



THE
AMARANTH
CHRONICLES

Xander Pacius
&
Sara Rin



Light years into the frontier, there are many inhabitable worlds scattered across the stars. One of these star systems is called; Breach. Inside the Breach solar system, there is the planet; STR1-FE. The colony running the world calls it "Strife". On Strife, there is a large capital city named; The City of Blades. The United Planets of Earth has forbidden Strife from building space stations in orbit. Far away from Terra-Luna, Earth, the U.P.E. aims to limit the Breach and Strife's defense capabilities. To comply, the City of Blades has built a large tower stretching past the clouds. Most of Strife is peaceful but is resented by other less colonizable worlds. The Strife Merchant Marine Corp, S.M.M.C., uses the tower to build and maintain vessels strong enough to keep the world safe from neighboring worlds and other solar systems.



The City of Blades on the planet "Strife" – A peaceful planet.



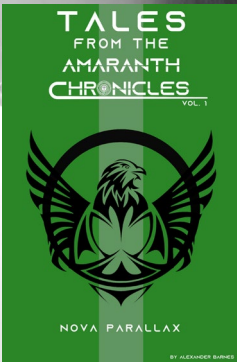
The City of Blades on the planet "Strife" – A peaceful planet.

A native of the frontier, Xander Pacius was borne on a ship transporting settlers to the Planet STR1-FE. He was borne just as the ship emerged from the Eridani Gate, as his mother gave birth, the station of Archer's Agony could be seen through the ship's viewports.

Xander Pacius was borne to be a spacer, while his holdings on Strife are not insignificant, he never feels entirely at home planet side, leaving his estate outside the city of Blades to slowly decay from neglect.

Xander is something of an idealist. Deep in his soul, he believes that the frontier planets not only can be free but should be free. He can sometimes lose track of the smaller details in the big picture and will often make the moral choice over the most advantageous one.

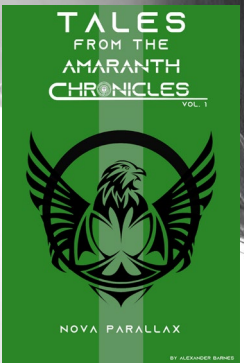
It is implied strongly that Xander has seen combat before, though the nature of this combat is left vague. Likely he was either caught up in a U.P.E. "policing action" read, suppression action, or pirate raid, likely both.



Despite his high ideals, Xander is something of a down to earth person, not one for formalities, or grand speeches. While he is a natural leader, he dislikes the idea that leadership must separate him from those he leads, and where ever and whenever possible, he tries to break down the barriers between himself and his subordinates.

Xander is aware of his flaws though, he knows that his continued ability to focus on the big picture and high ideals requires someone to take care of the details he misses and address the realities he can't or doesn't want to see. For that he trusts above all others, Sarah Rin, his former first officer and longtime friend.

Xander is a skilled pilot passable shot, and in his free time, enjoys poker and an old earth game called Pinball. He detests the protein bars the Strife merchant marine corpse issues, the ones with the squid on the wrapper. He is unsure if the squid is the mascot or the flavor.





Sarah Rin is a career merchant marine, and likely would have been Navy if colonial citizens were permitted in the officer ranks of the U.P.E. military.

Unlike Xander though, Sarah has few ideals left to her, while Xander's life was one of privilege and tragedy in more or less equal measure, Sarah's formative years were ones of a quiet despair due to poverty.

Ridiculously talented in several academic fields, including math and physics, Sarah knew that there was little outlet for her skills given her extremely humble upbringing on a small farm outside the city of blades on Strife.

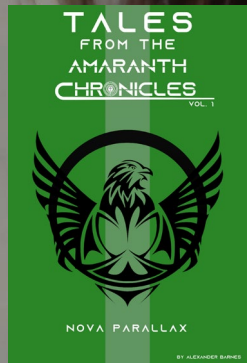
As soon as she was old enough, Sarah left to join the Strife merchant marine corps and never looked back. While her family missed her, they were also grateful that there was one less mouth to try and feed.

Sarah is very by the book, knowing every regulation in it and following them to the best of her abilities, which is considerable. She is extremely hard on herself when she fails to live up to the standards she sets for herself. She expects nothing less than perfection from herself and only slightly less from everyone else.

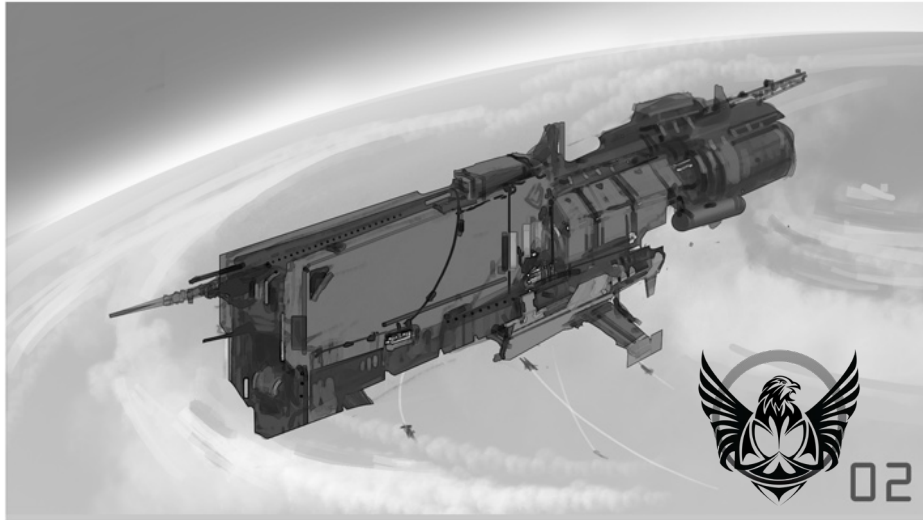
She is a skilled pilot but her true skills lie in Astro navigation, and when her schedule allows, she will still take the time to look over the navigational charts and plotted course, and make minor corrections and optimizations.

