



ALIEN: The Roleplaying Game

v. 1.0

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Space is vast, dark, and not your friend. Gamma rays and neutrino bursts erupt from dying stars to cook you alive, black holes tear you apart, and the void itself boils your blood and seizes your brain. Try to scream and no one can hear you—hold your breath and you rupture your lungs.

Space isn't as empty as you'd think, either—its frontiers are ever expanding. Rival governments wage a cold war of aggression while greedy corporations vie for valuable resources. Colonists reach for the stars and gamble with their lives—each new world tamed is either feast or famine. And there are things lurking in the shadows of every asteroid—things strange and different and deadly.

Things alien.

This is the ALIEN roleplaying game—a universe of body horror and corporate brinkmanship, where synthetic people play god while space truckers and marines serve as hosts to newborn ghoulish creatures. It's a harsh and unforgiving universe and you are nothing if not expendable. Stay alive if you can. Take these **+1000 CP** for the duration of your stay.

Approach:

These three categories represent your intended approach to the setting. While you may not have concrete plans or goals in this setting, you are expected to have a general idea of where you'll end up once you're settled in. (This section could also be selected based on how you answer a question: Where do you run into the Alien?)

Space Trucker

The laborers who haul cargo, scavenge wrecks, and mine ore fit into this approach. In essence, these are the people who leave behind the light of civilization to perform their jobs, sometimes literally. (You'll run into the Alien in-transit, aboard your ship, or far from the nearest outpost.)

Colonial Marine

This approach does not necessarily entail allegiance to the United Systems Colonial Marine Corp or any other military force official or unofficial. What it does represent is a militarized approach to the setting, whether that means mercenary or protection work or full-blown warfare. (Wherever you run into the Alien, you'll have a pulse rifle in hand.)

Colonist/Explorer

This approach represents a catch-all for those who remain behind the walls of the colony, or never even left the core worlds. This could mean the Administrator overseeing the colony, the researcher buried in some lab, or even the child whose future was decided the moment their parents hauled them to their new home. (You'll run into the Alien inside a population center, whether a large space station, a colony, or even on a Core World.)

Career:

Your career is not just what you do (or did) for a living. It is the background you come from, the skills you have, and your natural role in a group. But your career is just a starting point towards something greater.

Colonial Marine

Just as with the approach, you do not necessarily have to be a member, serving or otherwise, of the USCM to take this career. This just means you've spent your early life in something approaching a military unit, and have the skills to show for it.

Colonial Marshall

The Frontier can be a lawless place, so you found your place as the lawman on the edge of space. While the Marines may be called in to put down an uprising, they won't bother when it comes to common criminals terrorizing the colonies. That's where you come in, and since most colonies are short-staffed at the best of times you've been cross-trained to serve as Detective, Beat Cop, and Muscle.

Company Agent

In the far future you'll be hard-pressed to find anyone not under a Corporate Thumb. You decided to be the thumb. As an agent of one of the many Corporations playing ball in Known Space, you've got more power than your humble guide might suggest, and a hunger to climb the corporate ladder at any cost.

Kid

Someday in the future you'll take on a Career, but for now you're still a kid. Your parents took you out into the Frontier, assuming you weren't born here, and now you'll have to make due with that decision. As a kid you may seem to be at a handicap given the inevitable, but you'd be surprised how much being small and nimble can make up for a lack of strength or respect.

Medic

You're a healer, whether a doctor, nurse, or just some schmuck who took a few classes. All the same, medical knowledge is invaluable in the Frontier, and that value only goes up in an emergency.

Officer

While Corporations may own everything, there is still a hierarchy they'll pay lip-service to. And the most obvious of those hierarchies is the Officer Corp, which can include the military officer or the civilian ones, the majority of whom find themselves onboard ships. As an officer, you can expect others to defer to you, and you gain a certain amount of respect from those around you.

Pilot

You may have superiors, but they're not getting anywhere without you. As a pilot, you may fly simple freighters or nimble military attack craft. No matter what you're flying, you'll be expected to fly it to the best of your abilities.

Roughneck

Humanity's expansion out into space requires a lot of work to be done, and when it comes to the unskilled labor you're the primary source. Roughnecks can be found where civilization has reached and then some, being required to load and unload cargo, mine resources, build structures... from the colony to the ship, there's always a need for you. Although, there are also a lot of you, making finding a job more difficult...

Scientist

There are wonders out there, and you are the one who will analyze them. As a scientist, you likely have a degree and a paycheck from a major corporation under the expectation that you show them results. While you're smart, they'll expect you to start cutting corners in such things as 'safety' if it will allow them to make a profit quicker.

Wildcatter

When a planet is selected as a possibility for colonization, surveyors and prospectors are dispatched to examine the region and determine viability. Even after the colony is built, these same surveyors and prospectors remain searching out valuable mineral deposits, salvage, or valuable plots of land. You are one such individual, called a Wildcatter. Often sent out in rugged all-terrain vehicles, you spend your life in search of that deposit that will finally allow you to retire.

Entertainer

Life on the Frontier can be bleak, one without many opportunities for joy or happiness. Fortunately there are people like you, who make your living serving as a source of entertainment for the perpetually miserable people stuck out here. You may be a singer, a dancer, or even just the barkeep, but your living is dictated upon by your ability to add a spot of sunshine to a dour day.

Location:

Roll 1d8 or Pay 50CP to choose. Your starting time is assumed to be ~2180.

You can start on any habitable planet in your systems of choice, aboard a commercial space station, or on your own ship if you have one.

1 - Core Systems Sol and Earth's earliest colonies are located here, and though most work has moved to the edges of humanity's reach much of humanity still remain within the warmth and protection of the Core.

