly went back to them in order to



strike back at Lord Refa, whom he thought killed the Lady Adira. He secured his position in the royal court, destroyed all of his enemies and finally received a place from which he can do some good for his people. Londo also manages to sweep the entire incident with Vir on Minbar under the rug, saving his aide from any further embarrassment.

The coming year promises to test Londo's convictions to the breaking point. Can this good-hearted patriot ignore the truth of his own actions, including the monster squatting on the Centauri throne? Will he save the eye that cannot see, or will yet another chance to save his soul go by unheeded? In the end, can he do what is right by his friends despite the accumulated weight of his myriad sins?

10th Level Centauri Diplomat / 2nd Level Officer (fleet)

Hit Points: 22

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 18 (+7 class +1 Dex)

Attacks: +7/+2 close combat or +8/+3 ranged

Special Qualities: Aide, Born to Intrigue (Notice, Subterfuge), Branch Specialisation (fleet), Improved Diplomacy, Powerful Influence, Strong Influence, Swift Diplomacy

Saves: Fort +8, Ref +4, Will +12

Abilities: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 17

Skills: Acrobatics +1, Appraise +5, Athletics +2, Bluff +15, Computer Use +5 (+7 to find files), Concentration +2, Diplomacy +19, Drive +2, Intimidate +13, Intrigue +19 (+21 when disguised), Investigate +10, Knowledge (Babylon 5) +7, Knowledge (Centauri) +8, Knowledge (history) +6, Knowledge (Human) +6, Knowledge (law) +7, Knowledge (Narn) +5, Knowledge (tactics) +3, Linguistics +9, Notice +3, Pilot +5, Sense Motive +11, Subterfuge +5, Stealth +3, Technical (electronics) +5

Feats: Alertness, Alien Empathy, Contact (Centauri Economic and Centauri Military), Fluency (Centauri and Human), Great Fortitude, Iron Will, Resist Scan, Skill Focus (Intrigue), Spacecraft Proficiency, Toughness, Weapon Focus (coutari), Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +7, Centauri Economic Influence +7 (through contact only), Centauri Military Influence +9 (+11 when using contact), Centauri Political Influence +20, Centauri Social Influence +14

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Londo Mollari in 2261: Characters from many backgrounds will find Londo much more accessible during 2261. Centauri he has reason to trust absolutely will be drawn into his plans to deal with the malignancy on the throne. After he cuts out the cancer at the heart of his home, he will need even more help trying to make amends with those he has wronged over the years. His considerable

influence and wealth may well support groups involved with scientific research, humanitarian activities or even the Earth Resistance.

As 2261 rolls on, Mollari could also use help from one or more diplomats from the League of Non-Aligned Worlds. Characters in this role, or characters helping such diplomats, will find the Centauri diplomat much changed from his former self. Where once he offered only rhetoric and the sword, now he is equally free with trade agreements and the wealth of the Centauri. In return, all he asks is that the League support his friends in their times of crisis. Characters facing the question of whether or not to trust the ambassador could become embroiled in one of the greatest questions the League will ever face. The outcome will determine not only the fortunes of their individual race, but in many ways the eventual fate of the League as a whole.

2262

Londo *should* be a happy man. The events of 2261 placed him firmly on the road to the power he has always craved. He led a coup against the mad Emperor Cartagia, appointed a harmless man as Regent and secured for himself the post of Prime Minister. He worked with G'Kar to free Narn and even managed to forge a strange sort of understanding, if not friendship, with his onetime arch-enemy. He was instrumental in forming the coalition of races which offered support to Sheridan in the final days of the Civil War, a coalition which would give rise to the Interstellar Alliance. He even managed to free Centauri Prime from the grip of the Shadows and take his revenge on Mr Morden for the death of Adira.

Londo should be a happy man – but he is not. He long ago learned that the path he was on would lead to a lonely, wretched life for him and everything he has done cemented that fate. He has seen the future and knows he cannot change it. The year 2262 brings nothing but more woe, as he finds choice after choice taken from him, until he ends up with everything he ever wanted, but nothing that he needs.

10th Level Centauri Diplomat / 4th Level Officer (fleet)

Hit Points: 26

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 19 (+8 class +1 Dex)

Attacks: +9/+4 close combat or +10/+5 ranged

Special Qualities: Aide, Born to Intrigue (Notice, Subterfuge), Branch Specialisation (fleet), Improved Diplomacy, Powerful Influence, Rallying Call 1/day, Strong Influence, Swift Diplomacy

Londo & Influence

Much like Sheridan, Londo's Influence becomes a moot point in 2261 and 2262. After his successful coup against the mad Emperor Cartagia and Londo's own elevation to Prime Minister – with a further elevation to Emperor in clear sight – Londo becomes less an individual acting alone and more an embodiment of a (formerly) great imperial power. When events force him to pit his diminished people against the fledgling Interstellar Alliance, he loses all good will and influence he has built up amongst the people of Babylon 5.

Saves: Fort +9, Ref +5, Will +13

Abilities: Str 11, Dex 12, Con 14, Int 14, Wis 10, Cha 17

Skills: Acrobatics +3, Appraise +5, Athletics +4, Bluff +15, Computer Use +6 (+8 to find files), Concentration +2, Diplomacy +21, Drive +2, Intimidate +13, Intrigue +20 (+22 when disguised), Investigate +12, Knowledge (Babylon 5) +7, Knowledge (Centauri) +10, Knowledge (history) +6, Knowledge (Human) +6, Knowledge (law) +7, Knowledge (Narn) +5, Knowledge (tactics) +3, Linguistics +9, Notice +3, Pilot +5, Sense Motive +11, Subterfuge +5, Stealth +3, Technical (electronics) +5

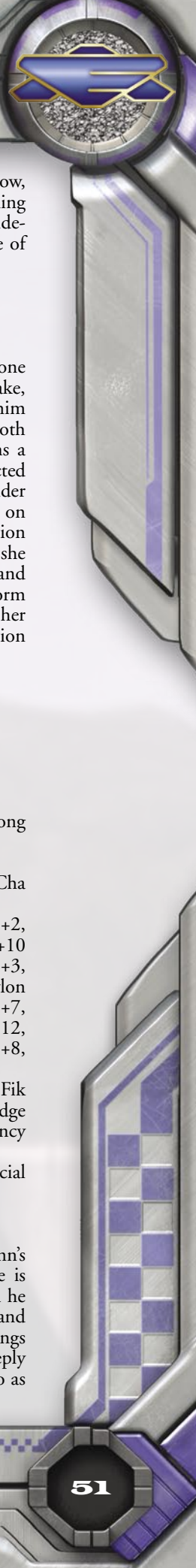
Feats: Alertness, Alien Empathy, Contact (Centauri Economic and Centauri Military), Fluency (Centauri and Human), Great Fortitude, Iron Will, Resist Scan, Skill Focus (Intrigue), Spacecraft Proficiency, Toughness, Weapon Focus (coutari), Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +7 (suspended – see sidebar), Centauri Economic Influence +7 (through contact only), Centauri Military Influence +13 (+15 when using contact), Centauri Political Influence +20, Centauri Social Influence +15

Standard Equipment: Diplomatic attire (DR 1)

Roleplaying Londo Mollari in 2262: Londo has always carried a burden of inner sadness, but that burden is much closer to the surface now. His boisterous, flamboyant side comes out only with effort, or when he is confronted with minor frustration. Much of the time, he is dour and glum. He is resigned to his fate and he no longer even struggles to find much happiness. Early in 2261, there are some sparks of the old Londo, especially when he is on Babylon 5 or interacting with G'Kar, but as the year wears on, Londo's spirit is ground down ever further.

Allies & Enemies



He has come to appreciate the value of friendship and loyalty over the value of power and with this appreciation comes the knowledge he learned the lesson too late. 2262 contains tragedies for everyone, but most especially for Londo.

LENNIER, OF THE THIRD FAIR OF CHU'DOMO

Lennier's life on Babylon 5 has proved to be quite a shock after his prior life in temple on Minbar. Utterly faithful to Ambassador Delenn, Lennier has been trained to serve his people without question or hesitation and has proved to be a valuable assistant. He has a passion for history and takes any opportunity to learn the background of any other race on board the station, happily taking time to trade information with those who visit his ambassador whenever his duties allow.

His studies at temple on Minbar have made Lennier an incredibly knowledgeable individual, though he remains a little naive when confronted with all the wonders of Babylon 5. Some have managed to take advantage of Lennier because of this but his primary responsibilities to Delenn and the Minbari serve to keep him out of harm's way most of the time.

2258

3rd Level Minbari (religious caste) Diplomat

Hit Points: 10

Initiative: +5 (+3 Dex, +2 Minbari)

Speed: 30 ft.

DV: 14 (+1 Defence, +3 Dex)

Attacks: +3 close combat or +4 ranged

Special Qualities: Improved Diplomacy, Strong Influence

Saves: Fort +4, Ref +4, Will +4

Abilities: Str 15, Dex 16, Con 12, Int 14, Wis 12, Cha 10

Skills: Acrobatics +3, Appraise +2, Athletics +3, Bluff +2, Computer Use +5, Concentration +4, Diplomacy +8 (+10 with Minbari), Drive +3, Intimidate +3, Intrigue +3, Investigate +2, Knowledge (any) +4, Knowledge (Babylon 5) +3, Knowledge (history) +10, Knowledge (Human) +4, Knowledge (Minbari) +17, Knowledge (philosophy) +10, Linguistics +8, Notice +1, Pilot +3, Sense Motive +7, Stealth +4, Subterfuge +3

Feats: Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Skill Focus (Knowledge (Minbari), Linguistics), Toughness, Weapon Proficiency (pistol)

Influence: Minbari Political Influence +3, Minbari Social Influence +4

Standard Equipment: Hand computer

Roleplaying Lennier in 2258: Lennier is Delenn's shadow, always at her side when she needs him. He is quite willing to help others should they require it and he combines wide-eyed innocence with the great insight and intelligence of the Minbari race.

2259

The transition from simple novitiate to working with one of the Grey Council was a large step for Lennier to take, but his diligence and passion for learning have served him well. Delenn has come to rely more and more upon both his services and his company, though he still remains a little unnerved when confronted with new and unexpected situations, as when Ambassador Mollari takes Lennier under his wing for a day to visit the less wholesome retreats on Babylon 5. Lennier's greatest concern remains the condition and physical well-being of Ambassador Delenn. When she was within her chrysalis, he spent his days watching and praying over it, waiting to see what she would transform into. Even after she emerged, he continued to watch her carefully, though now with the first stirrings of emotion deeper and more profound than simple loyalty.

5th Level Minbari (religious caste) Diplomat

Hit Points: 12

Initiative: +5 (+3 Dex, +2 Minbari)

Speed: 30 ft.

DV: 15 (+2 Defence, +3 Dex)

Attacks: +4 close combat or +5 ranged

Special Qualities: Improved Diplomacy, Strong Influence

Saves: Fort +4, Ref +4, Will +5

Abilities: Str 15, Dex 16, Con 12, Int 15, Wis 12, Cha 10

Skills: Acrobatics +4, Appraise +2, Athletics +3, Bluff +2, Computer Use +5, Concentration +4, Diplomacy +10 (+12 with Minbari), Drive +3, Intimidate +3, Intrigue +3, Investigate +2, Knowledge (any) +4, Knowledge (Babylon 5) +5, Knowledge (history) +12, Knowledge (Human) +7, Knowledge (Minbari) +17, Knowledge (philosophy) +12, Linguistics +10, Notice +1, Pilot +4, Sense Motive +8, Stealth +4, Subterfuge +3

Feats: Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Skill Focus (Knowledge (Minbari), Linguistics), Toughness, Weapon Proficiency (pistol)

Influence: Minbari Political Influence +5, Minbari Social Influence +8

Standard Equipment: Hand computer

Roleplaying Lennier in 2259: Lennier is Delenn's shadow, always at her side when she needs him. He is quite willing to help others should they require it and he combines wide-eyed innocence with the great insight and intelligence of the Minbari race. However, his feelings for Delenn extend beyond simple loyalty – he is deeply infatuated with his mentor, and only becomes more so as



time goes by. These feelings will eventually yield increasing tension as the relationship between Deleenn and Sheridan deepens, causing Lennier to leave the station and seek out a new life as a Ranger.

2260

Deleenn is not the only Minbari to transform during 2259. Her aide Lennier also undergoes a metamorphosis, though his is mental and spiritual in nature. From a quiet, almost reluctant assistant, the young religious caste member becomes a true friend and companion to the ambassador he serves. In so doing, he becomes an important part of Deleenn's life and vice versa; this bond will hold for years to come and bring out the best, and tragically the worst, in both of them. During the tragedies and triumphs of 2260, Lennier's unassuming presence becomes the unwavering support Deleenn so desperately requires.

6th Level Minbari (religious caste) Diplomat

Hit Points: 13

Initiative: +5 (+3 Dex, +2 Minbari)

Speed: 30 ft.

DV: 16 (+3 Defence, +3 Dex)

Attacks: +5 close combat or +6 ranged

Special Qualities: Improved Diplomacy,
Strong Influence, Swift
Diplomacy

Saves: Fort +5, Ref +5, Will +6

Abilities: Str 15, Dex 16, Con 12, Int 15, Wis 12, Cha 10

Skills: Acrobatics +4, Appraise +2, Athletics +3, Bluff +2, Computer Use +5, Concentration +5, Diplomacy +11 (+13 with Minbari), Drive +3, Intimidate +3, Intrigue +3, Investigate +2, Knowledge (any) +4, Knowledge (Babylon 5) +7, Knowledge (history) +12, Knowledge (Human) +8, Knowledge (Minbari) +17, Knowledge (philosophy) +13, Linguistics +10, Notice +2, Pilot +5, Sense Motive +8, Stealth +4, Subterfuge +3

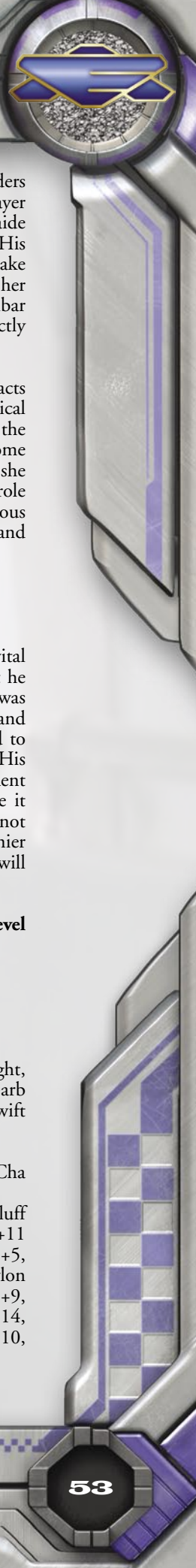
Feats: Alien Empathy, Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Skill Focus (Knowledge (Minbari), Linguistics), Toughness, Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +1, Minbari Political Influence +6, Minbari Social Influence +10

Standard Equipment: Hand computer

Roleplaying Lennier in 2260: During this year, Lennier's love for Deleenn comes into its own, but will never come to fruition. Instead, he attempts to satisfy himself with his role as the light that illuminates her footsteps and keeps her from falling. During 2260, Lennier begins to construct his own network of contacts and agents in an attempt to prove himself, an attempt that will ultimately lead to his decision to join the Rangers.

Allies & Enemies



2261

In 2260 Lennier assumed his place as the light that illuminates Delenn's path so that she does not stumble or fall – but not as her lover or her mate. He must watch hopelessly as the woman he loves more than life itself makes a life with another man. Despite this, he never wavers in his support of either Delenn or Sheridan. However, he does begin to take steps to mould himself into someone that Delenn might be able to love.

The year of fire will test Lennier's resolve to the limit. For a few days he sees he might have a chance to take Sheridan's place, but when Sheridan returns from the dead that opportunity will be lost to him for decades. Through the Minbari civil war, the third movement of preparation and mutual understanding and into the war with Clark he will be forced time and time again to choose between his heart and his duty. Each victory of duty over love makes the next battle even more difficult.

6th Level Minbari (religious caste) Diplomat / 2nd Level Ranger

Hit Points: 17

Initiative: +5 (+3 Dex, +2 Minbari)

Speed: 30 ft.

DV: 18 (+5 Defence, +3 Dex)

Attacks: +8 close combat or +8 ranged

Special Qualities: Discipline of the Ranger, Fearless, Garb of Honour, Improved Diplomacy, Places Unseen, Strong Influence, Swift Diplomacy

Saves: Fort +6, Ref +6, Will +9

Abilities: Str 16, Dex 16, Con 12, Int 15, Wis 12, Cha 10

Skills: Acrobatics +8, Appraise +2, Athletics +8, Bluff +2, Computer Use +5, Concentration +6, Diplomacy +11 (+13 with Minbari), Drive +3, Intimidate +3, Intrigue +4, Investigate +4, Knowledge (any) +4, Knowledge (Babylon 5) +7, Knowledge (history) +12, Knowledge (Human) +8, Knowledge (Minbari) +17, Knowledge (philosophy) +13, Linguistics +10, Notice +5, Pilot +6, Sense Motive +8, Stealth +7, Subterfuge +5

Feats: Alien Empathy, Exotic Weapon Proficiency (Denn'bok), Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Martial Artist, Skill Focus (Knowledge (Minbari), Linguistics), Toughness, Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +2, Minbari Political Influence +7, Minbari Social Influence +10, Ranger Influence +2

Standard Equipment: Denn'bok (+8, 1d6+3/1d6+3 dam, 19–20 crit, 2-h), hand computer, Ranger robes (DR 2, +1 Stealth), Ranger pin

Roleplaying Lennier in 2261: Player Characters may encounter Lennier in one of several roles throughout the year. As his role and he himself changes in the grand scheme of things, these roles will come increasingly into conflict. He certainly acts as Delenn's go-between with her

various agents, carrying messages and delivering orders with the authority invested in him by his patron. Player Characters who owe Delenn allegiance will see her aide far more than they see her during this turbulent year. His loyalty to his love and patron ensure that he will not take too much advantage of this position. However, as her attention focuses more fully on the world beyond Minbar he may issue orders in her 'spirit' that do not come directly from her.

Lennier also starts to build his own network of contacts during this period. This starts off slowly, as a logical extension of his devotion to his patron. Subconsciously, the construction of this network also feeds his effort to become more attractive to Delenn by emulating the person she loves. Player Characters who deal with Lennier in this role will find themselves on a wide array of insanely dangerous missions, struggling to stay ahead of both the Rangers and whatever hostile force Lennier wants to know about.

2262

Lennier ended 2261 at a crossroads. He had been a vital part of Delenn's life and of the Alliance of Light, but he began to feel that his role was diminishing. Sheridan was becoming a greater and greater part of Delenn's life and he could never feel the same loyalty to him as he did to her. More and more, he was becoming an outsider. His growing jealousy towards Sheridan was becoming evident to everyone, though most worked hard to not notice it or to excuse it, most especially Delenn, who could not imagine such failings in Lennier. As 2262 begins, Lennier concludes he needs to change himself and this year will take him through some fairly dramatic changes.

6th Level Minbari (religious caste) Diplomat / 4th Level Ranger

Hit Points: 21

Initiative: +5 (+3 Dex, +2 Minbari)

Speed: 30 ft.

DV: 19 (+6 Defence, +3 Dex)

Attacks: +10/+5 close combat or +10/+5 ranged

Special Qualities: Between the Darkness and the Light, Die for the One, Discipline of the Ranger, Fearless, Garb of Honour, Improved Diplomacy, Strong Influence, Swift Diplomacy, The Application of Terror

Saves: Fort +7, Ref +7, Will +10

Abilities: Str 16, Dex 16, Con 12, Int 15, Wis 12, Cha 10

Skills: Acrobatics +8, Appraise +2, Athletics +11, Bluff +2, Computer Use +5, Concentration +7, Diplomacy +11 (+13 with Minbari), Drive +3, Intimidate +3, Intrigue +5, Investigate +6, Knowledge (any) +4, Knowledge (Babylon 5) +7, Knowledge (history) +12, Knowledge (Human) +9, Knowledge (Minbari) +18, Knowledge (philosophy) +14, Linguistics +10, Notice +5, Pilot +6, Sense Motive +10, Stealth +9, Subterfuge +5

Feats: Alien Empathy, Dodge, Exotic Weapon Proficiency (Denn'bok), Fluency (Human and Minbari: Lenn-Ah, Fik and Adrenato), Great Fortitude, Martial Artist, Skill Focus (Knowledge (Minbari), Linguistics), Toughness, Weapon Focus (Denn'bok), Weapon Proficiency (close combat, grenade, pistol)

Influence: Babylon 5 Influence +2, Minbari Political Influence +7, Minbari Social Influence +10, Ranger Influence +2

Standard Equipment: Denn'bok (+11/+6, 1d8+3/1d8+3 dam, 19–20 crit, 2-h), hand computer, Ranger robes (DR 2, +1 Stealth), Ranger pin

Roleplaying Lennier in 2262: Lennier is what he has always been – loyal, soft-spoken and determined – but, like many other characters, he has gained a harder edge. He is less awed by power, no longer the humble acolyte who could sum up his life in three sentences. He is willing to question tradition and disobey orders, if he thinks it is justified. He is also increasingly convinced both that Sheridan is the wrong choice for Delenn and that he, Lennier, needs to become more like Sheridan in order to win Delenn's love. He is somewhat more short-tempered and impulsive than once he was, able to take the initiative and make snap decisions. Unfortunately, some of those hastily made decisions will turn out to cause a lifetime of regret...

VIR COTTO

It's a celebration of life. It comes from a time in our world history when two dominant species were fighting for supremacy. Our people and a species we called the Xon. At year's end we counted how many of our people survived and we celebrated our good fortune!

Assigned to Babylon 5 as Ambassador Mollari's diplomatic staff, Vir Cotto quickly found himself far out of his depth. Rejected by his family and sent light years away to serve on the Human diplomatic station, Vir has few illusions about his future and possesses little ambition. All he really wants is a small title with few responsibilities back on Centauri Prime, with maybe a wife he can actually love. Receiving little respect from Mollari, who clearly has problems of his own, Vir has all but forgotten his dream, resigning himself to face events on Babylon 5 that he may never fully understand.

Vir is a personable individual who can easily make friends, once they get past his sometimes clumsy demeanour. He does not possess the typical Centauri love for politicking and advancement of status, which alone has earned him a small measure of respect among others on Babylon 5, though many tend to simply ignore him due to his low rank and station. This usually suits Vir just fine.

2258

1st Level Centauri Diplomat

Hit Points: 6

Initiative: +0

Speed: 30 ft.

DV: 10

Attacks: –1 close combat or +0 ranged

Special Qualities: Born to Intrigue (Diplomacy, Sense Motive)

Saves: Fort +2, Ref +0, Will +3

Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 13, Cha 12
Skills: Acrobatics +0, Appraise +1, Athletics –1, Bluff +4, Computer Use +1, Concentration +1, Diplomacy +3, Drive +0, Intimidate +1, Intrigue +4, Investigate +3, Knowledge (Babylon 5) +1, Knowledge (Centauri) +9, Knowledge (Centauri Prime) +10, Knowledge (history) +7, Knowledge (Human) +3, Linguistics +5, Notice +1, Pilot +0, Sense Motive +2, Stealth +0, Subterfuge +0

Feats: Alien Empathy, Fluency (Centauri and Human), Skill Focus (Knowledge (Centauri Prime)), Weapon Proficiency (pistol)

Influence: Centauri Political Influence +2, Centauri Social Influence +1

Standard Equipment: Hand computer

Roleplaying Vir in 2258: Vir is seen as comic relief by many on the station and certainly he is overeager, naïve and easily manipulated. There is an innate bumbling goodness to him, though, that becomes a strength when he learns to harness it.

2259

Vir has few ambitions and is happy to bide his time serving under Ambassador Mollari on Babylon 5 until his family is able to arrange a convenient marriage and small title for him back on Centauri Prime. Liaising with the countless races and governments on the diplomatic station has done much to improve his self-confidence, though he still often appears permanently apologetic, leading many to discount his presence. Of late, he has become concerned with Mollari's continued dealings with the mysterious Mr Morden, though he has yet to voice his worries to the ambassador.

