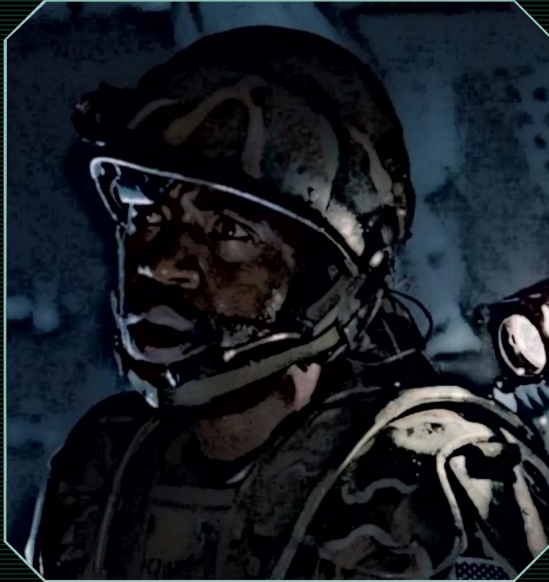


APONE, OFFICER



M/SGT, Bravo Team - USS *SULACO*
 FULL NAME: Al Apone
 AGE: 42
 TRAIT: Jovial

Another glorious day in the Corps! A day in the Marine Corps is like a day on the farm. Every meal's a banquet. Every paycheck a fortune. Every formation a parade. You love the Corps!

Your're tough on your people, but they respect you. Even Hudson. Keep a watchful eye on them and bring them home.

ATTRIBUTES:

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

SKILLS: RANGED COMBAT 2, COMMAND 3, STAMINA 1, CLOSE COMBAT 1, MOBILITY 1, OBSERV 1, SURVIVAL 1

HEALTH: 3

SIGNATURE ITEM: Cigar

GEAR: M41A pulse rifle, M4A3 pistol, M3 armor, binoculars, frag grenade x2, med kit

BUDDY: Hicks

RIVAL: Hudson

PERSONAL AGENDA: It's obvious Gorman doesn't know his ass from a hole in the ground, but you're gonna tow the line and defer to the chain of command. However, the safety of your men are priority one, and you won't hesitate to question an order that compromises that safety.

TALENT: FIELD COMMANDER

You can use **COMMAND** to give orders in combat as a fast action instead of a slow action. This in effect means you can give orders twice in the same Round.

You can use your **COMMAND** skill in two ways:

STOP PANIC: When another character makes a Panic Roll and loses control, you can make a **COMMAND** roll to return them to their senses

GIVE ORDERS: In combat, as a slow action you can bark orders to another character. They must be able to hear you, even if via a comm radio. Roll **COMMAND**. For every 6 you roll, they get a +1 modification to their roll when carrying out the order you gave.

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.

BISHOP, SCIENTIST



Despite your nature as an artificial person, you would like to be treated as a fellow human by those you work with. You seem to have earned Bravo Team's trust. Perhaps one day you'll have their respect as well.

Your assignment with the Colonial Marines notwithstanding, you'd go so far as to call yourself a total pacifist. Sometimes you silently question the intent behind your orders though.

ATTRIBUTES:

STRENGTH 3, AGILITY 4, WITS 8, EMPATHY 5

SKILLS: OBSERVATION 3, COMTECH 3, PILOTING 2, SURVIVAL 2

HEALTH: 3

SIGNATURE ITEM: -

GEAR: P-DAT; PR-PUT; flashlight

BUDDY: Ripley

RIVAL: --

PERSONAL AGENDA: It is impossible for you to harm, or, by omission of action, allow to be harmed, a human being. Prove to Ripley that you are worthy of her trust, and do your best to make sure everyone is safe.

