

The image features a central planet, possibly Earth, partially obscured by a dense field of asteroids of various sizes. The scene is set against a dark space background with a vibrant blue and purple nebula-like glow. The title 'ALIENS & ASTEROIDS' is prominently displayed in the center, with 'ALIENS &' on the top line and 'ASTEROIDS' on the bottom line, separated by two horizontal lines. The text is rendered in a bold, white, sans-serif font with a bright yellow glow effect.

ALIENS &
ASTEROIDS



ALIENS & ASTEROIDS (DECK N° 1)

CREDITS

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Credits



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ACTING (PRESENCE+)

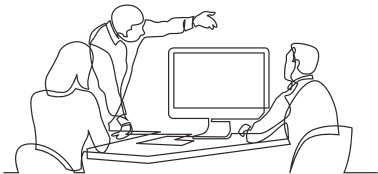
Traits





**Impersonating or acting in the
role of another individual**

ADMINISTRATION (EDUCATION+)

Traits

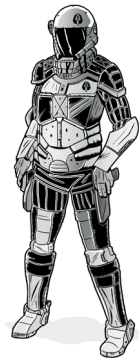




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**Navigating and manipulating
bureaucracy**

ARMOR (ATHLETICS+)

Traits



**No Disadvantage when moving
or performing detailed tasks
while wearing armor**

ARMORER & ARMORER: SPECIALIZATION (REQUIRES: ARMOR)

Traits



**Armorer (Education+) -
Build, modify, or repair
standard armor**

^ REQUIRES ^



**Armorer: Specialization
(Education+) - Focus on a
particular armor type such as
combat or mechanized armor
(Enables adding AP to armor
per level)**

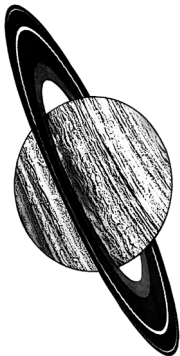
**Armor protects characters from
physical harm and Armorers keep that
armor in good working order**



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ASTRONOMY (EDUCATION+)

Traits



**Specialized knowledge and
skills in the field of astronomy**

ASTROPHYSICS

(REQUIRES: ASTRONOMY)
(EDUCATION+)

Traits





Specialized knowledge and skills in the field of astrophysics, including astronavigation

ATMOSPHERICS (EDUCATION+)

Traits



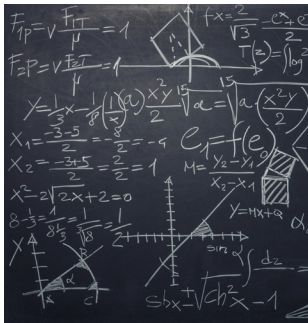




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**Specialized knowledge and skills in
the field of atmospheric analysis and
production**

BACK TO SCHOOL (SPECIAL)

Traits



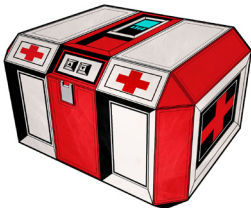



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**Specialized training to increase
Education by +1; may be taken
multiple times, to a max of 16**

BANDAGES (ACCURACY+)

Traits






**Treats common injuries.
Heals d6 with proper tools**

BEHAVIOR PREDICTION (EDUCATION+)

Traits

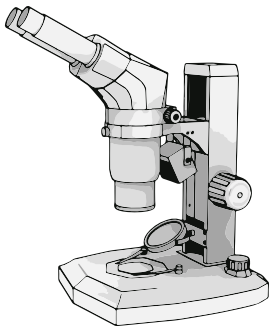





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**Specialized knowledge used to predict
creature behavior which can be
used to grant them (or an ally)
Advantage on their next attack**

BIOLOGY (EDUCATION+)

Traits



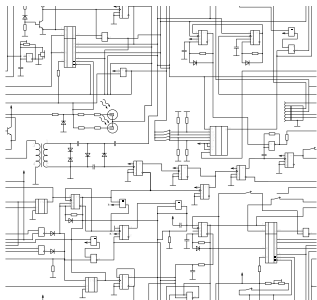



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**Specialized knowledge and skills
in the field of terrestrial biology**

BITS & BYTES (ACCURACY+)

Traits



**Building, modifying, or
repairing computers and
electronic equipment**



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CHEMISTRY (EDUCATION+)

Traits



**Specialized knowledge
and skills in the field of
chemistry**

CLIMBING (ATHLETICS+)

Traits



**Skill in free climbing or
the use of specialized
equipment for climbing**

COMBAT HEALING

(REQUIRES: BANDAGES)
(ACCURACY+)

Traits



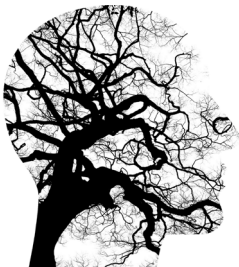
**Heal as a free action in combat
and fix an additional d6 HP with a
Medikit (2d6 HP total)**



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COUNSELING (EDUCATION+)

Traits



**Helping to mend character Morale
through guided introspection and
discussion during downtime**

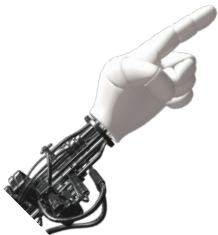


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CYBERNETICS

(REQUIRES: BITS & BYTES)
(EDUCATION+)

Traits




Creating and maintaining cybernetic enhancements. Can create cybernetics during Downtime

CYBERNETIC ENHANCEMENT (SPECIAL)

Traits



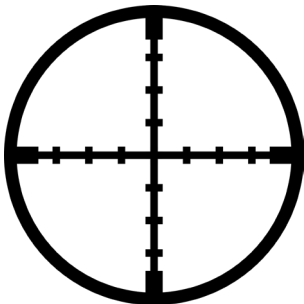
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Choose an attribute for a +1 increase through cybernetic enhancement and describe the bodily changes necessary; may be taken multiple times, to a max attribute value of 16

DEADEYE

(REQUIRES: SNIPER)
(ACCURACY+)

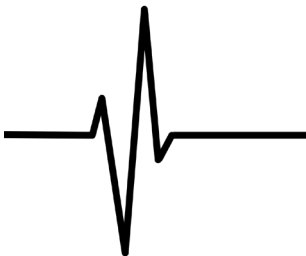
Traits



**Additional accuracy with aimed sniper shots.
Provides an additional d6 damage.
Example: Aimed Pulse Rifle with
Sniper = 3d6+1 damage, Deadeye = 4d6+1**

DIAGNOSTICS (EDUCATION+)

Traits



**Problem solving and diagnosis
of complex issues. Helpful for
technicians and medics**

DISGUISE (ACCURACY+)

Traits



Disguising or camouflaging individuals or items. Detecting disguised individuals or items is done with Awareness at a Disadvantage

EXOSKELETON (SPECIAL)

Traits



Trained in using an exoskeleton in or out of combat to perform routine tasks without starting at a Disadvantage

EXPLOSIVES (ACCURACY+)

Traits



**Skill in the application of explosives for
demolition or combat, in or out of combat**

GAMBLER (SPECIAL)

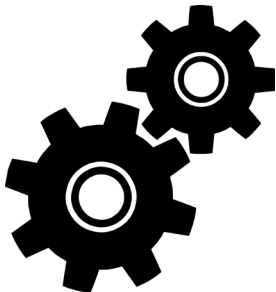
Traits



Ability to “roll the dice” to improve the next roll. If successful, roll occurs at Advantage. If not, Disadvantage

GEARS (ACCURACY+)

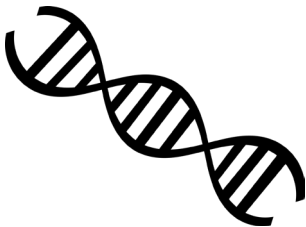
Traits






**Building, modifying, or repairing anything
mechanical**

GENETIC ENHANCEMENT (SPECIAL)

Traits






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Choose an attribute for a +1 increase through genetic modification or biological enhancement and describe the bodily changes necessary; may be taken multiple times, to a max attribute value of 16

GEOLOGY (EDUCATION+)

Traits




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**Specialized knowledge and skills in the
field of geology**

GRENADES (ATHLETICS+)

Traits








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Throwing and using grenades in combat.

GUNS (ACCURACY+)

Traits



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Ability to effectively use a variety of guns in the field, from pistols to rifles

GUNS: SPECIALIZATION

(REQUIRES: GUNS)
(ACCURACY+)

Traits



Specialized skill with a particular weapon. Grants Advantage with the specialized weapon, plus a faster reload time (-1 RS) for that weapon only

GUNSMITH (REQUIRES: GUNS) (ACCURACY+)

Traits



Building, modifying, or repairing standard guns during Downtime. Also helpful repairing guns in combat.