2 - Outer Veil This is the region between the Core Systems and the Outer Rim, and has been one of the best for humanity in terms of terraforming, resource extraction, and colonization. The Outer Veil was mostly claimed by the Three World Empire and the Union of Progressive Peoples.

3 - Outer Rim Territories The Outer Rim was the limit of humanity's permanent expansion, and was at first settled by American settlers who chose to look beyond the Outer Veil, which was already being claimed by the other two major powers. Seeing the United Americas expansion as a threat, the UPP joined in the expansionism into the Outer Rim. The 3WE is so far content to limit its expansion to the work of the Weyland-Yutani Corporation. Those with a Colonial Marine Approach can start here for free.

4 - Frontier The farthest known reach of humanity, the Frontier is that area of space where the brave or the stupid go for the work available. This region begins on the edge of the Outer Veil and the Outer Rim, and extends into the deep black of space beyond. This is the location of places like LV-223, LV-426, and G-435. Don't go to G-435. Those with the Space Trucker approach can start here for free.

5 - Spinward Colonies After early expansion into this region especially by the Weyland Corporation contact was lost with the Spinward Colonies, but a mission is being planned to depart to this far corner of space and reestablish contact. Those with the Colonist/Explorer Approach can start here for free, or aboard the Great Mother Mission that is departing to this region.

6 - Free choice Select any of the above systems, or elsewhere in the Alien Universe if you so please.

Perks:

General Perks

(200) Synthetic Person/Android

You were not born, but made. Whether you were built as an infiltrator by the Company or just as cheap labor, you are an android. You can choose between being indistinguishable from a human until you are injured, or obviously robotic such as is the case with the Working Joes. You also choose whether you are a synthetic known and tracked by an organization, an independent artificial person with some semblance of self-determination, or a secret infiltrator lost to any records. You also get a boost to your choice of two of these attributes: Strength, Wits, Empathy, and Agility. This represents an upgrade made to either your hardware (body) or software (programming.)

As an android, you can simulate emotions, but you don't necessarily feel them. To that end you do not feel Stress and you do not panic. You're also far more durable than a human, though repairing yourself is not something a medic is trained for. If damaged, your identity is revealed by a white, milky hydraulic fluid that is pumped through your body. Post-Jump, your android body becomes an Alt-Form.

Skills

As a roleplaying game, the ALIEN RPG requires characters to heavily invest in skills and attributes. Fortunately you as a Jumper aren't making a character whole-cloth, but you may want to boost one of your skills all the same. To that end, these skills can be boosted by a single level for **100 CP** apiece.

Heavy Machinery

Hard work is part of life for any roughneck on the Frontier, but at least you have powerful machines to help you. This skill is utilized when you attempt to use, repair, jury-rig or break any kind of heavy machinery.

Stamina

When your physical endurance or vigor is tested, you'll rely upon your stamina. For example, this skill is used to survive the cold vacuum of space or to resist a deadly contagion.

Close Combat

The world of ALIEN is a brutal place. Sometimes, you have no choice but to fight for your life, toe-to-toe with the enemy. This skill relates to your capabilities in close combat, whether with a weapon or just with your fists.

Mobility

When the heat is on and you are trying to dodge the jaws of death, you need to keep a cool head and move quickly and silently. Mobility is for when you want to get out of a hazardous situation—be it a risky climb, a dangerous jump, or sneaking past a lurking enemy.

Piloting

Be it a dropship, a starfreighter or a battle frigate, you're the one to fly it. Piloting is for when you attempt any difficult and dangerous maneuver at the helm of any type of spacecraft. The skill can also be used to drive ground vehicles.

Ranged Combat

If you have a gun, you can take down your enemy from a distance without getting your hands bloody. And in this world, bloody hands can lead to no hands pretty quick. Use Ranged Combat when using any ranged weapon, including throwing items.

Observation

In the world of ALIEN, you need to be on your guard at all times, or you won't live long. Observation will be needed to see things sneaking in the dark. You can also use the skill when you spot an unknown threat or item of some kind, to learn more about it.

Comtech

Programming androids, mainframes, and other types of advanced technology requires specialist knowledge. Comtech skills are used for any challenging attempt to program, repair, decrypt or otherwise manipulate any type of computer or communications technology.

Survival

Terraforming can make the atmosphere on alien worlds (passably) breathable, but it will rarely make them earthlike. You might be able to breathe without a pressure suit on such worlds, though you can also expect to struggle against extreme heat and cold, sandstorms, acid rain, and other extreme weather. When you're in a hazardous planetside environment of some kind and need to figure out a way to stay alive, you'll utilize your Survival skill.

Manipulation

Alien life forms may gut you without remorse, but the most truly dangerous beings in the ALIEN universe are corporate agents and other schemers who use lies, threats, or subtle persuasion to get what they want. To make another person see things your way, or to oppose another smooth talker, you use your Manipulation skill.

Medical Aid

In the world of ALIEN, there is a significant risk that you or the other characters will be injured, sooner or later. This is when the Medical Aid skill is useful.

Command

If you are to survive the horrors of space, you'll need a good leader—or you must become one yourself. Your ability to command people can be used in two ways: to break people out of a panic, and to give orders to those around you.

Career Perks:

You may take one of the perks from your career for free. All other perks from your career can be taken for half off. Pay full price for any perk that is not from your career.

Colonial Marine

(100) Banter

Between the firefights, you've found that it's necessary to break the tension for not only yourself, but also for your squad. Fortunately you've found that light-hearted, sometimes ribbing conversations suit that need. When you banter with your squadmates between fights, you'll find your mental health and thier's subtly improving.

