

# SPEAKER

<b>NAME</b>		
<b>LEVEL</b>	<b>XP</b>	
<b>BACKGROUND</b>		
<b>TRAINING</b>		
<b>HOME</b>		

<b>EQUIPMENT</b>	<b>READY</b>	<b>ENC</b>

<b>WEAPON</b>	<b>+HIT</b>	<b>DMG</b>	<b>RANGE</b>	<b>AMMO</b>
<b>ARMOR</b>			<b>AC</b>	

<b>STR</b>		<b>INT</b>	
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<b>DEX</b>		<b>WIS</b>	
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<b>CON</b>		<b>CHA</b>	
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SYSTEM STRAIN MAX CURRENT

<b>HP</b>	
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<b>HUNGER</b>	<b>THIRST</b>	<b>TOXINS</b>
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<b>SKILL</b>	<b>LVL</b>	<b>SKILL</b>	<b>LVL</b>
<b>ARTIST</b>		<b>PERCEPTION</b>	
<b>ATHLETICS</b>		<b>PERSUADE</b>	
<b>BUREAUCRACY</b>		<b>PROFESSION/</b>	
<b>BUSINESS</b>		<b>RELIGION</b>	
<b>COMBAT/ENERGY</b>		<b>SCIENCE</b>	
<b>COMBAT/GUNNERY</b>		<b>SECURITY</b>	
<b>COMBAT/PRIM.</b>		<b>STEALTH</b>	
<b>COMBAT/PROJ.</b>		<b>STEWARD</b>	
<b>COMBAT/UNARMED</b>		<b>SURVIVAL</b>	
<b>COMPUTER</b>		<b>TACTICS</b>	
<b>CULTURE/CRIMINAL</b>		<b>TECH/ASTRO</b>	
<b>CULTURE/LITERACY</b>		<b>TECH/MALTECH</b>	
<b>CULTURE/TRAVELLER</b>		<b>TECH/MEDICAL</b>	
<b>CULTURE/</b>		<b>TECH/POSTECH</b>	
<b>CULTURE/</b>		<b>TECH/PRETECH</b>	
<b>EXOSUIT</b>		<b>VEHICLE/AIR</b>	
<b>GAMBLING</b>		<b>VEHICLE/GRAV</b>	
<b>HISTORY</b>		<b>VEHICLE/LAND</b>	
<b>INSTRUCTOR</b>		<b>VEHICLE/SPACE</b>	
<b>LANGUAGE</b>		<b>VEHICLE/SEA</b>	
<b>LEADERSHIP</b>			
<b>NAVIGATION</b>		<b>UNSPENT POINTS</b>	

CLASS SKILLS COST NEW LEVEL+1 TO RAISE, OTHERS COST NEW LEVEL+2

<b>LVL</b>	<b>AB</b>	<b>PHYS</b>	<b>MENT</b>	<b>EVADE</b>	<b>TECH</b>	<b>LUCK</b>
1-3	+1	16	12	14	15	13
4-6	+3	14	10	12	13	11
7-9	+5	12	8	10	11	9
10-12	+7	10	6	8	9	7
13-15	+9	9	6	7	8	6
16-18	+11	8	5	6	7	6

<b>LVL</b>	<b>HD</b>	<b>XP</b>	<b>LVL</b>	<b>HD</b>	<b>XP</b>
1	1d6	0	6	6d6	32,000
2	2d6	2,000	7	7d6	64,000
3	3d6	4,000	8	8d6	128,000
4	4d6	8,000	9	9d6	250,000
5	5d6	16,000	10	9d6	370,000

<b>SPEAKER ABILITY</b>	<b>SPEAKER'S VOICE</b>
<p>Once per game day, you can automatically convince a single intelligent NPC to feel friendly or intimidated, assuming that result is in any way plausible under the circumstances. Swayed subjects will cooperate in ways that seem reasonable to them. It is not necessary to share a language with the target, though complex requests may require it. This suasion lasts until circumstances make a different attitude appropriate. Alternately, you may use this ability once per game day to reroll a failed skill check related to cultural awareness or personal relations.</p>	

<b>MUTATIONS AND STIGMATA</b>