

Extrasolar Colonization

Administration

Handbook

Gateway Station, Sol
sorensen/crane

ECA PERSONNEL GUIDE

Your class is Civilian. Choose a field of specialization from the list below. This will give you a skill package, trait, a load out and a base age.

Once you've noted your specialization skills, traits and load out, choose your background, answer Nature questions and note your name, age and gender on your personal information sheet.

Human Consultant

Vasquez: "Who's Snow White?"

Ferro: "She's supposed to be some kinda consultant. Apparently she saw an alien once."

Nature: Carousing, Escaping, Demanding.

Raw abilities: Distribute 8 points. No ability may be less than 2 or greater than 6. Natural Order is 2.

Skills: Admin 2, Broker 2, Leader 3, Operator 2, Scout 2

Social Skill: Choose Manipulator 2 or Persuader 2

Specialty: Gain an additional skill at 2 or increase an existing skill by +1. You may not choose Armorer, Gunner or Soldier.

Special Trait: Not Bad for a Human—You may not have the combat prowess of a colonial marine or the superior strength and reflexes of a synthetic but you're full of surprises.

You have the **basic loadout**. Your age is 18+.

Human Wildcatter

Russ Jordan: "Folks, we have scored big this time."

Nature: Carousing, Escaping, Demanding.

Raw abilities: Distribute 8 points. No ability may be less than 2 or greater than 6. Natural Order is 2.

Skills: Broker 2, Operator 3, Scavenger 2, Scout 2, Survivalist 2, Technician 2

Training: Gain a new skill at 2 or increase an existing skill by +1. You may not choose Armorer, Gunner or Soldier.

Special Trait: Not Bad for a Human—You may not have the combat prowess of a colonial marine or the superior strength and reflexes of a synthetic but you're full of surprises.

You have the **colonial loadout**. Your age is 21+.

Human Crew Member

Nature: Carousing, Escaping, Demanding.

Raw abilities: Distribute 8 points. No ability may be less than 2 or greater than 6. Natural Order is 2.

Skills: Admin 2, Broker 2, Instructor 2, Medic 2, Operator 2

Professional skill: Choose Criminal 3, Medic 3, Pilot 3, Scientist 3 or Technician 3

Specialty: Gain an additional skill at 2 or increase an existing skill by +1. You may not choose Armorer, Gunner or Soldier.

Special Trait: Not Bad for a Human—You may not have the combat prowess of a colonial marine or the superior strength and reflexes of a synthetic but you're full of surprises.

You have the **basic, technical or medical loadout** (appropriate to your speciality). Your age is 18+.

Human Juvenile

Rebecca "Newt" Jordan: "We'd better get back, 'cause it'll be dark soon, and they mostly come at night... mostly."

Nature: Carousing, Escaping, Demanding.

Raw abilities: Distribute 6 points. No ability may be less than 2 or greater than 4. Natural Order is 2.

Skills: Scavenger 2, Scout 2, Survivalist 2

Social skill: Choose Manipulator 2 or Persuader 2

Precocious kid skill: Choose Criminal 2, Technician 2 or increase any existing skill by +1.

Special Trait: Not Bad for a Human—You may not have the combat prowess of a colonial marine or the superior strength and reflexes of a synthetic but you're full of surprises.

You have the **juvenile loadout**. Your age is 18+.

Human Executive

Carter Burke: "Hold on a second. This installation has a substantial dollar value attached to it."

Nature: Carousing, Escaping, Demanding.

Raw abilities: Distribute 8 points. No ability may be less than 2 or greater than 6. Natural Order is 2.

Skills: Admin 2, Broker 2, Executive 3, Leader 2, Manipulator 2, Persuader 2

Specialty: Gain an additional skill at 2 or increase an existing skill by +1. You may not choose Armorer, Gunner or Soldier.

Special Trait: Executive Privilege—You've led a cushy life since joining the Company and life behind a desk has made you soft. But you can't beat the view, or the fringe benefits.

You have the **executive loadout**. Your age is 24+.

Human Survivalist

Nature: Carousing, Escaping, Demanding.

Raw abilities: Distribute 8 points. No ability may be less than 2 or greater than 6. Natural Order is 2.

Skills: Instructor 2, Medic 2, Operator 2, Scavenger 2, Scout 2, Survivalist 3

Specialty: Gain an additional skill at 2 or increase an existing skill by +1. You may not choose Armorer, Gunner or Soldier.

