

The Guild:

Background: Headed up by Telo'sar, the Guild is a bunch of mercenaries specializing in Anti-FU tactics. They have worked alongside Sadow in the past from the Shadows, tackling nuisance enemies that others had no interest in and have picked up a thing or two about their combat tactics and skills.

With the rise of the Empire they have been contracted to help exterminate the upstarts. Having been trained to fight FU's already the guild is ready to strike and with a leader who has no desire to be a slave again they are ready to go down to the last.

They fit the narrative because we need a group who is going to be made up of normal soldiers that will genuinely give our guys a run for their money. So often NFU's are treated like fodder and even the collective are a little lackluster at times. The Guild is made up of Orian Citizens and former allies of the Clan, which in turn could potentially provide an interesting twist to our members stories as they encounter old colleagues as the system goes to war.

Member:

The common member is a highly trained soldier and hunter. They utilise Anti-FU combat techniques and have been outfitted with equipment better designed to fight their would-be oppressors. They come from all walks of life and are often found in the bars and taverns around the Orian system or have families who go to the schools and work in the hospitals. They are normal soldiers proud to live in Orian. But they are also loyal to the Guild and won't go down without a fight.

Tagline:

"We Will Not Be Slaves To Others Ambition"