

Harris - Expedition Leader

You are responsible for keeping the team focused on specimen collection.

STR: 8(+0) DEX: 9(+1) END: 7(+0) INT: 4(-1) EDU: 8(+0) SOC: 8(+0)

Strength: 8

Dexterity: 9

Endurance: 7

Skills: Leadership-1, Gun-Combat-1, Survival-2, Athletics-1, Melee-1

Advantage: as an employee of Astralem Biotech, you have access to information gathered by a previous expedition. Once a day, you can ask the GM to show you the complete bestiary entry for an organism you encounter.

Gear: a tranquilizer gun which can immobilize a small or medium-sized organism, and slow down a large one. 12 darts

Backpack, Camping Gear, Knife (1D), Machete (2D), Communicator, Goggles, Filter Mask, Cold Weather Clothing, Camera, Recorder, Climbing Gear, Notepad, Shotgun (4D damage, 6 ammo), 12 Rounds

Chen - The Ecologist

You are responsible for writing the field reports.

STR: 7(+0) DEX: 8(+0) END: 6(+0) INT: 10(+1) EDU: 10(+1) SOC: 8(+0)

Strength: 7

Dexterity: 8

Endurance: 6

Skills: Ecology-2, Survival-1, Melee-1, Athletics-1

Advantage: you have a portable folding trap which can hold an organism of small to medium size, and large cages that can hold up to ten organisms.

Gear: adhesive radio tags which will stick to any surface, and a receiver that can track them in a range of one mile, showing the organism's location with perfect accuracy.

Backpack, Camping Gear, Knife (1D), Machete (2D), Communicator, Goggles, Filter Mask, Cold Weather Clothing, Camera, Recorder, Climbing Gear, Notepad

Sullivan - The Microbiologist

You are responsible for detecting environmental hazards.

STR: 9(+1) **DEX:** 8(+0) **END:** 9(+1) **INT:** 6(+0) **EDU:** 12(+2) **SEC:** 4(-1)

Strength: 9

Dexterity: 8

Endurance: 9

Skills: Biology-2, Medical-2, Survival-1, Melee-1

Advantage: you have a first aid kit. At any time, you can take five minutes to use medicines to restore an organism to full health for half an hour, after which they will return to their injured state.

Each extra dose only works for half as long as the first one.

Gear: a digital microscope which allows you to detect microorganisms in samples taken from the environment or from other characters.

Backpack, Camping Gear, Knife (1D), Machete (2D), Communicator, Goggles, Filter Mask, Cold Weather Clothing, Camera, Recorder, Climbing Gear, Notepad

Danielewski - The Bio-mathematician

You are responsible for the expedition's tech & communications equipment.

STR: 6(+0) **DEX:** 4(-1) **END:** 6(+0) **INT:** 11(+1) **EDU:** 10(+1) **SEC:** 5

Strength: 6

Dexterity: 4

Endurance: 6

Skills: Mechanic-2, Survival-1, Computers-1, Biology-1, Electronics-2, Melee-1

Advantage: you have designed an algorithm which allows you to predict animal behavior. If you observe an organism for ten minutes and then spend another five minutes adding the data into the system, you can subsequently ask the GM to reveal the organism's current activity, even if you can't see it (75% accuracy).

Gear: a set of tools that can repair a broken device, or slightly alter a working one.

Backpack, Camping Gear, Knife (1D), Machete (2D), Communicator, Goggles, Filter Mask, Cold Weather Clothing, Camera, Recorder, Climbing Gear, Notepad