Executive Officer - USS *SULACO*

FULL NAME: Lance Bishop

AGE: Looks to to be in his 40s

TRAIT: Trustworthy

TALENT: ANALYSIS

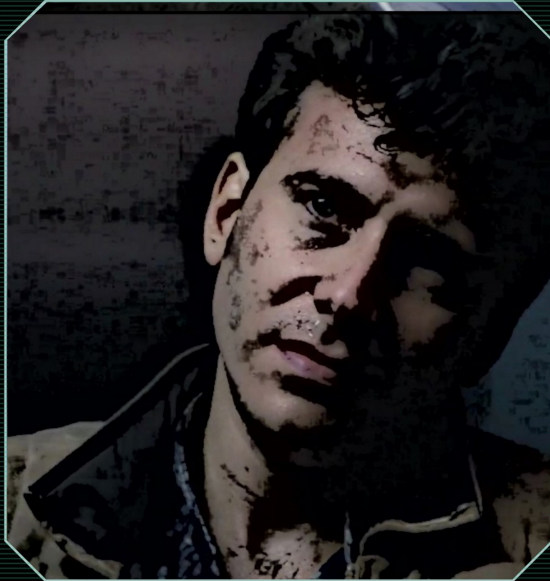
You can roll for OBSERVATION to gain insight regarding strange and alien artifacts or creatures that you encounter and get a chance to study for at least one Turn. For every 6 you roll, you get to ask the GM one of the aside questions. The GM must answer truthfully, but is allowed to give vague or incomplete answers in order to avoid spoiling the scenario. A successful Analyze roll also reduces the STRESS LEVEL of all other PCs within SHORT range by one, while a failed roll increases other PCs' stress levels by one. is allowed to give vague or incomplete information.

- >Is it human or alien?
- >Is it dead or alive?
- >How old is it?
- >What is its purpose?
- >How does it work?
- >What problems could it cause?

TALENT: STOIC

You can roll STAMINA using WITS instead of STRENGTH.

BURKE, COMPANY AGENT



Special Projects Director - Weyland-Yutani

FULL NAME: Carter J. Burke

AGE: 29

TRAIT: Exploitative

These things are worth trillions to the bio-weapons division. If you're smart, you can come out of this a hero, and be set up for life. Ethics are relative in a situation like this.

Ripley is a problem, but she's smart, so hopefully she can be reasoned with. Besides, this is a military operation, and Gorman knows who pays the bills. He'll come through either way.

ATTRIBUTES:

STRENGTH 2, AGILITY 3, WITS 5, EMPATHY 4

SKILLS: OBSERVATION 3, MANIPULATION 3, COMTECH 3, MOBILITY 1,

HEALTH: 3

SIGNATURE ITEM: Vest

GEAR: Data transfer card, Samani Watch

BUDDY: Gorman

RIVAL: Ripley

PERSONAL AGENDA: Keep Ripley and Gorman on your side, if you can. You'd rather things not get messy, but do whatever you have to to get a specimen back through quarantine. Sometimes you have to break a few eggs... Prove to the Company that you're Senior material.

TALENT: CUNNING

If the company has taught you anything, it's to always be on the lookout for anything that can give you an edge. You can push any skill roll based on WITS twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

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.

CROWE, MARINE



PVT, Bravo Team - USS *SULACO*

FULL NAME: Tim Crowe

AGE: 28

TRAIT: Taciturn

TALENT: BODYGUARD

If someone within SHORT range of you is hit by an attack, you can dive in to take the hit. Roll for MOBILITY. It doesn't count as an action in combat. If you roll one or more 6s, you take the hit instead. You can push the roll.

You can joke around with the best of them, but sometimes it's a bit much. They're mostly good guys, but they need to focus more and cut out the horseplay and stop acting like children.

This seems like it could be a rough one. Communications array could just be down. But for that long?

ATTRIBUTES:

STRENGTH 4, AGILITY 4, WITS 3, EMPATHY 3

SKILLS: CLOSE COMBAT 3, RANGED COMBAT 3, STAMINA 1, OBSERVATION 1, HEAVY MACHINERY 1, MEDICAL AID 1

HEALTH: 4

SIGNATURE ITEM: Watch

GEAR: M41A Pulse rifle, H&K VP70 pistol
M3 armor

BUDDY: Frost

RIVAL: Hudson

PERSONAL AGENDA: Someone's got to be the adult around here. It's almost like you're the only one with any real training, besides Sarge. Make sure everyone is careful down there.

