

USCM

RULES - PART 2

This is a complement to the main rules. Contents are descriptions of advantages, traits, certificates etc. needed to create or improve characters.

Character properties

There are 3 types of properties which can be chosen to help make your character unique. Advantages and disadvantages are bought for XP, the cost is given within parenthesis after the name. Traits can only be picked at character creation time and have no cost, instead they have a mixed effect which is always both good and bad.

To pick a property you must meet the requirements (Req), meaning you have at minimum the value listed for every required skill. The ones marked "Background" can only be picked at character creation, like the traits, and can not be selected later.

Disadvantages have a negative cost meaning you receive that many XP to spend on other things when you pick it. The GM should limit players from picking too many disadvantages at once and also reject any combinations that are not plausible in their game setting even if not explicitly forbidden by the rules.

In addition to being picked by the player disadvantages can also be had as a result of in-game events like serious injuries. When receiving a disadvantage this way you are not compensated with any XP for it.

Advantages

2nd in Command (3)

You are the perfect support for any commander. Your excellent cooperation skills add +1 bonus to the commanders leadership rolls when you are second in command (the next highest rank in the squad).

Req: Charisma 2

Access to the files (1)

If there is secret information known by your immediate superior but not told to the squad you will get this from the GM before the mission. It is up to you to share this with the rest of the squad.. or not.

Req: Staff Sergeant, Computer Operation 4

Alert (2)

You are always on your guard which give you +1 Awareness Point.

Req: Per 2

Authority (4)

You have a natural authority giving you +2 Leadership Points.

Req: Sergeant

Aye, aye skipper! (4)

You have been on the sea, as hobby or profession, before joining the corps. This gives you +2 bonus to Boat and Swimming.

Req: Background, Boat 2, Swimming 2

Avid Hunter (4)

As a hunter you are used to woodland environments and especially to move undetected in them. You get +2 bonus to Stealth and Outdoorsman in forest environment.

Req: Background, Outdoorsman 2, Shotgun 3, Sniper Rifle 3

Baseball Player (3)

You love the ancient American sport baseball and is also a practitioner. This gives you +2 bonus to Throwing and +1 bonus to Melee Weapons if you are using a baseball bat.

Req: Background

Been there, done that (2)

You have done it all seen it all in the corps and finished your contract long ago. The only reason you are still here is because this is your life and everything you know by now. But what you know is valuable to the younger recruits. Once every mission you can give advice to another squad member with rank below sergeant, they will then receive an additional 2XP after the mission.

Req: 20 missions, Age 28, PoW and another medal worth glory 4 or more.

Bilingual (6)

You grew up with two languages. Pick another language to speak as well as your selected native tongue.

Req: Background

Blood Brothers (2)

You have been through things together which made you friends for life. Regardless what happens you know you can trust each other. You would die for your friend and you know the reverse is true. When you are on the same mission both get +1 AP, +1 LP and +1 Fear Limit. if one of you should die the advantage disappears.

Req: Must be picked together with another character.

Bodyguard (1)

Your training in personal protection has made you aware of potentially dangerous situations. If you are on your guard (have used AP) then you get +1 bonus on rolls to spot any ambush or similar danger. When combat starts you also always have +2 bonus on any skill roll if your first action is protecting someone else.

Req: Psyche 4, Perception 3

Brilliant Actor (3)

You wanted to be an actor but no one saw your potential and you had to change career. You can still play out various roles convincingly and get +2 bonus on any roll to do this or for lying without raising suspicions.

Req: Background, Charisma 4

Brown Noser (4)

You have +1 Charisma when around someone with higher rank than yourself and for purposes of getting promoted (still counts as max 5). You also have a tendency of managing to not be included most nonjudicial punishments given to the rest of the squad or platoon.

Catnapper (3)

Happiness consists in getting enough sleep. Just that, nothing more - Heinlein

Having a drill sergeant from hell during your boot camp has given you the ability to fall asleep anywhere, even if just for a few minutes. You also have good control over how long you sleep. This makes you recover an additional EP per day and also once per day one AP if your commander is holding a briefing which includes drawing on a map.

Req: Psy 4, Not Nightmares, Not Maintenance Fanatic

Cautious (4)

You are the rare exception of a soldier both following safety instructions and having a healthy respect for things that can go boom. This allows you to ignore critical failures in skills:

Demolition, Traps&Mines and Mortar. The critical failure instead count as a normal dice roll, eg. 2 when rolling double 1.

Req: Not Jinxed or any property titled "Reckless".

Certification Course (2)

You went through the training to receive an official document certifying you in a skill. This advantage can be bought multiple times to get a certificate not normally used by your unit – if you meet the requirements for it.

Req: 1 mission

Coal Lungs (1)

Dirty air never troubled you and you have a natural resistance to things you breathe (+2 bonus to End, Tou). You can stay in heavy smoke or tear gas much longer than others, but still shouldn't try your luck with things like nerve gas. The day you retire from the corps tobacco companies would want to hire you as test subject.

Req: Background

Combat Drop Wings (1)

You have been in real parachute insertions and know how to handle yourself in the air. You get +1 bonus to Parachute and take no Fear Points for being fired upon during the jump.

