



Starchasers Bounty Hunter

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Legwork: Whenever the Bounty Hunter spends 10 minutes talking to witnesses or searching for clues, they gain 1 Motivation.

Bring Them in Warm: Whenever the Bounty Hunter KO's a target instead of killing them, they gain 2 Motivation.

Base Abilities

Hunter's Mark: As an Action, the Bounty Hunter spends 1 Motivation and mentally marks their target, gaining benefits against them. The Bounty Hunter gains +2 attack dice against the target. This advantage lasts for 10 minutes, or until another Mark is chosen using another Action. The Hunter must be able to directly perceive them to Mark them (Holo recordings don't count).

Sharpened Senses: The Bounty Hunter has raised their senses to an inhuman degree. This is either due to alien physiology, cybernetics, Droid upgrades, or Force Powers. Whatever the case, by spending 1 Motivation, the Bounty Hunter can add 2 dice to any Perception Roll for up to 10 minutes.

Shadowing ○○○○○○

Familiar Enemies

- | | |
|---|--------------------------------------|
| ☐ Bird-Like | ☐ Hutt Space |
| ☐ Droids | ☐ Insectoids |
| ☐ Fish-like | ☐ Lizard-like |
| ☐ Force Users | ☐ Mammal-like |
| ☐ Greys | ☐ Near-Humans |
| ☐ Human: Imperials | ☐ Outsiders |
| ☐ Human: Rebels | ☐ Weirdos |
| ☐ Human: Scum & Villainy | |

lvl xp total

Features

1

- Shadowing
- Melee Weapons Proficiency

2

- Investigator Skill Point
- Ranged Weapons Proficiency

3

- Technician Skill Point
- Survivalist Skill Point

4

- Scout Skill Point
- Melee Weapons Proficiency

5

- Investigator Skill Point
- Thrown Weapons Proficiency

6

- Shadowing
- Melee Weapons Proficiency

7

- Scout Skill Point;
- Thrown Weapons Proficiency

8

- Investigator Skill Point
- Pilot Skill Point

9

- Shadowing
- Intimidator Skill Point

10

- Scout Skill Point
- Comms Skill Point

11

- Investigator Skill Point
- Survivalist Skill Point

12

- Shadowing
- Technician Skill Point

13

- Scanners Skill Point
- Thrown Weapons Proficiency

14

- Engineering Skill Point
- Ranged Weapons Proficiency

15

- Shadowing
- Networker Skill Point

16

- Medical Skill Point
- Commander Skill Point

17

- Intimidator Skill Point
- Melee Weapons Proficiency

18

- Scout Skill Point;
- Guard Skill Point;

19

- Any Field Operations Skill Point
- Any Shipstation Skill Point

20

- Nowhere to Hide;