3rd Level Centauri Diplomat

Hit Points: 8

Initiative: +0

Speed: 30 ft.

DV: 11 (+1 class)

Attacks: +0 close combat or +1 ranged

Special Qualities: Born to Intrigue (Diplomacy, Sense Motive), Improved Diplomacy, Strong Influence

Saves: Fort +3, Ref +1, Will +4

Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 13, Cha 12



Skills: Acrobatics +0, Appraise +1, Athletics -1, Bluff +7, Computer Use +3, Concentration +1, Diplomacy +7, Drive +0, Intimidate +1, Intrigue +4, Investigate +3, Knowledge (Babylon 5) +3, Knowledge (Centauri) +9, Knowledge (Centauri Prime) +10, Knowledge (history) +7, Knowledge (Human) +5, Linguistics +5, Notice +1, Pilot +0, Sense Motive +8, Stealth +0, Subterfuge +0

Feats: Alien Empathy, Fluency (Centauri and Human), Skill Focus (Knowledge (Centauri Prime), Sense Motive), Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +1, Centauri Military Influence +1, Centauri Political Influence +4, Centauri Social Influence +2

Standard Equipment: Hand computer

2260

About as un-Centauri as a Centauri can be, at least to all appearances, Vir Cotto is a man of strong moral convictions beaten down over years of court etiquette and ridicule from his family and superiors. Never really one to fit in or take a stand for himself, the Centauri ambassador's aide begins to show some of his indomitable will and desire to do the right thing as his resolve is tested through the travails of his employer and friend, Londo Mollari. The only person on the station to recognise the level of threat, if not its nature, that Mr Morden poses to Centauri Prime, Vir's foresight comes too late and too softly to avert the ambassador's fate.

4th Level Centauri Diplomat

Hit Points: 9

Initiative: +0

Speed: 30 ft.

DV: 12 (+2 class)

Attacks: +1 close combat or +2 ranged

Special Qualities: Born to Intrigue (Diplomacy, Sense Motive), Improved Diplomacy, Strong Influence

Saves: Fort +3, Ref +1, Will +6

Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 14, Cha 12

Skills: Acrobatics +0, Appraise +1, Athletics -1, Bluff +8, Computer Use +3, Concentration +2, Diplomacy +8, Drive +0, Intimidate +1, Intrigue +6, Investigate +4, Knowledge (Babylon 5) +4, Knowledge (Centauri) +9, Knowledge (Centauri Prime) +10, Knowledge (history) +7, Knowledge (Human) +5, Linguistics +5, Notice +2, Pilot +0, Sense Motive +9, Stealth +0, Subterfuge +0

Feats: Alien Empathy, Contact, Fluency (Centauri and Human), Skill Focus (Knowledge (Centauri Prime), Sense Motive), Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +2, Centauri Military Influence +2, Centauri Political Influence +6, Centauri Social Influence +3

Standard Equipment: Hand computer

2261

The hapless Vir Cotto survived his rebellion in 2260 mostly through the intervention of his mentor, Londo Mollari.



His effort to save the Narns interfered with his political prospects as well as his upcoming marriage to one of the butchers of Narn. Although the Humans on the station wonder if this is necessarily a bad thing, it does mean that his star has fallen in the Centauri sky. For now he remains on Babylon 5, watching as his mentor and friend falls deeper and deeper into darkness.

In 2261 Vir takes part in a conspiracy to destroy the monstrous Emperor that Londo created. He acts to save his people, knowing that most will never know the part he played in their salvation. He also watches as his mentor decides between power and honour, between friendship and authority. As these conflicts play out perhaps he is once more able to try to save Londo from that which fate has laid out before him. Or perhaps not.

5th Level Centauri Diplomat

Hit Points: 10

Initiative: +0

Speed: 30 ft.

DV: 12 (+2 class)

Attacks: +1 close combat or +2 ranged

Special Qualities: Born to Intrigue (Diplomacy, Sense Motive), Improved Diplomacy, Strong Influence

Saves: Fort +3, Ref +1, Will +6

Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 14, Cha 12

Skills: Acrobatics +0, Appraise +1, Athletics -1, Bluff +8, Computer Use +4, Concentration +2, Diplomacy +10, Drive +0, Intimidate +1, Intrigue +8, Investigate +4, Knowledge (Babylon 5) +5, Knowledge (Centauri) +9, Knowledge (Centauri Prime) +11, Knowledge (history) +7, Knowledge (Human) +5, Knowledge (Narn) +2, Linguistics +9, Notice +2, Pilot +0, Sense Motive +10, Stealth +0, Subterfuge +0

Feats: Alien Empathy, Contact, Fluency (Centauri and Human), Skill Focus (Knowledge (Centauri Prime), Sense Motive), Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +3, Centauri Military Influence +3, Centauri Political Influence +8, Centauri Social Influence +4

Standard Equipment: Hand computer

Roleplaying Vir Cotto in 2261: Non-Centauri characters, especially those allied with Londo Mollari, will encounter Vir mostly during the first half of 2261. When the ambassador leaves for Centauri Prime, he leaves his extensive network of contacts on the station in his aide's hands. Later, when he plots to save his homeworld, he relies extensively on Vir to make the appropriate arrangements.

After the Vorlons leave the station Vir subsides back into his role as a go-between and personal aide to the flamboyant ambassador. He will not emerge again until the dramatic events leading to his imperial ascension.

2262

Vir has grown up since his days as a 'moon-faced assassin of joy'. He is darker, harsher, more cynical and much more self-confident. While he can still sometimes be flustered and confused, this is more affectation than reality, a habit he has acquired and one that can be used to make his enemies underestimate him. At one point, it was seemingly impossible to underestimate Vir – by 2262, doing so is an act of extreme stupidity. He has learned a great deal of Londo's cunning, and balances it with a firm moral core that Londo never had. His willingness to take risks to help others, his loyalty to his friends and the allies those two traits have earned him make him a powerful player in the game of politics and have begun to shape him into the Emperor he will one day become.

7th Level Centauri Diplomat

Hit Points: 12

Initiative: +0

Speed: 30 ft.

DV: 13 (+3 class)

Attacks: +2 close combat or +3 ranged

Special Qualities: Born to Intrigue (Diplomacy, Sense Motive), Improved Diplomacy, Strong Influence, Swift Diplomacy

Saves: Fort +4, Ref +2, Will +7

Abilities: Str 9, Dex 10, Con 12, Int 12, Wis 14, Cha 12

Skills: Acrobatics +0, Appraise +1, Athletics -1, Bluff +10, Computer Use +4, Concentration +2, Diplomacy +10, Drive +0, Intimidate +2, Intrigue +9, Investigate +5, Knowledge (Babylon 5) +10, Knowledge (Centauri) +9, Knowledge (Centauri Prime) +11, Knowledge (history) +7, Knowledge (Human) +5, Knowledge (Narn) +3, Linguistics +5, Notice +1, Pilot +0, Sense Motive +10, Stealth +0, Subterfuge +3

Feats: Alien Empathy, Contact, Fluency (Centauri and Human), Skill Focus (Knowledge (Babylon 5), Knowledge (Centauri Prime), Sense Motive), Weapon Proficiency (pistol)

Influence: Babylon 5 Influence +5, Centauri Military Influence +5, Centauri Political Influence +12, Centauri Social Influence +6

Standard Equipment: Hand computer

Roleplaying Vir Cotto in 2262: Vir's surface mannerisms are not much different than they have always been – he babbles when excited, he often seems nervous, he tends to react poorly to sudden acts of violence. Beneath the surface, however, he has changed. Given a moment or two to find his bearings, he is capable of hard-edged certainty that would surprise those who do not know him well. He has killed a self-proclaimed god and while he is generally adverse to the use of force, he has learned to tap into the flamboyant fury that a wronged Centauri is prone to express. Vir is motivated by his sense of justice and moral outrage and this can cause him to walk forward into the fires of hell. His knees may be shaking as he does it, but he will go.

REGULAR VISITORS TO BABYLON 5

The following are notable personalities who regularly seem to visit Babylon 5. Their actions have ensured a kind of fame – or notoriety – on the station. Games Masters are free to use these personalities in their own scenarios, utilising the characteristics and personality notes for each individual detailed here. The statistics given are for the characters in 2259.

MR MORDEN

The enigmatic Mr Morden first arrived on Babylon 5 late in 2258. He visited each of the representatives of the major powers in turn, asking them a simple question – what do you want? G'Kar said that he wanted to destroy the Centauri and ensure the safety of the Narn, nothing more. Delenn recognised Morden as the agent of a dark and terrible power, and refused to speak with him. Kosh warned Morden that *'they are not for you'* and told him to leave the station. Only Ambassador Londo Mollari of the Centauri Republic gave the answer that Morden was looking for – Londo ambitiously dreamed of re-establishing the Centauri Republic. That answer began the Shadow War.

Morden is the Human face of the Shadows; he is their main representative and agent in their dealings with the Younger Races. He spends much of his time on Babylon 5 but is also involved in extending Shadow influence in other places, from EarthDome to the Rim. He shows up in many places and in many guises but there is one constant – Morden is never alone. He always has his Shadow allies nearby.

2258

3rd Level Human Scientist / 5th level Shadow Agent

Hit Points: 18

Initiative: +0

Speed: 30 ft.

DV: 13 (+3 class)

Attacks: +2 close combat or +3 ranged

Special Qualities: Alien Technology Familiarity (Shadows), Mental Agility, Never Alone (Two), Peripheral Studies (Knowledge (Shadows)), Primary Area of Study (Linguistics), Regenerative Recovery (basic), Sense Vorlon Presence, Upgrades (A Friend to Everyone, Unnatural Health), Telepathic Resistance

Saves: Fort +6, Ref +2, Will +9

Abilities: Str 9, Dex 11, Con 12, Int 14, Wis 11, Cha 18

Skills: Acrobatics +0, Appraise +2, Athletics +0, Bluff +14, Computer Use +7 (+9 to find files), Concentration +6, Diplomacy +18, Drive +0, Intimidate +11, Intrigue +13 (+15 when disguised), Investigate +10, Knowledge (any) +2, Knowledge (astrophysics) +4, Knowledge (Babylon 5) +4, Knowledge (biology) +4, Knowledge (Centauri) +6, Knowledge (chemistry) +4, Knowledge (history) +10, Knowledge (law) +7, Knowledge (philosophy) +8, Knowledge (Human) +7, Knowledge (Shadows) +9, Linguistics +16, Notice +2, Operations (any) +2, Pilot +2, Sense Motive +10, Subterfuge +0, Stealth +0, Technical (any) +2

Feats: Fluency (Human, Shadow), Iron Will, Nerves of Steel, Skill Focus (Linguistics), Spacecraft Proficiency, Weapon Proficiency (pistol)

Influence: Centauri Political Influence +11, Criminal Influence +8, Human Political Influence +10, League Political Influence +12, Narn Political Influence +4, Shadow Influence +12

Standard Equipment: Hand computer

Roleplaying Morden: Morden is always confident, unflappable, controlled. He can afford to be – with Shadows by his side at all times, he need fear nothing in the galaxy. Morden serves the Shadows willingly and wholeheartedly, as he is convinced they freed his wife and child from their entrapment in a hyperspatial hell.

2259

As events build inevitably toward the Shadow War, Mr Morden remains an enigmatic presence aboard Babylon 5. However, the terrible results of his seemingly innocuous questions begin to become clear to all those on the station, even Londo. As the year progresses, he becomes the target of increasing suspicion, particularly from Vir Cotto.

3rd Level Human Scientist / 6th level Shadow Agent

Hit Points: 20

Initiative: +0

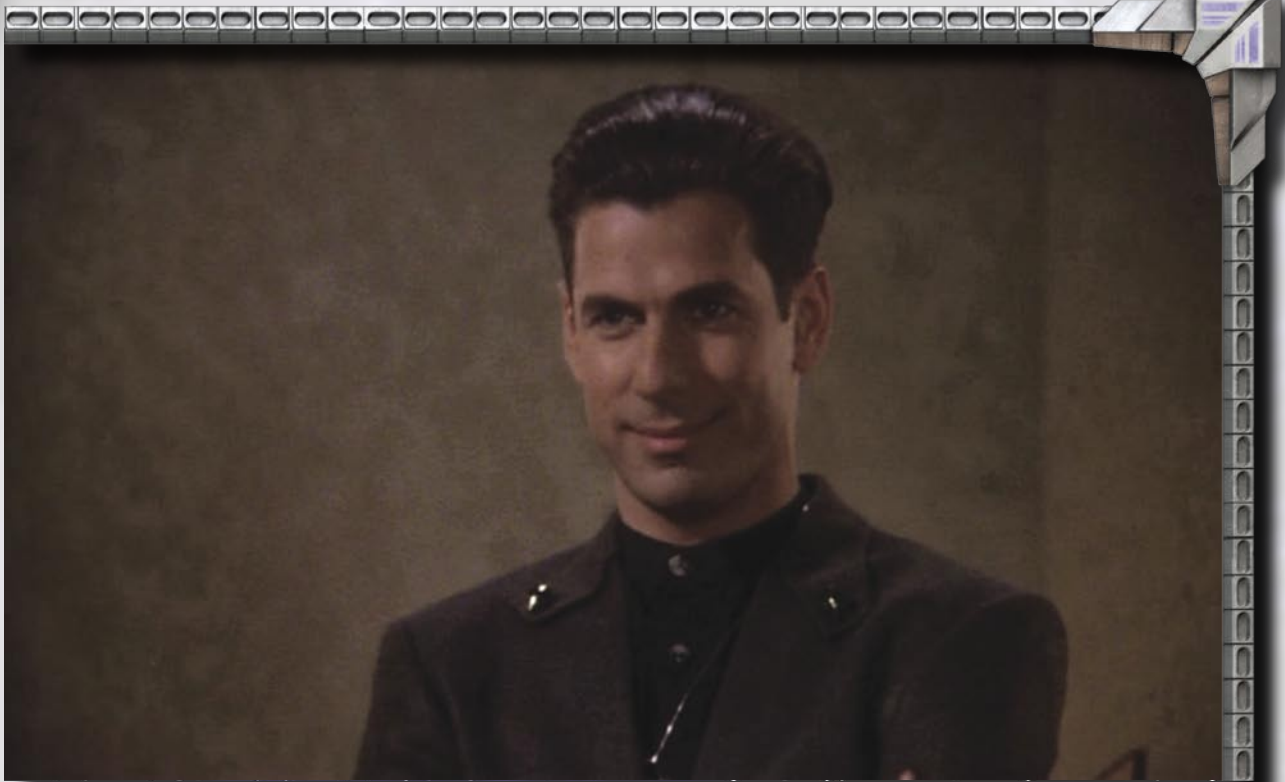
Speed: 30 ft.

DV: 14 (+4 class)

Attacks: +3 close combat or +4 ranged

Special Qualities: Alien Technology Familiarity (Shadows), Mental Agility, Never Alone (Two), Peripheral Studies (Knowledge (Shadows)), Primary Area of Study (Linguistics), Regenerative Recovery (basic), Sense Vorlon Presence, Upgrades (A Friend to Everyone, Terrible Understanding, Unnatural Health), Telepathic Resistance

Saves: Fort +7, Ref +5, Will +11



Abilities: Str 9, Dex 11, Con 12, Int 14, Wis 13, Cha 18
Skills: Acrobatics +0, Appraise +2, Athletics +0, Bluff +16, Computer Use +7 (+9 to find files), Concentration +6, Diplomacy +18, Drive +0, Intimidate +13, Intrigue +16 (+18 when disguised), Investigate +10, Knowledge (any) +2, Knowledge (astrophysics) +4, Knowledge (Babylon 5) +4, Knowledge (biology) +4, Knowledge (Centauri) +6, Knowledge (chemistry) +4, Knowledge (history) +10, Knowledge (law) +7, Knowledge (philosophy) +8, Knowledge (Human) +7, Knowledge (Shadows) +9, Linguistics +16, Notice +3, Operations (any) +2, Pilot +2, Sense Motive +13, Subterfuge +0, Stealth +0, Technical (any) +2

Feats: Fluency (Human, Shadow), Iron Will, Lightning Reflexes, Nerves of Steel, Skill Focus (Linguistics), Spacecraft Proficiency, Weapon Proficiency (pistol)

Influence: Centauri Political Influence +12, Criminal Influence +8, Human Political Influence +11, League Political Influence +13, Narn Political Influence +5, Shadow Influence +14

Standard Equipment: Hand computer

Roleplaying Morden: Morden is always confident, unflappable, controlled. He can afford to be – with Shadows by his side at all times, he need fear nothing in the galaxy. Morden serves the Shadows willingly and wholeheartedly, as he is convinced they freed his wife

and child from their entrapment in a hyperspatial hell. Ever friendly and relaxed, he does not allow the increasing suspicion of those aboard the station to interfere with his work for the Shadows.

2260

As a point of contact and a spokesman for the Shadows, Mr Morden has a great deal of skill at manipulating others and playing every side against itself in webs of political, military and personal intrigue. His direct manipulations as seen during the events of the Narn-Centauri War show him to be guileful, dedicated to the cause of his 'associates', and ready to strike whenever any opportunity to further their ends presents itself. Willing to use anyone or anything, he is as much a puppet master as he is, ultimately, a marionette himself.

3rd Level Human Scientist / 7th level Shadow Agent

Hit Points: 22

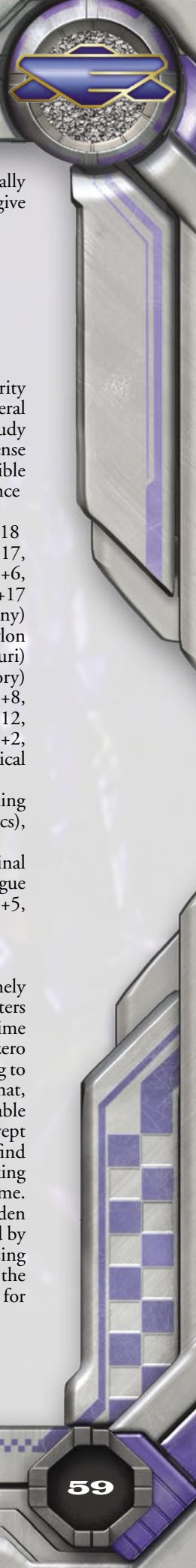
Initiative: +0

Speed: 30 ft.

DV: 14 (+4 class)

Attacks: +3 close combat or +4 ranged

Special Qualities: Alien Technology Familiarity (Shadows), Mental Agility, Never Alone (Two), Peripheral Studies (Knowledge (Shadows)), Primary Area of Study



(Linguistics), Regenerative Recovery (advanced), Sense Vorlon Presence, Upgrades (A Friend to Everyone, Terrible Understanding, Unnatural Health), Telepathic Resistance

Saves: Fort +7, Ref +5, Will +11

Abilities: Str 9, Dex 11, Con 12, Int 14, Wis 13, Cha 18

Skills: Acrobatics +0, Appraise +2, Athletics +0, Bluff +16, Computer Use +7 (+9 to find files), Concentration +6, Diplomacy +18, Drive +0, Intimidate +15, Intrigue +16 (+18 when disguised), Investigate +10, Knowledge (any) +2, Knowledge (astrophysics) +4, Knowledge (Babylon 5) +5, Knowledge (biology) +4, Knowledge (Centauri) +7, Knowledge (chemistry) +4, Knowledge (history) +10, Knowledge (law) +7, Knowledge (philosophy) +8, Knowledge (Human) +8, Knowledge (Shadows) +10, Linguistics +16, Notice +4, Operations (any) +2, Pilot +2, Sense Motive +15, Subterfuge +0, Stealth +0, Technical (any) +2

Feats: Fluency (Human, Shadow), Iron Will, Lightning Reflexes, Nerves of Steel, Skill Focus (Linguistics), Spacecraft Proficiency, Weapon Proficiency (pistol)

Influence: Centauri Political Influence +13, Criminal Influence +9, Human Political Influence +12, League Political Influence +14, Narn Political Influence +5, Shadow Influence +16

Standard Equipment: Hand computer

Roleplaying Morden: Morden is always confident, unflappable, controlled. He can afford to be – with Shadows by his side at all times, he need fear nothing in the galaxy. Morden serves the Shadows willingly and wholeheartedly, as he is convinced they freed his wife and child from their entrapment in a hyperspatial hell. Ever friendly and relaxed, he does not allow the increasing suspicion of those aboard the station to interfere with his work for the Shadows.

2261

Things went very well for Mr Morden during 2260, at least right up until those last, fateful moments. Londo Mollari escaped his net but was quickly drawn back in. The various minor races fell into line as they were told to. Fear and doubt swept the galaxy and the Shadows stood on the brink of bringing it all down in flames. Even the modest Vorlon interference could be dealt with in time. Then Sheridan brought light to the darkness in the form of 1,000 megatons of thermonuclear devastation. Being at ground zero for such an event had an unfortunate effect on Mr Morden and his associates.

In 2261 the Shadows decentralise their fleet, hiding behind large populations like that on Centauri Prime while they regroup. Mr Morden assists them, helping to seed countless worlds with horrific technology. When the Vorlons finally decide to act Mr Morden uses threats and persuasion to keep the host races in line, although some may be less

amenable to these tactics than others. Eventually, he finally does something that no one ever thought he would – give Vir Cotto what he really wants.

3rd Level Human Scientist / 8th level Shadow Agent

Hit Points: 24

Initiative: +0

Speed: 30 ft.

DV: 15 (+5 class)

Attacks: +4 close combat or +5 ranged

Special Qualities: Alien Technology Familiarity (Shadows), Mental Agility, Never Alone (Three), Peripheral Studies (Knowledge (Shadows)), Primary Area of Study (Linguistics), Regenerative Recovery (advanced), Sense Vorlon Presence, Upgrades (A Friend to Everyone, Terrible Understanding, Unnatural Health), Telepathic Resistance

Saves: Fort +8, Ref +5, Will +12

Abilities: Str 9, Dex 11, Con 12, Int 14, Wis 13, Cha 18

Skills: Acrobatics +0, Appraise +2, Athletics +0, Bluff +17, Computer Use +7 (+9 to find files), Concentration +6, Diplomacy +18, Drive +0, Intimidate +16, Intrigue +17 (+19 when disguised), Investigate +10, Knowledge (any) +2, Knowledge (astrophysics) +4, Knowledge (Babylon 5) +7, Knowledge (biology) +4, Knowledge (Centauri) +8, Knowledge (chemistry) +4, Knowledge (history) +10, Knowledge (law) +7, Knowledge (philosophy) +8, Knowledge (Human) +8, Knowledge (Shadows) +12, Linguistics +16, Notice +4, Operations (any) +2, Pilot +2, Sense Motive +16, Subterfuge +0, Stealth +0, Technical (any) +2

Feats: Fluency (Human, Shadow), Iron Will, Lightning Reflexes, Nerves of Steel, Skill Focus (Linguistics), Spacecraft Proficiency, Weapon Proficiency (pistol)

Influence: Centauri Political Influence +14, Criminal Influence +10, Human Political Influence +13, League Political Influence +15, Narn Political Influence +5, Shadow Influence +18

Standard Equipment: Hand computer

Roleplaying Mr Morden in 2261: Mr Morden's untimely death would seem to limit his interactions with characters during 2261. After all, he obviously spends most of his time on Centauri Prime, recovering from being at ground zero for 1,000 megatons of nuclear fire. However, his warning to Mollari as the ambassador drags him away points out that, even dead, this well connected man wields considerable influence. Player Characters might find themselves swept up in covert contingency plans, first scrambling to find out what happened on Centauri Prime and then working with other agents to pave the way for what is to come. Alternatively, Player Characters who opposed Mr Morden during his years of activity may find themselves targeted by those same contingency plans. Battered by ever-increasing waves of retribution, they must find and eliminate the agents responsible before paying the ultimate price for standing against the Shadows.

ALFRED BESTER, PSI COP

The Psi Cop Al Bester is a long-running thorn in the side of the Babylon 5 crew. He has a knack for turning up when he is least wanted in pursuit of some fugitive or other Psi Corps business. Bester has already gained a wide-ranging reputation within the Psi Corps and it is said he can make even other Psi Cops nervous by his presence. Utterly dedicated to the safety and training of all telepaths, many who meet Bester believe him to take his Psi Cop mandate just a little too broadly. He has a position of some authority within the Corps and it is clear his duties go further than just tracking down rogue telepaths and ensuring Psi Corps members follow its rules.

