

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					

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) | 47 (+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: _____

Noteworthy Achievements

Notes to Remember

Stowed Equipment (Backpack)
Max Enc = STR

Aliases / ID's

Vehicle, Robot, and Drone Details

Non-Encumbering Equipment

Contacts and Allies

Starship Details

Equipment in Storage

Languages Known

Current Goals

Assets / Owned Property