CHARACTER OPTIONS
COMPATIBLE WITH STARS WITHOUT NUMBER

By Omer Golan-Joel

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Credits

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Character Options

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Introduction

Stars Without Number comes with a good number of Background and Training Packages, allowing for a wide range of characters. However, the potential number of professions and backgrounds in the universe is enormous; many more packages are possible. In this publication, we humbly present a plethora of additional Background and Training Packages for Stars Without Number.

Required Materials

To get the most from this book you will need at least two dice of various sides and some pens/pencils and paper or a computer.

Access to a copy of the *Stars Without Number*, a sci-fi role-playing game by *SineNomine Publishing* may be useful. You can get the main rulebook for free from the *SineNomine* store on DriveThruRPG:

http://www.drivethrurpg.com/product/86467/Stars-Without-Number-Free-Edition

References to Other Books

In this book, references to specific pages in other books and products are shown as the code for the relevant book followed by the page number, both in italics, thus: *SWN x* or (*SWN x*).

- *Stars Without Number* by *SineNomine Publishing*: *SWN*

Die Throw & Notation Conventions

The die throw and notation conventions used in this book are the same as those described on *SWN 5.*

Tasks and Saving Throws

The rules for tasks and saving throws in this book are the same as those on *SWN 59* and *62*, respectively.

About the Author

Omer Golan-Joel is a 34 years old freelance English-Hebrew-English translator and an avid sci-fi and fantasy gamer from the town of Yavne, Israel. He lives with his beloved spouse and two cats Saki and Chicha – the real masters of the house – as well as an entourage of lizards, from the gang of house geckos to the large Star Agama who graces the wall of his home in the warm and hot months. Omer is a fan of science-fiction, fantasy and history, an amateur cook, and a hobbyist herpetologist. He also writes role-playing gaming material, including **Outer Veil**, a full-scale campaign setting for **Traveller™** published by **Spica Publishing®**.

Stellagama Publishing

Stellagama Publishing is a small, independent, international role-playing game publisher focused on science fiction gaming. We publish stuff for the White Star™ RPG; Sword & Wizardry: White Box™; Mongoose Publishing® Traveller™, 2nd edition; and the 2D6 sci-fi OGL rules. Our interests are first and foremost to put forth enjoyable, immediately playable supplements, setting and adventures for these games for the enjoyment of our fellow players and referees.

Character Options

NEW BACKGROUND PACKAGES

Bureaucrat

Complex societies, especially ones with moderate technological capabilities, tend to require large quantities of paperwork to manage. On higher technology levels, this record-keeping work is done on computer networks, but usually these is still a need for administrators to monitor it. A Bureaucrat is such an administrator, ranging from a Lostworld scribe to the administrative assistant of a modern world.

Skills: Bureaucracy, Culture/World, Persuade, Steward

Businessman

Whether a store-owner, a street vendor, a small-time accountant or an entry-level manager in a vast interstellar mega-corporation, the character conducts business and manages finances. not all businessmen are entrepreneurs, but all of them know how to conduct themselves financially and run a business.

Skills: Business, Persuade, Culture/Any, Steward

Computer Specialist

Computers are highly important to a modern economy, and many professionals specialize in their production, programming, construction and repair. These specialists know their way through most computer systems, and are also invaluable for the operation of high-end shipboard communication systems and sensors.

Skills: Computer, Culture/World, Security, Tech/Postech

Law Enforcement

Complex societies have accordingly complex laws, and they usually need armed men and women to enforce them. The character may be anything from a corporate security guard to a beat cop to a private eye, but all specialize in similar skills.

Skills: Combat/Any, Culture/World, Perception, Security

MedTech

From the Lostworld herbal healer, through the mid-tech nurse or paramedic to the Postech medical technician, these individuals is a healthcare specialist.

Skills: Bureaucracy, Culture/World, Science, Tech/Medical

Rebel

It is hardly surprising that the many tyrannies of the stars give rise to rebels and malcontents who oppose their oppressive rule. These hardy men and women take guns into their hands for the cause of freedom (or, indeed any cause they deem worthy), risking their lives in the streets, sewers, mountains and forests for what they believe in.

Skills: Combat/Projectile Weapons, Culture/World, Stealth, Survival

Character Options

New Expert Training Packages

Belter

The wealth of a star system's asteroid belts is the bread and butter of interstellar civilization, and the Belters are the hardy people who eke out a living out of mining them. Naturally enough, they are highly skilled in anything related to living and working in space, but they also know their way around complex sensor systems and can defend themselves with their fists in the rowdy bars of the belts.

