



UNITED SYSTEMS COLONIAL MARINES
ROLEPLAYING GAME

GAMEWORLD REFERENCE
COLONIAL MARINE EXPANDED SETTING

Traits, skills, expertise, etc.

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1 Skills

Skill groups exist to group related skills together and has no direct game mechanic effect.

Cost to raise a skill one level is equal to the level you are raising to. Going from 3 to 4 will cost 4XP. Costs for expertise are fixed and listed inside parenthesis.

The same expertise may be listed for several skills. Buying it once enables it for all those skills – and more if you can find the right opportunity to apply it.

1.1.1 Weapon skills

Shooting weapons use different skills depending on the style of shooting rather than the exact weapon being used. The situation and capabilities of your weapon determines which skill you use. Each weapon type is an [expertise](#) which counts for any shooting skill used with it.

The 3 Shooting: X skills are used for all small arms. They are linked by a special rule: you may not raise any of them more than two levels higher than your lowest Shooting skill.

Shooting: Aimed – Using sights/scope at long range also requires you know your ammunition and account for target movement, wind speed etc.

Shooting: Dynamic – Tactical short-range shooting where you fire quickly from varied positions and from behind cover. The default skill to use in combat.

Shooting: Auto – Firing on full auto both directly at identified targets and for suppressive purpose. Used for [small arms](#) and up to [HMG](#).

Indirect Fire – For indirect weapons which do not require a line of sight like grenade launchers or mortars. Having expertise on Pulse Rifle means you are also trained to use its built-in grenade launcher with this skill.

Expertise: [Forward Observer](#) (3), [M41 Pulse Rifle](#) (5), [M790 Grenade Launcher](#) (3), [Mortar](#) (3), [Artillery](#) (5)

Shoulder-launched – Heavier support weapons including manually launched missiles.

Expertise: [M5 RPG](#) (3), [M83 SADAR](#) (3), [M78 PIG](#) (8), [SIM-118](#) (3)

Missile Weapons – This skill is mainly for launching missiles from a vehicle/starship. Such missiles are complex enough that each type has their own expertise.

Expertise: [SIM-118](#) (3), [M112 HIMAT](#) (5), [ASAT](#) (3), [ABM](#) (3), [AAM](#) (3), [ASM](#) (3), [SAM](#) (3)

Heavy Cannon – Direct fire with a cannon heavier than a [HMG](#), mounted on a vehicle or building.

Expertise refer to the type of weapon rather than individual cannons/calibers.

Expertise: [Ballistic](#) (3), [Laser](#) (5), [Railgun](#) (5), [Particle Beam](#) (5), [Plasma](#) (6)

1.1.2 Physical skills

Throwing – “The enemy can not push a button... if you disable his hand. Medic!” - Starship Troopers
Expertise: [Hand Grenade](#) (3), [Knife](#) (3)

Close Combat: Standup – Any kind of striking, kicking or using a melee weapon.
Expertise: Any melee weapon like Baton (2), [Knife](#) (3), [Sword](#) (4), [Bayonet](#) (1)

Close Combat: Grappling – Wrestling and fighting on the ground.
Expertise: [Handcuffs](#) (2)

Stealth – Moving silently, like sneaking up behind someone or perform an action without drawing attention to yourself. For hiding Camouflage is used. Avoiding sensors while moving would be a combined roll with [Camouflage](#).

Swimming – At skill level 2 you can stay afloat in calm water (DL 2) without any dice rolls.
Expertise: [Diving equipment](#) (3)

Sleight of Hand – Quick fingers can be useful in a variety of situations. Can be used for a combined roll with any Tools skill to complete work faster.
Expertise: [Lockpicking](#) (7), Pickpocketing (4), [Party Tricks](#) (3), Card Cheating (3), [Hotwiring](#) (3), [Rope Work](#) (3)

Zero-G – Skill handling yourself in freefall or microgravity environments and to operate a space suit. For combat in such environments this skill is required as a combined roll for any weapon that has a recoil.
Expertise: [Environmental Suit](#) (3), Thrusterpack (3)

1.1.3 Vehicle skills

Driving – Expertise on a vehicle and Driving>0 means you have a drivers license for it.
Expertise: [Land vehicles](#), Mobile Tactics (4)

Parachute – Planning and performing parachute jumps. Also used for glider planes.
Expertise: [Parachute Wings](#) (2), [Gliderplane](#) (3)

Pilot: Atmospheric – Flight inside an atmosphere.
Expertise: [Aircraft](#), Airforce Tactics (5)

Pilot: Space – Flight in space including docking and landing where no atmosphere exist. Piloting large spacecraft requires a combined roll with [Starship Bridge](#).
Expertise: [Starships](#) and space-capable aircraft

Remote Piloting – Aircraft purpose-built for remote piloting (UAV:s, drones) require only this skill. Manned craft require a combined roll with their regular piloting skill.
Expertise: [Aircraft](#) and [starships](#) capable of being remote-piloted

Seamanship – Handling a small boat or functioning as crew on a larger ship.
Expertise: [Sea Vehicles](#), [Damage Control](#) (3), Naval Tactics (5), [Rope Work](#) (3)

Utility Equipment – A key skill for many workers in space ports or colonies. Most equipment of this type is not mobile or has very limited mobility under own power. Example: Excavators, cranes, bulldozers, airlock umbilicals or industrial machinery.

Expertise: [Powerloader](#) (4), [Crane](#) (3), Engineering machinery (15)

1.1.4 Technical skills

Comtech – Communication technology.

Expertise: [Radio](#) (2), EW (8), Morse (2), Tightbeam (4), FTL Communication (3)

Computer Systems – Knowing your way around a computer terminal.

Expertise: [Interface 2037](#) (2), [USCM Interface](#) (2), [USN Interface](#) (2), [Programming](#) (8), [Hacking](#) (6), AI (8), [Autodoc](#) (5), Engineering machinery (15)

Electronics Tools – Tools for working with electronic components and wiring.

Expertise: [Lockpicking](#) (7), Electricity (15), [Hotwiring](#) (3)

Mechanic Tools – Skill with common tools found in a workshop.

Expertise: [Chainsaw](#) (3), [Power Tools](#) (2), [Lockpicking](#) (7), Carpentry (4), [Ordinance](#) (4), Weaponsmith (5), [Hotwiring](#) (3)

Navigation – Your general sense of direction in your surroundings as well as using navigation or even astrogration tools with the right training.

Expertise: [Orienteering](#) (2), [Interplanetary](#) (6), [Interstellar](#) (10), [Nautical Charts](#) (3)

Sensor Systems – Using various sensors and reading their output right.

Expertise: [Covert Sensors](#) (4), [IR](#) (2), [Lidar](#) (4), [Motion Tracker](#) (3), [Photography](#) (2), [PUPS](#) (12), [Radar](#) (4), [Sensor Networking](#) (3)

Science Equipment – Some soldiers are trained in the use of specialized equipment to collect samples or perform tests “for science”. The results are brought back for the real scientists to analyze.

Expertise: [Forensics](#) (3), [Laboratory equipment](#) (3), Meteorology (3), Oceanography (3)

Welding – Operate welding equipment and apply it safely for cutting or joining.

Expertise: [Hull breaching](#) (3), [Hyperbaric](#) (3), [Plasma](#) (6)

Space Crew – Profession skill to fill a basic crew role on a spaceship or station. Covers operation and maintenance of things like airlocks, cryopods, suits or life support systems.

Expertise: [Starship](#), [Damage Control](#) (3), Starship Identification (3), [Environmental Suit](#) (3), Life Support (3)

Starship Bridge – Operate a starship bridge console like a sensor station or weapons station to generate targeting solutions and fire. This skill is typically used for combined rolls with other skills like a weapon skill, [Sensor Systems](#), [Navigation](#) or [Pilot: Space](#). Starships small enough to not have a bridge, like a dropship, EEV or even a small corvette does not require this skill.

Expertise: [Starship](#), Space Tactics (5), Starship Identification (3), [USN Interface](#) (2)

1.1.5 Military skills

Skills usually specific to military personnel.

Camouflage – Not just hiding from plain sight but also emission control for heat, sound and the EM spectrum. Can be used to hide yourself, your campsite or operate emission control systems on a vehicle. Always requires [terrain](#) expertise.

Expertise: Evasion(5)

CBRN Warfare – *“I say we take off and nuke the entire site from orbit. It's the only way to be sure.”* Chemical/Biological/Radiological/Nuclear warfare. Use of protective equipment and directly employing CBRN for offensive use. Can be used for first aid on CBRN injuries.

Expertise: [CBRN Treatment](#) (4), [Environmental Suit](#) (3), Nuclear Bomb (3)

Demolition – Used to make and correctly apply explosive charges.

Expertise: Building demolition (3), [Hull breaching](#) (3), [IED](#) (4), Nuclear Bomb (3), [Hyperbaric](#) (3)

Intelligence – Intel gathering, analysis and use of specialized “spy” equipment. Used by officers, specialized operators or analysts behind the frontlines. Combined with Computer Systems for analysis of large datasets.

Expertise: [Covert Sensors](#) (4), Forgery (4), [Interrogation](#) (3), [Photography](#) (2), [Sensor Networking](#) (3), [Shadowing](#) (4), Starship Identification (3), [Vehicle Identification](#) (3)

Mine Warfare – Used to operate land mines but also to place them well or identify and remove them.

Expertise: [EOD](#) (5), [IED](#) (4), [Ordnance](#) (4), [Sensor Networking](#) (3), [USCM Interface](#) (2)

Soldiering – Your profession skill and experience at the job of being a soldier, your ability to perform your role in the unit. Can be used for anything a soldier “should” know not covered by a separate skill.

Expertise: Drill (1), [Forward Observer](#) (3), FAC (3), [Infantry Tactics](#) (4), Mobile Tactics (4), [RTI](#) (3) [Vehicle Identification](#) (3)

1.1.6 General skills

Animal Handling – Experience and aptitude dealing with animals, tame or wild.

Expertise: [K9](#) (8), [Riding](#) (4), [Herding](#) (4), Veterinary (6)

Colonist – Profession skill for life on the frontier world. This is a general skill to let you deal with any technical systems or minor repairs in a colony complex not already covered by a specific skill.

Expertise: [Environmental Suit](#) (3), Life Support (3)

Cooking – Making real food from basic ingredients may be a rare thing with military logistics based on MRE:s and nutritious pink goo, but can be a boost to both morale and energy if you get the opportunity.

