

Gunner	<i>Ship Talent</i> Spend 1 Impulse to do +1 Ship-Harm on a hit.	
Armor	Charges	Protection
<input type="checkbox"/> Assault Armor	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ignore 1 Harm per attack
<input type="checkbox"/> Tactical Vest	<input type="checkbox"/> <input type="checkbox"/>	Ignore Harm from a Mid source
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Weapon	Range	Harm	Tags
<input type="checkbox"/> Pulse Rifle	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	Harm 2	EMP, Heavy (+1 Harm with Thrust)
<input type="checkbox"/> Rocket Launcher	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	Harm 3	Exploding, Heavy (+1 Harm with Thrust), Reload
<input type="checkbox"/> Slug Rifle	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm 2	Heavy (+1 Harm with Thrust)
<input type="checkbox"/> Frag Grenade	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm 1	Exploding, Friendly-Fire, Single-Use
<input type="checkbox"/> Laser Grenade	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm 1	AOE, Burn, Friendly-Fire, Single-Use
<input type="checkbox"/> Pulse Grenade	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm 1	AOE, EMP, Friendly-Fire, Single-Use
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
Other Gear			Med Patch <input type="checkbox"/>

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Armor	Charges	Protection
<input type="checkbox"/> Assault Armor	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ignore 1 Harm per attack
<input type="checkbox"/> Energy Siphon	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Ignore Burn, Pulse, or Shock Harm
<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

Weapon	Range	Harm	Tags
<input type="checkbox"/> Sniper Rifle	<input type="checkbox"/> close <input type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm 2	Scope (+1 Harm if stationary), Tactical (+1 Harm with Telemetry)
<input type="checkbox"/> Grenade Mortar	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	Harm 3	Exploding, Reload, Tactical (+1 Harm with Telemetry)
<input type="checkbox"/> Taser Pistol	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm 1	Handgun (+1 Harm with Gyro), Shock
<input type="checkbox"/> Pulse Pistol	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm 1	EMP, Handgun (+1 Harm with Gyro)
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
Other Gear			Med Patch <input type="checkbox"/>

Thrust	Gyro	Telemetry	Health	Impulse	Kit
1	3	2	□□□□	□□□□□□□□	□□□□

Name

Colony

Notes

Pronouns

Colony Talent

WeaponRangeHarmTags

□ Laser Pistol

☑ close □ mid □ far

Harm 1

Burn, Handgun (+1 Harm with Gyro)

□ Pulse Pistol

☑ close □ mid □ far

Harm 1

EMP, Handgun (+1 Harm with Gyro)

□ Slug Pistol

☑ close □ mid □ far

Harm 1

Handgun (+1 Harm with Gyro)

□ Taser Pistol

☑ close □ mid □ far

Harm 1

Handgun (+1 Harm with Gyro), Shock

□ Bow

□ close ☑ mid ☑ far

Harm 1

Reload

□ Flamethrower

☑ close □ mid □ far

Harm 2

AOE, Burn

□

□ close □ mid □ far

□

□ close □ mid □ far

Other Gear

Med Patch □

ArmorChargesProtection

□ Energy Siphon

□□□

Ignore Burn, Pulse, or Shock Harm

□ Stealthsuit

□□□

Ignore Harm from a far source

□

□□□□□□

Mobility

Spend 1 Impulse to instantly change your Range band during your Turn.

Rapid Fire

Spend 1 Impulse to make another attack at -1 Harm.

Guns Akimbo

Spend 1 Kit to use two Pistols in one attack, adding the Harm together.

Dive for Cover

React Talent Spend 1 Impulse to ignore Harm from an AOE, Autofire, or Exploding attack.

Dogfighting Ace

Ship Talent Spend 1 Impulse to add +1 to a ship roll.

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Thrust	Gyro	Telemetry	Health	Impulse	Kit
2	2	2	□□□□□	□□□□□	□□□□□

Name

Colony

Notes

Pronouns

Colony Talent

WeaponRangeHarmTags

□ Autolaser

□ close ☑ mid □ far

Harm 2

Autofire, Burn

□ SMG

☑ close ☑ mid □ far

Harm 1

Autofire

□ Pulse Pistol

☑ close □ mid □ far

Harm 1

EMP, Handgun (+1 Harm with Gyro)

□ Slug Pistol

☑ close □ mid □ far

Harm 1

Handgun (+1 Harm with Gyro)

□

□ close □ mid □ far

□

□ close □ mid □ far

□

□ close □ mid □ far

Other Gear

Med Patches □□□□□

ArmorChargesProtection

□ Stealthsuit

□□□

Ignore Harm from a far source

□ Tactical Vest

□□□

Ignore Harm from a mid source

□

□□□□□□

Resupply

Spend 1 Kit to restore up to 2 to anyone else's Kit total within Close range.

