

Stars Without Number

Character Sheet

Name

Background

Class

Level

XP

Homeworld		Lvl 2 = 3xp	Lvl 7 = 39xp
		Lvl 3 = 6xp	Lvl 8 = 54xp
Employer		Lvl 4 = 12xp	Lvl 9 = 72xp
		Lvl 5 = 18xp	Lvl 10 = 93xp
Species		Lvl 6 = 27xp	Lvl 11 = +24

Weapons	Range and Ammo	Total Atk Bonus
---------	----------------	-----------------

Name			/	
Mods				

Name			/	
Mods				

Name			/	
Mods				

Name			/	
Mods				

Name			/		
Mods					

Armor	
-------	--

Name		AC
Mods		

Name		AC
Mods		

Name		AC
Mods		

Administer		Pilot		Work	
Connect		Program		Biopsionics	
Exert		Punch		Metapsionics	
Fix		Shoot		Precognition	
Heal		Sneak		Telekinesis	
Know		Stab		Telepathy	
Lead		Survive		Teleportation	
Notice		Talk			
Perform		Trade			
+3sp per lvl (Experts: +1 bonus non-combat) Cost: new value + 1 Max: +2 at lvl 3 +3 at lvl 6 +4 at lvl 9					

Base Atk Bonus → Warrior = +Lvl | Other = +(Lvl ÷ 2)
 Partial Warrior = +1 at lvl 1 & lvl 5 → Skill Points

Foci	+1 Focus at lvl 2, lvl 5, lvl 7 & lvl 10
-------------	--

Lvl

Lvl

Lvl

_____ Lvl _____

Lvl

_____ Lvl _____

Readied Items Max Enc = STR ÷ 2

Credits	Debts

Hitpoints / Conditions	Max:
(1D6 + Con) x Level	Warriors: Additional +2 per level

Saves		
Physical	Evasion	Mental
16 - lvl - [Str Con]	16 - lvl - [Dex Int]	16 - lvl - [Wis Cha]

Cybernetics / Innate Abilities

Psionic Techniques +1 on new Psychic Skill Lvl

Psionic Effort	Effort: 1 + Highest Psychic Skill + Highest of Wis or Con	Max:

Attributes				
3 (-2)	4-7 (-1)	8-13 (+0)	14-17 (+1)	18 (+2)
STR				
DEX				
CON				
INT				
WIS				
CHA				

