



SEVEN WORLDS

Seela Atherton

Name

Concordia

Homeworld

Alpha-level Officer (Novice)

0

Rank and Level

XP

ATTRIBUTES

AGILITY d8

SMARTS d6

SPIRIT d4

STRENGTH d6

VIGOR d6

BASE STATS

PACE 6

CHARISMA +2

PARRY 5 Half Fighting

TOUGHNESS 7(2)

MENTAL TOUGHNESS 4 Half Spirit

HINDRANCES

Zero-G Sickness Death Wish (What happened to Aaron?)

Quirk(m): Always neat&clean, even when disguised

EDGES

Acrobat

Attractive

Diplomat

SKILLS

d4 Fighting

d8 Shooting

d6 Investigation

d8 Stealth

d4 Notice

d6 Persuasion

d6 Hacking

GEAR

ARMOR

Head:

Torso: +2/+4

Arms: +2/+4

Legs: +2/+4

Reinforced Vaco Suit (Spacesuit); WT 8

Assistant

2 Bloodstoppers

EQUIPMENT

Total WT: 15 lb

WT Limit: 30 lb

Penalty: 0

ASSISTANT

Name: Chloe

Gender: Female

Program: 3

Personality: "best friend," confidant, attractive, nosy, inappropriate

Skill Modules: 1 Level I Skill, 1 Level II Skill

d4 Persuasion

d6 Hacking

WEAPON

RANGE

ROF

DAMAGE

AP

WT

NOTES

Enhanced Autopistol

12/24/48

1

2d6

1

4

Semi-Auto, 20 bullets, can also fire 1 explosive round (2d8, AP4, SBT)

Combat Knife

3/6/12

Str+d4

2

Cutting, piercing.

1 extra explosive round (ammo)

PSIONIC POWER

COST

RANGE

DAMAGE/EFFECT

DURATION

WOUNDS

-1

-2

-3

INC

-2

-1

Permanent Injuries

5

10

15

20

25

30

Seela Atherton was born in the heart of Melissant, capital of Concordia, to a very wealthy and politically connected family. She was the eldest of Lord Atherton's two daughters. The Atherton family was practically an institution in Concordia: An Atherton had been one of the leaders of the colonizing expedition to the planet, and thus had the choice of the best lands in the planet. Over the coming decades the Athertons would only increase their power and influence. More than once an Atherton had been President or Chairman of the Council of Lords. In short, Seela was powerful even before being born.

Lord and Lady Atherton knew how to play "The Game", as they called it: The complex mix of diplomacy, manners, social activities, and charm that allowed them to be in the center of things and connected with the most powerful and important people on the planet. With investments in the main companies and businesses in Concordia, as well as ownership in factories, manufacturing companies, and agriculture, the Athertons could devote their time to leisure and socializing, without any worries about their financial future.

Into this exclusive world came Seela, and she arrived gifted with everything she could possibly want: A very attractive girl, with a sharp mind, lithe and athletic, and endowed by nature with a disarming charisma and social skills. Just the daughter Lord and Lady Atherton wanted. Of course, it didn't hurt that her parents could afford the very best genetic improvements for their children.

Seela, while a mischievous, active girl within her family, was perfectly comfortable keeping up her role, playing up the model child in social gatherings and formal dinners, charming the adults with disarming smiles and appropriate comments, displaying perfect manners, remembering every name. As a teenager and then a young woman, as her beauty bloomed, her splash on the social scene could only grow. Her ability to convince anyone of almost anything, while always keeping a smile, was the best display of negotiation skills her father had ever seen. She of course attended the top school in Concordia, and made many more contacts that way. The future looked bright for young Seela, and Lord Atherton began to think that his young daughter could take the Atherton family to even greater heights, possibly to interstellar importance.

Then came Aaron.

Seela first met Aaron when she was seven, and Aaron was nine. He was the son of one of the stable hands in charge of the modified

horses the Athertons owned in one of her family's summer houses next to the little village of Albigny. She had gone there on vacation for a few weeks, and had escaped the house to explore a river within the house grounds when she slipped and fell into the turbulent waters. Aaron came out of nowhere and pulled her out. Aaron was the only person Seela had known who did not seem intimidated by who she was (even though he should) and for some unknown reason she lowered her guard with him. They spent the next few hours playing, then talking, and by the end of the evening, when one of the housekeepers finally came looking for her, they were already fast (secret) friends. He darted between the trees before the housekeeper saw him, but not before gifting her one of the orange-green daffodils that grew around the woods, one of the many mutated flowers brought from Earth.

Every single day in what was left of the vacation, and on every vacation afterwards, Seela found ways to escape her protectors and spend time with Aaron. He showed her a world that had been totally foreign to her. She learned to disguise her identity, change her clothes and way of walking and talking so she wouldn't be recognized as she visited Albigny and other nearby villages with Aaron, pretending to be just another village girl, Aaron's cousin on a visit from some place or other. She invented excuses to forget her lenses at home, or to disable them, and password-protected Chloe, her Assistant, to keep it from spilling out what she was doing. With Aaron she learned to fish, to feed pigs by hand, to swipe warm loaves of bread when no one was looking, to jump from tree branches and to climb house walls. Most of all, she learned how the world really worked, away from parties and diplomatic and social meetings, and discovered she liked it a lot.

As she grew, Seela discovered she was different, Aaron had made her different. She of course did her best and kept on playing "The Game," as she was so good at it. But the thrill of misbehaving, of being someone else besides Seela Atherton, was too strong a pull. She kept going "on vacation" to their summer house (and to Aaron) as frequently as she could. And before long she was also walking the streets of Melissant, under an assumed name and identity, and mingling with whom his father would call "her inferiors." And having a lot of fun doing it. She particularly enjoyed sneaking into or out of places, sometimes by lying about her age to a security guard, or sweet- and fast-talking the muscle at a nightclub, and sometimes by just walking up the ceiling and into a window, the way Aaron would. Her newly-acquired skills in disguising her digital identity were invaluable during

these escapades.

