

Your Approach

1

Physical Prowess
Mental Excellence
Social Interaction

Name				
<input type="checkbox"/> The Face	<input type="checkbox"/> The Fighter	<input type="checkbox"/> The Criminal	<input type="checkbox"/> The Administrator	
d6	d10	d8	d6	
d8	d6	d10	d10	
d10	d8	d6	d8	

Description

Select 1 at d8

Plot Points

4

Signature Items

Maintenance Jack	
P-Pad	
Trusted Sidearm	

Combat Experience

2

Unarmed
Melee
Ranged
Defense

<input type="checkbox"/> Veteran	<input type="checkbox"/> Amateur	<input type="checkbox"/> Martial Artist	<input type="checkbox"/> Blade Warrior	<input type="checkbox"/> Sharp Shooter
d8	d6	d8	d6	d6
d8	d6	d6	d8	d6
d10	d6	d6	d6	d8
d8	d6	d6	d6	d6

Select 2 at d6

Get one at 2d6 and one at 2d8

Hero Dice

5

Resources

Spare Parts	
Naproleve Drug	
Surgeons Bag	
Extra Ammo	

Your Role

Colonial Marine
Roughneck
Scientist
Pilot
Corporate Agent
Colonial Marshal
Medic
Officer

Distribute the following dice:
d10, d8, d8, d4; rest at d6

Conditions

Select 1

- Mobility
- Piloting
- Observation
- ComTech
- Mechanics
- Survival
- Social Manipulation
- Medical Aid
- Command
- Stamina

6

Specialties

3

Distinction

Background

Motto / Slogan

Goal / Ambition

Distinctions are used at d8 in your dice pool. If you use them as d4 in your dice pool, you earn a Plot Point.

SFX

☐ Game Over, Man! Game Over!
Step up or double one useful die for the scene but step down one other die in exchange until you do a recovery action.

SFX

☐ Take this, bitch!
Step up or double one useful die for the scene or take a d8 asset for the scene (choose one benefit here, not both), but also take a d8 complication.

SFX

☐ Let's try this another way ...
Spend a PP to use a different die than would normally be appropriate for a given action, based on your distinction.