



Starchasers Augmentor

Sheet version 0.11.0

Level _____ Character _____

Experience

Motivators

Healer: Whenever an Augmentor uses The Force to heal another character, they gain 1 Motivation.

Buffer: Whenever an Augmentor uses The Force to enhance a creature, they gain 1 Motivation.

Force Powers

Heal..... ○○○○○○

Enhance..... ○○○○○○

Guide..... ○○○○○○

Corrupt..... ○○○○○○

Augmentation Defaults

Bonus Healing	
Distant Augmentation	

Ultimate Move

Resurrection: As an Action, The Augmentor can spend 2 Motivation to use their Healing to bring a recently deceased (no more than 10 minutes) character back to life. The resurrected character retains any Injuries that they had before they died, but they regain 1 Hit Point.

lvl xp total

Features

1 60

- Learn Force Power
- Force Power Skill Point

2 90

- Force Power Skill Point
- Force Power Skill Point

3 120

- Learn Force Power
- Force Power Skill Point

4 150

- Force Power Skill Point
- Force Power Skill Point

5 180

- Learn Force Power
- Force Power Skill Point

6 240

- Force Power Skill Point
- Force Power Skill Point

7 330

- Force Power Skill Point
- Force Power Skill Point

8 420

- Bonus Healing
- Distant Augmentation

9 510

- Bonus Healing
- Distant Augmentation

10 600

- Resurrection
- Increase Maximum Force Rating by 1

Base Abilities

Vital Transfer: As an Action, the Augmentor can spend 1 Motivation to lose X Hit Points and give another living creature that they are physically touching X Hit Points (can be through clothing and armor). To determine X, the Augmentor rolls their Toughness. The Augmentor can transfer only as many Hit Points as they have, and if they transfer all of them, they fall unconscious and suffer 1 Injury.

Valor: As an Action, the Augmentor can spend 1 Motivation to increase their physical attack dice by +2, but they must also lose 1 Hit Point. This bonus lasts for only 1 Attack Action.