

STAR * DRIVE

Hero Sheet



Hero's Name	Level	Profession	Career	Stellar Nationality
Species	Age	Gender	Height	Weight

Ability Scores

Score	Ability	Untrained (1/2 Ability)	Resistance Modifier
	Strength	[]/[]/[]	
	Dexterity	[]/[]/[]	
	Constitution	[]/[]/[]	
	Intelligence	[]/[]/[]	
	Will	[]/[]/[]	
	Personality	[]/[]/[]	

Action Check Score

+			
Marginal	Ordinary	Good	Amazing
Die:	<input type="text" value="d"/>	Actions per Round:	<input type="text"/>

Combat Movement Rates

	m	m	m	All-Out Move
Sprint (+3 steps)	Run (+2 steps)	Walk	(no actions)	
	m	m	m	m
Easy Swim (+2)	Swim (no actions)	Glide (+1 step)	Fly (+2 steps)	

Last Resort Points

Total	<input type="text"/>	Cost	<input type="text"/>	Used	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Game Data

Racial Abilities	Stellar Nation Benefit
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Profession Benefit

Combat Spec	Specialty Skill [-1 step bonus]	
Diplomat	Secondary Profession	
Free Agent	Resistance Bonus [+1 step]	
Mindwalker	Broad Skill [-1 step bonus]	
Tech Op	Bonus Skill Points	

Attributes

Motivation	
Moral Attitude	
Character Traits	

Social Status

Authority					step(s)
Total	Profession	Career	Misc	Authority check modifier	
Wealth					\$
Total	Prof.	Career	Misc	Monthly Income	
Fame					step(s)
Total	Prof.	Career	Misc	Fame check modifier	
Allegiance			Rank		
Family/Clan		Religion			

Contacts

Name	Type	Occupation / System

Psionic Energy

Total	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Action	Psionic Energy Loss
Critical Failure Result	3
Broad skill use, success or failure	2
Specialty skill use, success or failure	1

Bonuses

-d20	-d12	-d8	-d6	-d4	+d0
-5 steps No Sweat	-4 steps Cakewalk	-3 steps Extremely Easy	-2 steps Very Easy	-1 step Easy	+0 steps Average

Penalties

+d4	+d6	+d8	+d12	+d20	+2d20	+3d20
+1 step Tough	+2 steps Hard	+3 steps Challenging	+4 steps Formidable	+5 steps Grueling	+6 steps Gargantuan	+7 steps Nearly Impossible

Attack Forms

Unarmed				LI/O	Range	Personal			kg
Weapon		Skill Used	Accuracy	Type					Mass
		[/ /]	d		Damage	/	/		
Reference	Actions/round	Score	Base Die	Mode	Ordinary	Good	Amazing	Hide	
Weapon					Range				kg
		Skill Used	Accuracy	Type	Short	Medium	Long		Mass
		[/ /]	d		Damage	/	/		
Reference	Actions/round	Score	Base Die	Mode	Ordinary	Good	Amazing	Hide	
Weapon					Range				kg
		Skill Used	Accuracy	Type	Short	Medium	Long		Mass
		[/ /]	d		Damage	/	/		
Reference	Actions/round	Score	Base Die	Mode	Ordinary	Good	Amazing	Hide	
Weapon					Range				kg
		Skill Used	Accuracy	Type	Short	Medium	Long		Mass
		[/ /]	d		Damage	/	/		
Reference	Actions/round	Score	Base Die	Mode	Ordinary	Good	Amazing	Hide	

Ammunition

Ammo Type	Weapon	Clip/Charge Size	Clips Carried	Ammo/Charges Used
				□□□□ □□□□ □□□□ □□□□
				□□□□ □□□□ □□□□ □□□□
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Durability

CON score	Stun	□□□□ □□□□ □□□□
		□□□□ □□□□ □□□□
Dazed: 1/2 stun (+1 step penalty)		
CON score	Wound	□□□□ □□□□ □□□□
		□□□□ □□□□ □□□□
Dazed: 1/2 wound (+1 step penalty)		
CON / 2	Fatigue	□□□□ □□□□
		□□□□
Dazed: +1 step penalty per point of fatigue damage		
CON / 2	Mortal	□□□□ □□□□
		□□□□
Dazed: +1 step penalty per point of mortal damage		

Secondary Damage Also take...

- Heavy stun (rollover) 1/2 wound damage (round down)
- Wound damage 1/2 stun damage (round down)
- Heavy wound (rollover) 1/2 mortal damage (round down)
- Mortal damage 1 stun damage, 1 wound damage per point of mortal damage

Armor

Armor			
Toughness		Gravity	G - G
LI		Radiation	R - R
HI		Atmosphere	A - A
EN		Pressure	P - P
Action Penalty		Heat	H - H
Skill		Mass	kg
Effective STR		Hide	
Land Speed		Air Speed	
Reference			
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Toughness		Gravity	G - G
LI		Radiation	R - R
HI		Atmosphere	A - A
EN		Pressure	P - P
Action Penalty		Heat	H - H
Skill		Mass	kg
Effective STR		Hide	
Land Speed		Air Speed	
Reference			