(100) Overkill

Sometimes you'll encounter something that makes even a trained marine panic in fear. Fortunately you've trained for just that, and have trained a reflex for when that fear strikes you. When you're in a situation that makes you panic to a significant degree, you can immediately enter a state known as Overkill wherein you become singularly focussed upon destroying an enemy, and remain in that state until you or it are dead or downed.

(100) Past the Limit (True Grit)

When it comes to situations where your physical strength becomes a factor, you've found a way to push past normal human limits and achieve feats of strength comparable to body builders in their prime at a risk to your mental and physical health.

Colonial Marshall

(100) Authority

As a dually established law enforcement official, you have the ability to pull rank and order others around even if your orders make little sense to them. This ability isn't perfect, but it allows you to bypass your charisma when convincing someone of something and instead rely upon your ability to command.

(100) Investigator

You see what others miss, and are skilled at noticing small details and making sense of them. When you enter a room, there is a chance for you to learn one or more of three facts: What happened here, Is there anything hidden here, and Is anything out of place or out of the ordinary here? Your ability to discern these is based upon your observation ability.

(100) Subdue

You're especially good at subduing a target without harming them, and in close combat you gain a boost when trying to do just that.

Company Agent

(100) Cunning

The Company has trained you to always be on the lookout for something that gives you an edge. At risk to your mental health you can push your mind to its truest limits to complete a task.

(100) Personal Safety

You're especially good at placing others between you and threats, whether it means using a human shield or shying away from the fight and booking it.

(100) Take Control

You know and have trained how to make others do what you want. You don't need to rely on any natural charisma, instead being able to recite the Company line verbatim to get others to do as you wish.

Kid

(100) Beneath Notice

No one ever pays that much attention to you, but that means that in a dangerous situation you're much more likely to get out unscathed. If you are hurt, it is more likely to be a minor or non-debilitating wound.

(100) Dodge

You can dodge attacks when in close combat, effectively allowing you to avoid damage by utilizing your mobility.

(100) Nimble

Your reflexes are sharp, and as a child you're much more agile than any adult. Further, you have little concept of limits on your agility, though this can lead to danger to your physical and mental health down the line

Medic

(100) Calming Presence

People are simply calmer when you're with them, your presence helping them to relieve their own stress so long as you're somewhere safe.

(100) Compassion

You have a way with people, and that means that you can reach out to them better than anyone else... at risk to your mental health, naturally.

(100) Field Surgeon

You're trained in how to treat a patient bleeding out in front of you, and you have a special skill with treating those with critical injuries.

Officer

(100) Field Commander

You can command other characters, especially those under you in the chain of command. Those you command gain a boost to their abilities when they are doing the action you commanded them to do.

(100) Influence

With rank comes privileges... like being obeyed. You gain a small boost to your charisma when you back up your words with your rank.

(100) Pull Rank

As long as a person is a member of the same organization as you and is not a fellow officer you can order them to perform some action, even if that action puts the person at risk. With the exception of the most manipulative individuals in your organization (Company Suits especially) the person you order is extremely likely to obey, though placing someone in harm's way increases your stress levels.

Pilot

(100) Full Throttle

You're an especially good pilot in two directions: forward and backwards. Your skills are boosted when you're increasing or decreasing your velocity while piloting a spacecraft.

(100) Like the Back of Your Hand

This vehicle is yours. You know every nook and cranny, every bolt and cable. Choose one vehicle (a specific craft, not a specific model). You get a boost to your abilities when piloting this vehicle. Once a year you can choose a different vehicle.

(100) Reckless

You may push harder than others dare, but that's only because you live for that rush in the moment. As a pilot you got real quick with your hands in the moment, given how fast you need to manipulate the controls. This translates as a boost to your agility.

Roughneck

(100) Resilient

Only the hardiest folk survive out here, and you certainly qualify. Everytime you take damage there is a chance that you manage to shrug it in part or whole off, based upon your strength.

(100) The Long Haul

You've seen it all, and as such you can once a day ignore any circumstance where you're accumulated stress finally takes its toll and you would begin to panic.

(100) True Grit (Past the Limit)

When it comes to situations where your physical strength becomes a factor, you've found a way to push past normal human limits and achieve feats of strength comparable to body builders in their prime at a risk to your mental and physical health.

Scientist

(100) Analysis

You're especially good at examining and learning from things no human eye has touched (or survived to report.) And since a known thing is less scary than an unknown one, successfully analyzing something can reduce the stress of those present to hear your report.

(100) Breakthrough

Once a day you can have some form of breakthrough in regards to an observation you are attempting, gaining knowledge about what you're looking at without missing any important details.

(100) Inquisitive

You are always pushing the boundaries of your knowledge, and as such you can reexamine things to a near obsessive degree at a risk to your mental health. These re-examinations are capable of revealing more than has already been discovered.

Wildcatter

(100) The Right Path

You have a canny ability to see the terrain in a way no one else can, allowing you to intuit the best way to maneuver your vehicle over rough terrain. This serves as a boost to your driving abilities when traveling off road and on bad terrain.

(100) Prospecting

You are an expert prospector able to sniff out great finds far better than anyone else. This serves as a boost to your ability to find resources you are searching for.

(100) Miracle Mechanic

A wildcatter is often out in the field for long stretches, and even if able to return to a colony there is no guarantee that you will find a proper mechanic. As such, by necessity, you've learned the basics for how to maintain your vehicles, from their suspension to their life support.

Entertainer

(100) Eagle Eye

It could be said that an important aspect of your job is watching and understanding people, and after years of doing so you've learned to see the tells when someone is trying to hide something. You have a boost to your observation in regards to attempts at sleight of hand and concealment of items on a person.

