

## Yurusha Elaynu



What sort of person looks at the most powerful stellar empire in known space, ruled by one of the most brilliant and resourceful individuals ever to live, and decides, "This has to go, and I will be the one to bring it down"? In the case of Yurusha Elaynu -- *Senator* Elaynu to you -- who has served as the commander in chief of the Insurgency for nearly three decades, now, it is a person who was there at the start of it all, regards the mistakes she made back then as the greatest errors of her life, and will do almost anything to correct the consequences of her actions and inactions. *Almost* anything, which is why she is more likely to be an antagonist than an ally for would be heroes of **the Crimson Imperium**.

Seventy-six years\* ago, the Imperium was facing one of the greatest challenges of its history. The mysterious superbeing dubbed Galactor was busily commanding the pillaging of worlds on the periphery, and the Senate was dithering over the appropriate response. Yurusha was then a young senatorial aide, decades away from earning her own seat, but she was in a position to join the embassy that the Senate sent to the mystics on their garden world of Hasham, to demand or to beg, depending on the situation, that they do something about Galactor.

It was a long and difficult journey, and Yurusha was the only member of the Senatorial group to actually survive the voyage, leaving the onus of deciding how to approach the mystics on her. Had she humbled herself and begged, perhaps they would have been moved to send more assistance. But she believed that she was already too humble, and so she phrased the request in the form of a demand, and so two of the mystics, a mentor and his student, left Hasham along with what was left of her expedition. She despaired, then; what could two men do?

Having gotten something of a lesson in the actual answer to that question when pirates

attacked the ship, she felt a bit more hopeful. On the other hand, they were now without a pilot, and so they made an emergency landing on the backwater world of Gomiori in hopes of finding one. And there the tale began to take its strange turns, for not only did they meet with a young and incredibly self-impressed pilot named **Eflas Garden**, who agreed to help them, the younger mystic brought back a mendicant named **Osborne**, who claimed to have certain special knowledge of the hidden weaknesses of Galactor.

For a wonder, this little band of heroes managed to accomplish what all the forces set against the powers of Galactor had failed to do so far, and sent him to flight away from the Imperium. The cost was great, though, for the older mystic laid down his life for the cause, but not before he urged his pupil to take Eflas as his own pupil. This meant that Yurusha would be separated from him, and that was a sorrow, for they had grown close despite themselves. But she was more concerned with her own reward: the senatorial rank that would normally have been decades away. Her joy at this was only lightly disturbed by the way that the same gift was bestowed, for his role in all this, on Osborne.

Ten years\* went by, as she watched the crimson-robed Senator grow in power and influence, striving to stop him when possible and slow him down the rest of the time. Despite her opposition, Yurusha never had the sense that he viewed her as an enemy, but rather as a source of amusement. Despite this frustration, there came a bit of happiness back into her life when Eflas, now a mystic in truth, returned to the world with his master to act as the overseers of the Senate. She soon learned that Eflas still thought that rules were for other men, and they loved and then married in secret despite the laws against it.

Four years\* went by, and a new crisis arose, and the Crimson King was asked by a cabal of Senators to take the title of Lord Protector. And making matters even worse, Eflas learned that his master revealed was the chief ally of the king, slaughtering those mystics who refused to swear obedience to the new Crimson Imperium and terrorizing the resistant Senators as well. Eflas came to his aid of his wife, fighting his master in a deadly duel that left the other man critically injured, then helped her to flee the planet, separating from her to increase their chances of escape. She would not see him again for more than sixty years\*.

For her, the war began that day, not decades later when she finally assembled allies who could provide the forces she could not. She knew that the battle to come would take decades, so she began taking booster spice to slow her aging process and protect her from poisons. Even then, she knew that some of the other leaders of her Insurgency viewed it as hers for only so long as it would take to remove her. It was nothing new to her; life in the Senate in those last years had been good training for this.