Special Trait: Survivor—you've learned to trust yourself and not much else in this universe, and that's hardened you to pain and suffering...both your own and that of others. It's every man for himself.

Are you a loner or just a coward?

You have the **survival loadout**. Your age is 18+.

CHARACTER BACKGROUNDS

Select a background that describes your character's origins, then choose one trait and one wise from the listed options.

Addicted

You were or are addicted to some powerful chemical substance. If in the past, you suffered horrible withdrawal symptoms.

Traits: Shaky hands, impulsive

Wises: Fix-wise, empty promises-wise

Colonial

You moved to to live and work on a distant off world colony as a terraformer, engineer, miner or some other position.

Traits: Brave, early-riser

Wises: Job-wise (terraforming-wise, mining-wise, farming-wise), vehicle-wise

Confined

You were kept away from others; imprisoned, quarantined or consigned to institutional care.

Traits: Scarred, detached

Wises: Facility-wise (prison-wise, hospital-wise, etc.), authority-wise

Corporate

You are well-acquainted with corporate culture, raised within an arcology or corporate village.

Traits: Ruthless, obsequious

Wises: Documents-wise, corporate ladder-wise

Criminal

You're from the streets; either a gang member, a schemer or a dealer in illicit trade.

Traits: Skeptical, foolhardy

Wises: Black market-wise, security-wise

Dedicated

You come from a long line of first responders—cops, firefighters, EMTs or other folks in a high stress, low pay line of work.

Traits: Defender, Fearless

Wises: Drinking-wise, brotherhood-wise

Educated

You hail from the ivory tower of academia; a university, seminary, medical school or research laboratory.

Traits: Thoughtful, curious

Wises: Field of study-wise (philosophy-wise, chemistry-wise, astronomy-wise), mentoring-wise

Elite

You've lived a life of privilege and security up until now, thanks to success early on in life or your family's wealth and influence.

Traits: Ambitious, selfish

Wises: Society-wise, media-wise

Hardened

You lived in harsh and unforgiving environments; the arctic, desert, storm-ravaged islands, deep jungle or at/under the sea.

Traits: Sharp-eyed, tough

Wises: Shelter-wise, natural disaster-wise (storm-wise, sandstorm-wise, volcano-wise, etc.).

Impoverished

You're one of the have-nots; you lived a life of hardship, poverty and squalor somewhere in the war-torn Third World.

Traits: Generous, skinny

Wises: Barter-wise, hunger-wise

Military

You and your family jumped from base assignment to base assignment throughout Earth and beyond.

Traits: Disciplined, loner

Wises: Relocation-wise, rules and regulations-wise

Rural

You grew up within an agricultural zone or well outside the city limits of a major metropolitan area.

Traits: Suspicious, rough hands

Wises: Livestock-wise, jury rigging-wise

Orbital

Most of your time was spent living and working in a space colony in Sol or a nearby star system, most likely as a researcher, engineer or computer network technician.

Traits: Adventurous, calm

Wises: Low gravity-wise, life support-wise or some other space habitat-focused technical skill

Urban

You grew up in the concrete and steel canyons of the inner city or the outlying 'hood of a major metropolitan area.

Traits: Extravagant, jaded

Wises: Culture-wise (ethnicity/nationality-wise, subculture-wise), sprawl-wise

HUMAN CIVILIAN NATURE QUESTIONS

When you have no immediate responsibilities, do you slack off and enjoy yourself or do you prepare for tomorrow?

- If you start pouring drinks when it's quitting time, increase Nature by 1.
- If you take time to plan ahead for tomorrow's tasks, take the Dedicated trait at level 1.

When confronted by a threat, do you freak out and run or do you make a stand and defend yourself?

- If you bug the fuck out, increase Nature by 1.
- If you stand up for yourself, take the Brave trait at level 1.

When you don't get your way, do you become irate and confrontational or do you suck it up and accept the situation?

- If you let everyone know what you think, increase Nature by 1.
- If you keep your cool, take either Calm or Quiet.

You may have a maximum of four traits. If you have more at the end of this process, choose four and discard the rest.

PERSONAL ITEM

Select one personal item to add to your standard kit. It must be a small item easily stowed in your hold-all, satchel, briefcase or belt.

NAME, GENDER, RANK, AGE, SPECIES, FLASH

Note your civilian's name, gender, rank and age (18-35) on your record form.

