

JOHNS, OFFICER



Second Officer on the USCSS Cronus

FULL NAME: Wick Johns

AGE: 47

TRAIT: Submissive

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

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

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

HEALTH: 4

GEAR: M4A3 Pistol (1 reload), key card

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

BUDDY: -

RIVAL: Clayton

TALENT: Pull Rank. See page 108.

PULL RANK

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

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

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

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

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

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

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

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

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

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

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

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

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

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



PERSONAL AGENDA

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

RELATIONSHIPS

BUDDY:
RIVAL: Clayton

STRESS LEVEL

Stress level progress bar with 10 empty boxes

HEALTH

Health progress bar with 10 boxes, 5 filled

RADIATION

Radiation progress bar with 10 empty boxes

CRITICAL INJURIES

Critical injuries text area

CONDITIONS

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

CONSUMABLES

Consumables: Air, Food, Power, Water with gauges

NAME

Wick Johns

CAREER

APPEARANCE

TALENTS

Pull Rank

EXPERIENCE POINTS

Experience points progress bar with 10 empty boxes

STORY POINTS

Story points progress bar with 3 empty boxes

TINY ITEMS

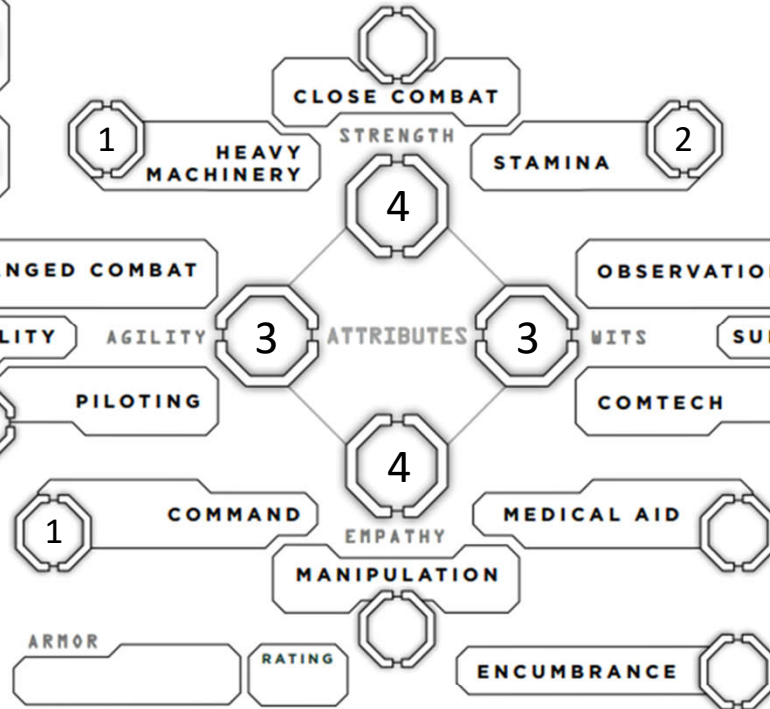
Tiny items text area

SIGNATURE ITEM

Signature item text area

GEAR

- 1: Pistol reload (x1)
2: Key card
3:
4:
5:
6:
7:
8:
9:
10:



Armor and Rating fields

Weapons section with M4A3 pistol entry

Table with columns: Bonus (+1), Damage (1), Range (Medium)

REID, COLONIAL MARINE



Security Officer on the USCSS Cronus

FULL NAME: Valerie Reid

AGE: 34

TRAIT: On Edge

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

STRENGTH 5, AGILITY 4, WITS 2, EMPATHY 3

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

HEALTH: 5

GEAR: Armat 37A2 12 Shotgun (2 reloads)

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

BUDDY: Johns

RIVAL: Flynn

TALENT: Overkill. See page 120.