DIETRICH, MEDIC



CPL, Bravo Team - USS *SULACO*
 FULL NAME: Cynthia Dietrich
 AGE: 25
 TRAIT: Fortright

Looks like this is shaping up to be just another bug hunt, but Ripley's story is disturbing nonetheless. Hopefully the colonists are fine, and the team can sneak in a little R&R. Plus you could get another sparring session or two in with Frost before you go back in the pod.

ATTRIBUTES:

STRENGTH 4, AGILITY 2, WITS 4, EMPATHY 4

SKILLS: MEDICAL AID 3, OBSERVATION 3,
 MOBILITY 2, CLOSE COMBAT 1, RANGED
 COMBAT 1

HEALTH: 4

SIGNATURE ITEM: Caduceus pin

GEAR: M240 incinerator unit, H&K VP7D
 pistol, M3 armor, personal medkit x5,
 surgical kit, Naproleve (x2 doses)

BUDDY: Frost

RIVAL: Drake

PERSONAL AGENDA: Keep a cool head and watch out for any possible signs of contamination. Ripley's story might sound crazy, but some of the details are too specific. You know you'll leap into action without hesitation whenever any medical attention is required, no matter who needs it.

TALENT: FIELD SURGEON

You know the delicate art of stopping a wound from bleeding or treating grave injuries. You get a +2 modification to MEDICAL AID when treating someone who is about to die from a critical injury (see page 99).

Critical Injuries

To save someone's life when they have suffered a fatal critical injury, you must give them first aid before they fail a Death Roll. First aid is a slow action and requires a MEDICAL AID roll. Note that some critical injuries are so severe that a negative modification is applied to the MEDICAL AID roll. You can try only once to get a second chance, better medical equipment is needed.

First Aid

Use the MEDICAL AID skill as a slow action. Certain medical equipment can give bonuses to the roll (see Chapter 5). If the roll is successful, they get back up immediately, regaining Health equal to the number of 6s in the skill roll. Administering first aid to someone who isn't Broken has no effect.

DRAKE, MARINE



They ain't paying you enough for this. If it wasn't for Vasquez to keep you centered, you might lose it.

By the look of things, must have been a hell of a fight here. But there's nothing Bravo Team can't handle with the proper application of some brute force.

ATTRIBUTES:

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: RANGED COMBAT 3, STAMINA 3, CLOSE COMBAT 2, MOBILITY 1, COMTECH 1

HEALTH: 5

SIGNATURE ITEM: Chickenbone necklace

GEAR: M56A2 Smart Gun, M3 armor, head-mounted sight, knife

BUDDY: Vasquez

RIVAL: Gorman

PERSONAL AGENDA: Kick ass with Vasquez. Watch her back.

Gorman can go screw himself. If something don't feel right, you're gonna do your own thing. So long as Sarge don't see, it never happened.

PFC, Bravo Team - USS *SULACO*

FULL NAME: Mark Drake

AGE: 34

TRAIT: Gruff

TALENT: OVERKILL

You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy.

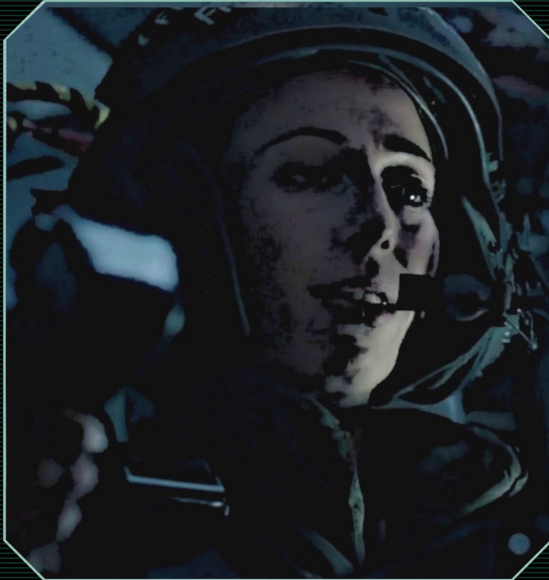
The Overkill talent lets you replace the effect of a Panic Roll result of 11 or higher by the Overkill effect, if you have any enemies in sight. When triggering Overkill, you must immediately attack your enemies and you won't stop until you or all enemies in sight are Broken. Also, all other PCs in SHORT range of you must make an immediate Panic Roll.

