

Name	Affiliation	Role/Abilities	Personality	Motives	Background
Laura "Screwdriver" Archer	Crewmate	Head Engineer	Over-worked, Efficient, No-Nonsense	Laura hopes to be able to one day retire to her family's farm, which now lies on a distant planet. But she doesn't trust the war to remain contained to where it has been, and as a result continues to work hard. She isn't afraid to speak bluntly to you, even if you are a superior. Rank only matters if allied lives aren't at stake.	Raised on a voidship before she had been on a farm, Laura witnessed the effects of war on the common man's psyche. After witnessing both family and friends crack under pressure as she grew up, she still chose to put the skills she developed while navigating the ship to use, enlisting and hoping that the war would end in her lifetime. She adapted quickly, gaining the nickname 'Screwdriver' after she actually killed a spy using nothing more than one from her toolkit.
Alan "Ant" Serrano	Crewmate	Space-Traffic Controller	Excitable, Sweet, Naive	Alan has always loved to watch other ships in action ever since he was a child, and continues to have a fondness for them as he works as a space-traffic controller. He has a good eye for different models of ships, though his naivety has prevented him from fully grasping the severity of war for the time being.	Born on a shipyard, Alan has grown up around ships. He intimately knows sailors and the ships that they inhabit, almost to a creepy amount. He is an excitable young man and happily works to be the best than he can be. Due to his miniature size, he is endearingly called "Ant" by the other crewmates.
Leo "Books" Brun	Crewmate	Chaplain & Book Keeper	Chaotic, Patriotic, Passionate	Leo doesn't really care about the League. He only cares about the rest of the crew, and wants to burn the Royals down. Though he has never trully experienced freedom, he believes in it as a concept, and would gladly die if it meant the rest of the galaxy could finally be free.	Leo grew up on an industrial planet, and watched his planet get swept up in production after the war began. Seeing his people break and destroy themselves through production, Leo decided to leave and enlist in the rebel forces. He worked his way into being a ship chaplain and book-keeper, where his voice can inspire others. The nickname "Books" was earned after he displayed a consistent fondness for old-fashioned pages.
John "Fergus" Proffisa	Crewmate	Network & IT Specialist	Deadpan, Sarcastic, Knowledgeable	All that John really needs and cares about is keeping the ship communications clear and in good condition, although his lofier ideas involve overthrowing the Parliament once the Royals are defeated.	John has always been a tech lover since the day he was able to press buttons and fiddle with software. He grew up in a poor planet named the Red Mine due to the way it had been hollowed out for resources throughout the generations. The local industry was focused on luxury items and technologies for the Royals, and as a result Jonathan developed a grudge against the regime once he understood where all the hard work from his loved ones was going. He's been a part of the rebellion since the first week it had been created, but prefers to be in the action rather than working close with the Parliament members behind the scenes.
Sabrina "Sabbie" Tyccil	Crewmate	Head Doctor	Loud, Fast, Emotive, Absolute Sweetheart	Sabbie doesn't let her old age get the better of her, choosing to fight the power no matter what the odds are! She keeps herself as energetic and works hard so that she can see future generations smile as always. Her knack for understanding the newer generation's technology though... is lacking. Fergie often has to step in and assist her with things.	Once a commissioned doctor within the Royal's military forces, Sabbie had retired for a long while before she heard the call for medics was high during civil unrest. Though she did not need to, she chose to step up and joined the Parliamentary forces to try and prevent further bloodshed amongst the common people trying to get a better life.
Yousef "Whiskers" Awad	Crewmate	Head Chef	Hard-Worker, Sympathetic, Fatherly	He has a lover he had to leave behind in one of the Parliament's strongholds, and hopes that the war will end so he can return to them soon. He will regularly remind people that while hate is a strong motivator, love is a driving factor that should never be overlooked.	Born on a war-torn planet which the Royals had colonized for resources for decades, Yousef chose to not go out without a fight as the people he knew and loved were abused and killed. He signed himself right up once he found a connection to the rebellion, and decided enough was enough. Although the crew on the ship adore his hardworking nature and well-cooked meals, they've never gotten over his mustache, and affectionately dubbed him "Whiskers".
Maxine "Mayoneighs"/"Max" Hinks	Crewmate	Head of Power-Source Management	Lazy but Efficient, Animal-Lover, Sharp	Maxine doesn't have much that motivates her until Screwdriver threatens to take her belongings hostage. She doesn't mind the benefits of her much sought-after position, but would prefer to be a researcher exploring new worlds and planets for their habitats and ecosystems, as well as their unique species of animals. It really is a relief that she's so good at her job when she <i>does</i> try.	Known to be a rather inactive person unless involved with one of her three favorite topics/things, Maxine has never had much interest in the war that her family pushed her into joining. Her knack for numbers and energy-tech is overshadowed by her long tangents on animals, which got her the nickname "Mayoneighs" after she toppled a massive can of mayonnaise onto herself after an obnoxiously long conversation on farm-horses with Laura.
Missile "Missy" Launcher	Crewmate	Cat	Cuddly, Sleepy, Soft	Wants pets and chin-scratches. Doesn't really understand war, but definitely doesn't like how it rocks the ship while she's trying to nap. Books and Mayoneighs both enjoy taking care of her, and she enjoys the free attention.	Was snuck onboard the ship. The crew eventually grew too attached (thanks for naming the cat, Books) to get rid of her.