Req: Parachute Wings (certificate) and one combat mission where you jumped

Construction Worker (3)

Your past includes working in construction. This gives you +3 bonus on Demolition when applied to demolishing buildings.

Req: Background, Strength 3, Exoskeleton Truck 3

Crack Driver (3)

You have experience from race driving giving you +2 bonus to Driving: Small Vehicles when doing it at high speed.

Req: Background, Driving: Small Vehicles 4

Cross Country Driver (3)

You are a natural at driving through terrain and have +2 bonus doing this with any wheeled or tracked vehicle (not necessarily a large one).

Req: Driving: Large Vehicles 3

Die bastards! (2)

When firing on full auto and also shouting something like "Die bastards!" or similar you get another D10 hit dice for every Psycho Point you have up to max 5.

Req: 1 Psycho Point

Doubletap (3)

With a pistol you can fire two single shots in the same action (using the same skill roll). If you hit both shots hit the same body area, but the detailed body part is rolled separately.

Req: Pistol 4, Reaction 3

Efficient Packing (2)

You know exactly how to pack your equipment in the best way making it easier to carry.

Carry Capacity is increased +5 kg.

Req: 3 missions

Farmer Family (3)

Growing up in a rural farming community gave you not only a special accent but also useful skills. You get +1 bonus to Shotgun and +3 bonus to Science when applied to farming or terraforming. You may always roll a D4 for Science within those areas even if you don't have the skill.

Req: Background, Outdoorsman 2, Driving: Large Vehicles 2, Animal handling 2

Fixer (5)

You know the right channels for acquiring useful things, even if not included on the official equipment list or even legal. After all there are things that may come in handy but you may not want to ask the Lieutenant for.

Req: Background

Gun Nut (2)

You like weapons and prefer to always carry more than one. The bigger caliber the better, silencers are for wimps. You can always identify weapons by sight and will know all the facts like muzzle velocity, clip size etc. You get +1 bonus on any roll to repair or modify weapons.

Hardened Veteran (4)

Your equipment shows some wear and tear, not in a way that affect it for any practical purposes, rather in a way that signals it has been through some hard use. Like the squad leader can roll Leadership to remove Fear points from the squad you may use your own LP to roll for Psyche to remove FP only from yourself.

Req: 10 missions, PH

Hawk Eye (2)

Your attention and perfect eyesight gives you +1 Awareness Point. You also get +1 bonus to rolls for spotting at long distances.

Req: 1 mission, Per 4

Hunter's Mark (0)

Req: Cannot be picked, only given out by the GM.

Impressive Stature (1)

Hudson: Hey Vasquez, have you ever been mistaken for a man?

Vasquez: No, have you?

You carry an aura which would make most people back out of a brawl against you. Any human attacking you in close combat must roll Psyche (difficulty 4) to not hesitate and automatically lose the initiative (even if ambushing).

Req: Str 4, Tou 4

Iron-fist (2)

You got natural KO power adding +1 damage and +1 max damage to any hit with your fists.

Req: Strength 3

I've been through worse (2)

The first time each mission when you roll for your toughness you get +1 bonus.

Req: Purple Heart

Jungle Jim (2)

When you are in jungle you become one with it. Mud, leaves and insects covering you doesn't bother you at all and regardless of how advanced technical equipment (except motion trackers) is being used to detect you always add +2 to the difficulty. The same applies to dogs tracking you.

Req: Outdoorsman 3

Kendoka (2)

You have +1 bonus using a katana. Your katana may also count as a "secondary weapon" despite not being a one handed weapon.

Language (3)

Choose a language you have learned. You speak it with noticeable accent, but can otherwise communicate fully. May be selected several times for different languages.

LARP Fighter (3)

Using any form of european medieval close combat weapon gives you +1 to Melee Weapons. A regular knife or axe works as well as longsword or spear. Sable or katana won't count. You also get +1 bonus for Tou in close combat or against thrown projectiles when using a shield (may also be a modern riot shield).

Req: Background

Leading from the front (4)

"A piece of spaghetti or a military unit can only be led from the front end" -George S. Patton

As long as you are leading the charge and is the first one through doors, first out of the APC etc. your squad won't take any Fear Points from the combat. This doesn't apply to you, you take FP as normal.

Req: Sergeant

Let's Rock! (1)

Vasquez: LET'S ROCK! – Aliens

Firing on auto consumes double the amount of ammunition but you also get +1 bonus on the skill roll.

Req: 1 mission

Lucky Bastard (5)

You are lucky under fire not targeted specifically at you like covering fire or random fire directed at the squad. The downside is that someone else will take the bullets you dodge. For any random hit you take there is a 50% chance the squad member closest to you will take it instead. Any shots directed specifically at you follow normal rules. If you ever receive a Purple Heart you lose this advantage.

Req: 1 mission, Not PH

Machete (3)

When using a machete or big Rambo-style knife (not sword) you get +1 bonus to Melee Weapons. Getting a kill with such a weapon will earn you an extra Cool Point.