2258

9th level Human Telepath / 5th Level Psi Cop (P12)

Hit Points: 40

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 20 (+8 class, +2 Dex)

Attacks: +9/+4 close combat or +11/+6 ranged

Special Qualities: Black Omega Squadron, Contact, Discipline Focus (sensing, blocking, communication, biokinetics), Maintain Concentration, Quick Scan, Superior Mental Fortress, The Corps Is Mother

Saves: Fort +9, Ref +8, Will +13

Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 13, Cha 17

Skills: Acrobatics +4, Appraise +2, Athletics +2, Bluff +8, Computer Use +7 (+9 to find files), Concentration +16, Diplomacy +6, Drive +4, Intimidate +7, Intrigue +9, Investigate +14, Knowledge (Human) +6, Knowledge (law) +8, Knowledge (Mars) +5, Knowledge (tactics) +6, Knowledge (telepathy) +7, Linguistics +4, Notice +6, Pilot +13, Sense Motive +4, Stealth +6, Subterfuge +6, Telepathy +20 (+22 with Blocking and Sensing abilities)

Feats: Ability Focus (Blocking), Ability Focus (Sensing), Adaptive Mind, Combat Telepath, Contact (Mars), Improved Initiative, Iron Will, Mental Fortress, Spacecraft Proficiency, Synergist, Telepath, Veteran Pilot, Weapon Proficiency (pistol and grenade)

Influence: Earth Political Influence +7, Mars Influence +8 (+10 when using contact), Psi Corps Influence +18

Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG (+11/+6, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

2259

A high-ranking Psi Cop, Alfred Bester has only visited Babylon 5 once, during the Ironheart incident. However, Commander Sinclair's willingness to

disregard Psi Corps' rules has earned Babylon 5 Bester's enmity. He tried to place Sinclair under suspicion during a routine investigation with the help of a friend, Colonel Ari Ben Zayn, though while this ploy caused the commander no end of trouble, it ultimately failed. However, Babylon 5 is rapidly becoming a galactic hub and is a natural place for rogue telepaths to make for when trying to escape the Earth Alliance and Psi Corps – everyone in the Command Staff knows it is only a matter of time before Bester makes another appearance on the station.

9th level Human Telepath / 6th Level Psi Cop (P12)

Hit Points: 43

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 20 (+8 class, +2 Dex)

Attacks: +10/+5 close combat or +12/+7 ranged

Special Qualities: Black Omega Squadron, contact, Discipline Focus (all), Maintain Concentration, Quick Scan, Superior Mental Fortress, The Corps Is Mother

Saves: Fort +9, Ref +8, Will +14

Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 13, Cha 17

Skills: Acrobatics +4, Appraise +2, Athletics +2, Bluff +8, Computer Use +7 (+9 to find files), Concentration +16, Diplomacy +8, Drive +4, Intimidate +8, Intrigue +9, Investigate +16, Knowledge (Human) +6, Knowledge (law) +8, Knowledge (Mars) +5, Knowledge (tactics) +6, Knowledge (telepathy) +7, Linguistics +5, Notice +7, Pilot +15, Sense Motive +4, Stealth +6, Subterfuge +6, Telepathy +21 (+23 with Blocking, Scanning and Sensing abilities)

Feats: Ability Focus (Blocking), Ability Focus (Scanning), Ability Focus (Sensing), Adaptive Mind, Alertness, Combat Telepath, Contact (Mars), Improved Initiative, Iron Will, Mental Fortress, Spacecraft Proficiency, Synergist, Telepath, Veteran Pilot, Weapon Proficiency (pistol and grenade)

Influence: Earth Political Influence +8, Mars Influence +8 (+10 when using contact), Psi Corps Influence +21

Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG (+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Bester: Bester has a dry sense of humour and is always ready with an ironic observation or quip. He is well aware of how mundanes distrust and fear telepaths in general and him in particular – he finds it pitiable, as he is convinced that telepaths are the next step in humanity's evolution and that mundanes are simply... obsolete. Bester is utterly loyal to his telepath brethren and the Psi Corps.

2260

A continual, if intermittent, thorn in the side of Babylon 5's Command Staff, Alfred Bester became a source of more than just irritation during the events of 2259. As the web of secrets and agendas became more complex for the Army of Light and those who secretly lead it, the risk of accidental (or very intentional)



exposure through the efforts of one over-zealous Psi Cop made Alfred Bester a security leak that threatened to expose and destroy everything Sheridan and his allies have worked so hard to build.

9th level Human Telepath / 8th Level Psi Cop (P12)

Hit Points: 49

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 22 (+10 class, +2 Dex)

Attacks: +12/+7/+2 close combat or +14/+9/+4 ranged

Special Qualities: Black Omega Squadron, contact, Discipline Focus (all), Extend Defences, Maintain Concentration, Quick Scan, Superior Mental Fortress, The Corps is Father, The Corps Is Mother

Saves: Fort +10, Ref +9, Will +16

Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 14, Cha 17

Skills: Acrobatics +4, Appraise +2, Athletics +2, Bluff +8, Computer Use +9 (+11 to find files), Concentration +16, Diplomacy +9, Drive +4, Intimidate +8, Intrigue +11, Investigate +18, Knowledge (Human) +6, Knowledge (law) +10, Knowledge (Mars) +6, Knowledge (tactics) +6, Knowledge (telepathy) +9, Linguistics +5, Notice +8, Pilot +15, Sense Motive +7, Stealth +6, Subterfuge +6, Telepathy +25 (+27 with Blocking, Communication, Scanning and Sensing abilities)

Feats: Ability Focus (Blocking), Ability Focus (Communication), Ability Focus (Scanning), Ability Focus

(Sensing), Adaptive Mind, Alertness, Combat Telepath, Contact (Mars), Improved Initiative, Iron Will, Mental Fortress, Spacecraft Proficiency, Synergist, Telepath, Veteran Pilot, Weapon Proficiency (pistol and grenade)

Influence: Earth Political Influence +10, Mars Influence +8 (+10 when using contact), Psi Corps Influence +27

Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG (+14/+9/+4, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Mr Bester in 2260: Keeping secrets from a telepath, particularly one as powerful and nosy as Alfred Bester, is a difficult proposition. He is well aware there is more going on in the corridors of power in Babylon 5 than meets the eye, and he is intrigued to learn what it might be. However, his prejudice against mundanes continues unabated, and unless he has any reason to believe a mundane can provide him with valuable information, he has no use for such people.

2261

Alfred Bester remains a polite, soft-spoken and extremely irritating occasional ally of the Babylon 5 Command Staff. In 2260 he led them to a cargo of telepaths infested with Shadow technology, among them the only other Human being he ever felt anything for. Unfortunately her presence on Babylon 5 binds him to individuals he considers

impediments to his cause. Nevertheless he remains a gentle reminder that evil does not always come in readily identifiable packages, and that sometimes the enemy of your enemy really is your ally, as much as you might like to space him.

In 2261, Mr Bester once again plays a critical but understated role in the defence of liberty and freedom. He also acts directly against the station's personnel, corrupting Mr Garibaldi and subverting Lyta Alexander when the opportunities arise. As a highly ranked member of Psi Corps, he is also instrumental in bringing down the reign of President Clark, although doing so is really just a sideshow for his wider agenda.

9th level Human Telepath / 10th Level Psi Cop (P12)

Hit Points: 55

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 23 (+11 class, +2 Dex)

Attacks: +14/+9/+4 close combat or +16/+11/+6 ranged

Special Qualities: Black Omega Squadron, contact, Discipline Focus (all), Extend Defences, Maintain Concentration, Quick Scan, Superior Mental Fortress, The Corps is Father, The Corps Is Mother

Saves: Fort +11, Ref +10, Will +17

Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 14, Cha 17

Skills: Acrobatics +4, Appraise +2, Athletics +2, Bluff +8, Computer Use +9 (+11 to find files), Concentration +19, Diplomacy +11, Drive +4, Intimidate +10, Intrigue +11, Investigate +20 (+22 to notice), Knowledge (Human) +7, Knowledge (law) +11, Knowledge (Mars) +7, Knowledge (tactics) +6, Knowledge (telepathy) +9, Linguistics +7, Notice +10, Pilot +15, Sense Motive +10, Stealth +6, Subterfuge +6, Telepathy +28 (+30 with Biokinetics, Blocking, Communication, Scanning and Sensing abilities)

Feats: Ability Focus (Biokinetics), Ability Focus (Blocking), Ability Focus (Communication), Ability Focus (Scanning), Ability Focus (Sensing), Adaptive Mind, Alertness, Combat Telepath, Contact (Earth), Contact (Mars), Improved Initiative, Iron Will, Mental Fortress, Spacecraft Proficiency, Synergist, Telepath, Veteran Pilot, Weapon Proficiency (pistol and grenade)

Influence: Earth Political Influence +11, Mars Influence +9 (+11 when using contact), Psi Corps Influence +33

Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG (+16/+11/+6, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Mr Bester in 2261: Mundane Player Characters are unlikely to encounter the ever-paranoid Bester in anything other than an adversarial role. He has far too much to do, and far too many telepaths to influence, to bother with mundanes. If such characters do somehow come to his attention he will most likely eliminate them quickly and painlessly.

Human telepaths, or characters associated with such telepaths, will find that Bester's manoeuvring within the Psi Corps creates opportunities for them. As old or new members of 'Bester's People', they will be able to seize control of many secret operations and key Corps activities.

2262

Alfred Bester is at the height of his professional game following 2261. In that year, he successfully pulled off a complex scheme that ruined the life of one of his perennial nemeses and, not coincidentally, removed one of the greatest threats to the Psi Corps in recent decades. Clark, who had been exploiting telepaths at the behest of the Shadows, was removed from power – but the power he had granted to the Psi Corps as his own counter to the Shadows remained in their hands. Bester's personal life remained somewhat bleak, as his beloved Catherine was still in stasis, but he is used to that level of misery.

In 2262, Bester will once more return to what his superiors sarcastically call 'his favourite place in the universe,' where he will face one loss and two wins, though the latter will both be marred by tragedy. He will, in the process, set in motion events that will lead to the destruction of his beloved Corps and of everything he has held dear.

10th level Human Telepath / 10th Level Psi Cop (P12)

Hit Points: 57

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 24 (+12 class, +2 Dex)

Attacks: +15/+10/+5 close combat or +17/+12/+7 ranged

Special Qualities: Black Omega Squadron, contact, Discipline Focus (all), Extend Defences, Maintain Concentration, Quick Scan, Superior Mental Fortress, The Corps is Father, The Corps Is Mother

Saves: Fort +11, Ref +10, Will +18

Abilities: Str 10, Dex 14, Con 16, Int 14, Wis 14, Cha 18

Skills: Acrobatics +4, Appraise +2, Athletics +2, Bluff +10, Computer Use +9 (+11 to find files), Concentration +19, Diplomacy +12, Drive +4, Intimidate +11, Intrigue +12, Investigate +20 (+22 to notice), Knowledge (Human) +7, Knowledge (law) +11, Knowledge (Mars) +7, Knowledge (tactics) +6, Knowledge (telepathy) +10, Linguistics +7, Notice +14, Pilot +15, Sense Motive +12, Stealth +6, Subterfuge +6, Telepathy +30 (+32 with Biokinetics, Blocking, Communication, Scanning and Sensing abilities)

Feats: Ability Focus (Biokinetics), Ability Focus (Blocking), Ability Focus (Communication), Ability Focus (Scanning), Ability Focus (Sensing), Adaptive Mind, Alertness, Combat Telepath, Contact (Earth), Contact (Mars), Improved Initiative, Iron Will, Mental Fortress,



Spacecraft Proficiency, Synergist, Telepath, Veteran Pilot, Weapon Proficiency (pistol and grenade)

Influence: Earth Political Influence +11, Mars Influence +11 (+13 when using contact), Psi Corps Influence +35.

Standard Equipment: Psi Corps insignia and gloves, EF-7 PPG (+17/+12/+7, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Mr Bester in 2262: Bester is more self-confident and assured than ever. He takes great joy in his invulnerability, in the fact that while everyone Babylon 5 knows what he is and what he does, there is nothing they can do about it. The one thing that must be remembered is that Bester is not a hypocrite when he speaks of his love for his fellow telepaths. He will not hesitate to kill a blip if he has to, but he genuinely does not like it and will use any reasonable means to avoid having to do it. He does, however, consider the Corps as a whole more important than the life of any individual telepath – the family comes before the person and anyone can be sacrificed if it will make the family stronger.

BYRON GORDON

Byron Gordon was a rising star in the Psi Corps, a P12, destined to be a Psi Cop and Bester's golden boy, a personal protégé. All of this fell apart when he was confronted with what it meant to 'run with the big dogs.' Shortly after one brutal incident, the man Bester once saw as his replacement became a blip – but not just any blip.

Byron was not simply running from the Psi Corps, he was running *to* something greater. He had a vision beyond mere survival and he shared this with others, who joined with him in the beginnings of a new movement of telepaths. He and the others went from world to world, developing their philosophy and solidifying their plans, and finally ended up where true seekers always end up – Babylon 5.

Life aboard Babylon 5 was hardly idyllic for Byron and his followers, as their continued attempts to find a world to call their own were hampered and delayed from all sides. Eventually, the futile quest claimed the lives of Byron and most of his followers.

2262

10th level Human Telepath (P12) / 5th Level Psi Cop / 3rd Level Lurker

Hit Points: 47

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 21 (+10 class, +1 Dex)

Attacks: +12/+7/+2 close combat or +13/+8/+3 ranged

Special Qualities: Black Omega Squadron, Discipline Focus (sensing, scanning, blocking, communication, biokinetics), Lurker's Knowledge, Maintain Concentration, Quick Scan, Superior Mental Fortress, Survivor's Luck 1/day, The Corps is Mother*



Followers of Byron

Byron has some two dozen followers, fellow telepaths who have embraced his ideals of finding a new homeworld, a place where telepaths can live forever apart from mundanes. Each of these followers is, of course, his or her own individual, but Games Masters may find it helpful to have statistics for them if the need arises during play. The following statistics are for an average follower of Byron. It is simple enough to vary their ability scores or add an extra level of lurker, soldier or telepath to make each one unique.

2nd level Human Telepath (P5) / 1st Level Lurker / 1st Level Soldier

Hit Points: 16

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+2 class, +1 Dex)

Attacks: +3 close combat or +3 ranged

Special Qualities: Discipline Focus (sensing), Lurker's Knowledge

Saves: Fort +5, Ref +1, Will +6

Abilities: Str 12, Dex 12, Con 12, Int 13, Wis 12, Cha 10

Skills: Acrobatics +2, Athletics +2, Bluff +3, Concentration +6, Diplomacy (Cha) +4, Intimidate +4, Intrigue +6, Investigate (Int) +5, Knowledge (Babylon 5) +5, Knowledge (telepathy) +6, Linguistics +3, Notice +3, Sense Motive +5, Stealth +3 and Telepathy +7 (+9 sensing)

Feats: Ability Focus (sensing), Adaptive Mind, Gestalt, Iron Will, Telepathy, Toughness, Weapon Proficiency (close combat, grenade, pistol and rifle)

Influence: Babylon 5 Influence +5, Earth Military Influence +1, Earth Social Influence +3

Standard Equipment: Lurker clothes

Saves: Fort +11, Ref +8, Will +16

Abilities: Str 11, Dex 12, Con 14, Int 16, Wis 18, Cha 20

Skills: Athletics +4, Bluff +11, Computer Use +9, Concentration +20, Diplomacy +6, Intimidate +10, Intrigue +18, Investigate +18 (+20 to notice), Knowledge (Babylon 5) +11, Knowledge (Earth) +6, Knowledge (law) +10, Knowledge (telepathy) +18, Linguistics +10, Notice +20, Pilot +12, Sense Motive +20, Stealth +7, Subterfuge +7, Telepathy +26 (+28 with Biokinetics, Blocking, Communication, Scanning and Sensing abilities)

Feats: Ability Focus (Biokinetics), Ability Focus (Blocking), Ability Focus (Communication), Ability Focus (Scanning), Ability Focus (Sensing), Adaptive Mind, Alertness, Combat Telepath, Contact (Earth) *, Endurance, Gestalt, Greater Gestalt, Meditation, Skill Focus (Knowledge (Babylon 5)), Spacecraft Proficiency, Telepath, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +6, Earth Political Influence +13, Interstellar Alliance Political Influence +2, Mars Influence +10, Psi Corps Influence +36 (suspended)

Standard Equipment: Lurker's clothing

* Byron's status as a rogue telepath means he cannot use this ability.

Roleplaying Byron Gordon in 2262: Byron is a prophet, a visionary, a true seeker, a man with a mission. He has quite a lot in common with his nemesis Alfred Bester – both are literate men in an illiterate age. Both are extremely arrogant in their own fashions. Both are convinced of the superiority of telepaths over mundanes. They differ, though, in that Byron values life – even mundane life – and freedom, while Bester does not. Byron will not kill, will not even raise a fist in his own defence. Byron does not believe that telepaths should rule mundanes, but feels instead that they should be forever separate from them – the two breeds of man cannot mix.

Byron can be annoying and frustrating. He often dances around difficult questions, or answers a question with a question. He refuses to pretend to not have his abilities and will happily answer a mundane's question before it is asked. He is also not hesitant to criticise or condemn, often in the strongest terms. He has very little use for politeness; his all-telepath society has no room for social lies and pretences and he disdains such games even when dealing with non-telepaths. He is very passionate and tends to deeply feel both the triumphs and tragedies of those around him.

THE CREW OF THE EXCALIBUR

After Earth is struck by the Drakh Plague, a hand-picked crew of experts are selected to find a cure in the depths of space. On board the Victory-class destroyer *Excalibur*, this eclectic mix of individuals must pull together to save Earth from its grisly fate.

CAPTAIN MATTHEW GIDEON

Matthew Gideon is captain of the starship *Excalibur*, a hybrid ship built with advanced components from different races that may very well be the only chance to save humanity from the Drakh Plague. Gideon has been described as dark and brooding, tough-minded and more than a little eccentric. Personally selected by John Sheridan, President of the Interstellar Alliance, Matthew Gideon is in a position of great responsibility and power, even more so than his previous command of an Explorer-class survey ship. He has an unhealthy knack for ignoring those in authority if it will get the job done and it can be expected that this is the reason he was picked to command the *Excalibur*. The words used to describe Matthew Gideon by his superiors are somewhat more severe, ranging from 'obstinate' to 'difficult'. Ironically, President Sheridan is sometimes described the same way.

Gideon has a great deal of military experience, having started out as an enthusiastic young ensign aboard the EarthForce cruiser *Cerberus*. His experiences whilst assigned to this ship, in its tragic last few hours, would cast a shadow both in name and nature over the rest of his life. Whilst he was performing an external repair in zero gravity, a strange alien vessel with a jet-black hull vaporised his ship and home in the cold vacuum of space. Left floating in the void on the edge of consciousness, he became aware of another fleet of ships passing by, one of which came in closer. That ship and its occupant saved his life.

EarthForce classified the loss of the *Cerberus* as a tragic accident brought on by the failure of the jump engines. Despite his protestations about the involvement of an alien vessel, Gideon's word was discounted. The official report made no mention of his claims, and the Clark Administration clearly was not interested in his evidence.

Gideon was subsequently assigned to various stations and vessels within EarthForce, his talents eventually leading him to command an Explorer-class survey ship, sending him far away from Earth.

Perhaps because of this, Gideon has difficulty holding down long-term relationships. He is not opposed to building a lasting commitment to somebody but the pressures of command mean that he has to pick up and move on at a moment's notice. Also, being the captain would place him in an awkward position were he to become involved with a crewmember under his command. If Gideon has a weakness it is surely his enthusiastic dispensation for gambling, no doubt brought on by the loss of his ship nine years before. An unkind soul might call him a card shark but only after losing his shirt to Gideon's sheer bravado and ability to second-guess his opponents. A canny individual, it is rare for Gideon to have the wool pulled over his eyes.

One of these rare instances was when Gideon won a strange artefact known only as an Apocalypse Box, of which there are only half a dozen reportedly in existence. 'Won' is perhaps a misnomer for Gideon's apparent good fortune, given that the owner of the box fully intended to lose it to someone and Gideon was as good a candidate as any. How the Apocalypse Box actually works and whether it has any real sentience or consciousness, Gideon does not know. What is known is that the previous owner died in mysterious circumstances after the box entered Gideon's hands. The box is a blessing and curse, its words having led him to both fortune and failure. It delivers both in random measure and no one knows if the box will one day wholly favour fortune over failure or propel Gideon to an informed but tragic end.

9th Level Human Officer (fleet)

Hit Points: 24

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 18 (+6 class, +2 Dex)

Attacks: +11/+6 melee or +10/+5 ranged

Special Qualities: Branch Specialisation (fleet), Rallying Call (2/day), Way of Command

Saves: Fort +5, Ref +4, Will +10

Abilities: Str 14, Dex 13, Con 14, Int 12, Wis 15, Cha 15

Skills: Athletics +5, Computer Use +4, Diplomacy +8, Intimidate +9, Investigate +10, Knowledge (tactics) +8, Linguistics +6, Notice +4, Operations (gunnery) +9, Operations (piloting), Operations (sensors) +9, Pilot +7, Profession (Performing – Gambling) +9

Feats: Brawler, Contact (Apocalypse Box), Hobby (Profession (Performing – Gambling)), Fire Control, Improved Fire Control, Iron Will, Skill Focus (Profession (Performing – Gambling)), Spacecraft Proficiency, Veteran



Commander, Veteran Spacehand, Weapon Proficiency (close combat, grenade and pistol)

Influence: Babylon 5 Influence +2, Earth Military Influence +23, Earth Political Influence +6, Mars Political Influence +1

Standard Equipment: Deck of cards, EarthForce wrist link, EF-7 PPG (+10/+5, 2d8 dam, 19–20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Captain Gideon in 2267: Players can come into contact with Matthew Gideon in a number of ways, though unless they are members of the *Excalibur's* crew or directly involved in its mission, this contact is likely to be brief. One possible social situation in which the Player Characters could meet Gideon is in a poker game, although they would do well to be warned that Gideon is a mean player and has an ace in the hole, his Apocalypse Box.

LIEUTENANT JOHN MATHESON

Years before taking up his position on the *Excalibur*, John Matheson would have proudly identified himself as a member of the Psi Corps. Since the abolition of that organisation and the founding of the Bureau of Telepath Integration, he has risen

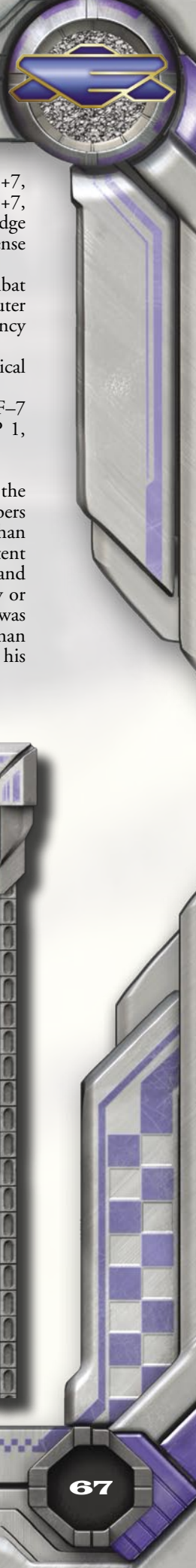
up in the ranks of EarthForce, holding the highest position attained by a telepath.

For every sentient being there is a moment where his life hangs on a knife edge, capable of spinning off in different directions depending on a single choice. For Matheson this moment came during the Telepath War, which was spun by the media to appear more of a crisis than a war.

During the Telepath War, Matheson was working at a secret Psi Corps base. As part of his duties he was asked to administer sleeper drugs to a captured rogue telepath. Perhaps hooking onto Matheson's own doubts, the rogue telepath convinced him to look at the Corps in a different light. The end result was that Matheson ended up betraying his masters and helping the rogues destroy the Psi Corps base by his inaction.

