

CHARACTER SHEET

NAME Benjamin York
Executive Officer

CAREER Officer

TALENTS
Frontline Leader
You get +2 dice to **COMMAND** rolls to rally a broken character.

PERSONALITY
Lazy

AGE
43

BUDDY Weiss

RIVAL Martinez

EXPERIENCE POINTS

STORY POINTS

STRENGTH 3	AGILITY 3	WITS 4	EMPATHY 4
CLOSE COMBAT 1	MOBILITY	COMTECH 1	COMMAND 2
HEAVY MACHINERY 1	PILOTING 1	OBSERVATION 1	MANIPULATION 1
STAMINA 1	RANGED COMBAT 1	SURVIVAL	MEDICAL AID



- STRESS & PANIC RESPONSES**
- Paranoid
 - Hesitant
 - Jumpy
 - Tunnel Vision
 - Aggravated
 - Shakes
 - Frantic
 - Deflated
 - Freeze
 - Seek Cover
 - Scream
 - Flee
 - Frenzy
 - Catatonic

HEALTH 3
Fatigued

RESOLVE 4
Radiation

CRITICAL INJURIES & MENTAL TRAUMA

TINY ITEMS
Samani E-series Watch
(**SURVIVAL** +1)

SIGNATURE ITEM The ship's cat Mazarin

ARMOR Level Weight

ENCUMBRANCE CASH

WEAPONS	Modifier	Damage	Range	Ammo	Weight
			/	/	
			/	/	
			/	/	
			/	/	

GEAR	Air / Power	Weight
1 Seegson P-DAT (COMMAND +1)		1/2
2		
3		
4		
5		
6		
7		
8		
9		
10		





Benjamin York

Executive Officer

AGE 43

PERSONALITY Lazy

You are the captain of the Fianza. You didn't ask for the job but you've been thrust into the situation by the company, who needed a ranked flight officer at a moment's notice. You were waiting for the next ship to Earth where you were hoping to find a desk job but now you're in command of a mission. You just want to get the job done as quickly and painlessly as possible.

CHARACTER SHEET

NAME **Isla Witt**
Navigation Officer

CAREER Pilot

TALENTS
Reckless
You may take +1 stress level before making a skill roll, before pushing. You can push the roll normally, gaining another +1 stress level.

PERSONALITY
Nervous

AGE
33

BUDDY Jeffers

RIVAL Weiss

EXPERIENCE POINTS

STORY POINTS

STRENGTH 4	AGILITY 5	WITS 3	EMPATHY 2
CLOSE COMBAT 1	MOBILITY 1	COMTECH	COMMAND
HEAVY MACHINERY	PILOTING 3	OBSERVATION 2	MANIPULATION
STAMINA	RANGED COMBAT 3	SURVIVAL	MEDICAL AID

STRESS LEVEL

TINY ITEMS

SIGNATURE ITEM Last psych evaluation

STRESS & PANIC RESPONSES

Paranoid

Hesitant

Jumpy **Freeze**

Tunnel Vision **Seek Cover**

Aggravated **Scream**

Shakes **Flee**

Frantic **Frenzy**

Deflated **Catatonic**

HEALTH 5

Fatigued

RESOLVE 3

Radiation

CRITICAL INJURIES & MENTAL TRAUMA

ARMOR Level Weight

ENCUMBRANCE CASH

GEAR	Air / Power	Weight
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

WEAPONS	Modifier	Damage	Range	Ammo	Weight
Combat Knife	+1	2	A / A	/ /	1/2
			/ /	/ /	
			/ /	/ /	
			/ /	/ /	





Isla Witt

Navigation Officer

AGE 33

PERSONALITY Nervous

Being a spacecraft pilot was your dream. You're skilled and reliable, and while a little hyper, you have a passion for the job. But your last psyche evaluation wasn't good. You are showing early signs of astrophobia, a fear of deep space, and if this is ever fully discovered you will lose flight status, so you've "forgotten" to attend the follow-up evaluations. It's no big deal, surely.

CHARACTER SHEET

NAME **Martina Martinez**
Science Officer

CAREER Scientist

TALENTS
Analysis
You can roll for **OBSERVATION** to gain insight into alien artifacts or creatures that you examine. Success reduces the stress level of all other PCs in the same zone by 1, while failure increases their stress levels by 1.

