

NAME			
LEVEL		XP	
HOMEWORLD			
BACKGROUND			
TRAINING			
FACTION			

CYBERWARE

[illegible]

WEAPON	AB	DMG	RANGE	AMMO

ARMOR	AC

STR			INT		
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DEX			WIS		
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CON			CHA		
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		HP		
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ARTIST		NAVIGATION	
ATHLETICS		PERCEPTION	
BUREAUCRACY		PERSUADE	
BUSINESS		PROFESSION/	
COMBAT/ENERGY WPNS		RELIGION	
COMBAT/GUNNERY		SCIENCE	
COMBAT/PRIM WEAPONS		SECURITY	
COMBAT/PROJ WEAPONS		STEALTH	
COMBAT/PSITECH		SURVIVAL	
COMBAT/UNARMED		TACTICS	
COMPUTER		TECH/ASTRONAUTIC	
CULTURE/ALIEN/		TECH/MALTECH	
CULTURE/CRIMINAL		TECH/MEDICAL	
CULTURE/SPACER		TECH/POSTECH	
CULTURE/TRAVELLER		TECH/PRETECH	
CULTURE/		TECH/PSITECH	
CULTURE/		VEHICLE/AIR	
CULTURE/		VEHICLE/GRAV	
EXOSUIT		VEHICLE/LAND	
GAMBLING		VEHICLE/SPACE	
HISTORY		VEHICLE/WATER	
INSTRUCTOR			
LANGUAGE			
LEADERSHIP		UNSPENT SKILL POINTS	

CREDITS	CREDITS OWED

HD	D6	PRIME	INT, CHA	SKILL PTS/LVL	3
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SPECIAL ABILITY LIKE A CHARM

Once per in-game hour, you can reroll a failed skill check. Give the GM your special ability token when you use this ability. The GM will return it when your power has recharged.

LEVEL	AB	PHYS	MENT	EVADE	TECH	LUCK
1-4	0	16	15	12	11	14
5-8	2	14	13	10	9	12
9-12	4	12	11	8	7	10
13-16	6	10	9	7	6	8
17-20	8	9	8	6	4	7

LEVEL	HD	XP	LEVEL	HD	XP
1	1d6	0	6	6d6	25,000
2	2d6	1,500	7	7d6	50,000
3	3d6	3,000	8	8d6	100k
4	4d6	6,000	9	9d6	200k
5	5d6	12,000	10	9d6+1	300k

CURRENT GOALS	XP

NOTES

STARS WITHOUT NUMBER

NAME			
LEVEL		XP	
HOMEWORLD			
BACKGROUND			
TRAINING			
FACTION			

CYBERWARE

GEAR	R	ENC

WEAPON	AB	DMG	RANGE	AMMO
ARMOR				AC

MODIFIERS: 18 [+2] | 14-17 [+1] | 8-13 [0] | 4-7 [-1] | 3 [-2]

STR		INT	
DEX		WIS	
CON		CHA	
SYSTEM STRAIN		PERM.	MAX
		HP	

ARTIST	NAVIGATION
ATHLETICS	PERCEPTION
BUREAUCRACY	PERSUADE
BUSINESS	PROFESSION/
COMBAT/ENERGY WPNS	RELIGION
COMBAT/GUNNERY	SCIENCE
COMBAT/PRIM WEAPONS	SECURITY
COMBAT/PROJ WEAPONS	STEALTH
COMBAT/PSITECH	SURVIVAL
COMBAT/UNARMED	TACTICS
COMPUTER	TECH/ASTRONAUTIC
CULTURE/ALIEN/	TECH/MALTECH
CULTURE/CRIMINAL	TECH/MEDICAL
CULTURE/SPACER	TECH/POSTECH
CULTURE/TRAVELLER	TECH/PRETECH
CULTURE/	TECH/PSITECH
CULTURE/	VEHICLE/AIR
CULTURE/	VEHICLE/GRAV
EXOSUIT	VEHICLE/LAND
GAMBLING	VEHICLE/SPACE
HISTORY	VEHICLE/WATER
INSTRUCTOR	
LANGUAGE	
LEADERSHIP	UNSPENT SKILL POINTS

