

# Habitat Engineer

1. Why did you give up being an accountant for Weyland-Yutani in order to construct new buildings on Newhall?
2. Why would you rather sacrifice yourself then see one of your friends get hurt?
3. What did you witness the Reavers do that scared the shit out of you?
4. What is the first thing you are going to do when you set foot on Newhall?
5. Which of the survivors don't you trust? Why?
6. What is it that you can do with a hammer that makes you smile every time?
7. What do you always carry in your tool belt that has no business being there?
8. What sound or noise causes you to freeze up in shock?
9. What is your name?

# AWI\* Recycling Technician

1. Why do you believe that violence solves all problems?
2. Why were you assigned to the sanitation engineering division?
3. What did you do to earn the wrath of the notorious “business man” Badger?
4. What did you sneak past security when you boarded the *Truthful James* and where is it?
5. Despite your better judgment, which of the survivors do you like?
6. Early in the trip, your pet cat died. How did this affect you?
7. Why do you think you were responsible for the failure of the safe rooms?
8. Why did you decide to learn how to sew?
9. What is your name?

\*Amalgamated Waste Industries

# Line Cook

1. During the Unification War, why did you desert from the Independent Army after your first battle?
2. What secret do you know about the ship?
3. Where did you hide your special tools and why did you choose that place?
4. How did you get that injury? How does it affect you?
5. One of the other survivors always makes you smile. Who and how?
6. Something happened during the night before the Reaver attack and you can't stop thinking about it. What was it?
7. Why are you secretly happy that your sister didn't survive the Reaver attack?
8. What dish were you planning to prepare at the Pioneer's Cuisine contest?
9. What is your name?

# Alliance Colony and Settlement Authority Hydrologist

1. What did you do during your drunken bender a couple nights back to get you confined to your quarters for the duration?
2. Who are you most looking forward to seeing when you arrive on Newhall?
3. What is in your duffle bag?
4. Why did you lie on your recruitment application about your qualifications?
5. Who did you see messing with the doors of Safe Room Delta?
6. When was your last panic attack? What triggers them?
7. Why do you keep drinking when it often lands you in a bad spot?
8. You have a romantic interest in one of the other survivors. Does he/she know?
9. What is your name?

# Blue Sun Administrator

1. Why were you chosen to oversee a minor part of one of the hydro-extraction operations on Newhall?
2. Why did you not take shelter with your spouse and children in the safe rooms?
3. Why are you uncomfortable with confrontation?
4. What did you grab when you heard the alarms sound?
5. When did you learn ballet and how has it helped you lately?
6. What safe spot on the *Truthful James* are you still hiding from everyone else?
7. Which one of the survivors rubs you the wrong way and why?
8. The Reaver attack has made you reevaluate your life and consider choosing a new profession. What is it and why?
9. What is your name?

# Companion

1. Why did you choose to travel to Newhall on a settlement ship?
2. Why did you become a companion at such a relatively late age?
3. When was the last time you had that reoccurring nightmare? What is it?
4. What made you hide with one of the other survivors outside of the Safe room?
5. What do you enjoy most about being a Companion?
6. If your personal closet had been searched, what would have been confiscated?
7. How will your natural Optimism see you through?
8. You feel a strong urge to protect one of the other survivors. Who and why?
9. What is your name?

# Shepherd

1. What happened to cause you to take the Vows and become a Shepherd?
2. What item do you keep despite it being frowned upon by your Order? Why?
3. Which of the other survivors concerns you? Why?
4. What about the Reaver attack affirmed your Faith?
5. Who was it that was going to let you stay with them on Newhall?
6. What makes you think you are destined for something greater?
7. How did you kill your first Reaver?
8. What often keeps you awake at night with cold sweats?
9. What is your name?