Your species is human, in case you weren't clear.

Flash is a patch, a piece of clothing or swatch of graffiti that you wear on your uniform. Put it on your record sheet.

HUMAN CIVILIAN CIRCLES QUESTIONS

Circles can be used to find help and information. Relationships can be introduced whenever appropriate. Answer the following questions to generate relationships and a Circles rating. You cannot take a friend, parents, mentor and an enemy. You can only choose to have three of the four at best.

Circles starts at 1, add to that rating based on your answers to the questions.

Do you have friends who enjoy your occasional visits or are you a loner, tough and cool?

- If you have a friend, +1 Circles. Write your friend's name on your character sheet. Choose a profession from your list of background skills for your friend.
- If you are a loner, tough and cool, your Circles starts at 1, and you have an enemy. How did your enemy destroy your life and set you on this path? Write down the name of your nemesis or mortal enemy on your sheet and skip the rest of the Circles and Relationships questions and take the Loner trait at level 1 or increase it by one if you already have it. Also, go bake some cornbread for the rest of the group while they finish answering the questions.

Do you have family or has time or fate taken your loved ones?

- If you have parents or children, +1 Circles. Note their names and civilian types (professional, juvenile, consultant, etc.) on your character sheet.
- If your family is gone, you have a keepsake that is worn around your neck or on one hand. Describe its sentimental value. It is worth 1D of cash in case you ever need to pawn it. Put it in your inventory. If you are childless by circumstance, you may replace a trait with Maternal or Desolate. If childless by choice, mark off a passed Resources test.

Did you have a mentor or did you make your own way in this rough life?

- If you have a mentor, +1 Circles. Note your mentor's name on your character sheet. Your mentor has the same specialty skill as you do. Make a note of this, for example, Annalee the Criminal.
- If you made your own way in life, mark off a failed Resources test.

Have you made an enemy in your life or have you kept your nose clean?

- If you have made an enemy, +1 Circles. Note your enemy's name on your character sheet. Choose a type for your enemy (or let the GM decide). For example: Johner the Mercenary.
- The benefit for not having an enemy is not having an enemy.

STARTING RESOURCES AND PAYDAY

Your starting Resources is defined by your character type. Payday allows the character to mark a passed or failed Resources test at certain milestones in your character's career.

Consultant: Resources 1. Payday occurs at each level—mark a passed or failed Resources test. Your contract may offer additional incentives.

Wildcatter: Resources 0. You get a passed Resources test for staking a claim, retrieving intel that's valuable to your superiors or from salvaging rights to installations or spacecraft. You mark a failed Resources test at each level for hard living and bad habits.

Juvenile: Resources 0. You don't get a payday, though your parents or guardians might give you an allowance.

Executive: Resources 2. Payday for executives occurs after a mission and at each new level—mark a passed or failed test.

Survivalist: Resources 0. You have no payday. Life is a payday.

Professional: Resources 1. Payday occurs at each level—mark a passed or failed Resources test. It's a living.

COLONIAL LOADOUT		
Protection	Condition	
Helmet	Damaged ○	Absorbs 1 pt and then destroyed.
Clothing		
Jumpsuit		Worn
Work boots		Worn/Feet
Pack and Belt		
Utility holdall		Carried/Hand
Belt		Worn
Pouch		Belt
Kit	Uses/Notes	Locations
Dust goggles		Helmet/Head
PDT implant		Neck/Base left
Canteen	○ ○	Belt
Multi-purpose electric torch		Belt
Radio		Belt
Respirator		Face/Neck
Portable hand welder		Holdall
Personal first aid kit	○	Holdall
Bypass/electronic toolkit		Holdall
Marking flares (5)	○ ○ ○ ○ ○	Holdall
		Holdall
		Holdall
Personal Item		

CONTACTS	
Family:	
Friend:	
Mentor:	
Enemy:	
Other:	

PERSONAL INFORMATION	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
<u>BELIEF</u>	
<u>GOAL</u>	
<u>INSTINCT</u>	

ABILITIES					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

SKILLS							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○	W
BROKER		P: ○○○○○○ F: ○○○○	W	PILOT		P: ○○○○○○ F: ○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○	H
LEADER		P: ○○○○○○ F: ○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○	W			P: ○○○○○○ F: ○○○○	