John Matheson is too modest to admit that his actions, or lack of them, helped swing the Telepath War against the Psi Corps. Matheson manages, for the most part, to live within the stricter rules imposed on telepaths by the Bureau, Gideon being highly reluctant to place his first officer in danger despite the obvious advantages it would give him and their mission. Even accidental scans are dealt with harshly, something that Matheson did not have to worry about in the Psi Corps. Perhaps because of the harsh

The Crew of the Excalibur



guidelines he has to live under, Matheson is wholly content playing by the rules. He is a very capable and efficient member of EarthForce. Earnestness and seriousness are two traits that Matheson would be happy for others to identify in him. That said, Matheson has a real sense of humour, traditionally not a trait associated with the Psi Corps or those who once fell under its shroud.

John Matheson is one of the individuals selected by Matthew Gideon to accompany him on the *Excalibur*, and is highly regarded by his friend and senior officer. The wise money is on his rising even further in the ranks should the crew of the *Excalibur* succeed in its mission.

2nd Level Officer (fleet) / 4th Level Human Telepath (P6)

Hit Points: 13

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 14 (+3 class, +1 Dex)

Attacks: +4 melee or +5 ranged

Special Qualities: Branch Specialisation (fleet), Discipline Focus (Blocking, Scanning)

Saves: Fort +2, Ref +2, Will +9

Abilities: Str 10, Dex 12, Con 12, Int 15, Wis 15, Cha 14

Skills: Bluff +5, Computer Use +9, Concentration +7, Diplomacy +7, Intimidate +5, Intrigue +6, Investigate +7, Knowledge (Earth) +4, Knowledge (tactics) +5, Knowledge (telepathy) +6, Linguistics +4, Notice +7, Pilot +6, Sense Motive +7 and Telepathy +9 (+11 if Blocking)

Feats: Ability Focus (Blocking), Adaptive Mind, Combat Telepath, Data Access, Meditation, Skill Focus (Computer Use), Spacecraft Proficiency, Telepathy, Weapon Proficiency (close combat, grenade and pistol)

Influence: Earth Military Influence +4, Earth Political Influence +3, Psi Corps Influence +7 (defunct)

Standard Equipment: EarthForce wrist link, EF-7 PPG (+5, 2d8 dam, 19-20 crit, 60 ft., 12 shots, AP 1, Automatic)

Roleplaying Lt Matheson in 2267: Out of all the Command Staff on board the *Excalibur*, crewmembers are more likely to bump into Lieutenant Matheson than any other. They will find him a dedicated, competent and likeable individual with a deep sense of honour and responsibility. If the characters have a religious history or upbringing they will strike a chord in Matheson, for he was raised a Catholic. Any Player Characters who are Human telepaths will surely develop a respect for Matheson and his devotion to EarthForce.





DOCTOR SARAH CHAMBERS

'The stories, the music, they're all about hope. Hope enough to inspire a dozen generations. We talk about the needs of Earth. Well, there's more to it than the obvious. While we're waiting on science to discover the math that will lead to a cure, we need something to sustain us. This is the music and the literature of hope. It's what we need. Another culture forgot that. We can't. Not now, not ever.'

The head of the *Excalibur's* medical team, Dr Sarah Chambers is a consummate professional. She is highly skilled in the field of bio-genetics, making her the perfect choice for heading up the research end of the *Excalibur's* mission. In discussion and debate, Dr Chambers is often the voice of morality, principle and reason, adopting a light, slightly cynical attitude to get her points across.

Like many on board the *Excalibur*, she has family back on Earth who, like every Human being on the doomed world, have been exposed to the Drakh plague. Unable to return home to her sister and niece, Chambers has given herself the task of being the driving force in unlocking the cure to the plague, ever mindful that failure will doom not only her relatives but the millions of Humans trapped on the world of her

birth. She has had to place the severity of her worries and concerns on hold to help her convince others that a cure will surely be found. Chambers likes to spend her time looking outward, so that she does not have to look inward at her own demons.

At some point Dr Sarah Chambers learned to defend herself. She has some expertise in martial arts but she has not revealed how this knowledge and skill was gained.

7th Level Human Scientist

Hit Points: 11

Initiative: +0

Speed: 30 ft.

DV: 15 (+5 Reflex)

Attacks: +4 melee or +6 ranged

Special Qualities: Alien Technology Familiarity (Abbai, Centauri, Minbari), Mental Agility, Peripheral Studies (Biology, History, Medical), Primary Area of Study (Chemistry (pharmacology))

Saves: Fort +2, Ref +5, Will +8

Abilities: Str 12, Dex 16, Con 11, Int 17, Wis 16, Cha 12

Skills: Athletics +3, Computer Use +13, Concentration +10, Diplomacy +4, Investigate +13, Knowledge (Biology) +18, Knowledge (Chemistry) +23, Knowledge (History) +15, Linguistics +13, Medical +18, Notice +8, Profession (white collar) +9, Sense Motive +8 and Technical (Electronics) +7



Feats: Martial Arts, Skill Focus (Knowledge (Biology)), Skill Focus (Knowledge (Chemistry)), Skill Focus (Medical), Weapon Proficiency (pistol)

Standard Equipment: EarthForce wrist link, first aid kit, science analysis kit

Roleplaying Dr Chambers in 2267: A warm sense of humour and a good bedside manner greet any Player Character who comes into contact with Dr Chambers. If the character is injured, it is quite likely that Dr Chambers herself will visit the patient just to oversee the activities going on in her domain. Like the other members of the Command Staff on board the *Excalibur*, she is focused on her goal but Player Characters should see that she has a good heart as well. Those members of the *Excalibur's* crew who work for her quickly find that she demands the best and expects nothing less.

MAX EILERSON

The primary archaeologist assigned to the *Excalibur*, Max is an outspoken, arrogant and confident member of the crew. Indeed, whilst it is known that if the Narn hatred for the Centauri ever took wings it could fly to Centauri Prime unaided, the same could be said about Max's boundless confidence. The fact that he has received several awards for his contributions to the scientific field has inflated an already prodigious ego. Max was insulated from the outside world by his family when he was little; it was widely recognised that the youngster was a prodigy. He

was significantly more intelligent than children even three or four years older than he, which led him to develop an elitist attitude that no one discouraged.

The young Max Eilerson grew up friendless, his playmates being books, documentaries and computers. However, his confidence is not groundless, as he would not be held in a position of regard were his abilities anything less than extraordinary. He has a knack for picking up languages, an essential trait for someone who works in xenoarchaeology, and IPX employs him for this very reason. It is because of this that his wife Cynthia left him, as she could not cope with him being away for so much of the time. It is said that the only things that Max loves as much as himself are his wife and their cat, Mr Kitty.

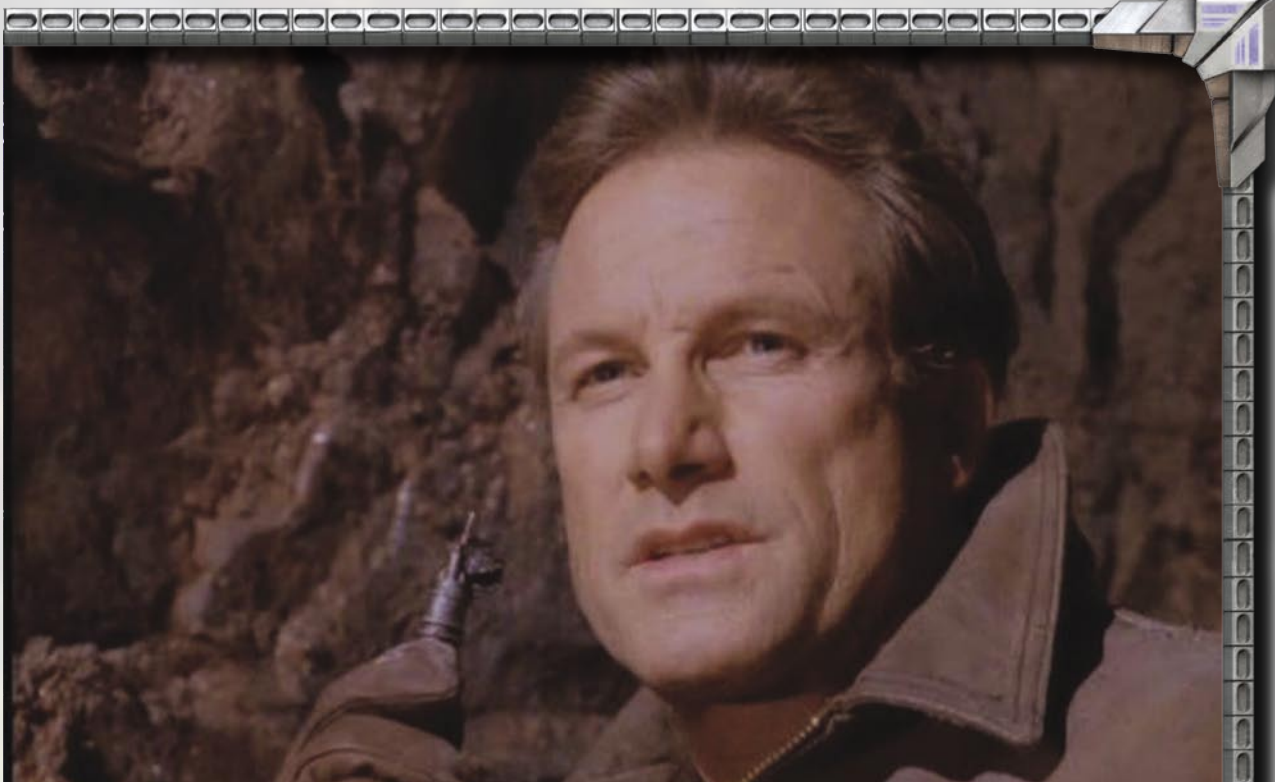
Max has two weaknesses of note, apart from the intense dedication to his work that cost him his marriage. The first is salt, of which he consumes a great deal; the second is his fascination with interspecies pornography. If this fact were to become known, Eilerson's colleagues would have something with which to tease the smug, self-assured archaeologist. In another place and time, Max could have made an excellent politician. It is unfortunate that pride, especially exaggerated pride, often comes before a fall.

6th Level Human Scientist / 3rd Level

Xenoarchaeologist

Hit Points: 10

Initiative: +1 (+1 Dex)



Speed: 30 ft.

DV: 14 (+3 class, +1 Dex)

Attacks: +3 melee or +4 ranged

Special Qualities: Alien Technology Familiarity, Dodge Trap, Mental Agility, Peripheral Studies (Ancient Languages), Peripheral Studies (History), Peripheral Studies (Linguistics), Primary Area of Study (xenoarchaeology), Use Alien Artefact

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 11, Dex 13, Con 11, Int 20, Wis 13, Cha 9

Skills: Appraise +9, Bluff +3, Computer Use +17, Concentration +9, Intimidate +2, Intrigue +1, Investigate +14, Knowledge (ancient languages) +16, Knowledge (Babylon 5) +6, Knowledge (Ceti IV) +6, Knowledge (Earth) +10, Knowledge (engineering) +14, Knowledge (history) +17, Knowledge (law) +14, Knowledge (Mars) +12, Knowledge (xenoarchaeology) +29, Linguistics +25, Medical +14, Notice +5, Operations (sensors) 11, Stealth +5, Subterfuge +5, Technical (engineering) +14, Technical (mechanical) +14

Feats: Alien Empathy, Contact (IPX), Data Access, Nerves of Steel, Skill Focus (Linguistics), Skill Focus (Knowledge (xenoarchaeology)), Weapon Proficiency (pistol)

Influence: Earth Economic Influence +6, Mars Political Influence +3, Xenoarchaeology Community Influence +17

Standard Equipment: Hand computer

Roleplaying Max Eilerson in 2267: Most Player Characters, unless they have mouths on them the size of open jump gates, will find Max Eilerson insufferable. If the Player Characters work alongside him, either as part of the *Excalibur's* crew or as bystanders on a world that the ship visits, they will be expected to go along with his views, for the simple reason that Max Eilerson is always right. Nevertheless, Eilerson has significant skills and players who can put up with his attitude will have access to important knowledge, along with his impressive translation and linguistic abilities.

DUREENA NAHEEL

Preferring life in the shadows as a member of the Thieves' Guild, Dureena Nafeel would have been perfectly happy to spend her life avoiding the limelight. Picked to assist President Sheridan in preventing the use of the Shadow planet killer on Earth, despite her own homeworld having been devastated by that weapon, Dureena's presence was critical in both finding the hiding place of the Drakh attack fleet and identifying the single control node that the *Victory* and the *Excalibur* needed to target during the resulting battle.

Being so alone has left Dureena with little ability to trust others. The blame for this can be laid at the feet of her family, for they sold her into slavery and at an early age Dureena was taken away

from her homeworld to work in the direst of conditions. Ironically, this probably saved her life. If her family had not sold her, she would have been on Zander Prime when it was destroyed by the Shadows. It was whilst fulfilling her chores as a slave that Dureena was noticed by Mafeek, a member of the Thieves' Guild. Spying promise in her, he offered her a chance to work out the remainder of her slave contract decades in advance by fighting in an underground arena called the Pit. She agreed. As promised, Mafeek trained her, even vouching for her when it was time for her to become a full member of the Guild, which was not long as Dureena was a quick learner.

Dureena has an unhealthy hatred of anything to do with the Shadows or the Drakh. She has been described as a shoplifter, a thief, a criminal and worse. These comparisons are not unfair; Dureena would admit that she is all of these and damned fine at all of them to boot. She is smart, sassy and capable but is hindered by her hatred which, like Max Eilerson's arrogance, approaches boundlessness.

For Dureena, the *Excalibur's* primary mission to find some sort of cure is a chance to pay the Drakh back for what they did to her homeworld. However, whilst her presence on the *Excalibur* causes the Earth Alliance significant concern, she has the confidence of her fellow explorers.

5th Level Zanderian Lurker / 3rd Level Master of Subtlety

Hit Points: 19

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 19 (+5 class, +4 Dex)

Attacks: +6 melee or +9 ranged

Special Qualities: Guild Membership (25% tithe), Lurker's Knowledge, Master of the Craft (Stealth), Multi-Skilled (Acrobatics), Sneak Attack +1d6, Survivor's Luck 1/day

Saves: Fort +6, Ref +9, Will +4

Abilities: Str 13, Dex 18, Con 14, Int 12, Wis 10, Cha 11

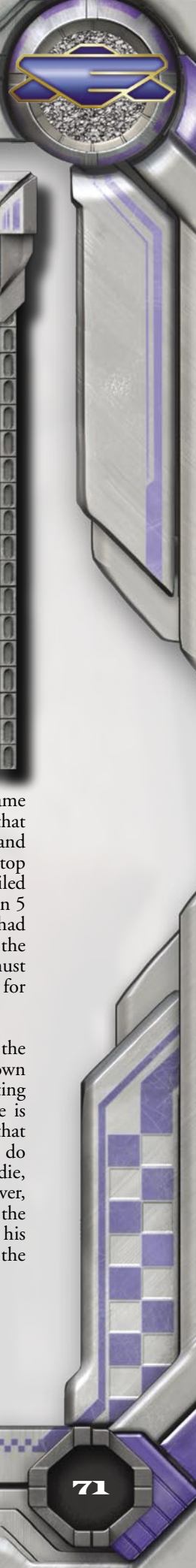
Skills: Acrobatics +10, Appraise +4, Athletics +5, Bluff +4, Drive +8, Intimidate +3, Intrigue +5, Investigate +6, Notice +9, Stealth +20 and Subterfuge +18, Technical (electronics) +7

Feats: Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Stealth)

Influence: Local Influence (Thieves' Guild) +16, Local Influence (Excalibur) +6, Political Influence (Interstellar Alliance) +3

Standard Equipment: Multiple hidden knives and daggers (+6 (+9 thrown), 1d4+1 dam, 19–20 crit, 1-h)

Roleplaying Dureena Nafeel in 2267: Players will initially find Dureena to be cold but she possesses a keen sense of right and wrong, especially regarding the downtrodden in society. If the Player Characters have any involvement with



slavery they will see a different side to her, a much darker and more unpleasant side. Players who are members of the Thieves' Guild may have met her before, although even for a thief Dureena keeps to herself.

GALEN

Often referred to as the spectre at the banquet, wherever Galen goes death follows closely behind. Having had more experience in his life than many Techno-Mages three times his age, Galen has come through the fires of loss and sorrow without being able to keep his soul from harm. Losing his love Isabelle, accompanying the Techno-Mages to their hiding place and rescuing a lost EarthForce ensign might have seemed enough for one sentient to handle; however, Galen was then thrust into situations that almost overwhelmed him, including being on Z'ha'dum at the same time as John Sheridan. Whilst there, Galen saw the horrific truth behind the implants in his own body and those of the other Techno-Mages. He was thrown into the Eye, a Shadow control centre, but rather than destroying him it changed him. He gained a new level of understanding of the implants in his body, something that no other Techno-Mage had ever done. Returning victorious, Galen became something of an outcast, for his efforts on Z'ha'dum had effectively doomed the Order to certain extinction: There would be delivered no more implants or chrysalises with which to create new mages.

Five years after his experiences on Z'ha'dum, Galen became involved in the discovery of the new Death Clouds that the Drakh had discovered at a secret Shadow base and fashioned a plan to bring key individuals together to stop this threat. Despite his best intentions, Galen's plan failed in a way he had not envisaged. It was whilst on Babylon 5 that he learned that Matthew Gideon, upon whom he had kept an occasional eye, had been chosen to command the *Excalibur*. Knowing what his next course of action must be, Galen left Babylon 5 with Dureena Nafeel, bound for Mars and an eventual reunion with Matthew Gideon.

The truth of Galen's involvement with the crew of the *Excalibur* and Matthew Gideon in particular, is not known to anyone outside of the Techno-Mages. Whilst assisting with the attempt to find a cure to the Drakh Plague is not against his remit, he is charged with ensuring that EarthForce's attempts to utilise Shadow technology do not gain ground. The legacy of the Shadows must die, and if that includes his own order, so be it. However, Galen does have a secondary motive unknown even to the Techno-Mages. He has promised to bury the ashes of his love Isabelle at the Well of Forever. With the help of the *Excalibur*, he may actually be able to fulfil his promise.

6th Level Human Techno-Mage / 5th Level Destroyer

Hit Points: 18 (+5 nonlethal)

Initiative: +1 (+1 Dex)

Speed: 30 ft.



DV: 16 (+5 class, +1 Dex)

Attacks: +6/+1 melee or +7/+2 ranged

Special Qualities: Chaos Skill, Deceptive Illusions +1, FTL Attunement, Improved Conjuration, Mage Accuracy +2, Mage Aptitude (elements), Mage Focus (computer programs), Organelles (+4), Persistent Illusion, Pinnacle, Self Control

Saves: Fort +6, Ref +4, Will +12

Abilities: Str 10, Dex 12, Con 16, Int 18, Wis 16, Cha 16

Skills: Bluff +12, Computer Use +17, Concentration +16, Intimidate +12, Investigate +9, Knowledge (history) +11, Knowledge (Magery) +14, Linguistics +5, Magery +27, Notice +11, Pilot +5, Sense Motive +12, Stealth +10, Subterfuge +10, Technical (electronics) +16, Technical (organics) +8

Feats: Ordered Mind, Power Recharge*, Silent Spell, Skill Focus (Magery), Spell Knack, Still Spell, Still Magery, Strength of Character

Primary Aptitudes: Elements (fire)

Weak Aptitudes: Defence, Enhancement, Healing

Power Points: 67

Spells: All Elemental (fire) spells plus: *alertness, armour, attract, blurry image, centre gravity, create fire, create ice, create lightning, create sound, conjure small creature, dark vision, destruction, dreamspeech, duplicate image, far speech, flare, freezing*

touch, gravity platform, greater armour, greater destruction, greater disguise, greater lighten object, greater lightning bolt, greater personal shield, greater phantom image, greater surge, hailstorm, homunculus, ice bolt, ice shards, icy surface, invisibility, lesser armour, lesser personal shield, levitation platform, light, lighten object, lightning bolt, mimic sound, paralysing arc, perfect phantom image, personal shield, phantom image, sharp eyes, shatterclap, skilfulness, snowfall, sonic burst, surge, ventriloquism, voice, walk on water

Standard Equipment: *Mage's staff* (gift from Elric), medallion containing Isabelle's ashes, parents' ring, robes, personal pinnacle

* **Power Recharge:** Galen's experiences on Z'ha'dum and his newfound relationship with his tech have resulted in a much greater facility with his implants. This is reflected in his possession of the Power Recharge feat.

Roleplaying Galen in 2267: Galen rarely socialises with others, being a man on a mission that few others know of. It should be rare for Player Characters to have any significant dealings with him unless Galen asks them to perform some sort of task. He comes and goes from the *Excalibur* at his pleasure and it is unbeknownst to any that he is involved with the fate of the Centauri, particularly with the Centauri ambassador Vir Cotto, as well as that of humanity.

PRESTIGE CLASSES

The core character classes listed in the *Babylon 5 Roleplaying Game* form a comprehensive base on which to build almost any character concept.

Sometimes, however, a character needs a new direction. This may be either because of a shift in the character himself, or because he has proceeded to 10th level in his chosen class and none of the other core classes seem to be a viable choice. For example, Dr Stephen Franklin, the chief medical officer of Babylon 5, advances to 10th level in the scientist class. His work in Downbelow (as well as his time spent on Walkabout) are enough that he has also acquired two levels of lurker, but simple pursuit of more lurker levels is quite out of character for Franklin. This is also true of the other core classes – it is difficult to imagine Franklin taking levels as a soldier or worker, for example. Thus, when Franklin has advanced as far as he can as a scientist (or perhaps shortly before), he focuses his attention on a new field of study of particular interest and use to him – xenobiology – and begins to take levels in the xenobiologist prestige class.

As the campaign progresses and the Player Characters become more powerful and influential, it is likely that they will wish to reach beyond the core classes. The attainment of one of the prestige classes detailed below can in itself become the focus of entire scenarios for the player in question and so can be used by the Games Master as a reward for good play above and beyond credits, renown and influence.

Each prestige class has a list of requirements that must be met in order for a character to begin taking levels in it. It should be noted, however, that just because a player's character meets this criteria, he should not automatically be allowed to multiclass. It is the Games Master's ultimate prerogative as to which prestige classes are available in his campaign and those chosen should in some way reflect the story arcs he is weaving. In general, every prestige class either makes a character far more capable in a field he is already skilled in or grants him entirely new abilities that he can take advantage of in future scenarios. It should be made clear that while a player continues to take levels in any gained prestige class, he should in every way act as though it is the primary focus in his life and the Games Master is free to deny further levels if this is not the case.

MASTER OF SUBTLETY

There are thieves, and then there are *Thieves*. While any lurker in Downbelow might well resort to theft as a way to make a living, the master of subtlety has devoted himself to thieving and virtually raised it to an art form. Needless to say, this is something which is only done as a member of the Thieves' Guild, who control and comprise virtually all the 'good' thieves in the galaxy.

A master of subtlety is as much a leader in the Thieves' Guild as he is a thief, and this is reflected in the abilities of this prestige class. After all, anyone with nimble fingers can filch the odd unattended item, but to marshal a small armies of thieves to one's bidding takes a true master.

Additional Hit Points: 1.

Requirements

To qualify to become a master of subtlety, a character must fulfil all the following criteria:

Skills: Bluff 8 ranks or Subterfuge 8 ranks.

Feats: Lightning Reflexes.

Special: Must have the Lurker's Knowledge class feature.

Class Skills

The master of subtlety's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Athletics (Str), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (alien life, law, sector) (Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex), and Technical (electronics, mechanical).

Skill points at Each Level: 4 + Int modifier.

Additional Influence: A master of subtlety's Thieves Guild Influence increases by +2 each level. He may also increase any two other Influences by +1 each.