(100) Trustworthy

People find it naturally easy to trust you, opening up to you in a way they may not normally do so. You'll soon be everyone's friend and confidant.

(100) Perform

In one way or another you are able to create some form of performance. This is not only a pleasing display for others to see, but also deeply distracting and will draw the attention of those around you. This attention-drawing is boosted when you use this ability to draw attention away from something or someone else.

Items:

Generic Items

(200) Have Spacesuit, Will Travel

You have in your possession a Mk. 50 Compression Suit, a bulky spacesuit designed to be utilized in the depth of space. As a civilian model it does not serve as good armor, but it does give you a supply of air and protect you from the worst effects of vacuum. Your particular model seems to somehow never run out of air or power.

Space Trucker

(100) Space Beast

Written by Robert Morse, this book has been banned, but copies were transmitted all throughout the colonies. The book details supposed events that took place on Fiorina 161, and the creature that destroyed the prison and killed almost all of the inhabitants. Your copy has notes etched in the margins expounding upon further details, details only someone who was there (and on LV-426) could write. Reading this book gives you insight into the behavior of xenomorphs, enough so to avoid the more common pitfalls people run into when they encounter the creature for the first time. In future jumps, this book turns into a similar fictional account from that world that nonetheless gives you forewarning of a danger that may be present. For example, in Star Trek the book would be an account from a miraculous survivor of a Borg incursion into the Alpha Quadrant.

(200) Tool (Repurposed)

A great many tools originally designed for the space trucker in need have seen conversion into improvised weapons, and some are even rereleased by their makers for the arms market as a cheap alternative. For your purchase, you can select any such tool/weapon, ranging from Rexim EVA pistols to Watatsumi Bolt Guns to Spacesub Harpoon Guns. Alternatively this could be a close combat weapon, like a Cutting Torch or a Maintenance Jack.

(400) Caterpillar P-5000 Powered Work Loader

This exoskeletal loading system increases your strength considerably, and was designed to aid in cargo transfers and to perform welding jobs and other repairs. Outside of the two large hydraulic claws the loader also has a welding torch mounted to its frame.

(600) Suborbital Transport Sled and Crane

Not all ships can make a complete landing, which makes cargo transfer difficult without some means of completing the journey. Enter the Suborbital Transport Sled, a flatbed with an attached pressurized crew cab, a crane for maneuvering cargo on and off the flatbed, and large thrusters for flight control. Theoretically this is capable of orbital flight, but a pilot would be insane to try such an operation.

Colonial Marine

(100) M3 Personal Armor

The M3 consists of a rigid armor padded vest, a flexible ballistic pad, and clamshell greaves to protect the lower legs. It also contains a comm unit, built-in PDT, combat webbing, and sensors to transmit the wearer's vitals to a tactical monitoring station such

as the one present in Colonial Marine APCs. This armor has seen extensive deployment and use by the United Americas Colonial Marine Corp.

(200) Firearm

In space, no one can hear you scream. Try something louder. For this purchase, you can receive any firearm from your current time period, from the venerable M41A Pulse Rifle to the ubiquitous Armat 37A2 12 Gauge Shotgun to the reliable AK-4047 Pulse Rifle. You also receive enough ammunition for two reloads, and get another two reloads every day should you utilize the ammunition in your possession.

(400) M570 Series Armored Personnel Carrier

This is the standard ground transport for the USCM, and for good reason. Sporting a large Phased Plasma Pulse Cannon Turret on top that can fold onto the back for lower clearance, a smaller 20mm Gatling Turret on the front, chaff launchers, and armor which includes laser absorbing paint, the APC was designed to move fast, hit hard, disgorge her marine complement, and collect the marines on mission completion. The interior includes room for an entire marine squad and a tactical command center for their officer to direct them from.

(600) UD-4 Cheyenne Series Tactical VTOL Dropship

For quick insertion and extraction, few craft can beat the Cheyenne. Able to pick up and deliver an entire APC in seconds and then offer air support with both a rotary cannon and missile support, the UD-4 has proven itself time and time again with the USCM. The craft is capable of transport to practically any location on-world, as well as limited in-system space transport. Be warned, though, that this is neither a strike craft nor a tank able to survive any punishment.

Colonist/Explorer

(100) Expedition Gear

You receive a collection of clothes and gear meant for use on a variety of worlds: from hellish heat to sub-arctic temperatures, and from the driest desert to landless expanses of ocean. This gear also includes items like rope, a folding spade, and a backpack.

(200) Pup

The W-Y Parameter Uplink Spectrograph Mapping Device or Pup is an expensive toy that is invaluable to the explorer on the frontier. Pups employ limited anti-gravity propulsion to float about and scan their surroundings to create a 3D spectrographic map of the region. The information is then sent to a linked device, in this case a tablet also in your possession. The data can also include life signs readings, atmospheric data, toxin presence, and more. You get two such Pups in a carrying case that also contains the linked tablet.

(400) Weyland Rover RT Series

For over a century the RT series has served as the best-selling expedition vehicle for humanity. The APC has shape-memory alloy wheel systems and nano-reinforced hard-composite treads, and a virtually unlimited cargo capacity. You can decide between an enclosed personnel transport which can transport twenty individuals, or a flatbed variant for cargo transfers.

(600) Colony Ship

This ship was designed to do one thing: to colonize a planet. Because of this narrow mission, corners were cut in her construction that made modularization or modification impossible. It can only perform its mission, but it will do so successfully. Consisting of simple thruster modules, a W-Y terraforming tower, unpressurized cargo modules, and an extremely narrow crew space, the ship is meant to arrive in orbit, make its first and last descent to the surface, and deposit the tower. Afterwards the components of the ship are situated to make dismantling the ship and the initial construction of the colony a simple act. You receive one such ship, and authority to oversee the colony as you see fit once you've landed. Go forth and colonize the stars, Jumper.

Ship Market

Ships for Sale

(100) C-Class Starcub Light Shuttle

An aging design, the Starcub shuttle is often used as an auxiliary craft on freighters and other large ships. It has its main engines, unidirectional thrusters that allow for equal forward and reverse acceleration, and a short distance FTL with a maximum range of 13 parsecs. Since they are often used as lifeboats, yours comes equipped with three cryosleep chambers.

Components: Air Scrubbers I
 Cargo Bay I
 Cryo Deck II

(300) G-Class Corvus Salvage Vessel

Designed for salvage work in deep space, the Corvus is a common ship in the Outer Rim. This ship is optimized to perform salvage operations both in space and planetside, with an underslung bridge to offer the Captain a full view of his crew while they work.

Components: Artificial Intelligence I EEV II
 Air Scrubbers II Galley II
 Cargo Bay III Hangar III
 Cryo Deck II Salvage Crane III
 Docking Umbilical II

(400) M-Class Bison Freighter

The Lockmart CM-88A Bison was a type of spacecraft manufactured by the Lockheed Martin Corporation. It found widespread use as both an interstellar cruiser and a deep space cargo transport. This model, while still in use, quickly fell out of style with the introduction of the CM-88B.

Components: Artificial Intelligence I Docking Umbilical II
 Air Scrubbers II EEV II x2
 Cargo Bay IV x4 Galley II
 Cryo Deck II Medlab II

(400) M-Class Bison Towing Vehicle

This is a later modification of the M-Class Bison, the Lockmart CM-88B, that not only added methods to hitch and transport large modules such as entire refineries between star systems, but increased the engine output to accommodate these types of loads. Still, the added mass does render these towing vessels slow, and that's before making use of the Cargo Bays inside the ship.

Components: Artificial Intelligence I EEV II x2
 Air Scrubbers II Galley II
 Cargo Bay IV x4 Medlab II
 Cryo Deck II Tractor Hitch III
 Docking Umbilical II

(400) M-Class Star Clipper

While the Bison has marketed itself to the freighter captains of the diaspora, their ability to transport cargo is somewhat limited in regards to passenger comfort and life support. Enter the Star Clipper, a dedicated transport ship from the makers of the Bison. While similar in many ways, the Star

Clipper sacrifices her extended cargo bays in favor of increased life support systems and passenger space.

Components:	Artificial Intelligence I	Docking Umbilical II
	Air Scrubbers III	EEV II x2
	Cargo Bay III x4	Galley III
	Cryo Deck IV	Medlab II

(600) Conestoga-Class Light Assault Ship

The versatile Conestoga-Class Frigate is the most common ship in use by the USCMC and Colonial Marshal Bureau, though others do use it. Of note is the personal vessel of Michael Bishop, the USCSS *Patna*. The Conestoga is armed with 8 XIM-28A Long Lance ASAT missiles, Twin 800-megavolt particle beams, Twin railguns in dorsal and ventral turrets, 60 orbital mines, and Twin 80-megawatt infrared lasers.

Components:	Artificial Intelligence I	EEV I x20
	Air Scrubbers IV	Galley IV
	Cargo Bay III	Medlab II
	Cryo Deck IV	Hangar IV
	Docking Umbilical II	

Aftermarket Modifications

Any ship you have, with the exception of the colony ship above, can be modified with these internal modules. This includes ships from other Jumps. Purchase of a module also modifies your ship with the systems needed for the module to function, such as power and fuel. Modules are broken up into size categories ranging from I to V, with size I equating to the size of a personal vehicle and size V equating to a large building. If you purchased a ship above, you can replace the pre-installed modules with a new module of the same size for half the price of the replacement module. If a module would not physically fit into the ship you are modifying it cannot be added without it being a visible addition onto your ship on the exterior, and it will almost certainly affect your ship's performance. Modules can also be added to your Warehouse as an Attachment.

Module Type	Size	Size/Capacity	Cost (CP)
Artificial Intelligence	I	-	(200)
Air Scrubbers	I	Up to 10 people	(Free)
	II	Up to 50 people	(50)
	III	Up to 500 people	(100)
	IV	Up to 2,500 people	(200)
Cargo Bay	I	500 kg	(Free)
	II	10 tons	(50)
	III	250 tons	(100)
	IV	5,000 tons	(150)
	V	25,000 tons	(200)
Corporate Suite	II	-	(100)
Cryo Deck	I	1 Person	(Free)
	II	Up to 10 people	(50)
	III	Up to 50 people	(100)
	IV	Up to 500 people	(150)
	V	Up to 2,500 people	(200)

Docking Umbilical	II		(100)
Emergency Escape Vehicle	I	Class A Ejection Pod	(Free)
	II	Class B EEV Type 20	(50)
	II	Class C EEV Type 337	(100)
	IV	Class D Lifeboat	(200)
Galley	I	1 Person	(Free)
	II	Up to 10 people	(50)
	III	Up to 50 people	(100)
	IV	Up to 500 people	(150)
	V	Up to 2,500 people	(200)
Hangar	I	Class A Ship	(50)
	II	Class B Ship	(100)
	III	Class C-D Ship	(150)
	IV	Class E-G Ship	(200)
	V	Class H-M Ship	(400)
Medlab	II	-	(200)
Salvage Crane	III	-	(200)
Science Lab	III	-	(200)
Tractor Hitch	III	-	(200)
Vehicle Bay	I	ATV	(Free)
	II	VTOL Gyrocar	(50)
	III	APC, Dahotai Tractor	(100)
	IV	10 x APC	(200)
	V	100 x APC	(400)

Artificial Intelligence: An advanced computer mainframe, usually either a MU/TH/UR or an A.P.O.L.L.O mainframe, though there are some competitors on the market.