OVERKILL

You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger different, more aggressive effects when you make a Panic Roll. This lets you replace the effect of a Panic Roll result of 11 or higher by the Overkill effect, if you have any enemies in sight. When triggering Overkill, you must immediately attack your enemies and you won't stop until you or all enemies in sight are Broken. Also, all other PCs in **SHORT** range of you must make an immediate Panic Roll.

```
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>>Close combat attack - // - Close Combat
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>>Burst of full auto fire - Firearm - Ranged Combat
>>Throw weapon - Thrown weapon - Ranged Combat
>>Reload - Firearm - //
>>First aid - Broken or dying victim - Medical Aid
>>Stop panic - Panicking character - Command
>>Give orders - Character who can hear you - Command
>>Persuade - Your opponent can hear you - Manipulation
>>Enter/exit vehicle - Vehicle - //
>>Start engine - Vehicle - //
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```
//FAST ACTIONS
>>FAST ACTION - PREREQUISITE - SKILL
>>Run - No enemy at Engaged range - //
>>Move through door/hatch - // - //
>>Get up - You are prone -
>>Draw weapon - // - //
>>Block attack - Attacked in close combat -//
>>Push - Enemy at Engaged range - Close Combat
>>Grapple attack - You've grappled an opponent - Close
Combat
>>Retreat - Enemy at Engaged range - Mobility
>>Aim - Ranged weapon - //
>>Seek cover - Cover in same zone - //
>>Grab the wheel - Vehicle - //
>>Drive - Vehicle - Piloting
>>Use item - Varies - Varies
```

```
//GAIN STRESS
>> You push a skill roll.
>> You fire a burst of full auto
fire (see page 62).
>> You suffer one or more points
of damage.
>> You go without sleep, food, or
water (see page 70).
>> A Scientist in your team fails
to ANALYZE something (see page
121).
>> A member of your own crew
attacks you.
>> A person nearby is revealed to
be an android.
>> You encounter certain crea-
tures or locations, as determined
by the scenario or the GM.
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//DIFFICULTY
Trivial +3
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Easy +1
Average 0
Demanding -1
Hard -2
Formidable -3
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```
//RANGE
>> Engaged Right next
to you
>> Short A few meters
away, in the same zone
as you
>> Medium Up to 25
meters away, in an
adjacent zone
>> Long Up to about 100
hundred meters (four
zones) away
>> Extreme Up to about
one kilometer
```

```
//RANGED FIRE
MODIFICATIONS FACTOR MODIFICATION
>> Aimed shot +2
>> Engaged range -3/+3
>> Short range -
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```
//TIME UNITS
DURATION / PRIMARY USE
>> Round 5-10 seconds / Combat
>> Turn 5-10 minutes / Stealth
>> Shift 5-10 hours / Recovery
```

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

```
//STEALTH
RANGE MOBILITY ROLL
>> Short (same zone) -1
>> Medium (adjacent zone) 0
>> Behind open door/hatch +2
>> Long +1
>> Extreme +3
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//MAKE PANIC ROLL IF...
>> You roll one or more on your Stress
Dice in a skill roll. If this happens, you
can't push the skill roll instead, roll
for panic.
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fering from a certain panic effect (see
the table).
>> You are pinned down by a ranged attack.
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creature that you've never seen before.
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Barely.
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and the STRESS LEVEL of all friendly PCs
in SHORT range of you, increases by one.
>>8 TREMBLE. You start to tremble uncon-
trollably. All skill rolls using AGILITY
suffer a -2 modification until your panic
stops.
>>9 DROP ITEM. Whether by stress, confu-
sion or the realization that you're all
going to die anyway, you drop a weapon or
other important item—the GM decides which
one. Your STRESS LEVEL increases by one.
>>10 FREEZE. You're frozen by fear or
stress for one Round, losing your next
point of action. Your STRESS LEVEL, and
the STRESS LEVEL of all friendly PCs in
SHORT range of you, increases by one.
>>11 SEEK COVER. You must use your next
action to move away from danger and find
a safe spot if possible. You are allowed
to make a retreat roll (see page 59) if
you have an enemy at ENGAGED range. Your
STRESS LEVEL is decreased by one, but the
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//COMMON types of COVER
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>> Shrubbery 2
>> Furniture 3
>> Door 4
>> Inner bulkhead 5
>> Outer bulkhead 6
>> Armored bulkhead 7+
```



PERSONAL AGENDA

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

RELATIONSHIPS

BUDDY: Johns
RIVAL: Flynn

STRESS LEVEL

Progress bar for stress level with 10 empty slots.

HEALTH

Progress bar for health with 10 slots, the last 5 are filled with black.

RADIATION

Grid for radiation levels with 10 empty slots.

CRITICAL INJURIES

Text area for critical injuries.

CONDITIONS

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

CONSUMABLES

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

NAME
Valerie Reid

CAREER

APPEARANCE

TALENTS

Overkill

EXPERIENCE POINTS

Progress bar for experience points with 10 empty slots.

STORY POINTS

Progress bar for story points with 3 empty slots.

