

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS

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

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
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 LVK7

ARMOR K7LD7

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

CREDITS 117V171

ENCUMBRANCE VIA LITIGATION

THRESHOLD	CURRENT

ABILITIES KEYDOWN

EXPERIENCE

TOTAL	AVAILABLE
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DEVELOPMENT 7MYVNΔCΛVIA↓

☐ SPECIALIZATION

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> </table>																				
..... SIG. ABILITY	<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> </table>																				

[illegible]

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

A diagram showing a box labeled "POWER" connected to a 5x5 grid. The box is on the left, and a line connects it to the grid on the right.

POWER					

POWER	
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POWER	
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POWER _____

POWER

NOTES ∧Δ↓∇↘