

CHARACTER PROFILES

Below you'll find a brief outline of each of the characters in *Innocence Proves Nothing*. The costuming suggestions are only guidelines, and I encourage you to use your imagination. I will have an assortment of theme appropriate weapon props and a couple of robes available to borrow for the session.

I've done my best to keep most characters gender neutral, so as open the floor to as many players and character types as possible.

Any further questions about the characters or the game in general, please feel free to contact me on ice.phoenix.x@gmail.com.



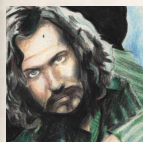
Aulus Nero – A retired sanctioned Psyker of the Catachan regiments, Aulus is on the Scythewind Run for a long deserved vacation. Having seen his fair share of action, Aulus just wants to put his feet up, see the galaxy and maybe make a few new friends along the way.

Costuming: Well travelled robe, combat boots and a staff.

Caius – One of the *Dirk's* navigators, Caius has life pretty easy on board ship. Not known for his social acumen, Caius spends most of his time in study when he's not on active duty. The Scythewind Run is a chance for him to indulge himself, and he may very well do so.



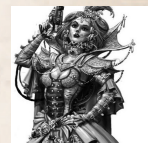
Costuming: Robe, dataslate, some kind of head scarf to cover the third eye.



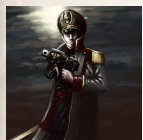
Dakka Attilas – Born on a Feral World but smarter than your average savage, Dakka has had a life of ridicule and hardship. Having won his ticket on the Scythewind Run via lottery, he is now on board the *Dirk* with a self imposed undertaking to better himself.

Costuming: A mismatched suit, satchel with notes, wild hair.

Lady Ephrael Wollsey – The daughter of Governor Wollsey, and renowned matriarch of the House, Ephrael is seen at all the major functions of the social calendar. The Scythewind Run attracts many celebrities of Scintilla, and no party would be complete without her.



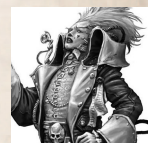
Costuming: Flowing, formal / renaissance dress.



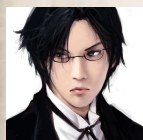
Gallus Trantor – A Commissar of the Planetary Defence Forces (PDF), Trantor makes the legendary Gunnery Sergeant Hartman look like a pussy. Trantor is here for one thing. To see if the *Dirk* and her crew is worth its weight in gold to the Imperium.

Costuming: Military Officer's uniform, Greatcoat, a hat would be great and sidearm.

Fenria Kar – A successful surveyor in the Kalixis sector, Fenria Kar's business has flourished in recent years, and as a result Kar has taken the opportunity to take a break from the day-to-day business of contracting and spend some time networking on the Scythewind Run.



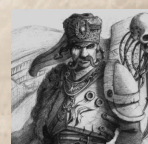
Costuming: Smart casual clothing.



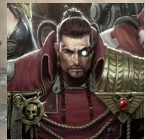
Gunner – The Deputy Chief Steward of *Haarlock's Dirk*, Gunner has spent his whole life on board the ship. The position is hereditary, passed through generations of his family, but the line ends here. He has no heir to the role, and intends to do his damndest to make sure people remember who he is.

Costuming: Servants outfit. Tuxedo or tailed coat, white shirt and bow tie.

Kaeso Micovich – A member of the renowned Vostroyan Firstborn regiments of the Imperial Guard, Sergeant Micovich is a very proud man. He's not made it clear why he's on the ship, but nobody thinks it's for some rest and relaxation.



Costuming: Vostroyan guard uniform (think Russian grunt, complete with the big furry hat), Laspistol, picture of his family in a fob watch.



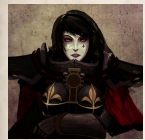
Captain Kalta Lionus – The commander of *Haarlock's Dirk*, Captain Lionus is often characterised by his crew, chiefly by his loyalty to the Imperium, patience, good nature, and stolid matter-of-fact outlook. Captain Lionus is a natural leader.