Expertise:

First Aid – In the military this is taught as BTLS (Battlefield Trauma Life Support). It aims to keep someone alive until they can be brought to more advanced medical care. All soldiers have basic training in this skill while medics have more extensive training and may have taken specialist courses. It covers only the initial treatment, any more extensive treatment typically requires the Medical skill which is not taught to common soldiers.

Expertise: [IV](#) (3), [Surgery](#) (8), Toxicology (5), Infections (4), Dive Medicine (3), Aerospace Medicine (3), Altitude Medicine (3), Cold climate (3), Hot climate (3), [CBRN Treatment](#) (4), [Autodoc](#) (5)

Gambling – Skill based games where you play for money, or possibly even higher stakes.

Expertise: Card Cheating (3)

Intimidation – Threaten someone to make them back down, give you information or simply bully them in a situation where they perceive you have the advantage. Typically used as an opposed roll vs Psyche. Can be used (also used by non-human creatures) to scare one or more targets to give them Stress, 1 for success, extra per 5 above.

Expertise: [Interrogation](#) (3)

Outdoorsman – Your ability to manage out in the wilderness, understand your environment and find shelter against the elements. Also knowing to dig the latrine for your unit downstream from the fresh water source when you have been “volunteered” for the task. The current [terrain](#) should always be considered an additional required expertise.

Expertise: [Bushcrafting](#) (3), [Chainsaw](#) (3), Evasion(5), [Fishing](#) (3), [Herbalism](#) (5), [Hunting](#) (5), [Rope Work](#) (3), [Skiing](#) (3), [Tracking](#) (5), [Trapping](#) (4), [Terrain](#)

Streetwise – This skill can be used for dealing with civilians, pick up the local “vibe”, gather information in populated areas and quicker find your way around. You may use it instead of Navigation to find your way through a city.

Expertise: [Interrogation](#) (3), [Language](#), [Shadowing](#) (4)

1.1.7 Expert skills

Soldiers will typically not be good at these skills or even have them at all – if they did they would likely have another job with better pay and less risk of getting shot. These skills would typically be profession skills for non-soldier characters.

Artistry – You have creative talent which can take different outlets depending on your expertise.

Expertise: Forgery (4), Music (8), Painting (8), Singing (5), Performance (8), Writing (8)

Commerce – Profession skill for traders, shopowners etc. Covers basic accounting, budgeting, knowledge of regulations market trends etc.

Criminal – Profession skill for thieves, smugglers, pirates, mafia members etc. Covers knowledge of and contacts in the criminal world. Where to buy/sell illegal items, how to act, how to plan a heist and get away with it.

Expertise: Forced Entry (2), Forgery (4), [Hotwiring](#) (3), [RTI](#) (3)

Engineering –

Expertise: Engineering machinery (15)

Farming – Profession skill for a farmer on a terraformed world. Everything from growing vegetables in a small greenhouse to running a large farm.

Expertise: [Terrain](#), Hydroponics

Medical – This is the profession skill of doctors and nurses used for diagnoses, treatment over time and advanced medical procedures.

Expertise: [IV](#) (3), Toxicology (5), Infections (4), Dive Medicine (3), Aerospace Medicine (3), Altitude Medicine (3), Cold climate (3), Herbalism (5), Hot climate (3), [CBRN Treatment](#) (4), [Autodoc](#) (5), [Surgery](#) (8).

Mining – Profession skill for miners, covering planetside or asteroid mining.

Expertise:

Policework – Profession skill for police officers, military police or colonial marshals. An investigation will involve a series of opposed rolls vs the other sides Criminal roll.

Expertise: Forced Entry (2), [Forensics](#) (3), [Interrogation](#) (3), Law(8), [Shadowing](#) (4)

Science: X

Survey

Expertise: [Terrain](#)

Terraforming

Expertise:



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2 Expertise

Name Point-cost: Description.

2.1 Vehicles

Military vehicles with advanced systems have an expertise per specific model representing training on that model. Civilian vehicles are grouped together by type letting you drive any model of car with only the expertise Car. Where there is only a generic option like ATVL it counts both for the military M119 and any civilian model like the Weyland NR-9. In the same way some basic weapons are grouped by a category covered by a single expertise like [Shotgun](#) or [Pistol](#) while more advanced military models have individual expertises like the M56 Smartgun. Available vehicle and weapon expertises depend on the setting you play in.

2.1.1 Aircraft

Crafts capable of atmospheric flight. The first thing a pilot is trained on would typically be the universally useful “Shuttle” letting them fly any small unarmed aerospace transport shuttle like an EEV, the small Starcub or the heavy Briaeros. Used with the [Pilot: Atmospheric](#) skill.

Generic

Shuttle (5): Unarmed shuttle sized aerospace craft. Includes the CS-14 Briaeros.

Gliderplane (3): Engineless aircraft. May be used with [Pilot](#) or [Parachute](#) skills.

Rotorcraft (5): Unarmed helicopters.

Cargo Platform (5): Flying cargo platforms like the WY-37B Cargo Lifter Sled.

COTS Drone (2): Basic civilian Commercial Off The Shelf drone operated via [Remote Piloting](#).

United Systems

UD4 Dropship (12): All variants of the main dropship in service with the colonial marines.

UD22 Dropship

M421 Firefly (5): Unarmed vectored thrust craft.

AD-17 Cougar

AD-19 Bearcat

M86 UAV (4): Unmanned Aerial Vehicle, unarmed but with military grade sensors.

UAV-520 Motoca

PUPS (12): Advanced antigrav spectrograph drone. Used with [Sensor Systems](#) skill as they are largely automated, for direct control use [Remote Piloting](#). Restricted WY technology not available in normal military training.

2.1.2 Land Vehicles

Wheeled, tracked or even hovering by anti-grav. Used with the [Driving](#) skill.

Generic

Car (2): Regular car.

ATVL (2): 4-wheeled small terrain vehicles.

Motorcycle (2): Regular motorcycles with up to 3 wheels.

Hoverbike (4): Anti-grav based craft only viable on some planets depending on the gravitational field.

Tractor (3): Everything from the classic farm tractor to the terrain-going Daihotai series.

Truck (3): Heavy cargo-trailer vehicle or similar significantly larger than a regular car.

United Systems

M57 APC (6): Light APC that comes in variants with different armament like dual 20mm [HMG:s](#), plasma/laser cannons or a mortar. The M577 is the main vehicle used by colonial marines, the M579 is an AA version armed with SIM-118 missiles. The M572 is an 80mm twin mortar platform.

M34 Longstreet

M22 Jackson

M40 Ridgeway

M292 Artillery (5): Self-propelled 158mm artillery gun. Firing it is done with the [Indirect Fire](#) skill and requires the [Artillery](#) expertise.

2.1.3 Sea Vehicles

Used with the [Seamanship](#) skill.

CRRC (2): Combat Rubber Reconnaissance Craft. Often used by marines and special forces.

Kayak (2): Small one or two person boat powered by paddling.

Motorboat (3): Motor powered solid hull boats up to class 3 (which would include coastal FAC:s).

Sailing (5): Any boat or larger ship as long as it is mainly sail-powered.

2.1.4 Starship

Anything larger than a shuttle and meant to primarily fly in space. Typically used with [Pilot: Space](#) skill, but will use [Pilot: Atmospheric](#) if flown inside an atmosphere like when landing a shuttle on a planet. Each military ship class count as a separate type while civilian classes are grouped together by function.

Generic: Freighter, Colony Ship, Salvage Vessel, Survey Ship, Tanker, Tug

US: Conestoga Frigate, Bougainville Attack Transport, Tientsin Assault Ship, Valley Forge, Henderson Field Transport, Okinawa Assault Carrier

India: Vinaash Destroyer, Daman, Guided missile frigate, Shiva Battleship.

Aboard a large starship separate systems are often complex enough to require their own expertise in addition to knowing the starship model.

2.2 Weapons

As for vehicles less complex models are grouped by generic class while most military weapons or a weapon with more advanced features will have their own expertise. Fixed weapons mounted on a building or vehicle are also generic types.

AR = Assault Rifle, PR = Pulse Rifle. Pulse in PR only refers to the triggering mechanism using an electric pulse to ignite the bullet propellant. Most PR weapons would also classify as an AR.

United Systems military small arms

M41 Pulse Rifle (5): Also covers the built-in U1 grenade launcher and variants like the M41AE2 AR.

M39 SMG (3): A 9mm submachine gun capable of mounting a silencer or other accessories.

VP55 LR Pistol (3): Low-recoil pistol specialized for use aboard spacecraft.

M42 Sniper Rifle (8): Highly advanced 10mm sniper rifle.

M240 Flamer (3): Carbine-format flamethrower.

M56 Smartgun (8): Highly advanced auto-targeting 10mm machine gun.

Morita I AR (3): Includes variants like the carbine version but not different models like the Morita II. Used mainly by mobile infantry.

Generic

Pistol (2): Any model of basic pistol or revolver.

Shotgun (2): Mainly used for hunting smaller animals or birds, but can also be a potent short range combat weapon. Shells can contain shot in different sizes depending on the intended target.

Deer Rifle (3): Scoped rifle typically used for hunting larger animals.

Hand Grenade (3): Basic grenade exploding 3 seconds after being thrown causing blast and shrapnel.

Dartgun (3): Fires darts – which could contain for example a sedative to capture animals.

Harpoon (3): Harpoon grappling device used in space or underwater harpoon gun.

Mortar (3): Allows firing any type of basic mortar, portable or vehicle-mounted. Uses [Indirect Fire](#).

Artillery (5): Any type of field artillery firing shells of 120mm+. Uses [Indirect Fire](#).

Other military small arms

F44AA Pulse Rifle (3): Old experimental PR with aim assist that predated the M41 & M56 designs.

Harrington AR (3): Older precursor to the US pulse rifle that has now been phased out of active use.

SK813 PR (5): Chinese made pulse rifle.

NSG23 AR (5): German made assault rifle.

Weyland Storm Rifle (5): Older assault rifle model manufactured by Weyland Corp.

X-9 AR (3): Older model that is actually a carbine since there is no built-in grenade launcher.

Fixed/vehicle mounted weapons

HMG (3): Heavy Machine Gun up to 30mm, anything bigger counts as cannon. Uses [Shooting](#): Auto.

Ballistic (3): Ballistic cannons like the ones mounted on an IFV or MBT.

Laser (5): Laser weapons on vehicles or starships.

Railgun (5): Railgun weapons typically mounted on starships.

Particle Beam (5): Good at destroying electronics, mounted on vehicles or starships.

Plasma (6): Plasma punches through almost anything. This represents general training on plasma technology applicable both for mounted weapons or other uses like [welding](#).

