# Stars Without Number

**Name**

**Background**

**Class**

**Level** | **XP**

**Homeworld**

**Employer**

**Species**

| Lvl 2 = 3xp | Lvl 7 = 39xp |
|---|---|
| Lvl 3 = 6xp | Lvl 8 = 54xp |
| Lvl 4 = 12 xp | 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**

## Skills

| 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 lvl1 & 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

## 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

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

## Stowed Equipment (Backpack)

Max Enc − STR

## Non-Encumbering Equipment

## Equipment in Storage

## Assets / Owned Property

## Notes to Remember

## Vehicle, Robot, and Drone Details

## Starship Details

## Noteworthy Achievements

## Aliases / ID's

## Contacts and Allies

## Languages Known

## Current Goals