

JOHNS, OFFICER



Second Officer on the USCSS Cronus

FULL NAME: Wick Johns

AGE: 47

TRAIT: Submissive

NOW the de facto Captain of the *Cronus*, Johns has lost his edge. As someone who is really good at making sure things get done, Johns is also not very good at giving orders. He readily falls in as second-in-command to whomever starts making the hard choices needed to save lives.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

SKILLS: Heavy Machinery 1, Stamina 2, Ranged Combat 2, Piloting 2, Observation 2, Command 1

HEALTH: 4

GEAR: M4A3 Pistol (1 reload), key card

PERSONAL AGENDA: Find a leader to follow and help them to save human lives.

BUDDY: -

RIVAL: Clayton

TALENT: Pull Rank. See page 108.

PULL RANK

You can use your **COMMAND** skill to order other non-officer PCs and NPCs around, as long as they belong to the same organization as you. To force someone to follow your orders and perform a specific action, roll **COMMAND** against the target's **MANIPULATION**. If successful, the target must follow your order, even if it means harm or danger to themselves. Your **STRESS LEVEL** increases by one each time you do this. Note also that each roll only covers one specific action. You cannot stop actions triggered by Panic Rolls using this talent.

//SLOW ACTIONS (usually requires a roll)
 >>Crawl - You are prone - //
 >>Close combat attack - // - Close Combat
 >>Shoot firearm - Firearm - Ranged Combat
 >>Burst of full auto fire - Firearm - Ranged Combat
 >>Throw weapon - Thrown weapon - Ranged Combat
 >>Reload - Firearm - //
 >>First aid - Broken or dying victim - Medical Aid
 >>Stop panic - Panicking character - Command
 >>Give orders - Character who can hear you - Command
 >>Persuade - Your opponent can hear you - Manipulation
 >>Enter/exit vehicle - Vehicle - //
 >>Start engine - Vehicle - //

//FAST ACTIONS
 >>FAST ACTION - PREREQUISITE - SKILL
 >>Run - No enemy at Engaged range - //
 >>Move through door/hatch - // - //
 >>Get up - You are prone - //
 >>Draw weapon - // - //
 >>Block attack - Attacked in close combat - //
 >>Push - Enemy at Engaged range - Close Combat
 >>Grapple attack - You've grappled an opponent - Close Combat
 >>Retreat - Enemy at Engaged range - Mobility
 >>Aim - Ranged weapon - //
 >>Seek cover - Cover in same zone - //
 >>Grab the wheel - Vehicle - //
 >>Drive - Vehicle - Piloting
 >>Use item - Varies - Varies

//GAIN STRESS
 >> You push a skill roll.
 >> You fire a burst of full auto fire (see page 62).
 >> You suffer one or more points of damage.
 >> You go without sleep, food, or water (see page 70).
 >> A Scientist in your team fails to ANALYZE something (see page 121).
 >> A member of your own crew attacks you.
 >> A person nearby is revealed to be an android.
 >> You encounter certain creatures or locations, as determined by the scenario or the GM.

//DIFFICULTY
 Trivial +3
 Simple +2
 Easy +1
 Average 0
 Demanding -1
 Hard -2
 Formidable -3

//RANGE
 >> Engaged Right next to you
 >> Short A few meters away, in the same zone as you
 >> Medium Up to 25 meters away, in an adjacent zone
 >> Long Up to about 100 hundred meters (four zones) away
 >> Extreme Up to about one kilometer

//RANGED FIRE
 MODIFICATIONS FACTOR MODIFICATION
 >> Aimed shot +2
 >> Engaged range -3/+3
 >> Short range -
 >> Medium range -1
 >> Long range -2
 >> Extreme range -3

//TIME UNITS
 DURATION / PRIMARY USE
 >> Round 5-10 seconds / Combat
 >> Turn 5-10 minutes / Stealth
 >> Shift 5-10 hours / Recovery

//SNEAK ATTACKS&AMBUSHES
 RANGE MODIFICATION
 >> Engaged -2
 >> Short -1
 >> Medium 0
 >> Long +1
 >> Extreme +3

//STEALTH
 RANGE MOBILITY ROLL
 >> Short (same zone) -1
 >> Medium (adjacent zone) 0
 >> Behind open door/hatch +2
 >> Long +1
 >> Extreme +3

//MAKE PANIC ROLL IF...
 >> You roll one or more on your Stress Dice in a skill roll. If this happens, you can't push the skill roll instead, roll for panic.
 >> You witness a friendly character suffering from a certain panic effect (see the table).
 >> You are pinned down by a ranged attack.
 >> You suffer a critical injury.
 >> You're attacked by a strange alien creature that you've never seen before.
 >> A truly horrifying event occurs, as determined by a scenario or the GM

//PANIC ROLL
 Roll a D6, add your current STRESS LEVEL, and check the table below.

