//SLOW ACTIONS (usually requires a roll)
>> SLOW ACTION - PREREQUISITE - SKILL
>Crawl - You are prone. //
>Close combat attack - // Close Combat
>Shoot firearm - Firearm - Ranged Combat
>Burst of full auto fire - Firearm - Ranged Combat
>Throw weapon - Throw weapon - Ranged Combat
>Upload - Firearm - //
>First aid - Broken or dying victim - Medical Aid
>Fast action - Panicking character - Command
>Open doors - Character who can hear you - Command
>Manipulate - Object that your opponent can hear - Manipulation
>Enter/exit vehicle - Vehicle - //
>Start engine - Vehicle - //

//FAST ACTIONS
>> FAST ACTION - PREREQUISITE - SKILL
>Run - go at normal range - //
>Jump through door/hatch - // - //
>Jump off - You are prone - //
>Drop weapon - //
>Block attack - Attacked in close combat - //
>Escape - Enemy at engaged range - Mobility
>Steal - Ranged weapon - //
>Seek cover - Cover in same zone - //
>Grab the wheel - Vehicle - //
>Drive - Vehicle - Piloting
>Use item - Various - Varieties

//GAIN STRESS
>> You push a skill roll.
>> You fire a burst of full auto fire (see page 57).
>> You suffer one or more points of damage.
>> You go without sleep, food, or water for one day.
>> A scientist in your team fails to analyze something (see page 31).
>> A member of your own crew attacks you.
>> A person nearby is revealed to be an android.
>> You encounter certain creatures or locations: as determined by the scenario or your GM.

//DIFFICULTY
Trivial - 2
Simple - 3
Easy - 4
Common - 5
Average - 6
Difficult - 7
Hard - 8
Perilous - 9

//TIME UNITS
DURATION / PRIMARY USE
Simple - 2
Easy - 3
Common - 5
Average - 6
Difficult - 7
Hard - 8
Perilous - 9

//RAID
>> Engaged right next to you.
>> Short 4 meters.
>> Extra 2 meters.
>> Away in the same zone.

<< ADJACENT ZONE
>> Medium up to 25 meters away from an adjacent zone.
>> Long up to about 100 meters (four zones) away.
>> Extreme up to about 600 meters.

//STEALTH
>> RANGE MOBILITY ROLL
>> Short (same zone) - 3
>> Long (same zone) - 1

//SNEAK ATTACK & AmbUSHES
>> RANGE MODIFICATION
>> Engaged - 3
>> Short - 3
>> Medium - 3
>> Long - 3
>> Extra 2 meters.

//PULL RANK
You can use your command skill to order other non-officer NPCs and PCs around, as long as they belong to the same organization as yourself. 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 by Pulling Ranks using this talent.

Captain of the USC5, Monterey
FULL NAME: Vanessa Miller
AGE: 46
TRAIT: 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 Monterey, 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 tackle bigger loads, you are losing thousands of dollars every day. You need to find a way to make enough money to lease the Monterey and upgrade her, or, better yet, go independent and replace her with a newer ship.

STRENGTH: 4, AGILITY: 3, WITS: 2, EMPATHY: 5
SKILLS: Ranged Combat, Mobility, Piloting, Observation, 2, Medical Aid, Command
HEALTH: 4
SIGNATURE ITEM: Jacket patch with Weyland-Yardai insignia
Buddy: Davis
Affiliation: Weyland-Yardai
//SLOW ACTIONS (usually requires a roll)
>> SLOW ACTION - PREREQUISITE - SKILL
>> Close combat attack - Close Combat
>> Shoot firearm - Firearms - Ranged Combat
>> Burst of full auto fire - Firearms - Ranged Combat
>> Throw weapon - Thrown weapon - Ranged Combat
>> Load - Firearms - Ranged Combat
>> First aid - Broken or dying victim - Medical Aid
>> Stop panic - Panicking character - Command
>> Divide and conquer - Character who can hear you - Command
>> Persuade - Your opponent can hear you - Manipulation
>> Enter/exit vehicle - Vehicle -
>> Start engine - Vehicle -

//FAST ACTIONS
>> FAST ACTION - PREREQUISITE - SKILL
>> Run - Move at Engaged range -
>> Run through door/hatch -
>> Set up - You are prime -
>> Draw weapon -
>> Block attack - Attacked in close combat -
>> Grab - Move at Engaged range - Close Combat
>> Grapple attack - You’ve grappled an opponent - Close Combat
>> Retreat - Enemy at Engaged range - Mobility
>> Aim - Ranged weapon -
>> Seek cover - Cover in same zone -
>> Crash the wheel - Vehicle -
>> Drive - Vehicle - Piloting
>> Use item - Various -

//GAIN STRESS
>> You push a skill roll.
>> You fire a burst of full auto fire (see page 49).
>> You suffer one or more points of damage.
>> You go without sleep, food, or water for 16 hours. (See page 51.)
>> A scientist in your team fails to analyze something (see page 51).
>> A member of your own crew attacks you.
>> A person nearby is revealed to be a threat.
>> You encounter certain creatures or lairs created by the scenario or the GM.