Space knows what would have happened if these reckless escapades had been discovered. Fortunately, she was talented enough to never be discovered and, who knows, maybe she could have kept at this game for a long time. But when she turned nineteen things came to a head.

One day Chloe brought her urgent news from Aaron's feed, where she secretly followed Aaron, as he followed her. Aaron had been arrested in Albigny. It should not have been a big deal (out of curiosity he had broken into a house to steal a bowl of a delicate, expensive dessert about to be exported to Earth for some important celebration; nothing she couldn't have procured for him with a snap of her fingers, had he asked), but by the time he was discovered things took a turn for the worse that ended with several wounded guards and a burning shop. Now he was sure to go on trial and to jail.

Seela immediately went to help him and in doing so broke the unspoken but sacred rule in her family: Don't make a scene. She, practically a Princess of Concordia (if such a thing existed) got involved pulling favors, using her name, charms, skills and money to get some unknown low-class boy released from jail. While she got what she wanted, she was not able to control the uproar or the gossip, and soon enough the Athertons became news, the kind of news they always worked hard to avoid. Why had the daughter of Lord Atherton done that? Who was the boy? Is there some juicy, embarrassing secret here?

Lord Atherton did what he did best to control the damage: He pulled in favors from press, media, politicians and celebrities, and controlled the situation with nothing but a rumor or two leaking out. Then, trembling with rage, he and his wife met their daughter behind closed doors. The conversation was violent and terrible. Now very suspicious, Lord Atherton had ordered his aides to dig up all V-World records for Seela, and pieced together the truth: The visits to Aaron, the fascination with the summer house, the "misplacing" of her lenses, the password-locking of her Assistant and connection records, the geo-positioning information, the secret visits to the underbelly of Melissant, everything. Many of the words said that night could never be unsaid, the damage irreparable. Things would never be the same.

Aaron, knowing how easy it was for Seela's father to call up a favor from some police big-shot and jail him on any excuse or even make him disappear, had vanished as soon as

he was set free. However as Seela walked into her room that night, she found an orange-green daffodil on her pillow, his last thank you and good bye. At that moment Seela made her decision.

She had many times heard her father and his political cronies talk about The Circle in unfriendly terms. Although the Circle's position and respect among the population was strong, grounded by the history of that institution and its participation in the founding of Concordia, the fact that they took a neutral position in the conflict with Bay Jing a few decades ago still angered the powers that ruled Concordia. Sooner or later they thought the Circle would become a thorn on their side, maybe as the inevitable second conflict with Bay Jing approached.

So the very next day Seela took some simple possessions and jumped on a ship to Earth to join the Circle (Circle Headquarters is in Concordia, but Seela knew for her plan to work she first needed to go beyond her family's immediate reach). She made sure to leave several farewell letters and video recordings to her parents, friends, and important political acquaintances. These smoothly-written messages cheerily explained "the family's decision" to have her join the Circle as a way, requested by her and approved by her father, to learn more about human space to "broaden her horizons and thus the future of her family." The alibi was so skillfully written and acted that it made it very easy for her parents to continue the charade, painting this as a logical family decision. Her mother could roll up her eyes during tea with her friends, commenting on "you know teenagers, how these wild children need to see the world" while the other ladies approved.

Her father was furious, of course, not the least with the fact that she chose to join the Circle specifically to spite him. But she had not broken the sacred rule, and had played The Game to the end. The family's name had been protected, and now all he had left to do is smile, nod, and share with his friends about how he took the decision, and all that. But Seela knew that things had been broken, and she could not return easily.

When she got arrived at Earth the Circle, always in need of officers with negotiation and diplomatic skills, immediately accepted her. Now she always looks smug, determined and focused. She's trained for a few months and finds her new lifestyle liberating and very fitting of her recent rebel ways. Her charisma and talents have allowed her to rise fast in the organization, and she is about to

be given her first real missions with her new team.

And yet she knows her travels will take her to Concordia; Circle HQ is there, after all. There will come a time when this lowly Circle officer will have to face the fact that she is heiress to one of the largest fortunes in human space, and to a leading position in the ruling elite of the most powerful world in human space.

Besides, there's Aaron to think about. He must surely be somewhere.

Appearance

Seela is an attractive brunette about to turn 20. She is a bit taller than normal, but not too tall. She has a thin body, and does not look muscular, but is agile and athletic. She is usually smiling, in full "charm-on" mode. On duty she's usually dressed in immaculate Circle vaco suit uniform, but she has a wardrobe of very expensive clothes for every occasion, which she wears as soon as she disembarks. She does not dress too formally unless it's necessary, and usually prefers clothes that do not step in the way of an emergency romp on the roofs. She never wears anything "inappropriate" or suggestive, even if it could give her an advantage. Even so, because of her taste in clothing and fashion she always looks nothing less than spectacular. Although Circle regulations require her to carry a gun, she usually tries to keep it hidden within her clothes unless it is indispensable to carry it in a visible place.

Seela's Assistant: "Chloe"

Chloe, Seela's Assistant, looks and acts like a "best friend" and confidant attractive girl from Concordian high society. Elegantly dressed, Chloe is extroverted, curious, nosy, and prone to inappropriate comments. She usually advises Seela on how she looks and how she dresses. In the rare occasions when Seela needs it, though, Chloe can become serious and all-business.