Costuming: Captain's uniform, sidearm and service blade (Rapier / Cutlass / Power Sword)

Kato Valerius Wollsey – A noble of House Wollsey, Kato is the firstborn son of General Wollsey, and cousin to Lady Ephrael Wollsey. Not known as a military man himself (much to the surprise of the local nobility), Kato prefers to spend his evenings at a casino gambling away his family's fortune, or in the company of "friendly" women.



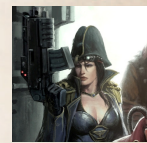
Costuming: Renaissance noble, duelling blade.



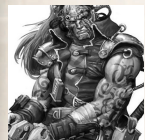
Lepida Paetas – A proud member of the Adepta Sororitas (or Sisters of Battle), Lepida upholds the traditions of her Order above all else. Known for their fanatic devotion to the Imperium, Lepida is no exception to their well travelled reputation.

Costuming: Robes over light battle armour, or Samurai outfit / Robes.

Mallear Nihila – The Executive Officer (XO) of *Harrlocks' Dirk*, Nihila has been in military service longer than anybody else on the ship. She knows the boat and her crew like the back of her hand, and exactly how to get what she wants out of it.



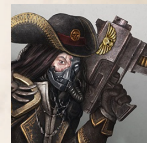
Costuming: Military uniform, sidearm and blade.



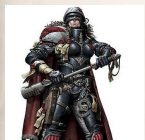
Metalus Zarkov – A lesser noble of Gunmetal City, House Zarkov trades exclusively in... you guessed it. Firearms. Metalus is the representative of the House to the clientele of the Calixis sector, trading weapons with any group who can provide the thrones (cash).

Costuming: Renaissance trader, nice suit and tie or scruffy nobleman's outfit.

Pontius Victus – Governor Wollsey's right hand man, Pontius Victus has an officious streak wider than the distance between Scintilla and the outer rims. Chief administrator of House Wollsey, there are any number of reasons he could be on the ship, not that he'll give you a simple answer if asked.



Costuming: Suit, tie, clipboard / dataslate.



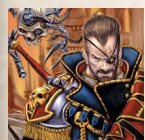
Ravia Litila – Head of Lady Ephrael Wollsey's security detail, Ravia Litila is a former Arbitrator (Imperial Policewoman) and demonstrated combatant. Nobles don't go anywhere without protection, and Ravia fits the bill nicely.

Costuming: Law enforcement uniform, tonfa and sidearm.

Ravion Grendel – One of the ship's Astropaths, Ravion has been assigned to *Haarlock's Dirk* for years. Initially from Gunmetal City, Ravion was taken by the Imperium and pressed into service against his will. He's a talented Psyker now, but could be harbouring some resentment.



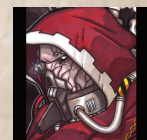
Costuming: Suit, collarless shirt. Ravion refuses to wear the robes of his station.



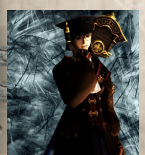
Lord Secius Igennus – A Rogue Trader on holiday from his empire in the Koronus Expanse, Secius Igennus' success as a Trader Lord has been due to his flamboyant yet gritty and informal nature. Clever, jolly and frank. All the things a good Captain should be.

Costuming: Elaborate Captain's uniform, sidearm and Power Sword.

Silvanus Wolfe – One of the ship's engineers, and notably the only Tech Priest on board the *Dirk*, Silvanus Wolfe is not human anymore... well in the spiritual sense. He gave that up a long time ago, but what he lacks in emotion he more than makes up in brains and mechanical talent.

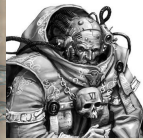


Costuming: Umm... he's a cybernetic humanoid repair droid. The lovechild of R2-D2 and a Skinjob Cylon.



Varnius Antony – Never seen without a book or dataslate, there can be no question about Varnius' profession. He's an Academic. A bookworm. When he arrived on the ship, there was one case of clothing, and four cases of books.

Costuming: Professor's gown or an outfit of that ilk.



Zuriel – The ship's spiritual and moral compass, Zuriel is a Cleric of His Most Holy Ecclesiarchy. Known on the ship for his righteous dedication to the God Emperor, little else about this agent of the Imperium is common knowledge, save that he wields a flame pistol, and isn't afraid to use it.

Costuming: Cleric's robes, flame pistol.

