

MILLER, OFFICER



Captain of the USSC Montero

FULL NAME: Vanessa Miller

AGE: 46

PERSONALITY: Thrifty

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

PLAYER CHARACTER

STRENGTH 4, AGILITY 3, WITS 2, EMPATHY 5

HEALTH: 4

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

TALENT: Pull Rank

SIGNATURE ITEM: Jacket patch with Weyland-Yutani logo

BUDDY: Davis

RIVAL: Wilson

TALENT

PULL RANK

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

WEYLAND-YUTANI CORP



BUILDING BETTER WORLDS



PERSONAL AGENDA

RELATIONSHIPS

BUDDY: DAVIS

RIVAL: WILSON

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

VANESSA MILLER

CAREER

OPPICER

APPEARANCE

TALENTS

PULL RANK

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

JACKET PATCH WITH W-Y LOGO

GEAR

1:

2:

3:

4:

5:

6:

7:

8:

9:

10:

CLOSE COMBAT

STRENGTH

HEAVY
MACHINERY

STAMINA

4

RANGED COMBAT

MOBILITY

AGILITY

ATTRIBUTES

OBSERVATION

WITS

SURVIVAL

COMTECH

PILOTING

COMMAND

EMPATHY

MEDICAL AID

MANIPULATION

ARMOR

RATING

ENCUMBRANCE

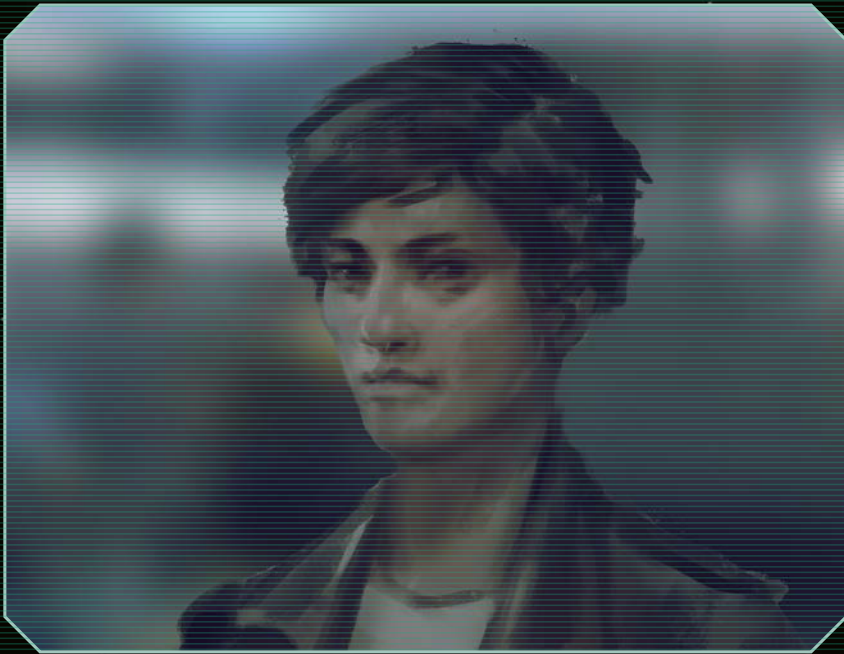
WEAPONS

BONUS

DAMAGE

RANGE

DAVIS, PILOT



Pilot of the USSCS Montero

FULL NAME: Leah Davis

AGE: 27

PERSONALITY: Adrenaline Junkie

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

PLAYER CHARACTER

STRENGTH 2, AGILITY 5, WITS 3, EMPATHY 4

HEALTH: 2

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

TALENT: Reckless

SIGNATURE ITEM: Pill bottle, almost empty

BUDDY: Miller

RIVAL: -

TALENT

RECKLESS

You live for the rush of adrenaline through your veins, pushing harder than others dare. You can push any skill roll based on AGILITY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

DRUG USE

You must use some form of recreational drug (see page XX) every Shift, or your STRESS LEVEL increases by one. You cannot relieve stress (see page XX) without consuming your drug of choice.