Class Features

All of the following are class features of the master of subtlety prestige class:

The Master of Subtlety

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Defence Bonus | Class Features |
|-------------|-------------------|-----------|----------|-----------|---------------|---|
| 1 | +0 | +0 | +1 | +0 | +1 | Guild Initiate (50% tithe), Master of the Craft |
| 2 | +1 | +0 | +2 | +0 | +2 | Sneak Attack +1d6 |
| 3 | +2 | +1 | +2 | +1 | +2 | Guild Membership (25% tithe) |
| 4 | +3 | +1 | +2 | +1 | +3 | Way of the Thief |
| 5 | +3 | +1 | +3 | +1 | +4 | Unsurpassed Co-ordination |
| 6 | +4 | +2 | +3 | +2 | +4 | Charms of a Rogue |
| 7 | +5 | +2 | +4 | +2 | +5 | Way of the Thief |
| 8 | +6 | +2 | +4 | +2 | +6 | Guild Mentor (10% tithe) |
| 9 | +6 | +3 | +4 | +3 | +6 | Sneak Attack +2d6 |

Guild Initiate: This class feature represents the initial steps that a character choosing this prestige class takes when becoming a thief. 50% of all gains must be handed over to the Thieves' Guild as payment for training. The character answers to a mentor and must perform the tasks that are requested. To represent the growth in the character's skills, the character has a +1 competence bonus to all Forgery and Pick Pocket checks.

Any initiate travelling with a mentor may also claim a place to sleep in the same manner as any other member of the Thieves' Guild. If the initiate is not travelling with his mentor this does not apply and the initiate must find his own way.

Note: The Games Master may well bar advancement in this prestige class. It is generally only possible to succeed as a master of subtlety by plying one's trade – if a Player Character master of subtlety has not been roleplayed accurately (perhaps by being thuggish or ignoring his skills), the Games Master should bar advancement in the class. In game terms, this can be represented by the approval (or disapproval) of either the character's mentor or the Conclave of Masters.

Master of the Craft: Thieves joining the Thieves' Guild are required to pick up knowledge, and quickly, and must be extremely skilled in order to continue to practice their trade, rather than end up in prison. Master of the Craft grants the master of subtlety the Skill Focus feat. This Skill Focus feat may only be applied to Bluff, Computer Use, Concentration, Intrigue, Investigate, Notice, Sense Motive, Subterfuge or Stealth.

Sneak Attack: A master of subtlety may be required to take down or silence a target in order to complete a commission. If the master of subtlety can catch an enemy by surprise, when flat-footed or by

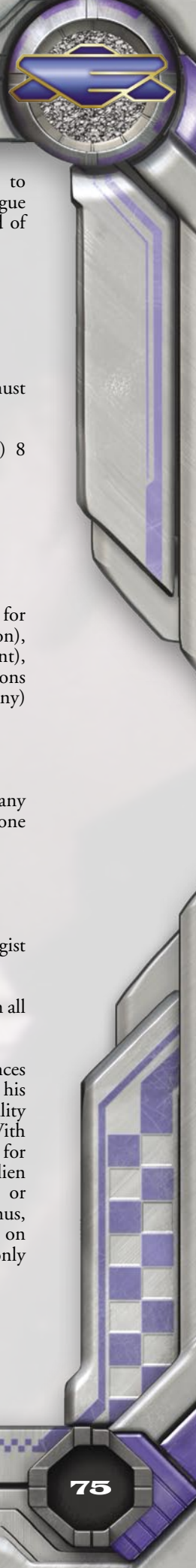
flanking, he can make a sneak attack. The extra damage the master of subtlety deals is listed on the Master of Subtlety table. Note that this is cumulative with the sneak attack class features gained from other classes (such as agent). Sneak attacks may only be made in melee combat or with ranged weapons when the target is no more than 30 feet away. Sneak attacks may not be made against non-living targets or those immune to critical hits.

Guild Membership: When a master of subtlety reaches this level, he is no longer under the control of a mentor and is judged to be a quality thief in his own right. He has the right to claim a place to sleep when visiting the Thieves' Guilds on any world as long as he obeys the rules. 25% of his gains must be tithed over to the guild, rather than the 50% of a novice thief.

Way of the Thief: At 4th level and 7th level, the master of subtlety may select a bonus feat from the following list (he must meet the prerequisites for this feat as normal): Alertness, Dodge, Improved Unarmed Strike, Nerves of Steel, Toughness, Weapon Focus or Weapon Specialisation.

Unsurpassed Co-ordination: Being both quick and nimble are core requirements for a good thief but co-ordinating the two is even more so. The master of subtlety who has gained this class feature has a +1 competence bonus to all Climb, Jump and Tumble rolls, inclusive of any competence bonus already in these skills.

Charms of a Rogue: Throughout time rogues have possessed a certain appeal, a flair that others simply cannot deny. The charm of an accomplished rogue can, for brief periods, raise his profile in the eyes of others when needed. Once per day, a master of subtlety with this class feature may re-roll one Bluff check but must abide by the second result, even if it is worse than the first.



Guild Mentor: When a master of subtlety reaches this level, he is required to take on an initiate, as and when required.

This may be at the request of the Conclave of Masters or as a result of the mentor spotting an individual with the capability to become a master of subtlety, as happened with Mafeek and Dureena. The Games Master should create a character with a single level in the master of subtlety prestige class to function as a Non-Player Character ally for the character. To prevent a mentor from building a power base of loyal thieves, a mentor may only train one master of subtlety at any given time. This is compounded by the fact that the quality of the initiate can sometimes reflect badly on the mentor. The mentor himself need only tithe 10% of his gains to the guild when he reaches this level.

Conclave of Masters: A character with this class feature has reached the highest level possible in the Thieves' Guild. Rarely will he commit crimes and steal, instead guiding the membership of the Thieves' Guild to keep to the status quo.

The character gains a +4 competence bonus to Bluff and Intimidate checks when dealing with any other character who is a member of the Thieves' Guild but not a member of the Conclave of Masters. A character in the Conclave of Masters gains the Independently Wealthy feat. This represents his income from the other members of the Thieves' Guilds and elevates him from normal thieving work. Of course, there is little to stop a master who simply feels like 'getting his hands dirty.' Masters do not tithe any money to the Guild – from their perspective they *are* the Guild.

XENOBIOLOGIST

The galaxy is teeming with life, sprung from a billion different evolutionary forks on a million worlds. Though the superficial similarities between two species that have evolved on separate worlds may certainly be much greater than anyone suspected in the days before space travel, it is axiomatic that creatures that came into being dozens of light years distant from one another will have rather stark disparities as well.

The xenobiologist devotes his study to these differences and similarities, utilising the commonality between races to draw new conclusions about where their biologies converge. Xenobiologists may be purely theoretical scientists, studying strand upon strand of genetic code in a laboratory, or they may be doctors devoted to healing in a place with a large variety of different races, such as a space station like Babylon 5. Most chilling, some are in the employ of nefarious governments or other organisations,

designing horrid biological weapons of war meant to slaughter multiple races equally. The Drakh Plague unleashed upon Earth in 2266 is likely the brainchild of a xenobiologist.

Additional Hit Points: 1.

Requirements

To qualify to become a xenobiologist, a character must fulfil all the following criteria:

Skills: Computer Use 5 ranks, Knowledge (biology) 8 ranks, Medical 8 ranks.

Feats: Alien Anatomy.

Special: Must possess the Mental Agility class feature.

Class Skills

The xenobiologist's class skills (and the key ability for each skill) are Computer Use (Int), Concentration (Con), Investigate (Int), Intrigue (Cha), Knowledge (any) (Int), Linguistics (Int), Medical (Int), Notice (Wis), Operations (sensors), Profession (white collar) and Technical (any) (Int).

Skill Points At Each Level: 6 + Int modifier.

Additional Influence: A xenobiologist may increase any one Influence by +2 each level. He may also increase one other Influence by +1.

Class Features

All of the following are class features of the xenobiologist prestige class.

Weapon Proficiency: A xenobiologist is proficient with all pistol weapons.

Commonality: Despite the tremendous differences between alien races, the xenobiologist has devoted his study to finding and exploiting the bonds of commonality that are always there, if one knows where to look. With commonality, the xenobiologist reduces his penalty for Medical skill checks made on previously unknown alien races (those for which he has no medical records or biological data) by one point for every class level. Thus, a 2nd level xenobiologist would only have a –8 penalty on such skill checks, while a 6th level xenobiologist would only have a –4 penalty.

The Xenobiologist

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Defence Bonus | Class Features |
|-----------------|-------------------|-----------|----------|-----------|---------------|---------------------------------|
| 1 st | +0 | +1 | +0 | +2 | +0 | Commonality, Superior Knowledge |
| 2 nd | +1 | +1 | +0 | +3 | +1 | Use Alien Artefact |
| 3 rd | +1 | +2 | +1 | +3 | +1 | Superior Knowledge |
| 4 th | +2 | +2 | +1 | +4 | +2 | Disease Resistance |
| 5 th | +2 | +3 | +1 | +4 | +3 | Renown, Superior Knowledge |
| 6 th | +3 | +3 | +2 | +5 | +3 | Instinctive Medicine |
| 7 th | +3 | +3 | +2 | +5 | +4 | Superior Knowledge |
| 8 th | +4 | +4 | +2 | +6 | +5 | Auxiliary Knowledge |
| 9 th | +4 | +4 | +3 | +6 | +5 | Superior Knowledge |

Superior Knowledge: Not only is the xenobiologist in possession of a great deal of knowledge on certain specific races, he also gains a general understanding of a large number of different species. At 1st level and every odd level thereafter, the xenobiologist gains one rank in a Knowledge (specific culture) skill he does not already possess.

Use Alien Artefact: Upon reaching 2nd level, the xenobiologist has gained enough background knowledge that he can study strange and wonderful alien artefacts, perhaps millions of years old, and have a fair chance of making them fully functional once more. If he succeeds at a Wisdom check (DC 10), he may avoid the -4 non-familiarity penalty for trying to use a piece of alien equipment. This ability is generally only used when attempting to use a device when the xenobiologist does not have four ranks in Knowledge (equipment's culture) or has not selected the culture with the scientist's Alien Technology Familiarity class feature.

Disease Resistance: Diseases that are able to migrate from species to species are rare, but they do exist. Examples include the Drafa Plague that wiped out the Markab race and was equally lethal to the Pak'ma'ra, as well as, obviously, the Drakh Plague. These diseases represent an ever-present danger to the xenobiologist when he pursues the practical side of his work, but repeated exposure to minute samples

of various illnesses has given him increased resistance to diseases of all stripes. A xenobiologist gains a +4 bonus to his Fortitude saving throw to resist disease.

Renown: The field of xenobiology is a new and increasingly important area of study in most cultures. A gifted xenobiologist is courted for high ranking government positions, engagements as a guest lecturer and other opportunities of note. With Renown, a xenobiologist may reduce by two the DC of any Influence check he makes for Economic, Political or Social Influence.

Instinctive Medicine: By 6th level, the xenobiologist has learned to trust his gut feeling when it comes to applying his Medical skill to alien races. He needs only two ranks in Knowledge (specific culture) to reduce his modifier for working on the appropriate alien species to zero.

Auxiliary Knowledge: This ability functions much like the scientist's peripheral studies ability. At 8th level and 10th level, the xenobiologist may choose one Knowledge skill related to his study. From this point on, he gains a +2 competence bonus to all checks made using that skill.

Great Renown: As Renown, except the xenobiologist may reduce the Influence DC by 5.

ALIEN RACES

A Human can count on one hand the number of races that are the true movers and shakers of the galaxy: the Centauri, the Humans, the Minbari, the Narn and the Vorlons. A wise Human (or any alien, for that matter) is also aware the strength of these races is not absolute, that there are dozens more races active in the galaxy who, to a greater or lesser degree, also play important roles.

This chapter of *Heroes & Aliens* is devoted to these other races. While the core rulebook for the *Babylon 5 Roleplaying Game* discusses some of the major races of the galaxy in detail, other have remained a mystery. Below are complete rules for creating characters from more than a dozen different races, including major players in the League of Non-Aligned Worlds such as the Gaim, the Markab and the Vree, as well as races that have never been a part of the League, such as the now-vanished Dilgar.

Each of these races is individual and unique, and each is given full treatment here. The history, personality, belief systems and galactic holdings of every race are discussed, along with a variety of other details to help bring characters from these races to life in the gaming session. Naturally, each entry ends with a complete list of the race's advantages and disadvantages when compared to Humans, the 'baseline' race of the *Babylon 5 Roleplaying Game*.

Games Masters will likely wish to carefully consider which races to allow into their campaigns, no so much from an issue of game balance (though some races are certainly more powerful than others) but from a continuity perspective. For example, if the campaign is set during the time of the Babylon 5 storyline, the Dilgar are either completely extinct or very nearly so, making it difficult to imagine a group of Dilgar Player Characters running about. At any rate, such a group would certainly have a very short lifespan, considering the number of other races that would be queuing up to slaughter them. Likewise, if the Games Master sets his campaign after 2259, he will likely wish to limit the number of Markab characters available for play, as this was the year the vast majority of the race was wiped out by the Drafa Plague, leaving so small a pathetic remnant behind it may not make a viable genetic base to re-establish the species.

CASCOR

The natives of Cascan, the Cascor are descended from arboreal creatures very slightly resembling terrestrial raccoons (though they do not have the distinctive facial markings). They are smallish, agile and adventurous. Their history is not scarred by endless battle but only by small-scale skirmishes over food and living space, mostly settled without creating the eternal cycles of violence and retribution which dominate the histories of other species. The move of the Cascor into space happened due

to a combination of building population pressure and an incessant racial curiosity and love for adventure.

Cascor suffered greatly during the Dilgar War, losing tens of millions of lives on both their single colony world and on their homeworld.

The Cascor prefer to do battle in fighter ships and specialise in carrier vessels over battleships. Cascor fighters are considered the best in the galaxy given their technological level and, following the Dilgar War, a number of Cascor engineers were hired by Earth Alliance aerospace industries to work on Starfury designs. Purges of 'alien influence on the military' by the Clark administration destroyed the small Cascor expatriate community which had grown up in the western regions of the United States, a move which infuriated the military contractors who had come to appreciate them. In many cases, homes and property were seized out of hand and several engineers were sent to the New Siberia penal colony on Beta VII as 'alien spies'. This seriously hindered Earth-Cascor relations and the newly reconstituted EarthGov is actively seeking to make amends.

Personality: Cascor are intelligent, fast-breeding, brave and skilled. If a Cascor leader arises who lusts for empire, it may be difficult for the rest of the League to stem the tide. However, this seems unlikely; there are no Caesars, Hitlers or Stalins bloodying the pages of Cascor history texts and no one expects such a one to arise soon. Many other races see them as mercurial, but the Cascor believe they are merely more fast-paced than other species.

Physical Description: The Cascor are smaller than most starfaring races, standing only four to five feet high. Descended from arboreal creatures, they are agile, fast and built well for climbing. They vaguely resemble terrestrial raccoons, but do not have the facial markings or ringed tail.

Relations: The Cascor are active traders and wanderers, and have made independent contact with a large number of alien species. They are eager adventurers, and will treat any race they encounter with courtesy and respect so long as they receive the same in turn. If angered, they can make terrible enemies. Currently, relations between the Cascor and EarthGov are exceedingly chilly.

Cascor Systems: The homeworld of the Cascor lies in the Cascan System, a rich and fertile planet with an abundance of water and life. The Cascor have also colonised one other system, the Zachai System. Zachai was the first, and thus far only, world settled by the Cascor. A few scouts sent antispinward discovered only strings of useless worlds, and the rest of the local galaxy is claimed, so it is perhaps very

fortunate the Cascor found a rich agricultural world so close to home. Or, perhaps, it is unfortunate – the colony had a population of 30 million when the Dilgar came. They completely depopulated it, destroying it via hit-and-run attacks in and out of hyperspace which the Cascor fighter fleets were unable to prevent. Unwilling to see the same fate befall the colony a second time, the Cascor have secured the system as best they can and have begun rebuilding, founding new cities on the ashes of the old.

Cascor Beliefs: The Cascor are a polytheistic society with, it seems, a god for every occasion. Unlike the Centauri, however, they do not elevate their own people to godhood – no apotheosis takes place after death, no matter how important the individual Cascor may be.

Language: The Cascor are exceptional linguists. There are a number of different languages native to the race, as well as a single, overarching *lingua franca* spoken by all of them and known simply as Cascor. Cascor characters begin play with Fluency in three languages: the minor language spoken in their native area of Cascor, the Cascor language itself and Human.

Starfarers: Naturally adventurous and blessed (or cursed) with a large dose of wanderlust, the Cascor are found throughout the galaxy, trading, learning, teaching and wandering. At least 50% of their population has been off-planet at some point, even if only for a short jaunt.

Cascor Names: Cascor names tend to be fairly long, with a preponderance of sharp ‘K’ and ‘T’ sounds littered through them. Cascor have two names, one given name and one surname, with the given name preceding the family name.

Sample Cascor Names: Klattan Trattik, Duttek Tarn, Clask Karnat

Cascor Racial Traits

- ⑤ –2 Strength, +2 Dexterity: The Cascor are small and agile, but not particularly strong.
- ⑤ All Cascor are of Medium size.
- ⑤ Cascor have a base speed of 30 feet.
- ⑤ Cascor are exceptional climbers. They receive a +5 bonus to all Athletics skill checks for climbing. They are not considered flat-footed while climbing, so long as the surface has at least some handholds and footholds, and may climb at their normal speed without penalty.
- ⑤ Cascor receive a +2 bonus to all Acrobatics and Linguistics skill checks.
- ⑤ Born To Fly: In addition to their outstanding technology in creating fighter craft, Cascor are, quite simply, born to be fighter pilots. At 1st level, no matter the Cascor's class, the Cascor character may choose two of the following skills: Acrobatics, Concentration,

Knowledge (tactics), Operations (Piloting) and Pilot. These skills will always be considered class skills for the Cascor character.

- ⑤ Automatic Language Feats: Fluency (Cascor), Fluency (Regional Cascor Language), Fluency (Human) and Fluency (any one other language of the Cascor's choice).
- ⑤ Favoured Classes: Officer (Pilot) or trader. A multiclass Cascor's officer (pilot) and trader classes do not count when determining whether he suffers an XP penalty for multiclassing.

DILGAR

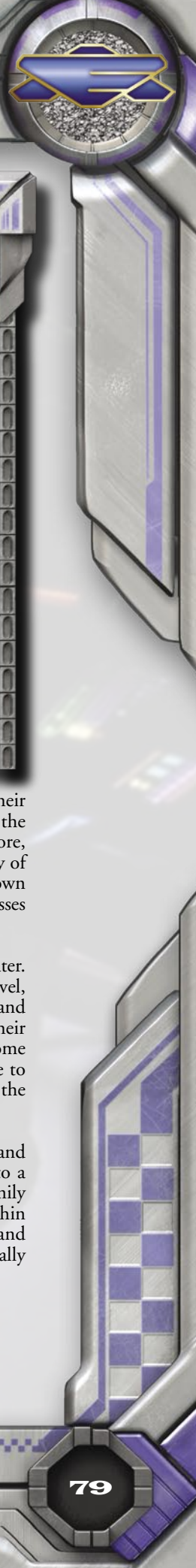
Once the scourge of the galaxy, by the time Babylon 5 becomes operational the Dilgar are considered an extinct and dead race. A warlike, merciless and scientifically advanced race, they set a quarter of the galaxy aflame in 2230 when they launched a brutal war of conquest against many of the races of the League of Non-Aligned Worlds, spurred by the knowledge the unstable sun of their homeworld was close to nova and seeking to carve out a new – and very large – home for themselves amongst the planets of the League members. The Dilgar advance was eventually beaten back by a combined force of the League worlds and the might of EarthForce, in the first interstellar war fought by humanity. The Dilgar were forced back to their homeworld and cordoned off. Their great fleet of warships lost in war or destroyed by the victors, the Dilgar could only watch helplessly as their unstable sun finally collapsed, taking the Dilgar race with it in its death throes.

The Games Master may not wish to allow Dilgar characters into his campaign, holding to the prevailing opinion that they are extinct. On the other hand, the Games Master may wish to set a campaign before the days of Babylon 5, perhaps during the Dilgar War itself, or he may feel that some small elements of Dilgar still exist, carefully hiding in the out-of-the-way corners of the galaxy.

Personality: The Dilgar tend to be arrogant, imperious and warlike. On the issue of military might, they were at their height one of the strongest and most advanced of the younger races, though this scientific achievement was gained at an awful price in blood. Dilgar believe themselves superior to all other races, entitled to take what they will. Provoking a Dilgar is a certain way to start a fight – they are short-tempered and quick to violence.

Physical Description: The Dilgar are humanoid creatures with a somewhat catlike cast to their features. Their ears are extended, and a bony ridge runs across the brow. They tend to be slightly larger than Humans. Males and females of the species are approximately the same size.

Relations: The Dilgar relate to other races by killing them. This is something of a simplification of course. Dilgar



scientists often experiment on other races in the process of killing them. Even before they launched their war of conquest, the Dilgar had few if any relations with outside races. They see themselves as immeasurably superior to all other races, and feel no urge to treat with them as equals, or even with courtesy. Almost all other races see the Dilgar as rampaging murderers, a race of war criminals, and would gladly kill them on sight.

Dilgar Systems: The Dilgar are native to the Omelos System, and for some time held sway over the Innata, Rohric and Wahant Systems. When they began their great war of conquest, they came to domination of many more systems, but their possession of these systems was both brutal and short-lived. The victorious races of the Dilgar War believe they rounded up all remaining Dilgar and forced them back home to the Omelos System. When the system's sun flared in 2235, all life within the system was destroyed. To this day, nothing lives on those dead worlds.

Dilgar Beliefs: The Dilgar believe in themselves and little else. While various Dilgar cultures over the course of millennia embraced a variety of religious creeds, the vast majority of these were sloughed off as the Dilgar themselves advanced.

Language: The Dilgar speak their own language. As their race is either virtually or completely extinct during the majority of Babylon 5's existence, and for some years before, they have never become a part of the larger community of races, and do not receive any languages beyond their own at 1st level. The Dilgar language is marked by faint hisses and guttural growls.

Starfarers: The Dilgar take to the stars like a fish to water. As soon as they mastered the secrets of jump gate travel, the Dilgar began an active campaign of exploration and annexation. Following the death of their sun and their race, any remaining Dilgar are either lying low on some forgotten planet or are staying constantly on the move to avoid discovery by any of the races still stinging from the Dilgar War.

Dilgar Names: Dilgar names incorporate the family and caste name of the individual with the given name into a single structure punctuated by an apostrophe. The family and caste name comes first, though it will vary within families based on an individual's gender, social station and sometimes even age in an arcane formulation that really only makes sense to the Dilgar.

Sample Dilgar Names: Jha'Dur, Nha'Dush.

Dilgar Racial Traits

- ⑤ **+2 Strength, +1 Intelligence, -1 Wisdom, -2 Charisma:** As a race, the Dilgar are exceptional warriors and clever scientists. However, they have a strong tendency to bite off more than they can chew and are almost universally despised for their arrogance and cruelty.
- ⑤ **All Dilgar are of Medium size.**
- ⑤ **Dilgar have a base speed of 30 feet.**
- ⑤ **Because the Dilgar prefer to strike first and ask questions later, they gain a +1 bonus to all Initiative checks.**
- ⑤ **The Dilgar prefer offence to defence.** They gain a bonus to Defence Value when performing the fight defensively or total defence actions in combat of one fewer than normal.
- ⑤ **Automatic Language Feats:** Fluency (Dilgar).
- ⑤ **Favoured Classes:** Officer or scientist. A multiclass Dilgar's officer and scientist classes do not count when determining whether he suffers an XP penalty for multiclassing.

Gaim

The Gaim seen on Babylon 5 belong to a relatively new sub-race of the Gaim, the ambassador breed. These humanoid Gaim are as close to many of the other sentient races as the Queens wish to make them. The result of targeted genetic manipulation, ambassador breed Gaim are capable of many different tasks, including personal interaction, independent decision making and even telepathic ability. Gaim ambassador breed characters are the most versatile of their race and can accomplish nearly anything their insectile minds can imagine. Other Gaim breeds (see sidebar), do not make for very versatile Player Characters.

Personality: A negative word in the language of the Gaim, personality is not something one thinks of when dealing with these insectile humanoids. Most Gaim have exactly the same personality; efficient, calculating and subservient to the Queens of N'Chak'Fah II. There is little guile, compassion or variation in the entire race, though personalities differ between the sub-breeds. In addition, older Gaim and members of the erratic sub-breed are an exception to this rule; they develop personality traits over time and are not as predictable as other examples of their species.

