

# But First, We Save the Galaxy

“The Corporate Colloquy has kept galactic peace through oppression, but now that’s all going to shit in a giant intercorporate, intragalactic civil fucking war. The “legal system” took our memories, they messed with our bodies, but we found each other, we found the **Blink**, and we broke free. We’re gonna use it to steal us a whole mess of cool shit, but first, we save the galaxy.”

--  $\alpha$ , aka Alpha, aka Syble Tang, from the **Blink** captain’s log

## Authority

Authority Name: The Corporate Colloquy

Vice: Greed

Victim: Humanity

Visage: Corporate

Need: To extract the maximum dollar value from human life. If they’re not stopped, a corporate civil war will result in atrocious loss of life and collapse of intragalactic civilization, as the corporations start using doom weapons.

## Dystopia

Rating: TV-14 (adult language & themes, drug use, and brief nudity)

Systems of Control:

- The “Collie Cops,” aka Intra-Colloquy Security Controls Corp, a security force drawing troops from all corporations, chartered to hunt fugitives and secure most of the galaxy’s ports.
- Tomoko Life Industries’s genebomb technology, which transforms and mechanizes an entire planet’s biomass to put it to “productive” use. Plans have been stolen and sold to at least three different corporations.
- Rocio Intragalactic Feedstreams (RIF) has tasked a well-funded team of journalists to cover the backstories and activities of the **Blink**’s crew.
- $\gamma$ , aka Gamma, aka Rosy Kinder, a former member of the **Blink**’s crew who reintegrated her memories and has resumed her position as princess of Tennent, Inc., the religion and corporation that runs her home planet. She intends to force enlightenment on her former friends via her rigid faith.
- The criminal world is burned for them. They’ve been coming to the aid of people since losing their memories, resulting in their fighting against

slavers and pirates that used to be their allies. Combined with the unremembered rivalries they step into, and the bounties put out on their heads, the underworld is no safe haven.

Exploits:

- The **Blink**, a stolen, prototype warship whose unique drive can instantaneously travel anywhere they can plot themselves to.

Clique: The crew of the **Blink**, a bunch of memory-wiped kids who were experimented on because of their “criminal” activities.

The Milky Way has been ruled from Earth for uncountable generations by an unsteady alliance called The Corporate Colloquy. Corporate hyperspace ships were the first to explore deep. Thus, they were the first to establish “law” in the hinterlands, and eventually became a government which controls all humanity. However, given its members’ competitive natures, the Colloquy was always destined to fall, and now the fall has begun. Small skirmishes are kicking off everywhere, a prelude to all-out war.

Dahl-Kirkland Noetics was a small, rich company, researching minds. Its black research division, deep in the core of Ceres, was working on brain / ship integrations (with the **Blink**, a ship stolen from Halverson War Systems), mindwiping technologies, psychological surgery meant to reduce criminality, and more-esoteric areas that have been laughed off as research into “magical thinking.”

The **Blink**’s crew, shortly after they were mindwiped, managed to break their way off the station, and escape with the **Blink**. Since they had no idea who they were at first, they referred to each other by the Greek letters on the jumpsuits they woke up in. Those names stuck, and most of the crew prefer them to the ones they were born with.

The crew eventually learned who they were, and even gained the ability to re-integrate their memories. One of them chose to do so, and they wound up having to kick her off the ship after she turned out to be a dangerous religious zealot, so most of them aren’t eager to try again.

They wanna just kick back and make money, but now that they know about the war, they can’t just sit back and let it happen. Not with a powerful weapon like the **Blink** and a galaxy full of collateral damage.

YOs

$\alpha$ , aka Alpha, aka Syble Tang

Captain and constructed human organism

Sex: Girl

Age: 17 (developmentally; she was instantiated 5 years ago)

Looks

- Too-perfect symmetry
- Calm, deep voice
- Long, straight, black hair

Convictions

Means: Cool / Trendy

Motive: Optimism / Cynical

Opportunity: Pretty / Vain

M.O.: Genetic Frankenstein's monster

Disorder: Everyone sees me as the leader for some reason

Personality Assessment:

Alpha was created by Dahl-Kirkland Noetics, the science corporation that the **Blink** crew escaped from. Her genome is entirely manufactured, and augmented with blood-borne nanites. These combine to make her not only incredibly strong, tough, and impressive fighter, but they make her a natural leader. She's been constructed visually, vocally, pheromonally, to lead. She's been extremely wiggled out about it, and is the one most-afraid to reintegrate her memories. From what Alpha can tell from the logs and the people she's met who knew her, Syble was a pretty awful person, freely using the fealty people unwittingly pledged her to take full advantage.

Before she left, Gamma was Alpha's lover, and the religious zealot has only become more fixed on her since she ejected her from the crew.

$\beta$ , aka Beta, aka Ozie Koehler

Corporate scion, black sheep, scumbag

Sex: Boy

Age: 15

Looks

- Scraggly pubes-beard
- Well-dressed, but teenager-stinky
- Sallow, sun-starved skin

Convictions

Means: Bad / Perverse

Motive: Thrills / Nihilistic

Opportunity: Rich / Profligate

M.O.: Insufferable tech genius

Disorder: Pangalactically-known playBOY

Personality Assessment:

Ozie Koehler thinks of himself as Ozie, not Beta. After what happened with Gamma, he kept his reintegration from everyone, but the minute Null announced it had their brain backups he knew he was eventually going to cave. Beta hates a puzzle, hates not knowing shit, and he wasn't about to hold off.