COST TO RAISE BY 1: CLASS SKILL=NEW LEVEL+1, OTHER=NEW LEVEL+2

CREDITS	CREDITS OWED

CLASS/PSYCHIC

HD	D4	PRIME	WIS, CON	SKILL PTS/LVL	2
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SPECIAL ABILITY	PSYCHIC POWERS
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LEVEL	AB	PHYS	MENT	EVAD	TECH	LUCK
1-5	0	13	12	15	16	14
6-10	2	11	10	13	14	12
11-15	4	9	8	11	12	10
15-20	6	7	7	9	10	8

LVL	HD	XP	PP+	LVL	HD	XP	PP+
1	1d4	0	1	6	6d4	32,000	11
2	2d4	2,000	3	7	7d4	64,000	13
3	3d4	4,000	5	8	8d4	128k	15
4	4d4	8,000	7	9	9d4	250k	17
5	5d4	16,000	9	10	9d4+2	370k	19

CURRENT GOALS	XP

PSIONIC DISCIPLINES	LVL

PSIONIC POWERS MASTERED	PP	MAX	CURRENT

BIOPSIONICS

Biostasis Level 1 PP: 1

With a touch, the biopsionic may restore to life a being that has been dead for no more than 1 hour. The target is revived with 1 hit point and regains consciousness. The target must receive medical attention for their injuries within 1 hour of revival, or die again. This power does not function on beings that have been utterly torn apart or disintegrated, nor those dead of poison, disease, or old age. **System Strain (target and psychic): 3.**

Psychic Healing Level 2 PP: 3

The biopsionic banishes stress, fatigue, and wounds with a touch. Each activation of this power heals 1d8 hit points in the target, plus the target's CON modifier. A minimum of 1 hit point is always healed, and the psychic cannot give a subject more hit points than their normal maximum. **System Strain (target): 1**

Purge Toxin Level 3 PP: 5

The psychic can force the elimination of a disease or poison from a target. Each invocation of the power on a target allows them to make an additional Physical Condition saving throw against the illness or poison at a +2 bonus, plus the target's CON modifier. If the target died due to a poison or disease within the 60 seconds, a successful save restores them to life at 1 hit point. This power does not function against genetic illnesses or conditions present from birth. **System Strain (target): 1**

Invincible Stand Level 4 PP: 7

This power allows the target to continue to act even when their hit points have been reduced to zero or below. The effect lasts only to the end of the psychic's next turn, and the subject will die regardless if brought to -30 hit points. If the target is at negative hit points when the power ends they must make a Physical Effect saving throw or die on the spot. If successful, they live with 1 hit point. This power may be used as a free action. **System Strain (target, per round): 1**

Augment Ability Level 5 PP: 9

The psychic boosts the physical capabilities of a target within line of sight. For five minutes, the subject gains either +1 to their DEX or STR modifier. This power can be used up to twice on a single target, either adding +1 to both modifiers or +2 to one. **System Strain (target): 1**

Metamorph Level 6 PP: 11

The psychic changes their physical appearance to that of any creature of the same species. A specific other creature can only be mimicked if it is within line of sight. Unlike most biopsionic powers, this functions even if the "original" is unwilling. This alteration does not change the psychic's statistics, and lasts for up to one hour. **System Strain (psychic): 1**

Psychic Vitality Level 7 PP: 13

The psychic emits a wave of biopsionic energy that invigorates and heals nearby allies. All creatures within twenty meters that the psychic considers allies gain 2d8 hit points plus twice their CON modifiers, up to their normal maximum hit points. **System Strain (each target): 2**

Entropic Resonance Level 8 PP: 15

A living organism suffers a sudden breakdown of cellular integrity, taking 6d6 hit points of damage. On a successful Mental Effect saving throw at a -2 modifier, this damage is reduced by half. As might be surmised, this biopsionic power works on unwilling targets, and can only affect a given creature once every 24 hours.

Nine Lives Level 9 PP: 17

This power automatically triggers when the biopsionic dies, assuming they have sufficient psi power remaining. The biopsionic appears to be dead to all non-psychic investigations, and indeed may be torn to pieces, mostly incinerated, or otherwise mangled. Provided that the entire body is not burnt or dissolved, the biopsionic will gradually regenerate from the largest remaining body fragment over the course of one hour, reviving with full hit points. The biopsionic is aware of his surroundings while "dead", and can forestall regeneration until attention has left his "corpse". **This power automatically maximizes the psychic's System Strain.**

METAPSIONICS

All metapsionic abilities last for **five minutes**, unless noted otherwise.

