

CHARACTERISTICS

BRAWN
 875014

AGILITY
 501111

INTELLECT
 11111111

CUNNING
 11111111

WILLPOWER
 11111111

PRESENCE
 11111111

SKILLS מיון

GENERAL SKILLS		XP	CHAR	POOL	KNOWLEDGE SKILLS		XP	CHAR	POOL
<input type="radio"/> Astrogation			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Core Worlds			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Athletics			Br	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Education			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Charm			Pr	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Lore			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Coercion			Wil	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Outer Rim			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Computers			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Underworld			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Cool			Pr	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Warfare			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Coordination			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Xenology			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Deception			Cun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Discipline			Wil	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Leadership			Pr	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	COMBAT SKILLS		XP	CHAR	POOL
<input type="radio"/> Mechanics			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Brawl			Br	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Medicine			Int	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Gunnery			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Negotiation			Pr	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Lightsaber			Br	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Perception			Cun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Melee			Br	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Piloting – Planetary			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Ranged – Heavy			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Piloting – Space			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/> Ranged – Light			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Resilience			Br	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Skulduggery			Cun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	CUSTOM SKILLS		XP	CHAR	POOL
<input type="radio"/> Stealth			Ag	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Streetwise			Cun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Survival			Cun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="radio"/> Vigilance			Wil	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="radio"/>				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ABILITIES KENNUN

WEAPONS OVERVIEW

NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL						CONDITION <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL						CONDITION <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL						CONDITION <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL						CONDITION <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

