

# Character Development

Characters who successfully complete a mission get 50 points for attempting the mission and 100 points for success, for a total of 150.

Characters that die lose their equipment unless their comrades salvaged it. This includes cyberware. Revived characters will be provided with a starting kit.

Ships that are destroyed are replaced, but all module upgrades are lost

From:

<https://curufea.com/> - **Curufea's Homepage**

Permanent link:

<https://curufea.com/doku.php?id=games:board:battlestations:battlestationscharacters>

Last update: **2013/03/17 20:03**

