

Hanom the Gray



In the Earth year 1989, while exploring the spinward regions of **the Technate**, the *TSV Adventure* detected a weak distress signal and investigated, discovering a large spacecraft of what appeared to be **Albadine** origin moving at slower-than-light velocities. Boarding the vessel revealed it to be a sleeper ship, equipped with hundreds of suspended animation capsules, most of which had failed during the voyage. Only one of the passengers could be safely awakened; once communication was facilitated, he identified himself as Hanom the Gray, a soldier and commander of soldiers, and estimated that he had been in suspended animation for approximately fifteen hundred years*.

As this date, which was consistent with what could be discovered from examinations of the ship, placed his origins during the hypothetical era of the Albadine Empire, the historical department of the *Adventure* was keen to learn as much as they could from this living artifact. To their surprise, however, Hanom insisted that there had been no such Empire, but many competing Albadine-ruled states which had employed him and his army as mercenary soldiers. Subsequent events would lead to him being labeled as an extremely unreliable source about his era, but his original, blunt statement on this subject is still sometimes cited in arguments on the topic, strengthening the school of thought which views the Albadine Empire as a myth.

Regardless, Hanom was quite willing to discuss these matters, particularly with a young historian of his own species, who ended up revealing far more about the workings of the *Adventure* and **her crewmates** than she learned from him. Eventually, Hanom seized the opportunity to hijack the ship, employing his psychic powers to hypnotize key personnel into obeying his commands. He was nearly successful, only suffering a reversal when he attempted to dominate **Commander Deleh Massovy** and failed due to her immunity. This distracted him enough that **Commander Hayez** and other members of the crew were able to defeat and incapacitate him.

Hayez was then left with the problem of what to do with his captive. Hanom absolutely refused to submit himself to psychological reconditioning in a Technate facility, and Hayez recorded in his personal log that he had concerns that the Albadine warrior would manage to seize control of any such organization. Eventually, a compromise was reached whereby the *Adventure* would transport Hanom to a world he identified as his home planet and maroon him there. On arriving

in orbit around this planet, located within the Unclaimed Regions, it was discovered that this planet was currently home to several thriving **Garkun** settlements.

Despite this, Hanom insisted that he wished this planet for his final disposition. The historian who had assisted him offered to join him in this exile, but he -- with apparently sincere regret -- refused her, claiming that the path he was now walking was too grim and uncertain to walk with anyone else. Before departing, he offered one final bit of information, claiming that the species currently resident on this planet were not Garkun, but rather the Garbadine, hybrids of the Albadine and Garkun -- or rather, the original species from which they were both descended. He offered no proof of this, either, and it has been discounted by most scholars of Albadine history.

In the last decade*, the Unclaimed Regions have seen an upswing in piracy, committed by these so-called Garbadine soldiers and led by an individual who matches the description of Hanom the Gray. There are some accounts which suggest that he is slowly building a new stellar nation in this region. The Cosmic Intelligence Agency considers him a serious threat to the stability of the region -- or at least to established states that are friendly to the Technate, such as that of the **Dralmoi** -- and have attempted to eliminate him on several occasions, failing each time. They may be forced to recruit more potent aid to deal with this problem in the future.

The greatest weakness Hanom suffers may be his tendency to brood, retreating to reflect on his situation and what has led to it. Any failure in his schemes, however momentary or trivial, can trigger such a reaction, leaving him slow to react to changing circumstances. The situation on the *Adventure*, with his inability to psychically influence Massovy, is a good demonstration. It might be possible to trick him into believing that he has failed, with this tendency then opening the possibility of a genuine defeat. However, fooling him is no easy task.

As for the historian who assisted him, Denev Arakete, she was returned to **Muraddin** and court martialled for her role in this hijacking, drummed out of the Agency and returning to civilian life, and gave birth to a daughter late that year*. She has never discussed the father of **her child** with that child, who has also entered the TSA and risen higher than her mother ever did, currently assigned to **Station X-11** in the Sol system ...

Hanom the Gray - PL 13

Abilities:

STR 13/8 | **STA** 13/8 | **AGL** 3 | **DEX** 5 | **FGT** 11 | **INT** 4 | **AWE** 3 | **PRE** 6

Powers:

Basic Telepathy: Mental Communication 2 (1 mile)- 8 points

Longevity: Immunity 1 (aging); Immunity 2 (disease, poison), Limited to Half-effect - 2 points

Mental Powers: Array (40 points)

- **Hypnosis:** Perception Range Cumulative Affliction 13 (Resisted by Will; Dazed, Compelled, Controlled), Insidious, Vision Dependent - 40 points

- **Physical Enhancement:** Enhanced Stamina 5; Enhanced Strength 5; Sustained Impervious Toughness 10; Sustained Regeneration 10 - 1 point
- **Psychic Probe:** Cumulative Mind-Reading 13, Subtle - 1 point
- **Psychokinesis:** Perception Range Move Object 13 (200 tons), Subtle - 1 point

Shielded Mind: Impervious Will 12, Limited to mental effects - 6 points

Advantages:

Defensive Attack, Fearless, Improved Initiative, Inspire 2, Leadership, Power Attack, Startle, Teamwork, Trance, Ultimate Effort (Will resistance), Uncanny Dodge.

Skills:

Deception 4 (+10), Expertise: Galactic 4 (+8), Expertise: Military 8 (+12), Insight 10 (+13), Intimidation 7 (+13), Perception 6 (+9), Persuasion 6 (+12), Technology 7 (+11), Vehicles 6 (+11).

Offense:

Initiative +7

Unarmed +11 (Close Damage 13/8)

Hypnosis -- (Perception Range Will 13)

Defense:

Dodge 9, Parry 11, Fortitude 13/8, Toughness 13/8, Will 13.

Totals:

Abilities 96 + Powers 59 + Advantages 12 + Skills 29 + Defenses 16 = 212 points

Offensive PL: 13

Defensive PL: 12

Resistance PL: 13

Skill PL: 8

Complications:

Power--Motivation. Brooding Tendencies.

*Note: His Garbadine soldiers are minions equivalent to Garkun Warriors but remove their Sidekick advantage and **Mindlink** powers and add **Basic Telepathy** (as above) instead; also increase their INT to 1 and add Expertise (Military) 4 (+5) and Technology 4 (+5).*

Update 2022: In recent weeks, Hanom has felt a strange urge to take a warband of his soldiers to a certain planet he has never heard about. He ignored this urge, for he has more control over his actions than that.

*Secret History of Hanom the Gray: Hanom told the truth about the situation of the Albadine dominions as he knew it. Towards the end of his career, one of the rulers of those dominions declared herself Empress and sought to unite all of these states under her rule, using geneforged clones of herself as agents. (One of them was later known as **Princess Kaguya**.) He was employed to fight against that dominion in some of his last battles, and regarded its imperial claims as invalid. However, the ship carrying himself and his armies was ultimately forced to flee the region, and so he has no certain knowledge of how it worked out.*