WEYLAND-YUTANI CORP



BUILDING BETTER WORLDS



PERSONAL AGENDA

RELATIONSHIPS

BUDDY: MILLER

RIVAL:

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING

DEHYDRATED

EXHAUSTED

FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

LEAH DAVIS

CAREER

PILOT

APPEARANCE

TALENTS

RECKLESS

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

PILL BOTTLE, ALMOST EMPTY

GEAR

1:

2:

3:

4:

5:

6:

7:

8:

9:

10:



ARMOR

RATING

WEAPONS

ENCUMBRANCE

4

BONUS	DAMAGE	RANGE

RYE, ROUGHNECK



Technician on the USSC Montero

FULL NAME: Kayla Rye

AGE: 23

PERSONALITY: Bitter

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

PLAYER CHARACTER

STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 3

HEALTH: 4

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

TALENT: The Long Haul

SIGNATURE ITEM: Worn photo of your brother

BUDDY: Cham

RIVAL: Miller

TALENT

THE LONG HAUL

You've seen it and done it all before. Nothing surprises you anymore.

Once per Act in Cinematic play and once per game session in Campaign play, you may ignore all  from a single roll.

WEYLAND-YUTANI CORP



BUILDING BETTER WORLDS



PERSONAL AGENDA

RELATIONSHIPS

BUDDY: CHAM

RIVAL: MILLER

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

KAYLA RYE

CAREER

ROUGHNECK

APPEARANCE

TALENTS

THE LONG HAUL

EXPERIENCE POINTS

STORY POINTS

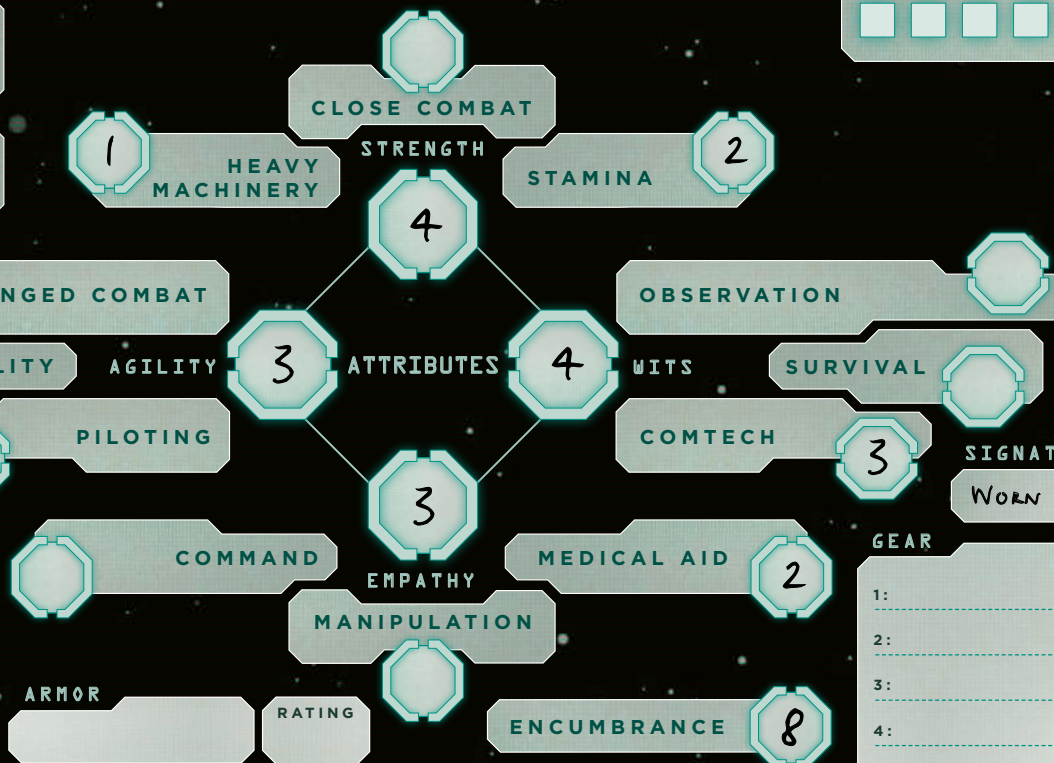
TINY ITEMS

SIGNATURE ITEM

WORN PHOTO OF YOUR BROTHER

GEAR

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



ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE

CHAM, ROUGHNECK



Cargo Handler on the USSCS Montero

FULL NAME: Lyron Cham

AGE: 32

PERSONALITY: Loyal

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

PLAYER CHARACTER

STRENGTH 5, AGILITY 3, WITS 2, EMPATHY 4

HEALTH: 5

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

TALENT: True Grit

SIGNATURE ITEM: Rosary

BUDDY: Rye

RIVAL: -

TALENT

TRUE GRIT

Life on the Frontier is a constant struggle. Luckily, you have what it takes to overcome anything that comes your way. You can push any skill roll based on STRENGTH twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