Physical Description: The Gaim have a very diverse physical form depending on the breed involved. In general, the Gaim are insectoid creatures with six major limbs, a hardened carapace shell, and a jointed body. The Gaim always have roughly the same head structure; a slightly elongated exo-skull with several finger-like mandibles surround a toothed maw. Their eyes are compound and multi-coloured, appearing black at a distance. Warrior Gaim are massive, often nine feet in height, while ambassador breed Gaim are between five and six feet tall.

Relations: The Gaim have an unquestioned certainty that they are the superior and dominant life form in the universe. Any culture that does not function as a hive mind is subject to unacceptable levels of chaos and improper behaviour, making them inferior. This does not keep the Gaim from seeing the value in other races, but they cannot and will not accept other life forms as true equals. To do so would be to alleviate autonomous individuality to the same level as the hive; something the Gaim are mentally incapable of doing.

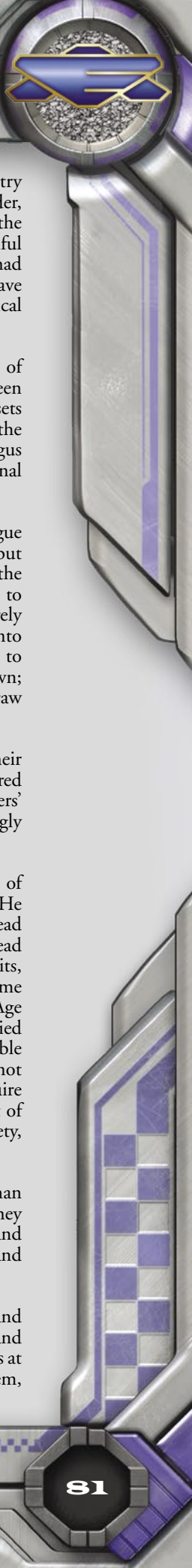
Gaim Systems: Technically speaking, the Gaim have one only system: N'Chak'Fah. This system is completely dominated by them, settled as the Humans have done with the worlds of their solar system. N'Chak'Fah II and VII are utilised by the Gaim for their resources, though N'Chak'Fah II is their homeworld and the only world the Gaim colonise. The Gaim dislike having too great a distance between them and their Queens, making settlement outside their home system very unlikely.

Gaim Beliefs: The Gaim have a very simple belief system where spiritualism and deities are concerned; they do not believe in such things at all. The Gaim do not consider the afterlife to even exist, making theological discussions with them both frustrating and pointless. They believe that they exist and then they do not, but their race goes on. It does not upset them to consider their own mortality; they simply have better things to do with their time than waste it on 'useless debates about imaginary concepts'.

Language: The Gaim speak a complicated language of clicks and trilling sounds. For simplicity's sake, they allow other races to call this language Gaim, though they have no name for it themselves. This language is utterly impossible for a non-insect without selective hearing and a fibrous triple reed vocal system to use. Complex translation devices are needed for the Gaim to communicate with other races. Unfortunately, the Gaim do not understand any other language and lack the ability to speak in any tongue other than their own.

Starfarers: The Gaim are only recent newcomers to space and most of them find voyaging between the stars highly disorienting. Because they do not like being too far from their Queens, the idea of travelling hundreds of light years from N'Chak'Fah II fills most Gaim with a paralysing fear when ordered to make the journey. The ambassador breed of Gaim do not have this problem and can travel freely, while Erratic Gaim often enjoy the mental silence of so much distance between them and the Hexad Hive.

Names: Another concept the Gaim have some trouble with, names have only recently been adopted into the culture as a necessity for dealing with other races. Among themselves, the Gaim have a specialised pheromone that contains their rank in society, their given task and their 'identity' for lack of a better word. This lets the Gaim keep



track of each other and identify themselves when they meet. Most races cannot even perceive this pheromone, though hypersensitive people like the Minbari describe it as a natural smell similar to an acrid plant resin.

Male Names: The Gaim do not have a split in their genders; this makes the division of their names pointless, as all Gaim except the Queens are male. Examples of male names include: Derik, Hashin, Jerriki, Mashin, Sedri, Tarrik, Valdin.

Queen Prefixes: While the Queens have united their authorities to rule their people as one voice, they still have individual broods as this was their biological function before the merge. Since other races generally have some form of honorific regarding their birth family, the Queens have implemented a prefix structure based on the names they have chosen for themselves. The prefixes are: An' (Anasha), Da' (Darana), Hi' (Hirokash), La' (Lanata), Mi' (Mikaro) and Xi' (Xiphon).

Gaim Racial Traits

- ⑤ +2 Constitution, -4 Charisma. Gaim are extremely tough, able to shrug off many adversities others would succumb to. However, they have virtually no empathy with other races.
- ⑤ All Gaim (of the ambassador breed, the standard Player Character race of Gaim) are of Medium size.
- ⑤ All Gaim have a base ground speed of 30 feet.
- ⑤ The Gaim have utterly alien minds, making them impervious to the telepaths of other races. Gaim will automatically succeed in any Will saving throw made to resist the effects of a telepathic ability.
- ⑤ Gaim are methane breathers and will suffocate in normal atmospheres if they do not wear breather masks, encounter suits or their specialised exo-armour.
- ⑤ Automatic languages: Gaim. The Gaim language is impossible for other races to mimic, just as other languages are impossible for the Gaim to master. No other race may learn Gaim and no Gaim may learn any other language. Communication must therefore take place through the use of translators.
- ⑤ Favoured Class: None. All Gaim (except Erratics) are engineered to fulfil specific roles within their society and lack the mental flexibility to multiclass.

GROME

From space, the Grome homeworld of Gromahk is a world whose land surface is a mosaic of tans and browns, speckled with dull blue-green, save for one patch of brilliant emerald. This accident of geography shaped the psychology and culture of the Grome. Humanoids with thick scales along their backs and shoulders, the Grome began their cultural evolution in the small fertile zone of their dry world. As they grew beyond it, they needed to colonise other areas, but the nature of their world was such that there was never

a broad diaspora. All Grome can easily trace their ancestry to their original tribe and all Grome follow a single leader, the mostly-hereditary Margus, who still dwells in the original fertile region. The Grome never had the painful evolution to a planetary government; they have always had one. Where other species have had wars, the Grome have only had mass uprisings against an occasionally tyrannical or cruel Margus.

The Margus cannot rule a planet of billions directly, of course; the day-to-day operation of the world is overseen by a large, entrenched bureaucracy. The Margus sets general policy and can override any law or decree the bureaucrats make and many of them often do. The Margus is no figurehead ruler, though his or her degree of personal involvement varies from individual to individual.

The Grome were contacted long ago by a group of rogue Lumati who were willing to deal with inferior races but the Grome wanted nothing to do with them. Seeing the Lumati's advanced technology inspired the Grome to develop their own, however, and they slowly but surely mastered the necessary science to launch themselves into space and to use their system's jump gate. They refuse to buy any technology from any race other than their own; to the extent they trade with other races, it is only for raw materials.

The Grome have small outposts scattered through their own system but no colonies. Their ships are referred to, derisively, as 'watermelons armed with peashooters' – physically huge and imposing but with frighteningly primitive weapons and technologies.

Personality: Stubbornly self-reliant to the point of foolishness, a Grome wants nothing from anyone else. He may envy and covet the possessions of another, but instead of stealing, buying or trading for them, he will instead attempt to make his own. This self-reliance has its limits, of course. If a Grome refused to accept anything that came from another, Gromahk would be a planet of Iron Age subsistence farmers. Instead, this is a philosophy applied to outside races. While Gromahk itself might have a viable economy of Grome trading with other Grome, they do not engage in commerce with other races unless it is to acquire raw materials they cannot otherwise gain. The concept of 'something for nothing' is meaningless in Grome society, and gambling is anathema to them.

Physical Description: The Grome are slightly taller than the average Human and have a humanoid form. They have a coat of thick scales running across their backs and shoulders. There is little difference between males and females of the species, at least to an outsider's eyes.

Relations: Grome relations with other races are cordial and distant at best. They are suspicious of outside influence and prefer to keep those few races they use as trading partners at arm's length. Dealing with other races is an ordeal to them,

not an opportunity. They joined the League primarily as a means of ensuring their world did not fall into the sights of a conqueror, not to foster relations with the other members. Fortunately for the Grome, their home system is far from where the Dilgar War was fought, or they almost certainly would have been exterminated.

Grome Systems: The Grome are confined to their home system, the Gromahk System. They have no colonies outside of it.

Grome Beliefs: The Grome religion is less of an actual faith than it is a set of ideas, an arcane set of rituals and practices they believe will bring them to enlightenment. The Grome believe that after death, they will either move towards or away from enlightenment based upon the strictness of their adherence to the rituals and practices in life.

Language: The Grome language, known as Grometah, is characterised by grunts and sighs. Though to outside ears it seems as if it is a primitive tongue with an extremely limited vocabulary, the truth is it is a fully functional language, but each word in it can have literally dozens of meanings based on the speaker's inflection. Terribly difficult to learn, those who are not fluent in it suffer a -5 penalty on Linguistics skill checks to determine what is being said, or so say something intelligible back.

Starfarers: Grome do not like space travel – or at least, they do not like the dealings with other races that come from engaging in space travel. With the exception of Babylon 5, no Grome has ever set foot on a vessel built by another race, and it is unlikely that any Grome ever will.

Grome Names: Grome names are very long, incorporating the individual's name, mother or father's name and usually family name as well in a lengthy mishmash of sounds that is generally 20 to 30 characters. Those few Grome who go off-planet generally are forced to shorten their names for the benefit of non-Grome.

Grome Racial Traits

- 5 +2 Strength, +2 Constitution, -2 Charisma: As a race, the Grome are extremely hardy and resilient, but their mistrust of outsiders comes through in their dealings with other races.

5 All Grome are of Medium size.

5 Grome have a base speed of 30 feet.

5 Grome have thick scales across their backs and shoulders that give them a natural Damage Reduction 1. This stacks normally with any armour worn.

- 5 Grome may not begin play with the Alien Empathy feat. If a Grome wishes to acquire this feat, he must wait until later.

- 5 Grome may not use any equipment built by another race.

- 5 Automatic Language Feats: Fluency (Grometah).

- 5 Favoured Classes: Scientist or worker. A multiclass Grome's scientist and worker classes do not count when determining whether he suffers an XP penalty for multiclassing.

HURR

The Hurr evolved on a world of deep canyons, soaring mountains and scattered fertile river valleys. The difficulty of travel across the world caused a high degree of cultural drift and isolation, with each group of Hurr developing without much intercourse with the others.

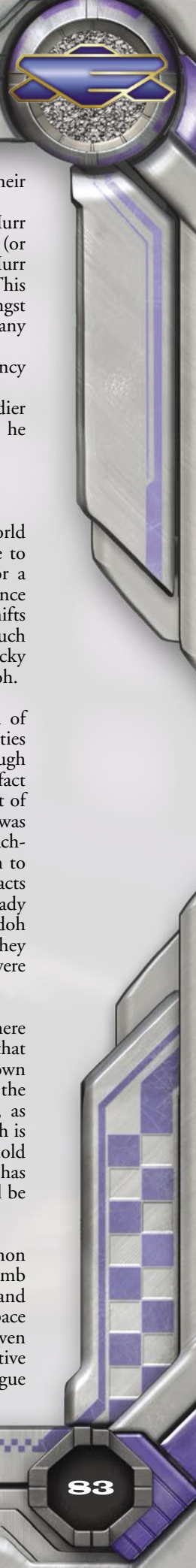
Population pressure eventually forced the various groups together and scarcity of resources prompted conflict. The Hurr are, by nature, an aggressive species, preferring to fight rather than negotiate if there is even the slimmest chance of victory. The endless wars drove the Hurr into isolated city-states, each controlling a small territory, with the rest a no-man's-land of constant war.

The discovery of flight altered the face of war. The harsh terrain which defined territories and hindered large armies suddenly dropped away. Those city-states which could take to the air could expand their reach; those who could not fell to those who could. In time, hundreds of nations became two – the Monarchy and the Republic. The Republic promised an alliance of city-states, with each one appointing representatives to speak for the citizens; the Monarchy offered only dictatorship. Freedom proved a powerful incentive and when the last war ended, Hurr'nog was united as a single Republic.

Of course, promises and actualities are different things. The Hurr Republic has become stagnant and corrupt; each city is controlled primarily by criminal factions. Females have no rights. Still, a Hurr with ability and skill who does not offend those in power can usually build his own place in the world, which is more than can be said for the masses of the galaxy.

The Hurr reached for space and first found the Tal-kona'sha, whose vast fleets sent the Hurr racing back to their homeworld. They subsequently explored in other directions and found the Drazi. The Drazi were powerful, too, but their power was in line with that of the Hurr and border skirmishes have been constant. The Drazi would love to conquer the Hurr but cannot spare the forces to do it; the Hurr would love to have colony worlds of their own but lack the technology to seize the Drazi worlds.

The Hurr have, somewhat cynically, joined the League of Non-Aligned Worlds; they have done this solely to gain access to technology and trade they cannot seize by force. To the Hurr, this is all a temporary game, a holding pattern. Someday, perhaps soon, the Hurr conquest will begin.



Personality: The Hurr are militaristic and prone to violence. In fact, they are in many ways like the Drazi, and if the two of them did not share a border, they might have become fast friends. Coarse and barbaric, the society of the Hurr is deeply misogynistic and distrustful of outsiders. They believe in their own superiority, and look forward to the day they can prove that superiority to the galaxy.

Physical Description: The Hurr are humanoids with coarse skin and four nostrils.

Relations: The Hurr do not have friendly relations with any other race; they have only treaties and trade agreements, none of which the Hurr intend to honour any longer than it is advantageous for them to do so. They skirmish constantly with the Drazi, but have not yet launched a full-scale war against any other race. Of course, they have only had gate travel for 75 years, so perhaps it is merely a matter of time.

Hurr Systems: For now, the Hurr can only claim their home system, Androma System, as their own.

Hurr Beliefs: The Hurr have a powerful belief system centred on ancient myths of war and bravery. Unlike the Drazi, however, they do not believe in random violence or mass brawls as a way of resolving issues. Instead, they believe in the strength of bloodlines and ancestors, and many Hurr are able to trace their lineage back for centuries.

Language: Surprisingly, considering the Hurr culture, the Hurr language sounds soft and melodic to Human ears. The Hurr have had little trouble learning the languages of the other races of the galaxy.

Starfarers: As a fiercely militaristic race, most Hurr that take to the stars do so aboard one of the race's great warships. Traders are tightly regulated and controlled, as are diplomats. A Hurr operating as an independent businessman is a rare thing indeed.

Hurr Names: Much like the Hurr language, Hurr names tend to sound melodic to Human ears, with rolling syllables and soft sounds.

Example Hurr Names: Thurrelsh, Shellithe, Mwurreln.

Hurr Racial Traits

- ⑤ +2 Strength, -2 Wisdom: Hurr are very strong, but tend to act rashly.
- ⑤ All Hurr are of Medium size.
- ⑤ Hurr have a base speed of 30 feet.
- ⑤ Battle Trained. All male Hurr learn to fight early in life. No matter the character's class, he may choose one additional Weapon Proficiency feat for free. Hurr who begin play as Soldiers may choose one Weapon Focus feat for free.

- ⑤ Hurr have very sensitive noses. They may use their normal Notice skill to pick up scents.
- ⑤ Misogynist. Misogyny is deeply ingrained in Hurr society. Female Hurr are not allowed in the military (or in most other aspects of their culture), and most Hurr carry this prejudice with them out into the galaxy. This facet of Hurr culture is also very well known amongst the other races, and Hurr suffer a -2 penalty to any Diplomacy skill checks with females of other races.
- ⑤ Automatic Language Feats: Fluency (Hurr) and Fluency (Human).
- ⑤ Favoured Class: Soldier. A multiclass Hurr's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

HYACH

As is perhaps fitting for their culture, the Hyach homeworld of Shri-shraba is old and worn. The Hyach were late to evolve; their world had been without intelligence for a very long time and it seemed likely that no intelligence would develop there, until unexpected climactic shifts gave the world's stagnant evolution a jump start. So much so, in fact, that two sentient races co-evolved in the rocky grasslands of Shri-shraba, the Hyach and the Hyach-doh.

The two species were very similar and shared much of the land, with both separate and mixed communities flourishing. The two races could even mate, though no offspring ever resulted from these pairings. This fact infuriated the early Hyach Elders, who saw the pursuit of pleasure without purpose as a sin. Over time, there was increased hatred and hostility directed towards the Hyach-doh, leading first to separation, then to violence, then to genocide. Unlike most races, who indulged in such acts only in their primitive state, the Hyach were already starfaring when the final extermination of the Hyach-doh took place. So intense was their religious hatred that they did not realise that, in killing the Hyach-doh, they were killing themselves.

The non-fertile matings were not without purpose. There was an exchange of genetic material and, without that additional DNA from the Hyach-doh, the Hyach's own reproduction was weakened. It took generations for the Hyach-doh genetic components to break down but, as they did, the Hyach saw a drop in birth rate, one which is now becoming acute. Cities on Shri-shraba built to hold ten million hold one million and no Hyach colony has thrived. Unless some solution is found, the Hyach will be extinct within a handful of generations.

The Hyach did not develop in the fits and starts common to sentient races but, rather had a very steady, slow climb from the stone age to the space age, with limited wars and few major social upheavals. The Hyach emerged into space shortly after the end of Valen's Shadow War. This has given them a very long time to develop technologies in relative peace and they are one of the most advanced of the League worlds.

Hyach culture is based on gerontocracy and this tends to make it ultra-conservative; the old dislike change. The Hyach are not stupid or stagnant, just set in their ways. Younger Hyach often chafe at the system, vowing to change it when they come into age and power but, once the bones have begun to weaken and the skin sag, the fires of youthful ambition also burn low and the wisdom of the current system seems ever more apparent.

The Hyach are, except for their internal genocides, a generally peaceful race. They have joined the ISA and are law-abiding members of it, though they contribute only the bare minimum of ships to joint military action. The Dilgar War, and the failure of the League worlds to help them, has made them wary of putting too much trust in outsiders and they believe that if push ever comes to shove, they will have to defend themselves.

Personality: To say the Hyach are set in their ways is to understate the matter drastically. Ruled by the most elderly of their people, Hyach society is conservative and traditional to a fault, changing only with glacial speed. This itself may soon be changing, however. The realization that their race is starting to die out as a result of their annihilation of the Hyach-doh years earlier may, if nothing else, prove a shot in the arm for Hyach society.

Physical Description: Hyach are humanoids, slightly shorter than the average Human, with a normal height of perhaps five feet six inches. Hyach have bald, lumpy heads. There is very little dimorphism in the species; males and females are roughly equal in height and weight.

Relations: A peaceful and sedentary race, the Hyach enjoy warm relations with a number of different races, and are active members of the League of Non-Aligned Worlds. They did suffer greatly during the Dilgar War, and received little in the way of aid from the other members of the League, a fact they have not forgotten and which has made their relations with several League members far chillier than they once were. However, the Hyach realise that the benefits of League membership greatly outweigh the drawbacks, and will certainly continue to be a part of the galactic political process so long as the race continues to exist.

Hyach Systems: The Hyach currently control three star systems, the Shri-Shraba System of their birth, and the two resource and observation stations in the Shra-Bal and Yonog Systems.

Hyach Beliefs: Hyach religion is a monolithic entity borne on the back of the race's gerontocratic government. It is an austere, severe faith, condemning pursuit of pleasure in favour of lauding commitment to duty. The religion itself is a vitally important element of

Hyach culture, and is, in many ways, responsible for the destruction of the Hyach-doh and, ironically, the Hyach themselves unless something is done to save them.

Language: The Hyach language is very, very old and like the culture itself, is slow to change. Many words to express new concepts have had to be borrowed from other tongues, a fact the Hyach Elders do not like but cannot change without radical alterations to the Hyach language itself.

Starfarers: The Hyach have never had much desire to leave their native world. The Yonog System might have been a fine colony site but the Hyach never really developed it, preferring to use it simply as a listening post and scientific research station. Over time, more and more Hyach ended up living there and the world was on the verge of colonial status when the Dilgar came. The outpost was wiped out and has only recently been rebuilt. The chances of it becoming a true colony are very slim.

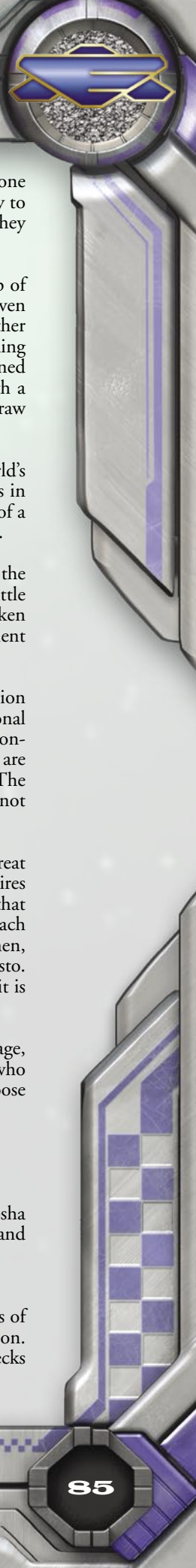
The same is true of Shra-Bal, a bitterly cold, lifeless world. Its red sun a dim crimson blur in the hazy sky, it is a temporary home to a few thousand Hyach painfully and slowly pulling mineral wealth out of the frozen soil. The world might be terraformed but the Hyach see no need to do so, as they do not intend to build colonies there. Shra-bal managed to avoid the fate of Yonog in the Dilgar War, as the Hyach, alerted to the threat posed by the Dilgar when they attacked Yonog, demonstrated considerably more firepower and technology than the Dilgar had expected, keeping them from extending their push into Hyach space.

Hyach Names: Hyach names tend to be simple structures, many of them with centuries or even millennia of use behind them.

Example Hyach Names: Chana, Hocha, Nareen.

Hyach Racial Traits

- ⑤ +2 Wisdom, -2 Charisma: Hyach culture and learning is rooted in veneration for the aged, but this tends to produce a certain stodginess and adherence to custom that renders the Hyach rather boring.
- ⑤ All Hyach are of Medium size.
- ⑤ Hyach have a base speed of 30 feet.
- ⑤ Knowledgeable. Hyach culture prizes knowledge. All Hyach characters gain four additional skill points at 1st level, which may be spent on any Knowledge skill.
- ⑤ Automatic Language Feats: Fluency (Hyach) and Fluency (Human)
- ⑤ Favoured Class: Diplomat or scientist. A multiclass hyach's diplomat and scientist classes do not count when determining whether he suffers an XP penalty for multiclassing.



IPSHA

Ipsa is a humid, choking world where a normal Human will likely die in a few hours from the crushing pressure and nearly unbreathable air, with average humidity approaching 99% across the planet. The barriers between air and water, land and sea, are not very sharp here and this is what has allowed the Ipsa to evolve. They are air-breathers but require a very wet environment in which to live.

The land masses of Ipsa are alive; they are covered to a depth of 20 or more feet by a sort of air-breathing coral. The proto-Ipsa evolved in the shallows of the reef but eventually became air-breathers. They resemble columns of tissue ringed with eyes and arms, radially symmetric like a starfish. The arms can number from six to 16, depending on sub-species, and each terminates in a cluster of small tentacles capable of fine manipulation. They are one of the few wholly non-humanoid intelligences active in the galaxy. Few of the major or League races have ever seen one in the flesh and, if not previously warned, are not likely to recognise an Ipsa as a sentient being, so different are they from most of the galaxy's intelligences.

The mentality of the Ipsa, though, is easily understandable – in many ways, they are less alien than the Lumati or the Gaim. Their history is one of stretches of peace broken by periods of war, with ever increasing technology. The final wars left their planet in the hands of five nations, the five great 'Baronies' of Ipsa, and this is the state today. No barony speaks for the whole planet and one barony may make a treaty with a race while another declares war on it. Species who assume the existence of a planetary government often find themselves surprised. The Abbai certainly did, when they discovered only one of five governments on Ipsa had joined the League, though all of the Ipsa eventually joined up.

