

Contained within this Appendix are 8 prebuilt characters that you can use to get into the game immediately. Each consists of:

1. Background and General Information
2. Detailed Character Sheet
3. Ally Character Sheet (short form)
4. Reference Cards

The Background and General Information page contains two important pieces of information, summarized in the table below. These two pieces of information are the Type and the Play Difficulty. The Type is a 1-2 word summary of the character's build theme. Play Difficulty references how complicated the character is to use successfully in play. Note that this is not a reflection on how effective the character is in combat or for a particular campaign. This is a measure of how many of the more complex rules the player will have to use in order to play with the character successfully.

Play Difficulty	Type	Notes
Low	Bio Officer	Leadership focused, better Allies
Low	Sword and Pistol	Short range combat focus, quick and fun
Medium	Armored Infantry	Good combat all rounder
Medium	Cyber Sniper	Long range fire support
Medium	Shock Striker	Great against units vulnerable to Shock
High	Cyber Monk	Close range comber and hacker
High	Grenadier	Focuses on low Ammo high Area of Effect weapons
High	Infantry Tank	High health but slow

It is recommended that you only print out the character that you intend to use. Each character has 6 pages associated with it.

The prebuilt characters are ordered from lowest difficulty to play to highest difficulty to play. This is a reflection of how many skills, rules, and the level of strategy you will need to use the characters successfully.

The Background and Naming for the characters is optional and not used within the story line for the game. Feel free to use your own name and background.

Type:	Bio Officer	Play Difficulty:	Low
Optional Name:	Enel Baker		

What They're Good At:

This build is focused on squad support. The Veteran Marine is equipped with a HQ Trauma Kit, and the Medic has another two Trauma Kits on hand. The Squad Leader has well balanced stats and is moderately effective in both Close Combat and Ranged Combat. They have a higher movement than most characters, and this can be used to manipulate their positioning and the enemies target prioritization. Keep the squad together and use the Marine as the primary for Close Combat and Infantry for Ranged Combat.

Recommended Upgrades:

An additional $\frac{1}{2}$ level in Communication would raise the Ally cap to 5 and allow another Rookie to be dragged along on your missions. Any weapons upgrade would be add a lot of value here, and which one specifically is really a matter of your preference. Cat Reflexes or Rapid Clotting Pouch would both be good upgrades from the Splice table. Another $\frac{1}{2}$ level of Knowledge would grant another 3 skills. Two additional levels (for a total of 350) would allow Science 5 to be purchased, and this would make a future Splice upgrade more affordable.

Optional Backstory:

Enel Baker was a mercenary before he even heard of Craggler, running down contracts as an LT in a small ground assault outfit. Two corporations had been vying for ore deposits on one of the planets in the system, which was only two gates away from a major spaceyard. The fighting started cordial. Mercs on both sides followed protocol. The suits respected the rules. As the conflict drew out, there was more and more bending. The settlers got involved. Some taking sides, some turtling up to try and remain neutral. Still, nothing overtly breaking the established agreements between the merc outfits.

That all ended when one of the corporations discovered that a settlement near a deposit they were harvesting had been stealing from them. The settlers were supposed to be off limits from the suits. Not a single one of their buildings was left standing by the end.

With that protocol tossed, Enel's group was sent in to act as strongarms in another settlement. Their job was to disarm the population, who didn't appreciate that much at all. Enel's next order was to detain a few of the more fiery local leaders. Enel followed orders again. However, when the order came to transfer the detainees to the spaceport for shipping offworld, Enel decided that was enough. His crew didn't agree. Fighting broke out. The settlers joined in. Enel's crew, as well as some of the locals, were cut down. Enel's outfit disavowed him and put a bounty on his head. The settlers, now rearmed and all riled up, decided they needed their own mercenary outfit. Two other settlements fed up with the status quo joined up with them. Their credits pooled, Enel helped them turn out a contract, and Craggler answered. Craggler hired Enel after securing the settlements defenses.

Appendix CS1.1 - Character Sheet

Name & Callsign						Enel Baker		Rep	
Ath	Pre	Ins	Awa	Kno	Com	Move	5	BHP	
6 - ***						Size	Avg	AHP	
1/2 - ***						Armor		Power	
5 - 500						Bulk			
1/2 - 450						Splice	3		
4 - 400						Cyber			
1/2 - 350						Systems			
3 - 300						Fates/Rerolls			
1/2 - 250						Gen			
2 - 200						Ath			
1/2 - 150						Pre			
1 - 100						Ins			
1/2 - 000						Awa			
Ath	Pre	Ins	Awa	Kno	Com	Reserve Dice			

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	739 Spec M Rifle	20	
Hand/Att Point 2	Combat Dagger		
Attach Point 3			
Attach Point 4			
Backpack Slot 1	M Rifle Ammo		
Backpack Slot 2	M Rifle Ammo		
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory				
Armorer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	739 Spec M Rifle, Combat Dagger, M Rifle Ammo, M Rifle Ammo				
Arsenal	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	2nd Heart, Leg Splicing 1, Hormone Booster				
Engineering	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	Comm Skills - Group Activate, Move It, Taunt, Inspire				
Explosives	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hacking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Medical	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Piloting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Repair	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Science	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Security	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Stealth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Survival	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Traps	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Appendix CS1.2 - Allies

Model 739 Mil Spec M-Rifle Hand Weapon

Melee Weapon Hand Weapon

Extra Ammo Item

20 Ammo

1 Damage at Normal Difficulty. Use 2 Ammo to cause 2 Damage at +2 toHit. -2 toAth Dice in Close Combat.

HWe

1 Damage in Close Combat.

HWe

Extra ammo for your weapon. Cannot be used for weapons that recharge with Power. Each Slot holds an amount equal to the Max Ammo / starting ammo of that weapon.

Ite

Extra Ammo Item

Extra ammo for your weapon. Cannot be used for weapons that recharge with Power. Each Slot holds an amount equal to the Max Ammo / starting ammo of that weapon.

Ite

Patch Em Up
Medic 1

Patch Slap
Repair 1

Robust Genetics
Science 1

Can heal 2 BHP in between scenarios on any Character.

Kno

Can heal 2 AHP in between scenarios on any Character.