Air Scrubbers: Systems such as carbon filters and churning systems.

Cargo Bays: An internal cargo hold and the loading doors to access them. Larger models also include H-frame cranes to assist in loading.

Corporate Suite: A spacious and luxurious area for top level company representatives. Usually includes a wetbar and a wall safe.

Cryo Deck: A room with cryo tubes, as well as the equipment needed to run them.

Docking Umbilical: An airlock and an extending umbilical tunnel that allows for docking with other ships without the use of smaller vessels or a pressurized environment.

Emergency Escape Vehicle: The various models of EEV available to a ship. A Class A Ejection Pod is meant for space ejection only, and is a cramped, coffin-like pod with a week's worth of cryo ability. The Class B EEV Type 20 is also coffin-like, but rather than the cryo ability has internal supplies for approximately ten days. The Class C Type 337 can sustain a crew in stasis for 50 years, and has an onboard FTL system capable of a limited 1.4 parsec range. It is also capable of controlled landings on a planet's surface. Finally the Class D Lifeboat is an entire module built into some high-end FTL spacecraft, and has seven rooms that can be configured to mission parameters. It can support three active occupants

for two years or up to twenty people in cryosleep for fifty years. The module can make planetfall, and be programmed for atmospheric flight.

Galley: A simple kitchen, refrigeration unit, and most importantly a coffee maker. This also includes seating for group dining.

Hangar: Allows smaller ships to dock inside, and includes a system of airlocks allowing ships to land inside with decompressing the entire ship.

Medlab: An infirmary and laboratory typically including surgical kits, meds, and an AutoDoc if you have one.

Salvage Crane: An external crane capable of collecting wrecks and space junk and either pulling them into your cargo bay or attaching them to your tow hitch.

Science Lab: A highly advanced laboratory with an assortment of scientific equipment for use in your studies.

Tractor Hitch: Allows you to connect your ship to a variety of external modules weighing as much as over a million tons. Your speed is effectively halved when you are towing like this.

Vehicle Bay: A glorified garage for ground vehicles. This also includes a loading ramp for easy access.

Companions:

Cat (Free) A common companion to humanity, you can receive a cat (or any reasonably sized pet) for free. This pet will serve as an ever-present companion no matter how bad things get, and when things get dangerous this pet is guaranteed to find a way to survive. If survival would be impossible it instantly teleports into your Warehouse for safekeeping until the danger is passed.

(100) Synthetic Pet While most work into Synthetics has focussed on the human form, our furry friends are also a viable base on which to work with. Your pet loses its immunity, but gains an artificiality, and when destroyed respawns within your Warehouse after a week. The synthetic will destroy itself to protect you if you are in danger, but will otherwise act like a normal animal. (For example, a synthetic dog would try to go for the throat and kill a xenomorph even as it is destroyed by the acid blood.)

Import (50) For 50 CP you can import any one companion into this world with any origin and 400 CP to outfit them.

Canon Companion (100) Have you gotten along particularly well with any of the locals? For 100 CP you can take them with you.

OC Companions (100) If you would instead prefer to create Companions, you can do so. A created companion receives a **600 CP** stipend and can choose an origin for discounts.

Drawbacks:

(Free) Continuity If this isn't your first excursion to this universe, you can have your previous exploits carry over.

(Free) Start When You Want The Alien franchise has covered a lot of ground time-wise, and you may wish to experience a time period outside of the presumed start date for this Jump. You can start as early as the Engineer's expansion to the stars, or end as late as the death of humanity in the stars. The choice is ultimately yours.

(100) Extended Stay You may extend this jump for a further ten years. This drawback can be taken for points six times, and can be continued to be taken for no points after that.

(100) Glitchy Electronics around you have a tendency to develop minor glitches, mostly annoyances. But sometimes it's the friend-foe identification for a Working Joe or the auto-targeting system for your Smartgun. Alternatively as an android, you are either an outdated model or previously damaged. In either case, you are the one that glitches. This ranges from verbal tics to minor seconds of blackout to occasional leakage of circulatory fluid or failures of motor control.

(100) Debts to Pay The CP you were given at the beginning of the Doc seemed to have been stamped with a W-Y... and they expect you to pay them for the generous loan. Your debt sits at one billion W-Y dollars, and failure to pay will prevent you from moving on with your Jump until the debt is settled.

(200) Corporate Betrayal At some point, you will be forced into an alliance of one form or another with the Weyland-Yutani Corporation or another such mega-corporation. Inevitable betrayal will follow at the singular worst moment... and unfortunately you will forget this drawback was taken until after the betrayal has occurred.

(200) Wanted One of the major government factions has reason to believe you have violated one of their laws, and you will have to contend with it. If you are in their space or on one of their worlds, law enforcement is specifically keeping an eye out for you. If on another government's world, you will have trouble anytime you have to deal with members of this faction. This can be taken up to three times, once for each of the three major factions.

(100) Most Wanted While normally the UA, UPP, or 3WE wouldn't bother to violate their borders for a common criminal, for you they've made an exception. You will have military squads dispatched after you by the faction that believes you wronged them, at least one every year. They will be progressively better armed and prepared until by the beginning of your ninth year they are sending a dedicated fleet and an invasion force to see you arrested.