Rousing Pep Talk

Spend 1 Impulse to restore up to 2 to else's Impulse total within Close or Mid range.

Field Medic

Spend 1 Kit to restore up to 2 anyone else's Kit total within Close range.

Adaptable

React Talent Spend 1 Health, Impulse or Kit to ignore 1 Harm from a Mid-range or Far source.

Fleet Tactics

Ship Talent Spend 1 Impulse to give any ship in radio contact +1 on their next ship roll.

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
1	2	3	□□□□

Resist

shock

Vulnerable

pulse

Mount Points2

Ship TagsNetworked

Weapon

Range

Harm

Tags

☐ Microwave Scrambler

☐ close ☒ mid ☒ far

Harm Ship-1

Pulse

☐ EMP Burster

☒ close ☐ mid ☐ far

Harm Ship-4

Pulse, Single-Use

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
3	1	1	□□□□□□□□

Resist

pulse

Vulnerable

burn

Mount Points4

Ship TagsRamming Speed, Tailgunner

Weapon

Range

Harm

Tags

☐ Docking Clamps

☒ close ☐ mid ☐ far

Harm Ship-1

☐ Escape Pods

☐ close ☐ mid ☐ far

☐ Fuel Reserve

☒ close ☐ mid ☐ far

Harm Ship-3

Explosive, Burn, Harm Ship-3 Single-Use

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
2	2	2	□□□

Resist

explosive

Vulnerable

burn

Mount Points2

Ship TagsCompact, EVA

Weapon

Range

Harm

Tags

☐ Asteroid Drill

☒ close ☐ mid ☐ far

Harm Ship-2

☐ Ore Extractor

☒ close ☐ mid ☐ far

Harm Ship-3

Shock

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
3	1	1	□□□□□□□□□□

Resist

everything

Vulnerable

nothing

Mount Points2

Ship TagsCargo x2, Ramming Speed, Tailgunner

Weapon

Range

Harm

Tags

☐ Escape Pods

☐ close ☐ mid ☐ far

☐ Flak Cannon

☒ close ☐ mid ☐ far

Harm 2

AOE, Exploding

☐

☐ close ☐ mid ☐ far

☐

☐ close ☐ mid ☐ far

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
2	3	1	□□□□□

Resist

shock

Vulnerable

pulse

Mount Points2

Ship TagsAtmospheric, Nimble, Passengers, Tailgunner

Weapon	Range	Harm	Tags
<input type="checkbox"/> Escape Pods	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/> Laser Cannon	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-1	Burn
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
1	2	3	□□

Resist

shock

Vulnerable

burn

Mount Points2

Ship TagsCompact, EVA

Weapon	Range	Harm	Tags
<input type="checkbox"/> Patch Kit	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/> Jumpstart	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-1	Shock
Hawesers			
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
2	2	2	□□□□□

Resist

nothing

Vulnerable

nothing

Mount Points4

Ship TagsAtmospheric, Cargo, Passengers

Weapon	Range	Harm	Tags
<input type="checkbox"/> Manipulator Arm	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-1	Can move objects
<input type="checkbox"/> Laser Refractor	<input checked="" type="checkbox"/> close <input checked="" type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-2	Burn
<input type="checkbox"/> Booster Rocket	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-5	Explosive, Single-Use
<input type="checkbox"/> Booster Rocket	<input type="checkbox"/> close <input checked="" type="checkbox"/> mid <input checked="" type="checkbox"/> far	Harm Ship-5	Explosive, Single-Use
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
2	3	1	□

Resist

burn

Vulnerable

shock

Mount Points1

Ship TagsEVA, Nimble, Stealth

Weapon	Range	Harm	Tags
<input type="checkbox"/> Seeker Mines	<input checked="" type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far	Harm Ship-2	Explosive
<input type="checkbox"/>	<input type="checkbox"/> close <input type="checkbox"/> mid <input type="checkbox"/> far		

Notes

PIONEERS

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Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
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Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED

by LUMEN

Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		

Notes

PIONEERS

ILLUMINATED

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Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
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Notes

PIONEERS

ILLUMINATED

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Name

Pilot

Thrust	Gyro	Telemetry	Ship-Health
			<div></div>

Resist

Vulnerable

Mount Points

Ship Tags

Weapon	Range	Harm	Tags
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
<div></div>	<div><div>close</div><div>mid</div><div>far</div></div>		
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Notes