RESULT / EFFECT
 >>6 or under KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
 >>7 NERVOUS TWITCH. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
 >>8 TREMBLE. You start to tremble uncontrollably. All skill rolls using AGILITY suffer a -2 modification until your panic stops.
 >>9 DROP ITEM. Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item-the GM decides which one. Your STRESS LEVEL increases by one.
 >>10 FREEZE. You're frozen by fear or stress for one Round, losing your next point of action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
 >>11 SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
 >>12 SCREAM. You scream your lungs out for one Round, losing your next point of action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll.
 >>13 FLEE. You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are not allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll.
 >>14 PSYCHOTIC. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.
 >>15 or over CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

//COMMON types of COVER
 COVER ARMOR RATING
 >> Shrubbery 2
 >> Furniture 3
 >> Door 4
 >> Inner bulkhead 5
 >> Outer bulkhead 6
 >> Armored bulkhead 7+

PERSONAL AGENDA

Find a leader to follow and help them to save human lives

RELATIONSHIPS

BUDDY:

RIVAL: Clayton

STRESS LEVEL

Progress bar for stress level (10 slots)

HEALTH

Progress bar for health (10 slots, 5 filled)

RADIATION

Progress bar for radiation (10 slots)

CRITICAL INJURIES

Area for critical injuries

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

Wick Johns

CAREER

APPEARANCE

TALENTS

Pull Rank

EXPERIENCE POINTS

Progress bar for experience points (10 slots)

STORY POINTS

Progress bar for story points (3 slots)

TINY ITEMS

Area for tiny items

SIGNATURE ITEM

Area for signature item

GEAR

1: Pistol reload (x1)

2: Key card

3:

4:

5:

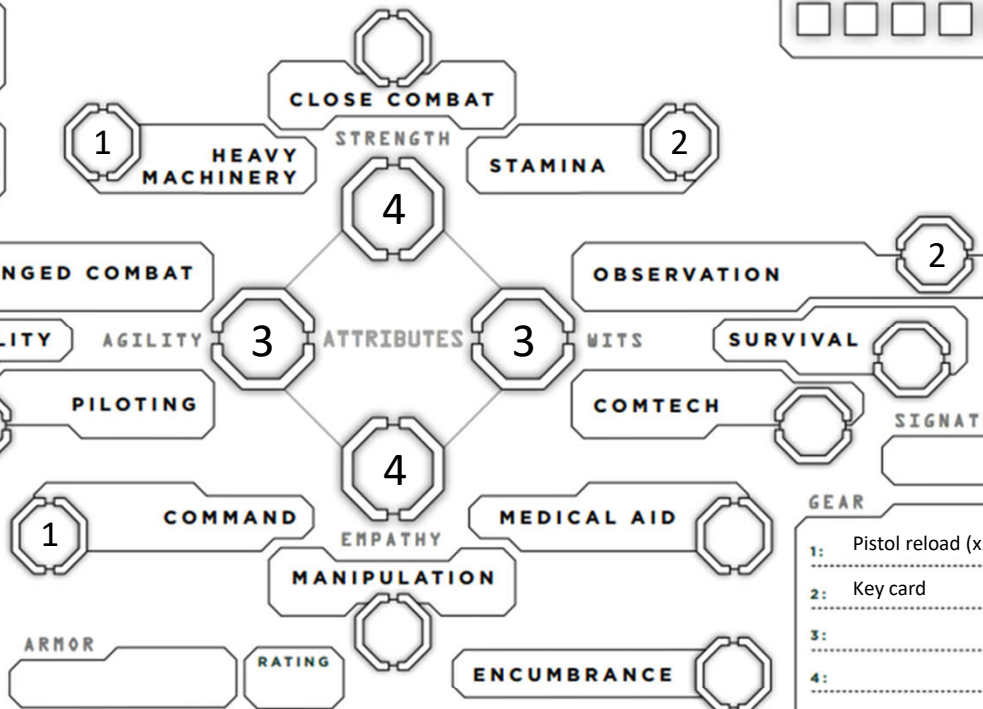
6:

7:

8:

9:

10:



ARMOR RATING

WEAPONS
M4A3 pistol

BONUS	DAMAGE	RANGE
+1	1	Medium

ENCUMBRANCE

REID, COLONIAL MARINE



Security Officer on the USSS Cronus

FULL NAME: Valerie Reid

AGE: 34

TRAIT: On Edge

An Outer Rim Defense Force veteran of the Civil War on Torin Prime, the 4'11" Sgt. Reid commanded the security team assigned to protect the scientists aboard the *Cronus*. An independent contractor, she was honorably discharged from the ORDF and hired by Weyland-Yutani. Reid lost an arm on Torin Prime, but has a synthetic replacement. She saw a lot of people under ORDF protection die on LV-1113, and suffers from PTSD from both that experience and the Civil War. People tend to underestimate her because of her size.

STRENGTH 5, AGILITY 4, WITS 2, EMPATHY 3

SKILLS: Close Combat 3, Heavy Machinery 1,

Ranged Combat 3, Mobility 2, Command 1

HEALTH: 5

GEAR: Armat 37A2 12 Shotgun (2 reloads)

PERSONAL AGENDA: Terminate all threats to the *Cronus* crew with extreme prejudice, no matter the risks for you.

BUDDY: Johns

RIVAL: Flynn

TALENT: Overkill. See page 120.

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 different, more aggressive effects when you make a Panic Roll. This lets you replace the effect of a Panic Roll result of 11 or higher by the Overkill effect, if you have any enemies in sight. When triggering Overkill, you must immediately attack your enemies and you won't stop until you or all enemies in sight are Broken. Also, all other PCs in **SHORT** range of you must make an immediate Panic Roll.

