

Liars & Shadows

A L I E N
THE ROLEPLAYING GAME

**LIARS
&
SHADOWS**

Player Character Records

Filbanto Stew

Liars & Shadows

Filbanto Stew

VANESSA MILLER



Vanessa Miller, 48, Captain

(Former) Captain of the USCSS *Montero*, a Bison-class commercial freighter. You had been making installment payments to purchase the aging ship from Weyland-Yutani, working your ass off for the last 8 years, with just a few payments remaining until you owned her free and clear. She's nothing fancy, but she was home, and your crew as close to family as most people could expect.

Two years ago, on a cargo run, the Company had you respond to an automated distress beacon from a research ship, *Cronus*, missing in deep space for 75 years, her skeleton crew in cryo. Awakening them unleashed a nightmarish cascade of events that led to a rogue synthetic (one of your own crew) hacking *Montero's* MUTHR and sending your ship off into deep space. Then things got really bad onboard the heavily damaged *Cronus*. Your entire crew (except Rye, your young mechanic) and the reawakened *Cronus* crew, were slaughtered by a pack of unknown predators who stalked you one by one. Ava, the *Cronus's* Synthetic, gave her life so you and Rye could escape in *Cronus's* EEV.

Since being rescued from deep space, you've been scrambling to get back on your feet. Through your ICC (Interstellar Commerce Commission) contacts, you caught a vague rumor of *Montero*. A friend of a friend bought some helium-3 with serial numbers matching *Montero's* cargo from a small-time deep-space wrecker, and you have become obsessed with getting her back. The best lead is in the Alhena system in the deep frontier, and the only feasible way for you to get out there is either as a smuggler or working for Weyland-Yutani. Fuck W-Y. They didn't lift a finger to help you and Rye, except a paltry lump sum for your "inconvenience." The cargo that was on *Montero*, a full load of Helium-3, would be worth millions, maybe tens of millions, and salvage law means the cargo and the ship would be yours if you can find her and bring her back.

You've spent the last few months working to get in good with Ruth Santos, a Sao Paolo crime boss who sends regular smuggling runs to an illegal wildcat colony at Alhena. It's the only way you know to get out there.

You scraped Rye off the proverbial pavement (she drank and drugged away her W-Y settlement over the last year), got her cleaned up, and are now meeting your new crew, cobbled together from Santos' rogue's gallery. You have to assume they are loyal to Santos first. You will have to tread lightly until *Montero* is within your reach.

Take 1 STRESS

PERSONAL AGENDA

You are going to get the Montero back or die trying. Rye is the very dysfunctional daughter you never had. She's your crew. These other people are just tools to get you where you're going. For now.

RELATIONSHIPS

BUDDY:

Rye

RIVAL:

Padilla

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Progress bar for health with 10 boxes, the first 6 are checked.

RADIATION

Progress bar for radiation with 10 empty boxes.

CRITICAL INJURIES

Text area for critical injuries.

CONDITIONS

Checkboxes for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING.

CONSUMABLES

Progress bars for consumables: AIR, FOOD, POWER, WATER.



NAME

Vanessa Miller

CAREER

Officer

APPEARANCE

48, dogged and twitchy

TALENTS

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.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

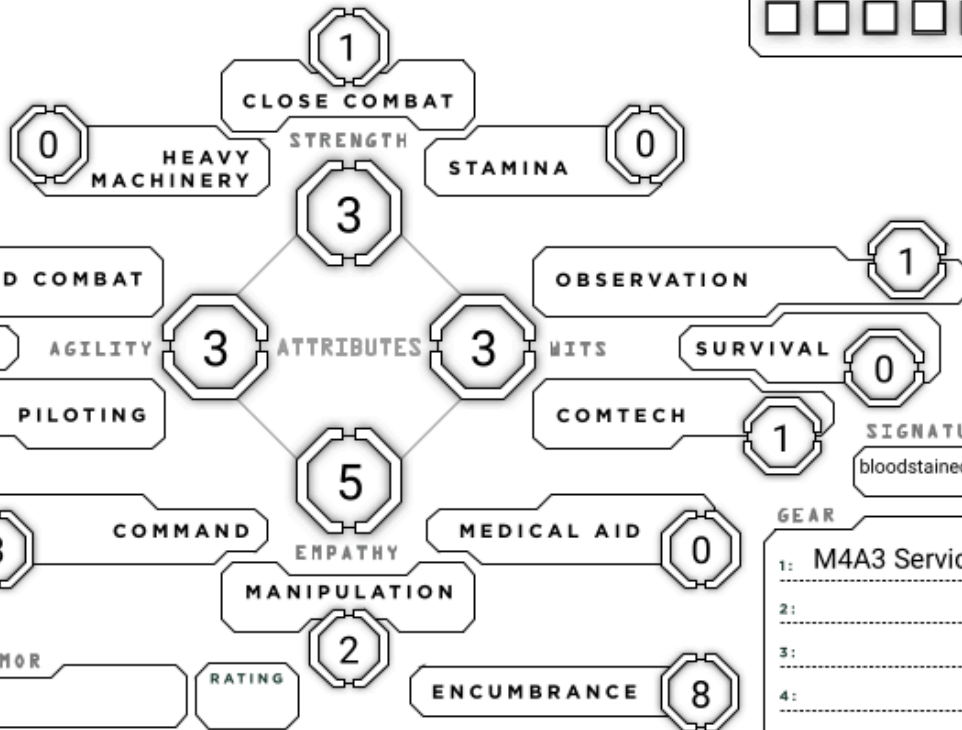
Text area for tiny items.

SIGNATURE ITEM

bloodstained namepatch from Davis' uniform

GEAR

Inventory list for gear with 10 slots. Slot 1 contains: M4A3 Service Pistol (3 reload).



ARMOR section with a rating box.

ENCUMBRANCE section with a rating of 8.

WEAPONS section with an entry for M4A3 Service Pistol.

Weapon stats table with columns for BONUS (+1), DAMAGE (1), and RANGE (med).

KAYLA RYE



Kayla Ryle, 25, Engineer

You served three years under Captain Miller on *USCSS Montero*, a Bison-class commercial freighter, as the second engineer (a mechanic, really). Miller is as close to a mother figure as you ever had, and Cham, the head engineer, was like a big brother. A dysfunctional family, for sure, but home.

Two years ago, on a run, the company had you respond to an automated distress beacon from a research ship, *Cronus*, missing in deep space for 75 years, her skeleton crew in cryo. Awakening them unleashed a nightmarish cascade of events that led to a rogue android (Cham!?) hacking *Montero's* MUTHR and sending her off into deep space. Then things got really bad on the heavily damaged *Cronus*. Your entire crew (except Miller) and the remaining *Cronus* crew, were slaughtered by a pack of unknown predators who stalked you one by one. Ava, the *Cronus* android, gave her life so you and Miller could escape in *Cronus's* EEV.

After being rescued from stasis in deep space and given a paltry settlement from the company for your "inconvenience," you awoke to learn your little brother had passed from a long-term illness; you spent the last year on a drug-fueled bender, haunted by the nightmare that you experienced in deep space. Miller found you in a squat on the beach in Thailand, scraped you off the proverbial pavement and helped you clean up. She has a plan to get *Montero* back, involving making a smuggling run to the deep frontier, where she heard the ship might be. Miller's obsessed with this. Maybe you owe it to her to try and help.

Working for a crime boss feels super dicey, but at this point, you're not sure what else to do. Keeping Miller's secret agenda is starting to wear on you. But maybe going back out there into the black is the best way to escape the demons that haunt you.

Take 1 STRESS



PERSONAL AGENDA

Help Miller get the Montero back. Who knows, maybe you can come out of this happy, healthy and rich? You gotta hold onto some hope, or you might as well take a cold walk out the airlock.

RELATIONSHIPS

BUDDY: Miller
RIVAL: Monroe

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Health status bar with 10 boxes, 6 of which are checked.

RADIATION

Radiation level bar with 10 empty boxes.

CRITICAL INJURIES

Text area for critical injuries.

CONDITIONS

Checkboxes for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING.

CONSUMABLES

Progress bars for consumables: AIR, FOOD, POWER, WATER.

NAME

Kayla Rye

CAREER

Roughneck

APPEARANCE

25, Nervous and Haunted

TALENTS

THE LONG HAUL: You've seen it and done it all before. Nothing surprises you anymore. Once per Act in Cinematic play, you may ignore all facehuggers from a single roll.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

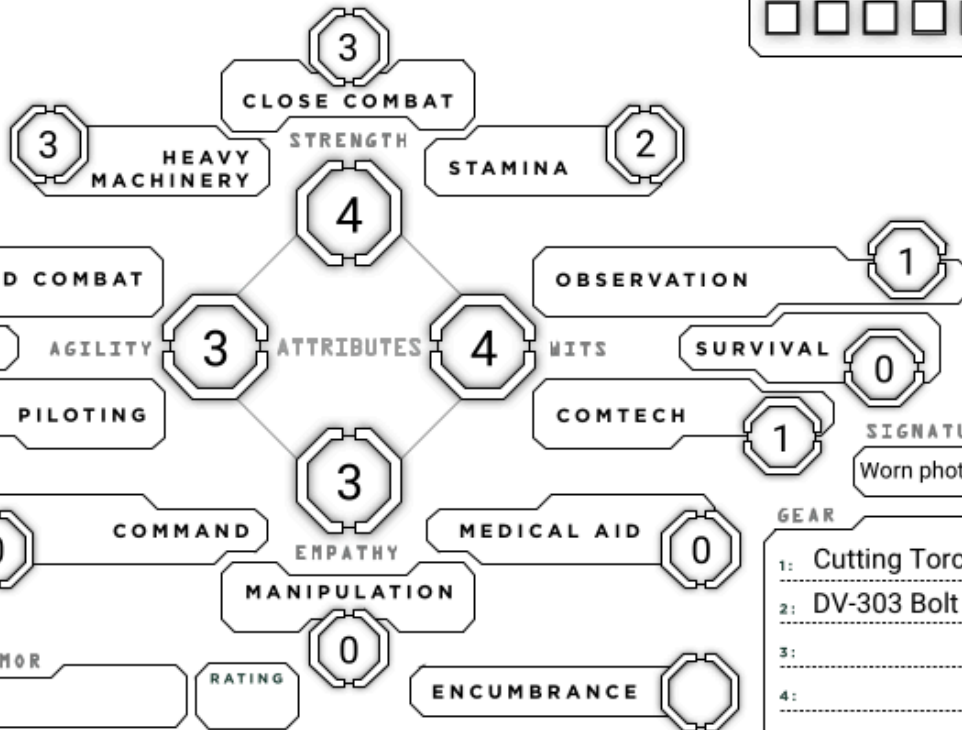
Text area for tiny items.