WISES				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS		
Trait name	Trait level	Checks
	1 ○+1D once per session 2 ○+1D twice per session 3 ○+1s on suc/tie roll	○ ○ ○ ○ ○ ○ ○ ○
	1 ○+1D once per session 2 ○+1D twice per session 3 ○+1s on suc/tie roll	○ ○ ○ ○ ○ ○ ○ ○
	1 ○+1D once per session 2 ○+1D twice per session 3 ○+1s on suc/tie roll	○ ○ ○ ○ ○ ○ ○ ○

FATE	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
PERSONA	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

CONDITIONS	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

MEDICAL LOADOUT

Clothing		
Cap		Worn/Head
Jumpsuit		Worn
Reebok Sneakers		Worn/Feet
Pack and Belt		
Med kit		Carried/Hand
Belt		Worn
Pouch		Belt
Kit	Uses/Notes	Locations
Medical Diagnosis Unit		Helmet/Head
Folding Stretcher		Med Kit
A24 Morphine Administrators	○○○○○	Med Kit
Medical Supplies	See below	Med Kit
Surgical Instruments		Med Kit
Plasma	○○○○○○○	Med Kit
Saline	○○○○○	Med Kit
Intravenous Drips	○○○○○	Med Kit
Canteen	○ ○	Holdall
Respirator		Face/Neck
Medical Supplies		
Bandages, ammonia inhalants, water purification tablets, thread for stitches, 5 pairs of surgical disposable gloves, needle, surgical tape, alcohol wipes, iodine wipes, antiseptic wipes, plasters, spray-on plastic skin, analgesic spray, anti-burn cream, various medicines. Roll D6 when treating an injury or illness. On a 1, the medical supplies are expended and must be replenished.		
Personal Item		

CONTACTS

Family:
Friend:
Mentor:
Enemy:
Other:

PERSONAL INFORMATION

Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
BELIEF	
GOAL	
INSTINCT	

ABILITIES

Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

SKILLS

Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○○	W
BROKER		P: ○○○○○○ F: ○○○○○	W	PILOT		P: ○○○○○○ F: ○○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○○	H
LEADER		P: ○○○○○○ F: ○○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○○	W			P: ○○○○○○ F: ○○○○○	

WISES

	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS

Trait name	Trait level	Checks
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○

FATE

Current Total _____ Total Spent _____

Spend one point to reroll all 6s as new dice or use a wise.

PERSONA

Current Total _____ Total Spent _____

Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.

CONDITIONS

Fresh _____

+1D to all tests until other condition.

Hungry and Thirsty _____

-1 to disposition to any conflict.

Angry (Ob 2 Will) _____

Can't use wises or beneficial traits.

Afraid (Ob 3 Will) _____

Can't help or use Beginner's Luck

Exhausted (Ob 3 Health) _____

Factor in all tests except Resources, Circles and recovery.

Injured (Ob 4 Health) _____

-1D to skills, Nature, Will and Health (but not recovery).

Sick (Ob 3 Will) _____

-1D to skills, Nature, Will and Health (but not recovery): can't practice, learn, advance.

Dead _____

May not use wises, test or help.

TECHNICAL LOADOUT		
Clothing		
Jumpsuit		Worn
Reebok Sneakers		Worn/Feet
Gloves		Worn/Hands
Pack and Belt		
Satchel		Worn
Belt		Worn
Pouch		Belt
Kit	Uses/Notes	Locations
Head-mounted visor light		Worn/Head
Portable terminal		Satchel
Electronic toolkit		Satchel
Fruit flavored drink pack	○	Satchel
Manual toolkit		Belt
Roll of duct tape	○ ○ ○ ○ ○	Belt
		Belt
Seiko 7A28-6000 chronograph		Worn/Wrist
Personal Item		

CONTACTS	
Family:	
Friend:	
Mentor:	
Enemy:	
Other:	

PERSONAL INFORMATION	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
BELIEF	
GOAL	
INSTINCT	

ABILITIES					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

SKILLS							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○	W
BROKER		P: ○○○○○○ F: ○○○○	W	PILOT		P: ○○○○○○ F: ○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○	H
LEADER		P: ○○○○○○ F: ○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○	W				

WISES				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS		
Trait name	Trait level	Checks
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○

FATE	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
PERSONA	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

