

Character Type	Who?
Hero	Main campaign characters: PCs, other major heroes of the Galaxy
Villain	Main campaign villains
Secondary	Recurrent NPCs: PCs lieutenants, villain's henchmen, factions leaders, master spies, ...
Figurant	One-Shot NPCs: pirate captain and his crew, guards, civilians, informants, ...

Heroes automatically receive 1 Trait at character creation (player's choice in the traits table). They can choose a set

Villains receive 1 Trait at character creation (GM's choice in the traits table).

Secondary characters can receive 1 trait at character creation (GM's choice in the Traits table); they can also receive

Figurants normally do not receive Traits or Heroic Flaws.

Destiny points (DP): the first number indicates the starting DP at the beginning of each scenario. The second number

Skills	Max HP	Traits	Heroic Flaws	Destiny Points
x2	Lvl 1	1-2	0-1	3/5
x2	Lvl 1	1	0	1/3
x1.5	-	0-1	0-1	0/1
x1	-	0	0	-

cond Trait, but in this case they must also choose an Heroic Flaw in the corresponding table.

re one Heroic Flaw in the corresponding table.

er indicates the maximum DP a character can capitalize during a scenario.

Roll	Trait
1	Quick
2	Luck of Heroes
3	Brute
4	Gifted
5	Skilled
6	Sharpshooter
7	Tough
8	Handsome
9	Persuasive
10	Empathic
11	Versatile
12	Agile Defender
13	Psionic specialist
14	Born Leader
15	Stealthy
16	Too pretty to hit
17	Psychic prodigee
18	Combat hardened

19 **Ace**

20 **Assassin**

Effect

When you make an initiative roll, you roll the D8 twice and keep the best result

Whenever you fail a Saving Throw, you can make another attempt at -2.

This trait can only be selected by Warriors. You add +2 to damages rolls performed with Str based weapons and unarmed attacks. Moreover, when an enemy is reduced to 1/3 or less (rounded up) of his HP maximum, you automatically inflict the maximum possible damage on any melee attack that you deliver against that particular opponent.

Add +2 to one of your attributes, or +1 to three of your attributes. No attribute upgraded in that way can exceed 18.

This trait can only be selected by Experts. Choose one skill. You can train in that skill with no additional cost related to untrained skill progress.

This trait can only be selected by Warriors. You add +1 to all your ranged attack rolls. Additionally, you half any range or cover (round down) penalty you suffer. This capacity works with: projectile weapons (all), energy weapons (all) and gunnery weapons (all except vehicle-mounted or emplaced position artillery).

You always ignore the first point of damage of every attack. If damages are reduced to 0 or less, the attack misses you. This damage reduction occurs after applying Armor DR, and can't be halved by opponent's weapon Power or bypassed by aiming at you.

Whenever you make any social roll to influence someone of the opposite sex, you roll twice and keep the best result.

Whenever you make any social roll to influence someone who has no special reason to distrust you and who is not a direct enemy, you roll twice and keep the best result.

You can draw a global picture of someone's true personality by spending sufficient amount of time with that person (from a few seconds to a few minutes). No matter how deceptive someone is, it is only a question of time before some minor gesture or attitude betrays him. Someone who also possess this capacity can hide her true intentions from you, as well as you can do for people that have this capacity. You can also make yourself understand easily to people not speaking your language (including most alien species) with simple gesture after a few adaptation time (a few minutes to a few hours).

Pick two skills that are not in your class skills list; you now consider those skills as class skills in terms of progression.

When you move at least 5 meters in a round, you apply twice your Dex bonus to your AC. Maximum Dex bonus from armors still applies, and you cannot use that capacity in confined spaces. This trait can only be selected by characters having a positive Dex bonus.

This trait can only be selected by Psychics. Choose one psionic discipline presented in the *Stars Without Numbers* core rulebook. All psi power activation costs are reduced by 1 for that discipline, for the purpose of using the power or mastering it. You automatically gain mastery with the level 1 power of that discipline.

The Leadership skill becomes a Class Skill for you. Moreover, in combat situations, you have a bonus pool equal to half (round up) your level that you can allocate partially or fully to any roll performed by one ally that can see you, to a maximum of +2 for a particular roll. This pool is reinitialized after each combat. You cannot use this pool to grant bonuses to yourself.