Skills: Combat/Unarmed, Computer, Culture/Spacer, Exosuit, Vehicle/Space, Navigation, Profession/Miner, Tech/Astronautics

Detective

These individuals, be they police inspectors, secret agents or private investigators, are experts in searching for clues and piecing together the solution of mysteries, usually ones of criminal or political nature.

Skills: Bureaucracy, Combat/Any, Culture/Criminal, Culture/World, Perception, Persuade, Security, Stealth

Diplomat

Interstellar relations depend on diplomats who go between planets and negotiate the pacts, agreements and deals between the stellar powers. These men and women must be proficient in the cultures they are working with, not to mention the art of convincing and the legal knowledge of signing such agreements.

Skills: Bureaucracy, Culture/Alien, Culture/Traveller, Any two Culture/World skills, History, Language, Persuade

Doctor

The human body, like any other machine, might break down, and, like a machine, it can sometimes be repaired. This calls for a medical professional who possesses the skills and knowledge necessary to mend wounded or sick humans (or aliens!). These experts are highly sought after in space and on the ground for their medical capabilities.

Skills: Bureaucracy, Culture/Any, Instructor, Perception, Science, Tech/Medical, Tech/Postech, Tech/Pretech

Engineer

Machinery has to be designed, maintained and tended. The Engineer is the master of both machine, starship and structure design and their maintenance and repair, an expert in applied science and an asset on board any starship.

Skills: Computer, Culture/Any, Exosuit, Profession/Engineer, Science, Any three Tech Skills

Entertainer

Brining joy and interest to other's life can be a profession, a leading job in the entertainment industry. Whatever art they have mastered, Entertainers know how to captivate an audience, and also know how to manage an entertainment outfit in the cut-throat market of ShowBiz.

Skills: Any two Artist skills, Business, Any two Culture skills, Persuade, gambling, Profession/ShowBiz

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Executive

The vast bureaucracies of an advanced society, be they a mega-corporation or a government bureau, need capable men and women to lead them. The Executive training package reflects a character who has spent time in such a high-level managerial job, involved in business and bureaucracy as well as in human management.

Skills: Bureaucracy, Business, Culture/Any, Leadership, Persuade, Profession/Any, Steward, Vehicle/Any

Hacker

Computer science, especially at Tech 4 and beyond, is a very complex science, allowing for much specialization and requiring cutting-edge professionals to maximise its use. The Hacker is a general term for an elite computer scientist, be that an expert programmer, a crackshot technician or the professional computer criminal.

Skills: Computer, Culture/Any, Perception, Persuade, Security, Science, Tech/Postech, Tech/Pretech.

Free Merchant

Unlike the desk-dwelling executive of the larger shipping lines, the life of a Free Merchant crewman is both more interesting and more dangerous. These intrepid men and women reach distant stars and blaze new drill routes in search for new business opportunities, working as a tightly-knit crew on board a small, often rickety, starship.

Skills: Business, Combat/Any, Culture/Spacer, Exosuit, Navigation, Persuade, Tech/Astronautics, Vehicle/Space

Wanderer

Some rootless people wander the spacelanes, some for the sheer thrill of it, others due to an inability to call any single place home. These Wanderers are jacks-of-all-trades, people who hop from one odd job to the other and from one planet to the next.

Skills: Combat/Unarmed, Combat/Any, Culture/Traveller, Culture/Any, Language, Gambling, Stealth, Survival

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New Psychic Training Packages

Machine Empath

Some rare psions excel at interfacing not only with the minds of men and women but also with the minds of machines. They are particularly favoured by anti-Machine polities, who use them as weapons against the enemy AIs.

Skills: Combat/Energy Weapons, Computer, Tech/Pretech, Tech/Postech

Mentant

Not everyone is content with letting high-grade computers run their societies; some prefer to keep a human mind in charge of information processing. These specially-trained Mentants are human computers, capable of performing amazing mental feats with their minds and managing massive amounts of information.

Skills: Bureaucracy, History, Science, Tech/PsiTech

Psi Enforcer

Rogue or deranged psychics are a risk to civilized society and it takes a psychic to catch a psychic. Enforcers are trained and employed to use the powers of their minds to enforce the laws governing the use of Psionics inside their polity, and sometimes also beyond its borders.