CONDITIONS	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

EXECUTIVE LOADOUT		
Clothing		
Suit (Chinos)		Worn
Silk necktie (Sweater vest)		Worn/Neck
Luxury footwear (Fashionable boots)		Worn/Feet
Pack and Belt		
Leather briefcase	Biometric lock	Hand/Carried
Leather belt		Worn
Kit	Uses/Notes	Locations
Sunglasses		Worn/Head
Seiko H556-5050 chronograph		Worn/Wrist
PDT implant		Neck/Base left
Portable terminal		Briefcase
ICC Regulations Manual		Briefcase
Company Identification		Briefcase
Mission files		Portable Terminal
Change of clothes	(Parenthetical above)	Worn
		Belt
Personal Item		

CONTACTS	
Family:	
Friend:	
Mentor:	
Enemy:	
Other:	

PERSONAL INFORMATION	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
BELIEF	
GOAL	
INSTINCT	

ABILITIES					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

SKILLS							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○	W
BROKER		P: ○○○○○○ F: ○○○○	W	PILOT		P: ○○○○○○ F: ○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○	H
LEADER		P: ○○○○○○ F: ○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○	W			P: ○○○○○○ F: ○○○○	

WISES				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS		
Trait name	Trait level	Checks
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○

FATE	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
PERSONA	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

CONDITIONS	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

BASIC LOADOUT		
Clothing		
Casual Clothing		Worn
Reebok Sneakers		Worn/Neck
Pack and Belt		
Duffel bag		Hand/Carried
Belt		Worn
Pouch		Belt
Kit	Uses/Notes	Locations
		Duffel bag
		Duffel bag
		Duffel bag
		Duffel bag
		Belt
		Belt
		Belt
Personal Item		

<u>CONTACTS</u>	
Family:	
Friend:	
Mentor:	
Enemy:	
Other:	

<u>PERSONAL INFORMATION</u>	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
<u>BELIEF</u>	
<u>GOAL</u>	
<u>INSTINCT</u>	

<u>ABILITIES</u>					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

<u>SKILLS</u>							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○○	W
BROKER		P: ○○○○○○ F: ○○○○○	W	PILOT		P: ○○○○○○ F: ○○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○○	H
LEADER		P: ○○○○○○ F: ○○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○○	W				

<u>WISES</u>				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

<u>TRAITS</u>		
Trait name	Trait level	Checks
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○

<u>FATE</u>	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
<u>PERSONA</u>	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

<u>CONDITIONS</u>	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

JUVENILE LOADOUT		
Clothing		
Casual Clothing		Worn
Reebok Sneakers		Worn/Neck
Kit	Uses/Notes	Locations
Personal Item		

PERSONAL INFORMATION	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
<u>BELIEF</u>	
<u>GOAL</u>	
<u>INSTINCT</u>	

WISES				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS		
Trait name	Trait level	Checks
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○
	1 ○+1D once per session	○ ○ ○
	2 ○+1D twice per session	○ ○ ○
	3 ○+1s on suc/tie roll	○ ○

ABILITIES					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

FATE	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
PERSONA	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

CONTACTS	
Family:	
Friend:	
Mentor:	
Enemy:	
Other:	

SKILLS							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○○	W
BROKER		P: ○○○○○○ F: ○○○○○	W	PILOT		P: ○○○○○○ F: ○○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○○	H
LEADER		P: ○○○○○○ F: ○○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○○	W			P: ○○○○○○ F: ○○○○○	

CONDITIONS	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

SURVIVAL LOADOUT		
Clothing		
Cap		Head/Worn
Rugged clothing		Worn
Hiking boots		Worn/Feet
Pack and Belt		
Frame pack		Torse/Worn
Belt		Worn
Pouch		Belt
Kit	Uses/Notes	Locations
BiMex M3 Day/Night Goggles		Head/Worn
Dual-function Compass/GPS		Neck/Worn
Canteen	○ ○	Belt
M24 Tactical Knife		Belt
Multi-purpose electric torch		Belt
Entrenching tool		Pack
Bedroll		Pack
Rations	○ ○ ○	Pack
Personal first aid kit	○	Pack
		Pack
		Pack
Personal Item		

CONTACTS	
Family:	
Friend:	
Mentor:	
Enemy:	
Other:	

PERSONAL INFORMATION	
Name:	Background:
Species:	Gender:
Class:	Rank:
Age:	Flash:
BELIEF	
GOAL	
INSTINCT	