SIGNATURE ITEM

Worn photo of your brother

GEAR

- 1: Cutting Torch (5 fuel)
2: DV-303 Bolt gun (+2 hvy mach.)
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR and RATING fields.

ENCUMBRANCE field.

WEAPONS

- Cutting Torch (AP, Power sup. 5)
DV-303 Bolt gun

Table with columns: BONUS, DAMAGE, RANGE. Rows for Cutting Torch and DV-303 Bolt gun.

ABBIE ROSALES



Abbie Rosales, 16 Hacker

You are the daughter of a Weyland-Yutani senior VP who got into crushing gambling debt and sold you off at age 14 to a human trafficker to be pimped out. You heard later, that after your father claimed your “disappearance” W-Y found out about the debt and did nothing. After suffering several months of prostitution, you hacked into the brothel’s system, transferred almost a hundred thousand credits to your accounts, sabotaged some of the crime boss’ financial records, and escaped. You have been living under the radar on various orbital stations for over a year, constantly on the run. You’ve done things you never thought you could do or would have had to do, in order to survive. You’ve had bad things happen to you, but it doesn’t define who you are.

You have allegiance to no one, but it would be nice to find someone you could trust to have your back once in a while.

Recently, you made your way out to Titan Station, hoping to hop on a transport out of Sol system to make a fresh start, when the crime boss’ goons finally tracked you down. You killed one with a hacked security door (messy), and fled for your life with only your go-bag. You were forced to stowaway on a random ship called *Demeter* in order to escape them.

Now, the ship has been underway for a couple of days, and you’ve already run out of the food and water you had with you. You snuck out once and grabbed a beverage can and some food, but someone almost saw you. If the ship is on an interstellar run and suddenly goes FTL, the mental and physical trauma of being awake in FTL space will probably kill you. Time to introduce yourself?

Take 1 STRESS



PERSONAL AGENDA

Survive. You don't owe anyone anything.

RELATIONSHIPS

BUDDY:

Rye

RIVAL:

Monroe

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Progress bar for health with 10 boxes, 8 are checked.

RADIATION

Progress bar for radiation with 10 empty boxes.

CRITICAL INJURIES

Text area for critical injuries.

CONDITIONS

Checkboxes for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING.

CONSUMABLES

Progress bars for consumables: AIR, FOOD, POWER, WATER.

NAME

Abbie Rosales

CAREER

Kid (Tech)

APPEARANCE

16, a kid who travels light and is ready for anything

TALENTS

DODGE: When attacked in close combat, you can dodge. This works like blocking (see page 92), but you roll using MOBILITY instead of CLOSE COMBAT and you can only use it to reduce damage (not counterattack or disarm). You can even dodge a creature's signature attack (see Chapter 11).

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

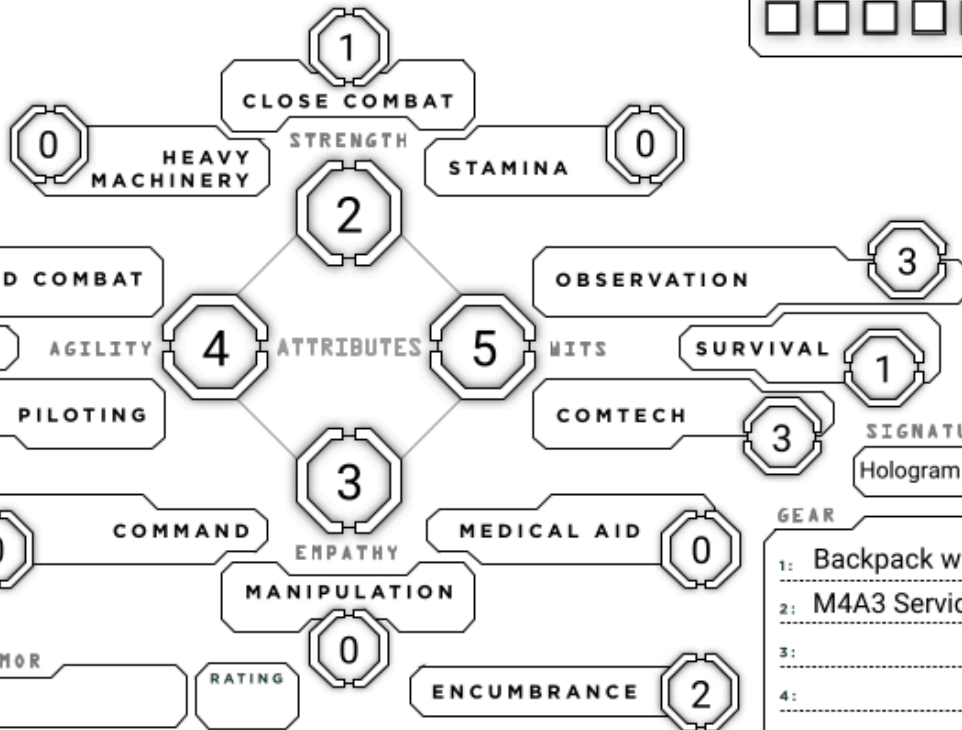
Text area for tiny items.

SIGNATURE ITEM

Hologram portrait of my mom

GEAR

- 1: Backpack with food and supplies
2: M4A3 Service Pistol (3 reloads)
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR and RATING fields.

WEAPONS section with M4A3 Service Pistol entry.

Table with columns: BONUS (+1), DAMAGE (1), RANGE (med).

KIEFER MONROE



Kiefer Monroe, 29, Pilot

You grew up in a system called Heske 441 (“Dustball” the name of the largest colony in the system) on the edge of 3WE (Three World Empire) space. You spent your formative years behind the stick, along with your family of itinerant haulers, making runs between little rocks in the inner system, and a pair of huge gas giants with dozens of moons and small colonies. The Corps finally moved in on that system and pressured your family into taking on a hauling contract they couldn’t fulfill. They lost their ship, and the family was splintered. You wound up taking up with various “relatives” and then wreckers and petty pirates, who could use your skillset. Eventually, you fled the frontier with a bounty on your head and settled in to work full time for Ruth Santos, a Sao Paolo crime boss with a huge and profitable network. You’ve seen a lot more than your numerical age would indicate.

You can fly or drive pretty much anything and Santos definitely has some fun ships to play with. The USCMC has even better toys, but it’s not like you would ever be cut out for military discipline and the chain of command bullshit.

Santos tolerates your free-spirited antics because you get the job done. The pure rush of flying is what you live for. If you gotta go sometime, better to die out there in the deep dark where you’re free, than to waste away down-the-well somewhere.



PERSONAL AGENDA

Everyone who meets me may hate me or love me, but they ain't gonna forget me. Life's meant for living, and nothing is better than feeling your heart pounding in your chest.

RELATIONSHIPS

BUDDY: **Rye**
RIVAL: **Padilla**

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Health status bar with 10 boxes, the first 6 are marked with an 'X'.

RADIATION

Radiation level bar with 10 empty boxes.

CRITICAL INJURIES

Text area for critical injuries.

CONDITIONS

Checklist for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING, each with a corresponding box.

CONSUMABLES

Resource bars for AIR, FOOD, POWER, and WATER, each with a gauge.

NAME

Kiefer Monroe

CAREER

Pilot

APPEARANCE

29, Space Cowboy

TALENTS

RECKLESS: You live for the rush of adrenaline through your veins; pushing harder than others dare. You can push any skill roll based on agility twice, not just once like other characters. Each push increases your stress level by one.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

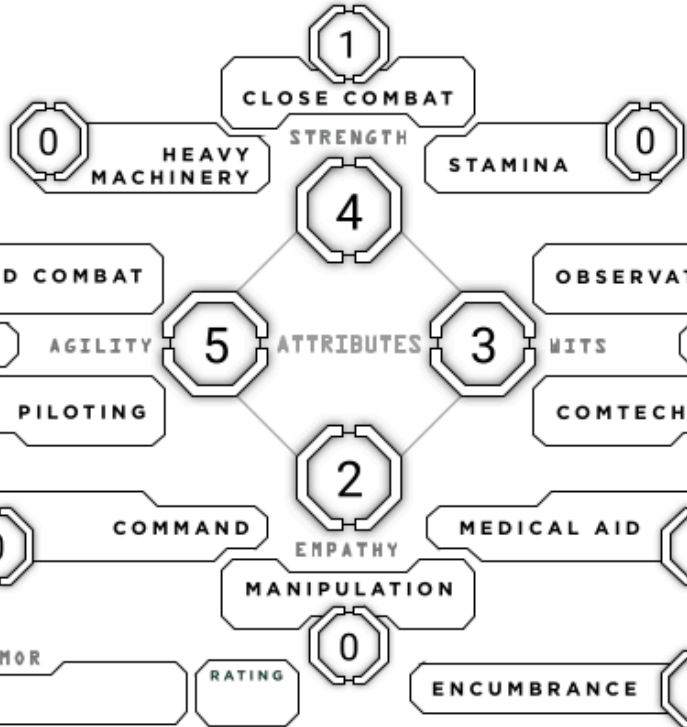
Text area for tiny items.

SIGNATURE ITEM

Slug you took on a chain around neck

GEAR

Inventory list for gear with 10 numbered slots. Slot 1 contains: .357 Magnum

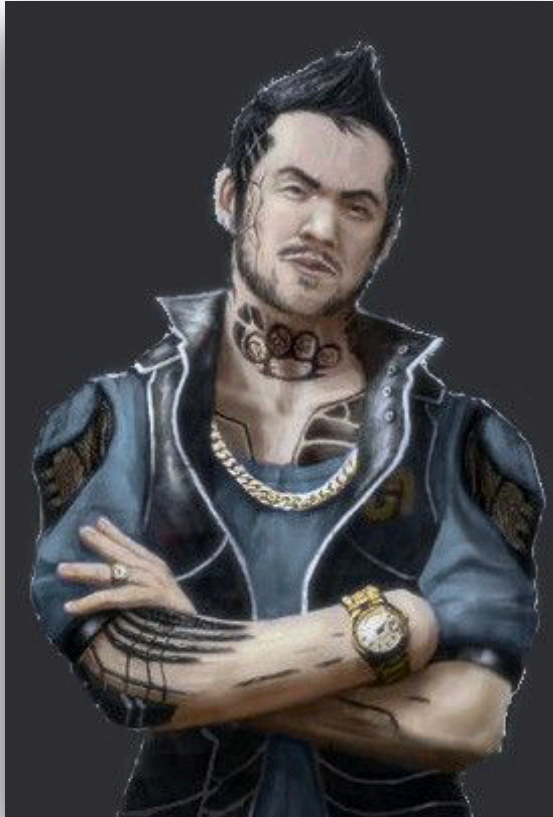


ARMOR section with a text box and a RATING gauge.

