



THE GAEAN REACH SERIES PREMISE

In this game, your characters pursue vengeance across the many worlds of a loosely connected interstellar civilization of the far future.

Years ago, someone named Quandos Vorn did something terrible to you, and you swore to destroy him. Since that dark day, you've prepared yourself to hunt and confront this dread individual. Now you're finally ready.

Without forming preconceptions about what your character knows, how he or she acts, and what he or she can do, think of the terrible deed the object of your vengeance committed.

Also, think of a few possible names for your character. In the far future, some people sport pseudo-archaic names, while others have oddball or florid variations of names we know today. And some retain names that wouldn't be out of place on contemporary Earth.

Sample names from the source novels on which the game is based include:

- Glawen Clattuc
- Namour Clattuc
- Eustace Chilke
- Bodwyn Wook
- Wayness Tamm
- Myron Tany
- Kirth Gersen
- Tristano the Earthman
- Attel Malagate
- Glinnes Hulden
- Elvo Glissam

The rest will be revealed to you during character creation, at the beginning of the first session.