Psychic Harmonization Level 1 PP: 1

The psychic becomes resistant to hostile psionic forces. Gain a +2 bonus to all saving throws versus psionic effects for the duration of this power. While this ability is active, the psychic can also determine whether or not a person they are touching has any psychic abilities, though not specific disciplines.

Psionic Static Field Level 2 PP: 3

For the duration of this power, activating any psionic ability within line of sight of the psychic costs psi points as if the power were one level higher. The psionic and her allies are not affected, and multiple static fields do not stack in effect.

Metapsionic Concert Level 3 PP: 5

While touching one or more willing allies, those involved can freely redistribute their psi points among all participants. No psychic in the concert can be left with more psi points than their normal maximum.

Neural Surge Level 4 PP: 7

The psychic cannibalizes their neural activity to fuel their psionic powers. Each round this power is active, the psychic takes 1d4 damage and gains twice that many psi points (up to their normal maximum). **System Strain (psychic): 1**

Cerebral Path Shift Level 5 PP: 9

The metapsionic temporarily alters the psychic pathways in their own or another's mind. When used against a target in line of sight, the victim must make a Mental Effect saving throw or lose mastery of all mastered psychic powers. The target may repeat the save at the end of each round to end this effect. When the metapsionic targets himself, he can treat any one known psionic power of Level 4 or lower as mastered for the duration of the path shift. (If this power is mastered, only the offensive use has its power point cost reduced to zero.)

Psychic Backlash Level 6 PP: 11

The metapsionic targets a psychic within unaided visual range. If the target fails a Mental Effect saving throw, they suffer neural feedback when using their psionic powers, suffering hit point damage equal to half the power point cost. Mastered powers are treated as if they had their normal activation cost. The victim may make another Mental Effect saving throw at the end of each round to end this effect.

Armor of Will Level 7 PP: 13

While this power is in effect, the metapsionic may spend 5 psi points as a free action to reroll any failed saving throw or grant a reroll to any ally within line of sight. Any given saving throw may be rerolled only once.

Psychic Avalanche Level 8 PP: 15

While this power is in effect, the psychic can force a target in sight to reroll any successful saving throw against the metapsionic's powers. This power can be applied only once to a given roll. **System Strain (psychic, per re-roll): 2**

Eye of the Storm Level 9 PP: 17

Psychic powers ebb and flow at the metapsionic's whim. While this power is in effect, the metapsionic becomes aware of the location and nature of any psionic power usage within 100 meters. Psionic activations can be squelched at will unless the victim makes a successful Mental Effect saving throw. The powers of the metapsionic and his allies cost 3 fewer psi points to activate than normal.

PRECOGNITION

Omen Level 1 PP: 1

The precog may force a brief subconscious examination of future possibilities. The precog must have a relatively straightforward choice before her — perhaps to open a box, swallow a pill, or go into a spaceport bar. The precog will receive a distinct sense of whether following that course of action will result in physical injury or mental distress within the next ten minutes, according to the GM's best judgment of likely outcomes. This power can be used only once per hour.

Terminal Reflection Level 2 PP: 3

This power triggers automatically when the psychic is likely to be unexpectedly injured within the next sixty seconds, and gives the psychic a single image of the probable damage. The warning comes in time for the precog to halt an action likely to result in injury. If the psychic chooses not to spend the activation cost after this power triggers, the sense goes numb for the next 24 hours.

Alternate Outcomes Level 3 PP: 5

When the psychic fails an attack roll, saving throw, or skill check she can immediately trigger this power to gain a second attempt at the roll. This last-minute aversion destabilizes future probabilities, however, and the precog must voluntarily reroll a successful attack roll, saving throw, or skill check before she can activate this power again. Rerolling a trivial success is not normally sufficient to rectify the probability debt.

Destiny's Shield Level 4 PP: 7

The precog senses incoming attacks and instinctively moves to avoid them. This power can be triggered after a successful enemy hit, and forces a reroll of the attack. Using this power clouds the precognitive's responses with alternate possibilities; **System Strain (psychic): 1**.