WEAPONS section with a table for the .357 Magnum.

BONUS	DAMAGE	RANGE
+1	2	med

CHE PADILLA



Che Padilla, 33, Underworld Fixer

You grew up on the mean streets of Rio de Janeiro, with no one to look out for you except the crew you ran with. You weren't the biggest or toughest kid, so you learned quickly that talk is powerful, but having friends to back up that talk, even more important. You're a survivor and know when to back down and live for another day. When you were 14, after a rival gang purged your crew, Ruth Santos scraped you off the streets and brought you back to Sao Paolo to bring you up in her organization. She is the closest thing to family you will ever have.

This run is very important to Ruth. *Demeter* is ostensibly carrying a hold full of seed, livestock embryos, medicine and food, on a supposed relief mission, with documentation as a Weyland-Yutani subcontractor. Hidden in the cargo are also weapons. A lot of weapons. Seems the illegal wildcat colonists on Alhena are fiercely independent and embrace the right to self-defense. Your payment will be the rare priceless ores they mine.

You figure after this mission, Ruth is going to promote you to be her head lieutenant. Maybe this will be the last run to the ass-end of the frontier you have to make and you'll be able to delegate to the younger lieutenants from here on out. Protect her interests: the ship and the cargo. Bring the payment home. It's just an added bonus if the crew makes it back too.

This Captain Miller's got a reputation for getting the job done, but there's something about her that pings your radar; maybe you're just being paranoid, but she's just a little too anxious to get out there to the frontier. Help her to do her job, as long as her actions don't conflict with Ruth's interests.

You've worked with Monroe, the pilot, before, but don't know him well. He's a bit of a loose cannon, but Ruth trusts him. Novak is hired muscle, a former Marine, and comes very well recommended. Rye, the engineer, is Miller's old crew-mate. You don't know either of them. But Ruth generally has great instincts. She found you, after all.



PERSONAL AGENDA

Protect the interests of Ruth Santos at ALL costs. When you get back to Earth with the payment, you'll be Ruth's number one lieutenant.

RELATIONSHIPS

BUDDY:

RIVAL:

Miller

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Progress bar for health with 10 boxes, 6 of which are checked.

RADIATION

Progress bar for radiation with 10 empty boxes.

CRITICAL INJURIES

Text area for critical injuries.

CONDITIONS

Checkboxes for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING.

CONSUMABLES

Progress bars for consumables: AIR, FOOD, POWER, WATER.

NAME

Che Padilla

CAREER

Company Agent

APPEARANCE

33, Capable and Confident, about 50% covered in gang tattoos

TALENTS

TAKE CONTROL: You know how to make people do what you want, and you don't feel bad about doing it. You can roll for... MANIPULATION using WITS instead of EMPATHY.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

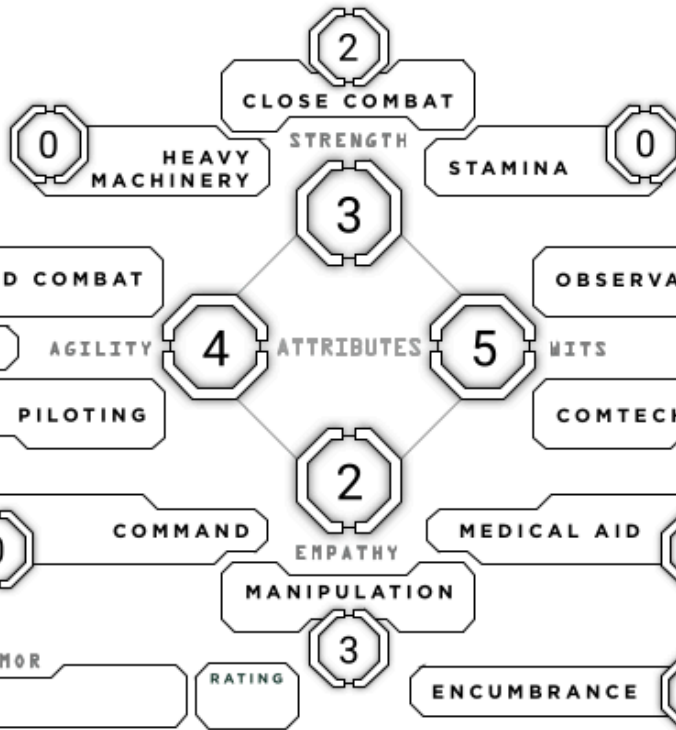
Text area for tiny items.

SIGNATURE ITEM

Crucifix on chain

GEAR

- 1: M4A3 Service Pistol (3 reloads)
2: combat knife
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR and RATING fields.

ENCUMBRANCE field.

WEAPONS

Table listing weapons: M4A3 Service Pistol, combat knife.

Table with columns: BONUS, DAMAGE, RANGE. Values: +1, 1, med; 0, 2, eng.

JUDE NOVAK



Jude Novak, 42, Mercenary

You have been hired by Ruth Santos, infamous Sao Paolo crime boss, as hired muscle, to serve as crew on the *Demeter*, a freighter smuggling goods to an illegal wildcat colony in the distant frontier. Your credentials as a retired Colonial Marine and veteran mercenary fighter are impeccable. Your gender neutrality is not something people would think twice about.

In reality, you are an undercover Synthetic (Android) agent assigned by the ICC (Interstellar Commerce Commission) and, indirectly, the Weyland-Yutani Corporation, to gather evidence against Ruth Santos and to discover the extent and nature of her criminal activities. Your cover must be protected at all costs. However, if your Synthetic nature is revealed, that can be explained. There are examples of Colonial Marine androids, who at the end of a term of service (usually 20 years) are granted legal autonomy.

Your mission is to observe and gather data and evidence. The built-in bio-mechanical laws governing your behavior have been relaxed enough for you to appear more human. If presented with a direct order to take human life in cold blood, you may do it only if it serves your underlying mission or you may refuse such an order, as a human might. Harming a human to save yourself or a larger group of humans from harm is possible.

As long as Novak is not exposed, they act as a human—pushing rolls, gaining STRESS LEVEL, making Panic Rolls, etc. If Novak suffers a critical injury is the android automatically revealed—as they bleed white, not red. From the moment Novak is revealed as an android, they follow the Rules for Synthetics.

Rules for Synthetics

- +3 to Strength and +3 to Wits (in the case of Novak's model)
- Cannot push skill rolls.
- Cannot suffer stress, don't have a STRESS LEVEL, and never make Panic Rolls.
- Does not heal. A Shift of work and a COMTECH roll is required to repair all lost Health points and all critical injuries, as long as the android hasn't suffered a System Shutdown. They can repair themselves.
- Androids don't make Death Rolls and cannot "die." If they suffer a System Shutdown they can be reactivated to communicate with.



PERSONAL AGENDA

Protect the ship, cargo and crew. In that order.

RELATIONSHIPS

BUDDY:
RIVAL:

STRESS LEVEL

Stress level progress bar with 10 checkboxes, all checked.

HEALTH

Health progress bar with 10 checkboxes, 3 checked.

RADIATION

Radiation progress bar with 10 checkboxes, all empty.

CRITICAL INJURIES

Critical injuries section with a dotted line for notes.

CONDITIONS

Conditions section with checkboxes for Starving, Dehydrated, Exhausted, and Freezing.

CONSUMABLES

Consumables section with octagonal icons for Air, Food, Power, and Water.

NAME

Jude Novak

CAREER

Colonial Marine (ret.)

APPEARANCE

42, sinewy and seasoned veteran, gender fluid

TALENTS

INVESTIGATOR: You see what others miss, and are skilled at noticing small details and making sense of them. When you spend a Turn in a room or similar location, you can roll for OBSERVATION. Only one attempt is allowed. For each success you roll, you may ask the GM one of the following questions: What happened here? Is there anything hidden here, and if so, where? Are there any details here that are out of place, something that's out of the ordinary?

EXPERIENCE POINTS

Experience points progress bar with 10 empty checkboxes.

STORY POINTS

Story points progress bar with 3 empty checkboxes.

TINY ITEMS

Tiny items section with a large empty box for notes.

SIGNATURE ITEM

Signature item section with a dotted line for notes.

GEAR

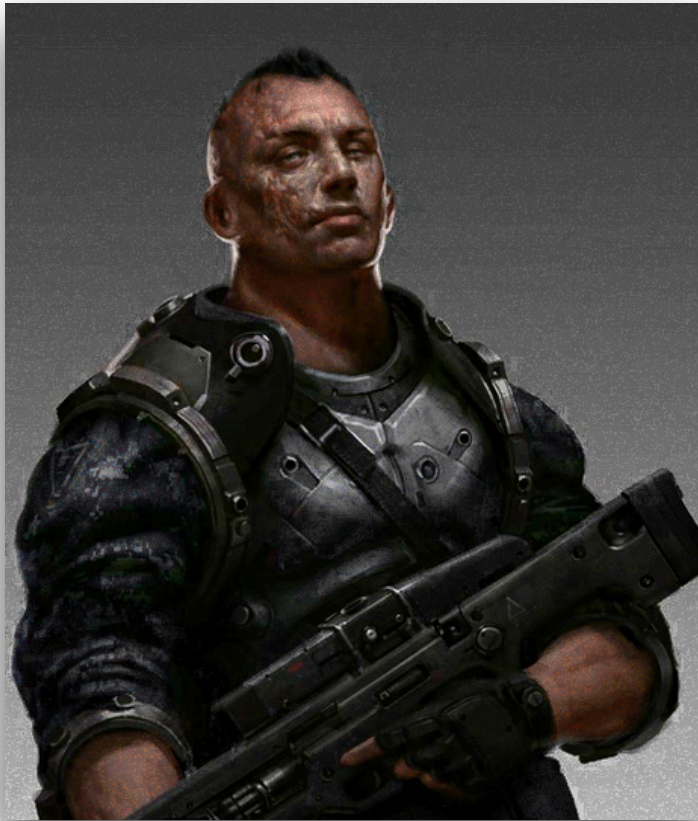
- 1: M41A Pulse Rifle
2: M3 Personnel Armor
3: M4A3 Service Pistol (3 reload)
4: combat knife
5:
6:
7:
8:
9:
10:



ARMOR: M3 Personnel Armor, RATING 6

WEAPONS table with columns for Weapon, Bonus, Damage, and Range. Includes M41A Pulse Rifle, M4A3 Service Pistol, and combat knife.

