

# FROZEN WAKE



# FROZEN WAKE – CHARACTER CREATION SUMMARY

GURPS 4th Edition | One-Shot | TL10 Realistic Sci-Fi

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## POINTS & LIMITS

- **Total Points:** 150 CP
  - **Disadvantages:** Up to -75 points
    - **Max Quirks:** - 5 points (included in the -75)
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## DUTY (Optional - does not count against Disadvantage Limit)

You may take:

- **Duty (Luxcap Employer, 12 or less) [-10]**
    - Applies if you're part of the regular or permanent Kairos crew.
    - Optional for contractors, temps, or one-time hires.
    - Choose a Duty type:
      - *Kairos Crew (Core Systems)* – long-term ship staff (pilot, engineer, captain, etc.)
      - *Field Science Division* – researchers under Luxcap's science arm
      - *Security Rotation Contract* – mercs or internal agents
      - *Expedition Logistics Contractor* – quartermasters, recon, etc.
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## REQUIRED TRAITS (If part of the Kairos Crew)

If you are a **permanent or long-term member** of the ship's crew, you **must** take:

- **Spacer [1]** – basic familiarity with shipboard life
- **Vacc Suit [1]** – know how to wear and operate a space suit

**Common Skills** (highly recommended, not required):

- **Savoir-Faire (Luxcap)** – interacting in a corporate chain-of-command
- **Savoir-Faire (Corporate Spacer)** – dealing with other crews, freelance professionals, station authorities
- **Spacer** – know how a vessel operates
- **First Aid, Survival (Any), Scrounging, Electronics Operation**, etc.

**Optional Savoir-Faire Variants (pick one or two if relevant):**

- **Savoir-Faire (Black Contract)** – for shady or deniable work
- **Savoir-Faire (Science Vessel)** – for navigating formalities aboard mobile research labs
- **Savoir-Faire (Extraction Crew)** – for mining, salvage, or field work groups
- **Savoir-Faire (Colony Protocol)** – common among planetary contractors

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## LANGUAGES

All PCs should know **English (Native or Fluent)** unless explained otherwise.

Other fitting languages include:

- **Old World Languages:** Mandarin, Arabic, Spanish, Hindi, Russian, French
  - **New Colony Languages:** Ilyrian Creole, Vesta Trade, Yūnho Pidgin, Martian Blend
  - **Corporate Dialects:**
    - *Luxcants Corporate Intercode* (e.g., encrypted standard used by Luxcap)  
(for more, see table below)
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## CULTURAL FAMILIARITY (Pick at least one)

- **Corporate Space** – MegaCorp-controlled hubs and vessels
  - **Solcol** (Solar Colonies) – Lunar, Martian, and orbital habitats
  - **New Colonies** – Exoplanet settlements, rugged or experimental
  - **Old World** – Earth and pre-expansion power blocs
  - **Junk Ring Culture** – scavengers, freelancers near Saturn/Neptune
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## TECH LEVEL

- **Default TL10**
    - All PCs must be familiar with TL10 tech.
    - Most gear is TL10
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## SETTING BASICS

The **year is 2179**. Humanity has expanded beyond the Solar System.

- **Subspace drives** allow interstellar travel, but anything over a few weeks requires **cryo-sleep**.
- **"New Colonies"** on distant exoplanets are just beginning.
- **"Solcols"** (Solar Colonies) in Earth's system are hyper-developed, tightly controlled by megacorporations.
- **Luxcap Industrial** is one such corporate behemoth, known for biotech, terraforming, and opaque ethics.

**There are no aliens. No signals. No ancient ruins.**

This is a cold, *realistic* hard sci-fi universe.

## Corporate Dialects

Name	Type	Used by	Notes
<b>Luxcants Corporate Intercode</b>	Encrypted spoken & written code	Luxcap personnel, esp. command & logistics	Already in your setting; think of it as a cross between legalese, shorthand, and secure jargon.
<b>SigNav Echo</b>	Acoustic signaling / data ping	Engineering teams, salvage ops, EVA techs	Uses harmonic pulses and subvocal tones over systems channels — TL10 “knock codes.”
<b>NeuroComp Kinetalk</b>	Subdermal muscle gesture code	Deep-augmented workers and medtech responders	Combines biofeedback with silent gesture language; used during silence-critical operations.
<b>Hextalk-92</b>	Corporate rapid-fire slang	Traders, smugglers, freelance contractors	High-speed compression of trade codes, prices, and threat alerts. Rooted in mining colony slang.
<b>Tetracode</b>	Iconic symbol-based protocol	Internal memos, black projects, comm lockdowns	Visual-only language using tetrahedral glyphs — legible only with the right key overlay.
<b>CORSEC Variant-5</b>	Military command dialect	Corporate security, mercenaries, shipboard officers	Standardized across multiple corps. Includes intimidation, threat signals, surrender clauses.
<b>EDUCOM Layer 4</b>	Education & research meta-speak	Science vessels, AI-human communication efforts	Logic-driven, heavily structured. Often used in scientific disputes or during peer audits.
<b>Interlink PathCant</b>	Mediation & diplomacy dialect	Mid-tier bureaucrats, mediators, corporate diplomats	Focused on maintaining plausible deniability and parsing layered meaning from vague directives.



