

Commander Ventura Hayez



It seems to be something of a universal constant that the more technical a society becomes, the more certain people will romanticize the way their society existed before technology was omnipresent. This was the case with a group of colonists in **the Technate**, who decided to claim their new world using only pre-industrial techniques, beginning a glorious pastoral existence. The glorious pastoral existence caused the leaders of the colony to quit their planet and flee with the only spaceship, abandoning a few hundred people and assuring the Technate investigators that they were all dead. They then pulled this particular scam two more times before a newly discovered animal ate the lot of them.

What with one thing and another, the Technate was unable to visit the planet, dubbed Prynn, until about a hundred years had passed. The ship that arrived was **the TSV Adventure**, under the command of **Arlan Hayez**, then in the first year of the ten-year mission that would make him a living legend of the Technate. A survey revealed that the colonists had been fruitful and multiplied despite all the natural hardship they had endured. Intrigued, Commander Hayez descended to conduct a personal inspection, and ended up stranded on the planet when his ship was forced to retreat from the system to answer a distress call.

Hayez fell in with a group of the residents of the planet, helping them with his technology and training, and learning a fair bit about what it took to survive in the absence of advanced engineering in the process. He became romantically involved with one of the leaders of this group and offered to take all of them with him when his ship finally returned several weeks later. But they were unwilling to accept any special treatment from a government they viewed as having abandoned them, and so they remained ... with their leader watching the skies as the ship moved away. The daughter that she bore, nine months later, was named for the true love of her father.

When Ventura was fifteen, Prynn was invaded and conquered by a group of **Vaask** pirates. She

and her mother led the resistance against their new rulers, but they were too outnumbered and too outgunned to have any hope of victory. Her mother was killed and Ventura herself lost an eye (though the Vaask who took it lost much more) before a Technate vessel discovered the pirates, captured them, and evacuated the surviving Chiraben population from Prynn. The commander of the ship in question was a former shipmate of Arlan Hayez, and immediately recognized Ventura for who she had to be.

The first meeting between Ventura and the Admiral (as she will only ever call him) was awkward and unpleasant. She was uninterested in listening to his explanations about why he had never come back; he had had no notion that his contraceptive treatment had failed. They ended up living together, but rarely interacted, especially after she entered the **TSA** Academy two years later. Her goal was to become a fighter pilot, but her one eye kept her from that speciality, even after she obtained augmentations to her remaining eye that gave her almost normal depth perception.

Instead, she ended up routed into command school, and found that her experience as a resistance leader served her well here. While her solutions to the problems that her masters presented were often unorthodox ("What do you mean, you challenge the enemy commander to a duel?") they also frequently demonstrated a keen tactical and strategic understanding. She graduated, and was given command of a frigate, then a larger cruiser, and then, after its most recent refit, given command of the *Adventure*. She would not take the suggestion that there was any nepotism involved in this development well.

She is now four years into a ten-year mission of exploration. Unlike most starship commanders of the Technate Space Agency, she regards the threats of **Abraxas**, **the Konan** or (especially) the Vaask without apprehension. She welcomes the challenge that they present and regards the possibility of testing the *Adventure* against an **Imperium Heavy Destroyer** with calculating interest. Less inclined towards a diplomatic solution than she probably should be, she is much more likely to employ threats of violence, whether overt or subtle. Assuming that Ventura survives her mission, she intends to decline promotion to a desk job and retire from the Agency before leading a private expedition to reclaim Prynn and rebuild it as a genuine colony of the Technate.

Despite her claim to have no interest in the exploits of the Admiral, some observers have noted that she clearly has studied them in detail, and that she gets extremely interested whenever the *Adventure* comes across some of his old business. If her ship was ever sent in the direction of Sol, Ventura might be inclined to step outside the limits of her instructions in order to pay a visit to Earth. Because of her unusual background, she lacks the prejudices of a typical Technate citizen, and finds powered individuals interesting instead of frightening. Meeting a group of them would be ... fascinating.

