









h3K7K4V17

NAME

STAR WARS
70V10K1A7

CHARACTERISTICS h3K7K4V171A71A7

| | | | | | |
|---|--|---|---|---|--|
|  BRAWN S7R0A |  AGILITY R0N1V |  INTELLECT 10V1N1V1A7 |  CUNNING 40A0A0A7 |  WILLPOWER 0N000V17 |  PRESENCE 07V1N1A7 |
|---|--|---|---|---|--|

SKILLS 10N1V

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

ABILITIES K0N1V1A7

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|-------|----------|-----------|
| | ACT..... | RANK..... |
| | ACT..... | RANK..... |
| | ACT..... | RANK..... |
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| | ACT..... | RANK..... |
| | ACT..... | RANK..... |
| | ACT..... | RANK..... |
| | ACT..... | RANK..... |

WEAPONS 0V1K0A7

| | | | | | | |
|---------------|-------------|----------|-----------|------------|-----------|--|
| 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 7V1A710V10A7

SPECIES

CAREER

GENDER AGE

HEIGHT BUILD

HAIR EYES

MOTIVATION

OBLIGATION/DUTY 0S107K10A710V1A7

..... SIZE

..... SIZE

..... SIZE

MORALITY 007K10V

| | |
|----------|----------------|
| CURRENT | STRENGTH |
| CONFLICT | WEAKNESS |

SOAK 10K0

VALUE

WOUNDS 000A71A

THRESHOLD

CURRENT

DEFENSE 7V10

MELEE RANGE

STRAIN 107K1A

THRESHOLD

CURRENT

CRITICAL INJURIES 471A7K1 1A71071A7

☐☐☐☐

☐☐☐☐

☐☐☐☐

☐☐☐☐

☐☐☐☐



ARMOR K7LD7CREDITS 147V171↓\NENCUMBRANCE VIA LILLETZKALVI

THRESHOLD

CURRENT

TOTAL AVAILABLE

DEVELOPMENT ENVIRONMENTAL

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

 SIG. ABILITY

☐ SPECIALIZATION

 SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

☐ SPECIALIZATION

SIG. ABILITY

| | | | | | |
|-------|--|--|--|--|--|
| POWER | | | | | |
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| | | | | | |
| | | | | | |

A diagram consisting of a rectangular box on the left containing the word "POWER". A horizontal line extends from the right side of this box towards a grid on the right. The grid is composed of four rows and five columns of squares, resembling a circuit board or a data matrix.

| | |
|-------|--|
| POWER | |
|-------|--|

| | |
|-------|--|
| POWER | |
|-------|--|

[illegible]

POWER

NOTES