To Yurusha, there is no question that the Insurgency must not, under any circumstances, seek to change the pre-Crimson King Imperium from the way that it was, but rather restore it, with all

its flaws intact. Once that is done, they can start to make the sort of reforms that will make it impossible for this *interlude* to ever repeat itself, but to insist on such changes when there is no Senate to approve of them is simply to set oneself up as a different dictator than the Imperium currently endures, or at best an oligarchy of several would-be dictators. She has explained this, repeatedly, to her fellows, and yet even the best of them, like **Balin Mauresco**, just ignore her. She would prefer not to kill any of them, but they have not leaving her with any other options.

And as if that was not bad enough, she is once again alone. After Gelesh, she and Eflas finally began to slowly and tentatively rebuild their long-shattered relationship. They had both changed so much, and it was a difficult process. Then, one day, he simply failed to wake up. There was no great battle, no ascension to become a luminous being instead of crude matter. He just passed away in his sleep, leaving her bereft of her most important ally. **His last pupil** will have to take up the banner for him when he finally returns from wherever he has gone. Hopefully that **Lansam** child will bring him back alive ...

**Update 2022:** As Yurusha sees matters, Balin Mauresco has, doubtless without realizing it, signed the death warrant of the Insurgency. By hiring a group of mercenaries led by that barbarian **Garth Maruad** and directing them against **an opponent** unconnected with the Imperium, he has given license to all the other section leaders to do the same thing -- and many of those section leaders will direct their forces against other sections of the Insurgency. The only option available to her to prevent this is to have Mauresco assassinated before the forthcoming rendezvous. She can see no better options.

**Update 2023:** Her efforts to pursue that unpleasant necessity were thwarted, and some unknown party attempted to assassinate Mauresco *after* the rendezvous. Working at a faster pace than she has in decades, Yurusha was able to manufacture and plant evidence that the attack had been organized by Arribe Busten, one of the worst of the worst among her colleagues. This evidence was discovered and publicized, and everything should have been well ... but **Tilari Enfancta** subsequently privately revealed that she knew the evidence was falsified, and could only take this as proof that Yurusha herself was responsible. Even if she wasn't, according to Tilari Enfancta, the fact that she chose to frame someone rather than actually investigate the affair demonstrated a dangerous flaw in her ethics. So Yurusha must now take her marching orders from that child!

### **Yurusha Elaynu -- PL 6 (3rd Edition)**

#### **Abilities:**

**STR 0 | STA 2 | AGL 1 | DEX 2 | FGT 2 | INT 2 | AWE 2 | PRE 4**

#### **Powers:**

**Booster Spice:** Immunity 3 (aging, disease, poison) - 3 points

**Advantages:**

Attractive, Benefit 4 (Millionaire), Connected, Daze (Deception), Defensive Roll, Equipment 12, Improved Critical (Blaster Pistol), Improved Initiative, Inspire 2, Leadership, Luck 3, Taunt, Teamwork.

**Equipment:**

Concealed Body Armor (Protection 2, Subtle), Customized Blaster Pistol (Ranged Damage 5, Accurate), and 3 points of equipment as needed.

**Personal Shuttlecraft:** see below.

**Skills:**

Deception 6 (+10), Expertise: Civics 9 (+11), Expertise: Galactic 8 (+10), Expertise: Streetwise 4 (+6), Insight 7 (+9), Investigation 6 (+8), Perception 8 (+10), Persuasion 7 (+11), Ranged Weapons: Blaster 3 (+5), Stealth 7 (+8), Technology 6 (+8), Vehicles 5 (+7).

**Offense:**

Initiative +5

Unarmed +2 (Close Damage 0)

Blaster Pistol +7 (Ranged Damage 5, Crit 19-20).

**Defense:**

Dodge 6, Parry 4, Fortitude 3, Toughness 6/4/2, Will 7.

