

DANTE, PRIVATE FIRST CLASS



You're in the Assault Team along with Hammer. The Assault Team breaches doors, takes out security systems, and neutralizes enemy encampments with heavy ordnance.

Before this assignment you were part of an in-the-field urban pacification training program, but your squad was killed by friendly fire. Only you survived. You woke up in some special medlab at Fort Nebraska and have been there ever since. Now you have palpitations in your chest and your shooting arm jerks involuntarily—the result of your artificial spinal synaptic relay. Every time your STRESS LEVEL increases there is a 1 in 6 chance you involuntarily discharge your weapon (assuming the safety is off—it takes a fast action to switch the safety on or off). So be careful where you point your gun. Just as your medical discharge was approved, the colonial shit hit the fan and the moon was shut down. Sucks to be you.

PLAYER CHARACTER

Assault Marine Breacher

FULL NAME: Ruth Anne Dante

AGE: 33

PERSONALITY: Talkative

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

HEALTH: 7

SKILLS: Close Combat 2, Heavy Machinery 3, Mobility 1, Ranged Combat 4, Stamina 2

TALENTS: Banter, Weapon's Specialist (RPG)

SIGNATURE ITEM: Folded discharge papers

GEAR: M5 RPG Launcher, M41A Pulse Rifle with U1 grenade launcher attached, cutting torch, M4A3 Service Pistol, combat knife, M3 personnel armor with tactical cam and comm unit, webgear, a shoulder-mounted lamp, cold weather clothing, PDT wrist locator transponder

BUDDY: Hammer

RIVAL: Chaplain

TALENTS

BANTER

Between fights, you release the tension in your team with some friendly banter. Your STRESS LEVEL, and the STRESS LEVEL of everyone in SHORT range of you, drops two steps (instead of one) for every Turn spent in a safe place. Having several Marines with this talent doesn't increase the effect.

WEAPON SPECIALIST

You're an expert at using a specific weapon model—choose one from the weapon lists. When you use this weapon, you get a +2 modification. You can choose this talent several times, once per weapon type. You can be a specialist at fighting unarmed.

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: HAMMER

RIVAL: CHAPLAIN

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

RUTH ANNE DANTE

CAREER

COLONIAL MARINE

APPEARANCE

TALENTS

BANTER

WEAPON'S SPECIALIST (RPG)

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

PDT WRIST LOCATOR
TRANSPONDER,
SHOULDER-MOUNTED
LAMP

SIGNATURE ITEM

FOLDED DISCHARGE PAPERS

GEAR

- M5 RPG LAUNCHER
- "
- M41A PULSE RIFLE
- M3 PERSONNEL ARMOR
- CUTTING TORCH
- GRENADE LAUNCHER | PISTOL
- COMBAT KNIFE |
-
-
-
-



ARMOR

M3 P. ARMOR

RATING
6

WEAPONS

M5 RPG LAUNCHER
M41A PULSE RIFLE
V1 GRENADE LAUNCHER
M4A3 SERVICE PISTOL

BONUS

+1
+1
+1
+2

DAMAGE

5
2
BLAST 9
1

RANGE

EXTREME
LONG
LONG
MEDIUM

HAMMER, PRIVATE



You're in the Assault Team along with Dante. Designed for urban pacification, the Assault Team breaches doors, takes out security systems, and neutralizes enemy encampments with heavy ordnance.

An Artificial Womb soldier, you weren't born—you were grown in a vat and tailored to war. The USCMC raised you to be their weapon. You love the Corps and would gladly die—and more importantly kill—for it. You're addicted to the X-stimulants the base doctors keep prescribing you. You don't play well with others—you've just been released from the brig for nearly beating a fellow marine to death over a card game. You'll follow orders, but if any of your whiny teammates deviate from the mission parameters, you'll put them down yourself.

PLAYER CHARACTER

Automatic Rifleman—Smartgun Operator

FULL NAME: Nathaniel A.W. Hammer

AGE: 22

PERSONALITY: Psychotic

STRENGTH 5, AGILITY 5, WITS 3, EMPATHY 1

HEALTH: 5

SKILLS: Close Combat 4, Mobility 1, Ranged Combat 4, Stamina 3

TALENTS: Overkill, Menacing

SIGNATURE ITEM: Four X-Stim syringes. You must take one regularly every Shift or your STRESS LEVEL increases by one. You cannot relieve stress without consuming the drug.

