

CHARACTERISTICS 이재근, 이준, 이준, 이준

BRAWN
3750W

AGILITY
20NNV

INTELLECT
10VVVVVV

CUNNING
4000000

WILLPOWER
00000000

PRESENCE
07VVVVVV

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 KENJIMAN

WEAPONS ΟΠΛΙΣΜΟΣ

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

00000000 7DVMUKVWJ

SOAK סאק **WOUNDS** פאנצער
 VALUE ווערט **THRESHOLD** שטראף **CURRENT** העכצייטיק

THRESHOLD CURRENT

DEFENSE \nearrow VI \searrow STRAIN \searrow 7 \nearrow 10
MELEE RANGE THRESHOLD CURRENT

THRESHOLD CURRENT

CRITICAL INJURIES ከግደግደግ ገደግደግ

[illegible]OBLIGATION/DUTY ΔΕΥΤΕΡΙΑ

MORALITY ἠδὲ καὶ νόμος

CURRENT	CONFLICT

DESCRIPTION 7M\H710\10W

SPECIES

CAREER

GENDER

AGE

HEIGHT

BUILD

HAIR

EYES

MOTIVATION

FEATURES

ARMOR Κ7ΛΔ7

CREDITS

ENCUMBRANCE VIAHIGETZKAVI

THRESHOLD

TOTAL AVAILABLE

DEVELOPMENT 7MAYVNDU2VW

○ SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

POWER	
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POWER	
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POWER

POWER	
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[illegible]

POWER	

NOTES

ABILITIES KEINUNN