Whenever you make a roll to hide yourself or get unnoticed, you roll twice and keep the best result.

In combat situations, you are always the last person to be targeted by opponents, if ever targeted at all. In fact, the majority of opponents won't even consider you as a potential threat. Of course, if you reveal any potential combat capability, things may change. This capacity does not work against enemies that know your true combat potential (if any...), or if you proactively attack someone.

This trait can only be selected by Psychics. You are considered 1 level higher than your actual Psychic class level for the purpose of determining the number of powers you can learn, the maximum level of the psionic powers you can master, and any effect described in the power based on your character level. This capacity does not affect the number of PP you possess, or any other aspect of the Psychic class progression.

Half of your Hit Dices (round up) are maximized when you roll to improve your hp total in the character advancement sequence (see p.64 of the Core Rules). For example, if you are an expert with Con 10 and you go up to level 9, you roll 30 (5d6 maximized) + 4d6 to determine your new hp total.

This trait can only be selected by Experts. Whenever you are piloting a ship, mech or any vehicle, your opponents are considered as having -1 to their effective skill level in case of opposed roll.

If you surprise an opponent, or if you fail to surprise her but then win the initiative against her, your first attack automatically inflicts the maximum possible damage in case you hit. This capacity works only in the case you surprise (or try to surprise) an opponent, not if you win the initiative in a regular combat situation.

Description

You can draw your gun quicker than your own shadow.

You can evade the most improbable situations with a mix of animal instinct and pure luck.

In melee combat, you don't just fall your foes down. You break their necks, crush their skulls against walls, and cut their limbs off.

You are far above the normal human standards.

You are naturally gifted for on particular skill. Maybe you will become a true legend in that domain, one day.

You are naturally skilled with any device that can hurt people at range, wether it is a sling or a rocket launcher.

You have received so many wounds in your life that you can endure sever punishment without suffering from serious wounds.

If one day you can no more be an adventurer, at least you could become a movie star. Some people always have the right words or attitude to convince people to act as they will.

Through subtle body langage knowledge or quasi-supernatural empathic comprehension, you can read other's emotions and intents, and make yourself understand with simple corporal expression.

As a true adventurer, you are proficient beyond the normal domain of expertise of your profession.

You have an acrobatic style of defence that make you difficult to target by your opponents.

You master one psionic disciplines above the normal level of other Psychics.

No matter your role or the situation, people always look at you when a decision must be taken.

You are naturally gifted for infiltration. You know how to get unnoticed in almost every situation, whatever it is in the middle of a formal reception or trying to sneack past some guards to infiltrate an enemy base.

You have an innocent appearance that make your enemies underestimate you in combat situations.

From the very beginning of your psychic training, you have known that your potential was superior to the one of other students.

Whatever it is due to exceptional perception skills, great stamina or innate tactical sense, you benefit from a superior survivability during combat.

You have an unorthodox but extremely efficient way of piloting that allows you to cheat pilots that fly in more conventional ways.

You know how to strike to inflict the maximum possible damage to a surprised target.

Roll	Flaw
	1 Phobia
	2 Stubborn
	3 Tête à claques
	4 Menacing
	5 Unlucky
	6 Illness
	7 Low pain threshold
	8 Coward
	9 Nervous
	10 Overconfident
	11 Berserk
	12 Obtuse

Effect

Whenever confronted to the subject of your phobia, you make all your skill checks and combat rolls with a -4 penalty, and you cannot interact proactively with the source of your phobia.

Once you take a decision, you must act regarding that decision whatever the cost, even if you realize later that it is a stupid decision that may have dire consequences on you or your group. In the case someone tries to convince you to change your mind, the GM may allow you a Mental saving throw with a -2 to -4 penalty to let you admit the fact that you *may* be wrong.

Whenever you make a social roll to influence someone who has no particular reason to trust you, you roll twice and keep the worst result.

In combat situations, enemies will always identify you as the highest threat. This does not mean that everyone will target you, but if an opponent must choose between you and another target, it will be you. Of course, if someone on your side is obviously more menacing than you (e.g. someone armed with a mass cannon while you are unarmed for a long range engagement), you should not be targeted - at least immediately.

Once per game session, the GM may force you to reroll any roll you have just made. You must keep the result of the second roll.