//DIFFICULTY
>> TRIVIAL - 2
Simple - 2
Easy - 3
Average - 4
Difficult - 5
Hard - 6
<< SNEAK ATTACK & AMBUSHES
Ferocious - 8

//RANGE
>> Engaged - 2
>> Short - 3
>> Medium - 4
>> Long - 5
>> Extra - 6
a. away in the same zone
>> STEALTH
>> RANGE MODIFICATION
>> MEDIUM MOBILITY ROLL
>> SPEED ROLL
>> LONG ROLL
>> RANGE MODIFICATION
>> MOBILITY ROLL
>> SPEED ROLL
>> LONG ROLL

//RANGED FIRE MODIFICATIONS FACTOR MODIFICATION
>> Aimed shot - 1
>> Engaged range - 3/4/5
>> Short range -
>> Medium range -
>> Long range -
>> Extreme range -

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

//PANIC ROLL
Roll a d% add your current STRESS LEVEL and check the table below.

RESULT / EFFECT
>> You or under KEEPING IT TOGETHER. You manage to keep your nerves in check.
>> NERVOUS TWITCH. Your STRESS LEVEL and the STRESS LEVEL of all friendly PCs in SHORT range of you increases by one.
>> TREMOR. You start to tremble uncontrollably. All skill rolls using Agility suffer a -1 modification until your panic subsides.
>> DROP ITEM. Whether by stress confusion or the realization that you’re all going to die anyway, you drop a weapon or other item. The GM decides which one. Your STRESS LEVEL increases by one.
>> FREEZE. You’re frozen by fear or stress for one Round. Losing your next point of action. Your STRESS LEVEL and the STRESS LEVEL of all friendly PCs in SHORT range of you increases by one.
>> SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 59). If you fail your next point of action. Your STRESS LEVEL and the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one Round, you can act normally.
>> SCREAM. You scream your lungs out for one Round. Losing your next point of action. Your STRESS LEVEL is decreased by one. But every friendly character hears your scream must make an immediate Panic Roll.
>> FUGUE. You just can’t take it anymore. you must flee to a safe place and refuse to leave it. You won’t attack anyone and you won’t attempt anything dangerous. You are not allowed to make a retreat roll (see page 59) if you have an enemy at ENGAGED range when you flee. Your STRESS LEVEL is decreased by one. But every friendly character who sees you run must make an immediate Panic Roll.
>> PSYCHOTIC. You must immediately attack the nearest person or creature. friendly or not. You won’t stop until you or the target is broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.
>> CATATONIC. You collapse to the floor and can’t talk or move, staring blankly into oblivion.

//COMMON TYPES OF COVER
>> COVER ARMOR RATING
>> Shrugged 2
>> Furniture 3
>> Door 4
>> Inner bulkhead 5
>> Outer bulkhead 6
>> Armored bulkhead 7

Safety limits: These are lies. Any vehicle or piece of equipment can be pushed past the red line and still work. 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 Yweland-Yutani prescription has just run out, and you need to get some more fast. You'll do just about whatever it takes keep yourself from crashing, even if it puts you in danger. Whether it's an adrenaline rush or substance abuse, all that matters to you is that you are flying high.

[Image: Pilot of the USSC Montero
FULL NAME: Leah Davis
AGE: 27
TRAIT: Adrenaline Junkie
[Image: Strength 2, Agility 5, Wits 7, Empathy 4]
GADGETS: Machinery 1, Ranged Combat 2, Athletics 1, Piloting 3, Observation 2
HEALTH: 2
SIGNATURE ITEM: Pil bottle, almost empty
BUDDY: Miller
[Image: HIYAA!