Flamer (3): Vehicle mounted flamethrowers. Uses [Shooting](#): Auto.

Support weapons

M112 HIMAT (5): Portable anti-tank missile system used by infantry squads. Uses Missile skill.

M5 RPG (3): Reloadable rocket weapon. Uses [Shoulder-launched](#).

M78 PIG (8): Portable plasma gun, uses [Shoulder-launched](#).

M790 Grenade Launcher (2): Handheld launcher for 40mm grenades, very simple but effective design. Uses [Indirect Fire](#).

M83 SADAR (3): Disposable anti-tank rocket, uses [Shoulder-launched](#).

SIM-118 (3): Manpad anti-air missile. Uses [Missile Weapons](#) or [Shoulder-launched](#).

Missiles

Missiles launched from aircraft/spacecraft or specialized platforms. In the marines only pilots or specialized missile troops would normally have training on them.

AAM (3): Air-air missile like the AIM-90E Headlock. Fired from an aircraft against other aircraft.

ABM (3): Anti-ballistic missile. Intended to intercept another projectile in space or atmosphere. For example the HIM-122 Lancer or on a smaller scale the AGM-204A TSAM.

ASAT (3): Anti-satellite missile. Fired against targets in orbit or deep space. Examples XIM-28A.

ASM (3): Air-surface missile. Also applies for orbit-surface. Includes dropship armament like the AGM-220C, Mk.88 SGW, Mk.10 ZEUS and Banshee 70.

SAM (3): Surface-air missile like the LIM-417 Phalanx primarily used by colonial marine forces.

Close combat weapons

Baton (2): Baton fighting technique typically taught to police or security guards. Also applicable to tonfa, tire iron or a short metal pipe (but not a baseball bat).

Bayonet (1): This training is not very complex as you use it exactly like you would imagine – thrust sharp end into enemy with great enthusiasm. Part of basic infantry training since ancient times and provides +1 [Close Combat: Standup](#) bonus with a bayonet mounted on your weapon.

Handcuffs (2): Techniques to handcuff an unwilling target.

Knife (2): From improvised shank to specialized combat or throwing knives.

Sword (4): A machete, katana or the traditional marine corps saber all count as sword.

2.3 Terrain

Skills like [Camouflage](#), [Outdoorsman](#) and [Stealth](#) receive expertise bonus from being familiar with the type of terrain. Other rolls may also get situational bonuses. It is always an advantage to have familiarity with your surroundings. Your character will start with at least one “home” terrain.

Urban, Barren, Temperate, Jungle, Swamp, Arctic, Mountain, Sea, Desert, Space, Nebula.

After character creation you gain new types for free if you spent some non-insignificant time in it on your last mission or your unit is currently based in it (eg. Space if based on a starship or station).

Terrain types may sometimes overlap, like a mountain in arctic climate. In this case having expertise with one applicable type is enough to get the bonus.

2.4 Engineering

Building demolition (3): Specific training on how to efficiently demolish buildings by applying explosives. Uses [Demolition](#) skill.

Carpentry (4): General know-how of how you fit pieces of wood or other construction material together to build things. Doesn't make you an architect, but does make you useful as a construction worker. Typically used with Mechanic Tools skill.

Chainsaw (3): Training for safe chainsaw operation and knowing how to cut down trees. Can be used with Mechanic Tools or [Outdoorsman](#).

Damage Control (3): Training on how to deal with fires, leaks or other critical issues aboard aboard a spaceship, station or seagoing vessel as a first responder. Used with [Space Crew](#) or [Seamanship](#).

Electricity (15): Professional knowledge of electric cabling, power generators, batteries and safety near high voltage lines. Used with Electronics Tools.

Engineering machinery (15): Operating industrial machines like CNC milling or lathe machines. Used with [Utility Equipment](#) for direct operation, Computer Systems for programming them or Engineering for creating a new design. Large military starships will have this type of machinery in their workshop to assist with repairs or manufacturing of spare parts.

EOD (5): Explosive Ordnance Disposal. Training in how to find, expose and remove explosive devices as well as using specialized equipment for this. The disposal part usually means safely detonating them. Actually disarming while keeping ordnance intact requires [Ordnance](#). Used with [Mine Warfare](#).

Hotwiring (3): Start a vehicle without the key. For simpler low-tech vehicles it may be enough with some know-how and a skill like [Sleight of Hand](#), Criminal or Mechanic Tools, for ones with better anti-theft protection you need more advanced equipment and the Electronic Tools skill.

Hyperbaric (3): Work in elevated pressures. Typically used for hull work like underwater welding on wet navy ships, but would also apply for setting explosive charges in a liquid medium and understanding how shockwaves propagate. Uses [Welding](#) or [Demolition](#).

IED (4): Improvised Explosive Device. Knowledge how to create improvised mines or explosive charges. Used with [Demolition](#) or [Mine Warfare](#).

Lockpicking (7): Low-tech locks may be possible to defeat with a pin and the [Sleight of Hand](#) or Criminal skill. More advanced locks require Mechanic Tools or Electronics Tools skills to run a bypass.

Power Tools (2): Hand-held powered tools like saws, hammer-drills, grinders etc. Does not include chainsaw which is a separate expertise. Uses Mechanic Tools.

Weaponsmith (5): Allows you to modify firearms or create crude ones given the right tools and materials. Uses Mechanic Tools skill.

2.5 Military training

Airforce Tactics (5): Aircraft combat against other aircraft, ships or ground targets. Used with [Piloting: Atmospheric](#).

Drill (1): Wear a dress uniform correctly, march in formation, perform formal drills and ceremonies. Uses [Soldiering](#) or [Space Crew](#).

FAC (3): Forward Air Controller. To call in and direct close air support (CAS) or missiles. Includes using target marking equipment for laser guidance. Uses the [Soldiering](#) skill.

Forced Entry (2): Kick in doors, break them with a ram or budge the frame with a crowbar for a quick entry. Also applies to windows or other entrances (if there is no atmosphere you need Hull breaching). Usable with Criminal, Policework, Strength or Demolition (if using explosives).

Forward Observer (3): To call in and adjust artillery fire. Uses [Indirect Fire](#) or [Soldiering](#) skill. If

using a drone to observe it will be a combined roll with [Remote Piloting](#).

Hull breaching (3): How to forcibly breach through a ship's hull to allow entrance. Usable with [Demolition](#) or [Welding](#) skill, the latter will likely also require [plasma](#) expertise.

Infantry Tactics (4): Small unit tactics during combat or movement. Used with [Soldiering](#).

Interrogation (3): Techniques & tactics to get more information out of someone in your custody. Used with Policework, Intelligence, Intimidation, [Streetwise](#) or Charisma depending on situation.

Mobile Tactics (4): Mobile and armored warfare. Includes vehicle combat and how to operate tactically during traveling and escort duty. Used with [Soldiering](#) or [Driving](#).

Naval Tactics (5): Wet navy tactics, on or below the surface. How to operate in combat or as part of a formation. Used with [Seamanship](#).

Nuclear Bomb (3): Handle nuclear explosive devices. Used with [CBRN Warfare](#) or [Demolition](#).

Ordnance (4): Knowledge of ammunition, grenades, artillery shells etc. Required to safely modify or disarm ammunition. Allows setting shell fuzes. Used with [Utility Equipment](#) to rearm a dropship, with Mechanic Tools to safely cut a shell open or with [Mine Warfare](#) to dismantle a mine into components.

Parachute Wings (2): Training badge for completing basic [Parachute](#) training.

RTI (3): Resistance to interrogation training prepares a soldier in case they are captured. Provides bonus to Psy or Tou to resist interrogation and torture. Can also be used with Soldiering or Criminal.

Space Tactics (5): Tactics for ship combat in deep space or orbit. Used with [Starship Bridge](#) or for smaller ships with [Space Crew](#).

Starship Identification (3): Knowledge of basic facts about starships used by various foreign powers and how to tell them apart based on passive visual/EM signatures or discovered capabilities like profiles for active sensors or acceleration. Used with [Space Crew](#) or [Starship Bridge](#).

Vehicle Identification (3): Knowledge of basic facts about vehicles used by various foreign powers and how to tell them apart based on visual, audible or EM signatures. Used with [Soldiering](#).

2.6 Sensors & IT

Covert Sensors (4): Training on how to operate or place hidden sensors in a room or on a person. Also covers equipment to search for them. Used with Intelligence or [Sensor Systems](#). Camouflage may be used for hiding them.

EW (8): Electronic Warfare. Understanding of EM signal propagation and jamming techniques. Used with the Comtech skill.

FTL Communication (3): Training to operate systems for FTL communication.

Hacking (6): You are familiar with techniques and software tools used to gain access to digital systems. Unless used for law enforcement or military purposes this is usually illegal. Used with Computer Systems.

Interface 2037 (2): Basic reliable interface to the main computer/AI used on many civilian starships.

IR (2): Infra-Red light not visible to the human eye. An active sensor will send out light and register the reflection, a passive will only register naturally reflected IR light. Used both with personal equipment and vehicle/starship sensors. Uses [Sensor Systems](#) skill or alternatively Perception for personal equipment like night vision goggles.

Lidar (4): Light detection and ranging, using pulsed laser to measure and map objects. Common on starships, but also available as a sensor on many military vehicles. Uses [Sensor Systems](#) skill.

Motion Tracker (3): Training on portable or fixed motion trackers. Used with [Sensor Systems](#) skill.

Morse (2): You know the ancient form of communication called Morse code. Uses Comtech skill.

Photography (2): You know how to properly use a camera or a video camera, for artistic or documentation purposes. Used with Perception, [Sensor Systems](#) or Intelligence.

Programming (8): With access to a computer you can write programs or modify existing ones, the more advanced the longer it takes. Used with Computer Systems.

Radar (4): You are trained as a radar operator. Used with [Sensor Systems](#) skill. To operate a counter-battery radar the [Artillery](#) expertise is also required..

Radio (2): You are trained in radio communication and know how to work with any type of common radio transmitter/receiver. Uses Comtech skill.

Sensor Networking (3): Knowledge how to build distributed sensors systems for example by using a portable system hub and lots of wire. This allows “smart” sensor networks feeding data to connected computers or weapon systems.

Tightbeam (4): Operation of tightbeam communication systems which will typically use lasers. Uses Comtech skill.

USCM Interface (2): The marine corps have their own computer interface used on starships, bases and some advanced equipment. Typically used with Computer Systems, but also with [Mine Warfare](#) to configure the UA571 Sentry Gun.

