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 / Mods	AC
Name / Mods	AC
Name / Mods	AC

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 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

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