

<b>NAME</b>		<b>LOOK</b>	<b>Body:</b> <b>Eyes:</b> <b>Fashion:</b> <b>Hair:</b> <b>Weapon:</b>
<b>SPECIES</b>			

	<b>LOYALTY</b>		<b>VITALITY</b> (Only if a move indicates)		
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## MOTIVE

Select one of the following:

- Adventure: Discover a new people or place.
- Glory: Achieve something great and notable at your side.
- Profit: Earn a great deal of credits.

Select one of the following Roles:

### **GUARD**

ASSAULT: Your Companion adds +1 ongoing to your Damage.

PROTECTION: Your Companion has 1 Reserve as if it had used the Defend move. This Reserve may be spent as normal for that move. The companion cannot elect to take damage unless it also has the Tough Guy advance.

### **MEDIC**

HEALING: When you regain Vitality, add +2 ongoing to the amount restored.

TRIAGE: When you and your allies Rest, add +1 ongoing to moves that heal.

### **RESEARCHER**

BACKGROUND: Add +1 ongoing to learn the history of a person, place, or thing.

INVESTIGATION: When you Analyze a situation, you may always ask one question, even on a miss.

### **SCOUT**

HUNTING: When you Rest, your Companion hunts and you do not need to mark a Use of Space Rations.

RECON: Add +1 ongoing when you covertly search an area for enemies.

### **SPY**

LURKING: Your Companion hides in shadows, waiting for a moment of opportunity. When you have the drop on someone, add +1 forward to any move against them.

SURVEILLANCE: Your Companion watches a person or place for you. When they return, the GM will tell you something interesting; this is like the 7-9 result for the Understand move.

### **TECHNICIAN**

REPAIR: Add +1 ongoing to rolls made to repair a Robot or Starship. You must have at least 1 Use of the appropriate Specialized Tools on your person.

SABOTAGE: Add +1 ongoing to rolls made to destroy or render useless a vessel or object. You must have at least 1 Use of the appropriate Specialized Tools on your person.

## ADVANCES

XP CONTRIBUTIONS:

When you Advance your Companion, select one of these options:

- Take on another Role (this can be selected up to 4 times)
- TOUGH GUY: Your Companion now has a Vitality score. Its maximum value is half of your Vitality score (rounded down). The Companion never has Wounds checkboxes. Your Companion may be Knocked Out and may be affected by the Void.