TINY ITEMS

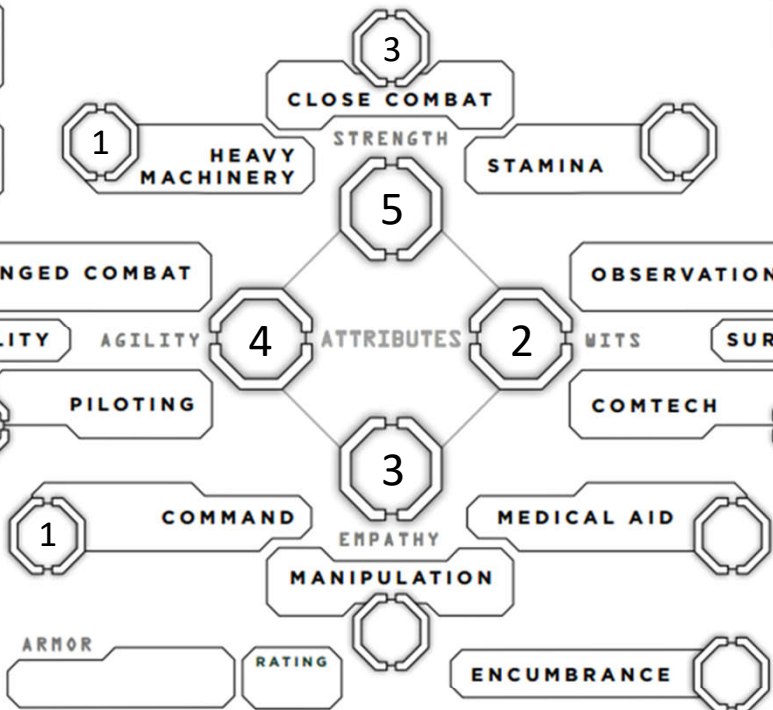
Text area for tiny items.

SIGNATURE ITEM

Text area for signature item.

GEAR

Inventory list with 10 slots. Slot 1 contains: Shotgun reload (x2).



ARMOR and **RATING** fields.

ENCUMBRANCE field.

WEAPONS section with a table for the Armat 37A2 12-gauge pump action shotgun.

BONUS	DAMAGE	RANGE
+2	3	Short

FLYNN, MEDIC



Ship Medic on the USCSS Cronus

FULL NAME: Liam Flynn

AGE: 27

TRAIT: Fearful

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

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

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

HEALTH: 2

GEAR: Personal Medkit, Surgical Kit

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

BUDDY: Cooper

RIVAL: Reid

TALENT: Compassion. See page 120.

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

```
//STEALTH
RANGE MOBILITY ROLL
>> Short (same zone) -1
>> Medium (adjacent zone) 0
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```
//COMMON types of COVER
COVER ARMOR RATING
>> Shrubbery 2
>> Furniture 3
>> Door 4
>> Inner bulkhead 5
>> Outer bulkhead 6
>> Armored bulkhead 7+
```

COMPASSION

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



PERSONAL AGENDA

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

RELATIONSHIPS

BUDDY: Cooper
RIVAL: Reid

STRESS LEVEL

Progress bar for stress level with 10 empty boxes.

HEALTH

Progress bar for health with 10 boxes, 4 of which are filled.

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 AIR, FOOD, POWER, and WATER.

NAME
Liam Flynn

CAREER

APPEARANCE

TALENTS

Compassion

EXPERIENCE POINTS

Progress bar for experience points with 10 empty boxes.

STORY POINTS

Progress bar for story points with 3 empty boxes.

TINY ITEMS

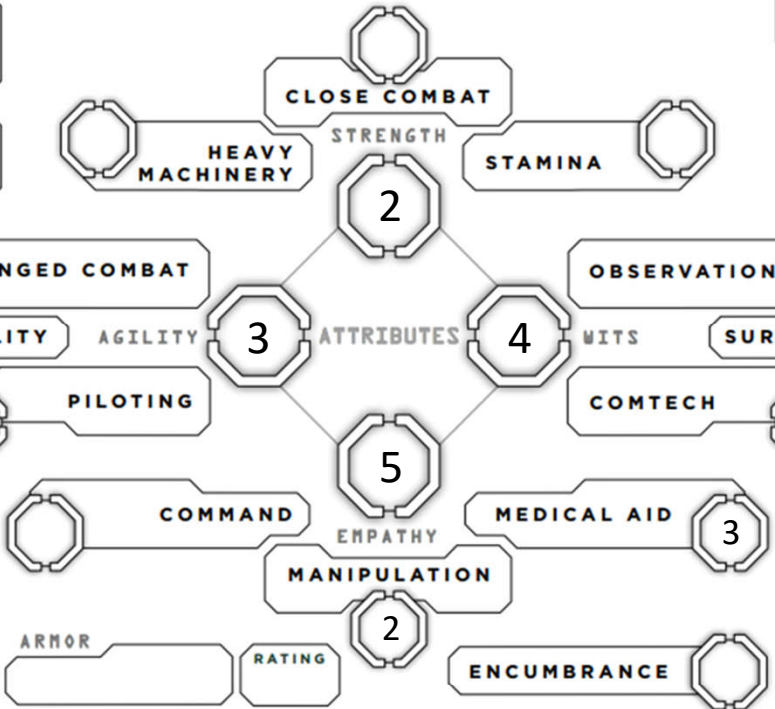
Text area for tiny items.

