PE-1:

* frame: an Operator
  + diegetically an off-brand or early-model Death’s Head
  + prototype weapons related to the Monarch and the incomplete Emperor
* call-signs include “greater dairy product”, “4>🧀”, and “nothing personal”
* the squad’s leader (Commander template)
* dad jokes, but too boring to spell “personal” wrong

PE-2:

* frame: a Specter
  + diegetically a Metalmark
  + throwing knives instead of a monowire sword
* call-signs include “of the market”, “alpha channel”, and “now you don’t”
* has the least customized token of the entire group, it is an incredibly standard Metalmark

PE-3:

* frame: a size-2 Nightmare (from FG to Suldan)
  + diegetically a Gorgon
  + inductive talons
* call-signs include “public relations”, “sent a poet”, and “the goggles do nothing”

PE-4:

* frame: a size-2 Seeder
  + diegetically an Iskander
  + gravity gun or magnetic cannon
* call-signs include “oops all cambodia”, “demilitarized zone”, and “that one’s a doozy”
* bit of a jerk (understatement)

PE-5:

* frame: a size-½ Breacher w/ the Assassin’s shotgun & leap
  + diegetically a Caliban
  + has a heated knife, for bad reasons
* call-signs include “inspecteur manuel”, “jazz hands”, and “gotta hand it to ‘em”
* the worst person in this room right now
* under no circumstances do you have to hand it to him
* please kill him, half the squad will help if given plausible deniability

PE-0:

* frame: a size-½ Phantom (also Suldan) w/ Assassin features
  + diegetically an Atlas with Mourning Cloak systems
  + alarmingly mobile
* call-signs include “snake farm”, “pajarería”, and “pale moonlight”
* “0” because they’re a forward/sleeper-agent
* optional member: created to torture an OC, and be a recurring threat to the party, beginning at Quiet Night
* subjectivity filters have left her mildly unstable and a bit of an edgelord

each is a Veteran and Spec Ops; 0 is optionally also an Elite (1 & 5 are good alternate candidates for the Elite template)

each NPC’s stats are liberally modified to more closely resemble the frames they represent here, with modded or custom traits in some cases

I am nowhere near running this