The Skills

# Heavy Machinery (STRENGTH)

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

FAILURE: The blasted thing just won’t do what you want. And what if the noise you made attracted unwanted company?

SUCCESS: With a groan, the machine bends to your will.

STUNTS: For each extra 6 rolled beyond the first, choose one stunt applicable to the situation:

* Gain a +1 modification to a later skill roll relating to this one.
* You got this. You don’t need to roll to overcome the exact same challenge in the future.
* You do it quickly, in half the time it would normally take.
* You break it permanently.
* You act quietly.
* You show off.

# Stamina (STRENGTH)

When your physical endurance or vigour is tested, roll for STAMINA. For example, this skill is used to survive the cold vacuum of space or to resist a deadly contagion.

FAILURE: You just can’t take it anymore. You give in to the pain and suffer the consequences.

SUCCESS: You manage to push on, ignoring the pain just a little longer.

STUNTS: For every extra 6 you roll, choose one stunt applicable to the situation:

* Give one 6 to another PC in the same situation as you.
* Gain a +1 modification to a later skill roll relating to this one.
* You’re hardened by the experience, and don’t need to roll to overcome the exact same challenge in the future.
* You impress someone.

Close Combat, see Combat Stunts Sheet

# Mobility (AGILITY)

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. Roll for MOBILITY when you want to get out of a hazardous situation—be it a risky climb, a dangerous jump, or sneaking past a lurking enemy. When MOBILITY is used for stealth, make an opposed roll against your opponent's OBSERVATION. This skill also has specific uses in stealth mode and combat, see Chapter 5.

FAILURE: Despite your best efforts, you fail and must suffer the consequences.

SUCCESS: You survive the sticky situation.

STUNTS: For every extra 6 you roll, choose one stunt applicable to the situation:

* Give one 6 to another PC in the same situation as you.
* Gain a +1 modification to a later skill roll relating to this one.
* You impress someone.

# Piloting (AGILITY)

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

FAILURE: You’re coming in too hot, and you crash and burn.

SUCCESS: You pull off the manoeuvre by the skin of your teeth.

STUNTS: For every extra 6 you roll, choose one stunt applicable to the situation:

* Gain a +1 modification to a later skill roll relating to this one.
* You show off

Starship or Vehicle Ranged Combat, see the Combat Stunts sheet

# Observation (WITS)

In the world of ALIEN, you need to be on your guard at all times, or you won’t live long. You use your OBSERVATION skill to spot someone sneaking (opposed roll, see MOBILITY). You can also use the skill when you spot an unknown threat of some kind, to learn more about it.

FAILURE: You can’t really make out what it is, or you mistake it for something else (the GM feeds you false information).

SUCCESS: You are able to make out what it is, and whether or not it looks like a threat. The exact information you get is up to the GM.

STUNTS: For every extra 6 you roll, you get to know the answer to one of these questions:

* Is it coming for me?
* Are there more of them close by?
* How do I get in/past/away?

GROUP OBSERVATION

When you and the other PCs scout at the same time, you do not roll separately. Instead, only one PC rolls, and that result applies to the whole group. Who makes the roll is up to you.

# ComTech (WITS)

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

FAILURE: No matter what algorithm you try, it just won’t work. And what if you inadvertently triggered the alarm?

SUCCESS: The code is like music, and you play it beautifully.

STUNTS: For each extra 6 rolled beyond the first, choose one stunt applicable to the situation:

* Gain a +1 modification to a later skill roll relating to this one.
* You don’t need to roll to overcome the exact same challenge in the future.
* You do it quickly, in half the time it would normally take.
* You get new or unexpected information (GM’s choice).
* You hide your tracks.
* You show off.

# Survival (WITS)

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. Roll for SURVIVAL when you’re in a hazardous planetside environment of some kind and need to figure out a way to stay alive.

FAILURE: You find no safe haven. Unless someone comes to your rescue, you're on borrowed time.

SUCCESS: You find a safe haven to weather the storm.

STUNTS: For every extra 6 you roll, choose one stunt applicable to the situation:

* Give one to another PC in the same trouble as you.
* Gain a +1 modification to a later skill roll relating to this one.
* You impress someone.

# Manipulation (EMPATHY)

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, make an opposed roll for MANIPULATION (it takes a liar to spot a liar). Your chances are affected by your negotiating position (see the boxed text on P71).

FAILURE: Your adversary won't listen and won't do what you want. They might start to dislike you, or even attack you if provoked.

SUCCESS: If you succeed, your adversary must either do what you want or immediately attack you physically. Even if your adversary chooses to do what you want, they can still demand something in return. The GM decides what that entails, but it should be reasonable enough for you to be able to meet those demands. It is up to you to accept the agreement or not.

STUNTS: For each 6 you roll in excess of what you need to win the opposed roll, you can choose one of these stunts:

* Your opponent does what you want without demanding a favour in return.
* Your opponent does more than you ask for, for example giving you some useful piece of information. Details are up to the GM.
* Your opponent is impressed by you and will try to help you later on in some way. Details are up to the GM.

BEING MANIPULATED: NPCs and other PCs can use MANIPULATION on you. If their roll succeeds, you must attack or offer a deal of some kind. Then it is up to the GM (or the other player) whether your adversary accepts or not.

# Medical Aid (EMPATHY)

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. It has no Stunts but can be used in two different ways:

RECOVERY: A person whose Health has dropped to zero is Broken. If you apply your MEDICAL AID skills to them and your roll succeeds, they get back on their feet and immediately recover a number of Health points equal to the number of 6s you rolled.

SAVE A LIFE: The most critical use of MEDICAL AID is saving the life of a fallen character who has suffered a critical injury. A failed roll at this point could mean the end for your patient, so be careful!

# Command (EMPATHY)

If you are to survive the horrors of space, you’ll need a good leader—or you must become one yourself. You can use your COMMAND skill in two ways:

STOP PANIC: When another character makes a Panic Roll and loses control, you can make a COMMAND roll to return them to their senses. See page 104.

GIVE ORDERS: In combat, as a slow action you can bark orders to another character. They must be able to hear you, even if via a comm radio. Roll COMMAND. For every 6 you roll, they get a +1 modification to their roll when carrying out the order you gave.

OFFICERS: PCs with the Officer career and the Pull Rank talent can use COMMAND to order other characters (PCs and NPCs) to do as they say.