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 >>SLOW ACTION - PREREQUISITE - SKILL
 >>Crawl - You are prone - //
 >>Close combat attack - // - Close Combat
 >>Shoot firearm - Firearm - Ranged Combat
 >>Burst of full auto fire - Firearm - Ranged Combat
 >>Throw weapon - Thrown weapon - Ranged Combat
 >>Reload - Firearm - //
 >>First aid - Broken or dying victim - Medical Aid
 >>Stop panic - Panicking character - Command
 >>Give orders - Character who can hear you - Command
 >>Persuade - Your opponent can hear you - Manipulation
 >>Enter/exit vehicle - Vehicle - //
 >>Start engine - Vehicle - //

//FAST ACTIONS
 >>FAST ACTION - PREREQUISITE - SKILL
 >>Run - No enemy at Engaged range - //
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 >>Get up - You are prone - //
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 >>Block attack - Attacked in close combat - //
 >>Push - Enemy at Engaged range - Close Combat
 >>Grapple attack - You've grappled an opponent - Close Combat
 >>Retreat - Enemy at Engaged range - Mobility
 >>Aim - Ranged weapon - //
 >>Seek cover - Cover in same zone - //
 >>Grab the wheel - Vehicle - //
 >>Drive - Vehicle - Piloting
 >>Use item - Varies - Varies

//GAIN STRESS
 >> You push a skill roll.
 >> You fire a burst of full auto fire (see page 62).
 >> You suffer one or more points of damage.
 >> You go without sleep, food, or water (see page 70).
 >> A Scientist in your team fails to ANALYZE something (see page 121).
 >> A member of your own crew attacks you.
 >> A person nearby is revealed to be an android.
 >> You encounter certain creatures or locations, as determined by the scenario or the GM.

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 Trivial +3
 Simple +2
 Easy +1
 Average 0
 Demanding -1
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 >> Engaged Right next to you
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//RANGED FIRE
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 >> Aimed shot +2
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//TIME UNITS
 DURATION / PRIMARY USE
 >> Round 5-10 seconds / Combat
 >> Turn 5-10 minutes / Stealth
 >> Shift 5-10 hours / Recovery

//SNEAK ATTACKS&AMBUSHES
 RANGE MODIFICATION
 >> Engaged -2
 >> Short -1
 >> Medium 0
 >> Long +1
 >> Extreme +3

//STEALTH
 RANGE MOBILITY ROLL
 >> Short (same zone) -1
 >> Medium (adjacent zone) 0
 >> Behind open door/hatch +2
 >> Long +1
 >> Extreme +3

//MAKE PANIC ROLL IF...
 >> You roll one or more on your Stress Dice in a skill roll. If this happens, you can't push the skill roll instead, roll for panic.
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 COVER ARMOR RATING
 >> Shrubbery 2
 >> Furniture 3
 >> Door 4
 >> Inner bulkhead 5
 >> Outer bulkhead 6
 >> Armored bulkhead 7+

PERSONAL AGENDA

Terminate all threats to the Cronus crew with extreme prejudice, no matter the risks for you