WEYLAND-YUTANI CORP



BUILDING BETTER WORLDS



PERSONAL AGENDA

RELATIONSHIPS

BUDDY: RYE

RIVAL:

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING

DEHYDRATED

EXHAUSTED

FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

LYRON CHAM

CAREER

ROUGHNECK

APPEARANCE

TALENTS

TRUE GRIT

EXPERIENCE POINTS

STORY POINTS

TINY ITEMS

SIGNATURE ITEM

ROSARY

GEAR

1:

2:

3:

4:

5:

6:

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10:



ARMOR

RATING

WEAPONS

BONUS	DAMAGE	RANGE

WILSON, COMPANY AGENT



Corporate Liaison on the USSCS *Montero*

FULL NAME: John J. Wilson

AGE: 43

PERSONALITY: Ambitious

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

PLAYER CHARACTER

STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 5

HEALTH: 2

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

TALENT: Personal safety

SIGNATURE ITEM: Access keycard

BUDDY: -

RIVAL: Miller

TALENT

PERSONAL SAFETY

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

WEYLAND-YUTANI CORP



BUILDING BETTER WORLDS



PERSONAL AGENDA

RELATIONSHIPS

BUDDY:

RIVAL: MILLER

STRESS LEVEL

HEALTH

RADIATION

CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR

FOOD

POWER

WATER

NAME

JOHN J. WILSON

CAREER

COMPANY AGENT

APPEARANCE

TALENTS

PERSONAL SAFETY

EXPERIENCE POINTS

STORY POINTS

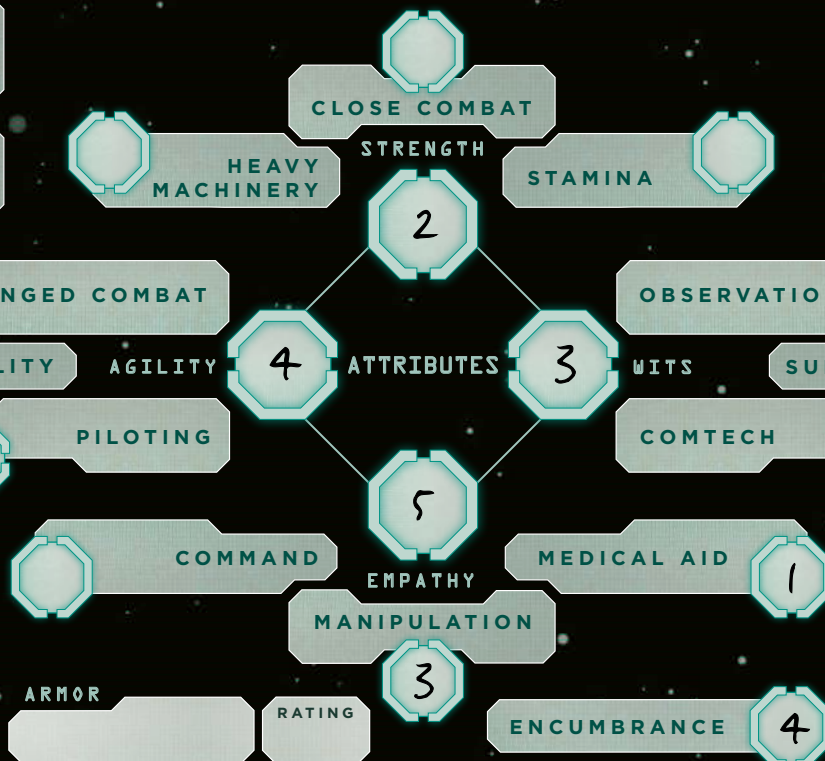
TINY ITEMS

SIGNATURE ITEM

ACCESS KEYCARD

GEAR

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



ARMOR

RATING

WEAPONS

BONUS

DAMAGE

RANGE