

STARS WITHOUT

NUMBER

CLASS/PSYCHIC

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

NAME	
LEVEL	XP
HOMEWORLD	
BACKGROUND	
TRAINING	
FACTION	

STR		INT	
-----	--	-----	--

DEX		WIS	
-----	--	-----	--

CON		CHA	
SYSTEM STRAIN		PERM.	MAX
		HP	CURRENT

CYBERWARE	

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

HD	D4	PRIME	WIS, CON	SKILL PTS/LVL	2
----	----	-------	----------	---------------	---

SPECIAL ABILITY PSYCHIC POWERS

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

LVL	HD	XP	PP+	LVL	HD	XP	PP+
1	1d4	0	1	6	6d4	32,000	11
2	2d4	2,000	3	7	7d4	64,000	13
3	3d4	4,000	5	8	8d4	128k	15
4	4d4	8,000	7	9	9d4	250k	17
5	5d4	16,000	9	10	9d4+2	370k	19

CURRENT GOALS	XP

PSIONIC DISCIPLINES	LVL

PSIONIC POWERS MASTERED	PP	MAX	CURRENT

GEAR	R	ENC

WEAPON	AB	DMG	RANGE	AMMO
ARMOR				AC