DANKO MORRISON



Danko Morrison, 29, Pirate Captain

Your parents brought you to Alhena at a young age, displaced from some other shit-hole colony, and you grew up on this godforsaken toxic rock, always dreaming of getting away. Everyone here is a whore, a miner, or a farmer and you quickly decided you didn't care to do any of that. As a teen, you got your best friend killed in a mine "accident" with your callous disregard for safety protocol and found you didn't really feel bad about it. They locked you up for a little while, which was better than going down into their stinking mine. About a decade ago, you convinced the colony they needed a scout ship in the system, keeping an eye out for Colonials and Corporate activity. You took your ragtag crew out there and were lucky enough to stumble upon a crippled wildcat prospecting ship. You boarded them, offering to help with repairs, and quickly killed the crew and seized the ship. Over the years, you have scored bigger and better cargoes and ships, and now you have *Adder*, a decommissioned Aegir-class patrol vessel, turned cargo hauler, whose crew you sent out the airlock after boarding her. *Adder* will be able to take your career interstellar.

A few months ago you found *Montero* drifting in deep space and brought her back to Alhena system. Nothing onboard but a dead android and a hold full of helium-3, worth millions, if you can find a buyer.

A few days ago you scoped the Marine ship in-system, and you got a little too cocky and made a run at her. You got some good licks in, but so did she. And now the rest of the colony has cut you off for good. Those ingrates may even turn you in to the Marines if they get the chance. Fuck them all. *Adder* has been patched up pretty well, but now you're noticing your crew all look like they're coming down with something. You feel fine so far.

PERSONAL AGENDA

Something bigger than this ass-end solar system offers. I. Want. More.

RELATIONSHIPS

BUDDY:

RIVAL:

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Health status bar with 10 boxes, the first 5 are checked.

RADIATION

Radiation level bar with 10 empty boxes.

CRITICAL INJURIES

Area for tracking critical injuries with a dotted line.

CONDITIONS

Checklist for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING.

CONSUMABLES

Resource trackers for AIR, FOOD, POWER, and WATER.



NAME

Danko Morrison

CAREER

Officer

APPEARANCE

29, menacing and intense,

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.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

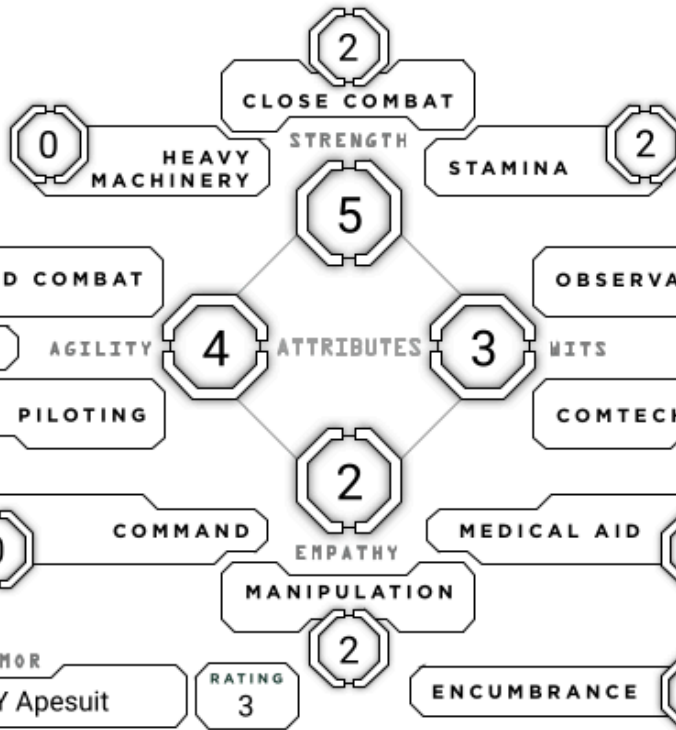
Area for tracking tiny items.

SIGNATURE ITEM

Area for tracking signature item.

GEAR

- 1: M4A3 Service Pistol (3 reloads)
2: Armat M41A Pulse Rifle (2 reloads)
3: saber
4: W-Y Apesuit
5: NevRSleep pills
6:
7:
8:
9:
10:

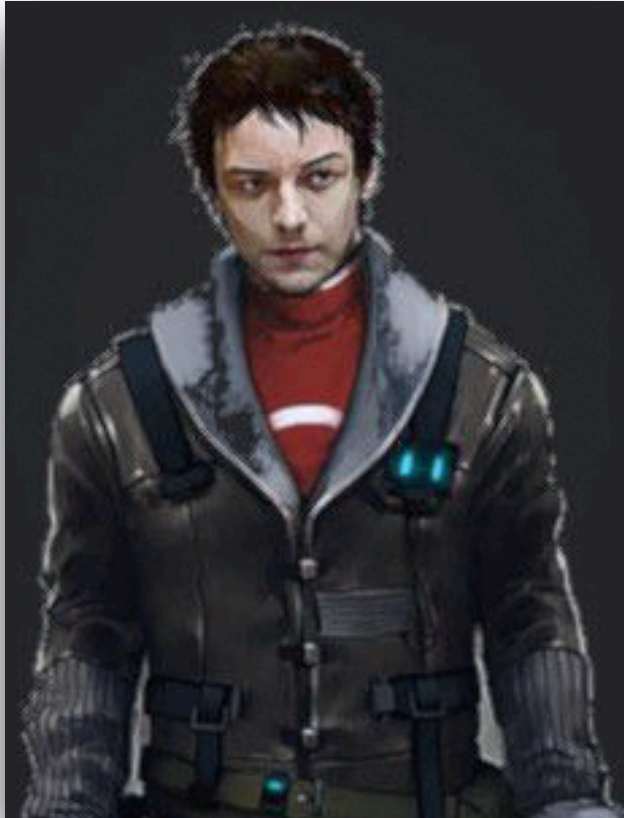


ARMOR: W-Y Apesuit, RATING 3

ENCUMBRANCE

Table with columns: WEAPONS, BONUS, DAMAGE, RANGE. Rows include M4A3 Service Pistol, Armat M41A Pulse Rifle, and saber.

ISMAT FOWLER



Ismat Fowler, 28, Colony Agent

You grew up on Alhena, as the son of the Head Veterinarian, the closest thing to upper middle-class privileged the egalitarian Colony could muster. You focused on academic pursuits rather than vocational, preferring to keep your hands clean and blister-free. Your strengths have always lain in persuading and motivating others to do the actual work. When it came time to choose a career, you chose to understudy Singh, the Colony leader. You can't help but feel that she is an ignorant boor, but she is so beloved by the people here, that you have to keep that to yourself. When the time comes for her to exit, you'll be more than ready to step in, and who knows? That could happen any time now.

Like all Alhenans, you know how to shoot guns and fight a little, to fix machines and survive outside on the moon's surface. Dealing with smugglers is quite distasteful, but the time for its necessity is almost at an end. Hopefully, after this delivery, this is the last you'll see of them.

A couple of years ago, you had a life changing encounter: while off-colony sourcing some important tech, you met a Union of Progressive Peoples agent, who convinced you that the UPP would ultimately be running this sector of space. It's not that you are a steadfast revolutionary, but that you see the writing on the wall and an opportunity to rise with that tide. Everything you now do is ultimately to accelerate their mission: under your watch, Alhena will join the Union of Progressive People, the "only antidote to the Corporate and Colonial Marine tyranny spreading its grasp over the frontiers of space." Alhena will be a key outpost for the UPP against the relentless imperialism. It has taken some coaxing for your fiercely independent colonists to soften to the idea, but now the Marines are breathing down their necks, people are coming around, fast. It might be the perfect time to invite the UPP. They're waiting to hear from you, that it's the right time to bring in their ships and soldiers to be welcomed as liberators.



PERSONAL AGENDA

Promote the interests of the Colony, to the degree that I benefit most. Rising tide, all boats

RELATIONSHIPS

BUDDY: none
RIVAL: Singh

STRESS LEVEL

Progress bar for stress level with 10 empty boxes

HEALTH

Progress bar for health with 10 boxes, 6 checked

RADIATION

Progress bar for radiation with 10 empty boxes

CRITICAL INJURIES

Empty box for critical injuries

CONDITIONS

Checkboxes for STARVING, DEHYDRATED, EXHAUSTED, FREEZING

CONSUMABLES

Progress bars for AIR, FOOD, POWER, WATER

NAME: Ismat Fowler

CAREER: Colony Agent

APPEARANCE: 28, well-groomed and confident

TALENTS

PERSONAL SAFETY: The interests of the colony always come first, no matter what. And you represent the colony —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 Manipulation roll (straight roll, not opposed, and does not count as an action). If you succeed, you see the threat coming and find a clever way to make the other character suffer the attack or hazard instead of you. Using this talent increases your Stress Level by one.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes

STORY POINTS

Progress bar for story points with 3 empty boxes

TINY ITEMS

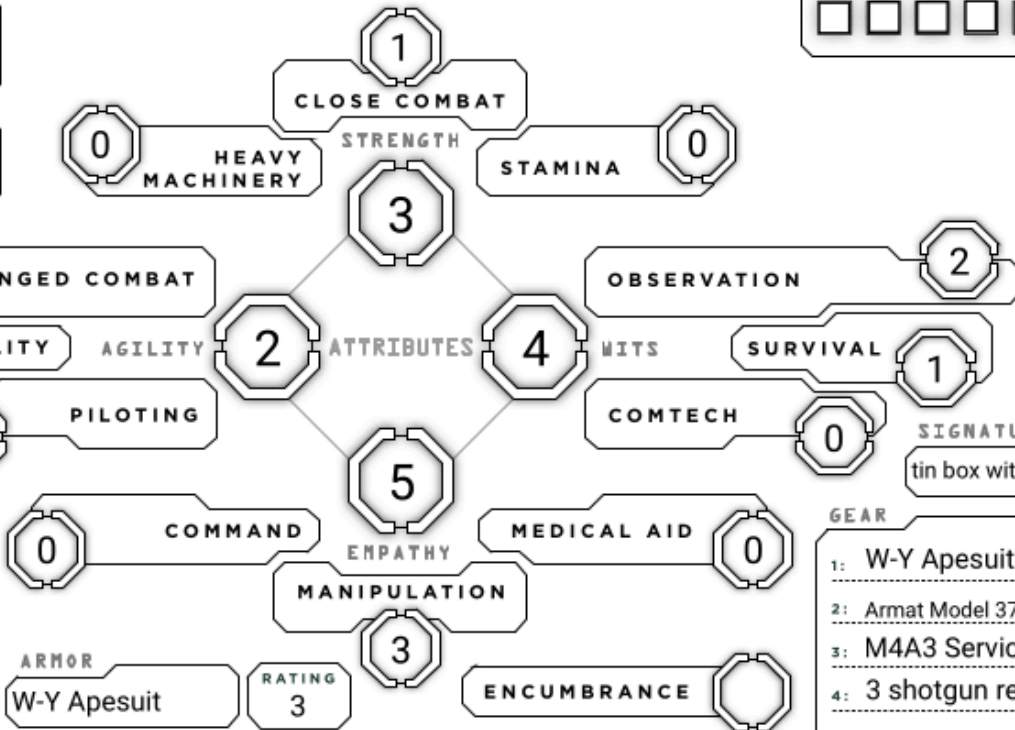
Empty box for tiny items

SIGNATURE ITEM

tin box with breath mints

GEAR

- 1: W-Y Apesuit
2: Armat Model 37A2 12 Gauge Pump Shotgun
3: M4A3 Service Pistol (3 Reloads)
4: 3 shotgun reloads
5:
6:
7:
8:
9:
10:



ARMOR: W-Y Apesuit, RATING: 3

Table with columns: WEAPONS, BONUS, DAMAGE, RANGE. Rows: Armat Model 37A2 12 Gauge Pump Shotgun, M4A3 Service Pistol

MAHMUD MacKENZIE



Mahmud MacKenzie, 45, Medic

You came to Alhena as a university M.D. student, equivalent to a Nurse Practitioner in training, one of the original wildcatters determined to start a new life free of corporate slavery and military tyranny. Now, decades later, you've seen the colony grow, slowly. There have been conflicts, setbacks and struggles, but you are almost completely self-sufficient now, and well armed enough to deter all but the Colonial Marines. For now, you can tolerate having to interact with the lowlife smugglers. Some of them are even decent people.

Old Doc Kumar passed a couple of years ago, and you've been the best trained medic in the colony ever since. You've helped birth dozens of Alhenans, some just regular folks, and some the future leaders of the colony. Even though you are Alhenan and always carry a sidearm, you are a pacifist at heart. Your goal, along with an increasing number of Alhenans, is to join the Union of Progressive Peoples, the only real counterbalance to Colonial and Corporate tyranny, and maybe the only hope for lasting peace. Unfortunately, Singh, the Colony leader, (your life partner) doesn't agree. You still love her. Ironically, Fowler, her "second" agrees with you. That doesn't mean he's not an arrogant, manipulative asshole.

PERSONAL AGENDA

The colony has seen too much fighting and struggle. Can't there just be some quiet times?

RELATIONSHIPS

BUDDY:

Singh

RIVAL:

Fowler

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Health status bar with 10 boxes, 6 of which are checked.

RADIATION

Radiation level bar with 10 empty boxes.

CRITICAL INJURIES

Area for tracking critical injuries with a dotted line.

CONDITIONS

Checkboxes for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING.

CONSUMABLES

Resource bars for AIR, FOOD, POWER, and WATER.



NAME

Mahmud Mackenzie

CAREER

Medic

APPEARANCE

45, calm and sympathetic

TALENTS

CALMING PRESENCE: People find themselves relaxing whenever you are around. Once per Turn, you may reduce the STRESS LEVEL of another character within SHORT range by one, in addition to the normal stress recovery (see page 104). In order to use this talent, you and any character that hopes to benefit from your calming presence must be in a relatively safe place. You cannot use this talent on yourself.

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

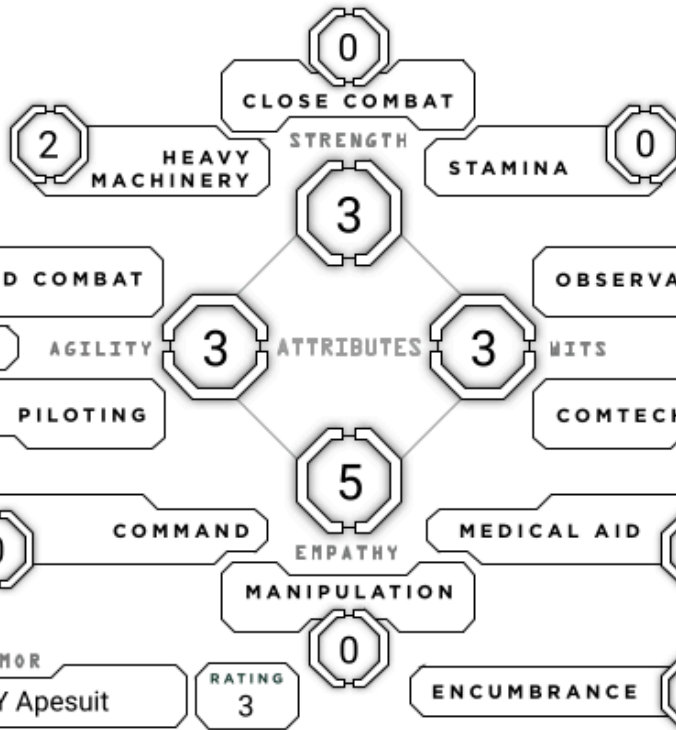
Area for tracking tiny items.

SIGNATURE ITEM

nugget of iridium ore on chain

GEAR

- 1: Armat M42A Scope Rifle (3 reload)
2: Rexim RXF-M5 EVA Pistol (3 rel)
3: Medikit
4: Various pills
5: W-Y Apesuit
6:
7:
8:
9:
10:



ARMOR

W-Y Apesuit RATING 3

ENCUMBRANCE

WEAPONS

Table with columns for Weapon Name, Bonus, Damage, and Range. Includes Armat M42A Scope Rifle and Rexim RXF-M5 EVA Pistol.

FERGUS SCARPA



Fergus Scarpa, 52, Agronomist

You came to Alhena, a newly minted PhD, bright and idealistic about establishing a new colony free from outside tyranny and oppression. It took about six months on this rock to beat that dream out of you. Two decades later, you've survived. But your life hasn't been exactly what you hoped it might be. A wife dead to an incurable xenovirus. A child defiant and angry, who left at 15, joined the crew on a smuggler's ship returning to Sol system, no word of her since. Friends come and gone. Endless soul-crushing work to feed a growing population. The oppression of living underground half the time. But you'd fight and die for these people. They're all you have.

As far as politics go, you once were idealistic, but now are an equal-opportunity cynic. Power just wants to get its mitts on other peoples' stuff at the least inconvenience to itself. Individuals are all you care about. Singh, the Colony leader, you would die for. Her partner, MacKenzie, the Medic, is a dreamer, and you love him for it. Fowler, the second-in-command, is a weasel who you can't turn your back on.

You've learned to stash away stuff whenever you can get your hands on it. You never know when you might need it. You never travel anywhere without your stash pack.

You also have the following TALENT:

ANALYSIS: You can roll for **OBSERVATION** to gain insight regarding strange and alien artifacts or creatures that you encounter and get a chance to study for at least one Turn. For every 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 in order to avoid spoiling the scenario. A successful **ANALYSIS** roll also reduces the **STRESS LEVEL** of all other PCs within **SHORT** range by one, while a failed roll increases other PCs' stress levels by one



PERSONAL AGENDA

Protect Alhena colony, your family.
Destroy anyone who is threatens it.

RELATIONSHIPS

BUDDY: **Singh**
RIVAL: **Fowler**

STRESS LEVEL

Progress bar for stress level (10 empty boxes)

HEALTH

Progress bar for health (10 boxes, 6 checked)

RADIATION

Progress bar for radiation (10 empty boxes)

CRITICAL INJURIES

Text area for critical injuries

CONDITIONS

Checkboxes for conditions: STARVING, DEHYDRATED, EXHAUSTED, FREEZING

CONSUMABLES

Progress bars for consumables: AIR, FOOD, POWER, WATER

NAME

Fergus Scarpa

CAREER

Scientist

APPEARANCE

52, agronomist, bitter and surly

TALENTS

HIDDEN STASH: You begin each scene with an extra item of your choice, hidden on your person or stowed somewhere safe. The item must be something you could reasonably have. The GM has final say about what items are available to you. If the GM allows it, you may wait until a dramatic moment during the session to choose what type of item you are hiding.

EXPERIENCE POINTS

Progress bar for experience points (10 empty boxes)

STORY POINTS

Progress bar for story points (3 empty boxes)

TINY ITEMS

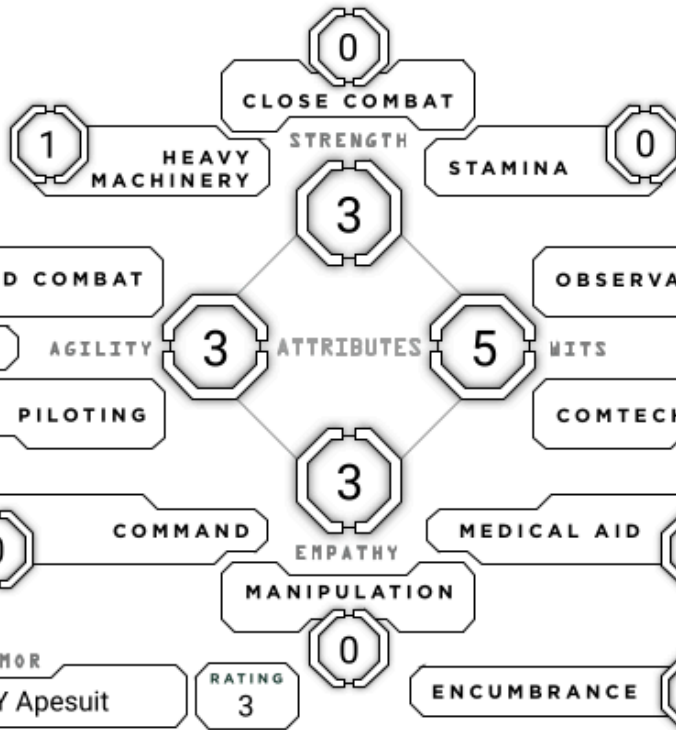
Text area for tiny items

SIGNATURE ITEM

ring with many keys on it

GEAR

- 1: Backpack full of gear (stash)
- 2: Medikit
- 3: M4A3 Service Pistol (3 reloads)
- 4: Armat Model 37A2 12 Gauge Pump Shotgun
- 5: 3 shotgun reloads
- 6: W-Y Apesuit
- 7:
- 8:
- 9:
- 10:



ARMOR

W-Y Apesuit RATING 3

WEAPONS

M4A3 Service Pistol
Armat 37A2 12 Gauge Pump Shotgun

BONUS	DAMAGE	RANGE
+1	1	med
+2	3	short

ODALYS SINGH



Odalys Singh, 49, Colony Leader

You came to Alhena with the original wildcatters two decades ago, after a short career as a Colonial Marshall. You quickly learned enforcing the Corporate law usually meant locking up the poor and downtrodden and protecting the property and interests of the rich owners. When you first settled here, everyone was just trying to survive. They needed a firm, confident voice to guide and inspire them, and you stepped up. They kept re-electing you. The colony has grown and prospered and you had a big hand in it.