RELATIONSHIPS

BUDDY: Johns

RIVAL: Flynn

STRESS LEVEL

10 empty boxes for stress level

HEALTH

10 boxes for health, with 4 filled

RADIATION

10 boxes for radiation

CRITICAL INJURIES

3 empty boxes for critical injuries

CONDITIONS

STARVING

DEHYDRATED

EXHAUSTED

FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

Valerie Reid

CAREER

APPEARANCE

TALENTS

Overkill

EXPERIENCE POINTS

10 empty boxes for experience points

STORY POINTS

3 empty boxes for story points

TINY ITEMS

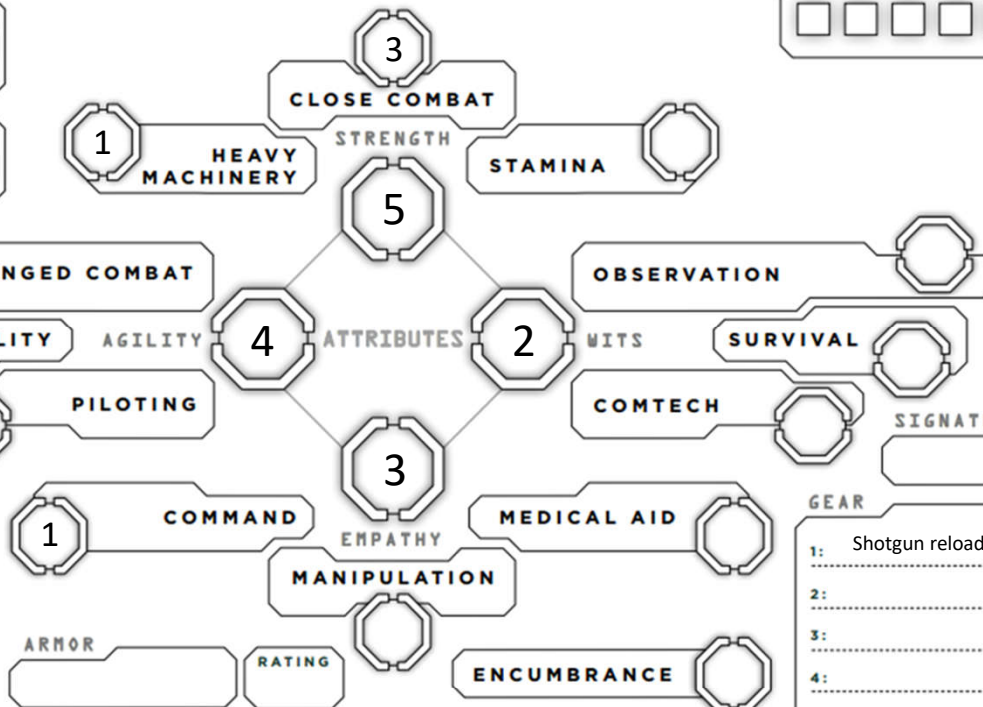
Empty box for tiny items

SIGNATURE ITEM

Empty box for signature item

GEAR

10 slots for gear, with 1: Shotgun reload (x2)



ARMOR: Empty box

RATING

ENCUMBRANCE

WEAPONS

Armat 37A2 12-gauge pump action shotgun

BONUS	DAMAGE	RANGE
+2	3	Short

FLYNN, MEDIC



Ship Medic on the USSS Cronus

FULL NAME: Liam Flynn

AGE: 27

TRAIT: Fearful

THE ship's remaining medical doctor, Flynn was one of the junior scientists who helped synthesize the derivative cure from the 26 Draconis Strain. Flynn suspects the cure isn't safe, but he would rather take the chance with it than witness another Bloodbuster birth. The doctor is not willing to talk about what happened on LV-1113, nor reveal what other breakthroughs the scientific team achieved before the Cronus left them behind. Flynn has not informed anyone that the cure contains the black goo within it.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

SKILLS: Mobility 1, Observation 2, Comtech 2, Manipulation 2, Medical Aid 3

HEALTH: 2

GEAR: Personal Medkit, Surgical Kit

PERSONAL AGENDA: Get out of this mess alive, no matter what the cost or what lies you need to tell.

BUDDY: Cooper

RIVAL: Reid

TALENT: Compassion. See page 120.