Forced Outcome Level 5 PP: 9

The precognitive becomes capable of manipulating the immediate future. The precog may decide the outcome of any one simple random event in her presence. Dice will roll the total she decides, coins will flip as desired, etc. The more external factors that influence the random event, the more difficult it is to control; anything that isn't the outcome of a single mechanical event is generally too complex to control.

Cursed Luck Level 6 PP: 11

The precog can knot a target's future with a random spray of negative outcomes, trending their future towards injury and death. For five minutes after this power is triggered, the target rolls twice for any attack rolls or skill checks and takes the worst of the two rolls. Characters who attack the target gain +2 to hit rolls. The target can subconsciously shake this effect for one round by making a successful Mental Effect save at the beginning of the round.

Foretelling Level 7 PP: 13

The precognitive's powers of detection begin to extend beyond the immediate future. With ten minutes of focused meditation, the precog can activate this power for an impression of the next important event that is likely to involve them personally within the next week. Brief images and visions are usually obtained, involving those people and locations most important to the event. If no important event is likely to happen within the next week, the power returns nothing. This ability can be used only once per week or until the foreseen event comes to pass, whichever comes first.

Not My Time Level 8 PP: 15

This power triggers automatically when the psychic is about to die, provided they have sufficient psi power to activate it. Once triggered, events conspire to leave the psychic alive and relatively safe, no matter how improbable the outcome: the nuclear bomb fails to detonate, the bandits leave her for dead, the starship plunging into a black hole manages to launch a lifeboat in time, et cetera.

Strange Attractor Level 9 PP: 17

The precog shifts to physically inhabit multiple lines of possibility. On triggering this power, the precog effectively splits into two people, both of whom can then perform a full round of actions, albeit neither can activate other psychic powers. The two possibilities can move and act separately, and both have identical sets of equipment. The aspects take damage separately, but share the same pool of psi power for any relevant purposes. At the end of the round, the psychic chooses one of the two possibilities; the other vanishes along with their equipment, though the consequences of their actions remain.

TELEKINESIS

Unless otherwise specified, the activation of a telekinetic power lasts for **five minutes**. Attempting to manipulate an item being held or worn by another person is difficult; psychic interference allows them to make a Mental Effect saving throw to foil the attempt. Telekinesis cannot lift the psychic or the surface he is standing on unless specifically noted otherwise. When not otherwise noted, a psychic can move an object up to 40 meters per round.

Remote Manipulation Level 1 PP: 1

The psychic can manipulate any object visible to his unaided vision as if handling it with one hand. The force has an effective Strength of 10 and can be used to wield an object to attack at a -2 penalty to hit and using the relevant combat skill of the psychic.

Telekinetic Press Level 2 PP: 3

The psychic's strength increases at this level, if not his degree of control. Objects can still only be manipulated as if with one hand, but up to two hundred kilos can be lifted, or force exerted as if STR 18. This force lacks enough fine coordination to successfully attack a mobile target.

Complex Manipulation Level 3 PP: 5

Much as Remote Manipulation, but the psychic can now manipulate the object as if with two or more hands, simultaneously operating multiple switches, dials, or controls. This force suffers no penalty when wielding an object to attack.

Telekinetic Ram Level 4 PP: 7

The psychic can launch bursts of enormous force, albeit with limited control. This power does a number of eight-sided dice of damage equal to the psychic's telekinesis discipline level, but the object to be struck must be immobile. This force can damage vehicles and other objects normally affected only by Gunnery-class weaponry.

Kinetic Shield Level 5 PP: 9

The psychic begins to gain a finer control over powerful forces, and can deflect physical projectiles and weapons that would otherwise strike them. This power can be used up to once per round after being hit by a successful physical attack; the attacker must reroll the hit and damage rolls and take the worse result.

TK Counterstrike Level 6 PP: 11

This power can be used up to once per round after being attacked by a physical weapon, such as a bullet, blade, or fist. The target must make a Mental Effect saving throw; if successful, the attack is resolved as normal, but damage is rolled twice, and the lesser amount is taken by the psychic. If the target fails their Mental Effect saving throw, the attack rebounds to hit them automatically for normal damage.

Bootstrap Flight Level 7 PP: 13

The psychic becomes capable of lifting himself and up to four hundred kilos of gear or teammates for one round. The psychic must maintain concentration while flying, but can move at the rate of 120' per round.

