

Name

Background

Class

Level

XP

Homeworld

Employer

Species

Lvl 2 = 3xp

Lvl 7 = 39xp

Lvl 3 = 6xp

Lvl 8 = 54xp

Lvl 4 = 12xp

Lvl 9 = 72xp

Lvl 5 = 18xp

Lvl 10 = 93xp

Lvl 6 = 27xp

Lvl 11+ = +24

Weapons

Range and Ammo

Total Atk Bonus

Name

Mods

Name

Mods

Name

Mods

Name

Mods

Name

Mods

Armor

Name

Mods

Name

Mods

Name

Mods

Administer		Pilot		Work	
Connect		Program		Biopsionics	
Exert		Punch		Metapsionics	
Fix		Shoot		Precognition	
Heal		Sneak		Telekinesis	
Know		Stab		Telepathy	
Lead		Survive		Teleportation	
Notice		Talk			
Perform		Trade			

+3sp per lvl (Experts: +1 bonus non-combat)

Cost: new value + 1

Max: +2 at lvl 3 | +3 at lvl 6 | +4 at lvl 9

Base Atk Bonus

Warrior = +Lvl | Other = +(Lvl ÷ 2)  
Partial Warrior = +1 at lvl 1 & lvl 5

Skill Points

Foci

+1 Focus at lvl 2, lvl 5, lvl 7 & lvl 10

Lvl

Lvl

Lvl

Lvl

Lvl

Lvl

Readied Items

Max Enc = STR ÷ 2


Credits

Debts

Hitpoints / Conditions

Max:

(1D6 + Con) x Level

Warriors: Additional +2 per level

System Strain

Permanent:

Max = CON

Saves

Physical

Evasion

Mental

16 - lvl - [Str | Con]

16 - lvl - [Dex | Int]

16 - lvl - [Wis | Cha]

Cybernetics / Innate Abilities

Psionic Techniques

+1 on new Psychic Skill Lvl

Psionic Effort

Effort: 1 + Highest Psychic Skill + Highest of Wis or Con

Max:

Attributes

3 (-2) | 4-7 (-1) | 8-13 (+0) | 14-17 (+1) | 18 (+2)

STR

DEX

CON

INT

WIS

CHA

Boosts: 1st: 1sp (lvl 1) | 2nd: 2sp (lvl 1)  
3rd: 3sp (lvl 3) | 4th: 4sp (lvl 6) | 5th: 5sp (lvl 9)

