

ALIEN ROLE-PLAYING GAME

PERSONAL AGENDA

See your Agendas tab.

RELATIONSHIPS

BUDDY: Singleton

RIVAL: Hirsch

STRESS LEVEL



HEALTH



RADIATION



CRITICAL INJURIES

Empty box for critical injuries with a dashed line.

CONDITIONS

Conditions list: STARVING, DEHYDRATED, EXHAUSTED, FREEZING with checkboxes.

CONSUMABLES

Consumables: AIR, FOOD, POWER, WATER with octagonal gauges.

NAME

Janice MacWhirr

CAREER

Officer

DESCRIPTION

The union organizer on Hadley's Hope. Does things by the book, and is generally hated for it.

TALENTS

PULL RANK: Order non-officer PCs or NPCs around. Roll your COMMAND skill vs the target's MANIPULATION to make them follow your orders. Take 1 Stress.

EXPERIENCE POINTS



STORY POINTS



TINY ITEMS

Empty box for tiny items with dashed lines.

SIGNATURE ITEM

Company ID Badge

GEAR

Large empty box for gear with dashed lines.

Strength 3: Close Combat, Heavy Machinery, Stamina

Agility 2: Ranged Combat, Mobility, Piloting

Wits 4: Observation, Survival, Comtech

Empathy 5: Command, Manipulation, Medical Aid

Armor and Rating fields

Encumbrance field

WEAPONS

Weapons table with columns for Reloads, Bonus, Damage, and Range.

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BUDDY: Sigg

RIVAL: MacWhirr

STRESS LEVEL



HEALTH



RADIATION



CRITICAL INJURIES

CONDITIONS

- STARVING
- DEHYDRATED
- EXHAUSTED
- FREEZING

CONSUMABLES

- AIR
- FOOD
- POWER
- WATER

NAME

Morgan Hirsch

CAREER

Ex-Marine

DESCRIPTION

A runaway ex-Marine who has spent years on Hadley's Hope as a cleaner. It's now his home, and he cares for it.

TALENTS

BANTER: Release tension between encounters. For every TURN spent in a safe place, you and allies in SHORT range lose 2 Stress levels instead of just 1.

EXPERIENCE POINTS



STORY POINTS



TINY ITEMS

SIGNATURE ITEM

Cross necklace

GEAR

STRENGTH 5

- CLOSE COMBAT 3
- HEAVY MACHINERY 1
- STAMINA 2

AGILITY 3

- RANGED COMBAT 2
- MOBILITY 1
- PILOTING 0

WITS 3

- OBSERVATION 0
- SURVIVAL 1
- COMTECH 0

EMPATHY 3

- COMMAND 0
- MANIPULATION 0
- MEDICAL AID 0

ARMOR RATING

ENCUMBRANCE

WEAPONS

RELOADS	88
RELOADS	88
RELOADS	88

BONUS	DAMAGE	RANGE
-----	-----	-----
-----	-----	-----
-----	-----	-----

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CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR FOOD
POWER WATER

NAME

Hannah Singleton

CAREER

Pilot

DESCRIPTION

A cutthroat driver who will advance by any means possible. If that includes ignoring a few principles, so be it.

TALENTS

RECKLESS: You live for the rush of adrenaline. You can push any skill roll based on AGILITY twice, instead of just once. Each push increases Stress by 1.

EXPERIENCE POINTS



STORY POINTS



TINY ITEMS

SIGNATURE ITEM

Toy dinosaur

GEAR

STRENGTH 4
CLOSE COMBAT 1
HEAVY MACHINERY 1
STAMINA

AGILITY 5
RANGED COMBAT 2
MOBILITY 2
PILOTING 2

WITS 2
OBSERVATION
SURVIVAL
COMTECH 1

EMPATHY 3
COMMAND 1
MANIPULATION
MEDICAL AID

ARMOR RATING

ENCUMBRANCE

WEAPONS

	RELOADS	BONUS	DAMAGE	RANGE
-----	88			
-----	88			
-----	88			

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RELATIONSHIPS

BUDDY: Hirsch

RIVAL: MacWhirr

STRESS LEVEL



HEALTH



RADIATION



CRITICAL INJURIES

CONDITIONS

STARVING []
DEHYDRATED []
EXHAUSTED []
FREEZING []

CONSUMABLES

AIR [] FOOD []
POWER [] WATER []

NAME

Sonny Sigg

CAREER

Scientist

DESCRIPTION

An eager scientist with ambitions far beyond their station on Hadley's Hope.

TALENTS

ANALYSIS: Roll for OBSERVATION to gain insight on alien things. Each Success lets you ask a question about the target.

Succeeding/failing will cause +1/-1 Stress.

EXPERIENCE POINTS



STORY POINTS



TINY ITEMS

SIGNATURE ITEM

Lab coat

GEAR

STRENGTH 2
CLOSE COMBAT []
HEAVY MACHINERY []
STAMINA []

AGILITY 4
RANGED COMBAT []
MOBILITY []
PILOTING []

WITS 4
OBSERVATION [2]
SURVIVAL []
COMTECH [3]

EMPATHY 4
COMMAND []
MANIPULATION [1]
MEDICAL AID [2]

ARMOR [] RATING []

ENCUMBRANCE []

WEAPONS
RELOADS [88]
RELOADS [88]
RELOADS [88]

BONUS [] DAMAGE [] RANGE []

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RELATIONSHIPS

BUDDY: Hirsch

RIVAL: Sigg

STRESS LEVEL



HEALTH



RADIATION



CRITICAL INJURIES

CONDITIONS

STARVING
DEHYDRATED
EXHAUSTED
FREEZING

CONSUMABLES

AIR FOOD
POWER WATER

NAME

Holroyd

CAREER

Roughneck

DESCRIPTION

An android who has spent enough time on LV-426 to grow attached to the people here.

TALENTS

RESILIENT: Roll for STRENGTH each time you suffer damage. Remove 1 point of damage for every Success. You cannot push this roll.

EXPERIENCE POINTS



STORY POINTS



TINY ITEMS

SIGNATURE ITEM

GEAR

STRENGTH 7
CLOSE COMBAT 1
HEAVY MACHINERY 3
STAMINA 1

AGILITY 6
RANGED COMBAT 1
MOBILITY 1
PILOTING 1

WITS 4
OBSERVATION 1
SURVIVAL 1
COMTECH 2

EMPATHY 3
COMMAND 1
MANIPULATION 1
MEDICAL AID 1

ARMOR RATING

ENCUMBRANCE

WEAPONS

	RELOADS	BONUS	DAMAGE	RANGE
-----	88			
-----	88			
-----	88			