[Image: TALENT: RECKLESS
As a Pilot, you live for the rush of adrenaline through your veins, pushing harder than others dare. You can push any skill roll based on Agility, twice, not just once like other characters. Each push increases your stress level by one.
//SLOW ACTIONS (usually requires a roll)

>> SLOW ACTION - PREREQUISITE - SKILL

>> Close combat attack - Close Combat

>> Close combat attack - Close Combat

>> Shoot firearm - Firearms - Ranged Combat

>> Burst of full auto fire - Firearms - Ranged Combat

>> Throw weapon - Thrown weapon - Ranged Combat

>> Upload - Firearms

>> First aid - Broken or dying victim - Medical Aid

>> Stop panic - Panicking character - Command

>> Divvy - Divvy - Character who can hear you - Command

>> Persuade - Opponent can hear you - Manipulation

>> Enter/exit vehicle - Vehicle

>> Start engine - Vehicle

//FAST ACTIONS

>> FAST ACTION - PREREQUISITE - SKILL

>> Roll to change engaged range

>> Move through door/hatch

>> Set up - You are prone

>> Draw weapon

>> Block attack - Attacked in close combat

>> Pin enemy at engaged range - Close Combat

>> Grapple attack - You've grappled an opponent - Close Combat

>> Retreat - Enemy at engaged range - Mobility

>> Aim - Ranged weapon

>> Seek cover - Cover in same zone

>> Grab the wheel - Vehicle

>> Drive - Vehicle - Piloting

>> Take use - Various - Various

//GAIN STRESS

>> You push a skill roll.

>> You fire a burst of full auto fire (see page 184)

>> You suffer one or more points of damage

>> You go without sleep or food

>> A scientist in your team fails to analyze something (see page 184)

>> A member of your own crew attacks you

>> A person nearby is revealed to be an android

>> You encounter certain creatures or locations as determined by the scenario or the GM.

//DIFFICULTY

>> Trial

>> Simple

>> Easy

>> Average

>> Demanding

>> Perilous

>> SNEAK ATTACKS AND BUSHES

>> Engagement

>> Short

>> Medium

>> Long

>> Extreme

>> In the same zone

>> Move up to 25 meters away

>> Move up to 100 meters away

>> Move up to 1 kilometer

>> Make a SNEAK ATTACK

>> RANGE MODIFIERS / FACTOR MODIFIER

>> A shot

>> Engaged range

>> Short range

>> Medium range

>> Long range

>> The range

//MAKE PANIC ROLL IF...

>> You roll one or more on your Stress Dice in a skill roll. If this happens you can't push the skill roll instead roll for panic

>> You witness a friendly character suffering from a certain panic effect (see the table)

>> You are pinned down by a ranged attack

>> You suffer a critical injury

>> You're attacked by a strange alien creature that you've never seen before

>> A truly horrifying event occurs as determined by the scenario or the GM

//PANIC ROLL

Roll a d6 and add your current STRESS LEVEL. Roll the table below.

RESULT / EFFECT

>> Roll under KEEPING IT TOGETHER. You manage to keep your nerves in check.

>> NERVOUS TWITCH. Your STRESS LEVEL and your VENERABLE STRESS LEVEL of all friendly PCs in SHORT range of you increases by one.

>> TREMBLE. You start to tremble uncontrollably. All skill rolls using Agility suffer a -2 modification until your panic ends.

>> DROP ITEM. Whether by stress confusion or the realization that you're all going to die anyway you drop a weapon or other important item. The GM decides which one. Your STRESS LEVEL increases by one.

>> FREEZE. You're frozen by fear. STRESS LEVEL and the STRESS LEVEL of all friendly PCs in SHORT range of you increases by one.

>> SEEK COVER. You must use your next action to move away from danger and find a safe spot if possible. You are allowed to make a retreat roll (see page 184) if you back onto an ENEMIES range. Your STRESS LEVEL is decreased by one. But the STRESS LEVEL of all friendly PCs in SHORT range increases by one. After one round you can act normally.

>> SCREAM. You scream your lungs out for one round, losing your next point of action. Your STRESS LEVEL is decreased by one. Every friendly character who hears your scream must make an immediate Panic Roll.

>> FLEE. You just can't take it anymore and run to any safe place and refuse to leave it. You won't attack anyone and won't attempt anything dangerous. You are not allowed to make a retreat roll (see page 184) if you have an enemy at ENEMIES range when you flee. Your STRESS LEVEL is decreased by one. But every friendly character who sees you must make an immediate Panic Roll.

>> PSYCHOTIC. You must immediately attack the nearest person or creature. Friendly or not. You won't stop until you or the target is Broken. Every friendly character who witnesses your rampage must make an immediate Panic Roll.

>> FALL or even CATASTROPHIC. You collapse to the floor and can't talk or move, staring blankly into oblivion.