The Ipsa live in a feudal system where the castes are determined by sub-species, with more arms equalling more prestige. This makes at least as much sense as Drazi politics and, just as with the Drazi, their system works for them.

Personality: The Ipsa are a race of schemers and plotters. Though it is impossible for an Ipsa to ever move out of its caste, there are multiple levels of prestige within any caste, and most Ipsa are determined to reach the top of theirs. They are motivated by accumulation, be it of wealth, honour or power and by and large are quite willing to make it to the top of their caste by stepping on whomever they must in order to do so.

Physical Description: The Ipsa resemble columns of tissue ringed with eyes and arms, radially symmetric like a starfish. The arms can number from six to 16, depending on sub-species, and each terminates in a cluster of small tentacles capable of fine manipulation. They are one of the few wholly non-humanoid intelligences active in the

galaxy. Few of the major or League races have ever seen one in the flesh and, if not previously warned, are not likely to recognise an Ipsa as a sentient being, so different are they from most of the galaxy's intelligences.

Relations: The fact that the Ipsa breathe a toxic soup of gasses and require a very wet environment to live, even more so than the Torta, keeps their interactions with other races to a minimum. They are members in good standing in the League (now that all five of the baronies have joined up, at any rate) and have amicable trade relations with a few of the other League members, mostly trading for raw materials.

Ipsa Systems: The Ipsa control their homeworld's system of Ipsa. Two of the five baronies have colonies in the Eklor System and all five baronies have taken part of a single desolate world of the Elitria System as their own.

Ipsa Beliefs: The Ipsa believe in the divinity of the highest Ipsa caste, those individuals with 16 arms. Little detail is known about it, but xenoanthropologists liken what they have learned to the belief system of ancient Egypt – deification of the ruling caste.

Language: The Ipsa language is an unintelligible collection of gurgles and whistles, interspersed with the occasional jet of water. This language is utterly impossible for a non-Ipsa to learn and use. Complex translation devices are needed for the Ipsa to communicate with other races. The Ipsa can learn to understand other languages, but cannot speak any but their own.

Starfarers: Space travel came to the Ipsa only with great difficulty. Their need for a very wet environment requires their ships to carry large amounts of water – a fact that nearly made them abandon their early attempts to reach orbit. This is much less of a concern now than it was then, however, and the Ipsa have taken to the stars with gusto. They do not have an exceptionally powerful fleet, but it is nothing to dismiss out of hand either.

Ipsa Names: Ipsa names, like the Ipsa language, cannot be pronounced by other races. An Ipsa who frequently interacts with alien races generally must choose a 'nickname' the aliens are able to pronounce.

Ipsa Racial Traits

- ⑤ +2 Strength, +2 Constitution, –6 Dexterity: Ipsa are strong and hardy, but they move slowly and awkwardly.
- ⑤ All Ipsa are of Medium size.
- ⑤ Ipsa have a base speed of 10 feet.
- ⑤ Circular Vision. Ipsa have sight organs on all sides of their bodies, granting them a full 360 degrees of vision. They receive a +6 modifier to all Notice skill checks involving vision.

- ⑤ **Water-Breathing.** Though they are primarily air breathers, Ipsha have not completely lost the ability to breathe in water. However, they are not as good at it as they once were, and have a difficult time extracting the necessary gasses from water. An Ipsha breathing water is subject to the same penalties as a Human breathing in a thin atmosphere.
- ⑤ Ipsha have never developed the telepathic gene (as non-humanoids, they were ignored by the Vorlon). An Ipsha may never have a P-rating.
- ⑤ **Automatic languages:** Ipsha. The Ipsha language is impossible for other races to mimic, just as other languages are impossible for the Ipsha to master. No other race may learn Ipsha and no Ipsha may speak any other language. Communication must therefore take place through the use of translators.
- ⑤ **Favoured Class:** Scientist or soldier. A multiclass Ipsha's scientist and soldier classes do not count when determining whether he suffers an XP penalty for multiclassing.

KOR-LYAN

Kor-Lya II is a world, paradoxically, of mountains and swamps. The planet has shaped itself so that wide mires fill in the bases of mountain ranges, which rise upwards from the muck, covered with a slowly-thinning forest. Geothermal activity keeps the mires warm and bubbling throughout the world, so the planet has no true ice caps or permafrost.

Within the swamps, a wormlike parasite developed which was almost entirely neural tissue and feeding tubes. It attached itself to whatever it could, trading off physical strength for mental development, until it attained a level of self-awareness. One species became strongly linked with a hulking, ape-like species which was just about smart enough to pick up a stick and whack another of its kind with it. In harmony with this species, the parasite could devote almost all of its biology to thinking and reproducing, with all other needs taken care of via the hose.

The parasite is the Kor; the ape-creature, the Lyan. Together, they form a single sentient culture: the Kor-Lyan. Once symbiotic sentience was achieved, the conjoined species began to dominate their world. Technological progress followed the usual course, as did social progress. Social unity continually eluded the Kor-Lyan, however, with no single nation every achieving control over more than a fraction of the world.

The discovery and use of nuclear weapons triggered a small societal shift. Horrified at the possibility of racial destruction, the countless kings and emperors and high lords and so on of the Kor-Lyan agreed to never use such weapons in anger. Unlike many similar treaties on many other worlds, they meant it. War might continue

between kingdoms but no side would strike first with weapons of mass destruction. The reason for this is simple – most wars until this point were fought with unbonded Lyan as the primary troops, hurled against each other like dumb animals, with the Kor well away from battle. Nuclear weapons mean the Kor would die along with their lumbering allies. This was unacceptable. This resolution is probably what allowed the Kor-Lyan to reach the stars.

The Kor-Lyan homeworld is still divided among roughly 300 kingdoms. Unlike the Ipsha, the Assembled Kings can speak with one voice when conversing with other species; a pact made with the Kor-Lyan kingdoms is made with the whole world. However, the Kingdoms are still very idiosyncratic and vary widely in their internal affairs. A wide range of governments exist on Kor-Lyan. Individual kingdoms also take their wars, cold and hot, to the stars and often hire other races as agents, mercenaries and go-betweens.

Personality: The primary preoccupation of the Kor-Lyan is self-preservation. This seems a self-evident trait in any sentient form of life, but for the Kor-Lyan, it runs stronger. The Kor-Lyan feel a bit out of their depth in the galaxy and in the League itself, and are always looking for something more than an advantage – they seek a safe foothold they can hang on to. The Kor is the brains of the symbiotic life form, and generally care very little about its brutish host. Should its Lyan die, it can always find another.

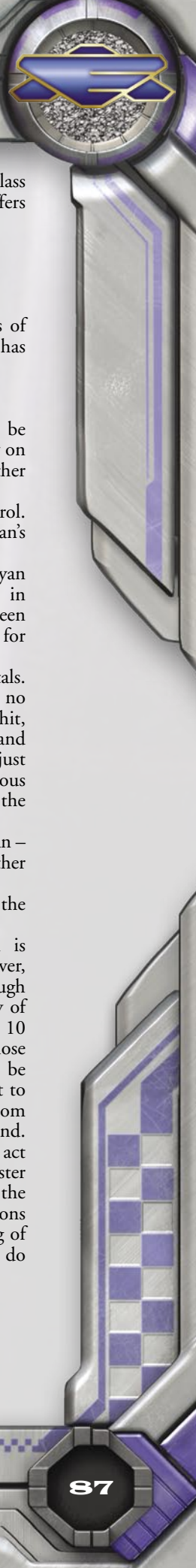
Physical Description: The hulking, apish form of the Lyan is all an observer of a Kor-Lyan will see – the parasitic worm remains buried in the creature's body. The Lyan form is a large, hairy creature that lacks any appreciable natural weapons, but makes up for this lack in brute strength. The Kor is a long, sinuous creature about a foot in length and an inch wide, with no apparent sensory organs of its own.

Relations: The Kor-Lyan homeworld is still divided into some 300 kingdoms, each of which is jockeying for position constantly, but the race does speak with one voice when it comes to outsiders. They have had few wars with other races, though they have not established warm relations with them either. This is due in no small part to the fact that most other races find the parasitic Kor very unsettling, despite the fact that the Kor apparently cannot bond with a creature from an alien species.

Kor-Lyan Systems: The Kor-Lyans hold their home system of Kor-Lya, as well as the Lotna System and the Oleng System.

Kor-Lyan Beliefs: Religion seems to be an important element of Kor-Lyan society; however, there seem to be as many religions as there are kingdoms.

Language: The language of the Kor-Lyan is marked by an immense vocabulary of words with *very* specific meanings.



This is unavoidable, as the mouth of the Lyan is ill-suited for inflection and most words are pronounced in a monotone, bereft of any meaningful intonation.

Starfarers: Though they find the galaxy a little intimidating, the Kor-Lyan are beginning to take to the skies in ever-larger numbers. Their membership in the League has partially reassured them of safety, and Kor-Lyan merchants and traders are beginning to ply the spaceways.

Kor-Lyan Names: Kor-Lyan names always refer to the Kor part of the entity; the Lyan never has its own name. Kor-Lyans have two names, just as do most Humans, Centauri and various other races. The first name refers to the individual, the second is the given name of the creature's Kor parent.

The racial traits of the Kor and Lyan are presented separately below. It is almost unheard of for a Kor to be encountered that is not bonded with a Lyan, but it is not at all uncommon to encounter an unbound Lyan.

Kor Racial Traits

- ⑤ +2 Intelligence, -10 Strength (minimum 1), -8 Constitution (minimum 1): The Kor itself is quite smart but physically it is rather fragile. Its means of making up for this (bonding with a Lyan) is distasteful to most races.
- ⑤ All Kor are of Tiny size.
- ⑤ Kor have a base speed of 10 feet.
- ⑤ Lyan Bonding. A Kor can take up residence in a Lyan body if it has one full minute in which to do so.
- ⑤ Kor are widely considered by others to be repulsive parasites. A Kor suffers a -4 penalty on all Diplomacy skill checks against a member of another race.
- ⑤ Automatic Language Feats: Fluency (Kor-Lyan) and Fluency (Human).
- ⑤ Favoured Class: Agent or diplomat. A multiclass Kor's agent and diplomat classes do not count when determining whether he suffers an XP penalty for multiclassing.

Lyan Racial Traits

- ⑤ +4 Strength, +2 Constitution, -10 Intelligence (minimum 3), -4 Wisdom (minimum 1): The Lyan itself is a big dumb oaf that is most useful as a vehicle for a Kor or as a warrior.
- ⑤ All Lyan are of Medium size.
- ⑤ Lyan have a base speed of 30 feet.
- ⑤ Automatic Language Feats: Fluency (Kor-Lyan). A Lyan must be taught to speak if it is to obey before being bonded.

- ⑤ Favoured Class: Soldier. A multiclass Lyan's soldier class does not count when determining whether he suffers an XP penalty for multiclassing.

Kor-Lyan Racial Traits

- ⑤ The merged Kor-Lyan enjoys the physical aspects of the Lyan and the mental aspects of the Kor. Thus, it has +4 Strength, +2 Constitution and +2 Intelligence.
- ⑤ All Kor-Lyan are of Medium size.
- ⑤ Kor-Lyan have a base speed of 30 feet.
- ⑤ Kor-Lyan are widely considered by others to be repulsive parasites. A Kor-Lyan suffers a -4 penalty on all Diplomacy skill checks against a member of another race.
- ⑤ In a bonded Kor-Lyan, the Kor is in complete control. However, the Kor does have access to all the Lyan's skills and abilities.
- ⑤ Both the Kor and the Lyan parts of a Kor-Lyan continue to accumulate experience and advance in levels. However, any experience gained is split between them, effectively halving the rate of advancement for each.
- ⑤ The Kor and the Lyan retain separate hit point totals. While the Kor is bonded with the Lyan, it suffers no hit point damage, with the exception of a critical hit, in which case the damage is split between the Kor and the Lyan. The death of the Lyan body usually just means the Kor must find a new host. There are obvious exceptions to this; if the Lyan body is vaporised, the Kor is dead as well, for example.
- ⑤ Poison administered to the Lyan affects only the Lyan – the biologies of the two creatures are not tied together to the point that the Kor would be affected as well.
- ⑤ A telepath scanning a Kor-Lyan will detect both the Kor and Lyan brains.
- ⑤ Tenuous Bond. Normally, control of its Lyan is something a Kor can take for granted. However, whenever the Lyan is injured, the jolt of pain is enough to imperil the bond. Immediately upon the injury of its Lyan, a Kor must make a Wisdom check (DC 10 plus one for each point of damage) or temporarily lose control of its Lyan. If this happens, the Kor will be dazed for 1d4 rounds, after which it must attempt to regain control of the Lyan by making another Wisdom check (DC 15). One check may be made per round. While out of the Kor's control, the Lyan is apt to act irrationally and unpredictably. The Games Master should roll on the following table to determine the actions of the Lyan each round. Note that these actions are the result of the sudden and traumatic severing of the bond between Kor and Lyan. Unbonded Lyans do not react like this when wounded.

| D6 roll | Result |
|---------|---|
| 1-2 | Dazed: The Lyan is unable to act normally. A dazed Lyan can take no actions but has no penalty to Defence Value |
| 3-4 | Cowering: The Lyan is frozen in fear and can take no actions. A cowering Lyan takes a -2 penalty to Defence Value and loses his Dexterity bonus (if any) |
| 5-6 | Berserk: The Lyan attacks the closest living thing |

- ⑤ Automatic Language Feats: Fluency (Kor-Lyan) and Fluency (Human).
- ⑤ Favoured Class: Agent or diplomat. A multiclass Kor's agent and diplomat classes do not count when determining whether he suffers an XP penalty for multiclassing.

LLORT

The Llor are a burrowing people, looking something like armadillos. They took to the caves and tunnels of their world when a near-miss by a passing asteroid swung the planet's axis, turning the world into one of climactic extremes. In the cool stability of the darkness, they grew and prospered, slowly developing the tools and technology they needed to survive.

They also developed the cultural trait which, to this day, defines them to other races. If a Llor needs something – a tool, food, a weapon – he simply takes it. Aside from a few items carefully marked, all property on Llor is available for anyone who lays claim to it, with the understanding that the same is true in reverse. Often, an item not being used by the taking individual will be placed down in exchange. This concept – the Exchange – is central to Llor existence. The Llor have no concept of 'ownership'.

When the Llor finally emerged into space, they found a galaxy full of things they could use – and so they began to take them. Sometimes, if they felt it was required, they would leave things in exchange – other times, they would not. This earned them the sobriquet of 'pirates' and 'thieves' but, to the Llor, it is all about balance. Most other species have more; the Llor have less. Therefore, to balance the universe, things must go to the Llor. If this universal balance has to be achieved by means of weapons fire, well, so be it...

Personality: Llor have their own ways of doing things, ways which seldom mesh well with the rest of the galaxy. They are given to a level of scheming and politicking on par with the Centauri, but more than that, come from a society in constant flux, a feudal culture in a never-ending state of turmoil. The Llor have no concept of ownership, not of another's possessions, not of their own.

This extends deeper into the Llor's life as well, as they will gladly change political allegiances or religious affiliations to fall in with whichever Llor faction is in the ascendancy.

Physical Description: Llor are humanoid, with a thick, mottled beige hide and features vaguely reminiscent of a terrestrial armadillo. Males and females are roughly equal in size and, indeed, it is very difficult for a non-Llor to tell them apart on the basis of gender.

Relations: No one trusts the Llor, and the Llor do not quite understand why. Their tendency to take what is not theirs on the basis of needing or wanting it is a perfectly normal thing in their society, and they have a difficult time with the concept that other races feel differently. They have not yet tried to do this with major holdings, such as an entire system, and considering the sorry state of the Llor fleet, it is doubtful they would try more than once. Other races do deal with and trade with the Llor, but they always watch them carefully.

Llor Systems: The Llor have only their home system, the Vartas System.

Llor Beliefs: The Llor have very nearly as many religions as do Humans. Religion is only an important part of life to a very few Llor; the remainder gladly change faiths as the political winds of their planet change.

Language: The Llor language is a collection of snorts and shuffling grunts, interspersed with a large number of words the Llor have borrowed from other races over the years.

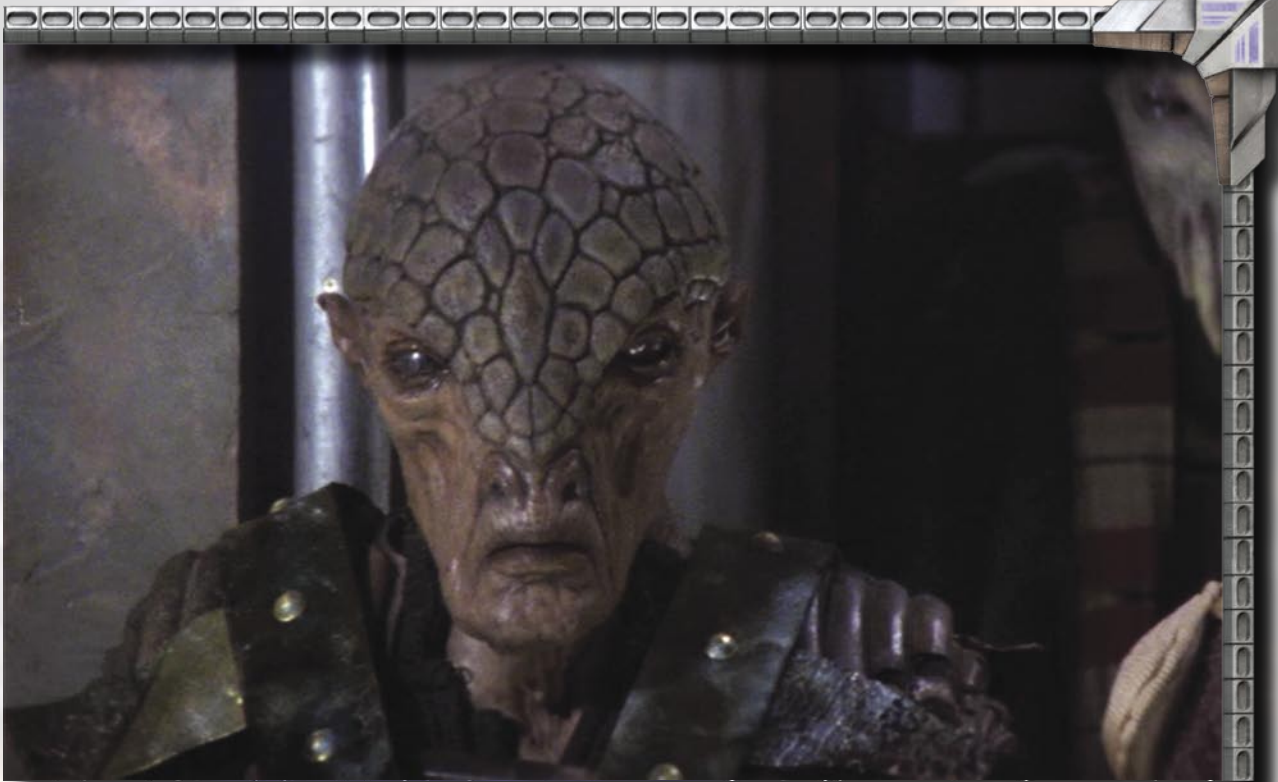
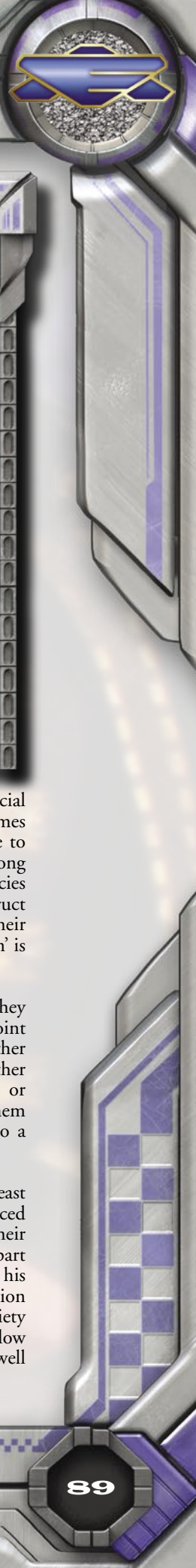
Starfarers: As a race, the Llor are eager to leave their world and travel amongst the stars, though in reality only a small percentage of them do. The vast majority of Llor society exists as an impoverished underclass, with no real hope of ever leaving the burrow-cities of their birth. Most Llor encountered away from their world are from the wealthier strata of society, traders and merchants plying the spaceways.

Llor Names: Llor names incorporate the individual's given name and caste in the same word, usually separated by one or more hyphens. Names tend to be strings of short two or three letter syllables connected by hyphens.

Example Llor Names: Bi-Ha-Tro, Ga-Loh-An, Mi-Ma-Ta, Tor-Ha-Joh.

Llor Racial Traits

- ⑤ +2 Dexterity, -2 Wisdom: Llor are surprisingly quick and nimble, but they rarely learn from their mistakes, no matter what the consequences they suffer may be.
- ⑤ All Llor are of Medium size.
- ⑤ Llor have a base speed of 30 feet.



- 5 Llorc have a digging speed of five feet. This applies only to soft earth and clay; a Llorc can not dig through rock (or a spaceship bulkhead, for that matter).
- 5 Though the Llorc have yet to understand why other races do not like them taking their possessions, they do understand the fact that these races do not like it. Llorc gain a +4 bonus to Subterfuge skill checks for purposes of making off with items of interest to them.
- 5 Llorc are widely considered thieves and scoundrels. A Llorc suffers a -4 penalty on all Bluff and Diplomacy skill checks against a member of another race.
- 5 Automatic Language Feats: Fluency (Llorc) and Fluency (Human).
- 5 Favoured Class: Lurker or trader. A multiclass Llorc's lurker and trader classes do not count when determining whether he suffers an XP penalty for multiclassing.

LUMATI

Lumat IV, homeworld of the Lumati, is a large but low-density planet with a light gravity and a thin atmosphere. It is an old world, its tectonic activity long since stopped. Worn mountains stretch wanly toward the sky and slow, wide rivers carve their paths through the landscape. The sun shines crimson through an atmosphere hazy with the legacy of millennia of industrial pollution.

The planet is deeply pitted and scarred, a product of continuous exploitation. Most of the ecosystem has been

damaged beyond repair; it is, perhaps, the only racial homeworld where the inhabitants have retreated into domes and underground complexes due to the damage done to their own environment. The Lumati see nothing wrong with this; the uncounted millions of exterminated species were simply unfit. They view their ability to construct artificial environments in which to live as proof of their own superiority. 'Technology is the ultimate adaptation' is a common Lumati aphorism.

The Lumati are not cruel, just arrogant and callous. They believe that 'that which survives, is fit' and see little point in either helping or actively hindering the survival of other species. The idea of expending resources to help another species – whether an animal native to their planet or a sapient being of alien descent – is as foreign to them as humility is to a Centauri or 'giving a refund' is to a Brakiri.

Lumati society is highly stratified but it is at least meritocratic. All Lumati are continually tested and placed into appropriate schools and training programs as their innate skills and talents manifest. Genetic screening is part of this; the lower someone ranks in these tests, the worse his chances on being approved for breeding. Physical isolation of the lowest-ranking was not part of Lumati society until 2259 when, 'inspired' by Babylon 5's Downbelow region, the Lumati began to segregate physically as well as socially.

The Lumati traditionally viewed other races as inferior and likely to introduce bad memes; this kept their travel limited to nearby, uninhabited worlds, though a few individuals ignored this policy. The Lumati had no desire to conquer other races, merely to have a buffer zone for their homeworld. Only when they painstakingly realised that races with allies were stronger than those without did they begin seeking alliances with the larger universe; this will no doubt cause many upheavals in Lumati culture.

Each Lumati city-complex is self sufficient, though most have specialisations. Aliens are not permitted to land on Lumat but trade is conducted via orbiting platforms, primarily in the Mollitra System. Only the most worthy individuals are permitted to enter Lumat's orbital space.

