

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

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 KENNUN

WEAPONS OVERVIEW

| | | | | | | |
|---------------|-------------|-----------|------------|-------------|-----------|--|
| 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"/> |

70-VIUKV1W7

| SOAK | WOUNDS |
|-------|-------------------|
| VALUE | THRESHOLD CURRENT |

THRESHOLD

| DEFENSE $\frac{7}{11}$ | | STRAIN $\frac{11}{7K1A}$ | |
|------------------------|-------|--------------------------|---------|
| MELEE | RANGE | THRESHOLD | CURRENT |

THRESHOLD

CRITICAL INJURIES

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OBLIGATION/DUTY Δ3V17K↓1ΔW/7L↓V

MORALITY $\Delta 7KJ1 \downarrow V$

| CURRENT | CONFLICT |
|---|---|
| <p>1. Current</p> <p>2. Current</p> <p>3. Current</p> <p>4. Current</p> <p>5. Current</p> <p>6. Current</p> <p>7. Current</p> <p>8. Current</p> <p>9. Current</p> <p>10. Current</p> <p>11. Current</p> <p>12. Current</p> <p>13. Current</p> <p>14. Current</p> <p>15. Current</p> <p>16. Current</p> <p>17. Current</p> <p>18. Current</p> <p>19. Current</p> <p>20. Current</p> <p>21. Current</p> <p>22. Current</p> <p>23. Current</p> <p>24. Current</p> <p>25. Current</p> <p>26. Current</p> <p>27. Current</p> <p>28. Current</p> <p>29. Current</p> <p>30. Current</p> <p>31. Current</p> <p>32. Current</p> <p>33. Current</p> <p>34. Current</p> <p>35. Current</p> <p>36. Current</p> <p>37. Current</p> <p>38. Current</p> <p>39. Current</p> <p>40. Current</p> <p>41. Current</p> <p>42. Current</p> <p>43. Current</p> <p>44. Current</p> <p>45. Current</p> <p>46. Current</p> <p>47. Current</p> <p>48. Current</p> <p>49. Current</p> <p>50. Current</p> <p>51. Current</p> <p>52. Current</p> <p>53. Current</p> <p>54. Current</p> <p>55. Current</p> <p>56. Current</p> <p>57. Current</p> <p>58. Current</p> <p>59. Current</p> <p>60. Current</p> <p>61. Current</p> <p>62. Current</p> <p>63. Current</p> <p>64. Current</p> <p>65. Current</p> <p>66. Current</p> <p>67. Current</p> <p>68. Current</p> <p>69. Current</p> <p>70. Current</p> <p>71. Current</p> <p>72. Current</p> <p>73. Current</p> <p>74. Current</p> <p>75. Current</p> <p>76. Current</p> <p>77. Current</p> <p>78. Current</p> <p>79. Current</p> <p>80. Current</p> <p>81. Current</p> <p>82. Current</p> <p>83. Current</p> <p>84. Current</p> <p>85. Current</p> <p>86. Current</p> <p>87. Current</p> <p>88. Current</p> <p>89. Current</p> <p>90. Current</p> <p>91. Current</p> <p>92. Current</p> <p>93. Current</p> <p>94. Current</p> <p>95. Current</p> <p>96. Current</p> <p>97. Current</p> <p>98. Current</p> <p>99. Current</p> <p>100. Current</p> | <p>1. Conflict</p> <p>2. Conflict</p> <p>3. Conflict</p> <p>4. Conflict</p> <p>5. Conflict</p> <p>6. Conflict</p> <p>7. Conflict</p> <p>8. Conflict</p> <p>9. Conflict</p> <p>10. Conflict</p> <p>11. Conflict</p> <p>12. Conflict</p> <p>13. Conflict</p> <p>14. Conflict</p> <p>15. Conflict</p> <p>16. Conflict</p> <p>17. Conflict</p> <p>18. Conflict</p> <p>19. Conflict</p> <p>20. Conflict</p> <p>21. Conflict</p> <p>22. Conflict</p> <p>23. Conflict</p> <p>24. Conflict</p> <p>25. Conflict</p> <p>26. Conflict</p> <p>27. Conflict</p> <p>28. Conflict</p> <p>29. Conflict</p> <p>30. Conflict</p> <p>31. Conflict</p> <p>32. Conflict</p> <p>33. Conflict</p> <p>34. Conflict</p> <p>35. Conflict</p> <p>36. Conflict</p> <p>37. Conflict</p> <p>38. Conflict</p> <p>39. Conflict</p> <p>40. Conflict</p> <p>41. Conflict</p> <p>42. Conflict</p> <p>43. Conflict</p> <p>44. Conflict</p> <p>45. Conflict</p> <p>46. Conflict</p> <p>47. Conflict</p> <p>48. Conflict</p> <p>49. Conflict</p> <p>50. Conflict</p> <p>51. Conflict</p> <p>52. Conflict</p> <p>53. Conflict</p> <p>54. Conflict</p> <p>55. Conflict</p> <p>56. Conflict</p> <p>57. Conflict</p> <p>58. Conflict</p> <p>59. Conflict</p> <p>60. Conflict</p> <p>61. Conflict</p> <p>62. Conflict</p> <p>63. Conflict</p> <p>64. Conflict</p> <p>65. Conflict</p> <p>66. Conflict</p> <p>67. Conflict</p> <p>68. Conflict</p> <p>69. Conflict</p> <p>70. Conflict</p> <p>71. Conflict</p> <p>72. Conflict</p> <p>73. Conflict</p> <p>74. Conflict</p> <p>75. Conflict</p> <p>76. Conflict</p> <p>77. Conflict</p> <p>78. Conflict</p> <p>79. Conflict</p> <p>80. Conflict</p> <p>81. Conflict</p> <p>82. Conflict</p> <p>83. Conflict</p> <p>84. Conflict</p> <p>85. Conflict</p> <p>86. Conflict</p> <p>87. Conflict</p> <p>88. Conflict</p> <p>89. Conflict</p> <p>90. Conflict</p> <p>91. Conflict</p> <p>92. Conflict</p> <p>93. Conflict</p> <p>94. Conflict</p> <p>95. Conflict</p> <p>96. Conflict</p> <p>97. Conflict</p> <p>98. Conflict</p> <p>99. Conflict</p> <p>100. Conflict</p> |

DESCRIPTION 7VN4710J1ΔW

GEAR LVK7

ARMOR K7LD7

CREDITS 47V71↓\N

ENCUMBRANCE VIA LITIGATION

| THRESHOLD | CURRENT |
|-----------|---------|
| | |

ABILITIES KEINUNN

EXPERIENCE VIΔCIV71V(A)IV

| | |
|-------|-----------|
| TOTAL | AVAILABLE |
|-------|-----------|

DEVELOPMENT 7MYVINDUCLIVA↓

☐ SPECIALIZATION

SIG. ABILITY

| | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| <input type="radio"/> SPECIALIZATION SIG. ABILITY | <table border="1"> <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> <tr><td></td><td></td><td></td><td></td><td></td></tr> </table> | | | | | | | | | | | | | | | | | | | | | | | | | |
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☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

[illegible]

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| POWER | | | | | |
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| POWER |
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POWER

[illegible]

NOTES (ADD IN)

NOTES