

SUNGLAR'S CHARACTER CREATION HOUSE RULES FOR STARS WITHOUT NUMBER REVISED

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ATTRIBUTES

Point Buy

Character's start with the following array: 14, 10, 10, 10, 10, 10. Characters have 3 points to distribute to raise these stats. They may also lower their attributes to gain additional points. Lowering an attribute to 8 or 9 gives you an extra point per point lowered; lowering an attribute to 7 gives you an additional 2 points. Lowering an attribute from 10 to 7 nets a total of 4 extra points to spend in other attributes. No attribute may be raised higher than 14 or lowered to less than 7. See the following table:

Attribute lowered to	Total points gained
9	1
8	2
7	4

BACKGROUNDS

When selecting a background, there is no longer the need to choose whether to pick skills or roll in the Learning and Growth tables. As per the rules a background always gives the character the free skill listed in the description. The player then selects three additional skills from the Learning table. You may select a skill twice to improve its starting proficiency, but no skill may be higher than 1 at character creation.

Each background also grants an attribute bonus. Most granting a +2 increase to either Physical (Strength, Dexterity, Constitution) or Mental (Intelligence, Wisdom, Charisma) attributes, depending on the background's nature. If two possible bonuses are listed in the Growth table in the rulebook, the option that appears the most, either Physical or Mental, was selected. A bonus of +2 may assigned to one attribute or split between two, as per normal background rules, see page 11. If a player wants a bonus to another attribute, they may instead add a +1 to any attribute instead. Two backgrounds grant a +1 to any attribute and one additional skill pick. The following list includes all the backgrounds in the book and the attribute bonus they grant:

Background	Attribute Bonus	Background	Attribute Bonus
Barbarian	+2 to Physical, or +1 to any	Physician	+2 to Mental, or +1 to any
Clergy	+2 to Mental, or +1 to any	Pilot	+2 to Physical, or +1 to any
Courtesan	+2 to Mental, or +1 to any	Politician	+2 to Mental, or +1 to any
Criminal	+2 to Mental, or +1 to any	Scholar	+2 to Mental, or +1 to any
Dilettante	+1 to any and 1 additional skill	Soldier	+2 to Physical, or +1 to any
Entertainer	+2 to Mental, or +1 to any	Spacer	+2 to Physical, or +1 to any

Merchant	+2 to Mental, or +1 to any	Technician	+2 to Mental, or +1 to any
Noble	+2 to Mental, or +1 to any	Thug	+2 to Physical, or +1 to any
Official	+2 to Mental, or +1 to any	Vagabond	+2 to Physical, or +1 to any
Peasant	+2 to Physical, or +1 to any	Worker	+1 to any and 1 additional skill

CHARACTER ADVANCEMENT

There are various other changes to character advancement.

Hit Points

When rolling for hit points, if the result is less 1 or 2, the character instead receives 3 hit points, modified by their Constitution. Remember to reroll for hit points, as per page 58, when gaining a new level.

Improved Attributes

Skill points are not spent to increase attributes. Instead characters receive an automatic attribute increase at levels 3, 6 and 10. Attributes increases grant a +2 that can be added to one attribute or split between two different attributes. There are certain limits to how these points may be distributed. The 3rd level attribute increase cannot raise an attribute above 16. No attribute increase may raise an attribute over 18.

If the GM is allowing characters to raise in level beyond the tenth, they gain attribute increases at levels 13th, 16th level, and 20th. At these levels attribute Increases can be used on attributes with an 18 rating. The +2 is converted to a +1 to the total attribute bonus, increasing it from +2 to +3. No attribute may have a bonus higher than +3.

Additional Skill Points

At levels 4 and 8, and every four levels after that, should GMs allow players to raise in levels beyond the tenth, characters gain 3 extra skill points than can only be used to increase non-combat, non-psychic skills.

Character Advancement Benefits Table

The following table summarizes general benefits all character gain as they go up in level, regardless of their class:

Level	Benefit
2	New Focus, 3 Skill Points
3	Attribute Increase ¹ , 3 Skill Points
4	6 Skill Points ²
5	New Focus, 3 Skill Points
6	Attribute Increase, 3 Skill Points
7	New Focus, 3 Skill Points

8	6 Skill Points ²
9	New Focus, 3 Skill Points
10	Attribute Increase, 3 Skill Points

1- This attribute increase may not raise an attribute higher than 16.

2- 3 of the 6 Skill points can only be spent on non-psychic and non-combat skills.

As per the rules, new Foci may be used to gain the second level of a focus or to pick a new one.

Beyond 10th level, benefits follow the same progression: 6 Skill Points at level 11, a New Focus at level 12, and an Attribute Increase at level 13. Remember that attribute increases beyond level 10 follow special rules. See the description in the section above.