Kno

If Splice is 3 or more, add 1 BHP.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Sword and Pistol	Play Difficulty:	Low
Optional Name:	Terra Grenadine		

What They're Good At:

Skirmishing and Close Combat. Terra works best at a range of 1-5 away from the enemy she's engaging. Use Hormone Booster when in the middle of the fray to raise combat effectiveness for a short burst.

Recommended Upgrades:

The first upgrade you may be interested in is a Backpack Battery for 150 Rep to extend the use of the Energy Cutlass / Energy Melee Weapon. Terra would also benefit from a higher Move rate from Leg Splicing 1 for 400 Rep (100 Rep base cost * Splice of 4). After that upgrade, adding a ½ point of Knowledge for 150 Rep will let her take advantage of Science 5, which will lower her Splice rating back down to 3. Your play style with her should determine where to spend the other Knowledge skills. A good upgrade after this might be either Strength or Twitch Musculature. Two levels of Instinct will give her another defense die, for a total of 350 Rep points. A single additional level of Instinct will give access to the next Instinct bonus.

Optional Backstory:

The tube-grown daughter of two earth born scientists, Terra was never supposed to end up a mercenary. At least according to her family. She was named after the world that their ancestors left behind long ago as her parents took a slow crawl through deep space. Terra was conceived almost fifty earth years before being born, her parents wanting to wait until they arrived at their new world to introduce her to life. Terra was one of ten of their children all born at the same time.

Terra's parents had grand plans for their children, something she quickly grew to resent as she grew into adulthood. She was taught to be a scientist. It never really took as well as her family may have hoped, and she received less and less attention from both her parents and her other siblings. So little that she was eventually able to sneak away one night and disappear into the growing settler city that had been developing along with her. They never searched for her. Or if they did, they never found her. It didn't take long for her to fall into the "wrong" crowd once on her own. It felt right to her though. One thing led to another and she found herself helping local criminals raid a shipment being transferred to one of the other cities on the planet. For the first time she felt alive, fear and adrenaline colliding in the moment.

She began to use her knowledge of science and biology, along with her take of the heists, to enhance her body. She trained and grew her combat ability as her interests shifted. Her group continued to raid until it went one heist too far. They ran into a supply run protected by Craggler's team of mercenaries. Badly defeated, with most of their crew dead, she was plucked out of the wreckage and offered a choice. Join up and get free medical treatment or get dropped off right there and then. She chose the former.

Her stint as a rookie was very short lived. Splice enhanced with good communication skills and combat experience, she was quickly given an experienced sergeant and a small squad.

Appendix CS1.1 - Character Sheet

Name & Callsign						Terra Grenadine		Rep	
Ath	Pre	Ins	Awa	Kno	Com	Move	4	BHP	     
6 - ***	     	     	     	     	     	     	Size	Avg	     
1/2- ***	     	     	     	     	     	     	Armor		     
5 - 500	     	     	     	     	     	     	Bulk		     
1/2- 450	     	     	     	     	     	     	Splice	3	     
4 - 400	     	     	     	     	     	     	Cyber		     
1/2- 350	     	     	     	     	     	     	Systems		     
3 - 300	     	     	     	     	     	     	Fates/Rerolls		     
2 - 200	     	     	     	     	     	     	Gen	     	
1 - 100	     	     	     	     	     	     	Ath	     	
1/2 - 000	     	     	     	     	     	     <img alt="Purple box" data-bbox="			

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	Heavy Pistol	8	
Hand/Att Point 2	Energy Cutlass	1	
Attach Point 3			
Attach Point 4			
Backpack Slot 1	Attack Grenade	1	
Backpack Slot 2			
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory				
Armorer	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Arsenal	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Engineering	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Explosives	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Hacking	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Medical	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Piloting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Repair	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Science	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Security	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Stealth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Survival	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Traps	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Appendix CS1.2 - Allies

Name & Callsign																											
Ath	Pre	Ins	Awa	Kno	ABSCS	Size	Avg	Move	4	BHP	AHP	Power															
1	2	1	1	1						■	■	■	■	■	■	■											
Close Combat	1 Dam																										
Ranged	1 Dam @ -1 toHit, MR 12; 12 Ammo																										
Other	Trauma Kit 1d4 BHP, Trauma Kit 1d4 BHP																										
Rookie Medic																											
Heals 2 BHP to any character b/w scenarios																											

Name & Callsign					ABSCS					BHP					AHP					Power																						
1	2	1	1	0	Size	Avg	Move	4																																		
Ath	Pre	Ins	Awa	Kno																																						
Close Combat	1 Dam																																									
Ranged	1 Dam, -2 Ath in CC; 11 Ammo																																									
Other	11 Ammo, 11 Ammo																																									
Standard Infantry																																										
If Max Ammo >4, add 10% rounded up.																																										

Heavy Pistol Hand Weapon

6 Ammo

1 Damage, Pierce 1. For range > 4, +2 toHit. For range > 8, +6 toHit. Max Range 20. -1 to Ath Dice in Close Combat.

HWe

Energy Melee Weapon Hand Weapon

1 Ammo

1 Damage in Close Combat. Use 1 Ammo to cause Shock damage and +1 Damage. Use 1 Power to add 1 Ammo.

HWe

Attack Grenade Hand Weapon

1 Ammo

Throwable. 1 Damage at 1" or 1 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 1 additional Damage. Refills for free any time you're on board the ship.

HWe

Rapid Clotting Pouch Splice

Twice per Scenario

Use 1 Action to restore 1 BHP.

Spl

Hormone Booster Splice

Once per Scenario

Takes 1 Action. Adds 1 Dice to Instinct rolls for 2 turns. Adds 1 Dice to Athletics rolls for 2 turns.

Spl

Robust Genetics
Science 1

Body Tuning
Science 3

If Splice is 3 or more, add 1 BHP.

Kno

Can add 1 additional use per Scenario to
one mod with a Splice rating.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Armored Infantry	Play Difficulty:	Medium
Optional Name:	Nichola d'Olura		

What They're Good At:

Medium range combat and versatility. The Power Armor allows her to wade into combat or draw fire while her entourage moves into flanking positions. The Melee weapon combined with the Armorer 3 skill gives her options for close quarters combat.

Recommended Upgrades:

Another $\frac{1}{2}$ level of Precision will bump her up to 3 dice in combat at the cost of 300 Rep. It would take 550 to get another Athletics or Instinct dice, and either would be a good use of Rep. Another $\frac{1}{2}$ of Knowledge would garner another 4 skills and another Knowledge dice for 200 Rep.

