WHITE STAR
WHITE BOX SCIENCE FICTION ROLEPLAYING

NAME

CLASS **PILOT**



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

Tool kit
Backpack
Food Rations
Breathing Mask
Mini Computer
Communicator

WEIGHT

WEAPONS

Mono Dagger
Pistol

ARMOR

Light Armor [X] Medium Armor [ ]

Ⓟ Ⓔ Shield [ ] Heavy Armor [ ]

AMMO

AMMO TYPE

AMMO

AMMO TYPE

RESOURCES

CREDITS / SUB-CREDITS / CHITS

PILOT

WEAPON/ARMOR RESTRICTIONS
You may use clubs, daggers, firearms, grenades, mono-daggers, mono-swords, and laser pistols. You can wear Light Armor only.

STICK JOCKEY
You gain a +2 to Initiative in ***Starship Combat*** when flying any starship.

SPACE ACE
At the beginning of each ***Starship Combat round,*** if you are flying the starship, you may add +1 to any one of the following Starship Statistics temporarily: ***Armor Class***, ***Movement***, ***Shield Strength***, or ***Targeting***. At 4th Level, you can modify two of them. At 8th Level, you can modify any three. You can choose which to change each round.

JURY-RIG
Once per day, you can attempt a quick fix on a starship, temporarily restoring 1d6 ***Hit Point***s per ***Experience Level*** you have. This takes 1 ***round***. After 2d6 ***rounds***, these repairs are undone and the additional temporary ***Hit Points*** are removed.

SAVING THROW
Gain a +2 bonus to all ***Saving Throws*** against ***explosions*** and ***environmental hazards***.

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

CAPTAIN
Once you have reached 4th Level, you can modify your starship beyond its stock Statistics, including weapons, armor, shields, speed etc. according to the rules that the ***Referee*** sets.

EXPERIENCE LEVELS

LEVEL	XP	HD	BHB	ST
1	0	1	+0	15
2	1,250	2	+0	14
3	2,500	3	+1	13
4	5,000	3+1	+1	12
5	10,000	4	+2	11
6	20,000	5	+3	10
7	40,000	6	+3	9
8	80,000	6+1	+4	8
9	160,000	7	+4	7
10	320,000	8	+5	6

Pilot artwork by Jeff Mohler.

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