GUNSMITH: SPECIALIZATION (REQUIRES: GUNSMITH) (ACCURACY+)

Traits






Gunsmithing skills with focus on a particular type of weapon, such as Pistol or Rifle, granting them an additional +1 to damage

HAND-TO-HAND (ATHLETICS+)

Traits



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**Skill in hand-to-hand combat techniques
and can apply such actions as
punches, kicks, and throws**

HAND-TO-HAND: SPECIALIZATION (REQUIRES: HAND-TO-HAND) (ATHLETICS+)

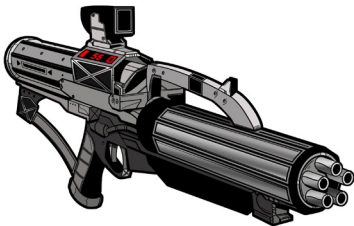
Traits






Specialized training in a particular form of hand-to-hand, such as martial arts, granting an additional d6 to punches, kicks, and throws

HEAVY WEAPONS (ACCURACY+)

Traits

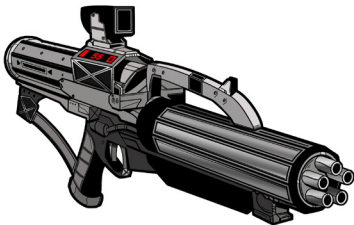





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**Ability to use a variety of heavy weapons in
the field, such as miniguns,
rocket and grenade launchers**

HEAVY WEAPONS: SPECIALIZATION (REQUIRES: HEAVY WEAPONS) (ACCURACY+)

Traits





Specialized skill with a particular heavy weapon. Advantage with the specialized weapon, plus a faster reload time (-1 RS)

HITTING THE GYM (SPECIAL)

Traits



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**Specialized training to increase the
Toughness attribute by +1; may be taken
multiple times, to a max Toughness of 16**

LANGUAGES (EDUCATION+)

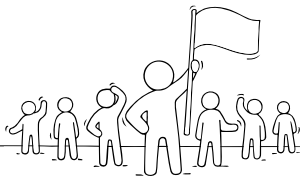
Traits



**Training in language concepts and skills
that enables quickly picking up new
spoken and written languages**

LEADERSHIP (PRESENCE+)

Traits



**Inspiring team members to greatness,
granting them Advantage on their
next action**

LOCKS (ACCURACY+)

Traits






**Building, modifying, opening, or
repairing a variety of
mechanical locks**

MECHANIZED ARMOR

(REQUIRES: ARMOR AND EXOSKELETON)
(SPECIAL)

Traits






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**Operation and movement of a full suit
of mechanized armor (exoskeleton plus
weapons and armor)**

MEDICINE

(REQUIRES: BIOLOGY
OR XENO BIOLOGY)
(EDUCATION+)

Traits






Specialized knowledge and skills in the field of medicine. Must specialize in terrestrial (Biology) or extra-terrestrial (Xenobiology) and can take multiple times, once per alien species

MEDITATION (SPECIAL)

Traits






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Intense inward focus that can accelerate healing an additional d6 HP or d6 Morale during Downtime or after 8 hours of rest

MELEE (ATHLETICS+)

Traits



**Ability to use a variety of melee weapons,
from knives to swords and staves**

MELEE: SPECIALIZATION (REQUIRES: MELEE) (ATHLETICS+)

Traits



**Specialized skill with a particular melee
weapon such as a combat knife or sword,
granting a +1 to damage**

NANOBOOTS

(REQUIRES: ROBOTICS SAVANT)
(ACCURACY+)

Traits

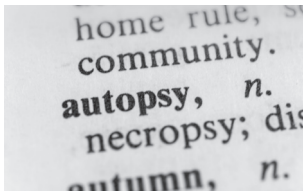


Specialized knowledge of nanotechnology to enhance drone functionality

NECROPSY

(REQUIRES: BIOLOGY
OR XENO BIOLOGY)
(EDUCATION+)

Traits



Skilled in doing postmortem examinations to discover the cause of death, extent of disease, or strengths and weaknesses