Skills: Bureaucracy, Combat/Energy Weapons, Persuade, Security

Psychic Assassin

Some factions make use of psionics to power their secret agents and assassins, using the powers of the mind as a dagger against their enemies. These agents are highly skilled in hand to hand combat with and without PsiTech weapons, as well as entering and leaving enemy compounds undetected.

Skills: Combat/Unarmed, Combat/PsiTech, Stealth, Security

Psychic Navigator

Not all worlds entrust the navigation of their starships to ordinary navigation computers; some to leave Psionic humans in charge. These navigators use their precognitive abilities to give their ships an edge when crossing interstellar distances.

Skills: Culture/Spacer, Navigation, Tech/Psitech, Vehicle/Space

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NEW WARRIOR TRAINING PACKAGES

Barbarian

Warriors of the lower tech levels differ greatly from their higher-tech peers, though they, too, can be amazingly lethal in combat. These lostworlder warriors bear the (originally derogatory) nickname of "Barbarians" with pride, denoting their brute force and raw endurance on the battlefield.

Skills: Athletics, Combat/Unarmed, Combat/Primitive Weapons, Culture/World, Survival, Tactics

Combat Hacker

These pathetic creatures of meat and bones dare to challenge even the most perfect and immortal machine with their combat prowess and hacking skills. Also called electronic warfare specialists, these men and women are often included in crack military teams to provide electronic coverage and attack enemy information systems.

Skills: Combat/Projectile Weapons, Combat/Energy Weapons, Computer, Security, Tech/Pretech, Tech/Postech

Combat Medic

Almost any military formation contains military personnel to attend the wounded and save the lives of casualties of incoming enemy fire. They are trained both in modern combat and in caring for the wounded.

Skills: Athletics, Combat/Projectile Weapons, Leadership, Perception, Stealth, Tech/Medical

Company Man (or Woman)

The vast megacorporations need strong and clever men and women to enforce their boards' will, to deal with any trouble that arises and to 'deal' with unwanted competition. These Company Men (or Women) mix the skills of a business executive with those of an assassin and industrial spy.

Skills: Bureaucracy, Business, Combat/Any, Security, Stealth, Vehicle/Any

Cyberninja

The way of the Shinobi is an old and well-respected way, but these cyborg assassins do not belong to it or to its philosophy, but rather adapt some of the Ninjas' old techniques to use with extensive cybernetics.

Skills: Athletics, Combat/Unarmed, Combat/Primitive Weapons, Perception, Security, Stealth

Hunter

Vast alien beasts roam strange worlds beyond the few known stars, and the Hunter's job is to hunt them, whether for food, trophies, defending a beleaguered colony or simply entertaining a visiting dignitary. The Hunter, consequently, is stealthy and skilled with hunting rifles, as well as with survival in the wilds.

Skills: Athletics, Combat/Projectile, Culture/World, Navigation, Stealth, Survival

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Perimeter Agent

The Perimeter Agency was once a branch of the old Terran Mandate tasked with monitoring technological progress and enforcing technological regulations, particularly where Maltech was concerned. Today, some of the Agency's local branches still exist, their agents restlessly fighting against dangerous technology, eugenic cults, deranged AIs and mad scientists.

Skills: Combat/Any, Computer, History, Perception, Science, Tech/Maltech

Pugilist

Not all warriors fight with guns, lasers or even swords; some hone their body into a deadly weapon. These pugilists, or martial artists, can fight extremely well with their fists and kicks, and endure much pain and damage.

Skills: Artist/Martial Art, Athletics, Combat/Unarmed, Culture/World, Culture/Any, Gambling

Secret Agent

The secret world of espionage and counter-espionage requires capable men and women with a license to kill. In addition to being highly efficient with their gun, they must also flawlessly blend into enemy society and, of course, penetrate enemy facilities.

Skills: Combat/Any, Culture/Traveller, Gambling, Persuade, Security, Stealth

Vehicle Specialist

Modern combat is typically fought with mixed-unit forces, where tanks, APCs, AFVs, helicopters and grav-sleds complement and support the infantry fighters. The Vehicle Specialist specialized in operating such a combat vehicle, be that as a tanker, a jeep driver, or a helicopter or grav-sled pilot.

Skills: Combat/Gunnery, Combat/Projectile, Navigation, Tactics, Tech/Postech, Vehicle/Any