Maestro (1)

You have a talent for classical singing.. or think you do. Regardless you can drive people nuts by some basic warmup notes. Everyone who can hear you must make a Psy roll against your Cha roll to not lose their temper or concentration on what they are doing. you only roll once, everyone else use your result as difficulty.

Maintenance Fanatic (1)

You can spend hours polishing every little piece when doing firearm maintenance. Nothing is left to chance, your weapons are in perfect condition. This makes your guns immune to weapon malfunctions and may even make them able to fire a few more rounds before overheating.

Req: Not Catnapper

Marathon Man (4)

Your long distance running increases Exhaustion Limit +2.

Martial Artist: Grappler Style (3)

You practiced some form of jiu-jitsu, judo or wrestling. When you are in grappling you get +2 bonus to Unarmed and have no max damage limit.

Req: Unarmed 3

Martial Artist: Standup Style (3)

You practiced some form of karate, kickboxing or other standup style. In close combat (non-grappling) you get +2 bonus to Unarmed and you can choose to take the first hit you receive to your head to a forearm instead.

Req: Unarmed 3

Mule (3)

You will stubbornly put one foot in front of the other no matter how heavy your load is. Carry Capacity +5 kg and Combat Load +1 kg.

Req: Endurance 4, Psyche 4, Not Hunchback

Natural Leader (2)

You are a natural leader of others and get +1 Leadership Point.

Req: Background

Ninja (4)

The night is your domain. In darkness you get +1 bonus on Stealth, Camouflage and Dexterity rolls. You also get one extra cool point for sneaking up on enemies and making a close combat attack from behind.

Req: Not Fear of the dark

Nintendo Kid (3)

You get +1 bonus to Missiles in general and also for using any other weapon on a dropship. You have mad skillz at console games.

Req: Background, Reaction 4

Odd Metabolism (1)

You can go without food for a day without even noticing and because of this also not suffering any negative modifiers from it. If not eating for a second day within a week you suffer penalties just like normal.

Offhand Shooter (1)

You practiced shooting with both hands and suffer no penalties from using the wrong hand/shoulder. This does not make you any better at using two weapons simultaneously.

Req: Dexterity 4

Psychological Therapy (3)

You will go through a thorough psychological therapy to address problems accumulated in your duty. This removes one Psycho Point but can only be done once between missions you go on.

Req: If you have Psycho related properties you must still meet the requirements for them after the therapy.

Psychotic Stare (2)

You can stare someone in the eyes like no sane person would. By making eye contact you can give the other person D4 Fear Points. It can not be used against the same target again until the fear from last time is gone.

Req: 2 or more Psycho Points

Rise and shine (1)

All right, sweethearts, what are you waiting for? Breakfast in bed? – Apone, Aliens

You have no problems waking up come morning. Regardless of how tired you are you won't suffer any negative modifications from EP the first hour after waking (or on the first marching roll if you start walking within the first hour). You don't suffer the negative effects from having recently woken from cryo-sleep.

Scarred Veteran (2)

Being shot doesn't scare you much any more, just part of the job description. You don't take any Fear Points from being injured.

Req: 10 missions, PH

Secondary Weapon (3)

I like to keep this handy for close encounters. – Hicks, Aliens

You may carry a smaller firearm or close combat weapon as your chosen backup weapon (eg. shotgun, SMG, pistol or knife). You can draw this weapon instantly but must be able to do so and use it one-handed. If your main weapon fails you can just continue using the secondary next action. In close combat you will draw it at the beginning of a combat round.

Req: Reaction 4

Shake n' Bake Colonist (3)

Life at a remote colony taught you to make do with limited resources. +1 bonus to Outdoorsman and Mechanic.

Req: Background

Sniper mentality (1)

You can remain motionless on your spot for hours waiting for the moment. When waiting for a shot AP:s you spend are effective for double the normal time and you are not psychologically affected by bad weather conditions.

Req: 3 missions, Psyche 4, Outdoorsman 3, Camouflage 3

Spiderman (2)

+1 bonus to Scaling, Dexterity and Endurance when rolling for climbing or landing after a fall.

Squad Leader (4)

You were made squad leader among your peers at boot camp. This gives you +1 Leadership Point and sets your starting rank to Lance Corporal.

Req: Background, Cha 3

Stiff upper lip (2)

You are the type of leader who doesn't show weakness or much emotion in front of your squad. You have +1 bonus on your leadership rolls until fail one or your uniform get dirty.

Req: Corporal

Streetfighter (2)

Your experience from the street has made sure you never hesitate when a fight is on. You always win the initiative in the opening round of close combat – unless your opponent is also a streetfighter, then you roll as normal. Only applies when initiative is normally rolled, so not if surprised by an ambush.

Surgeon (2)

You are not a doctor but you are trained for field surgery and can perform simpler procedures to hopefully stabilize someone long enough so they can be evacuated out of the combat zone. As long as you have access to medical equipment you have +2 bonus when performing surgery.

Req: Medical 5, First Aid 4, Science 3

Tech Geek (3)

You love tech stuff and always want the latest versions of all the cool items. You get +1 bonus on Electronics and Computer Operation.