OBSERVANT (Δ WARENESS+)

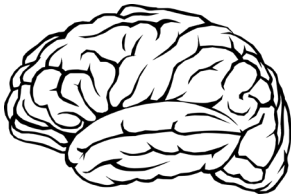
Traits



**Grants an Advantage on
Awareness checks**

PSYCHOLOGY (PRESENCE+)

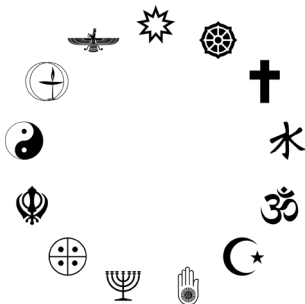
Traits





**Specialized knowledge
and skills in the field of
psychology**

RELIGION (EDUCATION+)

Traits



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**Specialized knowledge and skills
in the history, philosophy, and
practice of various religions**

RICH (SPECIAL)

Traits



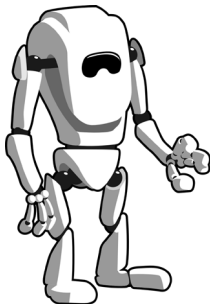
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**All Purchase Rolls are
made at an Advantage**

ROBOTICS

(REQUIRES: BITS & BYTES
OR GEARS)
(ACCURACY+)

Traits

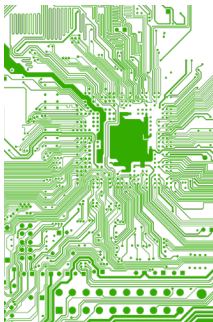


Using electronic or mechanical components to build drones for various uses during downtime and repair them in the field

ROBOTICS SAVANT

(REQUIRES: ROBOTICS)
(ACCURACY+)

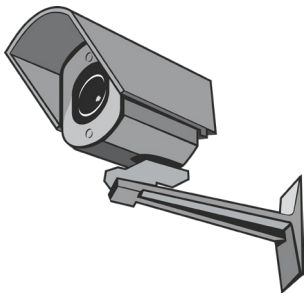
Traits



Using advanced robotics techniques to improve drone functionality. Gain an additional trait beyond what is allowed at each level (i.e. 8 drone traits at level 7)

SECURITY (REQUIRES: BITS & BYTES) (ACCURACY+)

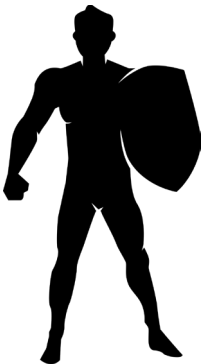
Traits



**Creating, maintaining, and
bypassing electronic security
systems**

SHIELDS (TOUGHNESS+)

Traits



Using shields to absorb blows in combat, granting an additional +1 AR when using a shield in combat

SLEUTH (AWARENESS+)

Traits



Finding clues, spotting details others miss, and knowing how to put them together to solve puzzles

SNIPER

(REQUIRES: GUNS SPECIALIZATION)

(ACCURACY+)

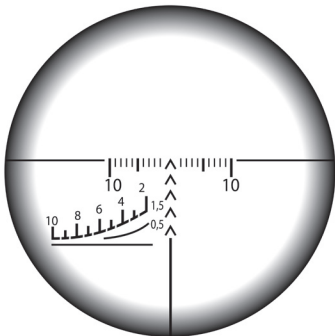
Traits





Firing specialized weapons (such as sniper rifles) at distant targets to devastating effect. Grants +2d6 damage on aimed shots

SPOTTER (PRESENCE+)

Traits






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Assisting in targeting enemies at a distance, granting a teammate an Advantage on their next attack

SPRINTER (SPECIAL)

Traits

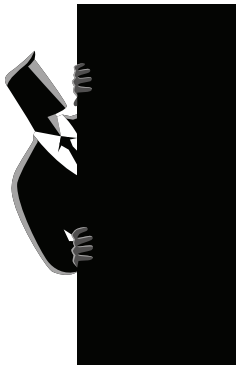


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**Doubles base speed, enabling quicker
movement across
larger distances**

STEALTH (ATHLETICS+)

Traits

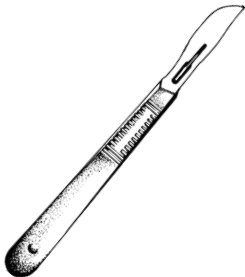


**Moving quietly and
going undetected**

SURGERY

(REQUIRES: BANDAGES
AND MEDICINE)
(ACCURACY+)