COMPASSION

This isn't just a job for you. You truly care about the people under your care. You can push any skill roll based on Empathy twice, not just once like other characters. Each push increases your **STRESS LEVEL** by one.

```
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>>Crawl - You are prone - //
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>>Burst of full auto fire - Firearm - Ranged Combat
>>Throw weapon - Thrown weapon - Ranged Combat
>>Reload - Firearm - //
>>First aid - Broken or dying victim - Medical Aid
>>Stop panic - Panicking character - Command
>>Give orders - Character who can hear you - Command
>>Persuade - Your opponent can hear you - Manipulation
>>Enter/exit vehicle - Vehicle - //
>>Start engine - Vehicle - //
```

```
//FAST ACTIONS
>>FAST ACTION - PREREQUISITE - SKILL
>>Run - No enemy at Engaged range - //
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>>Get up - You are prone -
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>>Block attack - Attacked in close combat -//
>>Push - Enemy at Engaged range - Close Combat
>>Grapple attack - You've grappled an opponent - Close Combat
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>>Aim - Ranged weapon - //
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>>Use item - Varies - Varies
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Simple +2
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>> Short A few meters away, in the same zone as you
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//RANGED FIRE

MODIFICATIONS FACTOR MODIFICATION

>> Aimed shot +2
>> Engaged range -3/+3
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//TIME UNITS

DURATION / PRIMARY USE
>> Round 5-10 seconds / Combat
>> Turn 5-10 minutes / Stealth
>> Shift 5-10 hours / Recovery

//SNEAK ATTACKS&AMBUSHES

RANGE MODIFICATION

>> Engaged -2
>> Short -1
>> Medium 0
>> Long +1
>> Extreme +3

//STEALTH

RANGE MOBILITY ROLL

>> Short (same zone) -1
>> Medium (adjacent zone) 0
>> Behind open door/hatch +2
>> Long +1
>> Extreme +3

//MAKE PANIC ROLL IF...

>> You roll one or more on your Stress Dice in a skill roll. If this happens, you can't push the skill roll-instead, roll for panic.
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//COMMON types of COVER

COVER ARMOR RATING

>> Shrubbery 2
>> Furniture 3
>> Door 4
>> Inner bulkhead 5
>> Outer bulkhead 6
>> Armored bulkhead 7+

PERSONAL AGENDA

Get out of this mess alive, no matter what the cost or what lies you need to tell

RELATIONSHIPS

BUDDY: Cooper

RIVAL: Reid

STRESS LEVEL

10 empty boxes for stress level

HEALTH

10 boxes for health, 4 are filled

RADIATION

10 boxes for radiation, 2 are filled

CRITICAL INJURIES

3 empty boxes for critical injuries

CONDITIONS

STARVING

DEHYDRATED

EXHAUSTED

FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

Liam Flynn

CAREER

APPEARANCE

TALENTS

Compassion

EXPERIENCE POINTS

10 empty boxes for experience points

STORY POINTS

3 empty boxes for story points

TINY ITEMS

3 empty boxes for tiny items

SIGNATURE ITEM

1 empty box for signature item

GEAR

1: Personal medkit

2: Surgical kit

3:

4:

5:

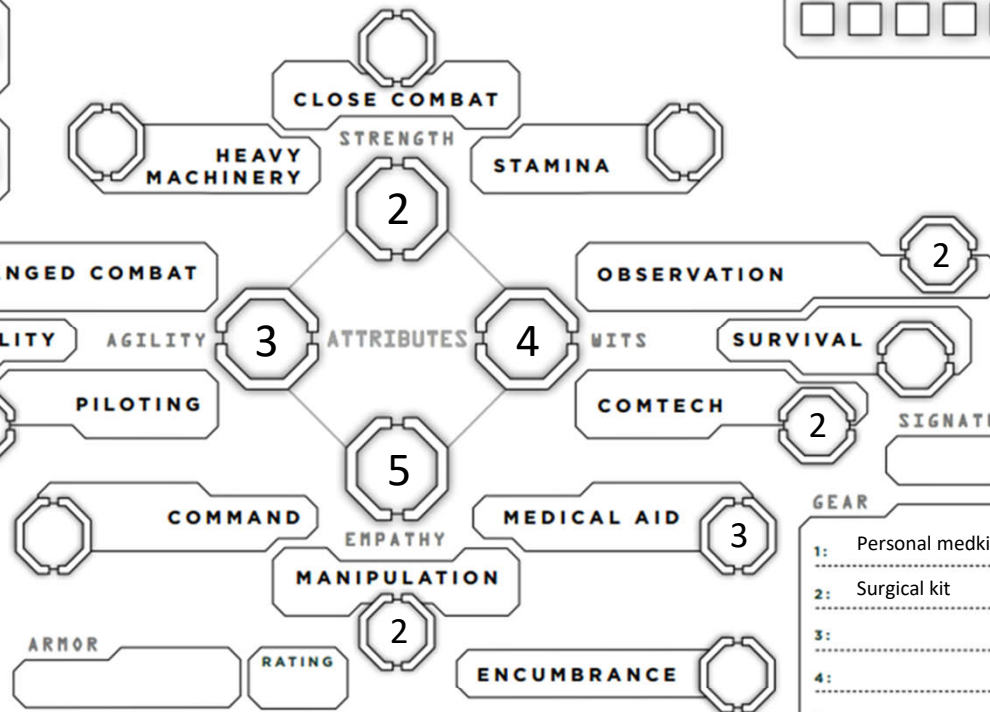
6:

7:

8:

9:

10:



ARMOR: _____ RATING: _____

WEAPONS: _____

BONUS	DAMAGE	RANGE

COOPER, SCIENTIST



Chief Scientist on the USCSS Cronus

FULL NAME: Daniel Cooper

AGE: 53

TRAIT: Rational

A scientist assigned to the Cronus, Professor Cooper was infected by Neomorphic Motes before he went into hypersleep. He knows that the 26 Draconis Strain cure is derived from the black goo, and feared it was unsafe. He never took his inoculation, instead pocketing his syringe and claiming he had administered the shot to himself. Feeling sick before entering stasis, Cooper quickly deteriorates upon regaining consciousness, complaining of immense migraines before beginning to talk nonsense and going into epileptic shock. See the "Mother of all Migraines" event for his final fate.

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

SKILLS: Mobility 1, Observation 2, Comtech 3, Manipulation 1, Medical Aid 3

HEALTH: 2

GEAR: Personal data tablet

PERSONAL AGENDA: To make sure the 26

Draconis Strain does not become a threat to human civilization.