Optional Backstory:

Nichola's military career started as an enlisted soldier in a mid-sized system's defense force. She showed an aptitude for leadership and was sent to officer's school after a few years of service. It became quickly apparent that she didn't fit in with the other Lieutenants. She wanted to lead from the front. Leaving the forces wasn't really something she was interested in, and going back to being enlisted had its own problems. A third option revealed itself during an operation conducted with the Craggler mercenary corps. Impressed by their style she put an application in. The Captain responded directly, telling her that they had no need for rookie LT's. Nichola was persistent and asked for a personal audience with the Captain to plead her case. It was granted, and after about an hour she was accepted as the newest Squad Leader on board the ship.

Appendix CS1.1 - Character Sheet

Name & Callsign						Nichola d'Olura		Rep			
1			2			0			0		
Ath			Pre			Ins			Awa		
Kno			Com			Move	4				
Size			Avg			BHP	█				
6 - ***			5½ - ***			AHP	█				
5 - 500			4½ - 450			Power	█				
4 - 400			3½ - 350			Armor	1				
3 - 300			2½ - 250			Bulk	2				
2 - 200			1½ - 150			Splice					
1 - 100			½ - 000			Cyber					
Ath			Pre			Systems	2				
Ins			Awa			Fates/Rerolls					
Kno			Com			Gen	█ █				
Pre			Ins			Ath	█ █ █				
Awa			Awa			Reserve Dice					
Com			Awa								
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Appendix CS1.2 - Allies

Bookie Mechanic

Heals 2 AHP to any character b/w scenarios

Rookie Medic

Heals 2 BHP to any character b/w scenarios

Name & Callsign										
2 2 1 1 0					ABSCS					
Ath	Pre	Ins	Awa	Kno	Size	Avg	Move	4		
Close Combat	1 Dam									
Ranged	1 Dam @ -1 toHit, MR12; 12 Ammo									
Other	12 Ammo, 12 Ammo									
					BHP					
					AHP					
					Power					

Standard Marine

If Max Ammo >4, add 10% rounded up.

Standard Infantry

If Max Ammo >4, add 10% rounded up.

Armor M-Rifle AP Weapon

PW A-Melee AP Weapon

Attack Grenade Hand Weapon

30 Ammo

Use 1 Ammo to cause 1 Damage at -1 Difficulty. Use 2 Ammo to cause 2 Damage at +2 Difficulty, 2 Pierce.

APW

1 Ammo

Throwable. 1 Damage at 1" or 1 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 1 additional Damage. Refills for free any time you're on board the ship.

HWe

Armor Repair Kit Item

Restores 2 AHP. Refills for free any time you're on board the ship.

Ite

Glacis Stance Armorer 1

Joint Swing Armorer 3

Every Single Round Arsenal 1

Once per Scenario

If your Armor is 1 or more, you can sacrifice 1 Action to ignore the first AHP of damage you take until your next turn begins.

Kno

Once per Scenario

Make a free Dash action at the beginning of your turn, before any other Action.

Kno

Add 10% Ammo, rounded up, to a weapon or piece of equipment that has at least 4 Ammo.

Kno

Jerry Rigged Boom Explosives 1

Patch Slap Repair 1

Turn any grenade into a timed explosive device. Time is measured in turns, must be at least 1 turn, and explodes when the deploying character takes their next turn.

Kno

Can heal 2 AHP in between scenarios on any Character.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Cyber Sniper	Play Difficulty:	Medium
Optional Name:	Zary of Ola 6		

What They're Good At:

Picking off high value targets in support of their squad. Using the Beam Rifle in Extended Beam mode (must Aim and use 2 Ammo instead of 1) means they can effectively pick off weaker targets in one shot. Their squad is fairly versatile and has a couple of mines at its disposal. Their high Awareness score makes them great for triggering events that may be traps or leading the way when it's not disadvantageous to do so with their lack of Close Combat effectiveness.

Recommended Upgrades:

Instinct and health are a big weakpoint for the build. The player should either focus on adding additional protection through Dermal Plating and a Combat Suit or increasing the Instinct trait. Or both. It will take 350 Rep to get back to 1 Instinct dice. A Combat Suit is 100 Rep and two layers of Dermal Plating 1 would cost 300 Rep.

Optional Backstory:

Like many outer worlds, the planet that Zary grew up on was cold. Very cold. They were one of a group of children born at the same time during the third wave of birthing for their still fledgling colony. The colony raised each grouping of children as a community, with no distinct parents. Zary never really fit in with the rest of their group. Always questioning. Always prodding the adults for reasons. Always the first to speak up. Zary quickly became the youngest crew supervisor in the settlement.

The primary industry of their settlement was processing the ore from several nearby mining villages. The terrain and conditions on the planet prevented fixed rails and paved roads from being viable, and so raw processed ore was transferred by vehicle or walker caravans. An unfortunate byproduct of the planet's seeding was a particularly aggressive local predator. The locals called them Kogots. They were killing the transportation crews often enough that the settlement began looking for volunteers to serve as escorts.

Zary proved to be an excellent shot, with one of the highest success rates for downing the Kogots. Instead of traveling with the caravan, Zary would stop and hang behind, using the caravan as bait until the Kogots attacked. Despite their best efforts, it wasn't enough, and Craggler's outfit was hired to lead the local forces in clearing out the most troublesome Kogot dens. The Squad Leader took notice of Zary's skill with a long gun, as well as their ability to lead the small band of locals they were assigned to, and recruited them on the spot.