Each day (or appropriate section of a scenario), roll a d6. On a result of 1 to 5, nothing happens, you feel fine. On a roll of 6, you suffer a -1 penalty to all your skill and combat rolls for that day, and you make a Physical Saving throw. If you fail, the penalty raises to -2.

Each time you are hit in combat, you suffer a -1 cumulative penalty (max -5) to all your skill and combat rolls for the rest of the fight.

Each time you must enter combat or face a potential life threatening situation, you must succeed a Mental saving throw to be able to do anything else than just trying to save your life. If your side has obvious advantage for the combat, you gain a +2 bonus to that roll. In the opposite, if a fight seems desperate, you receive a -2 penalty to the roll.

Whenever you use a non-class skill in a stressful situation, you roll the dice twice and keep the worst result.

Whenever you face a situation representing a challenge that is visibly beyond your skills, you must succeed a Mental saving throw or be compelled to act in order to overcome that challenge.

You will never surrender to your enemies. Even if all your allies have fallen or fled and you face 10 superior opponents, you will fight to the death or unconsciousness.

Whenever you make a social roll to influence someone who does not share your social, religious or philosophical convictions, you roll twice and keep the worst result.

Description

You have a strong phobia of something quite common (aliens, children, insects...).

You never change your mind. Once you take a decision, no one can alter the course of the actions you will take to reach your goal.

Some people are natural charmers, always having the right words to convince people to act as they will. You are not such a person. Everything you say turns flat and even your presence seems to irritate most of the people around you.

You have a menacing appearance or aura that makes you being considered as a high threat in combat situations.

Sometimes, shit happens. But in your case, it happens often.

You suffer some kind of chronic, incurable disease. This illness will not necessary have a fatal issue (or at least, not in a short term), but it hampers you in your day to day activities.

You are not a tough one.

You lack the courage to face potential life threatening situations.

You lack the self-confidence to handle stressful situations that are not directly in your domain of expertise.

Because you want to prove everyone that you are the best, or just because you are totally unconscious, you have serious difficulties to admit that some challenges are beyond your reach.

Whatever it is by fanaticism, self-conviction or psychotrop drugs effect, you can never disengage from a fight on your own.

You are strongly anchored in a way of thinking, and have difficulties to change your mind when facing people that do not share your point of view.

Action

Veteran's Luck

Deadly Strike

Like a Charm

Nerves of steel

Second Wind

Inspiration

Dead Man's Switch

Heroic Opportunity

Effect

You can completely negate a successful attack roll against you. You may choose to wait until after damage is rolled to use this ability. This ability does not function against environmental hazards or other non-combat dangers, and it does not apply to hits against a vehicle you are piloting or riding. *This is the standard SWN Warrior class special ability.*

You can automatically inflict the maximum possible damage on one attack. You can declare this action after having hit the target, but you must do so before rolling any damage. This capacity works with all weapons except vehicle-mounted or emplaced position artillery.

You can reroll a failed skill check. The second roll must be used even if worse than the first. *This is the standard SWN Expert class special ability.*

You can automatically consider that you have rolled a flat 7 on any skill check you perform. You must declare this action before performing the check.

You instantly recover 1/4 HP (round up). This action costs 2 DP.

You get a 5 points pool that you can use to get bonuses to combat rolls (to hit or damage) until the end of your turn. Any bonus point unused at the end of your turn is lost.

You can perform a last action before becoming unconscious (or dying), such as shooting an opponent or crawling to a cover.

You can decide to create or modify a minor detail in the game (e.g. there is a cover near to you, there is a backdoor in the bar...). With GM permission, you can alter a more important detail by spending more DP.

Type	Classes
-	Warrior
Free	Warrior
-	Expert
Free	Expert
Move	All
Free	All
-	All
-	All

Level	Warrior	Expert	Psychic
1	1	0	0
2	2	1	0
3	2	1	0
4	3	1	1
5	3	2	1
6	3	2	1
7	4	2	1
8	4	3	2
9	5	3	2
10	5	3	2
11	5	4	2
12	6	4	3
13	6	4	3
14	7	5	3
15	7	5	3
16	7	5	4
17	8	6	4
18	8	6	4
19	9	6	4
20	9	7	5