(400) Fated Meeting While it gives the franchise its name, there was never any guarantee you were going to run into a Xenomorph during this Jump. Now that is no longer the case: no matter how soundly you hide yourself away behind layers of security, no matter how carefully you avoid the unknown out there, no matter how much you avoid the Company's machinations you are now fated to at one point in your ten years come face to face with the dreaded Space Beast, and it will not be under circumstances that you control. What happens after that is entirely up to you, but be warned: the xenomorph threat you will face seems to know something of you and your tactics, and they are smarter than many would like to think.

(600) Stress Cascade When you're with a group, it seems like they fall to pieces in rapid order. Each time one of your members finally snaps, it moves the rest of the group towards a similar mental break, and you are no exception. No matter your willpower perks, as a group you are in breaks down so will you. In other words, you are no longer immune to the effects of fear, and you gain just enough empathy to screw yourself over.

Scenarios

Note: Scenarios will spoil the published Cinematic modules for Alien: RPG. Proceed at your own peril.



Chariot of the Gods

At some point you are contracted by Weyland-Yutani to join the crew of the *Montero*, an M-Class freighter transporting expensive gas between systems. Why is a mystery until you are awoken not at your destination system, but in the dead of space. As it turns out, the Company has discovered the location of a long lost Weyland Corporation ship, the *Heliades-Class Cronus*. You and the *Montero* crew are tasked with boarding the ship and recovering crew, scientific materials, and information about the missing ship. Unknown to you before boarding, the ship is filled with chemical/biological weapons and monsters. What's more, the *Montero's* crew have their own agendas that will complicate things. Things come to a head when the *Montero* self-destructs, leaving you with two options: repair the *Cronus*, or find another way to escape. Given your deep space location that may be difficult. If all that wasn't enough, the *Cronus* is programmed to overload its reactor to contain the infection, something you could only know with a deep dive into the MOTHER with something far exceeding the best even W-Y has to offer.

Reward: For making it off of the *Cronus* alive, you are healed of any infection incurred aboard the derelict, and receive **Black Goo Immunity**, which renders you immune to any variant of the mutagenic Chemical Agent A0-3959X.91–15. (This also renders you immune to facehugger implantation, but that won't stop them from trying.) You can pass this Perk to your Companions as well. If you manage to somehow salvage the *Cronus* and avoid the self-destruct, you get to keep the **Cronus**, which becomes fiat-backed and is cleansed of the 26 Draconis Strain and its effects. It is also repaired to mint condition (sans primary lifepod), though explaining in port how you got it may prove difficult and costly. You may modify it in the Ship Market.



Destroyer of Worlds

For one reason or another you are on the moon Ariarcus. As a marine you are assigned to a team sent on a manhunt for four AWOL marines by the military commander of Fort Nebraska, and as a civilian you are made aware that travel off the moon is restricted until the marines find their missing comrades. And you want to get out of here: the UPP is likely to attack soon, and all out War will likely follow. But as the night and the hunt progresses, it becomes clear that not all is right. Rumor abounds of metallic monsters and secret bioweapons in Fort Nebraska. And the UPP are not the only ones on the way. After the UPPs arrival and the open conflict that results, another faction enters the fray: the Border Bombers. Aboard horseshoe-shaped ships of unknown design, they deploy some form of mutagenic weapon after silencing the fleets in orbit. As civilians and soldiers alike turn into monsters, it becomes clear to anyone on the ground that this is no place to be, but there is only one way out: the orbital elevator in Fort Nebraska... Fort Nebraska, which has become the Hive for a xenomorph outbreak.

Reward: For getting off of Ariarcus, you get to keep any other survivors as Companions. They and you are cleansed of infection by Chemical Agent A0-3959X.91-15, and you get a copy of the **EEV Type 337**. This FTL-enabled lifepod has five cryopods aboard. Any spaceship you own receives a copy of the lifepod as well, and the FTL is always guaranteed to have enough range to get to rescue.



Heart of Darkness

For this scenario, you can take on one of three missions depending on your faction of choice, but the end goal is the same. No matter the mission, it leads to the same place: the prison station *Erebos* in orbit of the Ablassen Black Hole. This station was designed to collect plasma and serve as a refueling station, and sits about three months' best speed from Gateway Station. Recently the station's science officer detected a lifeform which is being called Hessdalen Lights, a Xeno-extremophile living in the plasma-soup which orbits the black hole. They congregate around a meteor-like mass that has since been anchored to *Erebos* station, an act that has unfortunately doomed the station. Unknown to anyone, the mass is in fact the growth of a Proto-Hive, an infection not unlike that experienced by living things exposed to the Black Goo, only able to infect both living creatures and machines. Derived from Chemical Agent A0-3959X.91-15, this infection will spread like wildfire. In a human, infection is identical to any other infection by Chemical Agent A0-3959X.91-15. The end result could be considered the 'brain' of the Proto-Hive, the Fulfremmen. Fulfremmen are the survivors of the Abomination stage, and have evolved because of it into hyper-intelligent beings Hell-bent on creating more of themselves through spreading the infection from world to world. In machines, the infection is very different. It will spread through power systems, and will convert the machinery (in this case the station) bit by bit. The visible effect of this is the creation of a resin that seems to secrete from surfaces, and fleshy tendrils capable of locomotion. The internals of the equipment gain veins and arteries pumping acidic blood. Once it gains control of life-support it will use this control to incapacitate personnel. It then secures them to the ceiling, grows webbing over them, and injects them with genetic material that consumes the host alive and metamorphosizes them into an egg containing an infant Trilobite or "Squid-Baby." This trilobite grows to maturity, and then implants an embryo in another host to finally grow a Deacon. These Deacons are controlled by the Fulfremmen.

