



Starchasers

Ace Pilot

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Fly Casual: Whenever the Ace spends at least 10 minutes just flying around in a vehicle for the fun of it, they gain 1 Motivation.

Open Throttle: Whenever the Ace is able to push a vehicle's Speed to its maximum, they gain 1 Motivation. This can include using the highest forward dial setting during a dogfight.

Base Abilities

Maneuvers: Aces have special flying maneuvers that they practice. Each maneuver is considered to be "Red" and inflict 1 Stress on their ship, unless that Maneuver is already supported by that ship type (see its Maneuver Dial), in which case it is considered "White". These special Maneuvers give them the edge in vehicle contests (chases) and dogfights. A Level Zero Ace selects 1 Maneuver. Other maneuvers are purchasable from the talent tree. The Ace is then able to use a Maneuver even if the ship doesn't support it natively.

Hot Seat: By spending 1 Motivation, the Ace is able to roll for any Ship Station, if they are in the pilot's chair and they don't have an all-in-one console. (This represents them either shouting precise instructions to a helper, or leaning out of the chair to hit an auxiliary switch)

Knowledge: Ships ○○○○○○

Starship Maneuvers

- | | |
|--|---|
| ☐ Koiogran Turn | ☐ Reverse Straight |
| ☐ Segnor's Loop | ☐ Reverse Bank |
| ☐ Tallon Roll | ☐ Barrel Roll |
| ☐ Full Stop | ☐ Boost |

lvl xp total

Features

1 60

- Helm Skill point;
- Knowledge: Ships Skill Point

2 90

- Engineering Skill Point;
- Comms Skill Point

3 120

- Helm Skill Point;
- Artillery Weapons Proficiency

4 150

- Sensors Skill Point;
- Ranged Weapons Proficiency

5 180

- Helm Skill Point;
- Artillery Weapons Proficiency

6 240

- Knowledge: Ships Skill Point;
- Unarmed Fighting Skill Point

7 330

- Helm Skill Point;
- Ranged Weapons Proficiency

8 420

- Sensors Skill Point;
- Engineering Skill Point

9 510

- Helm Skill Point;
- Artillery Weapons Proficiency

10 600

- Medical Skill Point;
- Comms Skill Point

11 750

- Helm Skill Point;
- Melee Weapons Proficiency

12 900

- Knowledge: Ships Skill Point;
- Heavy Weapons Proficiency

13 1050

- Helm Skill Point;
- Artillery Weapons Proficiency

14 1300

- Sensors Skill Point;
- Comms Skill Point

15 1600

- Helm Skill Point;
- Thrown Weapons Proficiency

16 2000

- Knowledge: Ships Skill Point;
- Medical Skill Point

17 2500

- Helm Skill Point;
- Exotic Weapon Proficiency

18 3000

- Any Field Operative Skill Point;
- Any Social Style Skill Point

19 3500

- Punch It!
- Knowledge: Ships Skill Point

20 4000

- Double Shot;