USN Interface (2): Computer interface used on US space navy starships.

2.7 Nature & animals

Bushcrafting (3): You can make simple tools from the environment around you, like breaking rocks to produce a sharp edge for cutting or fold leaves into a bowl to carry water. Uses [Outdoorsman](#).

Evasion (5): Advanced training to hide tracks while moving through terrain and strategies to confuse pursuers, dogs or sensors. Used with [Outdoorsman](#) or [Camouflage](#).

Fishing (3): You know how to set bait and catch fish, with net or fishing rod. Used with [Outdoorsman](#).

Herbalism (5): Knowledge of plants with medicinal effects. To find such plants the current [terrain](#) is also a required expertise. Used with [Outdoorsman](#) or Medical skill.

Herding (4): You know how to handle large herds of animals, directing them and not get trampled.)

Hunting (5): You know where to find game, how to get close and how to skin and butcher them after the shot. Used with [Outdoorsman](#) and [terrain](#) expertise.

K9 (8): You have specialist K9 training to work with dogs for for searching, guarding etc. Your squad will benefit from the senses of your dog for detection purposes (combined roll using dog perception + your [Animal Handling](#) which in practice means your skill is used since it will be lower).

Riding (4): You can tack up and ride a horse (or other rideable animals).

Skiing (3): You can ski and also had training on how to work as a squad to bring a sled with you.

Tracking (5): Read tracks to uncover the story they tell, in what direction, how many, how fast they were moving etc. Used with [Outdoorsman](#). If tracking a vehicle and you also have [Vehicle Identification](#) it allows you to identify the model instead of only the general type as wheeled, tracked.

Trapping (4): Making and setting traps to catch animals. Used with [Outdoorsman](#) and [terrain](#) expertise.

2.8 Navigation

Interplanetary (6): You understand orbital mechanics and can plot courses within a star system.

Interstellar (10): Enough understanding of FTL travel mechanics and star charts that you with some computational assistance can plot courses between star systems. Humans will not normally need this expertise themselves as such calculations can be handled by a ship AI.

Orienteering (2): The Orienteering sport is often used to learn military recruits handle map & compass while keeping them physically fit. Provides bonus to navigation over land regardless of terrain.

Nautical Charts (3): You know how to read ocean and coastal maps and use nautical navigation aids if available.

2.9 Science & Medicine

Aerospace Medicine (3): Training for space navy medics dealing with for example conditions arising from microgravity or vacuum exposure.

Altitude Medicine (3):

Autodoc (5): You can configure an autodoc robot to perform surgery or other medical procedures. Usable with Computer Systems, [First Aid](#) or Medical.

CBRN Treatment (4): Treat the effects of CBRN exposure. Usable with [CBRN Warfare](#), [First Aid](#) or Medical.

Cold climate (3): Specialist training on environmental effects like frostbite etc.

Cryogenics (4):

Dive Medicine (3):

Forensics (3): Using equipment to collect samples from a crime scene, like fingerprints or DNA. Used with Policework or Science Equipment skills.

Hot climate (3): Specialist training for units stationed in hot climate, covering dehydration etc.

Infections (4):

IV (3): Administering intravenous fluids.

Laboratory equipment (3): Basic operation of scientific lab equipment. Qualifies you to assist someone who actually knows what they are doing in a lab. Please don't drop the test tube with the black goo.

Meteorology (3): Operate equipment for planetary weather forecasting. Also used to deploy weather balloons or other meteorological sensors.

Oceanography (3): Operate equipment for prediction of oceanic dynamics like currents, waves etc. Also used to deploy oceanographic sensors.

Surgery (8): Usable with [First Aid](#) or Medical to perform surgical procedures. If performed with First Aid it is limited to "Field Surgery" field surgery procedures, e.g. needle decompression.

Toxicology (5): Knowledge of poisons and antidotes. Usable with [First Aid](#), Medical or for identifying natural poisons [Outdoorsman](#).

Veterinary (6): Treat animals for injuries and medical issues. Used with [Animal Handling](#) or Medical.

2.10 Language

If you pick any language in addition to your primary one you speak it with noticeable accent (unless you also pick Bilingual), but can otherwise communicate fully.

Chinese (3): Major language in the UPP countries and for corporations like Shiriyen.

English (3): Main language for the US, 3WE and many major corporations like Weyland-Yutani.

Japanese (3): Used within 3WE, Weyland-Yutani and several other corporations.

Russian (3): Major language in the UPP countries.

Spanish (3): Second largest language in the US. Several colony worlds are mainly spanish-speaking.

2.11 Creative

Music (8): You can read notes and compose music.

Painting (8):

Party Tricks (3): Small “magic” tricks or more risky ones like the “knife thing”. Something that will hold the attention of people around you, or simply have a good time with friends. Used with [Sleight of Hand](#).

Performance (8):

Singing (5):

Writing (8):

Music instrument (3)

Individual expertise per instrument type.

Guitar, Keyboard use Artistry or [Sleight of Hand](#) skill.

Drums, Harmonica, Trumpet, Violin use Artistry skill.

2.12 Other

Acrobatics (3): Provides bonus when jumping, balancing or falling and allows you to do maneuvers that would be impossible without training, like a free handstand. Used with Dexterity.

Card Cheating (3): Swap them, hide them up your sleeve or in some other way cheat in a card game to get an unfair advantage. Used with Gambling or [Sleight of Hand](#).

Crane (3): Operation of large cranes like for a construction site or the cargo handling crane on a Conestoga-class starship. Used with [Utility Equipment](#).

Diving equipment (3): Training to operate diving suits, air tanks etc. Used with [Swimming](#).

Environmental Suit (3): Training on suits cover all types like space, biohazard or high-pressure, but only the basic suit and no advanced accessories/tools. Used with [Zero-G](#) or [CBRN Warfare](#).

Forgery (4): Forge documents, permits, id:s and similar with Criminal or Intelligence, Computer Systems for digital forgeries or Artistry for valuable objects.

Parkour (3): Quickly navigate obstacles without the aid of equipment, like the boot camp obstacle course. Used with Dexterity.

Pickpocketing (4): You have trained techniques for stealing items someone is carrying on them without being noticed. Used with [Sleight of Hand](#) vs Perception.

Powerloader (4): Exoskeleton powerloader Class II license. Used with [Utility Equipment](#).

Law (8): Usable with Policework, Commerce for trade laws.

Life Support (3): Knowledge of life support system which could be on a ship or colony. An appropriate profession skill like [Space Crew](#) or [Colonist](#) would let you operate and service it. For more extensive repairs or modifications you would need Mechanic or Electronics Tools.

Rope Work (3): Used with [Seamanship](#), [Sleight of Hand](#) or [Outdoorsman](#) to tie knots or make rope ladders. With Dexterity for rappelling. With [Animal Handling](#) to improvise a harness & leash.

Scaling (4): You are trained to use professional climbing equipment and can use this for advanced climbing challenges and to safely help others get up/down. Used with Dexterity.

Shadowing (4): Techniques for observing a person while remaining undetected. Typically in an urban environment, alone or while working with a team. Opposed roll vs targets Streetwise. Used with Intelligence, Policework, Streetwise or Remote Piloting (if using a drone).

Thrusterpack (3): Operate spacesuit thrusters used to move yourself around with the [Zero-G](#) skill.

3 Traits

Cost in XP listed as (X). A trait can only be taken once unless the description says otherwise. Background requirement means it can only be taken during character creation.

3.1 Neutral

This is traits without a cost but with a positive and negative effect at the same time.

ARM Sympathizer

You know 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 Stress if you were ever to see a small grey figure with big eyes.

Req: Not Live long and prosper

Beer Smuggler

Bringing a case of beer on a mission is almost something of a sport. For longer deployments you see it as a necessity. If you manage to do this and they are consumed during the mission you earn a stunt and may remove 1S from yourself and everyone you shared them with.

Bloodthirst

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

The only good enemy soldiers are dead ones. If you take prisoners, and that is a big if because you prefer not to, then you treat them badly. You get +1 Stress Limit, but there is something about you that will bring out the worst in your enemies. They will act against you as if they also had this trait unless they have another incompatible trait.

Req: Not Religious, Righteous or Soft-hearted

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 good enough the GM will award you a Stunt for it after the mission (usable on your next one). If you fail to bring anything back you get a Psycho Point instead.

Convict

"To think I believed the judge when he told me the Marine Corps was a superior alternative to jail. I should have shut up and done my time." - Cpl. Jeffrey 'Dirty Earl' Carisalez, Generation Kill

You got a longer sentence but traded some time off for signing up on a military contract. Your criminal life and prison time has hardened you and you know how to behave in such circles. You may level up the Criminal profession skill. But it will hinder your military career which means a slower promotion rate. You also risk immediate death penalty if you commit another felony or refuse orders.

Req: Background

Hamster

Whatever deployment length is expected for a mission you always pack double the amount of food. Always, even if you have to reduce mission critical payload in favor of food. You never drop food and if you find more you want to take it with you. If someone else packs less because they know you got

more you need to pack even more to compensate – no gaming the system. Once per mission you can pull out an MRE seemingly from nowhere even if you lost everything on your equipment list.

Jarhead

You just don't use your head much. You have +1R on all [technical skills](#) unless there is a Drill Instructor or Ultimate Badass present. Any attempt to use Psionics against you have +1 difficulty. You lose this trait if you get promoted to Corporal (E4) or higher.

Req: Not Quick Learner

Live long and prosper

Intelligent alien life cannot be evil. If we can only communicate with them we can certainly understand each other. You get no Stress for encountering aliens of any type until it is obvious that they are trying to eat you.

Req: Not ARM Sympathizer, Not Bloodthirst

Nosy

You have a knack for making the most unlikely finds anywhere you go. It can be anything like 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 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 according to some. 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 could be in on it too – knowingly or not.

Req: 1 PP

Private who?

Your very ordinary appearance and personality means you are rarely noticed among others. You are never picked as a random “volunteer”. Even enemy snipers will overlook you and pick another target if possible for aimed shots. Your chance for promotion is decreased. Should you ever become squad leader on a mission or promoted above E2 level you lose this trait.

Req: Max rank Private FC (E2), Cha <4, Not Canary, Impressive stature, Tacticool

Reckless Driver

“You’ve blown the main transaxle... ease down, ease down” – Aliens

There is only one way to drive, hard and fast. You get to use one die higher (up to D12) when driving but you also get +1R.