GEAR: M56 Smartgun, M4A3 Service Pistol, combat knife, four M40 HEDP grenades, M3 personnel armor with tactical cam and comm unit, webgear, a shoulder-mounted lamp, cold weather clothing, PDT wrist locator transponder

BUDDY: Dante

RIVAL: Mason

TALENTS

MENACING

You have a scary physical presence that makes it easy to intimidate people. You can roll for MANIPULATION using STRENGTH instead of EMPATHY when you threaten someone to make them do what you want. If you succeed, your opponent cannot demand anything in return from you. They can still choose to attack you instead of giving in.

OVERKILL

You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger the Overkill effect when you make a Panic Roll.

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: DANTE

RIVAL: MASON

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

NATHANIEL A.W. HAMMER

CAREER

COLONIAL MARINE

APPEARANCE

TALENTS

MENACING

OVERKILL

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

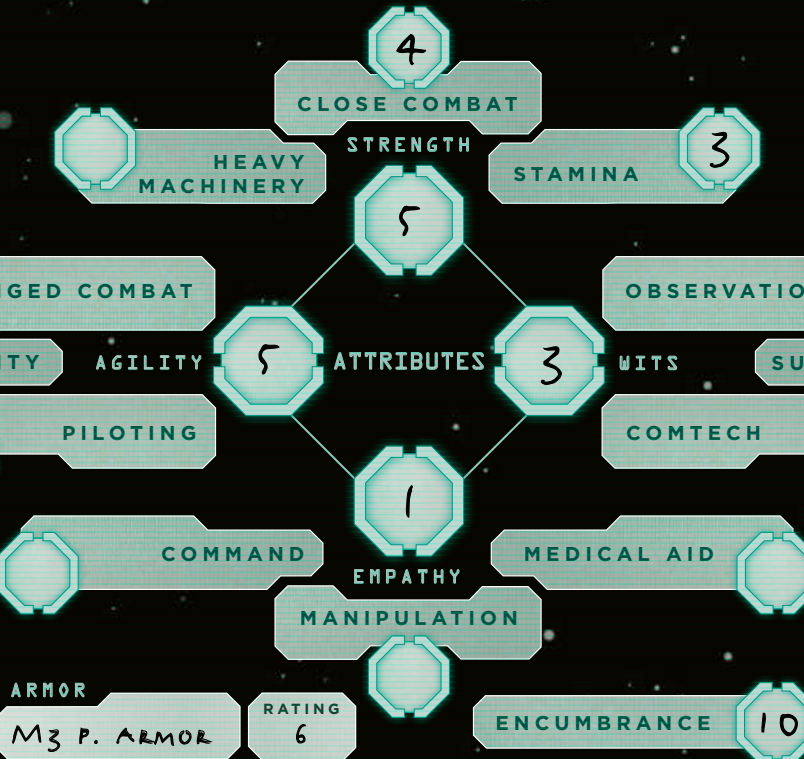
PDT WRIST LOCATOR
TRANSPONDER,
SHOULDER-MOUNTED
LAMP

SIGNATURE ITEM

FOUR X-STIM SYRINGES

GEAR

- 1: M56 SMARTGUN
- 2: "
- 3: "
- 4: M3 PERSONNEL ARMOR
- 5: 4 GRENADES
- 6: PISTOL | COMBAT KNIFE
- 7:
- 8:
- 9:
- 10:



ARMOR

M3 P. ARMOR

RATING
6

WEAPONS

M56 SMARTGUN
M4A3 SERVICE PISTOL
COMBAT KNIFE
M40 HEDP GRENADE

BONUS

+3
+2
-
-

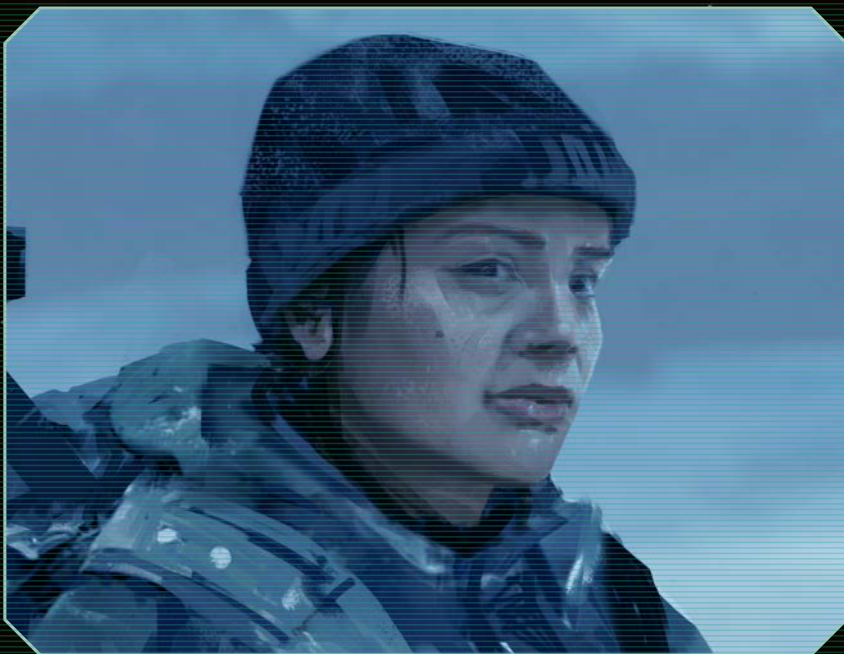
DAMAGE

3
1
2
BLAST 9

RANGE

LONG
MEDIUM
ENGAGED
MEDIUM

MASON, GUNNERY SERGEANT



You're in the Rifle Team along with Chaplain, responsible for firepower, medical support, and coordinating the squad's field objectives with command.

You grew up on the fringe of the radiological zone in Nevada. Fascinated by radiation's effects, you joined the Chemical Biological Radiological and Nuclear Incident Response Force. Unlike most of these kids here, you saw action during the '64 Tientsin Campaign. You've been dosed in blazing quinatricetyline, sifted through radioactive rubble for dirty bomb survivors and sterilized plague-ridden colonies. You've seen a hell of a lot, but nothing like the metal-mouthed monster that killed your entire platoon on Yaophora Station. You hope to never see anything like it again.

Ask the Game Mother to give you the handout marked "Outbreak on Yaophora Station." Don't look at the other side.

PLAYER CHARACTER

Chemical Biological Radiological and Nuclear
(CBRN) Defense Specialist, Squad leader

FULL NAME: Luca Mason

AGE: 42

PERSONALITY: Meticulous

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 3

HEALTH: 4

SKILLS: Close Combat 2, Command 1, Medical Aid 2, Mobility 1, Observation 1, Ranged Combat 3, Stamina 2

TALENTS: Nerves of Steel, Overkill

SIGNATURE ITEM: Half-melted little green colonial marine figure you found on a dead child

GEAR: M41A with U1 grenade launcher and firebomb ammo (everyone in SHORT range of detonation suffers Intensity 9 fire instead of blast effect), M4A3 Service Pistol, combat knife, M3 personnel armor with tactical cam and comm unit, webgear, a shoulder-mounted lamp, cold weather clothing, PDT wrist locator transponder, CBRN detection kit, incinerator unit, Neversleep blister pack

BUDDY: Chaplain

RIVAL: Hammer

TALENTS

NERVES OF STEEL

You keep a cool head in all situations, and thus get a -2 modification to all Panic Rolls.

OVERKILL

You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger the Overkill effect when you make a Panic Roll.

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: CHAPLAIN

RIVAL: HAMMER

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

LUCA MASON

CAREER

COLONIAL MARINE

APPEARANCE

TALENTS

NERVES OF STEEL

OVERKILL

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

PDT WRIST LOCATOR
TRANSPONDER,
SHOULDER-MOUNTED
LAMP, NEVERSLEEP
BLISTER PACK

SIGNATURE ITEM

COLONIAL MARINE FIGURE

GEAR

- 1: M41A PULSE RIFLE
- 2: M3 PERSONNEL ARMOR
- 3: CBRN DETECTION KIT
- 4: M240 INCINERATOR UNIT
- 5: GRENADE LAUNCHER | PISTOL
- 6: COMBAT KNIFE |
- 7:
- 8:
- 9:
- 10:

CLOSE COMBAT

STRENGTH

STAMINA

HEAVY
MACHINERY

RANGED COMBAT

MOBILITY

AGILITY

PILOTING

ATTRIBUTES

OBSERVATION

WITS

SURVIVAL

COMTECH

COMMAND

EMPATHY

MANIPULATION

MEDICAL AID

ENCUMBRANCE

ARMOR

M3 P. ARMOR

RATING
6

WEAPONS

M41A PULSE RIFLE

V1 GRENADE LAUNCHER

M4A3 SERVICE PISTOL

M240 INCINERATOR UNIT

BONUS

+1

DAMAGE

2

RANGE

LONG

BLAST

5

LONG

+2

1

MEDIUM

-

2

MEDIUM

CHARACTER SHEET

CHAPLAIN, WARRANT OFFICER



You're in the Rifle Team along with Mason, responsible for firepower, medical support, and coordinating the squad's field objectives with command. You are openly an Android, a Hyperdyne 341-C Model Synthetic that your old unit nicknamed "Charlie" Chaplain. You played along and used to slap on a false mustache to amuse them.

Normally, you won't use a weapon unless necessary to immediately save lives. But now, you're of two minds about it—literally. You are struggling with a sense that there's another personality in there with you, called Jaell. In fact, right now Jaell is the dominant one. You know about Project Life Force, a series of unsanctioned bioweapons tests taking place on the Sublevel 3 of Fort Nebraska under the command of Nebraska's CO, Colonel Meyers and a Weyland-Yutani XO called Eckford. As Jaell you don't trust the woman, Eckford, but are loyal to Meyers, and want to keep his secret safe. You're even willing to kill to do it, if you must.

PLAYER CHARACTER

Combat Technician/Hospital Corpsman

FULL NAME: Chaplain

AGE: 22 (appears 45)

PERSONALITY: Bipolar

STRENGTH 6, AGILITY 6, WITS 4, EMPATHY 4

HEALTH: 6

SKILLS: Heavy Machinery 2, Comtech 4, Observation 2, Piloting 2, Medical Aid 4

TALENTS: Field Surgeon, Bodyguard

SIGNATURE ITEM: Sticky pad of false Charlie Chaplin mustaches.


GEAR: M314 motion tracker, electronic tools, cutting torch, medkit, field surgeon kit, ammo satchel.

BUDDY: Mason

RIVAL: None

TALENTS

BODYGUARD

If someone within SHORT range of you is hit by an attack, you can dive in to take the hit. Roll for MOBILITY. It doesn't count as an action in combat. If you roll one or more , you take the hit instead. You can push the roll.

FIELD SURGEON

You know the delicate art of stopping a wound from bleeding or treating grave injuries. You get a +2 modification to MEDICAL AID when treating someone who is about to die from a critical injury.

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: MASON

RIVAL:

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

CHAPLAIN

CAREER

MEDIC

APPEARANCE

TALENTS

BODYGUARD

FIELD SURGEON

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

FALSE CHAPLIN MUSTACHES

GEAR

- CUTTING TORCH
- M314 MOTION TRACKER
- ELECTRONIC TOOLS | SURGICAL KIT
- MEDKIT |
-
-
-
-
-
-



ARMOR

RATING

WEAPONS

CUTTING TORCH

SURGICAL KIT

BONUS

DAMAGE

RANGE

-

3

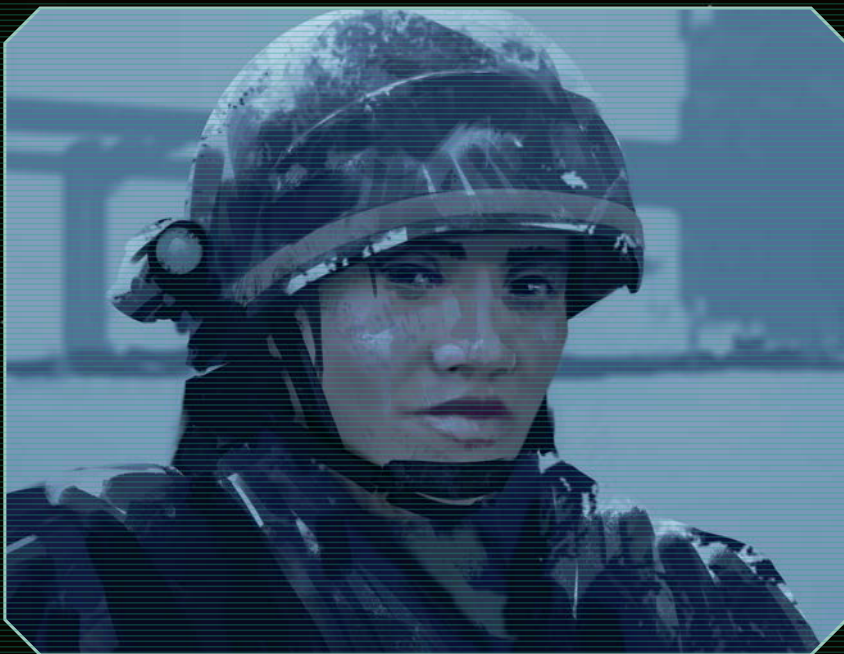
ENGAGED

-

2

ENGAGED

SILVA, CAPTAIN



As commander, you lead and coordinate the squad. A chain-smoker, you are also a Sin Eater—part of the 5th Colonial Marine Special Operations Regiment. When a black op is too dirty for the USCMC Star Raiders, the Sin Eaters are called. You have participated in covert ops that have changed the course of history. The fugitives are also Sin Eaters—and you're both saddened and embarrassed about it. Sin Eaters have a rep to live up to, and that doesn't leave room for traitors. But these Marines are your Marines, and they must be given the respect of brothers and sisters in arms, no matter how misguided they are.

PLAYER CHARACTER

Field Commander, Charlie Team

FULL NAME: Beatriz Silva

AGE: 43

PERSONALITY: Authoritative

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

HEALTH: 3

SKILLS: Close Combat 2, Command 3, Manipulation 2, Mobility 2, Ranged Combat 3, Stamina 2

TALENTS: Field Commander, Past the Limit

SIGNATURE ITEM: Pack of Balaji Imperial Lights and a cheap lighter in her helmet band

GEAR: M41A Pulse Rifle, Seegson P-DAT, M4A3 Service Pistol, combat knife, M3 personnel armor with tactical cam and comm unit, webgear, a shoulder-mounted lamp, cold weather clothing, PDT wrist locator transponder

BUDDY: Hammer

RIVAL: Iona

TALENTS

FIELD COMMANDER

You can use **COMMAND** to give orders in combat as a fast action instead of a slow action. This in effect means you can give orders twice in the same Round.

PAST THE LIMIT

When the going gets tough, the tough get going, and you're the toughest badass around. You can push any skill roll based on **STRENGTH** twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: HAMMER

RIVAL: IONA

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

BEATRIZ SILVA

CAREER

OFFICER

APPEARANCE

TALENTS

FIELD COMMANDER

PAST THE LIMIT

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

PDT WRIST LOCATOR
TRANSPONDER,
SHOULDER-MOUNTED
LAMP

SIGNATURE ITEM

PACK OF SMOKES AND A LIGHTER

GEAR

- 1: M41A PULSE RIFLE
- 2: M3 PERSONNEL ARMOR
- 3: GRENADE LAUNCHER | PISTOL
- 4: COMBAT KNIFE | SEEGSON P-DAT
- 5:
- 6:
- 7:
- 8:
- 9:
- 10:



ARMOR

M3 P. ARMOR

RATING
6

WEAPONS

M41A PULSE RIFLE

M4A3 SERVICE PISTOL

COMBAT KNIFE

BONUS
+1

DAMAGE
2

RANGE
LONG

+2

1

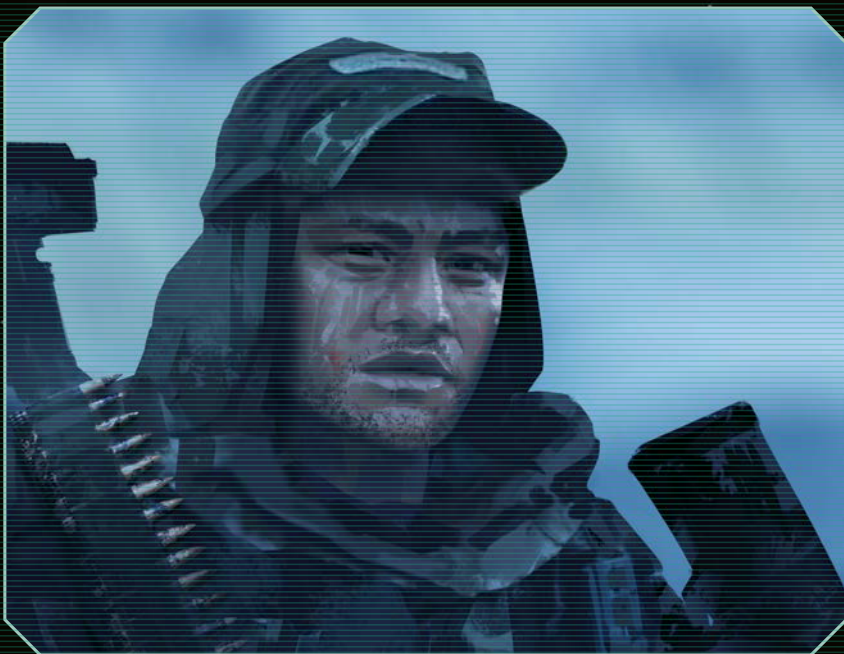
MEDIUM

-

2

ENGAGED

IONA, SERGEANT



You have been assigned a Support Role to Charlie Team. You're a rifleman but are trained in driving the APC.

A beach lover from Oahu, you joined the marines to surf the waves of alien worlds. Instead, you were assigned to this ice moon. A veteran desk-pusher, you bitch that you're here to fight, not sit. In reality, you're terrified by the prospect of being assigned a mission that doesn't involve finding coffee supplies. Beyond rusty, you're terrified that you're a danger to yourself and others in a combat situation.

PLAYER CHARACTER

Automatic Rifleman

FULL NAME: Kale Iona

AGE: 36

PERSONALITY: Nervous

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 4

SKILLS: Close Combat 2, Command 1, Mobility 1, Piloting 2, Ranged Combat 4, Stamina 3

TALENTS: Banter, Past the Limit

SIGNATURE ITEM: Postcard of a North Shore beach, tucked in your helmet band

GEAR: M56 Smartgun, M4A3 Service Pistol, combat knife, M3 personnel armor with tactical cam and comm unit, webgear, a shoulder-mounted lamp, cold weather clothing, PDT wrist locator transponder

BUDDY: Chaplain

RIVAL: Zmijewski

TALENTS

BANTER

Between fights, you release the tension in your team with some friendly banter. Your STRESS LEVEL, and the STRESS LEVEL of everyone in SHORT range of you, drops two steps (instead of one) for every Turn spent in a safe place. Having several Marines with this talent doesn't increase the effect.

PAST THE LIMIT

When the going gets tough, the tough get going, and you're the toughest badass around. You can push any skill roll based on STRENGTH twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

WEYLAND-YUTANI CORP



BUILDING BETTER WORLDS

PERSONAL AGENDA

RELATIONSHIPS

BUDDY: CHAPLAIN

RIVAL: ZMIJEWSKI

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

KALE IONA

CAREER

COLONIAL MARINE

APPEARANCE

TALENTS

BANTER

PAST THE LIMIT

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

PDT WRIST LOCATOR
TRANSPONDER,
SHOULDER-MOUNTED
LAMP

SIGNATURE ITEM

POSTCARD

GEAR

- 1: M56 SMARTGUN
- 2: "
- 3: "
- 4: M3 PERSONNEL ARMOR
- 5: PISTOL | COMBAT KNIFE
- 6:
- 7:
- 8:
- 9:
- 10:

ARMOR

M3 P. ARMOR

RATING
6

WEAPONS

M56 SMARTGUN
M4A3 SERVICE PISTOL
COMBAT KNIFE

BONUS
+3

DAMAGE
3

RANGE
LONG

+2

1

MEDIUM

-

2

ENGAGED

ZMIJEWSKI, PRIVATE FIRST CLASS



Assigned to the mission's Support Team, you're a rifleman first and a vehicle operator second.

People annoy you—they never pronounce your name right but now you've stopped caring. If pushed too far, you'll show them "the belt,"—the belt you use for everything from killing vermin to fishing keys out of a sewer grate. You'll put it under a jerk's nose and ask them if they can smell it. If they say yes, you'll work things out. If they can't respect the belt, however, you'll beat them with it.