TALENT: WEAPON SPECIALIST

You're an expert at using a specific weapon model—choose one from the weapon lists in Chapter 6. When you use this weapon, you get a +2 modification. You can choose this talent several times, once per weapon type. You can be a specialist at fighting unarmed.

CHOSEN WEAPON: M56A2 Smart gun

FERRO, PILOT



You're not sure how this untrained civilian managed to convince the higher ups to pull this mission together, but as long as you get paid, it's all good. You get to do what you love, even if you have to put up with Spunkmeyer's goofy ass. This job's a milk run if you ever saw one.

ATTRIBUTES:

STRENGTH 3, AGILITY 5, WITS 4, EMPATHY 2

SKILLS: RANGED COMBAT 3, PILOTING 3, COMTECH 3, COMMAND 1

HEALTH: 3

SIGNATURE ITEM: Lucky rabbit's foot

GEAR: H&K VP70 pistol, UD-4L Cheyenne Dropship

BUDDY: Vasquez

RIVAL: Spunkmeyer

PERSONAL AGENDA: Keep the bird secure, and get everyone in and out, fast and smooth. Keep the comms open and your eyes peeled.

CPL, Bravo Team - USS *SULACO*

FULL NAME: Colette Ferro

AGE: 40

TRAIT: Confident

TALENT: QUICKDRAW

You can draw your weapon so quickly it doesn't cost you an action.

TALENT: LIKE THE BACK OF YOUR HAND

This vehicle is yours, and you know every bolt and cable, nook and cranny. Choose one vehicle or spacecraft (not one type, but a single, specific craft). You get a +2 modification to PILOTING with the chosen vehicle. You can choose this talent several times, once for each vehicle.

Specific Craft: "Bug Stomper"

FROST, MARINE



PFC, Bravo Team - USS *SULACO*

FULL NAME: Ricco Frost

AGE: 26

TRAIT: Nonchalant

TALENT: HARD HITTER

You get a +2 modification to CLOSE COMBAT if you sacrifice your fast action.

You hate this job, but you're in for the long haul. At least you're not serving with a bunch of assholes. Dietrich's training is coming along nicely. Pretty soon and she'll be kicking your ass.

What the hell is Gorman even talking about - "Xenomorphs"... This mission sounds like a disaster.

ATTRIBUTES:

STRENGTH 5, AGILITY 4, WITS 3, EMPATHY 2

SKILLS: CLOSE COMBAT 3, RANGED COMBAT 3, STAMINA 2, MOBILITY 1, PILOTING 1

HEALTH: 5

SIGNATURE ITEM: Caduceus pin

GEAR: M240 incinerator unit, H&K VP70 pistol, M3 armor, M314 motion tracker

BUDDY: Dietrich

RIVAL: Gorman

PERSONAL AGENDA: Stay cool. You don't wanna be here, but you'll do your best to follow orders. Even a dipshit like Gorman's. These things sound smart if they really exist, so coordinate with Dietrich for maximum cover fire. Be an example for hotheads like Hudson. Guy needs to tone that shit down.

GORMAN, OFFICER



LT, Bravo Team - USS *SULACO*

FULL NAME: Scott Gorman

AGE: 37

TRAIT: Standoffish

Ripley's account matches up with the file you received from Burke. These things sound dangerous, but nothing your team can't handle. After all, Ripley's crew were all civilians. You'll take what she says under advisement, but this is a military operation. Neither her nor Burke have authority here.

ATTRIBUTES:

STRENGTH 4, AGILITY 4, WITS 4, EMPATHY 2

SKILLS: RANGED COMBAT 3, COMTECH 1, MOBILITY 1, PILOTING 1, OBSERVATION 1, CLOSE COMBAT 1, MEDICAL AID 1, COMMAND 1

HEALTH: 4

SIGNATURE ITEM: -

GEAR: H&K, VP70 pistol, M40 grenades x2, Seegson P-DAT

BUDDY: -

RIVAL: --

PERSONAL AGENDA: You've guaranteed Ripley's safety, and you always keep your word. Lead your team successfully through this mission. Whether they like it or not, you're in charge. Get this over with quickly and cleanly. And by the book.