The Big Five (1)

You faced and survived them all. You have +1 Fear Limit and can get a Cool Point each mission by telling a story of your past adventures (no requirements on it being true).

Req: You must have met all five during missions

Thick-skulled (4)

For some reason your head can withstand a lot of violence giving you +2 bonus on all Toughness rolls for blunt damage to the head and pressure damage.

Req: Psy < 3

Tough (6)

You are naturally tough and get +1 bonus when rolling Toughness against damage.

Req: End 4

Tunnel Rat (3)

You may have worked as a ventilation duct cleaner at some point. You are comfortable in small confined spaces and have no problems turning around in them or accessing your equipment. You never take Fear Points from being enclosed in small spaces.

Req: Dex 3, Str < 4

Truck Driver (2)

You once worked as a long distance truck driver. When driving large vehicles your AP are effective for double the normal time and critical failures can be ignored if the vehicle is a truck.

Req: Background, Driving: Large Vehicles 3, Mechanic 2

Trusted Leader (2)

If your leadership roll to remove fear is successful the soldiers in your squad may remove one extra FP.

Req: Sergeant, Psyche 3

Ultimate Badass (3)

Many claim to be, you are it. All your rolls on the fear table is modified by -2. You also ignore minor injuries during a foot march. Other members of your squad get +1 AP and +1 Exhaustion Limit as long as you are with them.

Req: Master Sergeant

Walking Christmas Tree (3)

Your collection of medals will impress anyone, even the dice gods. On every mission you have two free Cool Points to use just for that mission. You cannot save them like CP you receive normally, the free ones are lost again if not used.

Req: 12 total Glory Points from medals

Womanizer/Femme Fatale (3)

"Looks like you won some hearts and minds, sir. And some tongue." - Generation Kill

The opposite sex is naturally attracted to you. How you make use of that is up to you.

Req: Charisma 4

1337 h4xx0r (3)

Your level of computer experience can only be had at the cost of ignoring needs for food, sleep and sunlight during your teenage years. Your Endurance counts as 2 levels higher for surviving starvation and you have +2 bonus on rolls to gain access into computer systems.

Req: Background, Computer Operation 4, Computer Systems 3

Disadvantages

Absent-minded (-4)

You will often misplace your belongings or forget to bring them to begin with. Roll a dice once per day to determine one object in your inventory that is now missing.

Alcoholic (0)

You need alcohol to get through the working day. At least a little sip, especially if going on a dangerous mission. Being an alcoholic is grounds for a dishonorable discharge from the corps if discovered by superior officers. You have Endurance Limit -1. Fear Limit -2 when sober.

Other effects determined by intoxication level. If you go through rehabilitation the disadvantage is replaced with Former Alcoholic.

Req: May not be picked

Bad aura (-2)

Something about you is making people uncomfortable in your presence. Dogs will growl and cats avoid you. All psycho table rolls for members of your squad get +2.

Blabbermouth (-1)

The gift of speech is given to many, Intelligence to few.

You tend to constantly blabber about anything, latest sports results, what you did yesterday or the mission at hand. You can never keep radio communication short and efficient.

Req: Charisma 3

Canary (-1)

Somehow you always become the volunteer if no one else steps forward by their own initiative. You tend to get the one man jobs like fetching something or crawl through the air ducts to bring a new dropship by remote control.

Compulsive Gambler (-1)

If you have money and opportunity you will gamble. If you don't have money you borrow it, you can always pay back later after you won as long as you can just find enough for another buy-in.

Cybernetic <bodypart> (0)

Mobile infantry made me the man I am today - Starship Troopers

It works as the replaced body part, possibly even with artificial skin so it looks natural at least at first glance. It doesn't bleed if damaged. On the other hand it will be completely disabled by EMP or any major wound.

Req: Can not be chosen, this is an effect of losing a body part to damage during a mission

Cybernetic Vitals (0)

Several internal organs have been replaced by artificial ones, probably experimental versions. Field surgery cannot save your life and any EMP burst nearby means instant death. Some medical checks could show you as being an android.

Req: Can not be chosen

Debt to the Mafia (-4)

Some bad choices made you owe money to the wrong people. If they cannot get to you they will get to your family. They will eventually contact you and ask for a payback and you would be prepared to do almost anything to get out of the situation. The GM decide what they will ask you to do and when.

Req: Background

Dropped the soap (-3)

Not only were you in prison, you were also someones “bitch”. This makes you nervous in any environment reminding you of a shower room. You have -1 Psycho Limit and -1 Fear Limit.

Req: Background, Criminal

Extremely sweaty (-4)

You sweat unnatural amounts, especially in warm environments. -1 on Endurance rolls during foot march and you always use the higher number for water consumption. On missions in warm environments you have -2 AP. In a spacesuit or gas mask there is 25% risk the glass will fog making it difficult for you to see.

Req: Background

Fear of the dark (-3)

“they mostly come at night... mostly” – Newt, Aliens

In darkness you have a constant fear that something is always near which gives you -2 Fear Limit.