SIGNATURE ITEM

Text area for signature item.

GEAR

- 1: Personal medkit
2: Surgical kit
3:
4:
5:
6:
7:
8:
9:
10:



ARMOR and RATING fields.

WEAPONS table with columns for Bonus, Damage, and Range.

ENCUMBRANCE field.

COOPER, SCIENTIST



Chief Scientist on the USCSS Cronus

FULL NAME: Daniel Cooper

AGE: 53

TRAIT: Rational

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

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

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

HEALTH: 2

GEAR: Personal data tablet

PERSONAL AGENDA: To make sure the 26

Draconis Strain does not become a threat to human civilization.

BUDDY: Flynn

RIVAL: Clayton

TALENT: Analyze. See page 121.

ANALYSIS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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



PERSONAL AGENDA

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

RELATIONSHIPS

BUDDY: Flynn
RIVAL: Clayton

STRESS LEVEL

Progress bar for stress level with 10 empty slots.

HEALTH

Progress bar for health with 10 slots, 5 of which are filled.

RADIATION

Progress bar for radiation with 10 empty slots.

CRITICAL INJURIES

Text area for recording critical injuries.

CONDITIONS

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

CONSUMABLES

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

NAME

Daniel Cooper

CAREER

APPEARANCE

Text area for describing appearance.

TALENTS

Analyze

EXPERIENCE POINTS

Progress bar for experience points with 10 empty slots.

STORY POINTS

Progress bar for story points with 3 empty slots.

TINY ITEMS

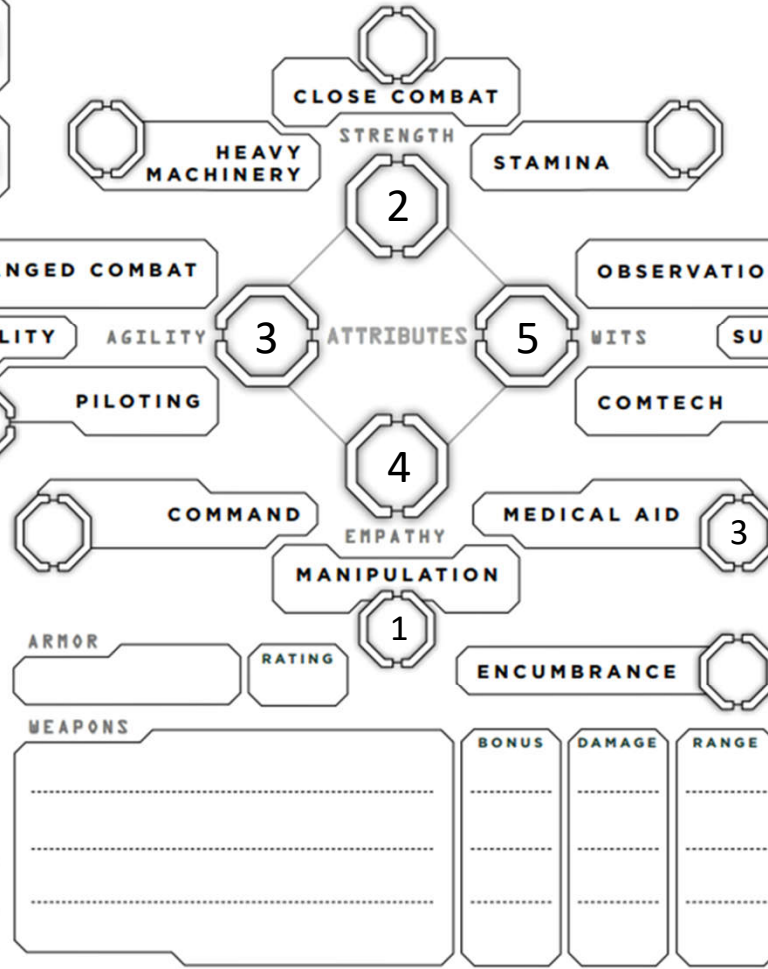
Text area for recording tiny items.