Reckless Pilot

“You're not going to be happy unless you're going Mach 2 with your hair on fire” – Charlie, Top Gun
Flying is supposed to be exciting and sometimes you got to push it. Being in the cockpit on any flight that doesn't require a skill roll gives you 2S. Your skill level counts as one higher when piloting (at level 5 you instead get +1 bonus as if you had level 6). You also get +1R on all piloting rolls.

Religious

Your faith in god and the afterlife strengthens you. By using a prayer or other suitable ceremony you

may remove 1S once per mission. This only works if you have behaved fully in accordance with your religion. If at any point you don't your Stress Limit is instead lowered by 1 for the rest of the mission.

Small frame

"Aren't you a little short for a stormtrooper?" – Princess Leia

Dexterity rolls +1, Strength rolls -1. [Close Combat: Standup](#) -1 unless opponent has the same trait.

Req: Background, Not Impressive stature or Strategic reserves

Strategic reserves

For the first two days of starvation on a mission you don't take any [X], but you will complain louder than anyone else about the lack of food. On the first roll for Close Combat: Grappling in a combat you get +1. Dexterity rolls for crawling through tight spaces have +1R. If you starve for 5 days on a mission you lose this trait.

Req: End <4, Not Tunnel Rat or Small frame

Tacticool

You are the cool type who wouldn't be caught dead in a plain standard issue uniform looking like you just came out of basic. You customize your kit prioritizing looks over function and can get a Stunt for bringing useless stuff that will make you look cool. +1R on [Camouflage](#) rolls.

Req: Background, Not Private who?

Trigger-happy

Your quickness gives you +1 bonus on Reaction rolls in any duel-like situation. But there is such a thing as 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.

3.2 Advantages

2nd in Command (2)

You are the perfect support for any commander. Your excellent cooperation skills add +1 bonus to the squad leaders Leadership rolls when you are second in command (next highest rank in the squad). Regardless of your place in the hierarchy you may also draw Tactics cards during squad combat as if you were the squad leader – but not play them unless you actually take charge (the Communicate action can be used to pass them to the leader).

Req: [Infantry Tactics](#)

Access to the files (1)

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

Req: Computer Systems([USCM Interface](#)) 4 and either Staff Sergeant (E6) or [Hacking](#), Not Watched.

Alert (2)

You are always on your guard. Unless you are asleep/unconscious your squad is never taken completely by surprise and will have a minimum position value of 2 at start of any combat.

You also get +1 on Rea rolls for combat initiative.

Req: Per 4, [Soldiering](#) 3, Not Catnapper

Amphibious (2)

"To the shores of Tripoli!"

+1 bonus to [Shooting](#) while fighting aboard a ship at sea or performing a coastal landing.

Req: [Terrain](#): Sea

Arctic Fox (2)

+1 bonus on [Driving](#), [Outdoorsman](#) and Tactics rolls in extreme cold or snow conditions.

Req: [Skiing](#), [Terrain](#): Arctic

Attractive (3)

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

You are naturally attractive. How you make use of that is up to you.

Req: Charisma 4, Not Bad Aura or Bad Hygiene

Authority (4)

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

Req: Sergeant (E5), Glory 10

Baseball Player (3)

You love the ancient American sport baseball. +1 [Close Combat: Standup](#) when using a baseball bat and +1 Throwing.

Req: Background

Bilingual (3)

You speak one of your secondary languages just as well as your primary language.

Req: Background, Language expertise

Brown Noser (2)

As long as you are close to someone who is above you in the chain of command you get +1 bonus on Charisma and [Soldiering](#).

Catnapper (3)

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

Soldier life 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 lets you recover an additional exhaustion [X] per day which you can do during any of your catnaps.

Req: [Soldiering](#) 3, Not Alert, Nightmares or Maintenance Fanatic

Cautious (3)

You are the rare exception of a soldier both following safety instructions and having a healthy respect for things that can go boom. Once per mission you can ignore a critical failure if it happens in any of the following skills: [Demolition](#), [Mine Warfare](#), [Indirect Fire](#).

Req: Not Jinxed, Dapper Sapper or any trait titled "Reckless".

Coal Lungs (1)

Dirty air never troubled you. On a mission the first two health bar marks you receive from inhaling heavy smoke, tear gas etc. are ignored. It does not help against directly lethal gas like nerve gas.

Combat Correspondent (1)

On missions where it is deemed appropriate you will always be equipped with a video recording device. The squad leader will be instructed to keep you close to the main action and not send you off alone or leave you on guard duty. Catching a squad member on camera when they perform something extraordinary earns you a stunt.

Req: Charisma 3, [Photography](#) expertise

Combat Drop Wings (1)

"We're paratroopers, Lieutenant. We're supposed to be surrounded" – *Band of Brothers*

You have been in real parachute insertions and know how to handle yourself in the air. You get +1 bonus to [Parachute](#) and draw +1 Combat Card in the first round if there is combat right after you land. Decoration worth 1 Glory.

Req: [Parachute Wings](#) and one combat mission where you jumped

Cowboy (1)

Once per mission you can gain a stunt by doing one of the following: Wear a cowboy hat in combat (instead of helmet), ride a horse or win money playing poker.

Cross Country Driver (3)

You are a natural at driving off-road. Once per mission you may ignore a critical failure when doing this – it counts as a regular failure instead. +1 bonus using a winch to get a vehicle unstuck.

Dapper Sapper (3)

In the fine tradition of Sgt. Joseph R. Julian you never hesitate when something needs destroying. +2 damage against buildings or fortified positions using [Shoulder-launched](#), [Throwing](#) or [Demolition](#). In squad combat +1 Fire when attacking such positions.

Req: [Soldiering](#) 4, Not Cautious

Die bastards! (2)

Once per combat when firing on full auto you may add +2 Fire to your total by shouting "Die bastards!" or similar. But only if you have reached half your Stress Limit or have at least 1 PP.

Doubletap (3)

With a pistol you can fire two single shots in the same action. If you hit draw +1 Wound card.

Req: Any [Pistol](#) expertise, Reaction 3

Draw Stranger (2)

Your time spent on a frontier world with relaxed gun laws give you +1 Reaction bonus when using a pistol/revolver.

Req: Background, Any [Pistol](#) expertise, [Terrain](#): Desert

Drill Instructor (2)

"Drop and give me 20!"

+2 bonus on Charisma and Intimidation whenever you deal with recruits. +2 when using Per or [Soldiering](#) to identify anything irregular about military personnel. +1 on Leadership rolls to oversee work (in addition to Cha bonus if most workers are recruits).

Req: Sergeant (E5), [Soldiering](#) 4, Drill, Not Whisper-voiced

Efficient Packing (2)

You know exactly where every piece of equipment should go for best carrying comfort. Carry Capacity is increased +5 kg.

Req: [Soldiering](#) 4

Escape Artist (5)

You are notoriously hard to lock up or tie down as you tend to find any small opportunity for a way out if one exist. You get +1 bonus on non-combat escape attempts from such situations regardless of what skill is used.

Req: Dexterity 4, [Lockpicking](#), [Rope Work](#)

Eye of the Tiger (2)

No matter how hard they hit you keep coming. The first time you get stunned each combat you can ignore the stun effect (you don't lose your action but you take other damage effects as normal).

Req: Tou 4, Not Glass Joe or I'm gonna die!!!

Farmer Family (3)

Growing up in a rural farming community didn't help realize your dreams of becoming a starfighter pilot. But it gave you some useful skills along with a distinct dialect. +1 bonus on Farming and [Animal Handling](#). You may use any farming equipment as if you had expertise.

Req: Background, [Terrain](#): Temperate or Desert

Fixer (5)

You know the right channels for acquiring useful things not on the official equipment list or even legal. Your superiors in the chain of command will not know if you bring such things on a mission.

Req: Cha 3, Not Loner or Mean Bastard

Get to the choppa (2)

You can spend one 1LP and shout a command to someone in your squad. Provided they try moving towards an aircraft or extraction point this lets them remove 1[X] (which can wake them up if unconscious) and gives them +1 Cover for the rest of the combat/scene. Effect does not stack, but you can spend additional LP to affect multiple people.

Req: Strength 5, Not Whisper-voiced

Gun Nut (2)

You like weapons and prefer to always carry more than one. The bigger caliber the better. You can automatically identify weapons you see and will know facts like muzzle velocity, clip size etc. You get +1 on any roll to repair or modify weapons.

Req: Expertise for 3 different small arms (using [Shooting](#) skill).

Gung Ho (3)

Activate once per mission by shouting Gung Ho! to randomly: Remove 2S, Clear 1 Health bar box or gain a Stunt. Activating it also activates any other Gung Ho in the same squad.

Req: Not Cautious, Combat Shakes or Sleepyhead

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 Stress from the squad you may use your own LP and roll for Psyche to remove Stress only

from yourself (this is not a leadership roll so bonuses specific to such rolls do not apply but the same difficulty is used).

Req: 10 missions, [Soldiering](#) 5

HEMA Fighter (3)

Using any form of european medieval close combat weapon gives you +1 bonus. A regular knife or axe works as well as longsword or spear. Saber/machete/katana won't count.

Impressive Stature (1)

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

Vasquez: No, have you?

Your appearance make people back out from a brawl against you. Any human fighting you in close combat get -1 on their roll on the first combat turn (even if ambushing). +2 bonus on Intimidation.

Req: Str 4, Tou 4, Not Ninja, Private who?, Small frame or Victim

Instructor (2)

You are good at teaching. For any skill where you are better than someone else you can spend some time teaching them. This gives them +1 bonus on this skill for the rest of the mission. Each student may only benefit from this once per mission.

Req: Cha 4

Iron-fist (2)

You got natural KO power adding +1 to your unarmed damage when using your fists.

I've been through worse (2)

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

Req: Purple Heart, Not I'm gonna die!!!

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 is being used to detect you, always add +2 to their difficulty. The same applies to dogs tracking you.

Req: [Outdoorsman](#) 3, [Terrain](#): Jungle

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.

Req: Expertise [Sword](#)

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 or the first in target priority order for squad combat your squad won't take any Stress from incoming fire. This doesn't apply to you, you take Stress as normal.

Req: Sergeant (E5), [Soldiering](#) 3

Let's Rock! (1)

LET'S ROCK! – Vasquez, Aliens

Shout something appropriate when using [Shooting](#): Auto to consume double the amount of ammunition and get +1 bonus on the skill roll.

Life of the party (4)

You are the type who raise the mood of people around you, always in the center when there is a party going. Once per mission you can spend 1LP to remove 1S from everyone else (not you) in the squad by doing something nice like make coffee for them or even by telling a positive story or a joke.

