Creating Your Marine

# Summary

How you create your marine is explained in detail in this document. The summary below is a helpful overview. Grab a character sheet, a pencil, and follow these steps:

1. Decide together who in the group should be unit commander (Lance Corporal).
2. Choose your Military Occupational Specialty (MOS).
3. Distribute points amongst your four attributes.
4. Distribute points amongst your skills
5. Choose your MOS talent.

## Joining the Marines

Most new recruits have an initial age of 18–23. Recruits are initially trained as marine infantry riflemen at Camp Pendleton, California, where the best will graduate having mastered their Military Occupational Specialty (MOS). In their first few months, a marine holds the rank of private. Within a year or so, they will have been promoted to Private First Class (PFC). Some will go on to become Lance Corporal.

You are all PFC, except for your leader who is a Lance Corporal.

1. Roll for your field events.
2. Choose your rank.
3. Choose your name.
4. Decide on your appearance.
5. Decide on your Personal Agenda.
6. Choose your Buddy and Rival.
7. Get your gear and a signature item.

# Attributes

Allocate 14 points to the standard attributes of Strength, Agility, Wits and Empathy as normal. Your MOS will indicate your key attribute, to which you can assign up to 5 points. For the other attributes, 4 is the maximum.

# Skills

Allocate 10 points to your skills. You must allocate at least one and up to 3 of these points each to CLOSE COMBAT, STAMINA, and RANGED COMBAT. You may assign up to 4 points to each of your other MOS skills, and a maximum of 1 point each to other skills.

## Rank

In the ALIEN RPG, rank is a title with little authority. As explained in “Forget the Chain of Command” (page 119), the player characters decide their own fate. Rank is often associated with a marine’s role or position within the platoon.

# Talent

Choose one of the talents listed for your MOS. Some of these talents are new.

# Military Occupational Specialty

Your Military Occupational Specialty—MOS for short—determines what you do in the corps. In game terms, your MOS is a skill package that provides several skill choices. This MOS might be a rifleman, combat medic or smartgunner, for example. Each player selects a card matching their preferred specialty; a squad can have a maximum of one of each, except Rifleman of which there may be two.

# Field Events

Marines have formative experiences that will impact their lives or career. Make a note of these events, they become an important part of your marine’s backstory. Most events bring with them some benefit, an advantage, skill gain, injury, or other effect.

For a normal enlisted marine, just roll once on table A. For an NCO, also roll for a second field event on table B.

Re-roll if you roll the same event as another player. Skills and attributes can never go above 5 as a result of a field event. If you roll an event that would cause that to happen, re-roll.





## PERSONAL STUFF

Your marine needs a name, of course, as well as a description of their appearance, a Personal Agenda, a signature item and both a Buddy and a Rival.

### Health

You start the game with a number of Health points equal to your STRENGTH score. Talents can modify your maximum Health score.

### Name

Come up with a name for your character. Preferably not just “Bob”

### Description

Give your character an appearance and some mannerisms, these can wait till later if you don’t have any ideas now.

### Agenda

You might be a team, but each individual PC in your group also has an angle of their own—a Personal Agenda. How personal agendas work differs between Cinematic and Campaign play.

**CAMPAIGN AGENDAS**: In Campaign play, you can pick one of the suggested Personal Agendas listed with your career, or you can come up with an agenda of your own. Have a look at some of the pregens knocking around for some ideas. At the end of each game session, discuss the agendas of all PCs together. If you have taken some concrete action to further your agenda during the session, despite risk or cost, you gain a bonus Experience Point (see Core page 35).

### Signature Item

In addition to your normal gear, you also have a signature item—a small item that’s not of much practical use, but that has sentimental value to you and that says something about your character. Signature items are usually tiny (see next page) and thus don’t encumber you at all. Common examples include a patch, a cap, or a photo of a loved one.

### Buddy and Rival

The ALIEN roleplaying game is about a small group of people facing unknown and horrifying dangers in the cold darkness of space. To survive, you need to find someone to trust, but also be careful who you turn your back to.

In game terms, your PC can have one Buddy and one Rival amongst the other PCs. You can only have one of each.

Your relationships are important for the GM, as she can use them to create interesting situations in the game.

In Campaign play, you can choose one PC to be your Buddy and another to be your Rival. In Cinematic scenarios, the choice is made for you.

In Campaign play, PvP is less common and any such situations are resolved in the group without specific rules—you’ll just need to work out your differences if you are to continue in the same crew of PCs.

## STARTING GEAR

A fresh Colonial Marine character gets three types of gear: basic gear, specialty gear, and bonus gear. All items listed below are included in the Gear chapter of the Colonial Marines book or in the core rulebook.

Some PCs may find they acquire more gear than they can carry (STRENGTH x2). That’s not a problem—before each mission, choose what you’re going to take, and leave the rest cluttering up your bunk back at base. You usually also get the opportunity to requisition whatever other equipment you think they may need; as quartermaster that’s up to MU/TH/UR 9000 to decide if it’s warranted or not.

Each item lists an encumbrance value in brackets if it has one.

## BASIC GEAR

All Colonial Marines (including officers fighting in the field), will begin the game with the following gear:

* Military ID Key Tags
* Battledress Utilities (uniform)
* M3B Standard Boots
* IMP Individual Marine Pack (includes Personal Medkit) (adds 2 carry capacity)
* M3 Personnel Armour With Built-In Personal Data Transmitter and M10 Ballistic Helmet (1)
* TNR Shoulder Lamp (½)

## SPECIALTY GEAR

A marine’s MOS may provide additional items of equipment:

* ASSAULT MARINE: M41A Pulse Rifle (1), U1 Baton Rounds (¼), Stun Baton (½), M5 RPG (2), Riot Shield (1)
* AUTOMATIC RIFLEMAN: M56A2 SmartGun (3), Head-Mounted Sight (½)
* COMTECH MARINE: M41A Pulse Rifle (1), Electronic Tools (½), Seegson System Diagnostic Device (SSDD) (1)
* CBRN SPECIALIST: M41A Pulse Rifle (1), U4 Firebombs (¼ each) or M240 Incinerator (1), CBRN Kit (1), UDEP Poncho (1), HAZMAT Suit (2)
* DEDICATED MARKSMAN: Suppressed M42A Scope Rifle (1), Ghillie Suit (1)
* HOSPITAL CORPSMAN: M41A Pulse Rifle (1), Surgical Kit (½), Naproleve ×5, Neversleep Pills ×10
* FORWARD OBSERVER: M41A Pulse Rifle (1), F3S Spotter Scope (½), Suppressed PUPS (1), Ghillie Suit (1)
* RIFLEMAN: M41A Pulse Rifle (1), M314 Motion Tracker (1)

## BONUS GEAR

Finally, each PC chooses one item from each list (A and B), below:

### LIST A

* Six Signal Flares
* Combat Knife (½)
* Personal Data Transmitter/Locator Accessory Set (¼)
* Bi-Mex Anti-Flash Sunglasses
* Polymer Climbing Rope (½)
* Folding Winch (1)
* Folding Entrenching Spade (½)
* Electronic Tools (½)
* Three Handcuffs
* Maintenance Jack (1)
* Ultra Diffusive Environmental Poncho (1)
* Samani E-series Watch

### LIST B

* M4A3 Pistol (½)
* VP-70MA6 Pistol (½)
* Two G2 Electroshock Hand Grenades
* Spacesub ASSO-400 Harpoon Grappling Gun (1)
* M240 Incinerator Unit (1)
* Four Spare M40 Grenades (¼ each)
* Mechanical Cutting Torch