

## 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"/>	<input type="checkbox"/> Core Worlds		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/> Education		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/> Lore		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/> Outer Rim		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/> Underworld		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/> Warfare		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/> Xenology		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/>		Int	<input type="checkbox"/> <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"/>	<input type="checkbox"/>		Int	<input type="checkbox"/> <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"/>	<b>COMBAT SKILLS</b>	<b>XP</b>	<b>CHAR</b>	<b>POOL</b>
<input type="checkbox"/> Mechanics		Int	<input type="checkbox"/> <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"/>
<input type="checkbox"/> Medicine		Int	<input type="checkbox"/> <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"/>
<input type="checkbox"/> Negotiation		Pr	<input type="checkbox"/> <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"/>
<input type="checkbox"/> Perception		Cun	<input type="checkbox"/> <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"/>
<input type="checkbox"/> Piloting – Planetary		Ag	<input type="checkbox"/> <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"/>
<input type="checkbox"/> Piloting – Space		Ag	<input type="checkbox"/> <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"/>
<input type="checkbox"/> Resilience		Br	<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"/> <input type="checkbox"/>
<input type="checkbox"/> Skulduggery		Cun	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>CUSTOM SKILLS</b>	<b>XP</b>	<b>CHAR</b>	<b>POOL</b>
<input type="checkbox"/> Stealth		Ag	<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"/> <input type="checkbox"/>
<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"/> <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"/> <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"/> <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	<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

SPECIES

CAREER

GENDER AGE

HEIGHT BUILD

HAIR EYES

MOTIVATION

## OBLIGATION/DUTY

SIZE

SIZE

SIZE

## MORALITY

CURRENT

STRENGTH

WEAKNESS

CONFLICT

## SOAK

VALUE

## WOUNDS

THRESHOLD

CURRENT

## DEFENSE

MELEE RANGE

## STRAIN

THRESHOLD

CURRENT

## CRITICAL INJURIES

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## GEAR 7MK7

**ARMOR** K7LD7

**CREDITS** 147M71↓\N

ENCUMBRANCE VI(A)1237K(A)VI

THRESHOLD	CURRENT
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## ABILITIES KENNEDY

## EXPERIENCE

TOTAL

AVAILABLE

## DEVELOPMENT 7MIVNΔCUNVIA↓

**SPECIALIZATION**

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**SIG. ABILITY**

○ SPECIALIZATION

SIG. ABILITY

○	SPECIALIZATION	
	SIG. ABILITY	

○ SPECIALIZATION


SIG. ABILITY


○	SPECIALIZATION	
	SIG. ABILITY	

POWER


POWER	

POWER	

POWER	
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## NOTES