Req: Cha 4, No anti-social traits

Lucky Bastard (4)

The first time each mission that you should have received an “incoming” during combat you are instead skipped and it is dealt to the next squad member. Further incoming or shots directed specifically at you follow normal rules. If you ever receive a Purple Heart you lose this advantage.

Req: Not PH

Machete (3)

When using a machete or a big Rambo-style knife you get +1 bonus to [Close Combat: Standup](#). You may also use this weapon in grappling and getting a kill with it earns you a stunt.

Req: [Knife](#)

Maintenance Fanatic (1)

You can spend hours polishing every little part and can reassemble any weapon you have expertise in blindfolded. Your guns are immune to jams as a result of critical failure rolls (but can still happen by other means). Applies to guns you had a chance to service, not one you just picked up. You must always bring a maintenance kit on missions.

Req: Not Catnapper

Martial Artist: Grappler (3)

You practice some form of jiu-jitsu, judo or wrestling. You get +1 bonus on [Close Combat: Grappling](#), +2 against a humanoid opponent who is not a martial artist.

Req: [Close Combat: Grappling](#) 4, Strength 3, Endurance 3

Martial Artist: Striker (3)

You practice some form of karate, kickboxing or other standup style. You get +1 bonus on [Close Combat: Standup](#), +2 against a humanoid opponent who is not a martial artist.

Req: [Close Combat: Standup](#) 4, Dexterity 3, Endurance 3

Mountaineer (2)

+1 to Dexterity and [Camouflage](#) rolls in mountain terrain.

Req: [Outdoorsman](#) 3, [Terrain](#): Mountain

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

Neon Tan (2)

You are quick to find your ways in an urban environment. Once per mission you can immediately locate where a certain class of people is hanging out or where a specific type of goods is being sold. +1 bonus to [Streetwise](#) if there are neon lights nearby.

Req: [Terrain](#): Urban

Ninja (5)

The night is your domain. In darkness you get +1 bonus on [Stealth](#), [Camouflage](#) and Dexterity rolls.

Req: [Close Combat: Standup](#) 3, [Throwing](#) 3, Not Fear of the dark or Impressive Stature

Nintendo Kid (3)

"Kids these days with their Nintendo thumbs learn how to fire missiles in no time" – Unnamed Swedish army officer.

When using the [Missile Weapons](#) skill to fire a weapon you may roll as if your skill were one level higher up to a maximum of 5. Does not apply for any other use of the skill. You also have +2 bonus on any roll to play console games.

Req: Background, Reaction 4

Offhand Shooter (1)

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

Req: Dexterity 4

Quick Learner (1)

"Show me everything" – Ripley, Aliens

If you have someone showing you how you can use saved XP to buy a skill/expertise they have even while you are on a mission. This can be used to learn things not normally available should you meet someone willing to spend time instructing you. If they have any Instructor trait you also get +1 bonus on the skill for the rest of the mission.

Req: Cha 3, Not Jarhead or Thick-skulled

Rise and shine (1)

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

You are always quick to wake up after sleep and you ignore all negative effects from recent hypersleep.

Scarred Veteran (2)

Being shot doesn't scare you much any more, just part of the job description. Once per mission you may ignore Stress gained from a Wound card.

Req: 10 missions, Purple Heart

Sea legs (1)

You never get seasick from being on a watergoing craft and have +1 bonus on rolls to avoid nausea from any other source. You also get +1 on all rolls to keep your balance.

Req: [Seamanship](#) 3, [Terrain](#): Sea

Secondary Weapon (3)

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

A smaller firearm or close combat weapon can be chosen as your designated backup weapon for the mission (eg. short shotgun, SMG, pistol or knife). You can draw this weapon instantly without

spending an action but must be able to do so and use it one-handed. In close combat you can draw it at the beginning of any combat round unless you are stunned or ambushed.

Req: Reaction 4

Shake n' Bake Colonist (2)

Life on a remote colony taught you to make do with limited resources. Once per mission you can repurpose an item into a tool or spare part you need. No skill roll required, but it must be technically feasible, you cannot for example turn wood into metal.

Req: Background, [Terrain](#): Barren, [Colonist](#) 2

Shellback (2)

You have traveled past the outer rim and back while serving as starship crew and been initiated according to the ancient naval rituals which means you are now a veteran spacefarer. Once per mission you receive +1 bonus on your next skill roll after general quarters (battle stations) is sounded.

Req: 10 missions, [Space Crew](#) 4, [Terrain](#): Space

Smuggler Tricks (2)

You just happen to know a few things. Like how to hide aboard a spaceship or station which gives even dogs and high-tech sensors +2 difficulty detecting you or an object you have hidden aboard.

Req: Criminal 1, [Terrain](#): Space

Snake-eater (1)

The Cobra Gold training was nothing for you. Eating a snake counts as a full ration and will never poison you. +1 on all combat rolls against snakes.

Req: [Outdoorsman](#) 3, [Terrain](#): Jungle

Spacer (2)

Born and raised in space it is natural to you in a way it can never be for an earthling. You get +1 bonus on [Zero-G](#).

Req: Background, [Space Crew](#) 1, [Terrain](#): Space

Spotter (1)

You are trained in how to properly assist and talk to a sniper preparing for a shot. If you act as spotter the shooter get +1 bonus in addition to the one for an assisted roll for a total of +2.

Req: [Shooting](#): Aimed 3, [Soldiering](#) 2, Any sniper/scoped rifle expertise

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 (E3).

Req: Background, Cha 3, [Infantry Tactics](#), Not Scapegoat

Stiff upper lip (2)

Never show weakness or emotion in front of your squad. You have +1 bonus on your leadership rolls until you fail any roll in a way that your squad notices, is visibly affected by panic or your uniform get dirty.

Req: Corporal (E4), Not life of the party or Bad Hygiene

Streetfighter (2)

Your experience from the street has made sure you never hesitate when a fight is on. You have +1 bonus on your roll for the first round of close combat. If your action is to use a thrown weapon you must shout “Hadoken” for the bonus to apply.

Req: Background

Swamp Rat (2)

You have +1 bonus to Navigation, [Camouflage](#) and Tactics in swamp terrain. You can also instinctively cover yourself in mud to temporarily hide from thermal vision at a critical moment once per mission.

Req: [Outdoorsman](#) 3, [Terrain](#): Swamp

The Big Five (1)

You faced and survived the worst the universe could throw at you. You have +1 Stress Limit and can gain a Stunt 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 (2)

You get +1 bonus on your Tough roll to withstand blunt damage to the head.

Req: Psy < 3, Not Glass Joe or Quick Learner

Tough (6)

You are naturally tough and get one more box in your Health bar.

Tunnel Rat (3)

You once worked as a ventilation duct cleaner. You are comfortable in small confined spaces and have no problems turning around in them or accessing your equipment (no rolls required). You never take Stress from being enclosed in small spaces.

Req: Background, Dex 3, Str < 4, Not Strategic reserves

Trusted Leader (2)

Successful leadership rolls to remove Stress let the soldiers in your squad remove one extra – as long as they have equal or more Psycho Points compared to you.

Req: Sergeant (E5), Psyche 3, [Soldiering](#) 3, [Infantry Tactics](#)

Ultimate Badass (3)

Many claim to be, you are. +2 bonus on Intimidation. All your panic rolls are modified by -1. TODO: Add squad level bonus.

Req: Master Sergeant, [Soldiering](#) 5

3.3 Disadvantages

Absent-minded (-4)

You will often misplace your belongings or forget to bring them to begin with. Roll a die once per day to determine one object in your inventory that is now missing, including at mission start. It must be an object of at least some significance.

All out of bubblegum (-3)

You are not the type to say sorry if you offend someone.. or to back down from a fight. Interactions with strangers always have a risk to turn into a fistfight for the silliest of reasons. But as long as it stays a clean scrap with no weapons involved they won't necessarily hold a grudge afterwards.

Req: Not Private who, Impressive Stature or Victim

Apricot Eater (-2)

If a vehicle is brought along on a mission you will always have placed food in it that contains apricots. It could be a can, a protein bar or something else. You may not even remember having brought it, but it will be there and it will hide like a ninja apricot until it is ready to strike.

Bad aura (-2)

People often get uncomfortable in your presence and they will tend to remember you. Dogs will growl and cats avoid you. [Animal Handling](#) rolls get +1R. Psycho table rolls for others in your squad get +1.

Req: Not Attractive, Life of the party or Private who

Bad Hygiene (-1)

You never understood the military obsession with enforcing field hygiene. After a week on a field deployment you must roll for a 50% risk of getting sick or infected with some local bug (25% if there is a Drill Instructor in the squad). Dogs get +2 bonus tracking you.

Req: Not Stiff upper lip

Blabbermouth (-1)

You tend to constantly blabber about anything, keeping radio communication short and efficient is impossible. If you use the squad combat action Communicate on the same turn as someone else in the squad their action will fail. +1R on rolls to resist interrogation.

Req: Charisma 3

Canary (-1)

Somehow you always become the volunteer unless there is a strong reason to pick someone specific for a task. 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.

Combat Shakes (-1)

“The demon of combat. The second time is often the worst, because then you know what awaits.”

The second time you get into a firefight you immediately take enough Stress to put you 3 points above your Stress Limit (apply before any Stress from enemy fire etc. on the first round of combat). This disadvantage disappears after it activates.

Req: Background, Not Gung Ho

Compulsive Gambler (-4)

There is a thrill in betting or playing for money. You always look for opportunities to do this, even to the point that you will prioritize it over the mission if you think you can get away with it.

Req: Gambling 1

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 may contact you and ask for a “favor” and you will do almost anything to keep them happy. The GM decides what they will ask you to do and when.

Dislike androids (-1)

”I prefer the term artificial person myself” – Bishop, Aliens

Warranted or not, you don’t trust synthetic humans. You tend to lash out at them or provoke them as a way to test their reaction to you. For as long as you are around one (known or suspected) you have Stress Limit -1 and +1R on all non-combat rolls interacting with a synth.

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 Stress 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

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

Glass Joe (-2)

Your head is not built to take damage. All hits to your skull/face does +1 damage.

Req: Not Thick-skulled

Heart Issue (-2)

Some small irregularity with your heart has been missed in the routine medical exams. Any chest wound that penetrates your armor does +1 damage. This disadvantage disappears if you ever gain Cybernetic Vitals.

I’m gonna die!!! (-2)

You are afraid to get injured and add one more S each time you suffer the initial effect of a Wound card.