ABILITIES					
Raw Abilities	Rating	Advancement	Downtime Abilities	Rating	Advancement
WILL		P: ○○○○○○ F: ○○○○	RESOURCES		P: ○○○○○○○○ F: ○○○○○○○○
HEALTH		P: ○○○○○○ F: ○○○○○	CIRCLES		P: ○○○○○○○○ F: ○○○○○○○○
NATURE		P: ○○○○○○○○ F: ○○○○○○	NATURAL ORDER	2	

Nature Descriptors: Carousing, Escaping and Demanding

SKILLS							
Skill	Rating	Advancement	BL	Skill	Rating	Advancement	BL
ADMIN		P: ○○○○○○ F: ○○○○○	W	OPERATOR		P: ○○○○○○ F: ○○○○○	H
ARMORER		P: ○○○○○○ F: ○○○○○	H	PERSUADER		P: ○○○○○○ F: ○○○○○	W
BROKER		P: ○○○○○○ F: ○○○○○	W	PILOT		P: ○○○○○○ F: ○○○○○	H
CRIMINAL		P: ○○○○○○ F: ○○○○○	W	SCAVENGER		P: ○○○○○○ F: ○○○○○	W
EXECUTIVE		P: ○○○○○○ F: ○○○○○	W	SCIENTIST		P: ○○○○○○ F: ○○○○○	W
GUNNER		P: ○○○○○○ F: ○○○○○	H	SCOUT		P: ○○○○○○ F: ○○○○○	W
INSTRUCTOR		P: ○○○○○○ F: ○○○○○	H	SOLDIER		P: ○○○○○○ F: ○○○○○	H
LEADER		P: ○○○○○○ F: ○○○○○	H	SURVIVALIST		P: ○○○○○○ F: ○○○○○	H
MANIPULATOR		P: ○○○○○○ F: ○○○○○	W	TECHNICIAN		P: ○○○○○○ F: ○○○○○	H
MEDIC		P: ○○○○○○ F: ○○○○○	W			P: ○○○○○○ F: ○○○○○	

WISES				
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers
	Pass	Fail	Fate	Pers

TRAITS		
Trait name	Trait level	Checks
	1 ○+1D once per session 2 ○+1D twice per session 3 ○+1s on suc/tie roll	○ ○ ○ ○ ○ ○ ○ ○
	1 ○+1D once per session 2 ○+1D twice per session 3 ○+1s on suc/tie roll	○ ○ ○ ○ ○ ○ ○ ○
	1 ○+1D once per session 2 ○+1D twice per session 3 ○+1s on suc/tie roll	○ ○ ○ ○ ○ ○ ○ ○

FATE	
Current Total	Total Spent
_____	_____
Spend one point to reroll all 6s as new dice or use a wise.	
PERSONA	
Current Total	Total Spent
_____	_____
Spend one point to add 1D, tap Nature or use a wise. You may spend up to 3 points to add up to 3D per roll.	

CONDITIONS	
Fresh	_____
+1D to all tests until other condition.	
Hungry and Thirsty	_____
-1 to disposition to any conflict.	
Angry (Ob 2 Will)	_____
Can't use wises or beneficial traits.	
Afraid (Ob 3 Will)	_____
Can't help or use Beginner's Luck	
Exhausted (Ob 3 Health)	_____
Factor in all tests except Resources, Circles and recovery.	
Injured (Ob 4 Health)	_____
-1D to skills, Nature, Will and Health (but not recovery).	
Sick (Ob 3 Will)	_____
-1D to skills, Nature, Will and Health (but not recovery); can't practice, learn, advance.	
Dead	_____
May not use wises, test or help.	

HUMAN CIVILIAN LEVEL BENEFITS

Level 1

Civilian: May use knives and wear helmets. Natural Order 2.

Level 2

Sleep Tight: You can sleep anywhere and through anything; +1D to recover from exhausted.

Survival Instinct: If afraid, gain +1D when hiding or escaping from danger.

Level 3

Self Defense: You have some fight training or experience; you never count as unarmed. You can use handguns.

First Aid: You know first aid and may give +1D to a character making a Health test to recover from injury. This is not help; it's assistance. First Aid may be used during instinct tests and you do not receive a condition should your patient fail the test.

Level 4

Listen to Me: You're able to talk people down, giving them a free test to recover from angry or afraid.

This benefit may only be used once per camp phase and must abide by standard recovery rules.

Emotional Support: Your keepsakes provide you with a free test to recover from angry or afraid while in camp.

Level 5

Fifth Wheel: If you've done nothing during camp and there are no more checks to spend, you may make a free test, unaided.