Appendix CS1.1 - Character Sheet

Name & Callsign						Zary of Ola 6		Rep				
1			4			0			4			
Ath Pre Ins Awa Kno Com						Move 4		BHP				
Size Avg						AHP		Power				
6 - ***						Armor		Power				
5½ - ***						Bulk		Power				
5 - 500						Splice		Power				
4½ - 450						Cyber		Power				
4 - 400						Systems		Power				
3½ - 350						Fates/Rerolls		Power				
3 - 300						Gen		Power				
2½ - 250						Ath		Power				
2 - 200						Pre		Power				
1½ - 150						Ins		Power				
1 - 100						Awa		Power				
½ - 000						Reserve Dice		Power				
Ath Pre Ins Awa Kno Com						Pre		Awa				

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	Combat Dagger		
Hand/Att Point 2	Beam Rifle	6	
Attach Point 3			
Attach Point 4			
Backpack Slot 1	Defense Grenade	1	
Backpack Slot 2	Anti Inf Mine	1	
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory
Armorer	○ ○ ○ ○ ○
Arsenal	○ ○ ○ ○ ○
Engineering	○ ○ ○ ○ ○
Explosives	○ ○ ○ ○ ○
Hacking	○ ○ ○ ○ ○
Medical	○ ○ ○ ○ ○
Piloting	○ ○ ○ ○ ○
Repair	○ ○ ○ ○ ○
Science	○ ○ ○ ○ ○
Security	○ ○ ○ ○ ○
Stealth	● ○ ○ ○ ○
Survival	● ○ ○ ○ ○
Traps	● ○ ○ ○ ○

Appendix CS1.2 - Allies

Melee Weapon
Hand Weapon

Beam Rifle
Hand Weapon

Defensive Grenade
Hand Weapon

1 Damage in Close Combat.

HWe

6 Ammo

1 Damage at Normal Difficulty. If Aimed, for every successful Die rolled (after subtracting misses) do 1 Damage to target. -2 to Ath Dice in Close Combat. Use 1 Power to add 6 Ammo.

HWe

1 Ammo

Throwable. 1 Damage at 2" or 2 hexes from impact. Refills for free any time you're on board the ship.

HWe

Anti Infantry Mine
Item

Cyber Arm
Cyber

1 Damage at 2" or 2 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 2 additional Damage. Triggers at the end of a turn where a character passed within 1" or 1 hex of its location. Refills for free any time you're on board the ship.

Ite

Use 1 Power to add 1 to Athletic rolls until the end of your next turn. This takes 1 Action. Adds 1 Attach Point.

Cvb

Shadow Hugger
Stealth 1

Can Stealth at 25% with no equipment. Takes 1 Action to enter Stealth in this manner, and there must be no hostile characters in Line of Sight.

Kno

Flesh Wound
Survival 1

Once per Scenario

Add +1 to a BHP healing item used by or upon this Character.

Kno

I Made It Myself
Traps 1

Use 1 Action to turn any grenade into a trap. Trap activates when a character passes within 1/4" of its center (or same hex). This trap can be thrown like a normal grenade.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Shock Striker	Play Difficulty:	Medium
Optional Name:	Helena THWH381F		

What They're Good At:

Close Combat, specifically against Bulky, AI, and Armored opponents. Their swift speed helps them take advantage of their opponent's Bulk, and the option to use Shock in Close Combat gives them the ability to disable enemies with Cyber or Systems scores. The Tesla Cracker is an excellent area attack against these type of opponents as well. This character will excel against robotic opponents. Their squad is also well equipped, with the Veteran Marine carrying two EMP grenades.

Recommended Upgrades:

A Rapid Clotting Pouch would raise survivability at the cost of 400 Rep. An additional $\frac{1}{2}$ level of Knowledge would give enough skill points to get to Science 5, which would lower the Splice rating by 1 to make the next Splice upgrade cheaper. After this, the Hormone Booster or Leg Splicing 3 for 400 Rep would both be decent upgrades. Note that Leg Splicing 3 pairs well with Second Heart, but that it is an expensive upgrade. Any of the squad mates are good targets for upgrades as well.

Optional Backstory:

Helena grew up as a tubey with her parents and one other sibling in one of the great tree cities of Folar. Her life was enjoyable, but rather unremarkable in general. She enjoyed martial arts from an early age. As well as the traditional Folar pastime of treeball. Life on Folar was fine. And that's what bothered her. Nothing exciting every really happened.

Her best friend died unexpectedly. Death was rare in fully developed worlds like Folar. It had been a random accident. Helena walked around in shock for the next year. She was numb to the world. Treeball, martial arts, visits with family. Nothing could break through her shell. She began to hang out with seedier and seedier crowds. When the opportunity came up to run security on a freighter headed to an outskirt system, she jumped at the chance to leave the planet behind.

The transportation company she signed up with also hired Craggler to secure the marketplace that was their final destination. Things were going smoothly as they sold and traded their genetically engineered tree saplings and high end wood products. Until a rival transportation company showed up with similar products from a different planet. Accusations were thrown, and soon fighting broke out. The Squad Leader assigned to work with the security force was impressed with how Helena flung herself at Power Armored opponents they were facing. Her skills in close combat combined with shock tech helped to minimize their losses. She received an offer from the mercs, and accepted.

Appendix CS1.1 - Character Sheet

Name & Callsign						Helena THWH381F		Rep
3	1	2	2	1	2	Move	6	BHP
Ath	Pre	Ins	Awa	Kno	Com	Size	Avg	AHP
6 - ***	6	5½ - ***	5 - 500	4½ - 450	4 - 400	3½ - 350	3 - 300	Power
5½ - ***	5½	5 - 500	4½ - 450	4 - 400	3½ - 350	3 - 300	2½ - 250	2½ - 250
5 - 500	5	4½ - 450	4 - 400	3½ - 350	3 - 300	2 - 200	2 - 200	2 - 200
4½ - 450	4½	4 - 400	3½ - 350	3 - 300	2½ - 250	2 - 200	1½ - 150	1½ - 150
4 - 400	4	3½ - 350	3 - 300	2½ - 250	2 - 200	1 - 100	1 - 100	1 - 100
3½ - 350	3½	3 - 300	2½ - 250	2 - 200	1 - 100	1 - 100	½ - 000	½ - 000
3 - 300	3	2½ - 250	2 - 200	1½ - 150	1 - 100	½ - 000	Ath	Pre
2½ - 250	2½	2 - 200	1½ - 150	1 - 100	½ - 000	Ath	Pre	Ins
2 - 200	2	1½ - 150	1 - 100	½ - 000	Ath	Pre	Ins	Awa
1½ - 150	1½	1 - 100	½ - 000	Ath	Pre	Ins	Awa	
1 - 100	1	½ - 000	Ath	Pre	Ins	Awa		
½ - 000	½	Ath	Pre	Ins	Awa	Kno	Com	

