



Starchasers Soldier

Sheet version 0.10.0

Level _____ Character _____

Experience

Motivators

Good Soldiers Follow Orders: Whenever the Soldier asks for orders from a commanding officer, or selects a Standing Order and spends at least 10 minutes working to accomplish those orders, they gain 1 Motivation.

Protect the Civvies: Whenever the Soldier moves adjacent to an ally or friendly NPC during combat, they gain 1 Motivation. Additionally, whenever a Soldier spends at least 10 minutes working out the defenses of their current position, they gain 1 Motivation.

Base Abilities

Protect: As an Action, the Soldier can spend 1 Motivation to move half their Movement to be positioned adjacent to an ally or friendly NPC, or as close as possible. For the rest of the Round, any attacks made against the ally or friendly NPC will instead hit the Soldier, so long as they are still adjacent to them. The GM may Shift the Soldier 1 square during these attacks, but this does not count as normal Movement.

Serve: As an Action, the Soldier can spend 1 Motivation to perform an Athletics or Acrobatics check for an adjacent character as an act of assistance. This can include: climbing, jumping, running, strength feats, swimming and Reaction Checks. It is assumed that the Soldier carries or tosses the adjacent character, so there is a difficulty penalty if the adjacent character is Medium or Larger (additional Difficulty Die for each size category above Small).

Knowledge: Military ○○○○○○

Weapon Specialties

Standing Orders

- | | | |
|--------------------------|-------|--------------------|
| ☐ | _____ | Clean or Latrine |
| ☐ | _____ | Rifle vs Gun |
| ☐ | _____ | Cut the Chatter |
| ☐ | _____ | No In-Fighting |
| ☐ | _____ | Get Your Exam |
| ☐ | _____ | Don't Waste Ammo |
| ☐ | _____ | Hazards of the Job |
| ☐ | _____ | Chain of Command |

lvl xp total

Features

1 60

- Knowledge: Military
- Fortitude +1

2 90

- Ranged Weapons Proficiency
- Guard Skill Point

3 120

- Melee Weapons Proficiency
- Survivalist Skill Point

4 150

- Thrown Weapons Proficiency
- Athlete Skill Point

5 180

- Knowledge: Military
- Willpower +1

6 240

- Ranged Weapons Proficiency
- Technician Skill Point

7 330

- Investigator Skill Point
- Exotic Weapons Proficiency

8 420

- Helm Skill Point
- Melee Weapons Proficiency

9 510

- Knowledge: Military
- Balance +1

10 600

- Thrown Weapons Proficiency
- Scanners Skill Point

11 750

- Ranged Weapons Proficiency
- Comms Skill Point

12 900

- Melee Weapons Proficiency
- Medical Skill Point

13 1050

- Knowledge: Military
- Fortitude +1

14 1300

- Thrown Weapons Proficiency
- Networker Skill Point

15 1600

- Ranged Weapons Proficiency
- Negotiator Skill Point

16 2000

- Any Field Operative Skill Point
- Exotic Weapons Proficiency

17 2500

- Knowledge: Military
- Willpower +1

18 3000

- Intimidator Skill Point
- Instigator Skill Point

19 3500

- Calculator Skill Point
- Engineering Skill Point

20 4000

- Deadly Strike