Req: Background, Not Gung Ho, Tough or Just a flesh wound

Inflated Ego (-2)

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

Jinxed (-4)

"I cause safety briefs"

Whenever you use mines, explosives or are tempering grenades you must always make a skill roll with +1R regardless of difficulty. On a critical failure whatever you handle 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 often end up in your pockets. Not even your squadmates belongings are safe. The GM can pass you notes with new items for your inventory.

Req: Not Righteous

Low Tolerance (-1)

A glass of wine and the world starts spinning. You cannot take alcohol very well which could be an endless source of entertainment for your fellow soldiers when off duty. Health bar markers from intoxication are doubled.

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 get out of a tight spot. Without it you get -1 Stress Limit, you lose any advantages with "Lucky" in the name and get +1R on all rolls.

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 and cannot help slipping a nasty comment or engage in some bullying when opportunity arise. It will create tension in your squad and the squad leader have +1 difficulty on leadership rolls. If you are squad leader you get +2.

Req: Intimidation 2, Not Fixer, Whipped, Soft Hearted, Life of the party or Victim

Mentally unstable (-2)

You are easily unbalanced and have -1 Psycho Limit. Rolls to resist Intimidation have +1R and will cause you to attack on a critical failure (unless a Panic roll says otherwise).

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 1S. So if the mission starts with a drop you have 1S from start that mission.

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 6). To surrender and be taken

prisoner is not an option, you rather die with your boots on. Breaking this conviction gives you a PP even if done against your will (like being captured while unconscious).

Psychic powers (-1)

You believe you are psychic. It may 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: Psi value unknown

Rival (-1)

There is someone (NPC) in your own organization/military who hates you as much as you hate them. They also have an uncanny ability to cross your path when you least expect it. You wouldn't go as far as killing, but anything up to a good brawl is fair game. Rank is not an issue.

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 some contraband found you will always be the first one who comes to mind. If the real perpetrator is not found you may even end up taking the punishment for it.

Req: Background, Not Righteous or Squad Leader

Sleepyhead (-2)

You never wake up well rested and always need a rush of adrenaline to get the day started. Until you get your first S (that is not from another of your traits) you have -1 on rolls for Per and Rea.

Req: Not Alert, Gung Ho, Rise and shine or Trigger happy

Soft hearted (-3)

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 any wounded until it is beyond 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, Mean Bastard or Killer

Victim (-1)

Whenever someone is out of bubblegum or just a mean bastard in general looking for someone to mess with you tend to be there right in front of them.

Req: Str < 4, Cha < 4, Not Mean Bastard

Voodoo curse (-2)

At start of every mission roll a d10. On a 1 you will have a strange sense of unease and get +2R on all your skill rolls for the whole mission.

Wanted (-4)

You are wanted across multiple jurisdictions/star systems for serious crimes. Any police officer will if they check get a match on your face, fingerprints etc. and try to detain you. If captured by the enemy you will not get PoW status, you will be executed unless promptly rescued by your comrades (within the same mission).

Req: Background, Convict

Watched (-)

For some reason internal security are keeping a close watch on you. 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

Whisper-voiced (-3)

An 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. You have -1 LP.

Req: Not Life of the party, Mean Bastard or Drill Instructor

3.4 Psychotic Disadvantages

The cost is paid in Psycho Points (PP) so taking these is a way to get rid of PP.

3rd Deck Dive Team (1 PP)

The thoughts to just end it all are always there in the back of your head. Every time you have the opportunity and some time for thought, like when cleaning your rifle, being near a high cliff, an airlock etc. you roll a d10 and on 1 you will attempt a suicide. You won't tell anyone or seek help on your own initiative. But if someone else notices, start talking to you and get you professional help after the mission the GM can decide to remove this trait.

Alcoholic (2 PP)

You need alcohol to get through the working day. At least a little sip, especially if going on a dangerous mission. You will never say no if offered a drink. Being an alcoholic is grounds for a dishonorable discharge from the corps if discovered by superior officers. You have Health -1. Stress Limit -2 when fully sober. Other effects depend on intoxication level. If you go through rehabilitation the disadvantage is replaced with Former Alcoholic.

Req: Not Low Tolerance

Anger issues (1 PP)

You tend to lose control and throw a tantrum at anyone of equal or lower rank who fail their assigned task. If you are above them in rank the target of this outburst get 1S.

Confusion (2 PP)

For one scene per mission (GM:s choice) you will believe you are on your previous mission instead of the current one. If someone remind you about the task at hand you will accept what they say, but it passes right through your head and within seconds you are back in your own version of reality.

Flashbacks (1 PP)

You suffer flashbacks from past events and they tend to appear when you are under stress. For short moments you will think you are back in one of those events and act accordingly. You as a player can choose to have a flashback at any time while your character has at least 1S. If you forget the GM may choose the moment for you instead.

Freezes (2 PP)

Every time your Stress level reaches an even number after gaining Stress there is a 25% chance (roll a

D4) that you will freeze for a moment. If in combat this means you cannot use your action for one turn as if being stunned, if outside combat you simply roleplay it.

Killer (3 PP)

You have not only developed a taste for it, it has become an obsessive thought. You have to kill someone (a sentient being, not animal) on every mission you go on. It can be fully justified like killing an enemy in combat or it can be cold blooded murder – but it has to be done. If you fail you get 1 PP after the mission. A murder will not give you PP as it normally would if done for this trait (once per mission).

Req: Not Soft-hearted

Loner (1 PP)

The fewer people you have around you the better. You always try to physically distance yourself from other people whenever possible. Being in close proximity to others for too long will give you Stress over time. Being in a large crowd immediately gives 2S.

Req: Not Fixer, Monophobia, Life of the party or Neon Tan

Lunatic (1 PP)

Being on a moon or on a planet during full moon (any moon counts if there are multiple) will have strange effects on your perception of reality. Sometimes when you hear people talk you will hear a different version of what they said. If confronted about this it will only drive you more into your imaginary version of reality where it all makes sense to you. You as player should choose moments for this yourself but the GM may also feed you a different version of reality for your character.

Monophobia (1 PP)

You fear being alone or getting abandoned by your squad. You will do anything to stay close to others, at least one other person but preferably more. Getting separated from your squad gives you 2S, possibly more over time until your first panic roll.

Req: Not Loner or Nosy

Nightmares (1 PP)

You suffer from bad nightmares. Every time you sleep roll a d6. On 1-2 you wake up sweating and screaming with 2 Stress (it remains after the rest). Your effective resting time is halved if you had a nightmare and your next action has +2R unless you have time to calm yourself down first. If a mission starts in the morning you need to roll for your sleep the night before.

Req: Not Catnapper

Post-Combat shakes (1 PP)

Combat makes you feel sick and make your hands shake, but only after it is over. In the scene immediately following a combat you have +1R on all your rolls.

Psychiatric care (2 PP)

This is going through the official channels, attending regular sessions where you talk to a professional. A professional who also has the authority to deem you unfit for service. From now on, if you are ever reported as doing something that could be considered a serious neglect of duty or showing signs of mental instability during a mission you will be retired from active duty (OTH – Other Than Honorable discharge).

Pyromaniac (2 PP)

If you get an excuse to set something on fire you will.. any excuse. And you will always pack to come prepared just in case when going on a mission. Incendiary rounds, flamer, spare gasoline – whatever you can get away with. While carrying a flamer you get +2 on Intimidation rolls.

Twisted Thoughts (1 PP)

You cannot stop thinking about the most horrible ways your squad could die. You start a mission with 3 Stress that are only removed if you share your thoughts with the rest of the squad – which instead gives them 1 Stress each.

Whiskey Tango Foxtrot (1PP)

You get sudden urges to do something completely unexpected and crazy. The GM may provide suggestions. If you don't act on one of them each mission you get another PP after the mission.

3.5 Cybernetics

Cybernetic traits can normally not be taken voluntarily but are gained after a mission where a limb was destroyed as a way to quickly get the soldier back into active service.

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. It doesn't bleed if damaged (ignore BL). On the other hand it will be completely disabled by EMP or any major wound. This is the basic version provided by the military.

Cybernetic Vitals (0)

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

Gun Hand (0)

Illegal and impossible to get via normally available surgery. Your cybernetic hand has a slot for one 9mm bullet which can be accessed by opening a flap of synthetic skin. Firing it uses [Shooting](#): Dynamic. It is slow to reload.

Req: Cybernetic Hand/Arm

Hook Hand (0)

Some pirates are traditionalists, or simply lack access to anything more advanced. This implement is non-digital and solid metal so immune to EMP and most damage. It can be used as a knife or axe with a +1 bonus to [Close Combat: Standup](#) without requiring any expertise. It also gives +1 bonus to climbing (no finger fatigue).

3.6 Psionic powers

Psionic Training is required before you can learn any other powers. When using the effect of a power you roll for Psi.

Psionic Training (8)

This is taking the first steps learning to control your powers. You get +1 bonus when defending against

psionic attacks.

Requirement: $\Psi > 0$

TODO: More powers coming later.

4 Medals

Medals above 10 glory can only be recommended by the unit commander and will have to pass a review board before being awarded (it is recommended to discuss with other GM:s).