PERSONALITY
Excitable

AGE
28

BUDDY Witt

RIVAL York

EXPERIENCE POINTS

STORY POINTS

STRENGTH 3	AGILITY 3	WITS 5	EMPATHY 3
CLOSE COMBAT	MOBILITY 2	COMTECH 3	COMMAND
HEAVY MACHINERY	PILOTING	OBSERVATION 3	MANIPULATION 1
STAMINA	RANGED COMBAT	SURVIVAL	MEDICAL AID 1

STRESS LEVEL

STRESS & PANIC RESPONSES

Paranoid

Hesitant

Jumpy **Freeze**

Tunnel Vision **Seek Cover**

Aggravated **Scream**

Shakes **Flee**

Frantic **Frenzy**

Deflated **Catatonic**

HEALTH 3

RESOLVE 4

Fatigued **Radiation**

CRITICAL INJURIES & MENTAL TRAUMA

TINY ITEMS

SIGNATURE ITEM Personal notebook

ARMOR Level Weight

ENCUMBRANCE CASH

WEAPONS	Modifier	Damage	Range	Ammo	Weight
			/	/	
			/	/	
			/	/	
			/	/	

GEAR	Air / Power	Weight
1 Seegson System Diagnostic Device (COMTECH +2)		1
2		
3		
4		
5		
6		
7		
8		
9		
10		





Martina Martinez

Science Officer

AGE 28

PERSONALITY Excitable

You are a company woman through and through and you will always view a situation through its value to Weyland-Yutani. You are always pushing for that amazing find that will benefit your bank account and you are only aboard the USCSS Fianza because no other ship was heading back to Earth. You are looking for that big breakthrough, the scientific find of the century that will make your name and set you up for life. You will step over – or on – anyone to get what you want.

CHARACTER SHEET

NAME **Eve Weiss**
Medical Officer

CAREER Medic

TALENTS
Field Medic
You get +2 dice when rolling for **MEDICAL AID** to give first aid.

PERSONALITY
Friendly

AGE
27

BUDDY York

RIVAL Jeffers

EXPERIENCE POINTS

STORY POINTS

STRENGTH 2	AGILITY 3	WITS 4	EMPATHY 5
CLOSE COMBAT 1	MOBILITY 2	COMTECH	COMMAND
HEAVY MACHINERY	PILOTING	OBSERVATION 2	MANIPULATION
STAMINA 1	RANGED COMBAT 1	SURVIVAL	MEDICAL AID 3

STRESS LEVEL

STRESS & PANIC RESPONSES

Paranoid

Hesitant

Jumpy Freeze

Tunnel Vision Seek Cover

Aggravated Scream

Shakes Flee

Frantic Frenzy

Deflated Catatonic

HEALTH 3

Fatigued

RESOLVE 5

Radiation

CRITICAL INJURIES & MENTAL TRAUMA

TINY ITEMS

SIGNATURE ITEM Pendant in shape of a DNA string

ARMOR Level Weight

ENCUMBRANCE CASH

WEAPONS	Modifier	Damage	Range	Ammo	Weight
Surgical Kit	-	2	A / A	/ /	1
			/ /	/ /	
			/ /	/ /	
			/ /	/ /	

GEAR	Air / Power	Weight
Surgical Kit (base damage 2)		1





Eve Weiss

Medical Officer

AGE 27

PERSONALITY Friendly

You are the medical officer on the Fidanza, and you're considered a friendly and understanding person who is well liked. Your glowing service record speaks for itself. You're always ready to offer a helping hand. There is good in everything and you're determined to bring a little light into the darkness by leading by example.

CHARACTER SHEET

NAME **Dominic Jeffers**
Engineer

CAREER Roughneck

TALENTS
True Grit
You can push a skill roll based on Strength twice. Stress level +1 for each push.

PERSONALITY
Boastful

AGE
51

BUDDY Martinez

RIVAL Witt

EXPERIENCE POINTS

STORY POINTS

STRENGTH 5	AGILITY 4	WITS 3	EMPATHY 2
CLOSE COMBAT 3	MOBILITY	COMTECH	COMMAND
HEAVY MACHINERY 3	PILOTING	OBSERVATION	MANIPULATION
STAMINA 2	RANGED COMBAT	SURVIVAL 2	MEDICAL AID

STRESS LEVEL

STRESS & PANIC RESPONSES

Paranoid
Hesitant
Jumpy Freeze
Tunnel Vision Seek Cover
Aggravated Scream
Shakes Flee
Frantic Frenzy
Deflated Catatonic

HEALTH 5
Fatigued

RESOLVE 3
Radiation

CRITICAL INJURIES & MENTAL TRAUMA

TINY ITEMS

SIGNATURE ITEM USS Fianza cap

ARMOR Level Weight

ENCUMBRANCE CASH

WEAPONS	Modifier	Damage	Range	Ammo	Weight
Maintenance Jack	+1	1	A / A	/ /	1
			/ /	/ /	
			/ /	/ /	
			/ /	/ /	

GEAR	Air / Power	Weight
1 Maintenance Jack (HEAVY MACHINERY +1, CLOSE COMBAT +1)		1
2		
3		
4		
5		
6		
7		
8		
9		
10		





Dominic Jeffers

Engineer

AGE 51

PERSONALITY Boastful

Being the engineer means a heap of responsibility. You are highly competent at your job and a much sought-after engineer on many vessels, and you know it. Arrogance? It's not arrogance when you really are this good and it's not condescending to say so. You know how skilled you are and your tiny drinking problem isn't a flaw, it's just something that keeps you on your toes. This sudden order to get on the USCSS Fianza may have left you no time to get enough booze for the trip but you'll be fine, you're sure. You'll have to do whatever you can to find some.