

//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

//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

//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

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

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

>> Large target +2
 >> Small target -2
 >> Dim light -1
 >> Darkness -2

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 >>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+

MILLER, OFFICER



Captain of the USSC Montero
 FULL NAME: Vanessa Miller
 AGE: 46
 TRAIT: Thrifty

TALENT:

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 success-

You're tired of being a corporate cog and want out. If you could finally get enough money to get your own ship, you could start controlling your own destiny on the Frontier. The company has offered you a lease-to-buy option on the *Montero*, but that doesn't make any sense unless you can afford to overhaul her for better cargo runs. Without an engine upgrade to allow her to tractor bigger loads, you are losing thousands of dollars every day. You need to find a way to make enough money to lease the *Montero* and upgrade her, or, better yet, go independent and replace her with a newer ship.

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 5

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

HEALTH: 4

SIGNATURE ITEM: Jacket patch with Weyland-Yutani logo

BUDDY: Davis

RIVAL: Wilson

ful, 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.



PERSONAL AGENDA

[Empty box for Personal Agenda]

RELATIONSHIPS

BUDDY: *DAVIS*

RIVAL: *WILSON*

STRESS LEVEL

[Stress level progress bar with 10 empty slots]

HEALTH

[Health progress bar with 10 slots, 4 filled]

RADIATION

[Radiation progress bar with 10 slots]

CRITICAL INJURIES

[Empty box for Critical Injuries]

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

[Condition progress bars]

CONSUMABLES

AIR, FOOD, POWER, WATER [Progress bars]

NAME

VANESSA MILLER

CAREER

OFFICER

APPEARANCE

[Empty box for Appearance]

TALENTS

PULL RANK

[Empty box for Talents]

EXPERIENCE POINTS

[Experience points progress bar with 10 empty slots]

STORY POINTS

[Story points progress bar with 3 empty slots]

TINY ITEMS

[Empty box for Tiny Items]

SIGNATURE ITEM

JACKET PATCH WITH W-Y LOGO

GEAR

[Gear list with 10 numbered slots]

CLOSE COMBAT

STRENGTH

4

HEAVY MACHINERY

STAMINA

RANGED COMBAT

1

MOBILITY

1

AGILITY

3

ATTRIBUTES

2

WITS

SURVIVAL

2

COMTECH

2

PILOTING

3

COMMAND

EMPATHY

MEDICAL AID

1

MANIPULATION

ARMOR

RATING

ENCUMBRANCE

8

WEAPONS

[Weapons list table]

BONUS

DAMAGE

RANGE

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 >> Armored bulkhead 7+

DAVIS, PILOT



Pilot of the USSC Montero
 FULL NAME: Leah Davis
 AGE: 27
 TRAIT: Adrenaline Junkie

Safety limits? Those are lies. Any vehicle or piece of equipment can be pushed past the red line and still work fine. You do it as often as you can, just to keep from getting bored. Unfortunately, daily routines are never that exciting, and that's why you've developed a little stimulant problem. Your Weyland-Yutani prescription has just about run out, and you need to get some more fast. You'll do just about whatever it takes keep yourself from crashing, even if it puts you in danger. Whether it's an adrenaline rush or substance abuse, all that matters to you is that you are flying high.

DRUG ADDICT: You must use some form of stimulant every Shift, or your STRESS LEVEL increases by one. You cannot relieve Stress (see page 68) without consuming a drug.

STRENGTH 2, AGILITY 5, WITS 3, EMPATHY 4

SKILLS: Heavy Machinery 1, Ranged Combat 2, Mobility 2, Piloting 3, Observation 2

HEALTH: 2

SIGNATURE ITEM: Pill bottle, almost empty

BUDDY: Miller

RIVAL: -

TALENT:

RECKLESS

As a Pilot, 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.



PERSONAL AGENDA

[Empty text box for personal agenda]

RELATIONSHIPS

BUDDY: MILLER
RIVAL:

STRESS LEVEL

[Stress level progress bar with 10 empty slots]

HEALTH

[Health progress bar with 10 slots, 5 filled]

RADIATION

[Radiation progress bar with 10 slots]

CRITICAL INJURIES

[Empty text box for critical injuries]

CONDITIONS

STARVING []
DEHYDRATED []
EXHAUSTED []
FREEZING []

CONSUMABLES

AIR [] FOOD []
POWER [] WATER []

NAME

LEAH DAVIS

CAREER

PILOT

APPEARANCE

[Empty text box for appearance]

TALENTS

RECKLESS
[]
[]

EXPERIENCE POINTS

[Experience points progress bar with 10 empty slots]

STORY POINTS

[Story points progress bar with 3 empty slots]

TINY ITEMS

[Empty text box for tiny items]

SIGNATURE ITEM

PILL BOTTLE, ALMOST EMPTY

GEAR

1: []
2: []
3: []
4: []
5: []
6: []
7: []
8: []
9: []
10: []