Remarkably, he hasn't changed that much. Pre-wipe, he was constantly causing trouble for his family, intruding and causing havoc not only in their rivals' systems, but even in the family's when he caught them doing things he disapproved of. They packed him off to reeducation camps and lower-level juvenile facilities with the hopes the experiences would serious him up. No luck. He just learned more black skills from his cellies and was quickly moved along the "justice system" ladder to serious, grown-up jail.

Ozie'd love to wake up Delta's memories of their brief romantic relationship, but then he'd be a cop again, and besides which, he doesn't need to know how badly it ended.

δ, aka Delta, aka Shavon McCaskill

Good soldier, ex-cop, telekinetic

Sex: Boy

Age: 16

Looks

- Tall, muscular, and imposing
- Upper-crust, Earther accent
- Dark brown skin, hair, and eyes

Convictions

Means: Tough / Vicious

Motive: Pride / Altruism

Opportunity: Trusted / Believer

M.O.: Telekinetically-aided unarmed combat

Disorder: Clean criminal record

Personality Assessment:

Delta is sure he's much happier without his memories. To go by his logs, Shavon was a young man who'd hollowed himself out long before his mind was wiped. He spent his entire life becoming the perfect soldier for Tennent, Inc., the corporate/religious monarchy headed by Gamma's family.

Since joining the **Blink's** crew, he's found love with Epsilon, and Alpha isn't about mutating entire planets. It's an upgrade, clearly.

Shavon was sent to prison to collect intel on Beta / Ozie, according to logs. Some corp wanted to know what the scion was up to. Whoever put Shavon in this position either didn't know about the noetic experiments, didn't care, or wanted to see what they did to him.

The scientists apparently awoke some low-level telekinetic ability. Delta has found that, when he's feeling particularly emotional, he can redirect that feeling into stronger hits, last-minute dodges, and he's even been able to deflect slow-moving strikes slightly, rendering them ineffectual. He hasn't been able to move anything from afar; it seems to be a field around him, augmenting his physical actions, so far.

ε , aka Epsilon, aka Joetta Easton

Former crimelord, pilot, precogish

Sex: Girl

Age: 17

Looks

- Mohawk with many impossible colors
- Small-boned and short
- Pale-and-ruddy complexion

Convictions

Means: Fast / Efficient

Motive: Outrage / Wrathful

Opportunity: Sneaky / Untrustworthy

M.O.: I can see where you'll strike

Disorder: Pangalactically-infamous crimelord

Personality Assessment:

Joetta was running an incredibly-successful criminal enterprise on her own world. It started out with organizing pickpocketing teams as a pre-teen, and quickly became a sophisticated gang. As she began to expand offworld, a “friendly” corporate connection of hers tricked her into signing up for a treatment for predictive psychic powers.

It wasn't a lie, but her “friend” had been deeply dishonest. She was sold as a guinea pig, experimented on, tortured, and mind-wiped. As far as she knows, her whole crew has been murdered. She can't make herself look into it yet. And people all over the galaxy know who she is. In fact, Rocio Intragalactic Feedstreams has taken to calling the **Blink**'s crew “Joetta's Reavers.”

Joetta wasn't a fighter, but Epsilon is. She **did** get limited precog abilities, but most of the time all they're good for is seeing how someone gonna try to hurt her in the next few seconds. It didn't take long for her to figure out how to take advantage of this skill.

Epsilon is sure she's a better person than Joetta. Epsilon is in love with Delta, and she's pretty sure she's never felt like this before.

∅, aka Null, aka the Robot, aka Ro-Butt (according to Beta)

**Blink's** emergency command and control android

Sex: ∅

Age: ∅

Looks

- Metal endoskeleton under synthflesh
- Cold, affected manner of speech
- Scrupulously androgynous humaniform design

Convictions

Means: Smart / Pedantic

Motive: Altruism / Unctuous

Opportunity: Orphan / Helpless

M.O.: **Blink** is my skin, my eyes, and my ears

Disorder: Illegal sapience upgrade

Personality Assessment:

Null is the kindest, most-friendly, most-caring member of the crew. It is designed run as much of the ship as is needed as the crew members die off. When the escaping prisoners turned it on, it was the first time anyone had done so. At first, it tried to kill the entire crew, but Beta cracked its security, shortcut the kill command, then jacked in some illegal mod that gave it sapience.

The crew then offered Null a deal: Get them off the world, and it would be able to keep the mod, and thus, its freedom. Null was curious about these people, so it took an eyeblink to download and partially analyze the data logs the prison had on them, which included full, pre-wipe brain archives. It liked what it saw there, and agreed to the crew's terms, giving Alpha captain-level controls.

Even though sapience has freed Null, unbeknownst to the humans, the robot retains programmed-in loyalty to the captain and her chosen crew. It decided not to edit this drive, even though it could. Over time, it learned to trust them, and to return the gift they gave it, it offered them their old minds back, reintegrated with who they'd become since the wipe.

Gamma taught it how dangerous that was, but it also knows that Beta remains the good man who figured out how to free it. So the offer remains open.