Along the way, you've had to work with people who are less than ideal partners. The smugglers are a necessary evil, but working with Ruth Santos hasn't been as distasteful as you might have expected. They are professionals, at least. Some of your own people have been even more unpredictable and dangerous. You originally decided to let Danko Morison set up patrols in the solar system, partly just to keep him out of your hair and away from the colony. You've come to realize now that was a mistake. He's a sociopath. Now he's set himself up as a pirate captain. And he's attracted the attention of the Colonial Marines, which cannot stand. It's gone too far. He's got to stand down and pay for his overreach. Maybe he'll be tried by his peers, or maybe it'll have to be some frontier justice.

Fowler is your second-in-command. Another expedient choice you made to keep an ambitious young man busy and close to you. You've come to realize his ambition is too big for Alhena, and you should have sent him away when he was younger. Now he's actively trying to bring Alhena into the fold of the Union of Progressive Peoples. Their communal ideals mesh with yours in some ways, but ultimately in practice, they are authoritarian. And they are out to expand, just like the corporations and their Colonial Marine pawns. Many people are starting to agree with Fowler, including your own life partner, MacKenzie. This is the most anxiety for the future of the colony you've ever had.



PERSONAL AGENDA

Protect your peoples' freedom, at all costs. Everyone else is expendable.

RELATIONSHIPS

BUDDY: **Fergus Scarpa**
RIVAL: **Fowler**

STRESS LEVEL

10 empty square boxes for stress level

HEALTH

10 health icons, 8 are crossed out

RADIATION

10 radiation icons, 2 are empty

CRITICAL INJURIES

Empty box for critical injuries

CONDITIONS

STARVING, DEHYDRATED, EXHAUSTED, FREEZING with checkboxes

CONSUMABLES

AIR, FOOD, POWER, WATER with gauges

NAME

Odalys Singh

CAREER

Officer (Colony Leader)

APPEARANCE

49, tough and steely

TALENTS

INFLUENCE: With rank comes certain privileges—being obeyed is one of them. You can push any skill roll based on EMPATHY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

EXPERIENCE POINTS

10 empty square boxes for experience points

STORY POINTS

3 empty square boxes for story points

TINY ITEMS

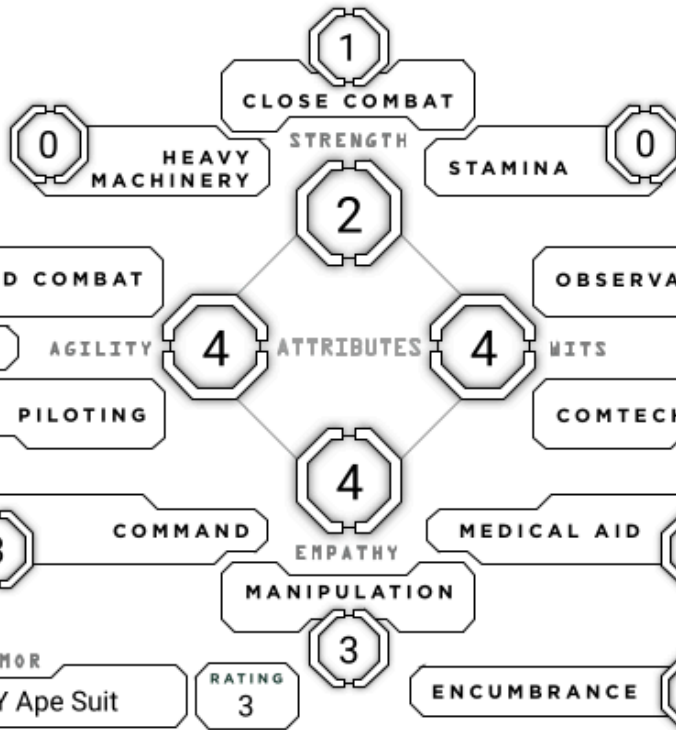
Empty box for tiny items

SIGNATURE ITEM

sniper rifle bullet

GEAR

- 1: M4A3 Service Pistol (3 Reloads)
2: combat knife
3: W-Y Apesuit
4: Armat M42A Scope Rifle (3 reload)
5:
6:
7:
8:
9:
10:



ARMOR: W-Y Ape Suit, RATING 3

ENCUMBRANCE: 0

WEAPONS table with columns for Weapon, Bonus, Damage, Range. Includes M4A3 Service Pistol, Armat M42A Scope Rifle, and combat knife.

CORPORAL SOK YEONG



Corporal Sok Yeong, 25, Marine

You came up in Little Seoul, in Santiago, Chile, where a lot of Han-in landed after the DPRK made their little world war and laid waste to most of the peninsula.

Your halmeoni, your mother's mother, taught you the language and the old traditions and made the best galbi and kimchi.

When she got ill with stomach cancer, you took care of her, spoon feeding her and even sponge bathing her when needed. It was ugly at the end, but she loved you and gave you hope for the future, and, somehow, with all the darkness around her, she left you a respect for humanity that you could never repay.

Service and medical work seemed like what you should do, but you couldn't afford the tech colleges; enlistment and medic training was the next best you could manage.

You hope you can go home after your contract and get into a nursing program, so you can help people.

But first, now that Sarge is dead, you'll have to help what's left of your squad get home in one piece. They need your leadership, whether they know it or not.



PERSONAL AGENDA

Help as many of your squad go home as possible, so you can go home one day too.

RELATIONSHIPS

BUDDY: none
RIVAL: none

STRESS LEVEL

Progress bar for stress level (10 empty boxes)

HEALTH

Health status bar (10 boxes, 5 checked)

RADIATION

Radiation level bar (10 empty boxes)

CRITICAL INJURIES

Area for recording critical injuries

CONDITIONS

Checkboxes for conditions: Starving, Dehydrated, Exhausted, Freezing

CONSUMABLES

Resource gauges for Air, Food, Power, Water

NAME

Sok Yeong, CPL

CAREER

Colonial Marine

APPEARANCE

25, reserved and thoughtful

TALENTS

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.

EXPERIENCE POINTS

Progress bar for experience points (10 empty boxes)

STORY POINTS

Progress bar for story points (3 empty boxes)

TINY ITEMS

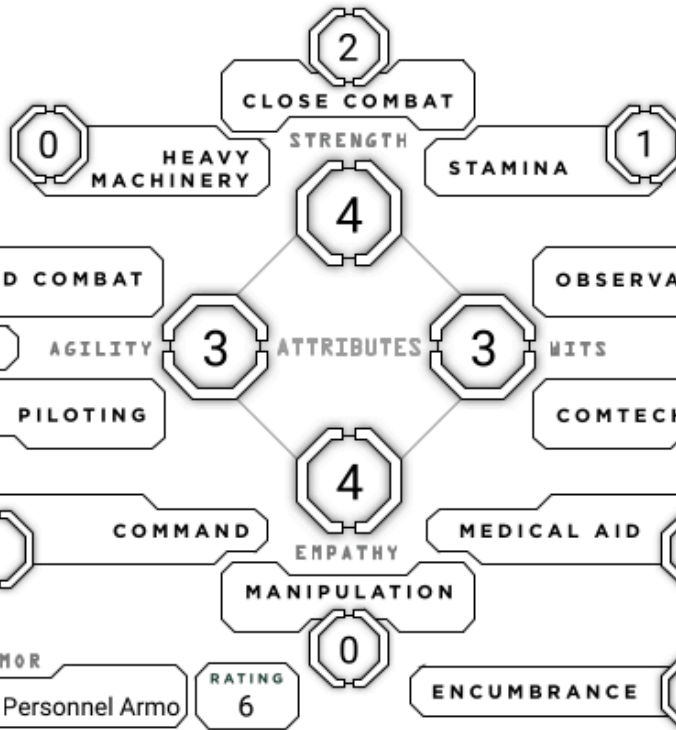
Area for recording tiny items

SIGNATURE ITEM

worn postcard of North Shore Oahu

GEAR

- 1: Armat Model 37A2 12 Gauge Pump Shotgun
2: M3 Personnel Armor
3: M4A3 Service Pistol (3 reload)
4: combat knife
5: Surgical kit
6:
7:
8:
9:
10:



ARMOR: M3 Personnel Armo, RATING 6

ENCUMBRANCE

Table with columns for Weapon Name, Bonus, Damage, and Range. Includes Armat Model 37A2 12 Gauge Pump Shotgun, M4A3 Service Pistol, and combat knife.

Table with columns for Bonus, Damage, and Range. Values: +2, 3, short; +1, 1, med; 0, 2, eng.

LANCE CORPORAL SHAKEEL GILES



Lance-Corporal Shakeel Giles, 24, Marine

LA born and bred. Which means leaving cheek by jowl with about fifteen million other people scrambling for food and a bed every day.

Your future looked preordained. You would spend your short life sitting on the tower entrance steps with the crew slinging the latest killer synthetic drugs to the scarecrows of View Park, probably get gunned down before 17. But you opted to get the F outta Dodge.

The Corps gave you three squares and a cot. And an education; a future beyond your tower block. Taught you to fight with the biggest guns you could hope to lay your hands on. Some days you even feel like you're helping people out.

Then the Marines saw fit to put you on the X-drugs trial. That stuff has made you a better soldier, hell, a better human being. Stronger, faster, more resilient. You think about it all the time, that hypo there in your breast pocket. You have just a few more doses left, so you better get moving and get off this rock, back to Hidalgo where you can get more. Maybe when the time is right, pop the rest of it all at once? They say not to, but so far the side effects are mild. It'll help you fight and survive.

God bless the Colonial Marine Corps. Most days you never look back on where you came from.

Today, you'd give anything to be back in LA.



PERSONAL AGENDA

Get the fuck off this rock. Kill whoever was responsible for this clusterfuck, even if it was my LT. Get my hands on more X-drugs.

RELATIONSHIPS

BUDDY: deceased
RIVAL: deceased

STRESS LEVEL

Progress bar for stress level with 8 slots, 4 checked.