Req: Not Ninja

Fire in the hole! (-2)

The bigger the better, we are talking explosions here. You will always use double the amount of explosives when using the Demolition skill.

Req: Demolition 3, Not Cautious

Flashbacks (-2)

You suffer flashbacks from past events and they tend to appear when you are under stress. each time it happens you get D4-1 Fear Points. You as a player can choose to have a flashback at any time. If you forget this the GM will give it to you instead.

Req: Background or 3 missions

Flatulence (-1)

The gases you produce are something special and not in a good way. They also tend to announce their presence (and yours) with sound, especially after eating field rations or the pink goo served by the mobile infantry. In a confined space others need to roll End to not get nausea. Creatures with a good sense of smell can always locate you unless you wear a space suit.

Req: Background

Former Alcoholic (-3)

You had a drinking problem, but you managed to quit. Since then you never had a drop of alcohol, because if you did you could easily fall back into it. If you ever end up in a place like a bar your resolve will be put to the test. And if you have just a single beer you will have another and another.. and the disadvantage is then replaced by Alcoholic.

Req: Background, Not Low Tolerance

Hunchback (-2)

You cannot carry as much in your pack as most others. Your Carry Capacity is -5 kg.

Req: Background, Not Mule, Charisma <4 (at character creation)

I'm gonna die!!! (-2)

You cannot take seeing your own blood and always get an extra Fear Point whenever you are injured even if it was just a paper cut. This is in addition to normal FP from being eounded or under fire.

Req: Background, Not Tough, Not Martial Artist

Intimidating presence (-1)

You look scary and people tend to avoid you. Civilians get nervous if you talk to them, dogs don't like you. People who have seen you will tend to remember you and associate the memory with a feeling of uneasiness.

Req: 3 Psycho Points

Inflated Ego (-2)

You are always the one who knows best, even when you are wrong. Your rolls for knowledge skills are always hidden and whatever the result you will insist you are correct.

Jinxed (-4)

Whenever you handle mines, explosives or are tempering grenades you must always make a skill roll with +1 Jinx regardless of difficulty. On a critical failure whatever you are handling will explode in your hands.

Just a flesh wound (-2)

Getting injured is for weaklings. You will ignore your injuries and endure, often making them worse. You will reject treatments except for the most serious wounds, even then you will refuse pain medication.

Req: Not I'm gonna die!!!

Kleptomaniac (-2)

You just cannot help it, if you find things unattended they tend to end up in your pockets. Not even your squadmates belongings are safe.

Req: Not Righteous

Low Tolerance (-1)

A glass of wine and the world starts spinning. You just cannot take alcohol very well which could lead to a lot of funny moments for your fellow soldiers.

Req: Background, Not Former Alcoholic

Lucky Charm (-2)

You have something that is your lucky item. It can be anything, but you are obsessed with always keeping it on you and convinced this is what saved you whenever you got out of a tight spot. Without it you always get one extra Fear Point even at taking the smallest of risks, your Psyche counts as one level lower and you lose any advantage with "Lucky" in the name.

Mean Bastard (-4)

Drake: They ain't paying us enough for this, man.

Dietrich: Not enough to have to wake up to your face, Drake.

You are simply mean to others. It is who you are and you cannot help slipping that nasty comment whenever opportunity arise. It will create tensions in your squad and the squad leader have -1 on leadership rolls. If you are squad leader you get -2.

Req: Background, Not Whipped or Soft Hearted

Mentally unstable (-1)

You are easily unbalanced and have -1 Psycho Limit.

Mild Phobia (-1)

There is something you don't like. What it is need to be approved by the GM. You will try to avoid it and if you fail it will give you Fear Points.

Req: Background, GM approval

Nervous (-1)

Frost: Man, I'm telling you, I got a bad feeling about this drop.

Crowe: You always say that, Frost. You always say, "I got a bad feeling about this drop."

You always worry about things that could go wrong. Every time you travel with a dropship/shuttle you get 1 FP. So if the mission starts with a drop you have 1 FP from start that mission.

Nightmares (-2)

You suffer from bad nightmares. Every time you sleep roll a D6. On 1-2 you wake up sweating and screaming with 1 FP (it remains after the rest). Your resting time is halved if you had a nightmare.

Req: Not Catnapper

Not one step back (-4)

You refuse to retreat. A tactical retreat can only be done under direct orders from your superior and then as the last man of your squad after having made a Psy roll (difficulty 8). To surrender and be taken prisoner is not an option, you rather die with your boots on. Breaking against this conviction gives you a Psycho Point even if done against your will (like being captured while unconscious).

Psychic Powers (-1)

You believe you are psychic. It might take different forms like being able to read thoughts or seeing glimpses of the future. If you are ever proven to be right the disadvantage disappears. If you are proven wrong it will also disappear but instead you get a Psycho Point.

Req: Background

Reckless driver (-2)

You have no sense of caution when driving a land vehicle. You get +1 Jinx on all Driving skills.

Req: 2 in any Driving skill

Reckless pilot (-2)

Flying should be fun, not a chore. You get +1 Jinx on all Pilot skills including Remote Piloting.