# Player Character Catalogue - Crew of the *KAIROS*

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## Commander Isla Voss

- **Age:** 42
- **Gender:** Female
- **Role:** Ship Captain
- **Time on KAIROS:** 3 years (commanded 5 missions)

### Description:

Cool under pressure, highly competent, and deeply loyal to her crew. Commander Voss runs a tight ship but doesn't micromanage. She's known for making hard calls — and standing by them.

### Background:

Former Luxcap military logistics. Took a career detour after a botched evac mission. Recruited into Subdivision 44 for her calm under fire and experience with "ambiguous" missions.

### Connections:

- Mutual respect with Nadira (Engineer), former commanding officer.
- Some tension with Ty Kepler (Security), whom she doesn't fully trust.
- Protective of Dr. Tsang — perhaps overly so.

### Why She's Here:

Officially: routine science op.  
Unofficially: she's watching the mission's corporate links closely.

### Why Play Her:

You enjoy leadership, decision-making, and navigating both crises and crew drama. You get to decide who lives, who risks it, and who keeps secrets.



## Dr. Ren Okabe

- **Age:** 39
- **Gender:** Male
- **Role:** Systems Scientist
- **Time on KAIROS:** 2 missions (7 months)

### Description:

A composed, dryly humorous systems theorist with a penchant for coffee and puzzles. Obsessed with data integrity and anomaly tracking. Wears his exhaustion like a badge of honor.

### Background:

Worked on cryogenic integrity systems at Luxcap's orbital lab. Was pressured into fieldwork to validate his own models. Not field-hardened, but unexpectedly resourceful.

### Connections:

- Often debates with Maia Tsang about “real” science.
- Known to eat in silence with Finn, sharing bad caffeine habits.
- Sometimes gets tech help from Quinn, whom he distrusts but finds useful.

### Why He's Here:

To oversee and analyze long-term biological stability in extreme environments — and because Luxcap is holding a project grant over his head.

### Why Play Him:

Perfect for players who enjoy dry wit, scientific problem-solving, and being the one who realizes what's gone wrong — too late.



## Lt. Ty Kepler

- **Age:** 34
- **Gender:** Male
- **Role:** Security Officer
- **Time on KAIROS:** 4 missions (2 years)

### Description:

Military-trained, controlled, and sharp-eyed. Keeps to himself, rarely jokes. He's not the warmest aboard, but when things go bad, he's the one you want on your side.

### Background:

Used to run security for off-world mining outposts. After a violent mutiny at one station, he quietly transferred out and ended up on the KAIROS — with no formal incident on file.

### Connections:

- Trusted by Commander Voss professionally, though personally distant.
- Keeps a careful eye on Quinn.
- Sometimes spars or trains with Kellen Marek in the hangar.

### Why He's Here:

Officially: safety oversight.  
Personally: he's trying to disappear for a while — and the middle of nowhere suits him just fine.

### Why Play Him:

Ideal for players who like tactical roles, intimidation, paranoia, or being the one with a gun and a gut feeling.

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## Kellen Marek

- **Age:** 29
- **Gender:** Non-binary (they/them)
- **Role:** Ice Prospector / Surface Recon
- **Time on KAIROS:** 1st mission (contractor)

### Description:

Rugged, skeptical, and deeply attuned to the land — even if it's ice. Kellen's the type who measures trust in actions, not words. Sharp mind under a quiet, methodical exterior.

### Background:

Freelance recon scout for hazardous terrain analysis. Previously worked for asteroid belt miners and deep polar teams on Europa.

### Connections:

- Quickly built rapport with Patch and Tsang.
- Mutual respect with Kepler after a joint drill.
- Keeps distance from Ren and Elias — doesn't like suits.

### Why They're Here:

Hired to chart stable landing zones and resource veins beneath the ice. Didn't ask too many questions — just enough.

### Why Play Them:

Play if you like survival instincts, observation, grit, and being the first one out of the airlock when the wind sounds wrong.





## Nadira Sayegh

- **Age:** 36
- **Gender:** Female
- **Role:** Chief Engineer
- **Time on KAIROS:** 6 missions (5 years)

### Description:

Quietly brilliant and dry-witted, Nadira keeps the ship running through pure stubbornness and practical know-how. Her sleeves are always rolled up, her boots always dusty.

### Background:

Started as a Luxcap repair technician, moved into R&D support, and eventually field engineering. She's seen more mechanical failures than she'll admit — and fixed most of them with chewing gum and bad coffee.

### Connections:

- Long history with Commander Voss — mutual trust, unspoken loyalty.
- Trains Quinn but gets annoyed when Quinn improvises too much.
- Wary of Orla Jaan, for reasons she won't disclose.

