



Starchasers Esper

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Babysitter: Whenever the Esper uses The Force to monitor a friend or ally from afar, they gain 1 Motivation.

Farseer: Whenever the Esper uses The Force to look at the distant past, distant future or somewhere else in the galaxy far away, they gain 1 Motivation.

Force Powers

Seek..... ○○○○○○

Obscure..... ○○○○○○

Precognition..... ○○○○○○

Psychometry..... ○○○○○○

ESP Defaults

Near ESP	
Far ESP	
Subtle ESP	
Sensitive ESP	

Ultimate Move

Foresee: As an Action, the Esper can spend 3 Motivation to reroll all the dice in any roll that they just made (this includes Attack Dice, Defense Dice and Adventure Challenge Dice). This can be any time after they rolled but before the GM begins adjudicating. They can choose to keep the better of the two results.

lvl xp total

Features

1

- Learn Force Power
- Force Power Skill Point

2

- Force Power Skill Point
- Force Power Skill Point

3

- Learn Force Power
- Force Power Skill Point

4

- Force Power Skill Point
- Force Power Skill Point

5

- Learn Force Power
- Force Power Skill Point

6

- Force Power Skill Point
- Force Power Skill Point

7

- Force Power Skill Point
- Force Power Skill Point

8

- Distant ESP
- Close ESP

9

- Sensitive ESP
- Subtle ESP

10

- Foresee
- Increase Maximum Force Rating by 1

Base Abilities

Sense Force: As an Action, the Esper can spend 1 Motivation to sense powerful disturbances in The Force, such as Force Users. The Esper rolls their Force Rating + ranks in Tracking ESP. If the disturbance is an event, the Gamemaster selects a difficulty. If the disturbance is made by a creature, then the difficulty is based on the target's Confidence + Emotional Control. Success grants the Esper knowledge of the disturbance, with more Hits equalling more detailed information. Near or Far ESP can also apply.

Sense Surroundings: As an Action, the Esper can spend 1 Motivation to sense their surroundings without sight. They roll their Force Rating + Tracking ESP against a difficulty which is based on how obscured what they are trying to sense is. This ability is limited by creatures or areas that block The Force, those are essentially invisible to the Esper. Near or Far ESP can also apply. Sense Surroundings can also benefit from Perception Skills (Alertness, Observation, Searching, etc.).