Company Man: Choose to excel in either Argument or Negotiation; double the benefits of the weapons of wit listed for that type of conflict. "Repeating" during an argument is always -1D to any action.

Level 6

I Can Handle Myself: Provides basic training in rifles, automatic weapons, incendiary devices and grenades. Natural Order increased to 3.

Stay Frosty: Your help grants an extra +1D (+2D total) when helping a character who is angry or afraid.

Level 7

Last Stand: If all conditions except Dead are filled, you may make one test as if you have no conditions. This test does not cost a turn. Only other civilians may help you make your stand.

Martyr: During the adventure phase, if one of your squad suffers a condition, you may take that condition on yourself—so that the other character is spared.

Level 8

Manic: When making tests toward your Goal, ignore any penalties you face for being exhausted or hungry and thirsty.

Ol' Iron Guts: Once per mission, you can shrug off sickness. No roll is necessary. You can do this any time before you seek help from a medic. As a side effect, you develop an immunity to that type of sickness and may no longer be given the sick condition from that cause.

Level 9

Reluctant Villain: Your rating cap increases to 7 in both Manipulator and one other skill.

Unlikely Hero: Change a Nature descriptor to Rescuing, Defending or Peace Making.

Level 10

Genius: Choose one of your core skills. You score successes on rolls of 3-6 using that skill.

Highly Evolved: Increase your Natural Order by +1.

CIVILIAN LIFE

In non-military life, civilians have their own phases.

On-Duty

The definition of "work" varies from civilian type to type. A kid might go to school or work the street corners. Executives sit behind desks and make deals; many criminals appear to have a similar job. Doctors work their shifts at hospitals, pilots shuttle people across the globe in supersonic aircraft. In game terms, "work" can be summarized as performing tasks required to get the mission done, whatever that is. And the mission is what brings all these disparate characters together.

Breaks

Analogous to camp phase, breaks are a time for characters to collect their thoughts, take a breather, grab a bite to eat and plan their next moves. A break follows the same rules as camping except that there's (usually) no events roll when taking a break.

Off-Duty

Off-duty characters need to rest, recover and perform actions unrelated to their work. Your days or nights spent off-duty increase Lifestyle cost—rent is due and there are bills to pay. See Locations for more details.

Note: An executive's Lifestyle costs must be higher than the character's level else they become aggravated or depressed (cannot be fresh and suffer the angry or afraid at the GM's discretion). That's life in the fast lane for ya.

Winter

No matter the culture, nation or planet, humans continue cling to ancient traditions. Winter is a season of change; of endings and beginnings, of reflection and redemption. Most major holidays and festivals occur at this time of year, so it's a good excuse for connecting with family members. The Winter phase rules are similar to Cryosleep except that there's no sleeping/waking stage.

Embedding

Civilians embedded with marines follow the rules for marine phases.

OFF-DUTY LOCATIONS

Bar / Market / Streets / Flophouse / Home

As per the Torchbearer rules. On a Street Events roll of 9, you locate a shelter to spent the night or scavenge up a free meal.

Church

Even now, people seek solace in guidance in religious institutions. Free test to recover from angry or afraid.

Church Lifestyle Cost: Free for characters with Resources 0-1; +1 for everyone else.

Safehouse

Must have Executive 3 or Criminal 3 to stay in a safehouse, or be placed there by a contact. Use the rules for Stables.

Safehouse Lifestyle Cost: Free

Hotel

You get a private room, free breakfast and a free recovery test. Each star rating of the hotel gives you an additional recovery test at your own expense (the food gets better too). You may recover from any type of condition, but take a +1D bonus to recover from angry, afraid and exhausted. Most hotels have a bar and online services for messaging and shopping. Nice hotels have a gym.

Hotel Lifestyle Cost: +2 plus 1 per additional recovery test made after expending your free tests (additional tests limited to the hotel's star rating). Using the bar or gym may incur additional Lifestyle costs.

Hospital

When staying at the hospital you get a semi-private room. Meals provided: free recovery from hungry and thirsty and exhausted. You may make two free recovery tests and up to two additional tests at your expense. Grants a +1D bonus to recover from sick and injured. You may test to recover all other conditions as per the rules.

Hospital Lifestyle Cost: +3 plus 1 per additional recovery test after you expend your two free tests.

Extrasolar Colonization

Administration

Handbook

Gateway Station, Sol
sorensen/crane