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.

TALENT: RAPID RELOAD

You can reload a weapon as a fast action instead of a slow action.

HICKS, OFFICER



CPL, Bravo Team - USS *SULACO*

FULL NAME: Dwayne Hicks

AGE: 28

TRAIT: Calm

Ripley doesn't seem like the type to sell a bullshit story, and she doesn't seem crazy. She can certainly take care of herself, which gives you some confidence. You don't trust Burke as far as you could throw him, but that would be true of any Company man.

ATTRIBUTES:

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

SKILLS: RANGED COMBAT 3, COMMAND 3, OBSERVATION 1, MOBILITY 1, SURVIVAL 1, MEDICAL AID 1

HEALTH: 3

SIGNATURE ITEM: Padlock

GEAR: M41A pulse rifle, Ithica model 37 shotgun, M3 armor, ME3 hand welder, M314 motion tracker, PDT wristband

BUDDY: Ripley

RIVAL: --

PERSONAL AGENDA: Listen to Ripley. She's the only one that's seen these things, and knows what exactly you're dealing with here. Be prepared in case you have any close encounters. Stay frosty, and alert.

TALENT: INFLUENCE

With rank comes certain privileges—being obeyed is one of them. You can push any skill roll based on EMPATHY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

TALENT: SECOND WIND

When you are Broken, you can get back on your feet immediately, without anyone giving you first aid (see page 98). Roll for STAMINA. For every 6 you roll, you get one Health point back and can keep fighting a little while longer. This talent can only be used once per Turn, and has no effect against critical injuries.

TALENT: NERVES OF STEEL

You keep a cool head in all situations, and thus get a -2 modification to all Panic Rolls (see page 104).

HUDSON, MARINE



PFC, Bravo Team - USS *SULACO*

FULL NAME: William L. Hudson

AGE: 30

TRAIT: Brash

Damn, looks like another bug hunt. But that's ok, you and your squad of ultimate badasses are going to squash these bugs! You got tactical smart missiles, phase plasma pulse rifles, RPGs. You got sonic, electronic ball-breakers! You got nukes, you got knives, sharp sticks... The enemy don't stand a freaking chance.

ATTRIBUTES:

STRENGTH 3, AGILITY 3, WITS 4, EMPATHY 4

SKILLS: RANGED COMBAT 3, STAMINA 2, CLOSE COMBAT 2, MOBILITY 1, COMTECH 2, OBSERVATION 1

HEALTH: 3

SIGNATURE ITEM: Pack of chewing gum

GEAR: M41A pulse rifle, M3 armor, electronic tools, M314 motion tracker

BUDDY: Vasquez

RIVAL: Vasquez

PERSONAL AGENDA: You got just a couple of weeks to go to the end of this deployment. Follow orders, get the job done, and get the hell off this rock and back to Louise. And if you can annoy the hell out of Vasquez while doing it, why the hell not!

TALENT: BANTER

Between fights, you release the tension in your team with some friendly banter. Your STRESS LEVEL, and the STRESS LEVEL of everyone in SHORT range of you, drops two steps (instead of one) for every Turn spent in a safe place (see page 104).

NEWT, KID



Colonist - Hadley's Hope, Acheron

FULL NAME: Rebecca Jordan

AGE: 6

TRAIT: Resourceful

You miss your family, but you try not to think about them too much. It just makes things harder. These new people are kind of scary, but Ripley seems nice. Maybe she can protect you, but you're not sure.

It'll be dark soon, and they mostly come at night. Mostly.

ATTRIBUTES:

STRENGTH 2, AGILITY 5, WITS 4, EMPATHY 3

SKILLS: MOBILITY 3, OBSERVATION 3,
SURVIVAL 3, STAMINA 1

HEALTH: 2

SIGNATURE ITEM: Casey the doll

GEAR: Personal data transmitter
wristband

BUDDY: Ripley

RIVAL: --

PERSONAL AGENDA: You've managed to survive on your own all this time, and maybe you can help these people survive too. Stay close to Ripley, Hicks seems nice too. Hopefully you can leave this place soon. If not, you know the best hiding places.

TALENT: DODGE

If attacked in close combat, you can dodge. Works like blocking, but you roll MOBILITY instead of CLOSE COMBAT and you can only use it to reduce damage (not counterattack or disarm). You can even dodge a creature's signature attack.

Blocking

You can block a close combat attack to avoid a hit. Fast action. Roll CLOSE COMBAT. You must declare the block before the attacker rolls for their strike. For each 6 you roll, apply the effect below:

>DECREASE DAMAGE: Remove one of the enemy's 6s. If they are left with no 6s, the attack misses. Can be chosen multiple times.

Blocking is a reaction and breaks the normal initiative order, but it does count against your two actions in the Round (one slow and one fast). Each time you block, lose one action later in the Round. If you have already used both actions, you can't block. When it's your time to act, it might be wise to save your fast action if you fear you might be attacked later in the Round.:

RIPLEY, OFFICER



Civilian Advisor - USS *SULACO*
 FULL NAME: Ellen Louise Ripley
 AGE: 87 (phys. 30s due to hypersleep)
 TRAIT: Level-headed

Just one of those things managed to wipe out your entire crew in less than 24 hours. If the colonists have found that ship, there's no telling how many have been exposed. The families here... Jesus. Burke better be good on his promise. These marines seem confident they can handle things. You hope they're right. You really do.

ATTRIBUTES:

STRENGTH 2, AGILITY 3, WITS 4, EMPATHY 5

SKILLS: COMMAND 2, RANGED COMBAT 2, MOBILITY 1, COMTECH 1, PILOTING 1, OBSERVATION 1, HEAVY MACHINERY 2

HEALTH: 4

SIGNATURE ITEM: Cigarette lighter

GEAR: -

BUDDY: Burke

RIVAL: Bishop

PERSONAL AGENDA: You have to make sure that if any of those things exist down there, they are completely wiped out. All of them. Despite what they say, these marines will need your help. And keep an eye on Bishop. You can't trust him.

TALENT: INFLUENCE

You can push any skill roll based on EMPATHY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

TALENT: COUNSELOR

Once per Turn, you can use the COMMAND skill to reduce the STRESS LEVEL of another character within SHORT range. For each 6 you roll, their STRESS LEVEL is reduced by one extra step (in addition to the default one step, see page 104). You cannot use this talent on yourself.

TALENT: NERVES OF STEEL

You keep a cool head in all situations, and thus get a -2 modification to all Panic Rolls (see page 104).

TALENT: TOUGH

You are used to taking a beating. You increase your Health by +2, i.e. your maximum number is equal to your STRENGTH plus 2.

SPUNKMEYER, PILOT



PVT, Bravo Team - USS *SULACO*
 FULL NAME: Daniel Spunkmeyer
 AGE: 27
 TRAIT: Positive

You're sure these dumb-ass colonists are perfectly fine. Mountain out of a mole hill. Nothing to worry about. It'll all be over soon enough, and you'll be back on the *Sulaco* in no time. Maybe you'll even to take the controls on the return trip. Fingers crossed.

ATTRIBUTES:

STRENGTH 3, AGILITY 5, WITS 4, EMPATHY 2

SKILLS: RANGED COMBAT 2, PILOTING 2,
 COMTECH 3, HEAVY MACHINERY 1,
 MOBILITY 1, OBSERVATION 1,

HEALTH: 3

SIGNATURE ITEM: Lucky cap

GEAR: H&K VP7D pistol, PR-PUT uplink terminal, Seegson system diagnostic device

BUDDY: Bishop

RIVAL: --

PERSONAL AGENDA: Monitor communications, run diagnostics on the Stomper and make sure the team is well supplied. Try to keep on Ferro's good side.

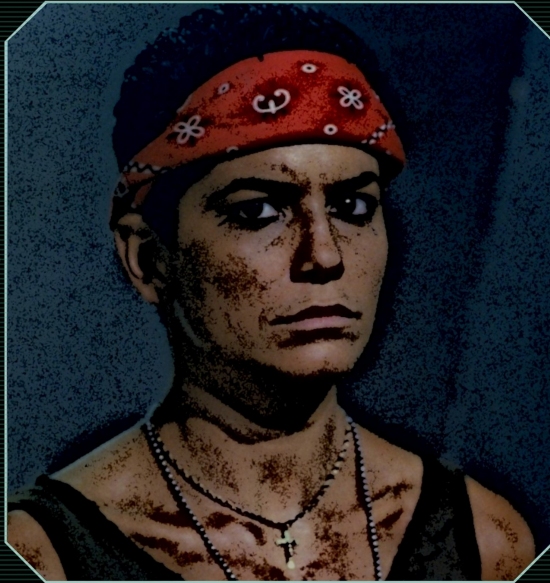
TALENT: WATCHFUL

The hairs on the back of your neck stand up when enemies lurk nearby. You get a +2 modification to OBSERVATION when trying

TALENT: SPACESHIP MECHANIC

You get a +2 modification when you use HEAVY MACHINERY or COMTECH to repair damage to a spacecraft (see Chapter 7).

VASQUEZ, MARINE



PFC, Bravo Team - USS *SULACO*

FULL NAME: Janette Vasquez

AGE: 26

TRAIT: Badass

This civilian advisor's story sounds like bullshit. This should be a walk in the park for Bravo Team though. Besides, Drake's got your back, and you've got his. Nothing to worry about.

Let's rock!

ATTRIBUTES:

STRENGTH 5, AGILITY 3, WITS 3, EMPATHY 3

SKILLS: RANGED COMBAT 3, STAMINA 3,
CLOSE COMBAT 3, MOBILITY 1

HEALTH: 5

SIGNATURE ITEM: Crucifix necklace

GEAR: M56A2 Smart Gun, S&W Model 39 pistol, M3 armor, head-mounted sight, cutting torch, backup smartgun batteries

BUDDY: Drake

RIVAL: Hudson

PERSONAL AGENDA: You only need to know one thing: Where. They. Are.

Stick close to Drake, and put the fear of God into these things. And don't let that weasel Hudson get to you.

TALENT: OVERKILL

You don't run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy.

The Overkill talent lets you replace the effect of a Panic Roll result of 11 or higher by the Overkill effect, if you have any enemies in sight. When triggering Overkill, you must immediately attack your enemies and you won't stop until you or all enemies in sight are Broken. Also, all other PCs in SHORT range of you must make an immediate Panic Roll.

TALENT: MACHINEGUNNER

Firing full auto is the only way to get the job done, in your opinion. When firing on fully automatic, your STRESS LEVEL does not increase.

WIERZBOWSKI, MARINE



You've got a good feeling about this mission.

ATTRIBUTES:

STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 4

SKILLS: CLOSE COMBAT 3, RANGED COMBAT 3, STAMINA 2, MOBILITY 1, OBSERVATION 1

HEALTH: 2

SIGNATURE ITEM: Wedding ring

GEAR: M240 incinerator unit, M3 armor

BUDDY: Hicks

RIVAL: Gorman

PERSONAL AGENDA: Keep a low profile, and get the job done. Stay safe, and make it home to your wife.

PVT, Bravo Team - USS *SULACO*

FULL NAME: Trevor Wierzbowski

AGE: 32

TRAIT: Reserved

TALENT: STEALTHY

You get a +2 modification to MOBILITY when using the skill to move undetected.

Stealth Mode: You automatically detect PASSIVE enemies in same zone or line of sight. If you do not move quietly, PASSIVE enemies automatically detect you as well—draw initiative (pg 87). If you want to sneak past the PASSIVE enemies undetected or make a sneak attack, roll for MOBILITY against their OBSERVATION. You get a modification based on the distance to the enemy—see the table on the next page.

ACTIVE enemies nearby may sneak up on you for a sneak attack. If so, GM informs you a threat is moving in, and rolls MOBILITY for the enemy vs your OBSERVATION. On a fail, enemy gets a free attack against you. (sneak attacks pg 90)

You can't spot ACTIVE enemies who remain hidden and don't attack you—unless you use a motion tracker, or the GM deems it obvious that you spot the enemy (ex: you search the exact spot where it is hidden).