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	Shock Striker	3	
Hand/Att Point 2	Heavy Pistol	8	
Attach Point 3			
Attach Point 4			
Backpack Slot 1	Tesla Cracker	2	
Backpack Slot 2	Tesla Cracker		
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory
Armorer	Shock Striker, Heavy Pistol, Tesla Cracker, Tesla Cracker
Arsenal	Leg Splicing 1 and 2, Twitch Musculature, Combat Suit
Engineering	Comm Skills - Group Activate, Move It, Taunt, Inspire
Explosives	
Hacking	
Medical	
Piloting	
Repair	
Science	
Security	
Stealth	
Survival	
Traps	

Appendix CS1.2 - Allies

Name & Callsign					ABSCS					BHP					AHP					Power																					
2	2	1	1	0	Size	Avg	Move	4																																	
Ath	Pre	Ins	Awa	Kno																																					
Close Combat	1 Dam																																								
Ranged	1 Dam @ -1 toHit, MR12; 12 Ammo																																								
Other	12 Ammo, 12 Ammo																																								
Standard Marine																																									
If Max Ammo >4, add 10% rounded up.																																									

Shock Striker Hand Weapon

3 Ammo

1 Damage, Close Combat only. Causes Shock to both user and target. Use 1 Power to add 3 Ammo.

HWe

Heavy Pistol Hand Weapon

6 Ammo

1 Damage, Pierce 1. For range > 4, +2 toHit. For range > 8, +6 toHit. Max Range 20. -1 to Ath Dice in Close Combat.

HWe

Tesla Cracker Hand Weapon

2 Power

Use 2 Power to Fire one Range 3 shot or 1 Power to fire a Range 2 shot. 2 Damage, causes Shock, only hits those with Cyber or Systems >0. Does not pass through solid objects and will hit allies. You can use the Power for other systems and can recharge the backpack. Comes with 2 Power.

HWe

Weak Spot Engineering 1

Robust Genetics Science 1

Shadow Hugger Stealth 1

Add 1 Damage to any attack doing 1 Damage or more you make against a structure (i.e. door, building, bridge).

Kno

If Splice is 3 or more, add 1 BHP.

Kno

Can Stealth at 25% with no equipment. Takes 1 Action to enter Stealth in this manner, and there must be no hostile characters in Line of Sight.

Kno

Flesh Wound Survival 1

Not Dead Yet Survival 3

Once per Scenario

Add +1 to a BHP healing item used by or upon this Character.

Kno

Once per Scenario

If this Character has their BHP lowered to 0 or lower, roll a Survival check against difficulty 7, plus the amount of damage past 0 the Character has taken, if any. If successful, return the Character's BHP to 1. The Character skips their next turn. This skill may only be used once per Scenario.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Cyber Monk	Play Difficulty:	High
Optional Name:	Alex Gonering		

What They're Good At:

This build has a lot of Skills, including Hacking 5, Security 3, and Survival 3. They come with an Energy Staff that has an extended reach for melee attacks and can be used to cause Shock. Shock is powerful against other Armor or Cyber builds. They also have a Palm Plasma Jet, a weapon designed to be used while grappling an enemy. The Energy Staff can be traded in for a Palm Shocker if the player prefers a grapple focused build. The Cyber Monk should focus on tying up enemies while their relatively powerful Close Combat based squad flanks and pummels them. The Defense Synapse Net is a key defensive ability available to this character.

Recommended Upgrades:

Additional Health would be good for this build. They're still another Dermal Plating 1 available at 150 Rep, or the build can go straight to Dermal Plating 2 and get the Armor point available there. Additional dice for Instinct rolls would also raise survivability, and cost a total of 550 Rep to get to the next level there. Their squad is critical to their success. Investment in them will help make sure that anything that gets grappled by the Squad Leader gets taken care of quickly.

Optional Backstory:

Alex was the leader of a data ripper gang running through the underworld of a major city. They got burned on a particularly lucrative job. Fleeing with enforcers hot on their heels, Alex broke off from the group and dashed into an open building. It was a monastery in the middle of a service. Seeing an opportunity, he grabbed some of the brightly covered garb, threw it over his body, and blended in as best he could. The rest of his gang was shortly captured. Realizing what he had just stumbled upon, he dedicated himself to the monastery during the day, and snuck out at night to continue his life of crime. He slowly became more and more interested in the teachings of the monks.

Life was going well, until he took a particular job against a large downtown corporation. One that had brought in a mercenary security force to keep them protected. The security force was a squad of Craggler mercs. Alex got pretty far into the system before getting caught. Far enough that he got offered a job. Figuring it was better than the other option presented to him, Alex joined up with Craggler's outfit.

Appendix CS1.1 - Character Sheet

Name & Callsign						Alex Gonering		Rep	
2	0	2	1	2	2	Move	4	BHP	█
Ath	Pre	Ins	Awa	Kno	Com	Size	Avg	AHP	█
6 - ***	█	█	█	█	█	Armor		Power	█
5½ - ***	█	█	█	█	█	Bulk			█
5 - 500	█	█	█	█	█	Splice			█
4½ - 450	█	█	█	█	█	Cyber	1		█
4 - 400	█	█	█	█	█	Systems			█
3½ - 350	█	█	█	█	█	Fates/Rerolls		Reserve Dice	
3 - 300	█	█	█	█	█	Gen	█ █	Ath	
2½ - 250	█	█	█	█	█	Ath	█ █	Pre	
2 - 200	█	█	█	█	█	Pre	█ █	Ins	
1½ - 150	█	█	█	█	█	Ins	█ █	Awa	
1 - 100	█	█	█	█	█	Awa	█ █		
½ - 000	█	█	█	█	█				
	Ath	Pre	Ins	Awa	Kno	Com			

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	Palm Plasma Jet	1	
Hand/Att Point 2	Energy Staff	1	
Attach Point 3			
Attach Point 4			
Backpack Slot 1	Attack Grenade	1	
Backpack Slot 2	Defense Grenade	1	
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory
Armorer	○ ○ ○ ○ ○
Arsenal	○ ○ ○ ○ ○
Engineering	● ○ ○ ○ ○
Explosives	○ ○ ○ ○ ○
Hacking	● ● ● ● ●
Medical	● ○ ○ ○ ○
Piloting	○ ○ ○ ○ ○
Repair	○ ○ ○ ○ ○
Science	○ ○ ○ ○ ○
Security	● ● ● ○ ○
Stealth	● ○ ○ ○ ○
Survival	● ● ● ○ ○
Traps	● ○ ○ ○ ○

Appendix CS1.2 - Allies

Name & Callsign																		
2	2	1	1	0	ABSCS													
Ath	Pre	Ins	Awa	Kno	Size	Avg	Move	4										
Close Combat	1 Dam																	
Ranged	1 Dam @ -1 toHit, MR12; 12 Ammo																	
Other	12 Ammo, Trauma Kit 1d4 BHP																	
Standard Marine																		
If Max Ammo >4, add 10% rounded up.																		

