

CHARACTERISTICS

The figure shows six circular icons, each representing a different attribute. Each icon has a unique pattern of dots inside, representing a specific combination of powers. The attributes and their corresponding dot patterns are:

- BRAWN**: 8 dots in a circle.
- AGILITY**: 8 dots in a circle.
- INTELLECT**: 8 dots in a circle.
- CUNNING**: 8 dots in a circle.
- WILLPOWER**: 8 dots in a circle.
- PRESENCE**: 8 dots in a circle.

SKILLS מיון

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

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"/>

DESCRIPTION 7V\N4710J1ΔW

SPECIES

CAREER

GENDER **AGE**

HEIGHT **BUILD**

HAIR **EYES**

MOTIVATION

OBLIGATION/DUTY Δ3V17K↓1ΔW7U↓V

.....SIZE

.....SIZE

.....SIZE

MORALITY 407KJ1VV

CURRENTSTRENGTHS
CONFLICTWEAKNESSES

SOAK  **WOUNDS** 
VALUE **THRESHOLD** **CURRENT**

The diagram illustrates the 4-2-2 formation. It features a central box divided into four quadrants by a horizontal and vertical line. The quadrants are labeled as follows:

- Top Left:** DEFENSE \nearrow MELEE
- Top Right:** STRAIN \nwarrow THRESHOLD
- Bottom Left:** DEFENSE \nwarrow RANGE
- Bottom Right:** STRAIN \nearrow CURRENT

Arrows indicate movement or flow between the quadrants: from Top Left to Top Right, from Top Right to Bottom Right, from Bottom Right to Bottom Left, and from Bottom Left to Top Left, forming a clockwise cycle. Additionally, there are arrows pointing from the center towards each of the four quadrants.

CRITICAL INJURIES

[illegible]

GEAR LVK7

ARMOR K7LD7

CREDITS 47V71↓\N

ENCUMBRANCE VIA LIGETKAM

THRESHOLD	CURRENT

ABILITIES KEINUNN

EXPERIENCE VIΔCIV71VIA₁V

TOTAL	AVAILABLE
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DEVELOPMENT 7MYVINDUCLIVA↓

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

[illegible][illegible]

POWER			

[illegible]

POWER	
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POWER				

NOTES

