

Name:

Style:

Other:

Look:

Human.

Mostly human.

Totally alien.

Robotic.

Details:

Equipment:

Other details:

Early History:

Relationship History:

Pursuit:

History:

SAVE THE UNIVERSE



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

ADJUST a technological device.

ATTACK with force or words.

INSPIRE courage, defiance, or loyalty.

MANEUVER with speed or agility.

OUTWIT with cunning or stealth.

REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:



Threes pass when your health is Strong or Fair.

Health:

Strong

Fair

Shaken

Hurt

Down



Twos pass when another hero helps you.



Ones always fail.

Destiny (check to reverse a failure, declare a fact, or restore someone's health)