SIGNATURE ITEM

Text area for recording a signature item.

GEAR

Table for recording gear items with columns for item name, bonus, damage, and range.



CLAYTON, COMPANY AGENT



Corporate Liaison on the USCSS Cronus

Full Name: Lori Clayton

Age: 42

TRAIT: Ruthless

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

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

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

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

HEALTH: 2

GEAR: M4A3 Pistol (2 reloads), key card

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

BUDDY: -

RIVAL: Cooper

TALENT: Personal Safety. See page 112.

PERSONAL SAFETY

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

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

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

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

//DIFFICULTY

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

//RANGE

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

//RANGED FIRE MODIFICATIONS FACTOR MODIFICATION

>> Aimed shot +2
>> Engaged range -3/+3
>> Short range -
>> Medium range -1
>> Long range -2
>> Extreme range -3

//TIME UNITS

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

//SNEAK ATTACKS&AMBUSHES

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

//STEALTH

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

//MAKE PANIC ROLL IF...

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

//PANIC ROLL

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

RESULT / EFFECT

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>>15 or over CATATONIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

//COMMON types of COVER

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



PERSONAL AGENDA

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

RELATIONSHIPS

BUDDY: _____
RIVAL: Cooper

STRESS LEVEL

Progress bar with 10 empty boxes

HEALTH

Progress bar with 10 boxes, 5 filled with black

RADIATION

Grid of 10 empty boxes

CRITICAL INJURIES

Text area with a dotted line

CONDITIONS

Checklist for STARVING, DEHYDRATED, EXHAUSTED, FREEZING with checkboxes

CONSUMABLES

Progress bars for AIR, FOOD, POWER, WATER

NAME
Lori Clayton

CAREER

APPEARANCE

TALENTS

Personal Safety

EXPERIENCE POINTS

Progress bar with 10 empty boxes

STORY POINTS

Progress bar with 3 empty boxes

TINY ITEMS

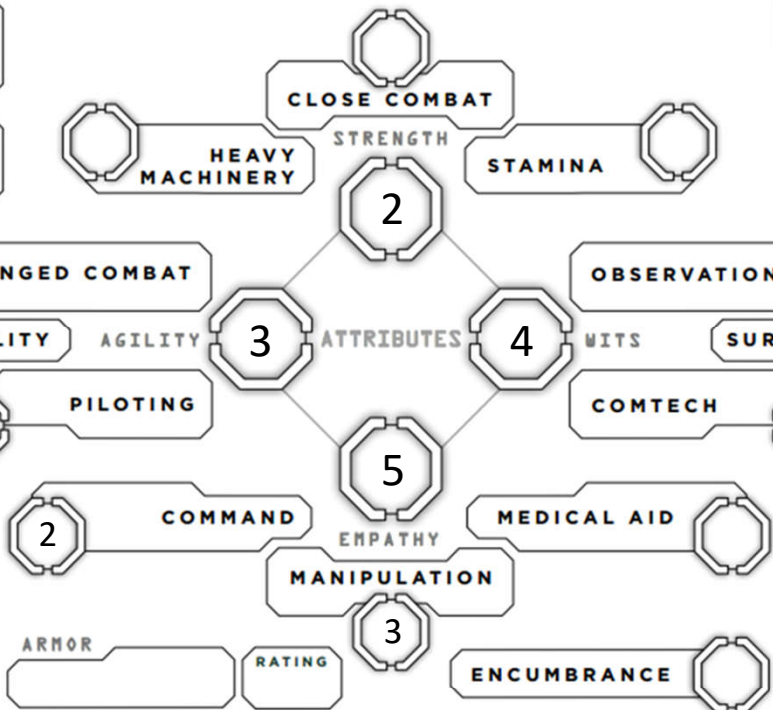
Text area for tiny items

SIGNATURE ITEM

Text area for signature item

GEAR

- 1: Pistol reload (x2)
- 2: Key card
- 3: _____
- 4: _____
- 5: _____
- 6: _____
- 7: _____
- 8: _____
- 9: _____
- 10: _____



ARMOR _____ RATING _____

WEAPONS
M4A3 pistol

BONUS	DAMAGE	RANGE
+1	1	Medium