Kinetic Bleed Level 8 PP: 15

The psychic develops more sophisticated control over kinetic energy. While this power is in effect, the psychic ignores up to 40 points of damage from physical impacts, lasers, plasma, or other thermal effects. This shield lasts five minutes per activation, but the buffer itself does not regenerate until an hour has passed after its last use.

Mind Over Motion Level 9 PP: 17

While in effect, the psychic possesses a perfect command of kinetic forces within a twenty meter radius. Any motion by an object massing less than three hundred kilos is subject purely to the psychic's whim. Each round that a living creature wishes to contest the effect they must make a successful Mental Effect save at the beginning of the round. Even success on this save will not terminate the power's duration, though it will allow the subject to move freely for that round and launch projectile attacks as normal. Projectile attacks launched from outside the zone invariably fail, as the attacker is not close enough for their psychic interference to block the psychic's control.

TELEPATHY

Unless otherwise specified, a particular telepathic power usage lasts for five minutes. A subject who makes a successful Mental Effect saving throw against telepathic intrusion becomes immune to that level of telepathy for 24 hours, albeit not to other telepathic powers of different levels.

Empathy **Level 1** **PP: 1**

The user may determine the current emotions and any especially strong, emotionally-charged surface thoughts in the subject. This insight lasts only a few seconds. The target may make a Mental Effect saving throw to prevent the mind-reading; on successful save, the psychic gains only an impression of their current emotions.

Metalinguistics **Level 2** **PP: 3**

The psychic can understand the meaning of a sentient subject's language, regardless of whether or not she speaks the language or even has the correct physiognomy to comprehend it. Her words are understood in turn by the target. There is no saving throw against this power.

Mental Link **Level 3** **PP: 5**

The psychic can form a telepathic connection with a willing target, sharing words and images freely. The two must share a language to communicate verbally unless Metalinguistics is also used. The link persists until either of the participants ends it or the duration runs out. If the psychic masters this power, mental link durations last indefinitely. The psychic may not have more mental links active at once than they have levels in Telepathy. The link cannot reach beyond a single solar system.

Memetic Probe **Level 4** **PP: 7**

The psychic can dig relevant facts about one topic out of the target's memories. The subject must be able to consciously remember the details involved. On a successful Mental Effect saving throw the target resists this power.

Surface Telepathy **Level 5** **PP: 9**

The psychic gains a steady perception of the surface thoughts of one target. A successful Mental Effect saving throw by the target resists this power.

Psychic Assault **Level 6** **PP: 11**

The telepath launches a violent mental assault on a sentient life form. If the subject fails a Mental Effect saving throw, they cannot act for 1d4 rounds and suffer a number of hit points of damage equal to the psychic's telepathy discipline level x 1d4. This assault can be used on a given target only once per twenty-four hours.

Selective Probe **Level 7** **PP: 13**

This power functions much like Surface Telepathy, but allows the telepath to dip selectively into the target's memory, retrieving remembered details about particular topics that appear in their surface thoughts. This power cannot recover details that the targets have themselves forgotten. A successful Mental Effect saving throw by the target resists this power.

Deep Memory Probe **Level 8** **PP: 15**

This power functions much as Memetic Probe, but it taps a deep level of subconscious and distributed memory in the target, allowing the psychic to observe memories that even the subject has forgotten. About an hour's worth of experience can be perfectly reconstructed from the subject's memory for every five minutes of deep memory analysis.

Overpowering Will **Level 9** **PP: 17**

This power can be triggered up to once per round as a free action after a target has made a successful Mental Effect saving throw against one of the psychic's powers. The target must reroll their saving throw at a -2 penalty and take the worse result.

TELEPORTATION

Teleporting an unwilling target is difficult, as the psychic must sync with their mental signature at precisely the right moment for the teleport. For unwilling subjects, a successful Unarmed attack roll is necessary to touch the target and the psi points for the teleport must be expended — and the character must teleport — whether or not the attack is successful. Sentient targets must also fail a Mental Effect saving throw to be teleported against their will.

The psychic must have personally visited the target location at least once before jumping to it, or else be able to see it with unaided vision. The psychic cannot teleport to arbitrary locations. For example, he could not teleport to "The cargo bed of my grav sled," without knowing where the grav sled was parked and having visited that location before. Teleporting equalizes velocity with the target surroundings; a free falling teleporter can jump harmlessly to the ground if it's within range and the psychic has enough time to activate the power.

