



Starchasers Explorer

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Pathfinder: Whenever the Explorer takes at least 10 minutes to detour off the main route to examine something or search an area, they gain 1 Motivation.

Animal Friend: Whenever the Explorer takes at least 10 minutes to be kind to an animal in an attempt to befriend, tame or train it, they gain 1 Motivation.

Base Abilities

Awestruck: When the Explorer finds something new to them, they can choose to enter the Awestruck state. In this state the Explorer is resistant to all Social and Emotional Attacks (they have trouble concentrating on other things).

Unfortunately, their Passive Defense is also cut in half. The Explorer gains 1 Motivation when entering the Awestruck state.

Animal Companion Training: As an Extended Action, the Explorer can train an already Tamed animal to become their Animal Companion. This requires them to succeed in an Animal Handling Challenge (train the animal for 7 days), after which point the target tamed animal's Intelligence score increases by 1, and the animal can now function as an Animal Companion.

Specialty Skills

Scrounging: ○○○○○○

Animal Companion

Abilities

Art, Creating..... ○○○○○○
Botany..... ○○○○○○
Cooking..... ○○○○○○
Dancing..... ○○○○○○
Gambling..... ○○○○○○
Lumberjacking..... ○○○○○○
Mining..... ○○○○○○
Music Instruments.. ○○○○○○
Prestidigitation..... ○○○○○○
Singing..... ○○○○○○
Smelting..... ○○○○○○
Tailoring..... ○○○○○○

lvl xp total

Features

1 60

- Scrounging
- Specialty Skill Point

2 90

- Survivalist Skill Point
- Animal Companion Ability

3 120

- Scout Skill Point
- Melee Weapon Proficiency

4 150

- Athlete Skill Point
- Thrown Weapon Proficiency

5 180

- Scrounging
- Ranged Weapon Proficiency

6 240

- Specialty Skill Point
- Survivalist Skill Point

7 330

- Helm Skill Point
- Animal Companion Ability

8 420

- Guard Skill Point
- Comms Skill Point

9 510

- Scrounging
- Sensors Skill Point

10 600

- Scout Skill Point
- Survivalist Skill Point

11 750

- Specialty Skill Point
- Engineering Skill Point

12 900

- Technician Skill Point
- Animal Companion Ability

13 1050

- Scrounging
- Medical Skill Point

14 1300

- Helm Skill Point
- Survivalist Skill Point

15 1600

- Specialty Skill Point
- Comms Skill Point

16 2000

- Investigator Skill Point
- Artillery Weapon Proficiency

17 2500

- Scrounging
- Animal Companion Ability

18 3000

- Helm Skill Point
- Survivalist Skill Point

19 3500

- Comms Skill Point
- Specialty Skill Point

20 4000

- Companion Attack