


GALACTIC GUARDIANS

The Star Elders			
Rumble	20		
Agility	20		
Might	500		
Moxie	500		
Smarts	500		
Perception	500		
Spirit	500		
<u>Special Focus</u> See Below		Health 1040	WILD 1500

Powers:
ALL POWERS at 500 RANK

Special Focus for Star Elders

The Builder: World Construction +40
 The Dreamer: Imagination Creation +40
 The Law Giver: Universal Law +40
 The Maker: Life Creation +40
 The Seer: Fortune Telling +40

Star Wraith

Star Wraith is the unnamed Star Elder. After the first great cosmic cataclysm his armor was scattered across time and space, each one containing the spirit of the Star Elder. The Star Elders held the Star Wraith responsible for the death of their fellow elders. Star Wraith has existed on hundreds of worlds. Anytime someone puts on a piece of the Star Wraith armor, they automatically become a weaker version of Star Wraith. The more pieces worn at once, the more powerful Star Wraith becomes. If someone were to gather all the pieces then they would become a full blown Star Elder. The weakness of Star Wraith lies within the armor. If the energy inside cannot keep in constant contact with other pieces, the Star Wraith powers down and the wearer is destroyed. The pieces then fall to the ground. Star Wraith Artifacts give the following (Per item, meaning you can stack these): +30 to Agility and Might, Energy Form: 50, Energy Generation: 50, Flight: 50, Teleport: 50. **WEAKNESS:** Reflective surfaces inserted into the energy form cause energy displacement and Star Wraith powers down.

Galactic Legionnaire			
Rumble	20		
Agility	20		
Might	20		
Moxie	20		
Smarts	10		
Perception	10		
Spirit	20		
<u>Special Focus</u> Military+10		Health 80	WILD 40

Gear: Armor: 20 Rank
 Laser Rifle: 1d10+20 AP Lethal Damage
 Legion Headset: 10 Material, 30 Rank Scanners, Comlink

The Builder, The Dreamer, The Law Giver,
The Maker, The Seer