**Offensive PL:** 6

**Defensive PL:** 6

**Resistance PL:** 5

**Skill PL:** 6

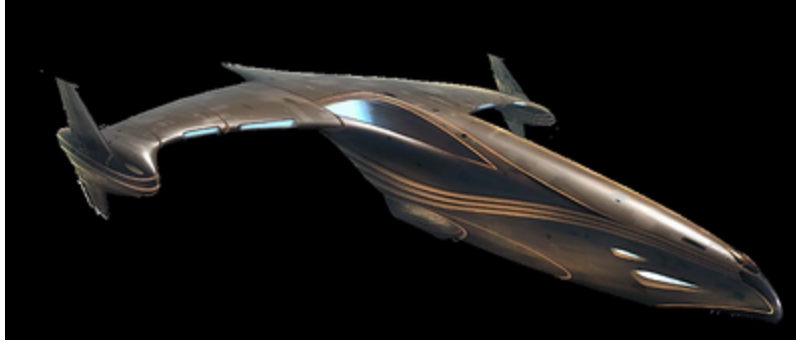
**Totals:**

Abilities 30 + Powers 1 + Advantages 30 + Skills 38 + Defenses 13 = 111 points

**Complications:**

**Responsibility--Motivation. Conservative Views. Dependency** (must take regular doses of booster spice or lose Immunity *and* begin aging rapidly.) **Enemy** (oh so many.) **Hunted by the Authorities.**

**Personal Shuttlecraft - 43 points (3rd Edition)**



**Size** Gargantuan; **Strength** 12; **Speed** 14 (32000 MPH air/space); **Defense** 6; **Toughness** 13;  
*Features:* Autopilot (+4), Communications, Computer, Living Space, Navigation System, Remote Control

*Powers:*

**Stardrive:** Movement 2 (Space Flight) - 4 points

### **Yurusha Elaynu -- PL 7 (4th Edition)**

#### **Abilities:**

**STR** 0 | **AGL** 1 | **STA** 2 | **INT** 2 | **AWE** 2 | **PRE** 4

#### **Combat:**

**Attack** 1 | **Defense** 4 | **Initiative** 5

Ranged Defense 6 | Specialized Attack: Blaster 5

#### **Resistances:**

Dodge 3 | Fortitude 4 | Toughness 3/2 | Will 7

#### **Powers:**

**Booster Spice:** Immunity 3 (Aging, Disease, Poison) - 3 points

#### **Advantages:**

Benefit 4 (Millionaire), Connections, Dazing Deception, Defensive Roll, Encourage 2, Equipment 16, Improved Critical: Blaster Pistol, Improved Team Attack 2, Inspiration 2, Luck 3, Taunting Deception, Teamwork.

#### *Equipment:*

Concealed Body Armor (Protection 2, Subtle), Customized Blaster Pistol (Blast 5, Accurate).

**Personal Shuttlecraft:** see below.

#### **Skills:**

Deception 8 (+12), Galactic Expertise 8 (+10), Insight 7 (+9), Investigation 6 (+8), Investigation: Gather Information +2 (+10), Perception 8 (+10), Persuasion 9 (+12), Politics Expertise 9 (+11), Stealth 7 (+8), Streetwise Expertise 5 (+7), Technology 6 (+8), Vehicles 5 (+7).

**Offense:**

Unarmed +1 (Close Damage 0)

Blaster Pistol +7 (Ranged Damage 5, Crit 19-20).

**Totals:**

Abilities 22 + Combat 15 + Powers 3 + Advantages 35 + Skills 36 + Resistances 9 = 120 points

**Complications:**

**Responsibility--Motivation. Conservative Views. Dependency** (must take regular doses of booster spice or lose Immunity and begin aging rapidly.) **Enemy** (oh so many.) **Hunted by the Authorities.**

**Personal Shuttlecraft - 66 points (4th Edition)**

**Size 4; Strength 16; Speed 14 (air/space); Defense -4; Toughness 13**

**Features:** Autopilot (+4), Communications, Computer, Living Space, Navigation System, Remote Control

**Powers:**

**Deflector Shields:** Improved Toughness 12, Sustained - 12 points

**Stardrive:** Space Travel 3 - 6 points