Req: 2 in any Pilot skill

Scapegoat (-2)

You always manage to be around whenever a superior officer is in a bad mood and looking for someone to take the blame for something. If a regulation was broken or a crime committed you will always somehow end up blamed for it, which could potentially end up with a severe penalty like degradation or court martial.

Req: Max rank Private FC, Not Brown Noser

Severe Phobia (-3)

There is something causing you absolute terror. Exactly what need to be approved by the GM. You will do anything to avoid this and if you fail you receive a large amount of Fear Points and a Psycho Point.

Req: Background, GM approval

Small Bladder (-2)

You need to go often and at the worst of times, like when being on guard duty or even in the middle of combat. Decide yourself when, the GM can also decide for you.

Req: Background

Snores like a wookie (-3)

No human snores like that he said, I ain't believing none of your stories.

We tried telling him he didn't snore like any human we knew of either.

Anyone sharing campsite/sleeping quarters with you wake with one AP and one EP not recovered. Others in your squad start the mission like this (you are assumed to have shared quarters before the mission). Your snoring is heard through walls and will even trigger motion trackers.

Req: Not Catnapper

Soft Hearted (-2)

You don't want to kill or cause any harm unless there is no other way. You don't care about material damages but will always try to spare lives. You always offer enemies the opportunity to surrender. You care for wounded until it is clear beyond any doubt and then some they cannot be saved. In any situation where you receive Psycho Points for killing or injuring someone you receive double.

Req: Not Bloodthirst or Mean Bastard

Sore Feet (-1)

Your sensitive feet give you -1 on all your End rolls during foot march or running.

Voodoo curse (-2)

At start of every gaming session roll a D10. On a 1 you will suffer from a mysterious illness for this session (not contagious). AP and EP are halved (round up). You also get +1 Jinx on all skill rolls.

Watched (-)

For some reason internal security are keeping a close watch on you. It could be something you did on previous missions giving them reason for suspicion or membership in some organization. If you do anything to confirm their suspicions you will be brought in for interrogation – if you are lucky enough to be given the benefit of doubt. Silent and efficient disposal of the risk is also an option.

Req: Can not be chosen, given out by the GM if appropriate

Whipped (-3)

You know your place and it is at the bottom of the pecking order. You always try to do what you are told and not draw unwanted attention to yourself, especially not from a Mean Bastard. To argue against someone of higher status will give you a Fear Point. You have no Leadership Points regardless of rank and Charisma and is less likely to be promoted. If something were to make you lose control completely (like a high result on a Fear roll) then in addition to the normal effect you will empty your magazine into nearest Mean Bastard if one is available.

Req: Private or PFC. Not Haughty, Mean Bastard or any property named “Leader”.

Whisper-voiced (-3)

Some old injury or just a naturally weak voice makes it difficult to hear you through any noise like an engine, combat, over long distances or when wearing a gas mask. It is easy to misunderstand what you are trying to say in those situations. This makes you less suitable as a leader and you have -1 LP.

Traits

Traits have no cost. They are a property which combines advantage and disadvantage. You can only pick traits at character creation.

ARM Sympathizer

You are certain there are alien conspiracies everywhere, they have infiltrated the government, media, probably everything. Tin foil can help protect against their psychic manipulation so you wear that under your helmet. Your suspicion against authority makes promotion more difficult for you. You also get an additional Fear Point if you were ever to see a small grey figure with big eyes.

Req: Not Live long and prosper

Bloodthirst

We don't speak no por favor - SSgt. Jonathan Palmer, BF5

You are not one to show mercy to enemies, they should die like the scum they are and you don't take prisoners for no good reason. You get +1 Fear Limit but -1 Psycho Limit.

Req: Not Domesticated, Religious or Righteous

Collector

You need a souvenir from every mission to put in your private collection. It should be something reasonably unique from the location or from the enemy. If the souvenir is cool enough the GM will award you a Cool Point for it after the mission. If you fail to bring anything suitable you get a Psycho Point instead.

Cool Guy/Girl

Who would want a helmet when you look way cooler in a beret? You are still stuck in the Hollywood idea of military life you had when filling in your application. You get extra Cool Points for bringing useless stuff that will make you look good at the cost of mission efficiency. You get a maximum of two CP per mission.

Criminal

You served a longer sentence, possibly you traded some time off it for signing up on a military contract. Your criminal life and prison time has hardened you in some ways, but it will always be hindering your military career. You get +1 bonus on Melee Weapons and Lockpicking but have a slower promotion rate. You also risk immediate death penalty if you commit another felony or refuse orders.

Domesticated

You never got into the rough jargon of your fellow soldiers, you are rather a sophisticated person who would not look or feel out of place in the upper echelons of society. You do however often feel out of place among the jarheads you serve with who love cracking all sorts of cheap jokes about you.

Req: Charisma 4, Not Bloodthirst

Dr. Gamble

I'm a soldier, not a doctor – Supposedly said by medic trying to save Sgt. Mason's leg

For some reason the most spectacular events transpire at your operating table, for good or bad. For First Aid and Medical a 1 is always critical failure while the highest number of the die is always critical success (there is no exploding dice reroll).

