

# Stars Without Number

# Character Sheet

Name

Class

Background

Ship Role

Level

XP

Homeworld

Faction

Species

Weapons

Name

Mods

Name

Mods

Name

Mods

Name

Mods

Name

Mods

Armor

Name

Mods

Name

Mods

Name

Mods

Administer

Connect

Exert

Fix

Heal

Know

Lead

Notice

Perform

Pilot

Program

Punch

Shoot

Sneak

Stab

Survive

Talk

Trade

Work

Biopsionics

Metapsionics

Precognition

Telekinesis

Telepathy

Teleportation

+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

Total:

(1D6 + 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]

Attributes

3 (-2) | 4-7 (-1) | 8-13 (+0) | 14-17 (+1) | 18 (+2)

STR

DEX

CON

INT

WIS

CHA

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

Cybernetics / Innate Abilities

Psionic Techniques

+1 on new Psychic Skill Lvl

Master: Min Lvl in Skill Points

Psionic Effort

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

Total:

Stowed Equipment (Backpack)

Max Enc = STR

Mech

Drone

Vehicle

Notes

Aliases / ID's

Non-Encumbering Equipment

Vehicle

Contacts

Equipment in Storage

Starship

Languages

Assets / Owned Property

Starship

Goals