

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS

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

ABILITIES

	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK
	ACT.	RANK

WEAPONS

NAME	Skill	DAM.	CRIT.	RANGE	ENC.	HP.
SPECIAL						CONDITION
NAME	Skill	DAM.	CRIT.	RANGE	ENC.	HP.
SPECIAL						CONDITION
NAME	Skill	DAM.	CRIT.	RANGE	ENC.	HP.
SPECIAL						CONDITION

DESCRIPTION

SPECIES

CAREER

GENDER AGE

HEIGHT BUILD

HAIR EYES

MOTIVATION

OBLIGATION/DUTY

SIZE

SIZE

SIZE

MORALITY

CURRENT STRENGTH

CONFLICT WEAKNESS

SOAK

VALUE

WOUNDS

THRESHOLD CURRENT

DEFENSE

MELEE RANGE

STRAIN

THRESHOLD CURRENT

CRITICAL INJURIES

GEAR U7VK7

ARMOR K7LD7

..... DEFENSE SOAK ENC HP
 SPECIAL CONDITION ☐☐☐

CREDITS 117M71↓\

ENCUMBRANCE VIA LITIGATION

THRESHOLD	CURRENT

ABILITIES KEYDOWN

EXPERIENCE VADU71VU4V

TOTAL	AVAILABLE
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DEVELOPMENT 7MYVNΔGUNA↓

<input type="radio"/> SPECIALIZATION <hr/> SIG. ABILITY					

○ SPECIALIZATION	<table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table>																									
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<input type="radio"/> SPECIALIZATION <hr style="border-top: 1px dashed black;"/> SIG. ABILITY	<table border="1" style="width: 100%; height: 100px;"> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </table>																				

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

POWER				

POWER				

POWER					
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POWER					

[illegible]

POWER

NOTES