PLAYER CHARACTER

Rifleman

FULL NAME: Stanley T. Zmijewski

AGE: 34

PERSONALITY: Agitated

STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 2

HEALTH: 4

SKILLS: Close Combat 3, Mobility 1, Observation 2, Piloting 1, Ranged Combat 3, Stamina 1, Survival 2

TALENTS: Hothead, Hard Hitter

SIGNATURE ITEM: Worn leather belt with a carbon steel self-defense auto-hooking splice buckle (a concealed knife)

GEAR: M41A Pulse Rifle with mounted M316 motion tracker, incinerator unit, M4A3 Service Pistol, combat knife, M3 personnel armor with tactical cam and comm unit, webgear, a shoulder-mounted lamp, cold weather clothing, PDT wrist locator transponder

BUDDY: No one, they all piss you off.

RIVAL: Hammer

TALENTS

HARD HITTER

You get a +2 modification to CLOSE COMBAT if you sacrifice your fast action.

HOTHEAD

You don't like being told what to do. You get a +2 modification to opposed rolls for MANIPULATION whenever someone tries to give you orders. This talent can also be used to resist the Officer's career talent Pull Rank.

PERSONAL AGENDA

RELATIONSHIPS

BUDDY:

RIVAL: HAMMER

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

STANLEY T. ZMIJEWSKI

CAREER

COLONIAL MARINE

APPEARANCE

TALENTS

HARD HITTER
HOTHEAD

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

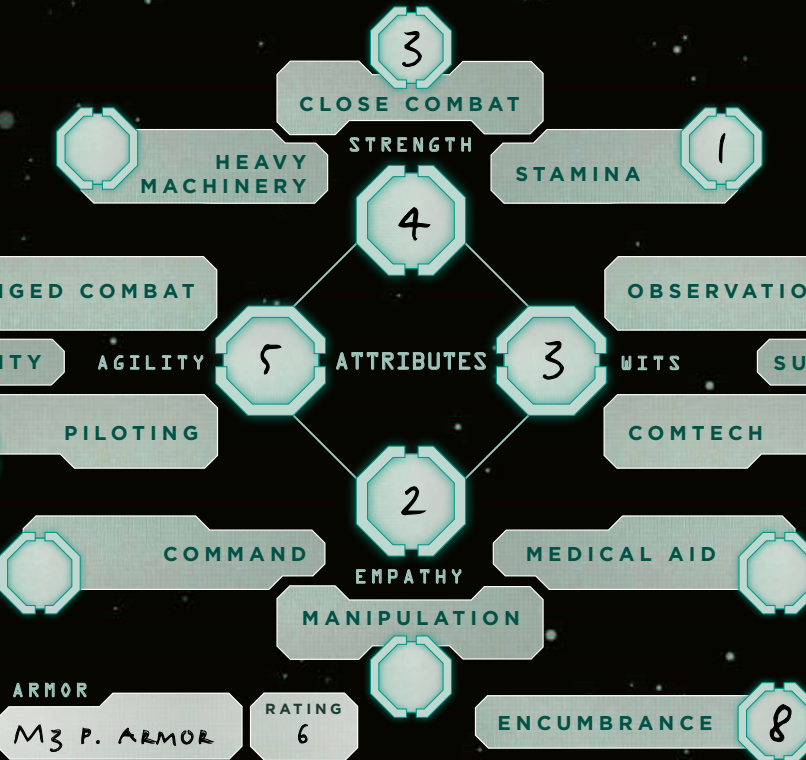
PDT WRIST LOCATOR
TRANSPONDER,
SHOULDER-MOUNTED
LAMP, M316 MOTION
TRACKER

SIGNATURE ITEM

ACCESS KEYCARD

GEAR

- M41A PULSE RIFLE
- M3 PERSONNEL ARMOR
- M240 INCINERATOR UNIT
- GRENADE LAUNCHER | PISTOL
- COMBAT KNIFE |
-
-
-
-
-



ARMOR

M3 P. ARMOR

RATING 6

WEAPONS

M41A PULSE RIFLE
M4A3 SERVICE PISTOL
M240 INCINERATOR UNIT
COMBAT KNIFE

BONUS +1

DAMAGE 2

RANGE LONG

+2

1

MEDIUM

-

2

MEDIUM

-

2

ENGAGED