

MILLER, OFFICER



Captain of the USSCS 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.

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

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.

DRUG ADDICT: See page 101 in the core rulebook.

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: -

RYE, ROUGHNECK



Technician on the USCSS 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.

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

CHAM, ROUGHNECK



Cargo Handler on the USCSS 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.

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: -

WILSON, COMPANY AGENT



Corporate Liaison on the USCSS *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.

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

JOHNS, OFFICER



Second Officer on the USCSS *Cronus*

FULL NAME: Albert Johns

AGE: 47

PERSONALITY: Submissive

Now the de facto Captain of the *Cronus*, Johns has lost his edge. As someone who is really good at making sure things get done, Johns is also not very good at giving orders. He readily falls in as second-in-command to whomever starts making the hard choices needed to save lives.

STRENGTH 4, AGILITY 3, WITS 3, EMPATHY 4

HEALTH: 4

SKILLS: Heavy Machinery 1, Stamina 2, Ranged Combat 2, Piloting 2, Observation 2, Command 1

TALENT: Pull Rank

GEAR: M4A3 Pistol (1 reload), key card

PERSONAL AGENDA: Find a leader to follow and help them to save human lives.

BUDDY: -

RIVAL: Clayton

REID, COLONIAL MARINE



Security Officer on the USCSS Cronus

FULL NAME: Valerie Reid

AGE: 34

PERSONALITY: On Edge

An Outer Rim Defense Force veteran of the Civil War on Torin Prime, the 1.50m Sgt. Reid commanded the security team assigned to protect the scientists aboard the *Cronus*. An independent contractor, she was honorably discharged from the ORDF and hired by Weyland-Yutani. Reid lost an arm on Torin Prime, but has a synthetic replacement. She saw a lot of people under ORDF protection die on LV-1113, and suffers from PTSD from both that experience and the Civil War. People tend to underestimate her because of her size.

STRENGTH 5, AGILITY 4, WITS 2, EMPATHY 3

HEALTH: 5

SKILLS: Close Combat 3, Heavy Machinery 1, Ranged Combat 3, Mobility 2, Command 1

TALENT: Overkill

GEAR: Armat 37A2 12 Shotgun (2 reloads)

PERSONAL AGENDA: Terminate all threats to the *Cronus* crew with extreme prejudice, no matter the risks for you.

BUDDY: Johns

RIVAL: Flynn

FLYNN, MEDIC



Ship Medic on the USCSS Cronus

FULL NAME: Liam Flynn

AGE: 27

PERSONALITY: Fearful

The ship's remaining medical doctor, Flynn was one of the junior scientists who helped synthesize the derivative cure from the 26 Draconis Strain. Flynn suspects the cure isn't safe, but he would rather take the chance with it than witness another Bloodbuster birth. The doctor is not willing to talk about what happened on LV-1113, nor reveal what other breakthroughs the scientific team achieved before the *Cronus* left them behind. Flynn has not informed anyone that the cure contains the black goo within it.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

HEALTH: 2

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

TALENT: Compassion

GEAR: Personal Medkit, Surgical Kit

PERSONAL AGENDA: Get out of this mess alive, no matter what the cost or what lies you need to tell.

BUDDY: Cooper

RIVAL: Reid

COOPER, SCIENTIST



Chief Scientist on the USCSS Cronus

FULL NAME: Daniel Cooper

AGE: 53

PERSONALITY: Rational

A scientist assigned to the *Cronus*, Professor Cooper was infected by Neomorphic Motes before he went into hypersleep. He knows that the 26 Draconis Strain cure is derived from the black goo, and feared it was unsafe. He never took his inoculation, instead pocketing his syringe and claiming he had administered the shot to himself. Feeling sick before entering stasis, Cooper quickly deteriorates upon regaining consciousness, complaining of immense migraines before beginning to talk nonsense and going into epileptic shock. See the “Mother of all Migraines” event for his final fate.

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

HEALTH: 2

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

TALENT: Analyze

GEAR: Personal data tablet

PERSONAL AGENDA: To make sure the 26 Draconis Strain does not become a threat to human civilization.

BUDDY: Flynn

RIVAL: Clayton

CLAYTON, COMPANY AGENT



Corporate Liaison on the USCSS Cronus

FULL NAME: Lori Clayton

AGE: 42

PERSONALITY: Ruthless

While cool on the surface, Clayton is seething with rage over a life lost in cryosleep. Aware that both Cooper and Flynn have invaluable information and experience regarding the scientific team’s experiments on LV-1113, she wants to bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck.

NOTE that only Clayton has the codes to the wall safe and the EEV in her quarters on Deck B of the *Cronus*.

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

HEALTH: 2

SKILLS: Ranged Combat 2, Mobility 1, Observation 2, Command 2, Manipulation 3

TALENT: Personal Safety

GEAR: M4A3 Pistol (2 reloads), key card

PERSONAL AGENDA: Bring both Flynn and a sample of the 26 Draconis Strain back to Weyland-Yutani for a nice fat paycheck—no matter who you need to kill to get there.

BUDDY: -

RIVAL: Cooper

AVA 6, SYNTHETIC



Android on the USSCS Cronus

AGE: Appears to be in her twenties

PERSONALITY: Helpful

Introduced by Weyland-Yutani at the beginning of the century and now long since discontinued, Ava is the female-presenting equivalent of the Walter series android. Considered by the crew to be nothing more than a machine, she was locked outside the cryodeck in an attempt to maintain the ship despite its Neomorph infestation. Damaged soon afterwards, she has wandered the ship in a daze for decades. Ava believes in duty and service, and always puts humankind before herself, even when they do not deserve it.

STRENGTH 5, AGILITY 6, WITS 5, EMPATHY 4

HEALTH: 5

SKILLS: Mobility 1, Stamina 2, Observation 2, Comtech 3, Medical Aid 2

GEAR: None

PERSONAL AGENDA: Help the humans on the *Cronus* survive, without regard to your own safety.

BUDDY: -

RIVAL: -

BOLAJI, OFFICER



Captain of the Sotillo

FULL NAME: Adisa Bolaji

AGE: 30

PERSONALITY: Resolute

Awkward, tall, and gaunt, Bolaji isn't your typical criminal. Under contract from Seegson, the captain is paid to harass Weyland-Yutani ships on the Frontier. This pirating gig is a full time job with benefits and paid vacation for him and his entire crew, not to mention bonuses for any unique hauls they might bring in. While everything is business first, Bolaji also knows that some things are too dangerous to be left in the hands of the wrong people.

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

HEALTH: 3

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

TALENT: Pull Rank

GEAR: Rexim RXF-M5 EVA Pistol (3 reloads)

PERSONAL AGENDA: Turn this tricky situation into a profit without risking your ship and crew.

BUDDY: Pin

RIVAL: -

PIN, MERCENARY



Hired muscle on the *Sotillo*

FULL NAME: Pinion

AGE: 31

PERSONALITY: Steadfast

Pinion grew up with Bolaji in the Solomons. In their teens, they stole moon shuttles together. A year older than Bolaji, Pinion once accidentally crashed a commercial transport while joyriding and wounded six people. Bolaji took the fall and went to juvie for the crime, keeping Pinion from suffering a real prison sentence. She has stayed loyal ever since. At 1.95m, Pin is the muscle of the *Sotillo* crew. Pinion enforces Bolaji's will.

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

HEALTH: 5

SKILLS: Close Combat 3, Heavy Machinery 1, Stamina 1, Ranged Combat 2, Mobility 2, Command 1

TALENT: Overkill

GEAR: Armat M41A Pulse Rifle (2 reloads)

PERSONAL AGENDA: Follow and protect Bolaji, no matter what the cost or risk.

BUDDY: Bolaji

RIVAL: Bein

BEIN, PILOT



Pilot on the *Sotillo*

FULL NAME: Helen Bein

AGE: 53

PERSONALITY: Cynical

A former combat pilot for the Colonial Marines, Bein was dishonorably discharged for nuking the wrong outpost during the Tientsin Campaign. An alcoholic, Bein is still a better pilot drunk than most colonial pilots are sober. Bein's military knowledge and experience have been invaluable to the *Sotillo*.

ALCOHOLIC: See page 101 of the core rulebook.

STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

HEALTH: 3

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

TALENT: Reckless

GEAR: .357 Magnum Revolver (2 reloads)

PERSONAL AGENDA: Find a drink on this goddamn ship.

BUDDY: Horton

RIVAL: Pin

HORTON, MECHANIC



Mechanic on the Sotillo

FULL NAME: Micky Horton

AGE: 12

PERSONALITY: Friendly

The twelve-year-old son of a minor Weyland-Yutani exec that shafted Bolaji on a deal, Horton was kidnapped by the captain in an attempt to get the exec to pay up. When Horton's father was killed by another mercenary he hadn't paid, Bolaji decided to keep the kid. The self-taught and scruffy mechanic has been rebuilding sensor suites and assembling thruster arrays since the age of nine. The boy is well-liked and well-treated by the crew of the *Sotillo*.

STRENGTH 2, AGILITY 4, WITS 5, EMPATHY 3

HEALTH: 2

SKILLS: Mobility 2, Observation 2, Survival 2, Comtech 3, Medical Aid 1

TALENT: Beneath Notice

GEAR: M240 Incinerator Unit (1 reload)

PERSONAL AGENDA: Help your crewmates from the *Sotillo* to get out alive.

BUDDY: Bein

RIVAL: -