

CHARACTER SHEET

NAME **Janice MacWhirr**
Survey Team Leader

CAREER Officer

TALENTS

Field Commander

You can use **COMMAND** to give orders in combat as a quick action instead of a full action.

PERSONALITY
Impatient

AGE
42

BUDDY Singleton

RIVAL Hirsch

EXPERIENCE POINTS

STORY POINTS

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

STRESS LEVEL 1 2 3 4 5 6 7 8 9 10

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

TINY ITEMS

Comm Unit

Personal Data Transmitter (implanted)

SIGNATURE ITEM Company ID Badge

CRITICAL INJURIES & MENTAL TRAUMA

ARMOR Level Weight

ENCUMBRANCE CASH

GEAR	Air / Power	Weight
1 M314 Motion Tracker	5	1
2 Seegson P-DAT (COMMAND +1)		1/2
3		
4		
5		
6		
7		
8		
9		
10		

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





Janice MacWhirr

Survey Team Leader

AGE 42

PERSONALITY Impatient

You are a survey team leader and union organizer at Hadley's Hope, and you take your responsibilities very seriously. You expect your workers to do the same. It's hard enough with the Weyland-Yutani bastards breathing down your neck, but if you don't get help from the workers, what hope is there? At least some, like Singleton, are supportive, but Hirsch just can't seem to do what he's told.



CHARACTER SHEET

NAME **Morgan Hirsch**
Security Officer

CAREER Colonial Marine
(discharged)

TALENTS
Overkill
When you roll 9 or higher on a panic roll, you can ignore the result and instead go into overkill. All other PCs in the same zone must make an immediate panic roll. While in overkill, you must attack your enemies on every turn and you cannot take cover, dodge, or defend yourself against attacks. The effect stops when you or all enemies in sight are broken.

PERSONALITY
Religious

AGE
49

BUDDY Sigg

RIVAL MacWhirr

EXPERIENCE POINTS

STORY POINTS

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

STRESS LEVEL 1 2 3 4 5 6 7 8 9 10

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

Comm Unit

Personal Data Transmitter (implanted)

SIGNATURE ITEM Cross necklace

ARMOR Level Weight

ENCUMBRANCE CASH

WEAPONS	Modifier	Damage	Range	Ammo	Weight
M4A3 Service Pistol	+2	2	A / M	/ 2	1/2
			/ /	/ /	
			/ /	/ /	
			/ /	/ /	

GEAR	Air / Power	Weight
M4A3 Service Pistol Reload		1/4
2		
3		
4		
5		
6		
7		
8		
9		
10		





Morgan Hirsch

Security Officer

AGE 49

PERSONALITY Religious

God has forsaken you, and you probably deserve it. When you went AWOL from the Colonial Marines and into hiding here ages ago, you knew Hadley's Hope would be your home for the rest of your life. The only downside is MacWhirr. She's your boss and never lets you forget it, although the young Singleton doesn't like you much either.

CHARACTER SHEET

NAME **Hannah Singleton**
Tractor Driver

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
Self-sufficient

AGE
32

BUDDY MacWhirr

RIVAL Hirsch

EXPERIENCE POINTS

STORY POINTS

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

STRESS LEVEL 1 2 3 4 5 6 7 8 9 10

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

TINY ITEMS
Comm Unit
Personal Data Transmitter (implanted)

SIGNATURE ITEM Toy Dinosaur

CRITICAL INJURIES & MENTAL TRAUMA

ARMOR Level Weight

ENCUMBRANCE CASH

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

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





Hannah Singleton

Tractor Driver

AGE 32

PERSONALITY Self-sufficient

You've stood on your own two feet for as long as you can remember. The only lesson your useless parents taught you was that life is hard, and you have to be harder. You want to advance by any means possible, and if that includes ignoring a few principles on the way, then so what? You have your Company orders, so pretend to like MacWhirr and pretend to dislike Hirsch.



CHARACTER SHEET

NAME **Sonny Sigg**
Science Officer

CAREER Scientist

TALENTS
Xenomorphology
When facing an extraterrestrial creature of any kind, you may make an **OBSERVATION** roll (quick action). If successful, you realize a potential weakness of the creature, if it has any. If you fail, gain stress level +1. Only one attempt per xenomorph is allowed.

PERSONALITY
Curious

AGE
29

BUDDY Hirsch

RIVAL MacWhirr

EXPERIENCE POINTS

STORY POINTS

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

STRESS LEVEL 1 2 3 4 5 6 7 8 9 10

STRESS & PANIC RESPONSES

Paranoid

Hesitant

Jumpy **Freeze**

Tunnel Vision **Seek Cover**

Aggravated **Scream**

Shakes **Flee**

Frantic **Frenzy**

Deflated **Catatonic**

HEALTH 3

Fatigued

RESOLVE 4

Radiation

CRITICAL INJURIES & MENTAL TRAUMA

TINY ITEMS

Comm Unit

Personal Data Transmitter (implanted)

SIGNATURE ITEM Lab Coat

ARMOR Level Weight

ENCUMBRANCE CASH

WEAPONS	Modifier	Damage	Range	Ammo	Weight
Seismic Survey Charge	-	3E	S / M	Single use	1

GEAR	Air / Power	Weight
1 Personal Medkit		¼
2		
3		
4		
5		
6		
7		
8		
9		
10		





Sonny Sigg

Science Officer

AGE 29

PERSONALITY Curious

You love your job as a science officer, then those Weyland-Yutani inspection team scientists show up and treat you with thinly disguised contempt. Hadley's Hope is just a way station for you before moving on to bigger and better things. You like Hirsch as he has an open mind, but MacWhirr acts as if she owns the place, and you.

CHARACTER SHEET

NAME **Holroyd**
Mechanic

CAREER Roughneck

TALENTS
Resilient
Roll for Strength (attribute only) any time you suffer damage. The roll does not count as an action. For every  you roll, one point of damage is eliminated.

PERSONALITY
Loyal

AGE
Looks to be in his 30s

BUDDY Hirsch

RIVAL Sigg

EXPERIENCE POINTS

STORY POINTS

STRENGTH 7	AGILITY 6	WITS 4	EMPATHY 3
CLOSE COMBAT 2	MOBILITY	COMTECH 2	COMMAND
HEAVY MACHINERY 1	PILOTING	OBSERVATION 2	MANIPULATION
STAMINA 1	RANGED COMBAT 1	SURVIVAL	MEDICAL AID 1

STRESS LEVEL 1 2 3 4 5 6 7 8 9 10

STRESS & PANIC RESPONSES

Paranoid

Hesitant

Jumpy Freeze

Tunnel Vision Seek Cover

Aggravated Scream

Shakes Flee

Frantic Frenzy

Deflated Catatonic

HEALTH / 7

Fatigued

RESOLVE

Radiation

TINY ITEMS
Comm Unit
Personal Data Transmitter (implanted)

SIGNATURE ITEM

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
Cutting Torch	-1	3	A / M	/ 3	1





Holroyd

Mechanic

AGE Looks to be in his 30s

PERSONALITY Loyal

You are a Weyland-Yutani android. You've been on LV-426 for two years now, and you're a technician known for getting on with things without complaining. You try to get along with everybody and overall that works fine. However, you think Sigg spends too much time griping and not enough working, and for some reason MacWhirr seems to dislike you.