Palm Plasma Jet Hand Weapon

1 Ammo

2 Damage, 2 Pierce, Close Combat only. Each hand can hold one Palm Jet. Can only be used with at least 1 free hand. Must be entangled with opponent to use.

HWe

Energy Staff Hand Weapon

1 Ammo

1 Damage at 2" or 2 hexes from character using Athletics. Use 1 Ammo to cause Shock damage. When defending against a Close Combat attack, add 1 Instinct Die. Use 1 Power to add 1 Ammo.

HWe

Attack Grenade Hand Weapon

1 Ammo

Throwable. 1 Damage at 1" or 1 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 1 additional Damage. Refills for free any time you're on board the ship.

HWe

Defensive Grenade Hand Weapon

1 Ammo

Throwable. 1 Damage at 2" or 2 hexes from impact. Refills for free any time you're on board the ship.

HWe

Defensive Synapse Net Cyber

Once per Turn

Use 1 Power to change 1 of your Instinct dice to a 1.

Cyb

Weak Spot Engineering 1

Shadow Hugger Stealth 1

Add 1 Damage to any attack doing 1 Damage or more you make against a structure (i.e. door, building, bridge).

Kno

Patch Em Up Medic 1

Can heal 2 BHP in between scenarios on any Character.

Kno

Can Stealth at 25% with no equipment. Takes 1 Action to enter Stealth in this manner, and there must be no hostile characters in Line of Sight.

Kno

Trick Wiring Hacking 1

Cyber Boost Hacking 3

Metal Shoulder Hacking 5

Reduce Cyber by 1 if total Cyber is 4 or more.

Kno

Add 1 turn to a Cyber ability or device with a turn limit of 2 or more.

Kno

If Cyber is 3 or more, add 1 AHP.

Kno

Alarm Rigger Security 1

Secure Door Security 3

I Made It Myself Traps 1

Once per Security Level

Subtract 1 from any difficulty check you perform to disable an alarm with your Security skill. Use this skill once per Security Skill level you have per Scenario.

Kno

A door may be secured, forcing any opposing forces to spend an additional Action to open it (they do this automatically).

Kno

Use 1 Action to turn any grenade into a trap. Trap activates when a character passes within 1/4" of its center (or same hex). This trap can be thrown like a normal grenade.

Kno

Flesh Wound Survival 1

Not Dead Yet Survival 3

Once per Scenario

Add +1 to a BHP healing item used by or upon this Character.

Kno

Once per Scenario

If this Character has their BHP lowered to 0 or lower, roll a Survival check against difficulty 7, plus the amount of damage past 0 the Character has taken, if any. If successful, return the Character's BHP to 1. The Character skips their next turn. This skill may only be used once per Scenario.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Grenadier	Play Difficulty:	High
Optional Name:	Alnett Possi Franes		

What They're Good At:

Their well balanced Traits helps them to be effective in multiple situations. The grenade launcher they carry is excellent for crowd control against unarmored enemies. Their ammo is limited, and this is somewhat mitigated by having one of the squad mates carry four additional grenades (at the cost of having to deal with the additional Bulk). Their Explosives skill of 5 can be very useful under the right circumstances.

Recommended Upgrades:

They have reasonable levels in all the Traits, and this is a good avenue for improvement depending your play style. An upgraded Close Combat weapon would add to their combat effectiveness and alleviate some of the ammo concerns. Adding another two levels of Communication skill, for 650 Rep, would grant an additional Ally, who could then be used to carry another set of grenades.

Optional Backstory:

Alnett's military career was cut short, by himself, after realizing how long he would have to stay in before making any sort of real salary. And so, with a leather bound satchel of herbs and spices, he left the planet for better prospects. Alnett knew that the real money in soldiering was with the almost uncountable mercenary outfits that flitted among the stars searching for new contracts and bounties. And so he set out with two goals in mind: find the best mercenary outfit and join, and to trade off some of the herbs grown on his planet for other unique specimens.

The first outfit he went knocking on the door of was the Blood Watchers... who quickly rejected him. Although he did get a good sample of a Tanlarian version of ginger out of the trip. Undeterred, he went from mercenary group to mercenary group trying to find someone who would see him for the untapped well of potential he knew he was. Eventually someone had the heart to tell him that he didn't have what it took. He couldn't shoot well enough, he was a liability in close combat, and he didn't know how to lead a squad. Dejected, but determined, he stopped his travelling to train. With focus and hard work, he improved. But not much. Giving up, he decided to open a restaurant.

It was tough going. But his leadership skills grew. And he trained in his free time. He had almost given up on the whole mercenary thing when a group of pirates began to raid his village. One of the few people with military training, he organized the defenses. His cooking experience translated directly into explosives, and he quickly grew a new love for grenades. During his last battle, the pirates attacked his restaurant, now a fortified position, burning and leveling it. Nearly everyone inside perished. Craggler happened to just be entering orbit around the planet and was hired by the rest of the village to seek out and eliminate the pirates the very next day. The mercenaries arrived and dragged Alnett's burnt body out of the rubble, his arm crushed to almost nothing. Craggler offered to fix him up if he joined. Alnett took all of three minutes to decide.