Personality: Many view the Lumati as a hopelessly arrogant race, and while this is at least partially true, it is an incomplete description. The Lumati do not disdain other races out of hand; rather, they hold all other races up against their own example. Those who rate well on this scale are treated with the utmost respect and courtesy. Lumati tend to view the whole galaxy through this ethnocentric lens, judging everything according to their own criteria, unwilling to believe other races may hold other views yet still be viable partners for trade.

Physical Description: The Lumati are actually divided into two races, the higher and lower Lumati, which are both sprung from the same race. Indeed, the two races were artificially created by means of a conscious and deliberate separation of those Lumati deemed to be superior and those deemed inferior. The higher Lumati are significantly taller than the lower.

Relations: The Lumati are very discerning about which races they will associate with. No matter how much a race has to offer in wealth or knowledge, the Lumati will not engage in relations unless they are satisfied the race's culture is acceptable – in other words, that it mirror Lumati culture by maintaining some manner of segregation between the classes. Those races the Lumati deem acceptable are in a position to benefit enormously, as once satisfied, the Lumati are generous and affable trading partners. The final bit of business to 'consummate' the agreement, however, is something many other races find distasteful.

Lumati Systems: The Lumati Dominion is in control of three star systems: the Lumat System, where the race was born, as well as the Mollitra System and Xochat System.

Lumati Beliefs: The Lumati have little in the way of religious belief outside their own conceptions about racial purity, which have risen to become a nearly spiritual aspect of their society.

Language: Language is a strange thing with the Lumati. Higher Lumati do

not speak to unproven outsiders, they leave this to the Lower Lumati. Indeed, the Higher Lumati do not even speak in the presence of an unproven outsider. The higher and lower Lumati share a telepathic connection, allowing the higher to communicate with the lower, who will then give voice to what he has been told by his superior. Whether or not the lower Lumati can send a telepathic message to the higher Lumati remains unknown.

Starfarers: Very few Lumati spend any great deal of time amongst the stars. They are willing and affable enough with those races they deem worthy, but they vastly prefer the company of their own people and see little reason to associate overmuch with those of other races.

Lumati Names: Lumati names depend upon the caste of the Lumati they are attached to. Higher Lumati have long names, incorporating the individual's given name and social station, while Lower Lumati have short, usually one syllable names.

Example Lumati Names: Correlilmerzon (Higher Lumati), Taq (Lower Lumati).

Lumati Racial Traits

- ⑤ Higher Lumati: +1 Intelligence, –2 Charisma. Generations of careful breeding have created an intelligent race, but their tendency to remind others of this fact is rather off-putting.
- ⑤ Lower Lumati: +1 Constitution, –1 Wisdom. The lower Lumati are hardy labourers, but generations of servitude have made them dependent on the guidance of the higher Lumati.
- ⑤ All Lumati are of Medium size.
- ⑤ Lumati have a base speed of 30 feet.
- ⑤ All Lumati are able to use the Message telepathic ability, though only with other members of their race. Most Lower Lumati are not even aware of this ability – they believe messages are implanted in their minds by the Higher Lumati.
- ⑤ No Lumati may take the Alien Empathy feat at 1st level.
- ⑤ Automatic Language Feats: Fluency (Lumati) and Fluency (Human).
- ⑤ Favoured Class: Scientist. A multiclass Lumati's scientist class does not count when determining whether he suffers an XP penalty for multiclassing.

MARKAB

The Markab was one of the galaxy's oldest races, having emerged to the stars during the Shadow War of Valen's time. Thus, its downfall – not at the hands of an enemy, but at the hands of their own narrow-mindedness – is especially tragic.

The race's homeworld is drier than it should be, given its hydrosphere. Unfortunate arrangements of land and wind patterns make most of the surface uncomfortably arid, so civilisation tends to cluster in relatively small areas. This forced the early Markab to find ways to unite or risk perpetual war. They found the answer in religion – the Markab quickly evolved a single faith, though there remained many differences of doctrine. While small religious wars did flare up over these differences, the general unity provided by a shared set of beliefs enabled the species to co-operate, thrive and grow, developing technology and ascending into space.

When the Markab saw the chaos that engulfed the galaxy in the wake of that war, they were justifiably frightened, so much so that they quickly retreated to a small cluster of worlds and refused to have anything to do with the larger galaxy. For a millennia, they simply fortified their own colonies and kept half an eye on the changing universe around them. They rebuffed the Centauri handily and cast a wary eye on the Humans, who were moving their frontier dangerously close to that of the Markab.

This turned out to be the Markab's salvation. The Dilgar struck at Markab worlds and this placed them too close to the Earth Alliance. The Earth Alliance took action, liberating Markab space (and, unlike many other races who engaged in such 'liberation', did not merely drive off one conqueror to become another). The Markab grudgingly accepted that the universe would not ignore them if they ignored it, and joined the League of Non-Aligned Worlds, becoming a part of the active galactic community. Grateful to Earth, they offered refugees places to flee during the Earth-Minbari War and pledged considerable support to the Babylon Project.

However, something of what would condemn them was already becoming evident. Some of the survivors of the Dilgar War felt the attacks of the Dilgar were a divine punishment, that they were being condemned for some unknown sins. This notion was shared by others – that is, many felt the colonists had somehow angered the gods, and that the gods had used the Dilgar as tools of punishment. The same strong morality which kept the early Markab from killing each other had become an obsession. Things did not simply happen; all occurrences were rewards for moral behaviour or punishments for immoral behaviour.

Thus, to them, a plague was proof of sin and when an ancient disease began to ravage their world, their shame at the 'sin' they were being punished for was so great that they ignored the spread of the disease until it was too late. Each Markab felt he could be spared if he was pure enough and moral enough, and by the time a few realised the truth, that sin had nothing to do with it, all three Markab worlds were dead. A tiny handful of Markab who were far from their space and not in regular contact with their fellows survived but, for all practical purposes, the race is dead.

In 2260, Captain Sheridan destroyed the Markab jump gate, in order to keep raiders and pirates from looting the riches of the dead planet. Some raiders – those with ships capable of forming their own jump points – still make attacks on the world. During the Clark years, clandestine expeditions by IPX also plundered the world and there are rumours that these did not end entirely when Clark fell from power. In 2263, the ISA declared the world a memorial and stationed a small fleet of ships to protect it. An orbital museum documenting the history and culture of the Markab is planned.

Personality: The Markab did their best to stay out of the galaxy at large, but the galaxy itself would not have it. Deeply religious and greatly concerned with righteousness and order, they saw the galaxy as a place of chaos and immorality. Their strict adherence to their faith, believing righteousness would save them from the ravages of the Drafa Plague, is what ultimately led to the destruction of the entire race. By the end of 2259, all Markab worlds were essentially dead from the plague, with only a few scattered pockets of Markab remaining. Those few surviving Markab are lost, lonely souls, knowing that they may very well be the last individuals of this once-great race.

Physical Description: Markab are humanoids with pale skin and slightly distended heads. They are hairless as a race, and have an almost armoured pattern to the skin on the back of their heads and arms. They have a bit of excess skin on their faces, creating folds around the nasal ridge and jaw line.

Relations: The Markab were active members of the League of Non-Aligned Worlds before the destruction by the Drafa Plague, and had particularly warm relations with Earth (before President Clark) as it was Earth that saved the Markab from the Dilgar and it was the Markab who sheltered Human refugees during the Earth-Minbari War. However, they always held themselves slightly apart from other races, anxious to avoid any chance of being contaminated by immorality from such contact.

Markab Systems: Before the Drafa Plague felled their civilisation, the Markab held three systems: their home system of Markar, as well as the Tiree and Troth Systems.

Markab Beliefs: The Markab believe the universe watches and judges them constantly – that moral behaviour will bring blessings and sin will bring destruction. This belief was reinforced as several cusp events of their history, including the first rise of the Drafa Plague on the island of Drafa, a place renowned for its hedonism, and the attack of the Dilgar. In both cases, the Markab ascribed these events to some inherent failing of their own. Thus, when the Drafa Plague came again, the Markab naturally assumed their moral rectitude had lapsed, and if they could but regain their righteousness, the plague would subside. By the time they were willing to admit the truth, it mattered little what any Markab believed – the race was doomed.

Language: The Markab language is littered with metaphor and religious overtones. To a native speaker, it is perfectly versatile and serviceable, but to someone without the cultural background of a Markab, it is cumbersome and difficult to use.

Starfarers: Though the Markab first went to the stars a thousand years ago, space travel was never an important aspect of their culture. Indeed, for many years after seeing the chaos and bloodshed of the greater galaxy, the Markab retreated to their own holdings and fortified themselves. The Markab were careful and conservative in their trade agreements, and their military forces remained within their own borders. Of course, since the devastation of the race by the Drafa Plague, the few remaining Markab are starfarers by definition – they have no planet of their own.

Markab Names: Lazarenn

Markab Racial Traits

- ⑤ –2 Charisma, +2 Wisdom: As a race the Markab are very perceptive and strong-willed but this leads to a very narrow-minded focus. It is next to impossible to convince a Markab of something that is outside their frame of cultural reference.
- ⑤ All Markab are of Medium size.
- ⑤ Markab have a base speed of 30 feet.
- ⑤ Markab are deeply religious and extremely focused. They may treat Concentration and Knowledge (history and philosophy) as class skills regardless of character class. They may also attempt these skills untrained and gain a +2 bonus to all Concentration and Knowledge (history and philosophy) checks.
- ⑤ All Markab take their tasks exceptionally seriously and pursue their vocations almost fanatically. All Markab gain Skill Focus as a bonus feat. The skill focus must be in a class skill.
- ⑤ Automatic Language Feats: Fluency (Markab) and Fluency (Human).
- ⑤ Favoured Class: Scientist or worker. A multiclass Markab's scientist and worker classes do not count when determining whether he suffers an XP penalty for multiclassing.

MORADI:

Morad VII is world which shows far too many of the signs of war. While green patches are visible here and there, most of the world is blighted and barren. A cold, dry wind blows almost continuously and choking dust fills most of the planet. The world was not always like this; once, it was far more hospitable.

Moradi cities, those that survive, are something like their world. They are, today, grey and barren, with a raw functionality

seen in no other species. A close inspection, though, shows signs there was once more. Walls show hints of vanished murals; open squares seem designed to hold statues; numerous arenas and stages can be found, blocked off or abandoned. There are buildings which were once libraries but are now hollow shells or piles of ash; there are faint signs of gardens ploughed under and sown with salt.

The Moradi are a humanoid race, whose most distinguishing physical features are the numerous openings along the sides of their head and skull. These serve to provide a form of auxiliary nostril. Each is lined with a plethora of sensitive cells, and a Moradi can learn a tremendous amount of information about an area from just a few seconds exposure to the atmosphere.

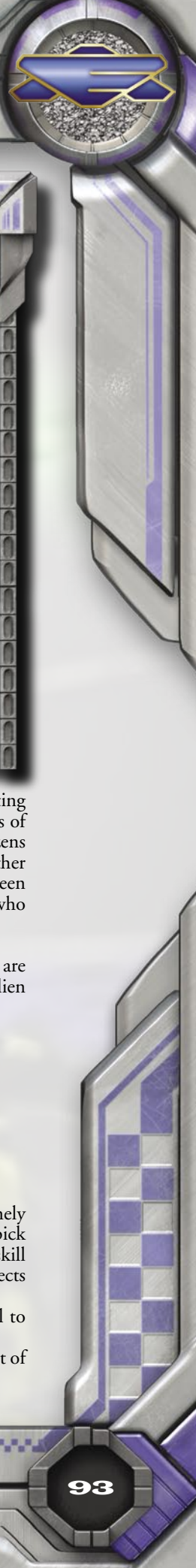
The Moradi are not an especially violent people (though they are far from pacifistic) but they have always been passionate about their ideals and principles and equally passionate about expressing them. The Moradi developed a thousand different forms of art to give life and shape to their ideas, exploring every form of expression.

Whereas geography or nationality helped define territories on Earth, to the Moradi, belief was key. The Moradi warred over ideas instead of land and the tight linkage between ideology and location seen on Earth never developed on Morad; a city or region would almost never be dominated by one idea and individuals moved freely around the world.

In time, the Moradi advanced into space, still squabbling. Contact with other races brought new ideas to fight over and new technology to fight with. The result was a planetary civil war, one which came near to destroying the world and the race.

The most powerful surviving faction, the Disciples of Ul, decided that civil war must not be permitted to occur again. The only way to prevent a war over ideas was to eliminate all ideas – and all those things that give form to ideas or, in other words, art. In the most overarching and complete act of censorship seen in the galaxy, the Disciples ordered the purging of a culture that reached back millennia. All art, music, poetry, literature – every song and dance, every play, every book or story, every work of creativity that ever existed on the planet was to be destroyed. Only one thing would remain – service to the state. Even the use of alien languages was banned, lest they introduce new, contradictory ideas; the Moradi communicate with outsiders only through translators. Moradi space is mostly sealed to travel – their warships are very capable of enforcing this edict.

Personality: The Moradi are a people in search of something. They even know what it is they seek – new ideas, new means of expression – but they are too frightened of the consequences, and of the wrath of the Disciples of Ul,



to do anything about it. In the absence of any other ideal, most Moradi have sworn themselves to the severity of their culture, to the ascetic lifestyle they must live and to the vast military that keeps outside ideas at bay.

Physical Description: The Moradi are humanoid. They have an elongated, hairless cranium which is lined with small holes that act as auxiliary nostrils. They have a sexual dimorphism roughly on par with that of humans, with the males tending to be larger and stronger than the females.

Relations: The Moradi have virtually no relations with outside races for fear of the destructive influence of outside ideas. What few relations they have mostly consist of terse trade agreements carried out at arm's length in deep space.

Moradi Systems: The Moradi control only the system containing their homeworld – the Morad System.

Moradi Beliefs: The Moradi embrace an ascetic philosophy that makes all other races seem positively gluttonous. They believe in having no beliefs, as strange a concept as this might be. Years of war, and the near destruction of their race, over differing ideas and concepts caused a furious backlash in the other direction. All art, music, literature and any other form of expression are outlawed for the good of the state.

Language: The languages that once gave voice to haunting music and ephemeral poetry are not now the languages of utility and order. In truth, until recently there were dozens of languages spoken on the surface of Morad. Like other forms of individual expression, however, they have been outlawed and stamped out by the Disciples of Ul, who imposed a single, colourless language on the populace.

Starfarers: The only starfarers amongst the Moradi are members of the race's military. No other contact with alien races is allowed.

Moradi Names: Apriori Flentix, Natchok Var, Nix

Moradi Racial Traits

- ⑤ Moradi have no adjustments to their attributes.
- ⑤ All Moradi are of Medium size.
- ⑤ Moradi have a base speed of 30 feet.
- ⑤ The auxiliary nasal system of the Moradi is extremely acute, allowing them to use their Notice skill to pick up scents. Further, a Moradi may make a Notice skill check to notice an airborne poison before it affects him.
- ⑤ Moradi gain an additional 4 skill points at 1st level to be used on any Technical skills.
- ⑤ Moradi may not take Knowledge skills relating to art of any form.

- 5 Automatic Language Feats: Fluency (Moradi). All other languages are banned by the Disciples of Ul.
- 5 Favoured Class: Agent or worker. A multiclass Moradi's agent and worker classes do not count when determining whether he suffers an XP penalty for multiclassing.

VREE

Coldly rational and eerily silent, the Vree are not a common sight anywhere in the galaxy. Even in those few places where they do appear with any great frequency (League Council Halls, Babylon 5, certain trading colonies), they keep to themselves and rarely seek out the company of others. This does not suggest a race well suited for group interaction, but there are conditions under which the Vree might choose to associate with other races (which they collectively call 'The Illogicals').

The Vree might wish to study some aspect of alien culture to better understand it. They might also wish to open trade negotiations with members of a given race and decide they first need an appreciation for how random elements of that race behave. The Vree are eternally curious and while they are rarely social, they do have a habit of observing other species and cultures.

Personality: All Vree have roughly the same personality, although there are differences because of exposure to other races, personal experiences and even chemical imbalances brought on by space travel. It is a truism among the Vree that spacegoing members of their race tend to become slightly eccentric over time. This is usually an indication that the Vree are beginning to have emotional responses, something they do not understand as a species.

Physical Description: The Vree are a very distinctive race with grey skin, thin and lithe bodies, almost featureless faces and large, completely black and faceted eyes. The Vree have no vocal chords, making it impossible for them to make more than a clicking sound with their tongues. This muteness is another trademark feature of their race. Encumbered by their careful movements and tight fitting garments, the Vree seem almost incapable of making noise at all.

Relations: The Vree treat all races equally and have no apparent preferences other than a leaning toward the Gaim because of their own logical behaviour. The Vree have only limited contact with other species, restricting their relations for the most part to business or politics. Few beings in the galaxy would ever call a Vree a friend, and it would be an irrational act of great magnitude for a Vree to call any other creature (including another Vree) a friend and mean it.

Vree Beliefs: The Vree have a simple view of the universe and while they have no religion to speak of, their adherence to the ideas of law and chaos crossed by the axioms

of positive and negative behaviour borders on the fanatical. While the Vree have no concept or appreciation for divine figures, they have nearly anthropomorphised these four concepts into conscious entities capable of influencing the universe through sentient beings. While many Vree do not adhere to this latter extreme, others do.

Languages: The Vree have no spoken language, but do have a complex written one consisting of more than a million symbols and their variations. The Vree, being telepathic, have no need for a verbal form of communication and only use their written language when they need to leave information where it can be later retrieved. As long as a Vree can use telepathy to communicate, it will always do so in preference to its written language.

Starfarers: When the Vree take to space, it is for two purposes: exploration and trade. The Vree are the oldest spacefaring race in the League of Non-Aligned worlds and have explored a great deal of the galaxy. Their astrogation capabilities are second to none; even Minbari navigators would have something to learn from the Vree. Vree ships are always armed because their methodical creators are practical enough to know that hostility often comes from unexpected places and rarely provides enough reaction time to call in reinforcements.

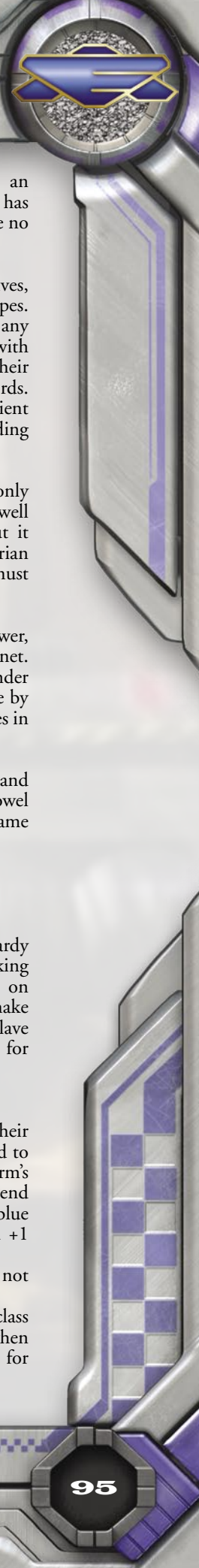
Names: The Vree do not use names when referring to each other directly, as their mental 'feel' is more than enough of an identifier. When they must record their names, they do so with simply symbols that express the most basic facets of their mental outlook. This meaning is completely lost on non-Vree, but their symbols have been translated into Interlac characters for trade purposes. A Vree name is binary, with the first half expressing his philosophy regarding positive energies in regard to law and chaos. The second half refers to his view on negative forces in the same regard.

Vree Names: The system of Vree naming given above makes not distinction between male and female. The prefixes and suffixes are also all the same; only their placement first or second changes their meaning and then only with regards to philosophical concepts.

Example Vree Prefixes and Suffixes: An, Ai, Be, Di, Gi, Hu, Ka, Ne, Oa, Pi, Te, Ua, Vo, Xi, Xa, Yi.

Vree Racial Traits

- 5 -2 Constitution, +2 Intelligence. The Vree have very frail bodies but are possessed of enormous intellectual capacity.
- 5 All Vree are of Medium size.
- 5 All Vree have a base speed of 30 feet.
- 5 The Vree place great import on education and begin the game at 1st level with 4 bonus skill points. These must be spent on Knowledge, Medical or Technical skills.



- ⑤ All Vree possess a limited form of telepathy. They may use the Message telepathy ability at Close range automatically with other members of their race without requiring Telepathy checks or any ranks in the Telepathy skills. This ability may not be used on members of any other race.
- ⑤ Automatic languages: Vree. The Vree language is impossible for other races to mimic, just as other languages are impossible for the Vree to master. No other race may learn Vree and no Vree may learn any other language. Communication must therefore take place through the use of translators.
- ⑤ Favoured Class: Agent. A multiclass Vree's agent class does not count when determining whether he suffers an XP penalty for multiclassing.

ZANDERIAN

As a civilisation, Dureena Nafeel's race has been effectively wiped off the galactic map. Hailing from the now dead world of Zander Prime, the galaxy's remaining Zanderian population are nearly all slaves to one faction or another, sold or stolen from the impoverished homeworld before its destruction. Scattered and without any unity beyond whatever extended family groups may be with them, this race may well not last long and its cultural identity is already flagging. Only in small colonies, such as the one on Ceti Gamma II, can this refugee race hope to kindle a new hope for the future.

Personality: Zanderians come in one of two stripes. Either they are galactic drifters, living by their wits and whatever they can latch onto and make their own, ever burdened by the memory of the death of their homeworld, or they are displaced populations, usually slaves, usually with little clear knowledge of the world they come from, much less the fate that world suffered. Those of the first camp tend to be cynical and pessimistic, unwilling to trust anyone, while those of the second tend to be almost primitive, still indulging in ancient rituals practices for foretelling the future.

Physical Description: Zanderians are humanoid and, indeed, have a very Human appearance. Their skin tends to be slightly mottled, and their race displays a male and female dimorphism roughly equivalent to that of Humans. The eyes of a Zanderian are striking, usually brightly coloured amber or yellow, and seem more like the eyes of a cat.

Relations: Now that their planet has been destroyed, the Zanderians have no central government, nor do they have any encompassing culture. The Zanderians themselves are far more likely to be objects of trade than they are to be trading partners.

Zanderian Systems: The Zanderians were never an advanced or far-flung race. Now that Zander Prime has been turned into a dead world by the Drakh, they have no system or home of their own.

Zanderian Beliefs: Like the Zanderians themselves, Zanderian beliefs tend to come in one of two stripes. Those who wander the galaxy usually eschew any particular religious or spiritual belief, too consumed with daily survival and bitterness over what has become of their race to put much stock in cast stones and mumbled words. The more provincial Zanderians still hew to truly ancient spiritual practices, guiding their lives through the reading of runes and the utilisation of sympathetic magic.

Language: Zanderians speak Zanderian and only Zanderian. It is a somewhat clumsy language, not well suited to incorporate new ideas and new words, but it serves the average Zanderian well enough. If a Zanderian wishes to speak any other language, even English, he must purchase the Fluency feat.

Starfarers: The Zanderians were never a stellar power, and the vast majority of the race never left their planet. Those who did commonly left as slaves. Now that Zander Prime is a dead world, all the remnants of the race are by definition starfarers, though most will live out their lives in mean labour on some alien world.

Names: Zanderian names include both a surname and a given name, and tend to consist of multiple vowel repetitions, particularly of the letter 'e'. The given name always comes first in Zanderian arrangement.

Zanderian Racial Traits

- ⑤ +2 Constitution, -2 Wisdom: Zanderians are hardy and have good resistance to common ailments (making them ideal slaves). However, their culture relies on arcane practices such as the casting of stones to make decisions, which is often compounded by their slave status, as they rarely need to make decisions for themselves.
- ⑤ All Zanderians are of Medium size.
- ⑤ Zanderians have a base speed of 30 feet.
- ⑤ Slaves: Zanderians that survived the destruction of their homeworld are invariably slaves. They have learned to work hard, keep a low profile and stay out of harm's way. Zanderians gain 4 free ranks at 1st level to spend as they decide on the following skills: Profession (blue collar), Stealth and Subterfuge. They also have a +1 racial bonus to Reflex saves.
- ⑤ Automatic Languages: Zanderian. Zanderians do not start with English as an automatic language.
- ⑤ Favoured Classes: Lurker or worker. A multiclass Zanderian's worker class does not count when determining whether he suffers an XP penalty for multiclassing.

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