

# Stars Without Number

# Character Sheet

Name: \_\_\_\_\_

Background: \_\_\_\_\_

Class: \_\_\_\_\_

Level: \_\_\_\_\_ XP: \_\_\_\_\_

Homeworld: \_\_\_\_\_

Employer: \_\_\_\_\_

Species: \_\_\_\_\_

Lvl 2 = 3xp	Lvl 7 = 39xp
Lvl 3 = 6xp	Lvl 8 = 54xp
Lvl 4 = 12xp	Lvl 9 = 72xp
Lvl 5 = 18xp	Lvl 10 = 93xp
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	Biopionics
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 + Skill Points

Warrior = +Lvl | Other = +(Lvl+2)  
 Partial Warrior = +1 at lvl 1 & lvl 5

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: \_\_\_\_\_

(106 + Con) x Level Warriors: Additional +2 per level

System Strain Permanent: \_\_\_\_\_ Max = CON

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

Attributes

3 (2) | 4 (1) | 8-13 (+0) | 14-17 (+1) | 18 (+2)

STR \_\_\_\_\_

DEX \_\_\_\_\_

CON \_\_\_\_\_

INT \_\_\_\_\_

WIS \_\_\_\_\_

CHA \_\_\_\_\_

Boots: 1st: 1sp (lvl 1) | 2nd: 2sp (lvl 1)  
 3rd: 3sp (lvl 3) | 4th: 4sp (lvl 6) | 5th: 5sp (lvl 9)

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