Daphne "Bags" Xing	Allied Subordinate	Portmaster, Mobile Fleet Support Vessel ESQ	Tired, To-The-Point, Snappy	Daphne's never been great in life-or-death situations, but she handles the stress of emergency repairs or quick upgrades more smoothly than a majority of hangars will. Due to her quickness and skill though, she never sees a lack of new ships coming into her hangar, and has developed a reliance on caffeinated products to stay awake for all of them. She wants to see the rebellion succeed, and more importantly, wants to just see the Royals get crushed. Avoid wasting her time at all costs to stay on her good side.	Born with a degree of deafness and as a servant to a Royal governor, Daphne has always hated the stifling nature that she felt pervaded every aspect of her life. She was gifted a pair of functional hearing aids by a kind electrician as a child, and began to tail after them every single day as her parents worked, learning their craft. It wasn't until she was a teenager that the kind electrician was executed for colluding with rebels, leaving her with an internal dilemma that resulted in her running away from home and enlisting to the same rebel forces which the electrician had been in. Over time, she's gotten even more skilled at her craft and is now seen as a reliable member. Deep down though, she doesn't really like the Parliament that much over the Royals, though she'd never say it out loud.

Juno "Duck" Zarrelli	Allied Subordinate	Ship Modification Expert & Decal Artist	Charming, Straightforward, Goofball	She lives for art, chaos, and annihilating royalty. It doesn't matter to her whether or not it's the Parliament funding and spearheading the rebellion, as long as she gets to partake in the fall of the royal system. She also regularly tries to recruit people into joining the pirate group she originated from on the side.	Growing up as a pirate in an entirely different cluster, Juno has acquired many skills throughout her life before she left to partake in the rebellion. She has a taste for art, and proudly claims it to be a useful aspect of psychological warfare. After an extremely long and heated debate, Bags finally relented and began to allow her paint special missiles as well as decals onto ships that were interested. Although her nickname "Duck" was assigned to the fact that her entrance into situations usually involve incoming flying objects and explosives, she has garnered a fondness for the animal after talking to Mayoneighs.
Alfred "Ice-Pop" Edderkop	Allied Superior	Admiral, 7th Fleet	Serious, Focused, Straight-forward	Alfred wants to take back the galactic cluster to instill a <i>proper</i> monarchy over it, one that knows how to both use and guide its people. He wants to establish Edderkops supremacy across not just one but two clusters, so that the future generations of his family are given security even long past his death. Although he favors his own blood the most, he has a soft spot for all children, and hates to see how the war has affected the younger generations.	The son of a Royal, Alfred had originally spent his youth being trained for ruling over a sector of planets. However, after seeing the state of which his extended family had fallen, he was put in charge of a large aspect of the rebellion. Although he's one stone cold (motherfucker) man, he's known to care deeply about his close family, including his three young children and spouse. His background and education has prepared him well to lead and strategize, and he rarely doubts his own decisions and plans. "Ice-Pop" is a nickname which people collectively agree suit him, especially considering how he thinks anybody below the age of 30 is 'young'.
Viorelle "Smirk" Carbone	Allied Ship	Captain, Foresight	Quiet, Daring, Competitive	Viorelle is generally quiet, relishing in her position and the acknowledgements that came with it. Over time, she has started to take on more daring missions, chasing the glory. She views the new and rising officers as rivals with a healthy level of competitiveness.	Born on a jungle planet, Viorelle grew up navigating and adapting quickly to harsh environments, so space wasn't too tough a challenge for her. She was enlisted into the solus armada as a leading ship for unknown systems. Her ship is an all-rounder with modifications giving it heavy armor as well as artillery.
Charles "Prince" Marino II	Allied Ship	Rear Admiral, Strike Force 5	Well-Intentioned & Determined	Charles has always wanted to prove to the world that he's more than just his Mother's son. He wants to be a reason his family will be remembered in history, and establish himself as a hero of the League, but he also wants to bring the people a victory which ensures peace.	Born to one of the Parliament's leaders, Charles has been very shielded from the worst of the war. Before he enlisted, he know only of the glorious victories. He sometimes regrets how he had used his mother's connections, but has taken the responsibility for his past actions with stride. Nowadays, he is in charge of a full defensive squadron over a Parliamentary Supply Planet as a Rear Commander, and continues to earnestly work the best that he can everyday.
Gianni Jean Franzl IL	Enemy Ship	Commodore, 66th Lancers	Vainglorious, Obnoxious, Adrenaline-Junkie, Reckless	Gianni just wants to live an exciting and adrenaline-filled life. He finds thrill in near death experiences, screaming over comms to any and all ships that can hear him. Easy to bore, his desire for fun and entitlement can sometimes end in detriment for his allies.	Born on a Royal's garden planet, Gianni knew a peaceful but boring life, one he grew to despise and hate. He had been a simple gardener, until he finally got the chance to become a stowaway to a Navy planet. He enlisted in the officer corps, and worked his way into a leadership position. He now leads a battleline which focuses on bombarding supply lines and enemy planets.
Annastasia Regio Joseph IV	Enemy Ship	Contre Capitano, 9th Star Guard	Stressed, Cold, Pragmatic	Annastasia just wants to end the war as soon as possible, she's simply tired of it and is burning with hatred towards the League. The war they caused has caused her nothing but misery for most of her life and, in her eyes, forced her into a life of combat she now leads.	Born on the capital planet Itiapi, Anna's memories are clouded by the war and the threat it carries. She joined the Royal Navy's officer corps the moment she could; wanting to see a world devoid of the war which has always plagued her. Over time, she's moved up the ranks to captain her own ship stationed at the Vanguard.