WHITE STAR
WHITE BOX SCIENCE FICTION ROLEPLAYING

NAME

CLASS **MERCENARY**



DESCRIPTION & BACKGROUND

CURRENT LEVEL

1 2 3 4 5
6 7 8 9 10

CURRENT EXPERIENCE

	ATTRIBUTE	BONUS	XP BONUS	
STRENGTH				MERCENARY
INTELLIGENCE				
WISDOM				ALL — STAR KNIGHT
CONSTITUTION				
DEXTERITY				PILOT
CHARISMA				ALL — ARISTOCRAT

ARMOR CLASS

SAVING THROW

HIT POINTS

BHB

GEAR

Backpack
Food Rations
Flash Light
Comunicator
Breathing Mask

WEIGHT

WEAPONS

Laser Rifle 2d6
Mono Sword 1d6+1

ARMOR

Light Armor ☐ ☐ Medium Armor
Ⓟ Ⓔ Shield ☐ ☒ Heavy Armor

AMMO

AMMO TYPE

AMMO

AMMO TYPE

RESOURCES

CREDITS / SUB-CREDITS / CHITS

MERCENARY

WEAPON/ARMOR RESTRICTIONS

You may use any type of weapon or armor that you wish.

COMBAT MACHINE

Against foes of 1 ***Hit Die*** (***HD***) or fewer, get your ***Experience Level*** in free extra attacks against those targets only per ***round***.

SAVING THROW

Gain a +2 bonus to all ***Saving Throws*** against ***death*** or ***poisons***.

XP BONUS

Gain a 5% ***XP Bonus*** if your ***Strength*** is 13 or 14 or gain a 10% ***XP Bonus*** if your ***Strength*** is 15 or higher.

ESTABLISH STRONGHOLD

At 9th level, you can choose to establish a planetary stronghold or space spacestation, attracting loyal soldiers to become your personal strike force or commandos.

EXPERIENCE LEVELS

LEVEL	XP	HD	BHB	ST
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,400	10	+6	6

Mercenary artwork by Tamás Baranya.

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