Traits



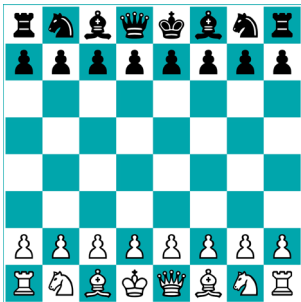
**Healing deeper, more serious wounds
with specialized techniques and
tools. Additional +d6 to healing during
downtime or out of combat**



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TACTICS (EDUCATION+)

Traits



**Using and applying strategies of war.
Can trade their action to give an ally
an extra move or attack**

XENO BIOLOGY

(REQUIRES: BIOLOGY)
(EDUCATION+)

Traits






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**Specialized knowledge
and skills in the field of
extraterrestrial biology**

MOVE (SPEED)

Action

Most characters move at a rate of 10m per action. A double-move or full turn action, moves the character 20m.

The Sprint trait doubles the single action rate to 20m, or 40m for a full turn action.

Change position by moving from one physical location to another

FIRE WEAPON (ACCURACY)

Action

Firing a ranged weapon, such as a Pistol or Pulse Rifle, takes a single action. Roll to determine success or failure, then roll damage. A failed roll simply misses the target. A critical failure may jam or damage the weapon.

Fire a weapon, such as a Pistol, at a ranged target.



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MELEE ATTACK (ATHLETICS)

Action

Slashing or bashing with a melee weapon, takes a single action. Roll to determine success or failure, then roll damage. A failed roll simply misses the target. A critical failure may indicate that the weapon has broken or been thrown by accident.

Wielding a melee weapon to bash, slash, or stab an opponent.

PUNCH OR KICK (ATHLETICS)

Action

Punching or kicking, takes a single action. Roll to determine success or failure, then roll damage. A failed roll simply misses the target. A critical failure may indicate that the character has fallen prone in the attempt.

Punching, kicking, or throwing an opponent in Hand-to-Hand combat.

THROWING ITEM (ATHLETICS)

Action

Tossing a grenade or throwing a knife takes a single action. Roll to determine success or failure, then roll damage. A failed roll simply misses the target. A critical failure may indicate that the thrown object has landed closer or farther away than intended.

Throwing an item such as a grenade or throwing knife at an opponent.

AIM WEAPON (ACCURACY)

Action

With a Ranged weapon, taking a Full Turn to Aim grants additional damage if you hit.

Use this Turn to aim and roll to hit next Turn at an Advantage. If you hit, add an extra d6! If you have the Sniper trait, add an extra 2d6!

Taking a Full Turn to Aim gives you a shot at doing more damage in combat!

TASK RESOLUTION

Rule

Rolls are made at one of three levels of difficulty:

- **Normal difficulty - No Advantage (1d20)**
- **Less difficult - Advantage (2d20, choose the most advantageous number)**
- **More difficult - Disadvantage (2d20, take the highest number)**

Make a roll to be equal to or less than the Attribute score. If you do, success! If not, failure!



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ADVANTAGE

Rule

You want to roll 2d20 and get one die to be less than or equal to the Target Number (TN). Take the best result!

A 1 or a direct roll of the TN is a Critical Success! In-between is a Success!

Over the TN is a failure and a roll of 20 is a Critical Failure!

Roll 2d20 and take the better result.

DISADVANTAGE

Rule

You want to roll 2d20 and get one die to be less than or equal to the Target Number (TN). But you must take the worst result!

A 1 or a direct roll of the TN is a Critical Success! In-between is a Success!

Over the TN is a failure and a roll of 20 is a Critical Failure!

Roll 2d20 and take the worst result.

NO ADVANTAGE

Rule

You want to roll 1d20 and achieve a result less than or equal to the Target Number (TN).

A 1 or a direct roll of the TN is a Critical Success! In-between is a Success!

Over the TN is a failure and a roll of 20 is a Critical Failure!

Roll 1d20 and take the result.

CRITICAL SUCCESS

Rule

Rolling a 1 or exactly on the Target Number (TN) is considered a Critical Success!

In combat, a Critical Success on a melee, hand-to-hand, or ranged attack means all damage goes directly to the target's HP, bypassing any armor entirely!