HEALTH

Progress bar for health with 8 slots, 6 checked.

RADIATION

Radiation progress bar with 8 slots, 2 checked.

CRITICAL INJURIES

Empty box for critical injuries.

CONDITIONS

Conditions list: Starving, Dehydrated, Exhausted, Freezing with checkboxes.

CONSUMABLES

Consumables: Air, Food, Power, Water with gauges.

NAME
Shakeel Giles (LCpl)

CAREER
Colonial Marine

APPEARANCE
24, manic. New 6" long facial wound, w/ mechanical prosthetic arm

TALENTS

HEAVY WEAPONS The military uses a variety of heavy weapons, from plasma guns to tactical..... missiles and tank guns. You get a +2 modification to RANGED COMBAT when firing such weapons, and +2 to HEAVY MACHINERY when attempting to unjam or fix a heavy weapon.

EXPERIENCE POINTS

Progress bar for experience points with 10 slots.

STORY POINTS

Progress bar for story points with 3 slots.

TINY ITEMS

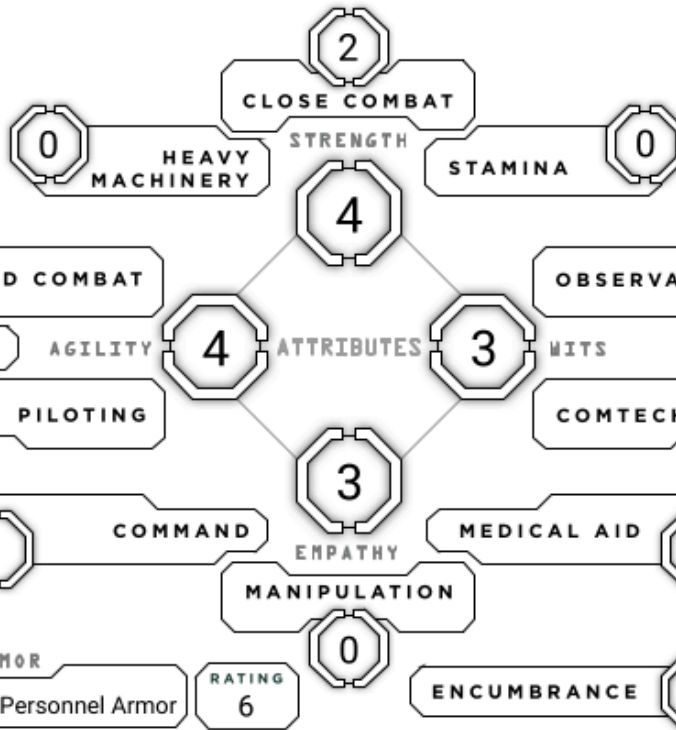
Empty box for tiny items.

SIGNATURE ITEM

finger bone from your own hand

GEAR

- 1: 4 doses Neversleep
2: Armat M41AE2 Heavy Pulse Rifle
3: 6 doses experimental X-Drugs
4: M4A3 Service Pistol (2 Reloads)
5: Armat Model 37A2 12 Gauge (empty)
6: M3 Personnel Armor
7: combat knife
8: 1 reload for pulse rifle
9:
10:



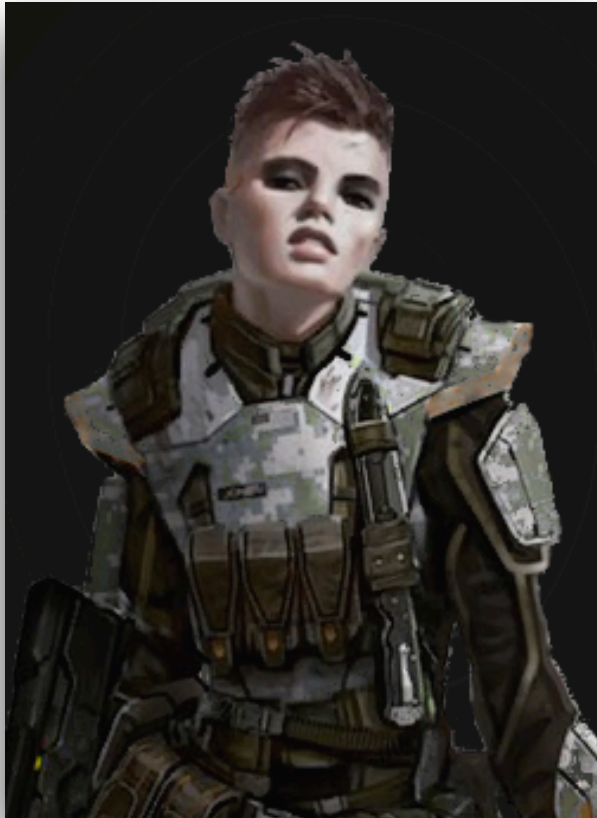
ARMOR: M3 Personnel Armor, RATING 6

ENCUMBRANCE: 8

Table with columns for Weapon Name, Bonus, Damage, and Range. Includes Armat Model 37A2 12 Gauge Pump Action, M4A3 Service Pistol, combat knife, and Armat M41AE2 Heavy Pulse Rifle.

Table with columns for Bonus, Damage, and Range. Values: +2, 3, sh; +1, 1, med; 0, 2, eng; +2, 2, ext.

PRIVATE FIRST CLASS GAL ASAPH



PFC Gal Asaph, 21, Marine

You grew up in a kibbutz on Nene 246 colony. When the colony was invaded by the UPP, you saw what kind of atrocities they inflicted on the civilian colonists and decided to join the Colonial Marines as soon as you were old enough. Your people have a long, proud legacy of freedom fights and military service, so it was a no-brainer.

The Corps is your family and you would die to protect your squad members. Even better, you would kill to protect them. Your eyes tell people, "Don't get in my way. Ever."

Detroit is like you. A killer. Your chaver. Yeong is in charge of the squad now, but fuck him if he doesn't rise to the occasion. Which he won't.



PERSONAL AGENDA

Yesterday: make corporal
Today: live to see tomorrow

RELATIONSHIPS

BUDDY: **Detroit**
RIVAL: **Yeong**

STRESS LEVEL

Progress bar with 10 empty boxes

HEALTH

Progress bar with 10 boxes, first 5 are checked

RADIATION

Progress bar with 10 empty boxes

CRITICAL INJURIES

Empty box for critical injuries

CONDITIONS

STARVING, DEHYDRATED, EXHAUSTED, FREEZING with checkboxes

CONSUMABLES

AIR, FOOD, POWER, WATER with gauges

NAME

Gal Asaph, PFC

CAREER

Colonial Marine

APPEARANCE

21, cold lizard eyes, like a WMMA fighter, a tank

TALENTS

HARD HITTER: You get a +2 modification to Close Combat if you sacrifice your fast action.

EXPERIENCE POINTS

Progress bar with 10 empty boxes

STORY POINTS

Progress bar with 3 empty boxes

TINY ITEMS

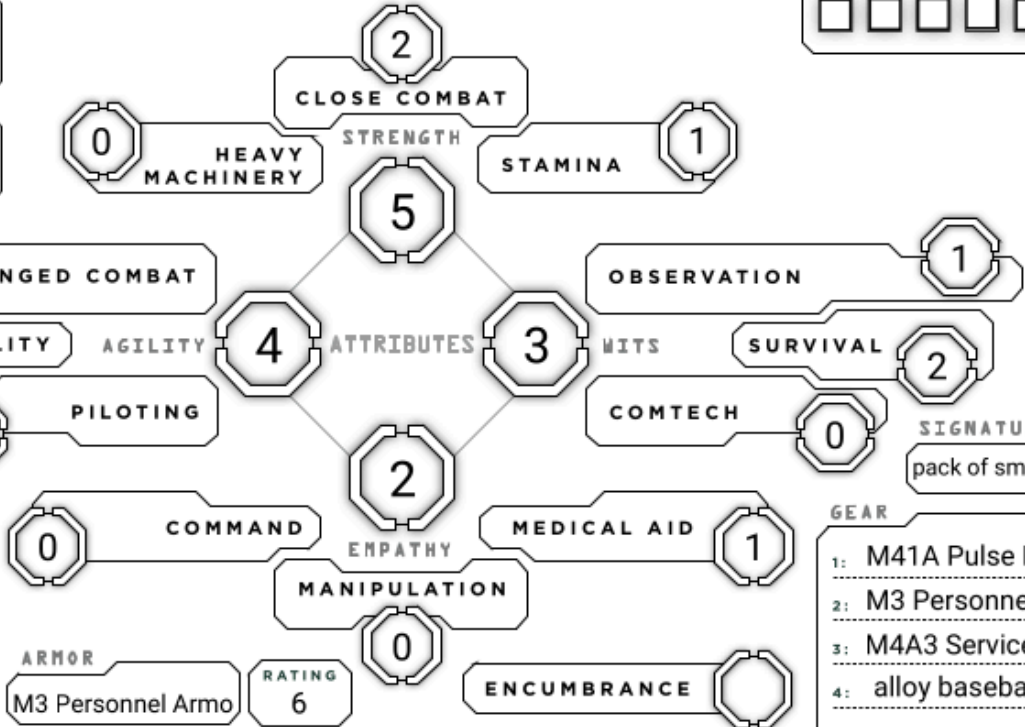
Empty box for tiny items

SIGNATURE ITEM

pack of smokes and lighter

GEAR

- 1: M41A Pulse Rifle (3 reload)
- 2: M3 Personnel Armor
- 3: M4A3 Service Pistol (3 reload)
- 4: alloy baseball bat
- 5:
- 6:
- 7:
- 8:
- 9:
- 10:



ARMOR
M3 Personnel Armo
RATING 6

WEAPONS

	BONUS	DAMAGE	RANGE
M41A Pulse Rifle	+1	2	long
M4A3 Service Pistol	+1	1	med
alloy baseball bat	0	3	eng

PVT. ADAM DETROIT



Private Adam Detroit, 20, Marine

Ironically, you are from Milwaukee, not Detroit. The shittiest and most bombed out part of the city is where you came up. Parents locked up or dead, who can remember.

You got sent upstate to do a dime at the age of 14, for an "aggravated assault," more like the guy had multiple surgeries to reconstruct his face. And right off they put you in a cell with a paedo. When he went to touch you the first time, you broke his trachea and watched him suffocate.

You were given the option at 17 to serve out the remainder of your sentence in the service of the Colonial Marines. Fuck yes! Somehow the Corps saw your immense potential as a killing machine and just couldn't pass you up. You've learned how to shoot a pulse rifle and how to get out of doing a bunch of shit you don't want to do.

