STARS WITHOUT NUMBER

NAME			
LEVEL		XP	
HOMEWORLD			
BACKGROUND			
TRAINING			
FACTION			

CYBERWARE

GEAR	R	ENC

WEAPON	AB	DMG	RANGE	AMMO

ARMOR		AC	

MODIFIERS: 18 [+2] | 14-17 [+1] | 8-13 [0] | 4-7 [-1] | 3 [-2]

STR			INT		
DEX			WIS		
CON			CHA		

SYSTEM STRAIN	PERM.		MAX	CURRENT
		HP		

ARTIST		NAVIGATION	
ATHLETICS		PERCEPTION	
BUREAUCRACY		PERSUADE	
BUSINESS		PROFESSION/	
COMBAT/ENERGY WPNS		RELIGION	
COMBAT/GUNNERY		SCIENCE	
COMBAT/PRIM WEAPONS		SECURITY	
COMBAT/PROJ WEAPONS		STEALTH	
COMBAT/PSITECH		SURVIVAL	
COMBAT/UNARMED		TACTICS	
COMPUTER		TECH/ASTRONAUTIC	
CULTURE/ALIEN/		TECH/MALTECH	
CULTURE/CRIMINAL		TECH/MEDICAL	
CULTURE/SPACER		TECH/POSTECH	
CULTURE/TRAVELLER		TECH/PRETECH	
CULTURE/		TECH/PSITECH	
CULTURE/		VEHICLE/AIR	
CULTURE/		VEHICLE/GRAV	
EXOSUIT		VEHICLE/LAND	
GAMBLING		VEHICLE/SPACE	
HISTORY		VEHICLE/WATER	
INSTRUCTOR			
LANGUAGE			
LEADERSHIP		UNSPENT SKILL POINTS	

COST TO RAISE BY 1: CLASS SKILL=NEW LEVEL+1, OTHER=NEW LEVEL+2

CREDITS	CREDITS OWED

CLASS/EXPERT

HD	D6	PRIME	INT, CHA	SKILL PTS/LVL	3

SPECIAL ABILITY: LIKE A CHARM

Once per in-game hour, you can reroll a failed skill check. Give the GM your special ability token when you use this ability. The GM will return it when your power has recharged.

LEVEL	AB	PHYS	MENT	EVADE	TECH	LUCK
1-4	0	16	15	12	11	14
5-8	2	14	13	10	9	12
9-12	4	12	11	8	7	10
13-16	6	10	9	7	6	8
17-20	8	9	8	6	4	7

LEVEL	HD	XP	LEVEL	HD	XP
1	1d6	0	6	6d6	25,000
2	2d6	1,500	7	7d6	50,000
3	3d6	3,000	8	8d6	100k
4	4d6	6,000	9	9d6	200k
5	5d6	12,000	10	9d6+1	300k

CURRENT GOALS	XP

NOTES