//COMMON TYPES OF COVER

COVER ARMOR RATING

>> Shrubbery

>> Furniture

>> Door

>> Inner bulkhead

>> Outer bulkhead

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

//FAST ACTIONS
>>FAST ACTION - PREREQUISITE - SKILL
>>Run + go through Engaged range // //
>>Move through door/hatch - // //
>>Get up - You are prone +
>>Draw weapon - // //
>>Block attack - Attacked in close combat // //
>>Scan - Enemy at Engaged range - Close Combat
>>Grab attack - You've grabbed an opponent - Close Combat
>>Retreat - Enemy at Engaged range - Mobility
>>Aim - Ranged weapon - //
>>Seek cover - Cover in same zone // //
>>Grab the wheel - Vehicle // //
>>Drive - Vehicle - Piloting
>>Use tools - Various - Various

//GAIN STRESS
>>You push a skill roll.
>>You fire a burst of full auto fire (see page 104).
>>You suffer one or more points of damage.
>>You go without sleep, food, or water for 48 hours.
>>A scientist in your team fails to analyze something (see page 131).
>>A member of your own crew attacks you.
>>A person nearby is revealed to be a traitor.
>>You encounter certain creatures or locations that are determined by the scenario or the GM.

//DIFFICULTY
>>TRIALS //
>>SIMPLE ++
>>EASY ++
>>AVERAGE ++
>>DEMANDING ++
>>PERFIDIOUS +

//TIME UNITS
>>DURATION / PRIMARY SIMPLE ++
>>Round 5-10 seconds / Combat
>>Turn 5-10 minutes / Stealth
>>Shift 1-5 hours / Recovery

//SNEAK ATTACKS & AMBUSHES
>>RANGE MODIFICATION
>>Engaged +2
>>Short +1

//RANGE
>>Engaged next to you.
>>Short 4-8 meters away.
>>Far 9-25 meters away.

//STEALTH
>>RANGE MODIBILITY ROLL
>>Engaged +2
>>Short +1
>>Far +1

//RANGED FIRE MODIFICATIONS
>>FOCUS +2
>>Engaged range -3/+3
>>Short range -2
>>Medium range -1
>>Long range 0
>>Extremely range +1

//COMMON TYPES OF COVER
>>Cover Armor Rating
>>Shrubbery 2
>>Furniture 3
>>Door 4
>>Inner bulkhead 5
>>Outer bulkhead 6
>>Armored bulkhead 7+
//ACTIVITY

//SLOW ACTIONS (usually requires a roll)
  >> SLOW ACTION - PREREQUISITE - SKILL
  >> Close combat attack - // - Close Combat
  >> Shoot full auto fire - Firearm - Ranged Combat
  >> Burst of full auto fire - Firearm - Ranged Combat
  >> Shoot weapon - Throw weapon - Ranged Combat
  >> Load - Firearm - //
  >> First aid - Broken or dying victim - Medical Aid
  >> Stop panic - Panicking character - Command
  >> Give orders - Character who can hear you - Command
  >> Persuade - Your captive, if you have - Manipulation
  >> Inter/exit vehicle - Vehicle - //
  >> Start engine - Vehicle - //

//FAST ACTIONS

//FAST ACTION - PREREQUISITE - SKILL
  >> Run - Go at an Engaged rate // - //
  >> Move through door/hatch - // - //
  >> Set up - You are prone - //
  >> Draw weapon - //
  >> Block attack - Attacked in close combat //
  >> Com - Enemy at Engaged range - Close Combat
  >> Grapple attack - You've grappled an opponent - Close Combat
  >> Retreat - Enemy at Ranged range - Mobility
  >> Aim - Ranged weapon -//
  >> Seek cover - Cover in same zone - //
  >> Grab the wheel - Vehicle - //
  >> Drive - Vehicle - Piloting
  >> Use item - Variety - Variety

//GAIN STRESS

>> You push a skill roll.
>> You fire a burst of full auto fire (see page 211).
>> You suffer one or more points of damage.
>> You go without food or water for a number of hours.
>> A scientist in your team fails to analyze something (see page 31).
>> A member of your crew attacks you.
>> A person nearby is revealed to be an android.
>> You encounter certain creatures or locations, as determined by the scenario or the GM.

//DIFFICULTY

//TIME UNITS
  //DURATION / PRIMARY USE
  //EASY
  //AVERAGE
  //DIFFICULT

//SNEAK ATTACK / ABUSE

//RANGE MODIFICATION

//ENGAGED

//SNEAK ATTACK / ABUSE

//NEGATIVE MODIFICATIONS

//WEAPONMODIFICATIONS

//WEAPONMODIFICATIONS

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