Medal	Glory	Motivation
PH - Purple Heart	1	The Purple Heart was established by General George Washington at Newburgh, New York, on 7 August 1782, during the Revolutionary War. This medal is awarded to those members of the Armed Services who are severely wounded in combat and survives. It can also be awarded soldiers who are crippled for life and therefore unable to continue service. (In game requires a potentially lethal wound or an amputation).
PoW - Prisoner of War	1	The Prisoner of War Medal is issued to any person who, while serving in any capacity with the Armed Forces of the UA, was taken prisoner and held captive after 5 April 1917; (1) While engaged in an action against an enemy of the UA; (2) While engaged in military operations involving conflict with an opposing foreign force; (3) While serving with friendly forces engaged in an armed conflict against an opposing force in which the UA is not a belligerent party. The medal is awarded after the prisoner has been released from captivity either by escaping or by other means like a negotiated release.
AFE - Armed Forces Expeditionary	3	This medal recognize that the soldier has taken part in a dangerous special mission of vital importance (often behind enemy lines) and that the mission was a major success due to skill and bravery
MoC - Medal of Commendation	3	The Medal of Commendation is awarded to any member of the Armed Forces of the United States who, while serving in any capacity with the Corps, distinguishes himself or herself by heroism, meritorious achievement or meritorious service
MoD - Medal of Distinction	4	The USCM Medal of Distinction is awarded to persons performing above and beyond the call of duty in a time of war. Awarded for individual acts of heroism, it is typically given to members of the Armed Services involved in aerial combat, space warfare or to those soldiers participating in a 'combat drop' operation
AM - Air Medal	7	Award of the Air Medal is primarily intended to recognize those personnel who distinguish themselves during conflict with an armed enemy. Primarily awarded to Aerospace and Orbital fleets, this medal can also be given members of a combat drop operation who come under fire during that mission. Generally awarded for survival in a hopelessly outnumbered situation
DSM - Distinguished Service Medal	8	This award is given to those members of the Corps who distinguish themselves during combat, by acting above and beyond the call of duty to ensure the success of the platoon, and placing that goal above their own needs. Mostly awarded for heroic acts to better the platoon, while placing themselves in risk
NC - Navy Cross	16	The Navy Cross is the highest award the Marine Corps can bestow upon a soldier. Given in situations where the recipient displays extreme heroism above and beyond the call of duty, with risk to their own life. The Navy Cross is given in times when the actions of a Marine are to be

		highly commended. To earn a Navy Cross the act to be commended must be performed in the presence of great danger or at great personal risk and must be performed in such a manner as to render the individual highly conspicuous among others of equal grade, rate, experience, or position of responsibility. An accumulation of minor acts of heroism does not justify an award of the Navy Cross.
CMH - Congressional Medal of Honor	30	The Medal of Honor is awarded by the President in the name of Congress to a person who, while a member of the Corps, distinguishes himself or herself conspicuously by gallantry and intrepidity at the risk of his life or her life above and beyond the call of duty while engaged in an action against an enemy of the United States. The deed performed must have been one of personal bravery or self-sacrifice so conspicuous as to clearly distinguish the individual above his comrades and must have involved risk of life. Incontestable proof of the performance of the service will be exacted and each recommendation for the award of this decoration will be considered on the standard of extraordinary merit

5 Character creation

The next chapters each describe one character class. For your chosen class:

1. Distribute attribute points.
2. Buy required skills & expertise, this includes picking a primary language and a home terrain.
3. (optional) pick an archetype and apply the expertise package from it.
4. Spend remaining points on increasing the key skills for your template and on other skills, expertise and traits available to your class.
5. Fill out name, age, specialty.

6 Character class: Marine

25 Attribute Points, 128 XP, max 8 Traits. Profession skills: Soldiering, Space Crew.

Profession skill max starting limit: 1 (This is a marine fresh out of boot camp)

Required skills (minimum level 1): [Soldiering](#), [Space Crew](#), Shooting: Aimed, Shooting: Dynamic, Shooting: Auto, [Shoulder-launched](#), Throwing, [Close Combat: Standup](#), [Stealth](#), [Swimming](#), [Zero-G](#), [Parachute](#), [Seamanship](#), Navigation, Comtech, Computer Systems, [CBRN Warfare](#), [Demolition](#), [Mine Warfare](#), [Camouflage](#), [First Aid](#), [Outdoorsman](#).

Required expertise: [Environmental Suit](#) (3), Language (3), one home terrain (0)

Total value for minimum requirements: 28 XP

This leaves 100 XP you can spend freely. A good way to do this is to start by picking one of the archetypes below for your expertise package. Then use the remaining XP to raise the recommended skills, buy additional expertise and traits.

6.1 Archetypes

If you want a quick-start or just make sure you got the basics covered for your build you can start from one of the following archetypes. They got the key skills/expertise that would be expected for their specialty. The only thing you need to do is spend the last remaining XP to add some uniqueness, and maybe personalize the character by picking a few traits.

Some cheap expertise that should be considered for any marine are [Infantry Tactics](#) (4), [IR](#) (2), [Knife](#) (3), [Motion Tracker](#) (3), [Orienteering](#) (2), [Parachute Wings](#) (2), [Radio](#) (2). A vehicle like Car (2), ATVL (2) or maybe [Powerloader](#) (4) for that class II license. At least one personal weapon is also highly recommended, the M41 Pulse Rifle (5) is a good choice here.

Additional archetypes/templates may be available in the digital character generator.

6.1.1 Rifleman

“Every marine is a rifleman”

This template contains the base necessities for a combat focused marine so you are free to spend the rest of the XP as you wish.

Expertise: [Bayonet](#) (1), Hand Grenade (3), [IR](#) (2), M41 Pulse Rifle (5), M83 SADAR (3), [Pistol](#) (2), Infantry Tactics (4), [USCM Interface](#) (2). Total 22 XP.

Recommended skills: [Shooting](#), [Shoulder-launched](#), Throwing, Close Combat, [Zero-G](#), [Indirect Fire](#)

Mortar can be a good expertise to broaden your combat capabilities but you should also look to add some non-combat skills.

6.1.2 Com-tech

“Well, you're not reading it right”

This is the base for a tech-focused marine who can support the squad with communication and computer equipment.

Expertise: Hand Grenade (3), [Interface 2037](#) (2), [IR](#) (2), M41 Pulse Rifle (5), [Motion Tracker](#) (3), [Pistol](#) (2), [Radio](#) (2), [Sensor Networking](#) (3), [USCM Interface](#) (2). Total: 24 XP.

Recommended skills: [Shooting](#), Comtech, Computer Systems, [Sensor Systems](#), Electronics Tools

Some possible future development paths include lockpicking, computer hacking, or starship focus.

6.1.3 Smartgunner

“Look, man. I only need to know one thing: where they are”

You bring the firepower. The weight of the weapon makes it a good idea to also add some strength.

Expertise: M56 Smartgun (8), Hand Grenade (3), [IR](#) (2), [HMG](#) (3), [Knife](#) (3). Total: 19 XP.

Recommended skills: [Shooting](#): Auto, [Close Combat](#)

Once you can fill your quite narrowly focused primary role in the squad it could be a good idea to put points into a secondary weapon or close combat for the occasions when you cannot bring your big gun.

6.1.4 Medic

“MEDIC!”

As a medic or marine corpsman you fight like everyone else but when the time comes to care for wounded (own or enemy) you can literally be the difference between life or death.

Expertise: [IV](#) (3), [Surgery](#) (8), CBRN Treatment (5), M39 SMG (3), [USCM Interface](#) (2). Total: 21 XP.

Recommended skills: [First Aid](#), [Shooting](#), [Zero-G](#)

From the medic base you can later expand your medical knowledge even more, or go into a field with some synergy like CBRN or science. Or in a different direction by adding more combat skills.

6.1.5 Pilot

“In the pipe, 5 by 5”

The marine corps train their own pilots. That way they are not dead weight on a drop but a specialist squad member responsible for any quick decisions while the squad is off the ground.

Expertise: UD4 Dropship (12), ASM (3), [HMG](#) (3), M41 Pulse Rifle (5), [Radar](#) (4), [Radio](#) (2), Shuttle (5), [USCM Interface](#) (2). Total: 36 XP.

Recommended skills: [Pilot Atmospheric and Space](#), [Shooting](#): Auto, [Missile Weapons](#), [Sensor Systems](#)

For future development you can focus on becoming an even better pilot or find synergies in other directions like remote piloting drones or even flying starships.

6.1.6 APC

“You're just grinding metal. Come on, ease down.”

This template gives you a good base not only to drive the APC but also handle the systems on it.

Expertise: M57 APC (6), Car (2), [HMG](#) (3), [IR](#) (2), M41 Pulse Rifle (5), Mobile Tactics (4) [Motion Tracker](#) (3), Plasma (6), [USCM Interface](#) (2). Total: 33 XP.

Recommended skills: [Driving](#), [Shooting](#): Auto, Heavy Cannon, [Sensor Systems](#), Mechanic Tools

Later on you can broaden your skills in different directions like expertise on additional vehicles, heavy weapons, becoming a mechanic or a sensor expert.

6.1.7 Recon

“Marine Recon: The stealth version of the Marine Grunt.”

This build is aimed towards outdoors reconnaissance and infiltration. Endurance and Perception are useful attributes.

Expertise: Evasion(5), FAC (3), [IR](#) (2), [Knife](#) (3), [Orienteering](#) (2), M41 Pulse Rifle (5), M83 SADAR (3), [Pistol](#) (2), [Radio](#) (2), [USCM Interface](#) (2), [Vehicle Identification](#) (3). Total: 34 XP.

Recommended skills: [Shooting](#), [Outdoorsman](#), [Camouflage](#), [Stealth](#), [Mine Warfare](#), Navigation.

The recon template can be further developed in many directions as it has synergies with several other roles like sniper, demolition or even becoming a sensor expert. You could also add Intelligence for more of a special forces skillset.

6.1.8 Sniper

“One shot, one kill”

As a sniper Perception will be a useful attribute.

Expertise: [IR](#) (2), M42 Sniper Rifle (8), [Radio](#) (2), [USCM Interface](#) (2), [Sensor Networking](#) (3). Total: 17 XP.

Recommended skills: [Shooting: Aimed](#), [Outdoorsman](#), [Camouflage](#), [Sensor Systems](#), [Stealth](#).

Adding another [weapon expertise](#) is a good idea for when it is not practical to bring a sniper rifle. Also note that you probably need to raise the other shooting skills as well to get [Shooting: Aimed](#) to your desired level.

6.1.9 Space Marine

“The ultimate high ground”

Space combat focus. Combine with any other template to make you that.. in space.

Expertise: Damage Control (3), [Interface 2037](#) (2), [IR](#) (2), Hull breaching (3), M41 Pulse Rifle (5), [Motion Tracker](#) (3), Plasma (6), VP55 LR Pistol (3), Thrusterpack (3). Total: 30 XP

Recommended skills: [Shooting](#), [Zero-G](#), [Welding](#), Computer Systems, [Sensor Systems](#)

Add Heavy Cannon and you can also serve as a plasma weapon gunner.

7 Character class: Mobile Infantry

25 Attribute Points, 128 XP, max 8 Traits. Profession skills: Soldiering.

Profession skill max starting limit: 1 (This is a soldier fresh out of boot camp)

Required skills (minimum level 1): [Soldiering](#), [Shooting: Aimed](#), [Shooting: Dynamic](#), [Shooting: Auto](#), [Shoulder-launched](#), [Throwing](#), [Close Combat: Standup](#), [Stealth](#), [Swimming](#), [Navigation](#), [Comtech](#), [CBRN Warfare](#), [Demolition](#), [Mine Warfare](#), [Camouflage](#), [First Aid](#), [Outdoorsman](#).

Required expertise: Morita I AR (3), Hand Grenade (3), Environmental Suit (3), Language (3), one home terrain (0)

Total value for minimum requirements: 29 XP. This leaves 99 XP you can spend freely.