

CHARACTERISTICS

Stat	Current Level (%)
Brawn	85%
Agility	50%
Intellect	100%
Cunning	40%
Willpower	60%
Presence	75%

SKILLS

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 KENNEDY

WEAPONS □ VIKUDAN

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
NAME	SKILL	DAM	CRIT	RANGE	ENC	HP
SPECIAL						CONDITION

702610JKV1W7

SOAK 濡漬 **WOUNDS** 傷
VALUE THRESHOLD CURRENT

THRESHOLD

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

THRESHOLD

CRITICAL INJURIES

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

OBLIGATION/DUTY ⚖️⬇️⚠️🔪⬆️

.....SIZE.....

.....SIZE.....

.....SIZE.....

.....SIZE.....

MORALITY $\Delta 7KJ1 \downarrow V$

STRENGTH	
WEAKNESS	
CURRENT	CONFLICT

DESCRIPTION 7VN4710J1ΔW

GEAR LVK7

ARMOR 7107

CREDITS 47M71↓\N

ENCUMBRANCE VIA LIGETKALVI

THRESHOLD CURRENT

ABILITIES KENNEDY

EXPERIENCE VIA CVI71VIAI.VI

TOTAL	AVAILABLE
-------	-----------

DEVELOPMENT 7MYVNΔCΛVIA↓

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

POWER

POWER				

POWER				

POWER				

POWER				

POWER				

NOTES ΛΔ↓V↘