ARMOR [] RATING []

ENCUMBRANCE [4]

WEAPONS []
[]
[]

BONUS	DAMAGE	RANGE
[]	[]	[]
[]	[]	[]
[]	[]	[]

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 >> Armored bulkhead 7+

RYE, ROUGHNECK



Your job sucks. Practically everyone on this ship gets paid more than you for doing nothing. You want to do less work and get paid more for it. Your younger brother back on Earth is chronically ill, and your family keeps begging you to send more money to support them. If there's a way to increase your shares on this run, you'll do it. Loyalty doesn't pay the bills, so if you have to flip on someone to make more money, so be it. Desperate times call for desperate measures.

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 3

SKILLS: Heavy Machinery 1, Stamina 2, Mobility 2, Comtech 3, Medical Aid 2

HEALTH: 4

SIGNATURE ITEM: Worn photo of your brother

BUDDY: Cham

RIVAL: Miller

Technician on the USSCS Montero

FULL NAME: Kayla Rye

AGE: 23

TRAIT: Bitter

TALENT:

THE LONG HAUL

You've seen it and done it all before. Nothing may ignore all from a single roll. surprises you anymore. Once per Act, you



PERSONAL AGENDA

[Empty text box for personal agenda]

NAME

KAYLA RYE

CAREER

ROUGHNECK

APPEARANCE

[Empty text box for appearance]

TALENTS

THE LONG HAUL

[Empty text box for talents]

RELATIONSHIPS

BUDDY: CHAM

RIVAL: MILLER

STRESS LEVEL

[10 empty square boxes for stress level]

HEALTH

[10 square boxes for health, 5 are filled]

RADIATION

[2x5 grid of square boxes for radiation]

CRITICAL INJURIES

[Empty text box for critical injuries]

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

[4 square boxes for conditions]

CONSUMABLES

AIR

FOOD

POWER

WATER

[4 octagonal icons for consumables]

EXPERIENCE POINTS

[10 empty square boxes for experience points]

STORY POINTS

[3 empty square boxes for story points]

TINY ITEMS

[Empty text box for tiny items]

SIGNATURE ITEM

WORN PHOTO OF YOUR BROTHER

GEAR

[List of 10 gear slots for equipment]

CLOSE COMBAT

STRENGTH

4

HEAVY MACHINERY

1

STAMINA

2

RANGED COMBAT

MOBILITY

2

AGILITY

3

ATTRIBUTES

WITS

4

SURVIVAL

OBSERVATION

3

COMTECH

3

COMMAND

EMPATHY

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MEDICAL AID

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MANIPULATION

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ENCUMBRANCE

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ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE

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 >> 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
 >>b 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+

CHAM, ROUGHNECK



Cargo Handler on the USCSS Montero

FULL NAME: Lyron Cham

AGE: 32

TRAIT: Loyal

TALENT:

TRUE GRIT

Life on the Frontier is a constant struggle. Luckily, you have what it takes to overcome anything that comes your way. You can push

You grew up alone. Your parents sold power loaders on the frontier for a living, and did not have much time for you. Hopping from colony to colony also meant you never were in any place long enough to make real friends. This crew is the closest thing to a family you've ever had—dysfunction and all. You would do anything to protect them, even put yourself at risk.

STRENGTH 5, AGILITY 3, WITS 2, EMPATHY 4

SKILLS: Heavy Machinery 3, Close Combat 2, Stamina 2, Observation 1, Survival 1, Comtech 1

HEALTH: 5

SIGNATURE ITEM: Rosary

BUDDY: Rye

RIVAL: -

any skill roll based on STRENGTH twice, not just once like other characters. Each push increases your STRESS LEVEL by one.



PERSONAL AGENDA

[Empty text box for Personal Agenda]

RELATIONSHIPS

BUDDY: RYE
RIVAL:

STRESS LEVEL

[10 empty stress level boxes]

HEALTH

[10 health boxes, 4 are filled]

RADIATION

[12 radiation boxes]

CRITICAL INJURIES

[Empty text box for Critical Injuries]

CONDITIONS

STARVING []
DEHYDRATED []
EXHAUSTED []
FREEZING []

CONSUMABLES

AIR [] FOOD []
POWER [] WATER []

NAME

LYRON CHAM

CAREER

ROUGHNECK

APPEARANCE

[Empty text box for Appearance]

TALENTS

TRUE GRIT

EXPERIENCE POINTS

[10 empty experience point boxes]

STORY POINTS

[3 empty story point boxes]

TINY ITEMS

[Empty text box for Tiny Items]

SIGNATURE ITEM

ROSARY

GEAR

1:
2:
3:
4:
5:
6:
7:
8:
9:
10:

STRENGTH

5

CLOSE COMBAT

2

HEAVY MACHINERY

3

STAMINA

2

ATTRIBUTES

3

RANGED COMBAT

[]

MOBILITY

[]

AGILITY

PILOTING

[]

COMMAND

[]

EMPATHY

4

MANIPULATION

[]

WITS

2

COMTECH

1

SURVIVAL

1

OBSERVATION

1

MEDICAL AID

[]

ARMOR

[Empty armor box]

RATING

ENCUMBRANCE

10

WEAPONS

[Empty weapons table]

BONUS

DAMAGE

RANGE


```
//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

//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

//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

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

```
//RANGED FIRE
MODIFICATIONS FACTOR MODIFICATION
>> Aimed shot +2
>> Engaged range -3/+3
>> Short range -
>> Medium range -1
>> Long range -2
>> Extreme range -3
>> Large target +2
>> Small target -2
>> Dim light -1
>> Darkness -2
```

```
//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.
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>>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+
```

WILSON, COMPANY AGENT



You've been embedded with the *Montero* crew for a good six months now, evaluating their performance to see if the ship and crew should be scrapped and fired or promoted and given a new ship. You've actually come to like this motley assortment, but there is no room for advancement in this work. Now, a special order has come your way, and you finally see your chance to climb. You pull this off and you can parlay it into a fortune.

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 5

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

HEALTH: 2

SIGNATURE ITEM: Access keycard

BUDDY: -

RIVAL: Miller

Corporate liaison on the USSCS *Montero*

FULL NAME: John J. Wilson

AGE: 43

TRAIT: Ambitious

TALENT:

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.



PERSONAL AGENDA

[Empty text box for Personal Agenda]

RELATIONSHIPS

BUDDY: _____
RIVAL: MILLER

STRESS LEVEL

[10 empty square boxes for Stress Level]

HEALTH

[10 square boxes for Health, some filled]

RADIATION

[2x5 grid of square boxes for Radiation]

CRITICAL INJURIES

[Empty text box for Critical Injuries]

CONDITIONS

STARVING []
DEHYDRATED []
EXHAUSTED []
FREEZING []

CONSUMABLES

AIR [] FOOD []
POWER [] WATER []

NAME
JOHN J. WILSON

CAREER
COMPANY AGENT

APPEARANCE
[Empty text box]

TALENTS

PERSONAL SAFETY

EXPERIENCE POINTS

[10 empty square boxes for Experience Points]

STORY POINTS

[3 empty square boxes for Story Points]

TINY ITEMS

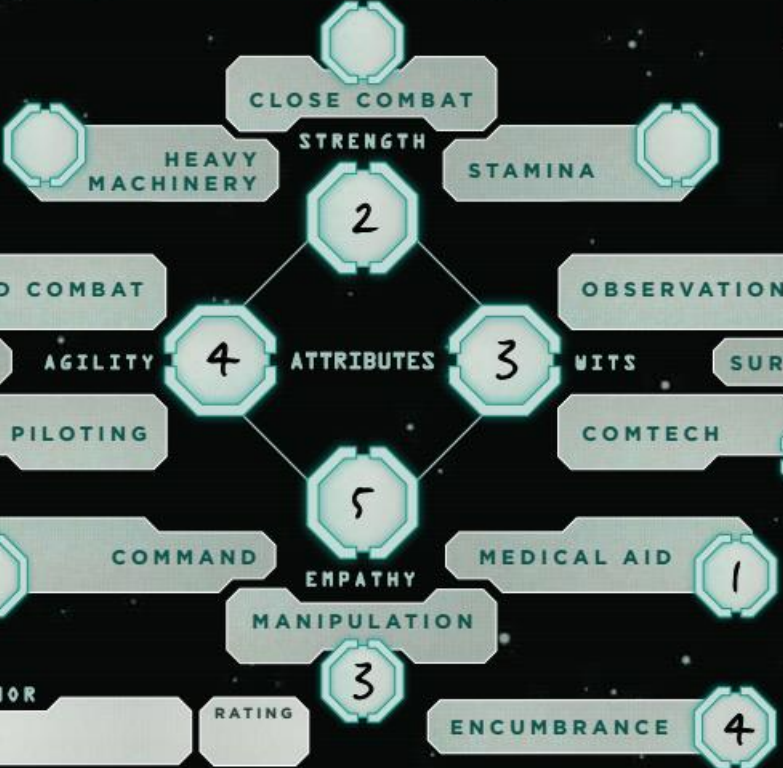
[Empty text box for Tiny Items]

SIGNATURE ITEM

ACCESS KEYCARD

GEAR

1: _____
2: _____
3: _____
4: _____
5: _____
6: _____
7: _____
8: _____
9: _____
10: _____



ARMOR [] RATING []

WEAPONS

BONUS	DAMAGE	RANGE
_____	_____	_____
_____	_____	_____
_____	_____	_____