

Name:

Class: Healer

Health / Hand Size					
Temporary					

Equipment / Traits:

Laser pistol -> can attack at a distance.

Emergency Med Kit -> Allow you *or* one part member to ignore 1 health loss per encounter.

Ability Scores	
Agility	3
Charisma	5
Controll	6
Dexterity	7
Intellect	7
Mechanics	4
Navigation	3
Nerve	6
Stealth	5
Strength	4
Technology	6
Toughness	4

Conditions:

Name:

Class: Warrior

Health / Hand Size					
Temporary					

Equipment / Traits:

- Sword -> Deal 2 damage instead of 1 when first making a melee attack against an opponent.
- Warriors Confidence -> +1 to nerve and agility when fighting.

Ability Scores	
Agility	5
Charisma	5
Controll	7
Dexterity	4
Intellect	3
Mechanics	4
Navigation	5
Nerve	5
Stealth	3
Strength	8
Technology	4
Toughness	7

Conditions:

Name:

Class: Inventor

Health / Hand Size					
Temporary					

Equipment / Traits:

Toolbox -> Contains tools that allow repairs and modifications to be to most pieces of technology.

“My latest invention!” -> Pick a stat to increase by 1, this can be one of yours or another players.

Ability Scores	
Agility	4
Charisma	3
Controll	5
Dexterity	5
Intellect	7
Mechanics	8
Navigation	4
Nerve	5
Stealth	3
Strength	4
Technology	7
Toughness	5

Conditions: