

# STARS WITHOUT

# NUMBER

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 CURRENT
	HP	

CYBERWARE	

GEAR	R	ENC

WEAPON	AB	DMG	RANGE	AMMO
ARMOR				AC

# CLASS/WARRIOR

HD	D8	PRIME	STR, DEX	SKILL PTS/LVL	2
----	----	-------	----------	---------------	---

**SPECIAL ABILITY** VETERAN'S LUCK

Once per combat, you may negate a successful attack made against you (you can wait until damage is rolled). Give the GM your special ability token when you use this ability.

LEVEL	AB	PHYS	MENT	EVADE	TECH	LUCK
1-3	1	12	15	14	16	13
4-6	3	10	13	12	14	11
7-9	5	8	11	10	12	9
10-12	7	6	9	8	10	7
13-15	9	6	8	7	9	6
16-18	11	5	7	6	8	6
19-21	13	5	6	6	7	5

LEVEL	HD	XP	LEVEL	HD	XP
1	1d8	0	6	6d8	32,000
2	2d8	2,000	7	7d8	64,000
3	3d8	4,000	8	8d8	128k
4	4d8	8,000	9	9d8	250k
5	5d8	16,000	10	9d8+2	370k

**CURRENT GOALS**

	XP

NOTES


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/GRV
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

<b>CREDITS</b>	<b>CREDITS OWED</b>