



Starchasers Mercenary

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Bloodlust: Whenever the Mercenary gets a kill on a creature, they gain 1 Motivation.

Just Keep Shooting: Whenever the Mercenary uses both of their Combat Actions to Attack (e.g. no Movement, Defense or Object Interactions) they gain 1 Motivation

Base Abilities

Battle Rage: As an Action, a Mercenary can spend 1 Motivation and go into a Battle Rage for up to 1 minute. While in this state the Mercenary gains +1 attack dice, +1 defense dice and can move +1 square per turn, however there are disadvantages to: the Mercenary becomes Vengeful and filled with Bloodlust, and each Round they remain in Battle Rage they suffer 1 Stun Damage. This type of Stun Damage is not cleared round-to-round.

Weapon Mastery: The Mercenary masters a Weapon Proficiency, gaining 1 free Focus result with every roll of any weapon of that type.

Knowledge:Weapons ○○○○○○

Weapon Masteries

- | | |
|--|--|
| ☐ Axes | ☐ Pistols |
| ☐ Blades | ☐ Rifles |
| ☐ Clubs | ☐ Heavy Weapons |
| ☐ Lightsabers | ☐ G. Launchers |
| ☐ Staves/Spears | ☐ Artillery Beam |
| ☐ Unarmed | ☐ Artillery Missile |
| ☐ Whips/Flails | ☐ Artillery Mine |
| ☐ Grenades | ☐ Artillery Grapple |
| ☐ Throwing Axes | ☐ _____ |
| ☐ Throwing Knives | ☐ _____ |
| ☐ Thrown Weapons | ☐ _____ |

lvl xp total

Features

1 60

- Knowledge: Weapons
- Additional Weapon Mastery

2 90

- Artillery Weapon Proficiency
- Athlete Skill Point

3 120

- Ranged Weapon Proficiency
- Survivalist Skill Point

4 150

- Improved Battle Rage
- Guard Skill Point

5 180

- Melee Weapon Proficiency
- Helm Skill Point

6 240

- Knowledge: Weapons
- Additional Weapon Mastery

7 330

- Artillery Weapon Proficiency
- Scout Skill Point

8 420

- Melee Weapon Proficiency
- Technician Skill Point

9 510

- Improved Battle Rage
- Intimidation Skill Point

10 600

- Melee Weapon Proficiency
- Medical Skill Point

11 750

- Knowledge: Weapons
- Additional Weapon Mastery

12 900

- Thrown Weapon Proficiency
- Comms Skill Point

13 1050

- Ranged Weapon Proficiency
- Negotiator Skill Point

14 1300

- Improved Battle Rage
- Engineering Skill Point

15 1600

- Exotic Weapon Proficiency
- Artillery Skill Point

16 2000

- Knowledge: Weapons
- Additional Weapon Mastery

17 2500

- Exotic Weapon Proficiency
- Sensors Skill Point

18 3000

- Exotic Weapon Proficiency
- Command Skill Point

19 3500

- Improved Battle Rage
- Networker Skill Point

20 4000

- Blitz