Appendix CS1.1 - Character Sheet

Name & Callsign						Alnett Possi Franes		Rep	
Ath	Pre	Ins	Awa	Kno	Com	Move	4	BHP	
6 - ***						Size	Avg	AHP	
1/2 - ***						Armor		Power	
5 - 500						Bulk			
1/2 - 450						Splice			
4 - 400						Cyber	3		
1/2 - 350						Systems			
3 - 300						Fates/Rerolls			
1/2 - 250						Gen			
2 - 200						Ath			
1/2 - 150						Pre			
1 - 100						Ins			
1/2 - 000						Awa			
Ath	Pre	Ins	Awa	Kno	Com	Reserve Dice			

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	Dagger		
Hand/Att Point 2	HC Grenade Launcher	6	
Attach Point 3			
Attach Point 4			
Backpack Slot 1	Attack Grenade	1	
Backpack Slot 2	Defense Grenade	1	
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory				
Armorer	<input type="radio"/>				
Arsenal	<input type="radio"/>				
Engineering	<input type="radio"/>				
Explosives	<input checked="" type="radio"/>				
Hacking	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Medical	<input type="radio"/>				
Piloting	<input type="radio"/>				
Repair	<input type="radio"/>				
Science	<input type="radio"/>				
Security	<input type="radio"/>				
Stealth	<input type="radio"/>				
Survival	<input type="radio"/>				
Traps	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Appendix CS1.2 - Allies

Name & Callsign					ABSCS				BHP							
1	2	1	1	0	Size	Avg	Move	4	■	■	■	■	■	■	■	
Ath	Pre	Ins	Awa	Kno					■	■	■	■	■	■	■	
Close Combat		1 Dam														
Ranged		1 Dam, -2 Ath in CC; 10 Ammo														
Other		11 Ammo, 11 Ammo														

Standard Infantry

If Max Ammo >4, add 10% rounded up.

Name & Callsign					ABSCS				BHP							
2	2	1	1	0	Size	Avg	Move	4	■	■	■	■	■	■	■	
Ath	Pre	Ins	Awa	Kno					■	■	■	■	■	■	■	
Close Combat		1 Dam														
Ranged		1 Dam @ -1 toHit, MR12; 12 Ammo														
Other		Attack Grenade x4														

Standard Marine; Carries 4 grenades; Bulk is 0 when 2 grenades or less remain

If Max Ammo >4, add 10% rounded up.

Name & Callsign					ABSCS				BHP							
1	2	1	1	1	Size	Avg	Move	4	■	■	■	■	■	■	■	
Ath	Pre	Ins	Awa	Kno					■	■	■	■	■	■	■	
Close Combat		1 Dam														
Ranged		1 Dam @ -1 toHit, MR 12; 12 Ammo														
Other		Trauma Kit 1d4 BHP, Trauma Kit 1d4 BHP														

Rookie Medic

Heals 2 BHP to any character b/w scenarios

Name & Callsign					ABSCS				BHP							
1	2	1	1	1	Size	Avg	Move	4	■	■	■	■	■	■	■	
Ath	Pre	Ins	Awa	Kno					■	■	■	■	■	■	■	
Close Combat		1 Dam														
Ranged		1 Dam @ -1 toHit, MR 12; 12 Ammo														
Other		Repair Kit 1d4 AHP, Repair Kit 1d4 AHP														

Rookie Mechanic

Heals 2 AHP to any character b/w scenarios

Melee Weapon
Hand Weapon

1 Damage in Close Combat.

HWe

HC Grenade Launcher
AP Weapon

6 Ammo

Grenades can be fired as a normal Ranged attack, Max Range of 16. The impact point is your target. If you miss, follow the normal rules for a grenade. Comes with 6 grenades of your choice.

APW

Attack Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 1" or 1 hex from impact, targets roll for Instinct against a difficulty of 5. If failed, they take 1 additional Damage. Refills for free any time you're on board the ship.

HWe

Defensive Grenade
Hand Weapon

1 Ammo

Throwable. 1 Damage at 2" or 2 hexes from impact. Refills for free any time you're on board the ship.

HWe

Cyber Arm
Cyber

Use 1 Power to add 1 to Athletic rolls until the end of your next turn. This takes 1 Action. Adds 1 Attach Point.

Cvb

Jerry Rigged Boom Explosives 1

Mine Now Explosives 3

Reshape Explosives 5

Turn any grenade into a timed explosive device. Time is measured in turns, must be at least 1 turn, and explodes when the deploying character takes their next turn.

Kno

Attempt to recover an explosive device for your own use. Roll against a difficulty of its damage value times 4, with a minimum difficulty of 5. If you succeed, recover it as a placeable timed explosive with the same stats taking up 1 slot of space for every 2 damage. If you fail it goes off immediately.

Kno

Change a 360 degree explosive device that does at least 1 Damage into an 180 degree explosive device. Determine the orientation on placement, add 1 to the Damage, and keep the range the same.

Kno

Trick Wiring Hacking 1

I Made It Myself Traps 1

Reduce Cyber by 1 if total Cyber is 4 or more.

Kno

Use 1 Action to turn any grenade into a trap. Trap activates when a character passes within 1/4" of its center (or same hex). This trap can be thrown like a normal grenade.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com

Type:	Infantry Tank	Play Difficulty:	High
Optional Name:	Undiplomatic Dan		

What They're Good At:

Squad support, center of battle, and as a mobile tank. Dan's Battle Suit is incredibly tough, but also slows him down. Use his Allies to draw enemies toward him or put him up front as the situation allows. Keep enemies from his back where they have advantages due to his Bulk.

Recommended Upgrades:

Dan's build is pretty high cost and there are several areas for improvement. There are two open Attach Points still, and high quality weapons can be added to them. A Power Shotgun or Armor M-Rifle would add a good long range option to Dan's current low range build. Currently Dan needs to use the Overpower skill (Armorer 5) to make a CC check. It would take a total Athletics score of 2.5 to get up to one CC dice with the negative Battle Suit modifier. This will take a total of 600 Rep. Dan also has two unused Backpack Slots that can be filled with grenades or mines to take advantage of their level 5 Explosives knowledge. Dan can also upgrade the armor with extra plates and equipment to take it to the Battle Armor standard level with an additional 150 Rep. Though, this does come with a few drawbacks.

Optional Backstory:

Undiplomatic Dan comes from a long line of renown warriors on his home planet. The Battle Suit that he wears is one of three that is passed down in the family. Although originally it went from oldest child to oldest child, as the roots of the family tree spread it has turned into more of a random lottery upon the passing of the current holder. Only direct descendants of the original settlers are eligible, and there are certain conditions that boil down to the recipient being willing and capable of using it with honor to bring further glory to their Armor for the next recipient. How much of the original armor actually remains is up to some speculation. As well as why there are three suits when there used to be only one. Regardless, when Dan was selected to receive the armor, he decided to leave his mundane life working an office job in one of the major cities on the planet. Combat trained as almost all of the family was, he was ready to go. So ready that he spent the better part of the day that he found out burning bridges at his work, at a local restaurant he frequented, and with other people in his life.