### Why She's Here:

The *Kairos* is half her home and half her responsibility. If something breaks out here, no one else will fix it right.

### Why Play Her:

You like hands-on solutions, no-nonsense dialogue, and being the one everyone turns to when the lights flicker or the air gets thin.



## “Salvage” Quinn

- **Age:** 27
- **Gender:** Unknown / Non-disclosed
- **Role:** Scavenger / Assistant Mechanic
- **Time on KAIROS:** Just joined (contracted at Gullyspire)

### Description:

Ragged gear, fast fingers, cocky grin. Quinn doesn't do “official channels” — they do results. A bit too clever, a bit too fast, but undeniably useful in a tight spot.

### Background:

Used to work scrapping derelicts near Saturn's junk arcs. Took a “one-time gig” on the *Kairos* after a dicey job went sideways. Has a toolkit full of patched-together miracles and an attitude to match.

### Connections:

- Loosely mentored by Nadira (with occasional head-butting).
- Often trades jokes and smuggled snacks with Patch.
- Makes Ren Okabe visibly nervous.

### Why They're Here:

To get paid, stay ahead of the past, and maybe steal a few components for later use. And honestly? Because the *Kairos* was leaving fast.

### Why Play Them:

Ideal for improvisers, tricksters, or players who like gray morality, sneaky plans, and duct-taped ingenuity.



## Ash Pryce

- **Age:** 33
- **Gender:** Male
- **Role:** Pilot
- **Time on KAIROS:** 1 mission (joined 2 months ago)

### Description:

Laid-back, sharp-eyed, and effortlessly smooth at the controls. Ash talks like a man who's seen things and didn't blink. He doesn't brag — he doesn't have to.

### Background:

Former pilot for a now-defunct corporate fleet. Survived a deep-space incident no one will talk about. Resurfaced with a clean flight record and very little explanation.

### Connections:

- Trusted by Voss for his calm under pressure.
- Friendly with Kellen, often trading stories.
- Quiet around Finn — something unspoken hangs there.

### Why He's Here:

Luxcap offered him a short-term flight job with decent hazard pay. He didn't ask too many questions.

### Why Play Him:

You want to be the one who lands the impossible landing, handles tense moments with charm, and hides a deeper mystery behind easy smiles.





## Dr. Maia Tsang

- **Age:** 38
- **Gender:** Female
- **Role:** Xenobiologist
- **Time on KAIROS:** 2 missions (1 year)

### Description:

Precise, curious, and passionate about alien life — even when it might eat her. Maia is driven to catalog the unknown and believes every organism is a clue to something bigger.

### Background:

Specialist in extremophiles and microbial terra-stressors. Left an academic post on Luna to take part in more “tangible” discoveries.

### Connections:

- Has regular (and lively) debates with Ren Okabe.
- Trusted by Finn for her integrity.
- Protective of Zhen, whom she sees as a bit too isolated.

### Why She's Here:

To study the potential for dormant life on PRAXIEM-Δ13. She suspects there's more than Luxcap is saying.

### Why Play Her:

You love exploration, science mysteries, and the tension of discovering life that maybe should have stayed buried.



## Finn Ramires

- **Age:** 40
- **Gender:** Male
- **Role:** Cook & Quartermaster
- **Time on KAIROS:** 4 missions (2.5 years)

### Description:

Finn holds the ship together with warmth, sarcasm, and well-cooked meals. Everyone talks to him, because he listens — and because he controls the rations.

### Background:

Former fleet merchant turned supply officer. Picked up culinary training as a survival tactic on long-haul freighters. Has a sharp eye for people and an even sharper one for lies.

### Connections:

- Keeps everyone fed and heard. Trusted by most.
- Confidant to Dr. Tsang.
- Suspects Quinn is more than they claim.

### Why He's Here:

He likes this crew. And he knows when a mission is more than it looks — he's not the only one with quiet doubts.

### Why Play Him:

You want a grounded, social character who can balance empathy with pragmatism — and maybe hide a blade in a bowl of stew.



## Zhen Yao

- **Age:** 31
- **Gender:** Female
- **Role:** Cryo-Specialist / Medtech
- **Time on KAIROS:** Joined at Gullyspire (first mission)

### Description:

Precise, introverted, and deeply professional. Zhen focuses on her work — the cryo-pods, the samples, the protocols. But there's a quiet sadness behind her eyes that doesn't quite fit.

### Background:

Graduate of Titan's Medica-9 Institute, known for cold-environment specializations. Zhen left a promising corporate med post to sign onto this mission — and hasn't explained why.

### Connections:

- Receives guidance from Dr. Nadir.
- Respected but lightly pitied by Tsang.
- Strangely avoids conversation with Patch.

### Why She's Here:

To monitor the frozen cargo and oversee recovery integrity. But there's something else she's not saying.

### Why Play Her:

You enjoy quiet depth, introspection, and a medtech role that might hold dark implications beneath the calm exterior.