Even when off duty, it is difficult for her to lower her guard. Xander Pacius is one of the few people she feels comfortable around, and it is likely for this reason more than any other, that she would follow him into hell and back, even if, no, especially if he ordered her not to.

Sarah enjoys exercise, and organizing, and dislikes the unknown or unpredictable.



Xander Pacius and Sara Rin, meet each other the first time aboard a ship named Nova Parallax. The short story this takes place in shares the same name. The two of them are assigned to a flight tech group. Originally, their responsibility was to oversee the vessel's defense weaponry. But, by the end of the short story, the two of them have survived something unimaginable. Because of this, the two of them form a survivor friendship.



The two of them share a bond that others are inspired by. They travel further away from Strife, trying to keep their planet safe while they help other worlds and negotiate with allies. What makes Xander and Sara so capable is that they live twice as long in a career that kills people half their age.



Xander's "Last Measure" weapon. He's given this weapon by his captain in the short story Nova Parallax. It becomes a symbol to Xander. It's a powerful weapon with only eight rounds to fire.

TALES
FROM THE
AMARANTH
CHRONICLES
VOL. 1



NOVA PARALLAX

BY GLENNER BUNICK

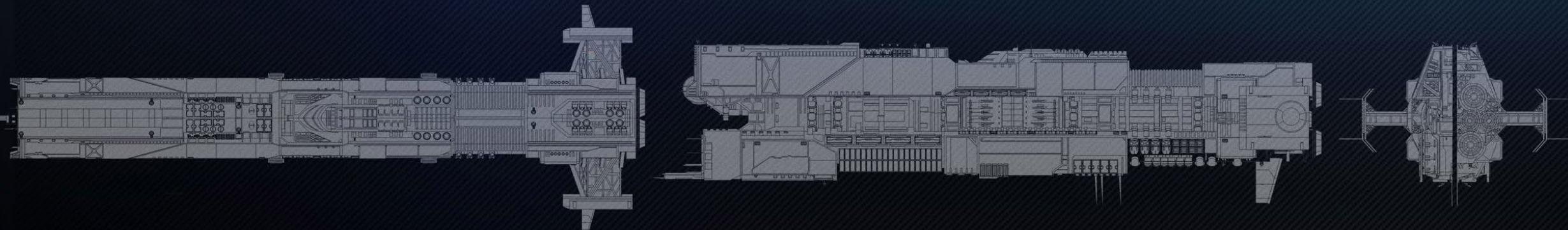


THE AMARANTH CHRONICLES:
DEVIANT RISING



ALEXANDER BARNES & CHRISTOPHER PREMYN

DEVIANT RISING





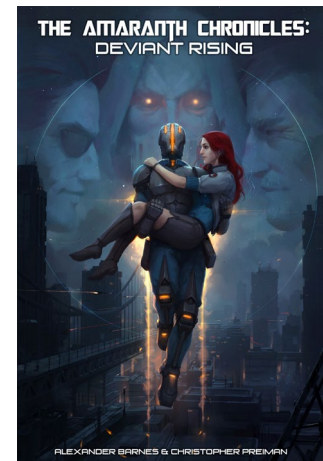
Xander was the captain of the Str1-fe merchant marine transport ship Deviant Rising until it was destroyed during the events of Amaranth Chronicles: Deviant Rising.

Amongst his crew aboard the Deviant Rising was, Sarah Rin, his first officer,

After the destruction of his ship, Xander was held for a time and interrogated by a lambda agent named Cade, and then by U.P.E. captain Shard, an interrogation that left Xander with a permanent limp. Though He never gave them what they wanted.

Xander has one prized possession, an old-style revolver named “Last Measure”.

On some level, Xander regrets becoming a captain. While he loves commanding a ship, it bothers him that it means that it requires him to let others do the real work of space travel, and if he had his way, he'd be at the navigation console or behind a wall panel with a greasy set of pliers trying to fix something for the third time that month.





She has been serving under Captain Xander Pacius for the last 8 years, and along side him for several more before that, and in that time has grown to consider him a friend, but also to admire the man who still manages to dream so big when the universe offers him so little.

While she has few ideals left of her own, she will do anything in her power to make sure Xander Pacius keeps his as long as possible. It is the reason she has turned down a promotion to captain twice now. Something Xander does not know and would likely be upset about if he did.