70-VIUKV1W7

SOAK	WOUNDS
VALUE	THRESHOLD CURRENT

THRESHOLD

DEFENSE $\frac{7}{10}$ STRAIN $\frac{11}{10}$
 MELEE RANGE THRESHOLD CURRENT

THRESHOLD

CRITICAL INJURIES

□ □ □ □
 □ □ □ □
 □ □ □ □
 □ □ □ □
 □ □ □ □

OBLIGATION/DUTY ΔΞ∇107κ↓1ΔW/7Q↓V

MORALITY $\Delta 7KJ1 \downarrow V$

CURRENT	CONFLICT
<p>1. Current</p> <p>2. Current</p> <p>3. Current</p> <p>4. Current</p> <p>5. Current</p> <p>6. Current</p> <p>7. Current</p> <p>8. Current</p> <p>9. Current</p> <p>10. Current</p> <p>11. Current</p> <p>12. Current</p> <p>13. Current</p> <p>14. Current</p> <p>15. Current</p> <p>16. Current</p> <p>17. Current</p> <p>18. Current</p> <p>19. Current</p> <p>20. Current</p> <p>21. Current</p> <p>22. Current</p> <p>23. Current</p> <p>24. Current</p> <p>25. Current</p> <p>26. Current</p> <p>27. Current</p> <p>28. Current</p> <p>29. Current</p> <p>30. Current</p> <p>31. Current</p> <p>32. Current</p> <p>33. Current</p> <p>34. Current</p> <p>35. Current</p> <p>36. Current</p> <p>37. Current</p> <p>38. Current</p> <p>39. Current</p> <p>40. Current</p> <p>41. Current</p> <p>42. Current</p> <p>43. Current</p> <p>44. Current</p> <p>45. Current</p> <p>46. Current</p> <p>47. Current</p> <p>48. Current</p> <p>49. Current</p> <p>50. Current</p> <p>51. Current</p> <p>52. Current</p> <p>53. Current</p> <p>54. Current</p> <p>55. Current</p> <p>56. Current</p> <p>57. Current</p> <p>58. Current</p> <p>59. Current</p> <p>60. Current</p> <p>61. Current</p> <p>62. Current</p> <p>63. Current</p> <p>64. Current</p> <p>65. Current</p> <p>66. Current</p> <p>67. Current</p> <p>68. Current</p> <p>69. Current</p> <p>70. Current</p> <p>71. Current</p> <p>72. Current</p> <p>73. Current</p> <p>74. Current</p> <p>75. Current</p> <p>76. Current</p> <p>77. Current</p> <p>78. Current</p> <p>79. Current</p> <p>80. Current</p> <p>81. Current</p> <p>82. Current</p> <p>83. Current</p> <p>84. Current</p> <p>85. Current</p> <p>86. Current</p> <p>87. Current</p> <p>88. Current</p> <p>89. Current</p> <p>90. Current</p> <p>91. Current</p> <p>92. Current</p> <p>93. Current</p> <p>94. Current</p> <p>95. Current</p> <p>96. Current</p> <p>97. Current</p> <p>98. Current</p> <p>99. Current</p> <p>100. Current</p>	<p>1. Conflict</p> <p>2. Conflict</p> <p>3. Conflict</p> <p>4. Conflict</p> <p>5. Conflict</p> <p>6. Conflict</p> <p>7. Conflict</p> <p>8. Conflict</p> <p>9. Conflict</p> <p>10. Conflict</p> <p>11. Conflict</p> <p>12. Conflict</p> <p>13. Conflict</p> <p>14. Conflict</p> <p>15. Conflict</p> <p>16. Conflict</p> <p>17. Conflict</p> <p>18. Conflict</p> <p>19. Conflict</p> <p>20. Conflict</p> <p>21. Conflict</p> <p>22. Conflict</p> <p>23. Conflict</p> <p>24. Conflict</p> <p>25. Conflict</p> <p>26. Conflict</p> <p>27. Conflict</p> <p>28. Conflict</p> <p>29. Conflict</p> <p>30. Conflict</p> <p>31. Conflict</p> <p>32. Conflict</p> <p>33. Conflict</p> <p>34. Conflict</p> <p>35. Conflict</p> <p>36. Conflict</p> <p>37. Conflict</p> <p>38. Conflict</p> <p>39. Conflict</p> <p>40. Conflict</p> <p>41. Conflict</p> <p>42. Conflict</p> <p>43. Conflict</p> <p>44. Conflict</p> <p>45. Conflict</p> <p>46. Conflict</p> <p>47. Conflict</p> <p>48. Conflict</p> <p>49. Conflict</p> <p>50. Conflict</p> <p>51. Conflict</p> <p>52. Conflict</p> <p>53. Conflict</p> <p>54. Conflict</p> <p>55. Conflict</p> <p>56. Conflict</p> <p>57. Conflict</p> <p>58. Conflict</p> <p>59. Conflict</p> <p>60. Conflict</p> <p>61. Conflict</p> <p>62. Conflict</p> <p>63. Conflict</p> <p>64. Conflict</p> <p>65. Conflict</p> <p>66. Conflict</p> <p>67. Conflict</p> <p>68. Conflict</p> <p>69. Conflict</p> <p>70. Conflict</p> <p>71. Conflict</p> <p>72. Conflict</p> <p>73. Conflict</p> <p>74. Conflict</p> <p>75. Conflict</p> <p>76. Conflict</p> <p>77. Conflict</p> <p>78. Conflict</p> <p>79. Conflict</p> <p>80. Conflict</p> <p>81. Conflict</p> <p>82. Conflict</p> <p>83. Conflict</p> <p>84. Conflict</p> <p>85. Conflict</p> <p>86. Conflict</p> <p>87. Conflict</p> <p>88. Conflict</p> <p>89. Conflict</p> <p>90. Conflict</p> <p>91. Conflict</p> <p>92. Conflict</p> <p>93. Conflict</p> <p>94. Conflict</p> <p>95. Conflict</p> <p>96. Conflict</p> <p>97. Conflict</p> <p>98. Conflict</p> <p>99. Conflict</p> <p>100. Conflict</p>

DESCRIPTION 7VN4710J1ΔW

GEAR LVK7

ARMOR K7LD7

CREDITS 47V71↓\N

ENCUMBRANCE VIA LIGETKAM

THRESHOLD	CURRENT

ABILITIES KEINUNN

EXPERIENCE VIΔCIV71VIA₁VI

TOTAL	AVAILABLE

DEVELOPMENT 7MYVINDUCLIVA↓

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

[illegible]

POWER				

POWER				

POWER					

POWER	

[illegible]

NOTES