Req: First Aid 3, Medical 3

Glory Hunter

We are going in with first wave. Just means more bugs for us to kill – Starship Troopers

You live for fame and glory. Without much regard for other consequences than the medal at stake you always go for the daring maneuvers, the heroic rescues and for death before dishonor.

Haughty

Hicks: Guess the new lieutenant's too good to eat with the rest of us grunts.

Frost: Boy's definitely got a corncob up his ass

You are better than others and deserve better than them. It is not your fault they may see you as arrogant. You tend to speak condescending even to superiors as you must inform them of the obvious oversights in their plans. This is unlikely to make you popular and you have -1 on leadership rolls. But your confidence gives you 2 Cool Points at the start of a mission where you have either more missions or more glory than anyone else in the squad.

Req: Charisma 2, Not Whipped

Live long and prosper

You are convinced that intelligent alien life cannot be evil. If we can only communicate with them we can certainly understand each other. You get no Fear Points for encountering aliens of any type unless it is obvious even for an idiot they are trying to eat you.

Req: Not ARM Sympathizer, Not Bloodthirst

Mood Swings

You suffer severe mood swings, one day happy and full of positivism, the next day grumpy and negative. At dawn each day you roll a D4. 1-2 is a bad day, 3-4 a good day. On your good days your Charisma and Psyche counts as one level higher, on bad days as one level lower.

Req: Charisma and Psyche between 2-4.

Nosy

You have a knack for making the most unlikely finds anywhere you go. It can be anything from a useful item at the bottom of a scrap pile or a hidden door. This is probably due to your strong urge to wander away and explore on your own. The best finds tend to happen only when you are alone without others interfering (including nagging you to report in over radio).

Paranoid

"Paranoia is knowing all the facts"

You are simply prepared for eventualities. Or insane if one should ask your peers. Always suspecting the worst and the most intricate schemes from everyone you meet makes you difficult to cooperate with. You tend to focus your paranoia mostly outside your squad, but you never know, if someone in your squad were to act suspicious they might be in on it too – knowingly or not.

Private who?

Your very ordinary appearance and personality has made so that you are rarely noticed among others. You are not picked as a random “volunteer” and people often tend to forget your name. Even enemy snipers will overlook you and pick another target. Your chances for promotion is decreased, but should you ever become squad leader on a mission you lose this trait.

Req: Max rank Private FC, Not Canary, Cha <5

Pugilist

The prize fights you once used to do left marks on your face and ears, but they also gave you invaluable experience. You have -2 AP and +1 bonus on Unarmed.

Req: Unarmed 3

Religious: Christian

Your beliefs and the knowledge that an afterlife awaits strengthens you. By doing a short prayer (30 seconds) you can remove 2 of your Fear Points once per mission. This only works if you have behaved fully in accordance with your religion. If you did not you must instead add +3 to the first Fear roll you make.

Righteous

You are guided by moral and ethics and will always try to do what is right. You carefully observe the rules of war not only in letter but also in spirit. Captured enemies are treated well, non-combatants are protected etc. You receive double the amount of Psycho Points from any unethical action or from harming civilians. But you may also remove a PP each time you report a war crime (to superiors or to media).

Req: Not Bloodthirst, Not Kleptomaniac

Sense of Duty

Your loyalty to the corps and their ways is one of your highest principles. You always do things “by the book”, regulations are there for a reason. This is appreciated by superiors, but not always by other soldiers.

Trigger-happy

Your quickness gives you +1 bonus on Reaction rolls in any duel-like situation. But sometimes you are a little too quick. If you are surprised when having a weapon at the ready there is a 50% risk that you open fire regardless of what it is.

Vatos Locos Forever

During your prison stay you joined a gang. This gave you something that will stay with you for the rest of your life, the tattoos and the unshakable loyalty to your new “family”. Should you meet someone with the same trait there is a 20% chance they are from a rival gang and you better kill them before they kill you. But there is also a 10% chance they are from the same gang and then you both get the trait Blood Brothers.

Req: Criminal

Certificates

A certificate can be any type of formal proof like a license, diploma or patch on your uniform. It shows you have been trained and passed a certain level.

There is one certificate available per skill, but different military units vary in what certificates they normally use (and let you take tests for). The ones marked **CM** for Colonial Marines are common for all marine units. What other certificates are in use is determined by your platoon and what specialization it has. Each platoon has 22 certificates, which is the 12 common ones and then 10 platoon specific ones.

Below you see examples for platoons Drakes Unstoppable Fours (DU4), Brixton's Fighting Fives (BF5) and 11th Lightning Lads (LL11). So a BF5 soldier will have access to CM and BF5 certificates and receive them automatically if meeting the requirements.

Other troop types like fleet personnel or mobile infantry may have a completely different selection and may not even have the CM ones. The marines have 12 certificates due to counting as an elite branch, non-elite units have fewer base certificates.

When meeting all requirements for a certificate used within your unit you will automatically count as having it. This means a +1 bonus for all rolls against the skill linked with that certificate (always the first one listed among the requirements).