A Critical Success means your character did an amazing job completing the task!



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CRITICAL FAILURE

Rule

Rolling a Natural 20 is considered a Critical Failure!

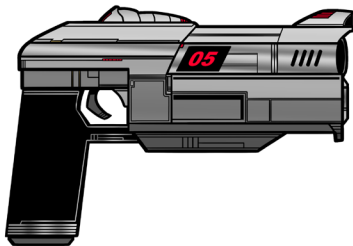
A Critical Failure is up to the Referee to determine what happened. Maybe your weapon broke or jammed. Maybe your grenade toss landed close to friendly targets.


Whatever the case, pick up the pieces, Marine! Get back out there!

A Critical Failure means your character missed the mark entirely!

PISTOL (RANGED WEAPON)

Items



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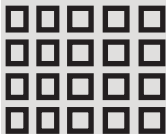
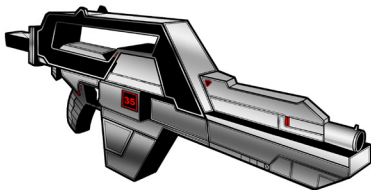


 DAMAGED

RS1 / 10 ROUNDS
SINGLE, D6
RANGE 1-10M

PULSE RIFLE (RANGED WEAPON)

Items



- DAMAGED
- COOLDOWN

RS2 / 20 ROUNDS
SINGLE, D6+1
BURST(-), 3d6+3
FULL AUTO, 6d6
RANGE 3-250M

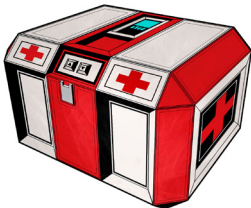
Note: Full Auto Requires 1/2 Clip and 1 Turn Cooldown




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MEDIKIT (MEDICAL ITEM)

Items



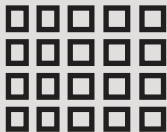
  
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**6 charges, each heals d6 HP;
includes supplies for
field medicine**

STANDARD COMBAT ARMOR (ARMOR)

Items



LEAKING

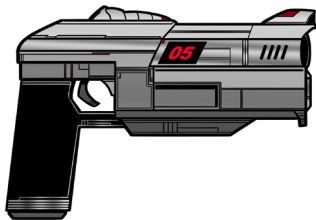
**AR4/AP20;
ENVIRONMENT SUIT;
PATCHABLE;
@DISADVANTAGE
FOR ACCURACY WORK
WITHOUT ARMOR TRAIT**



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CUSTOM PISTOL (RANGED WEAPON)

Items



 DAMAGED

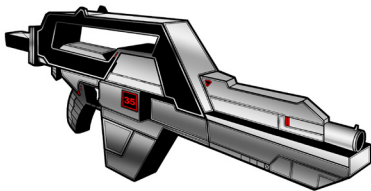
RS _____
Rounds/Clip _____
Dmg/Shot _____
Range _____



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CUSTOM RIFLE (RANGED WEAPON)

Items




RS _____
Rounds/Clip _____
Dmg/Shot _____
Dmg/Burst _____
Dmg/Full Auto _____
Range _____

FLASH-BANG GRENADE (AREA EFFECT WEAPON)

Items






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**1d6 area effect; 1/2 damage 3-10m;
Save vs. Presence (Disadvantage)**

STANDARD FRAGMENTATION GRENADE (AREA EFFECT WEAPON)

Items






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**3d6 area effect; 1/2 damage
3-10m; Save vs. Presence**

ENVIRONMENT SUIT (ARMOR)

Items



 LEAKING

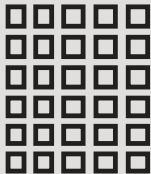
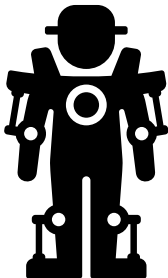
**AR1/AP5;
ENVIRONMENT SUIT;
PATCHABLE**



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EXOSKELETON (ARMOR)

Items



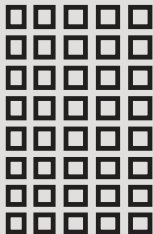
AR2/AP30;
Grants +2 Toughness
bonus; No built-in weaponry
or armor; Not an environment
suit, but can be worn over
one.