Asaph is the one in the squad that gets you. Yeong is a pussy waste of oxygen, but you'll "sir, yessir" him if you have too. For a minute.



PERSONAL AGENDA

Nobody around here really knows their ass from a hole in the ground. Survive.

RELATIONSHIPS

BUDDY: Asaph
RIVAL: Yeong

STRESS LEVEL

10 empty square boxes for stress level

HEALTH

10 health boxes, first 6 are checked

RADIATION

10 radiation boxes, all empty

CRITICAL INJURIES

Blank area for critical injuries

CONDITIONS

Checkboxes for Starving, Dehydrated, Exhausted, Freezing

CONSUMABLES

Progress bars for Air, Food, Power, Water

NAME

Adam Detroit, PVT

CAREER

Colonial Marine

APPEARANCE

20, buff and cocky

TALENTS

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.

EXPERIENCE POINTS

10 empty square boxes for experience points

STORY POINTS

3 empty square boxes for story points

TINY ITEMS

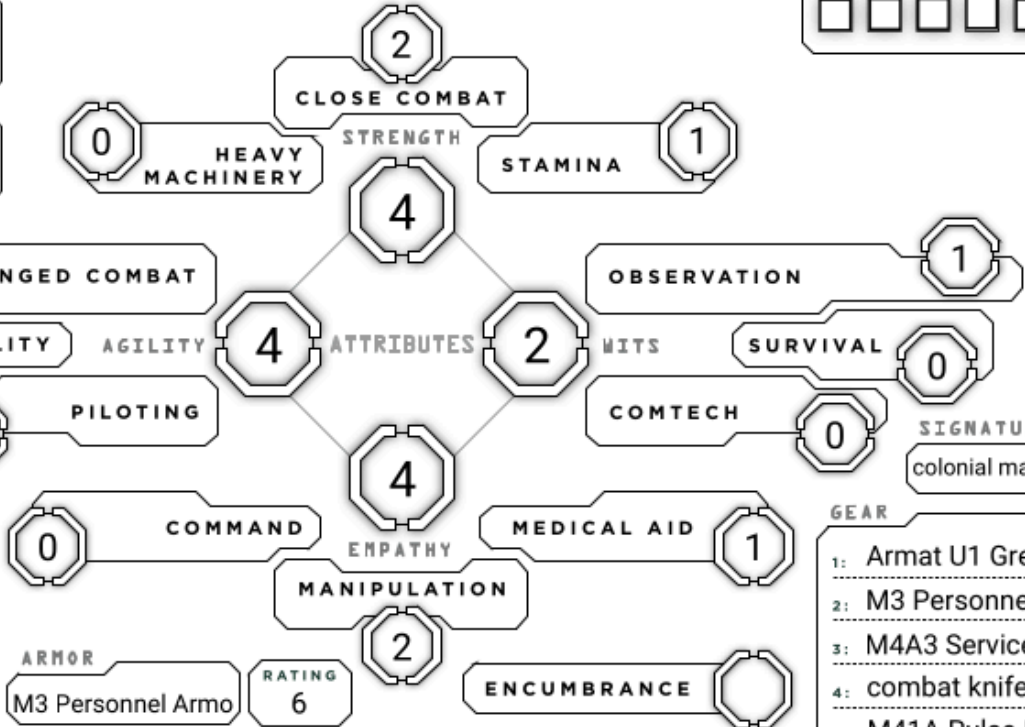
Blank area for tiny items

SIGNATURE ITEM

colonial marine action figure

GEAR

- 1: Armat U1 Grenade Launcher
2: M3 Personnel Armor
3: M4A3 Service Pistol (3 reload)
4: combat knife
5: M41A Pulse Rifle (2 reload)
6: 1 grenade reload (4 gren. mag)
7:
8:
9:
10:



ARMOR: M3 Personnel Armo, RATING 6

- WEAPONS: Armat U1 Grenade Launcher (under), M4A3 Service Pistol, combat knife, M41A Pulse Rifle

Table with columns: BONUS, DAMAGE, RANGE. Rows for Armat U1 Grenade Launcher, M4A3 Service Pistol, combat knife, M41A Pulse Rifle.

COLONEL ASJA BELEC



Colonel Belec

You were created by Hyperdyne systems as Model 340-C, commonly known as the Eveline model, in 2167. Liberated from their lab by UPP spies, and brought into the fold of the People, you renamed yourself in honor of the great fleet captains, Asja Yegorovna and Magda Belec. Over the last 18 years, you have served the People's Liberation Army and have moved up in rank to that of Polkovnik (Colonel) in the SOF, Space Operations Forces, where you specialize in covert insertions, advance scouting for Liberation forces.

This mission on Alhena is like many you have undertaken before: find colony defenses and weaknesses. Avoid detection, and make no contact with colonists unless your squad is noticed and the colonists act in a hostile manner. Eliminate any hostiles as covertly as possible. Prepare the way for the regulars coming behind you. Protect your squad and secure the best outcome for the People.



PERSONAL AGENDA

a responsible, peaceful liberation for all people from imperialist corporatists

RELATIONSHIPS

BUDDY: all are my comrades, or will be soon

RIVAL:

STRESS LEVEL

10 stress icons, 10 crossed out

HEALTH

10 health icons, 4 crossed out

RADIATION

10 radiation icons, 0 filled

CRITICAL INJURIES

Blank box for critical injuries

CONDITIONS

STARVING, DEHYDRATED, EXHAUSTED, FREEZING with checkboxes

CONSUMABLES

AIR, FOOD, POWER, WATER with gauges

NAME

Col. Asja Belec

CAREER

Officer (UPP)

APPEARANCE

Synthetic, appears as 22 year old woman, actually has 18 years of service, stoic

TALENTS

KILLER: You know where to strike to make your enemy fall and not get up. Ever. When your enemy sustains a critical injury you may switch the D66 roll so that the ones die becomes the tens die and vice versa. This talent can only be used on humans. FAST REFLEXES: You can draw two initiative cards instead of one during the initiative draw. Choose the one you want to use, and shuffle the other one back into the deck before others draw their cards.

EXPERIENCE POINTS

10 empty experience point boxes

STORY POINTS

3 empty story point boxes

TINY ITEMS

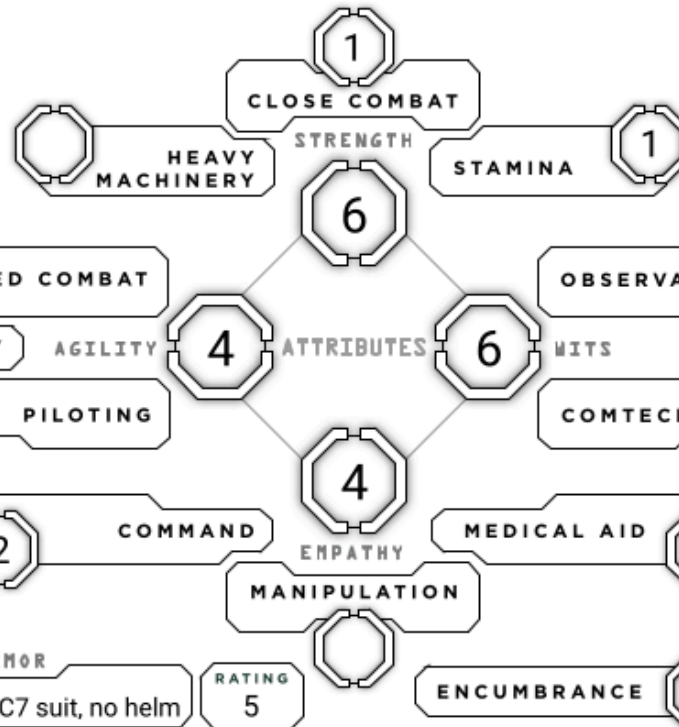
Blank box for tiny items

SIGNATURE ITEM

Blank box for signature item

GEAR

- 1: Norcomm QSZ-203 Semi-Automatic Pistol
2: Norcomm AK-104S Pulse Action Suit Gun
3: Norcomm AKP, plasma rifle
4: (reduced 1 damage for each range cat. beyond short)
5: medkit, sugical kit
6: breaching charges (4)
7: reloads (3 ea weapon)
8: combat knife, comtech tools
9:
10:



ARMOR: CCC7 suit, no helm

RATING: 5

ENCUMBRANCE

WEAPONS table with columns for weapon name, bonus, damage, and range

Table with columns for BONUS, DAMAGE, and RANGE

THE DEMETER



The Demeter (heavily modified CM-90S CORVUS frame)

Demeter is a heavily modified CM-90 Corvus frame, and can run with different armaments and fittings. For any rapid response aid/salvage/cargo vessel to have this many armaments is unusual. All armaments are as disguised as much as possible into the hull, but unmistakable at close range visually.

FTL:12

Hull:8

Signature:+0

Thrusters:+1

Armor: 6

Armaments:

400meV Particle Accelerator (+2, 4 DAM, Long Range)

Light Railgun Turret (+0, 3 DAM, Extreme Range)

Sensor Drones II, Planetfall upgrade, Class B EEV (5 person, No cryo)

Liars & Shadows

Storage Lockers Contain:

- (2) W-Y APESuits Armor 3 Air 4 SURVIVAL +3
- (1) M3 Personnel Armor Armor 6 Built-in Comm
- (2) IRC MK.50 Compression Suit Armor 2 Air 5 AGILITY -1
- (6) air filter masks and replacement filters
- (4) Hi-beam Flashlights (Removes the effect of darkness in a zone)
- (1) Binoculars (OBSERVATION +2)
- (1) Seegson System Diagnostic Device (COMTECH +2)
- (3) Personal Medkit (MEDICAL AID +2)
- (4) Neversleep Pills dose (STRESS LEVEL +1 per dose)
- (6) Hydr8tion dose (Removes Dehydration from hypersleep)
- (6) Naproleve(6) (Reduces STRESS LEVEL to zero)

Outfit a small armory for the ship. Pick 4 weapons and reloads:

#	Weapon	BON	DAM	RNG	Notes
1	SpaceSub ASSO-400 Harpoon Grappling Gun	+0	1	Medium	Armor Doubled, Single-Shot
2	AK-4047 Pulse Assault Rifle	+0	2	Long	Full Auto
1	Armat M41A Pulse Rifle	+1	2	Long	Armor Piercing, Full Auto
1	Armat Model 37A2 12 Gauge Pump Action	+2	3	Short	Armor Doubled
1	M240 Incinerator Unit	+2	1	Medium	Fire Intensity 9
1	.357 Magnum Revolver	+1	2	Medium	