There is a possibility to get certificates normally not used by your own unit, but you will then need to pay XP for them (and still meet the requirements). See *Certification Course* under Advantages. If a soldier were to switch platoons the automatic certificates are recalculated for the new platoon, but ones bought through a certification course will always stay.

Certificate	Unit	Requirements
Shooting Instructor	CM	Assault Rifle 5, Perception 3, Charisma 2
Rifle Grenadier Badge	BF5	Grenade Launcher 3, Assault Rifle 3, Demolition 1
Small Arms Expert	LL11	Submachine Gun 4, Dexterity 3
Pistol Shooting Instructor	CM	Pistol 5, Reaction 3, Charisma 2
Sniper Marksmanship Badge	BF5,LL11	Sniper Rifle 4, Camouflage 2, Perception 3
Flamer Expert		Flamer 4, Endurance 3
Smartgun Specialist	BF5,DU4	Smartgun 4, Strength 4, Endurance 3
Shotgun Expert	LL11	Shotgun 4, Reaction 3
Energy Weapons Certificate		Laser Weapons 3, Science 2, Dexterity 3
RPG Expert	DU4	RPG 4, Strength 3
AT Specialist	BF5	SADAR 4, Traps/Mines 3, Camouflage 2

Certificate	Unit	Requirements
Missile Weapons Expert	DU4	Missiles 4, Computer Operation 3
HMG Expert	DU4	Heavy Machine Gun 4, Strength 3
Gunner Certificate	DU4	Heavy Cannon 3, Computer Operation 3, Mechanic 2
Plasma Weapons Certificate		Plasma Cannon 3, Computer Operation 3, Science 2, Electronics 2
Mortar Certificate	BF5	Mortar 3, Navigation 3, Computer Operation 2, Strength 3
Heavy Artillery Certificate		Heavy Artillery 3, Navigation 3, Computer Operation 3, Camouflage 3, Driving: Large Veh. 2
Grenadier Badge	LL11	Throwing 4, Demolition 2, Strength 3, Dexterity 3
Melee Weapons Instructor	LL11	Melee Weapons 4, Throwing 3, Dexterity 4
Unarmed Combat Instructor	BF5,LL11	Unarmed 4, Dexterity 4, Strength 3
Boating Certificate	LL11	Boat 3, Swimming 2, Mechanic 2
Driver's License	CM	Driving: Small Vehicles 3
APC Driver's License	CM	Driving: Large Vehicles 3
Exoskeleton Class 3 License	CM	Exoskeleton Truck 3
Space Trooper Badge	BF5,DU4	Vacuum Suit 4, Assault Rifle 3, Throwing 3, Computer Operation 3, Demolition 2, Dexterity 3, Toughness 3
Parachute Wings	CM	Parachute 3
Dropship Pilot Certificate	CM	Pilot: UD-4 Dropship 3, Computer Operation 3, Psyche 3
Firefly Pilot Certificate	DU4	Pilot: Firefly 3, Perception 3, Reaction 3
Hoverbike Pilot Certificate		Pilot: Hoverbike 4
Remote Piloting Certificate	CM	Remote Piloting 3, Computer Operation 3
Field Medic	CM	First Aid 4, Medical 2, Computer Operation 2
Medical Specialist		Medical 4, NBC Warfare 2, Science 2
CBRN Specialist		CBRN Warfare 4, Computer Operation 3, Science 2
Demolition Expert	BF5,LL11	Demolition 4, Computer Operation 2, Electronics 1
EOD Expert	BF5	Traps/Mines 4, Computer Operation 3, Demolition 2, Electronics 2
Navigator Certificate	CM	Navigation 4, Computer Operation 3

Certificate	Unit	Requirements
Signal Technician	DU4	Signal Intelligence 4, Electronics 2, Computer Systems 1
Com-tech	CM	Computer Operation 4, Electronics 3, Computer Systems 1
Computer Technician	DU4	Computer Systems 4, Computer Operation 4, Electronics 2, Psyche 3
Military Science Specialist		Science 4, Computer Operation 3, Demolition 2, Medical 2, NBC Warfare 2
Forensics Training		Crime Scene Investigation 3, Science 2, Medical 2, Demolition 1, Lockpicking 1
Lock Technician	LL11	Lockpicking 4, Computer Operation 3, Electronics 3
Electronics Technician	DU4	Electronics 4, Science 2, Computer Systems 1
Vehicle Mechanic	CM	Mechanic 4, Electronics 2
SEAL Badge		Swimming 4, Boat 3, Navigation 3, Demolition 3, Endurance 4
Evasion Training Badge		Stealth 4, Camouflage 2, Traps/Mines 2, Perception 3
Concealment Training Badge		Camouflage 4, Outdoorsman 2, Signal Intelligence 1, Psyche 3
Ranger Tab	BF5	Outdoorsman 4, Stealth 3, Camouflage 3, Strength 3, Endurance 3, Perception 3
Climbing Certificate	LL11	Scaling 3, Dexterity 3, Endurance 2
Animal Handler		Animal Handling 4, Throwing 2, Psyche 3, Charisma 2