If contracted by Weyland-Yutani, you are tasked with investigating the new life form present aboard the *Erebos* space station and return with the data and samples for the W-Y legal team to patent and sell. If contracted by the United Americas, you are tasked with covering up the UA's Project Ironfish, a project that effectively uses the Black Hole as a radio antenna for listening in on a nearby UPP system. If contracted by the United Progressive Peoples, you are tasked with bringing back proof that the UA is spying on the UPP, whether in the form of personnel able to testify or computer data. Regardless of employer, you are inserted into a team sent by W-Y to investigate the life form by Bishop Weyland himself. Your ship crashes into the *Erebos* on arrival, so whatever yours or your employer's wishes you will have to enter *Erebos*. No matter who hired you, one thing is very clear: if this infection manages to leave *Erebos*, there won't be anywhere in the galaxy to run to. This must be contained, and there's only really one way to do that. You must destroy the station, and any other possible vectors of infection. This means you might have to destroy your ship you arrived on, which is by now already infected, and will limit your methods of escape. Luckily for you there is a Black Hole nearby... inconveniently that also makes escape very difficult.

Reward: If you've managed to destroy *Erebos*, you receive a copy of the **Cheiron**. Before it was the meteor that brought the Proto-Hive and the Fulfremmen to *Erebos*, the *Cheiron* was a Class-D FTL Lifeboat assigned to the *Heliades*-Class ship *Cronus*. *Cronus* was dispatched to the 26 Draconis system to investigate possible alien life, and as such her lifeboat was modified into a dedicated science lab with equipment still valuable and relevant 72 years later. Cutting edge lifepods and research labs were installed, but when outbreaks began and the *Cronus* was forced to flee 26 Draconis the company rep launched the lifepod in an attempt to stem the infection. This failed, and the lifepod became trapped in the accretion disc of the Black Hole that had previously been the Red Star of 26 Draconis (recently destabilized by Engineer equipment activated by the *Cronus* crew.) Your copy of the *Cheiron* is free of Proto-Hive infestation, and as new as the day the *Cronus* left Earth.

If you manage to survive as well, you are cleansed of infection, as are any who you manage to escape alongside. They can become Companions if you wish. If you gave your life to prevent the Fulfremmen from escaping, you awake the next day in your new Lifeboat drifting towards a well traveled space route, and guaranteed to be detected and scooped up by an honest freighter captain.

Heart of Darkness II

But perhaps you don't want to destroy the station. Perhaps you see the value in advancing evolution to the next stage. If you so wish, you can attempt to aid the Fulfremmen in their goal. As soon as they are aware their goals and yours align, you will be free to move through the Proto-Hive, free to interact with the Deacons and Trilobites, and they'll even prevent immediate infection so you can act as their uninfected agent. Unfortunately the situation has changed slightly. First, the infection is still in its early stages. The Warden and his guards have managed to rally the prisoners, and the two groups are working together to fight the infection in effective manners that are holding it at bay. What's worse, your arrival coincides with the arrival of a UPP Destroyer, the *Snova Trakhnu*. The UPP will be sending a strikeforce to aid in containment in exchange for some measly testimony by the Warden and some hard drives, and once they arrive the stalemate will be broken. Your goal is simple: get even a single sample of the Proto-Hive off station and to an inhabited world.

Reward: Since you've decided evolution was the way forward, you will evolve. You become a **Fulfremmen**, a mutation originally achieved by the Engineers before they abandoned the work for fear of what they'd created. You are an unaging non gendered creature of immense will able to psychically control the Proto-Hive you actively create around yourself. You communicate through psionics, and have a new, graceful body capable of strength and agility unimaginable to your former human self. This body is an Alt-Form for future Jumps.

Notes:

Skills: Within the game, a one point increase to a skill translates to an extra 1d6 die getting rolled when you're making a skill check. Skill checks are made by rolling the total sum number of dice from the relevant attribute and skill, as well as any Stress Dice (your total number of Stress Points). If you initially fail a roll, you can Push the roll getting a second shot at the roll but also taking a single point of Stress. For an idea of what sort of boost this represents, the game includes the following useful chart that breaks down the chances of success for a given number of dice in a pool:

Number of Dice	Chance of Success	Pushed Roll
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%

Career Perks: This was my best attempt to translate perks from one game system directly into Jumpchain, so if the perks seem wonky in any way that is why. Of special note are the perks Past the Limit, Cunning, Nimble, Compassion, Influence, Reckless, True Grit, and Inquisitive. These perks all follow the same basic format in game: they allow you to push one type of ability roll twice instead of the normal once, but each time you push a roll you gain 1 Stress. The perks affect Strength, Wits, Agility, Empathy, Empathy, Agility, Strength, and Wits respectively.

Ship and EEV Classifications: Ships in the Alien Universe are classified based on their model and weight class. Classes A-G are generally light and inexpensive while Class Ms are the most common. Below is a chart for a generalized idea of some common ship class sizes:

Class	Example Ship	Length	Internal Modules
C	<i>Narcissus</i>	15m	2 x Size II 4 x Size I
G	USCSS <i>Anesidora</i>	50m	3 x Size III 5 x Size II 7 x Size I

M	USCSS <i>Nostromo</i>	300m	4 x Size IV 6 x Size III 8 x Size II
R	<i>Borrowdale</i>	700m	5 x Size V 7 x Size IV 9 x Size III

Heart of Darkness: Your best and only real chance of escape will be a nearby UPP Destroyer, the *Snova Trakhnu*. Unfortunately if the warship gets too close to the station the Proto-Hive will demonstrate its control of the station by using the station's mechanical arms meant for docking and capturing nearby debris to grab onto the Destroyer and literally tear it apart, prompting the *Snova Trakhnu*'s commanding officer to make a desperate attempt to nuke the station. This will damage, but not destroy, the station.