BUDDY: Flynn

RIVAL: Clayton

TALENT: Analyze. See page 121.

ANALYSIS

You can roll for **OBSERVATION** to gain insight about strange and alien artifacts or creatures that you encounter and get a chance to analyze for at least one Turn. For every success you roll, you get to ask the GM one of the questions below.

Is it human or alien? Is it dead or alive? How old is it? What is its purpose? How does it work? What problems could it cause?

The GM must answer truthfully, but is allowed to give vague or incomplete answers. A successful Analyze roll also reduces the **STRESS LEVEL** of all other PCs within **SHORT** range by one, while a failed roll increases other PCs' **STRESS LEVEL** by one.

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//RANGE
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away, in the same zone
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//RANGED FIRE
MODIFICATIONS FACTOR MODIFICATION
>> Aimed shot +2
>> Engaged range -3/+3
>> Short range -
>> Medium range -1
>> Long range -2
>> Extreme range -3
```

```
//TIME UNITS
DURATION / PRIMARY USE
>> Round 5-10 seconds / Combat
>> Turn 5-10 minutes / Stealth
>> Shift 5-10 hours / Recovery
```

```
//SNEAK ATTACKS&AMBUSHES
RANGE MODIFICATION
>> Engaged -2
>> Short -1
>> Medium 0
>> Long +1
>> Extreme +3
```

```
//STEALTH
RANGE MOBILITY ROLL
>> Short (same zone) -1
>> Medium (adjacent zone) 0
>> Behind open door/hatch +2
>> Long +1
>> Extreme +3
```

```
//MAKE PANIC ROLL IF...
>> You roll one or more on your Stress
Dice in a skill roll. If this happens, you
can't push the skill roll-instead, roll
for panic.
>> You witness a friendly character suf-
fering from a certain panic effect (see
the table).
>> You are pinned down by a ranged attack.
>> You suffer a critical injury.
>> You're attacked by a strange alien
creature that you've never seen before.
>> A truly horrifying event occurs, as
determined by a scenario or the GM
```

```
//PANIC ROLL
Roll a D6, add your current STRESS LEVEL,
and check the table below.
```

```
RESULT / EFFECT
>>6 or under KEEPING IT TOGETHER. You
manage to keep your nerves in check.
Barely.
>>7 NERVOUS TWITCH. Your STRESS LEVEL,
and the STRESS LEVEL of all friendly PCs
in SHORT range of you, increases by one.
>>8 TREMBLE. You start to tremble uncon-
trollably. All skill rolls using AGILITY
suffer a -2 modification until your panic
stops.
>>9 DROP ITEM. Whether by stress, confu-
sion or the realization that you're all
going to die anyway, you drop a weapon or
other important item-the GM decides which
one. Your STRESS LEVEL increases by one.
>>10 FREEZE. You're frozen by fear or
stress for one Round, losing your next
point of action. Your STRESS LEVEL, and
the STRESS LEVEL of all friendly PCs in
SHORT range of you, increases by one.
>>11 SEEK COVER. You must use your next
action to move away from danger and find
a safe spot if possible. You are allowed
to make a retreat roll (see page 59) if
you have an enemy at ENGAGED range. Your
STRESS LEVEL is decreased by one, but the
STRESS LEVEL of all friendly PCs in SHORT
range increases by one. After one Round,
you can act normally.
>>12 SCREAM. You scream your lungs out
for one Round, losing your next point of
action. Your STRESS LEVEL is decreased by
one, but every friendly character who
hears your scream must make an immediate
Panic Roll.
>>13 FLEE. You just can't take it any-
more. You must flee to a safe place and
refuse to leave it. You won't attack
anyone and won't attempt anything danger-
ous. You are not allowed to make a
retreat roll (see page 59) if you have an
enemy at ENGAGED range when you flee.
Your STRESS LEVEL is decreased by one,
but every friendly character who sees you
run must make an immediate Panic Roll.
>>14 PSYCHOTIC. You must immediately
attack the nearest person or creature,
friendly or not. You won't stop until you
or the target is Broken. Every friendly
character who witnesses your rampage must
make an immediate Panic Roll.
>>15 or over CATATONIC. You collapse to
the floor and can't talk or move, staring
blankly into oblivion.
```

```
//COMMON types of COVER
COVER ARMOR RATING
>> Shrubbery 2
>> Furniture 3
>> Door 4
>> Inner bulkhead 5
>> Outer bulkhead 6
>> Armored bulkhead 7+
```