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MECHANIZED ARMOR (ARMOR)

Items



**AR5/AP40; Grants
+1 Accuracy and +2
Toughness**

**Note mounted weapons
separately**



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SHIELD (ARMOR)

Items



**Standard Riot-style shield provides
+1 AR when used and an additional
+1 AR with the Shields Trait**

BATON (MELEE WEAPON)

Items



**Standard police-style baton;
d6 damage**

COMBAT KNIFE/ BAYONET (MELEE WEAPON)

Items



**Standard combat knife;
d6 damage; may be mounted on
Pulse Rifle for close combat**

LASER-HONED SWORD (MELEE WEAPON)

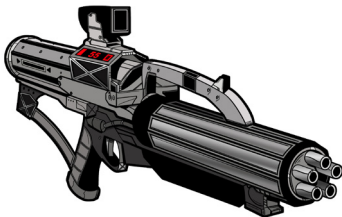
Items



**Specialized sword with laser-sharpened, razor-thin edge;
d6+1 damage**

MINI-GUN (RANGED HEAVY WEAPON)

Items



DAMAGED = 5 rounds

COOLDOWN Short burst = 5 rounds; Long burst = 20

RS4 / 200 Rounds;
Short Burst (-), 2d6;
Long Burst(-), 5d6
Full Auto, 10d6
Range 3-250M

Note: Full Auto Requires 1/2 Clip and 2 Turn Cooldown




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SHOTGUN (RANGED WEAPON)

Items



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RS3 / 8 ROUNDS
SINGLE, 2d6
BURST(-), 4d6
RANGE 1-20M

SNIPER RIFLE (RANGED WEAPON)

Items






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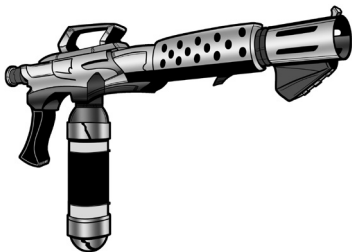



 DAMAGED

RS3 / 5 ROUNDS
SINGLE, 1d6+3
RANGE 15-1000M

FLAMETHROWER (RANGED, AREA EFFECT WEAPON)

Items






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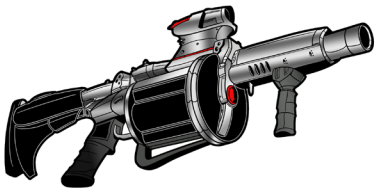
 **DAMAGED**


RS2 / 5 ROUNDS


**10M Cone, 3d6 damage in
center, 1/2 damage on edges
RANGE 3-40M**

GRENADE LAUNCHER (RANGED, HEAVY, AREA EFFECT WEAPON)

Items






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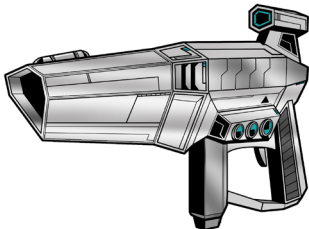




 **DAMAGED**

RS3 / 6 ROUNDS
**Damage depends on
grenades used**
RANGE 25-1000M

LASER PISTOL (RANGED WEAPON)

Alien Tech



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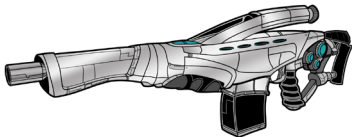





 **DAMAGED**

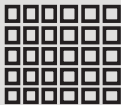
RS1 / 15 ROUNDS
Single, d6+1
RANGE 1-10M

LASER RIFLE (RANGED WEAPON)

Alien Tech






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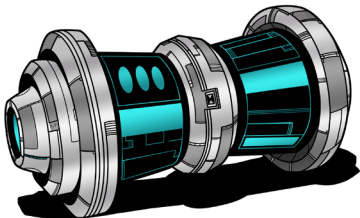


 **DAMAGED**

Energy Weapon
RS2 / 30 Round Battery
Single, d6+2
RANGE 2-75M

STUN GRENADE (AREA EFFECT WEAPON)

Alien Tech



**1d6 area effect; full damage
1-10m; Save vs. Presence(-)**

STEALTH COMBAT ARMOR (ARMOR)

Items



 LEAKING

**AR3/AP15;
ENVIRONMENT SUIT;
PATCHABLE;
Black, non-reflective
material hides heat
signature**



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