While she despises the Vaask, she is not blind to their martial virtues. Thus, she has trained to master their traditional weapon, the *dashka*, a long hafted, axe-like weapon, and has instructed some of the expeditionary force assigned to the *Adventure* in its use so that she can spar with them. This recently led to her receiving a compliment from a Vaask commander whom she ended up fighting face-to-face. Ventura is not sure how she feels about being told that she would have made a wonderful Vaask.

Commander Ventura Hayez -- PL 8 (3rd Edition)

Abilities:

STR 1 | STA 3 | AGL 4 | DEX 4 | FGT 6 | INT 2 | AWE 1 | PRE 3

Powers:

Situational Awareness: Senses 1 (danger sense) - 1 point

Advantages:

Assessment, Attractive, Benefit (Commander of the *TSV Adventure*), Close Attack 3, Daze (Intimidation), Equipment 6, Great Endurance, Improved Initiative, Inspire 2, Leadership, Power Attack, Quick Draw, Ranged Attack 5, Teamwork, Tracking.

Equipment:

Blaster Pistol (Ranged Damage 5, AE: Ranged Affliction 5 [Fortitude; Dazed, Stunned, Incapacitated]), Commlink, Dashka (Strength-based Damage 3, Improved Critical, Reach), Protective Uniform (Protection 4, Subtle), and 9 points of equipment as needed.

Skills:

Athletics 6 (+7), Close Combat: Dashka 3 (+9), Deception 4 (+7), Expertise: Galactic 8 (+10), Expertise: Military 6 (+8), Expertise: Survival 8 (+10), Insight 8 (+9), Intimidation 8 (+11), Perception 9 (+10), Persuasion 4 (+7), Stealth 5 (+9), Technology 4 (+6), Vehicles 7 (+11).

Offense:

Initiative +8

Unarmed +9 (Close Damage 1)

Dashka +12 (Close Damage 4, Crit 19-20)

Blaster Setting +9 (Ranged Damage 5)

Stun Setting +9 (Ranged Fortitude 5)

Defense:

Dodge 9, Parry 7, Fortitude 6, Toughness 7/3, Will 8.

Totals:

Abilities 48 + Powers 1 + Advantages 27 + Skills 40 + Defenses 16 = 132 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 7

Skill PL: 6

Complications:

Responsibility--Motivation. Eager for Battle. Hatred (Vaask).

Commander Ventura Hayez -- PL 8 (4th Edition)**Abilities:**

STR 1 | AGL 4 | STA 3 | INT 2 | AWE 2 | PRE 3

Combat:

Attack 9 | Defense 7 | Initiative 8

Close Attack 10 | Close Defense 9 | Specialized Attack: Dashka 12

Resistances:

Dodge 5 | Fortitude 6 | Toughness 7/3 | Will 9

Powers:

Situational Awareness: Enhanced Senses 1 (danger sense) - 1 point

Advantages:

Assessment, Benefit (Commander of the TSV Adventure), Dazing Intimidation, Direct Action, Encourage, Equipment 6, Great Endurance, Improved Initiative, Inspiration 2, Multilingual, Teamwork.

Equipment:

Blaster Pistol (Blast 5, AE: Stun 5, Ranged), Commlink, Dashka (Strike 3, Improved Critical, Reach), Protective Uniform (Protection 4, Subtle), and 9 points of equipment as needed.

Skills:

Athletics 6 (+7), Deception 4 (+7), Galactic Expertise 8 (+10), Insight 8 (+9), Intimidation 8 (+11), Leadership 8 (+11), Perception 9 (+10), Persuasion 4 (+7), Stealth 5 (+9), Survival 8 (+10), Tactics Expertise 9 (+10), Technology 6 (+8), Vehicles 4 (+8), Vehicles: Piloting +3 (+11).

Offense:

Unarmed +9 (Close Damage 1)
Dashka +12 (Close Damage 4, Crit 19-20)
Blaster Setting +9 (Ranged Damage 5)
Stun Setting +9 (Ranged Fortitude 5)

Totals:

Abilities 30 + Combat 37 + Powers 1 + Advantages 16 + Skills 42 + Resistances 11 = 137 points

Complications:

Responsibility--Motivation. Eager for Battle. Hatred (Vaask.)