Only advanced pretech shield technologies can prevent a teleporter from arriving at a location. The teleporter will instinctively abort jumps that would leave him embedded in solid objects or lethal surroundings, should the terrain at a target point have changed so since his last visit. Psi points are expended normally even for failed jumps. A character who teleports can perform only free actions for the rest of the round.

Sidestep **Level 1** **PP: 1**

The teleporter has unlocked the rudiments of the discipline. They can teleport up to 50 meters and carry up to 5 kilos of clothing, equipment, or other living organisms with them.

Jaunt **Level 2** **PP: 3**

The psychic's range increases to 200 meters and his mass limit to 10 additional kilos.

Spatial Shift **Level 3** **PP: 5**

The psychic's range increases to 500 meters and his maximum additional mass limit rises to 20 kilos.

Greater Shift **Level 4** **PP: 7**

Teleportation range is now 1 kilometer, with up to 40 additional kilos of gear or living compatriots.

Transit Jump **Level 5** **PP: 9**

Teleportation range is now 3 kilometers, and maximum cargo mass increases to 200 kilos.

Extended Transit **Level 6** **PP: 11**

The psychic's range is now 10 kilometers and their maximum cargo mass is 400 kilos of gear.

Regional Jump **Level 7** **PP: 13**

Teleportation range increases to 100 kilometers, and the maximum cargo mass increases to 800 kilos.

Continental Jump **Level 8** **PP: 15**

Range increases to 1,000 kilometers and the maximum cargo mass is now 2,000 kilos.

Orbital Warp **Level 9** **PP: 17**

The teleporter now instinctively interfaces with the metagravitic field of planetary bodies, and can teleport to any valid location on a given world regardless of range. The teleporter can also jump from high orbit to the planet's surface and vice-versa. The maximum mass a teleporter of this level can shift is 4,000 kilos.

CLASS/WARRIOR

NAME			
LEVEL		XP	
HOMEWORLD			
BACKGROUND			
TRAINING			
FACTION			

CYBERWARE

[illegible]

WEAPON	AB	DMG	RANGE	AMMO

ARMOR	AC

MODIFIERS: 18 [+2] | 14-17 [+1] | 8-13 [0] | 4-7 [-1] | 3 [-2]

STR			INT		
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DEX			WIS		
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CON			CHA		
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SYSTEM STRAIN	PERM.	MAX	CURRENT
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		HP		
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ARTIST		NAVIGATION	
ATHLETICS		PERCEPTION	
BUREAUCRACY		PERSUADE	
BUSINESS		PROFESSION/	
COMBAT/ENERGY WPNS		RELIGION	
COMBAT/GUNNERY		SCIENCE	
COMBAT/PRIM WEAPONS		SECURITY	
COMBAT/PROJ WEAPONS		STEALTH	
COMBAT/PSITECH		SURVIVAL	
COMBAT/UNARMED		TACTICS	
COMPUTER		TECH/ASTRONAUTIC	
CULTURE/ALIEN/		TECH/MALTECH	
CULTURE/CRIMINAL		TECH/MEDICAL	
CULTURE/SPACER		TECH/POSTECH	
CULTURE/TRAVELLER		TECH/PRETECH	
CULTURE/		TECH/PSITECH	
CULTURE/		VEHICLE/AIR	
CULTURE/		VEHICLE/GRAV	
EXOSUIT		VEHICLE/LAND	
GAMBLING		VEHICLE/SPACE	
HISTORY		VEHICLE/WATER	
INSTRUCTOR			
LANGUAGE			
LEADERSHIP		UNSPENT SKILL POINTS	

COST TO RAISE BY 1: CLASS SKILL=NEW LEVEL+1, OTHER=NEW LEVEL+2

CREDITS	CREDITS OWED

HD	D8	PRIME	STR, DEX	SKILL PTS/LVL	2
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SPECIAL ABILITY **VETERAN'S LUCK**

Once per combat, you may negate a successful attack made against you (you can wait until damage is rolled). Give the GM your special ability token when you use this ability.