PERSONAL AGENDA

Make sure the 26 Draconis Strain does not become a threat to human civilization

RELATIONSHIPS

BUDDY: Flynn

RIVAL: Clayton

STRESS LEVEL

10 empty boxes for stress level

HEALTH

10 boxes for health, 4 are filled

RADIATION

10 boxes for radiation, 2 are filled

CRITICAL INJURIES

3 empty boxes for critical injuries

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

4 empty boxes for conditions

CONSUMABLES

AIR

1 empty box for air

FOOD

1 empty box for food

POWER

1 empty box for power

WATER

1 empty box for water



NAME

Daniel Cooper

CAREER

APPEARANCE

Empty box for appearance

TALENTS

Analyze

3 empty boxes for talents

EXPERIENCE POINTS

10 empty boxes for experience points

STORY POINTS

3 empty boxes for story points

TINY ITEMS

Empty box for tiny items

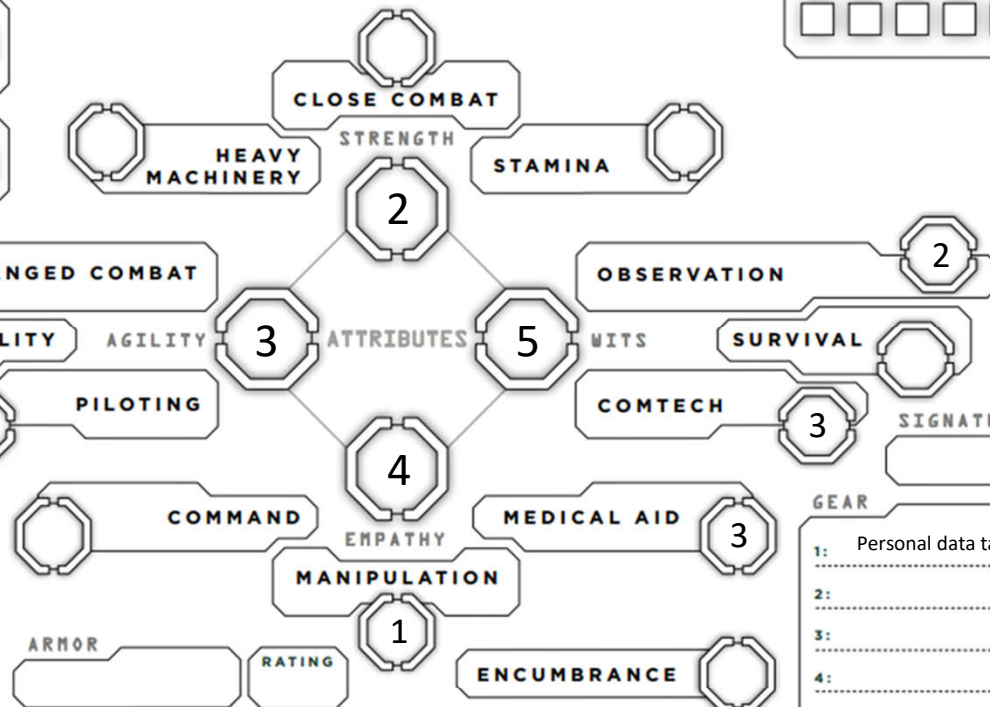
SIGNATURE ITEM

Empty box for signature item

GEAR

1: Personal data tablet

10 empty boxes for gear



ARMOR: _____ RATING: _____

WEAPONS: _____

BONUS	DAMAGE	RANGE

CLAYTON, COMPANY AGENT



Corporate Liaison on the USSS Cronus

Full Name: Lori Clayton

Age: 42

TRAIT: Ruthless

WHILE cool on the surface, Clayton is seething with rage over a life lost in cryosleep. Aware that both Cooper and Flynn have invaluable information and experience regarding the scientific teams experiments on LV-1113, she wants to bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck.

NOTE that only Clayton has the codes to the wall safe and the EEV in her quarters on Deck B of the Cronus.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

SKILLS: Ranged Combat 2, Mobility 1, Observation 2, Command 2, Manipulation 3

HEALTH: 2

GEAR: M4A3 Pistol (2 reloads), key card

PERSONAL AGENDA: Bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck—no matter who you need to kill to get there.

BUDDY: -

RIVAL: Cooper

TALENT: Personal Safety. See page 112.

PERSONAL SAFETY

The interests of the company always come first, no matter what. And you represent the company. That means your own safety is paramount—other crew members are expendable. If you are attacked or otherwise end up in fatal danger, and if another PC or friendly NPC is within **SHORT** range (the same zone), you can make a **MANIPULATE** roll (straight roll, not opposed, and does not count as an action). If you succeed, the other character suffers the attack or hazard instead of you. Using this talent increases your **STRESS LEVEL** by one.

//SLOW ACTIONS (usually requires a roll)
 >>SLOW ACTION - PREREQUISITE - SKILL
 >>Crawl - You are prone - //
 >>Close combat attack - // - Close Combat
 >>Shoot firearm - Firearm - Ranged Combat
 >>Burst of full auto fire - Firearm - Ranged Combat
 >>Throw weapon - Thrown weapon - Ranged Combat
 >>Reload - Firearm - //
 >>First aid - Broken or dying victim - Medical Aid
 >>Stop panic - Panicking character - Command
 >>Give orders - Character who can hear you - Command
 >>Persuade - Your opponent can hear you - Manipulation
 >>Enter/exit vehicle - Vehicle - //
 >>Start engine - Vehicle - //

//FAST ACTIONS
 >>FAST ACTION - PREREQUISITE - SKILL
 >>Run - No enemy at Engaged range - //
 >>Move through door/hatch - // - //
 >>Get up - You are prone - //
 >>Draw weapon - // - //
 >>Block attack - Attacked in close combat - //
 >>Push - Enemy at Engaged range - Close Combat
 >>Grapple attack - You've grappled an opponent - Close Combat
 >>Retreat - Enemy at Engaged range - Mobility
 >>Aim - Ranged weapon - //
 >>Seek cover - Cover in same zone - //
 >>Grab the wheel - Vehicle - //
 >>Drive - Vehicle - Piloting
 >>Use item - Varies - Varies

//GAIN STRESS
 >> You push a skill roll.
 >> You fire a burst of full auto fire (see page 62).
 >> You suffer one or more points of damage.
 >> You go without sleep, food, or water (see page 70).
 >> A Scientist in your team fails to ANALYZE something (see page 121).
 >> A member of your own crew attacks you.
 >> A person nearby is revealed to be an android.
 >> You encounter certain creatures or locations, as determined by the scenario or the GM.

//DIFFICULTY
 Trivial +3
 Simple +2
 Easy +1
 Average 0
 Demanding -1
 Hard -2
 Formidable -3

//RANGE
 >> Engaged Right next to you
 >> Short A few meters away, in the same zone as you
 >> Medium Up to 25 meters away, in an adjacent zone
 >> Long Up to about 100 hundred meters (four zones) away
 >> Extreme Up to about one kilometer

//RANGED FIRE
 MODIFICATIONS FACTOR MODIFICATION
 >> Aimed shot +2
 >> Engaged range -3/+3
 >> Short range -
 >> Medium range -1
 >> Long range -2
 >> Extreme range -3

//TIME UNITS
 DURATION / PRIMARY USE
 >> Round 5-10 seconds / Combat
 >> Turn 5-10 minutes / Stealth
 >> Shift 5-10 hours / Recovery

//SNEAK ATTACKS&AMBUSHES
 RANGE MODIFICATION
 >> Engaged -2
 >> Short -1
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//STEALTH
 RANGE MOBILITY ROLL
 >> Short (same zone) -1
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 >> Behind open door/hatch +2
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 >> Extreme +3

//MAKE PANIC ROLL IF...
 >> You roll one or more on your Stress Dice in a skill roll. If this happens, you can't push the skill roll—instead, roll for panic.
 >> You witness a friendly character suffering from a certain panic effect (see the table).
 >> You are pinned down by a ranged attack.
 >> You suffer a critical injury.
 >> You're attacked by a strange alien creature that you've never seen before.
 >> A truly horrifying event occurs, as determined by a scenario or the GM

//PANIC ROLL
 Roll a D6, add your current STRESS LEVEL, and check the table below.