Appendix CS1.1 - Character Sheet

Name & Callsign						Undiplomatic Dan			Rep	
0	3	1	1	2	2	Move	3		BHP	█
Ath	Pre	Ins	Awa	Kno	Com				AHP	█
6 - ***	█	█	█	█	█	Armor	2		Power	█
5½ - ***	█	█	█	█	█	Bulk	3			
5 - 500	█	█	█	█	█	Splice				
4½ - 450	█	█	█	█	█	Cyber				
4 - 400	█	█	█	█	█	Systems	3			
3½ - 350	█	█	█	█	█					
3 - 300	█	█	█	█	█					
2½ - 250	█	█	█	█	█					
2 - 200	█	█	█	█	█					
1½ - 150	█	█	█	█	█					
1 - 100	█	█	█	█	█					
½ - 000	█	█	█	█	█					
	Ath	Pre	Ins	Awa	Kno	Com				

Location	Equipment and Active Inventory	Max Ammo	Current
Hand/Att Point 1	Armor Melee		
Hand/Att Point 2	Plasma Spray	4	
Attach Point 3			
Attach Point 4			
Backpack Slot 1			
Backpack Slot 2			
Backpack Slot 3			
Backpack Slot 4			

Knowledge	MES, Skills, Perks, Inventory
Armorer	● ● ● ● ●
Arsenal	○ ○ ○ ○ ○
Engineering	○ ○ ○ ○ ○
Explosives	● ● ● ● ● ●
Hacking	○ ○ ○ ○ ○
Medical	○ ○ ○ ○ ○
Piloting	○ ○ ○ ○ ○
Repair	● ● ● ○ ○
Science	○ ○ ○ ○ ○
Security	● ○ ○ ○ ○
Stealth	○ ○ ○ ○ ○
Survival	● ○ ○ ○ ○
Traps	○ ○ ○ ○ ○

Appendix CS1.2 - Allies

Name & Callsign											
1	2	1	1	1	ABSCS	BHP					
Ath	Pre	Ins	Awa	Kno	Size	Size	Avg	Move	4		
Close Combat						1 Dam					
Ranged						1 Dam @ -1 toHit, MR 12; 12 Ammo					
Other						Repair Kit 1d4 AHP, Repair Kit 1d4 AHP					

Rookie Mechanic	
Heals 2 AHP to any character b/w scenarios	

Name & Callsign											
1	2	1	1	0	ABSCS	BHP					
Ath	Pre	Ins	Awa	Kno	Size	Size	Avg	Move	4		
Close Combat						1 Dam					
Ranged						1 Dam, -2 Ath in CC; 11 Ammo					
Other						11 Ammo, 11 Ammo					

1
If Max Ammo >4, add 10% rounded up.

Name & Callsign											
1	1	0	0	0	ABSCS	BHP					
Ath	Pre	Ins	Awa	Kno	Size	Size	Avg	Move	4		
Close Combat						1 Dam					
Ranged						1 Dam, -2 Ath in CC; 10 Ammo					
Other						10 Ammo, 10 Ammo					

Recruit

Name & Callsign											
1	1	0	0	0	ABSCS	BHP					
Ath	Pre	Ins	Awa	Kno	Size	Size	Avg	Move	4		
Close Combat						1 Dam					
Ranged						1 Dam, -2 Ath in CC; 10 Ammo					
Other						10 Ammo, 10 Ammo					

Recruit

Armor Melee AP Weapon

1 Damage. Can hit up to 2 enemies that are w/in 1" of each other and the attacking character.

APW

Plasma Spray AP Weapon

4 Ammo

Use 1 Ammo to do 1 Damage and 1 Pierce in expanding 3" range cone. Area is 3" wide at 3" distance, tapering down to 1" at 1" distance and 0 at 0. Use same pattern with hexes (3 hexes wide at 3 hex distance, 1 at 1, each following wave must be touching all hexes in previous wave). Use 1 Power to add 4 Ammo, this takes 1 Action.

APW

Glacis Stance Armorer 1

Once per Scenario

If your Armor is 1 or more, you can sacrifice 1 Action to ignore the first AHP of damage you take until your next turn begins.

Kno

Joint Swing Armorer 3

Once per Scenario

Make a free Dash action at the beginning of your turn, before any other Action.

Kno

Overpower Armorer 5

1 Power or 1 BHP

If your Armor score is greater than 1, push your joints past the limit and make a Close Combat check with additional Attack Dice equal to your Bulk. Either use 1 Power or lose 1 BHP.

Kno

Jerry Rigged Boom Explosives 1

Turn any grenade into a timed explosive device. Time is measured in turns, must be at least 1 turn, and explodes when the deploying character takes their next turn.

Kno

Mine Now Explosives 3

Attempt to recover an explosive device for your own use. Roll against a difficulty of its damage value times 4, with a minimum difficulty of 5. If you succeed, recover it as a placeable timed explosive with the same stats taking up 1 slot of space for every 2 damage. If you fail it goes off immediately.

Kno

Reshape Explosives 5

Change a 360 degree explosive device that does at least 1 Damage into an 180 degree explosive device. Determine the orientation on placement, add 1 to the Damage, and keep the range the same.

Kno

Patch Slap Repair 1

Metal Saver Repair 3

Alarm Rigger Security 1

Can heal 2 AHP in between scenarios on any Character.

Kno

Normally a repair pack is exhausted after one use. Instead, roll once for the initial use of the repair pack (if applicable) and subtract the HP used. Repair pack can be used until HP is reduced to 0.

Kno

Once per Security Level

Subtract 1 from any difficulty check you perform to disable an alarm with your Security skill. Use this skill once per Security Skill level you have per Scenario.

Kno

Flesh Wound Survival 1

Once per Scenario

Add +1 to a BHP healing item used by or upon this Character.

Kno

Group Activate Communications 2

Allows you to activate a number of additional Allies equal to your Group Activate level during the Squad Leader phase that are within 3" of your Squad Leader.

Comm 2 -> Group Activate 1

Comm 3 -> Group Activate 2

Comm 4 -> Group Activate 3

Com

Move It Communications 3

Once per Scenario

Grant an additional Move to any one of your Allies within 6". This does not use any of their Actions.

Com

Taunt Communications 4

Once per Scenario

One enemy in your LoS will attack you instead of any other Character for 1 turn.

Com

Inspire Communications 5

Once per Scenario

One of your Allies within 6" can make 2 Attacks in 1 Action instead of 1.

Com