

# Setting Details

## Player Characters

### Cain Ashford

#### Background Scene

Cain Ashford made the leap through space to Persepolis Station from a junk hauler out of Iron Ring whose captain he'd convinced to take him there by giving him information on the location of some prime salvage. Making his way through the airlock, he said a quick Pathic prayer thankful that the life support was still on so that he wouldn't have to run about in a exo-suit getting it all working again. Suddenly one of his visions came upon him, warning him that something was going to attack him when he got to the command center of the hub... something barely human looking. He pulled his stun baton, and hoped his alter-ego "CAsh" would not take over on the way there.

#### Abilities

- Pathic Space Pilgrim 3D (Pathic rituals, knows how to get around, where things are, and the history of sites) - Salvage Worker 2D (forage for and repair heavy equipment) - Cult Enforcer 2D (Pathic martial arts) - Visions 2D (precognition, split personality) - Iron Ring Cultist 1D (known around the Iron Ring as spooky)

#### Aspects

- Flank Gash 2D

#### Keys

#### The Key of Lost Knowledge

- When you decide to find some bit of lost information 1 EXP - When you take action to find lost information 3 EXP - When you find lost information 5 EXP - Buyoff: Refuse to find lost information

#### Contacts

- Allure - a physical-relations holo-liaison (cam girl) who has information from important sources gleaned from pillow talk. Cain is an occasional customer (and unsure of their actual relationship status). - The Witch - a woman of reportedly profound psionic abilities. Cain has approached her as a

source from which he can learn to enhance and better control his psionic abilities. - Chuichia Rathos- Leader of the few Pathic cultists that reside on the Iron Ring, she is technically Cain's superior, and sparring partner.

## Kicker

Ash woke up the morning after his return to his hub on the Iron Ring, only to find himself bleeding. Checking himself, he finds that he has a pretty bad injury to his side, with no idea how it got there. But the worst part is that he gets the distinct feeling that not all of the blood that's all over his bed and various parts of the hub are his. Holding his side in pain, he looks around the hub and follows the blood trail to a storage closet. Opening it, he finds the dead body of Terince Fabnahg, a fixer often employed by a few of the local gangs, a real piece of work. Ash realizes that the real worst part is that he can't just incinerate the body, clearly having been killed by his alter-ego, CASH, and forget this happened... his curiosity and his vows to the Pathic way won't let him just ignore this. Even if he did, there's every chance that CASH has left some evidence of the killing. And the real question is, why would CASH want this person dead? Or had they come after CASH (Ash couldn't think of anybody who'd want his primary personality dead)? The trip to the base location in the inner system he'd uncovered in the Pathic archives would have to wait. Gotta get rid of the literal blood on his hands first.

From: <https://wiki.wishray.com/> - **Wishray Wiki**

Permanent link: [https://wiki.wishray.com/doku.php?id=nate:playtest\\_in\\_death\\_in\\_space&rev=1768246168](https://wiki.wishray.com/doku.php?id=nate:playtest_in_death_in_space&rev=1768246168)

Last update: **2026/01/12 11:29**