RESULT / EFFECT
 >>6 or under KEEPING IT TOGETHER. You manage to keep your nerves in check. Barely.
 >>7 NERVOUS TWITCH. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
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 >>9 DROP ITEM. Whether by stress, confusion or the realization that you're all going to die anyway, you drop a weapon or other important item—the GM decides which one. Your STRESS LEVEL increases by one.
 >>10 FREEZE. You're frozen by fear or stress for one Round, losing your next point of action. Your STRESS LEVEL, and the STRESS LEVEL of all friendly PCs in SHORT range of you, increases by one.
 >>11 SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range. Your STRESS LEVEL is decreased by one, but the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
 >>12 SCREAM. You scream your lungs out for one Round, losing your next point of action. Your STRESS LEVEL is decreased by one, but every friendly character who hears your scream must make an immediate Panic Roll.
 >>13 FLEE. You just can't take it anymore. You must flee to a safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are not allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one, but every friendly character who sees you run must make an immediate Panic Roll.
 >>14 PSYCHOTIC. You must immediately attack the nearest person or creature, friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.
 >>15 or over CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

//COMMON types of COVER
 COVER ARMOR RATING
 >> Shrubbery 2
 >> Furniture 3
 >> Door 4
 >> Inner bulkhead 5
 >> Outer bulkhead 6
 >> Armored bulkhead 7+

PERSONAL AGENDA

Bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck – no matter who you need to kill to get there

RELATIONSHIPS

BUDDY:

RIVAL: Cooper

STRESS LEVEL

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

HEALTH

☐ ☐ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒

RADIATION

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CRITICAL INJURIES

CONDITIONS

STARVING

DEHYDRATED

EXHAUSTED

FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER



NAME

Lori Clayton

CAREER

APPEARANCE

TALENTS

Personal Safety

EXPERIENCE POINTS

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

STORY POINTS

☐ ☐ ☐

TINY ITEMS

SIGNATURE ITEM

GEAR

1: Pistol reload (x2)

2: Key card

3:

4:

5:

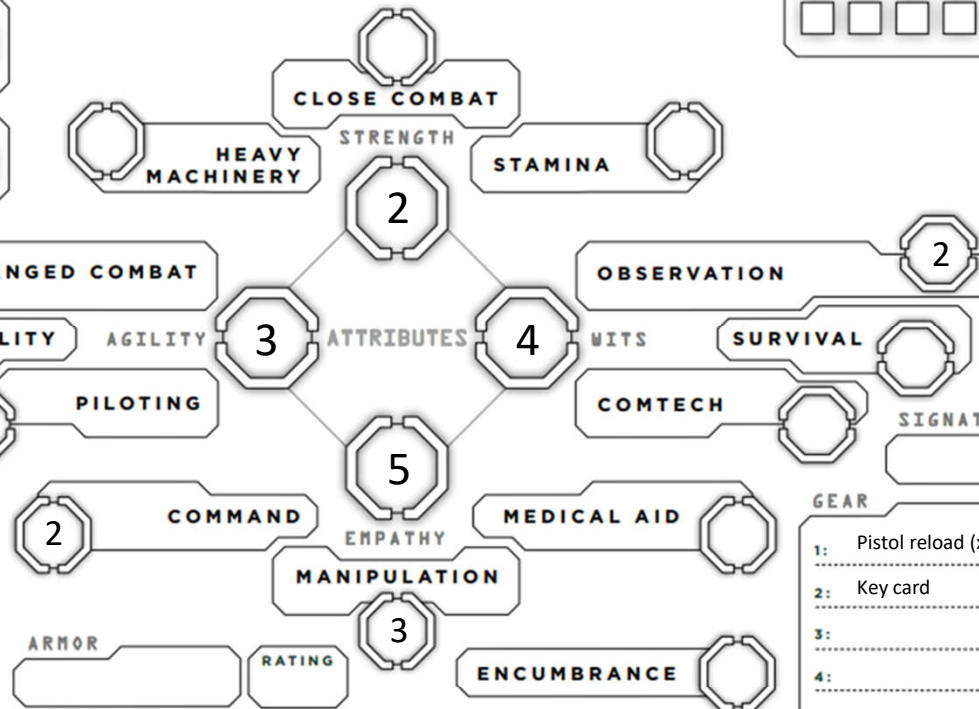
6:

7:

8:

9:

10:



ARMOR

RATING

WEAPONS

M4A3 pistol

BONUS

+1

DAMAGE

1

RANGE

Medium