LEVEL	AB	PHYS	MENT	EVAD	TECH	LUCK
1-3	1	12	15	14	16	13
4-6	3	10	13	12	14	11
7-9	5	8	11	10	12	9
10-12	7	6	9	8	10	7
13-15	9	6	8	7	9	6
16-18	11	5	7	6	8	6
19-21	13	5	6	6	7	5

LEVEL	HD	XP	LEVEL	HD	XP
1	1d8	0	6	6d8	32,000
2	2d8	2,000	7	7d8	64,000
3	3d8	4,000	8	8d8	128k
4	4d8	8,000	9	9d8	250k
5	5d8	16,000	10	9d8+2	370k

CURRENT GOALS	XP

NOTES

STARS WITHOUT NUMBER

STARSHIP RECORD

NAME		
REG #		
COST	HULL	

SPD		SPIKE DRIVE	○○○○○○○
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AC		CREW		
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ARMOR		HP		
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OPERATING COST	FREE POWER	
	FREE MASS	
MAINT. COST	FREE HARDPOINTS	
	CARGO TONNAGE	

LAST MAINTENANCE	
HOME PORT	

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CREW & NOTES

CARGO

FITTING	SPECIAL EFFECTS

DEFENSE	SPECIAL EFFECTS			
WEAPON	AB	DMG	AMMO	SPECIAL EFFECTS

STARS WITHOUT NUMBER

NAME			
ATMOSPHERE			
TEMPERATURE			
BIOSPHERE			
POPULATION		TL	
CAPITOL & GOVT			
CULTURAL DETAILS & NOTES			

PLANET RECORD

TAG	
ENEMIES	
FRIENDS	
COMPLICATIONS	
PLACES	
THINGS	

TAG	
ENEMIES	
FRIENDS	
COMPLICATIONS	
PLACES	
THINGS	

FACTION FILE

NAME

HOMEWORLD

TAG

EFFECT

TAG

EFFECT

FORCE

CUNNING

WEALTH

MAX

CURRENT

HP

INCOME

FACCREDS

ASSET	HP	TYPE	ATTACK	COUNTER	LOCATION
	/				
	/				
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	/				
	/				
	/				
	/				
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	/				
	/				
	/				

FACTION GOALS & NOTES

FACTION FILE

NAME

HOMEWORLD

TAG

EFFECT

TAG

EFFECT

FORCE

CUNNING

WEALTH

MAX

CURRENT

HP

INCOME

FACCREDS

ASSET	HP	TYPE	ATTACK	COUNTER	LOCATION
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				

FACTION GOALS & NOTES

PC FACTION FILE

NAME	
HOMEWORLD	

TAG	
EFFECT	
TAG	
EFFECT	

FORCE	
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CUNNING	
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WEALTH	
MAX	CURRENT

HP	
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INCOME	
--------	--

FACCREDS	
----------	--

MISSIONS, PLANS, & NOTES

ASSET	HP	TYPE	ATTACK	COUNTER	LOCATION
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				
	/				

FACTION GOALS

NAME			
CLASS		LVL	XP
HOMEWORLD			
BACKGROUND			
TRAINING			

WEAPON	AB	DMG
ARMOR	AC	

STR		INT	
-----	--	-----	--

DEX		WIS	
-----	--	-----	--

CON		CHA	
-----	--	-----	--

PE		T	
ME		LK	
EV		PP	

HP		
----	--	--

SKILLS / PSIONIC DISCIPLINES	

NAME			
CLASS		LVL	XP
HOMEWORLD			
BACKGROUND			
TRAINING			

WEAPON	AB	DMG
ARMOR	AC	

STR		INT	
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DEX		WIS	
-----	--	-----	--

CON		CHA	
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PE		T	
ME		LK	
EV		PP	

HP		
----	--	--

SKILLS / PSIONIC DISCIPLINES	

NAME			
CLASS		LVL	XP
HOMEWORLD			
BACKGROUND			
TRAINING			

WEAPON	AB	DMG
ARMOR	AC	

STR		INT	
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DEX		WIS	
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CON		CHA	
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PE		T	
ME		LK	
EV		PP	

HP		
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SKILLS / PSIONIC DISCIPLINES	

NAME			
CLASS		LVL	XP
HOMEWORLD			
BACKGROUND			
TRAINING			

WEAPON	AB	DMG
ARMOR	AC	

STR		INT	
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DEX		WIS	
-----	--	-----	--

CON		CHA	
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PE		T	
ME		LK	
EV		PP	

HP		
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SKILLS / PSIONIC DISCIPLINES	