

## Albadine



Art by [rooster82](#)

The people called the Albadine have no home world. They have spread across space claimed by both **the Crimson Imperium** and **the Technate**. Some of their nations claim citizenship within these great powers; others dwell permanently on their starships, eternally voyaging through the void. And then there are those who have settled on undeveloped planets beyond the borders of either state, usually living without much in the way of technology, but supported by their well-developed psychic powers.

The history of the Albadine is somewhat obscure even to themselves. Some believe that they once ruled an interstellar state in the regions of space now occupied by the Technate, some fifteen hundred years\* ago. There are others who believe this to be a myth, or at least to be exaggerated legend. Most of the Albadine are largely unconcerned with such matters, preferring to focus their energies on the tasks of surviving from day to day in an often hostile universe.

*Noteworthy Albadine*

**Arwen O'Donnell**

**Hallandar**

**Hanom the Grey**

**Princess Kaguya** (deceased?)

## **Cmd. Spica Arakete**

**Albadine Explorer -- PL 5/MR 5**

### **Abilities:**

**STR 1 | STA 1 | AGL 1 | DEX 3 | FGT 3 | INT 2 | AWE 2 | PRE 2**

### **Powers:**

**Telepathy:** Mental Communication 2 (1 mile); Mind Reading 5 - 18 points

### **Advantages:**

Equipment 5

### *Equipment:*

Protective Uniform (Protection 4, Subtle), Stunbeam Projector (Ranged Cumulative Affliction 5 [Fortitude; Dazed, Stunned, Incapacitated]) *or* Blaster (Ranged Damage 5) and Longknives (Strength-based Damage 3, Improved Critical, Split Attack), and 5 points of equipment as needed.

### **Skills:**

Athletics 2 (+3), Deception 2 (+4) Expertise: Galactic 4 (+6), Expertise: Science 1 (+3), Insight 3 (+6), Perception 3 (+6), Persuasion 2 (+4), Ranged Combat: Stunbeam/Blaster 1 (+4), Technology 2 (+4), Vehicles 2 (+5)

### **Offense:**

Initiative +1

Unarmed +3 (Close, Damage 1)

Stunbeam Projector +4 (Ranged Fortitude 5)

Blaster +4 (Ranged Damage 5)

Longknives +3 (Close Damage 4)

### **Defense:**

Dodge 5, Parry 5, Fortitude 3, Toughness 5/1, Will 5

### **Totals:**

Abilities 30 + Powers 18 + Advantages 5 + Skills 11 + Defenses 11 = 75 points

**Offensive PL: 5**

**Defensive PL: 5**

**Resistance PL: 4**

**Skill PL: 1**

### **Complications:**

***Discovery--Motivation. Others as Needed.***

Note: Albadine with psychic abilities comparable to those of Hallandar or Hanom the Gray are *incredibly* rare, but they do exist.

### **Tiernyanogi-class Heavy Cruiser - 106 points**



Fairly typical of the style of starships favored by nomadic Albadine family groups, the *Tiernyanogi*-class has been in continuous use for centuries, changing very little in design parameters from generation to generation. It is distinguished from other commonly-used Albadine vessels due to its heavy shielding and armaments, where most other sorts tend to favor speed and endurance.

**Size** Gargantuan; **Strength** 14; **Speed** 14 (32,000 MPH air/space); **Defense** 6; **Toughness** 12

**Features:** Communications, Computer, Living Space, Personnel.

**Powers:**

**Deflector Shields:** Sustained Impervious Toughness 12 - 12 points

**Hyperspace Drive:** Movement 2 (space travel 2 [extra mass 14]) - 18 points

**Weapon Systems:** Array (36 points)

- **Blaster Cannons:** Ranged Multiattack Damage 12 - 36 points
- **Pulson Discharge:** Ranged Burst Area 2 Damage 9 - 1 point
- **Tractor Beam:** Move Object 14 (12 kilotons), Limited to moving towards and away from the ship - 1 point