

## CHARACTERISTICS ἡ ἐκ τῆς ἰδέας τῆς ἀποστολῆς

**BRAWN**  
STROM

**AGILITY**  
DONTIV

**INTELLECT**  
INNNNNNN

**CUNNING**  
NNNNNNN

**WILLPOWER**  
NNNNNNNN

**PRESENCE**  
NNNNNNNN

## SKILLS למידה

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** ΟΠΛΙΣΜΟΣ

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 7MNH7101ΔA

**SPECIES** .....

**CAREER** .....

**GENDER** ..... **AGE** .....

**HEIGHT** ..... **BUILD** .....

**HAIR** ..... **EYES** .....

**MOTIVATION** .....

## OBLIGATION/DUTY ΔΕΥΤΕΡΟΔΕΥΤΕΡΟ

MORALITY ΛΔ7ΚΝ1ΔV

CURRENT	.....	STRENGTH
CONFLICT	.....	WEAKNESS

☐ ☐ ☐ ☐ ☐

<b>SOAK</b> 	<b>WOUNDS</b> 
VALUE	CURRENT
	THRESHOLD

DEFENSE 		STRAIN 	
MELEE	RANGE	THRESHOLD	CURRENT

## CRITICAL INJURIES

 .....

 .....

 .....

 .....

 .....

ARMOR K7LD7

## CREDITS 47V71↓N

ENCUMBRANCE VIAHLEZETKAM

.....  
THRESHOLD

CURRENT

## ABILITIES KENNEDY

## EXPERIENCE

TOTAL

AVAILABLE

## DEVELOPMENT

○ SPECIALIZATION

SIG. ABILITY

## ○ SPECIALIZATION

SIG. ABILITY

## ○ SPECIALIZATION

SIG. ABILITY

## ○ SPECIALIZATION

SIG. ABILITY

## ○ SPECIALIZATION

SIG. ABILITY

POWERPOWERPOWERPOWERPOWERPOWER

## NOTES

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