


CHARACTER RECORD SHEET

ABILITIES		ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	VITALITY	WOUNDS	
STR STRENGTH	<input type="radio"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Age <input type="text"/>
DEX DEXTERITY	<input type="radio"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Gender <input type="text"/>
CON CONSTITUTION	<input type="radio"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Height <input type="text"/>
INT INTELLIGENCE	<input type="radio"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Mass <input type="text"/>
WIS WISDOM	<input type="radio"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Hair <input type="text"/>
CHA CHARISMA	<input type="radio"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	Eyes <input type="text"/>
					CURRENT VITALITY	CURRENT WOUNDS	Skin <input type="text"/>
					Vitality Dice <input type="text"/>	<input type="text"/>	Handedness <input type="text"/>
DEFENSE		MODIFIERS				DAMAGE REDUCTION	Force Points <input type="text"/>
<input type="text"/>	= 10 +	CLASS <input type="text"/>	DEX <input type="text"/>	SIZE <input type="text"/>	MISC <input type="text"/>	TEMP <input type="text"/>	Dark Side Points <input type="text"/>
PROTECTION WORN <input type="text"/>							
ARMOR CHECK PENALTY <input type="text"/>							


SAVING THROWS						INITIATIVE			
	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP		TOTAL	DEX	MISC
FORTITUDE <small>CONSTITUTION</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input checked="" type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
REFLEX <small>DEXTERITY</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL <small>WISDOM</small>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

7D YKw7V 707VN
 K7 17NEKA

ATTACK ROLLS						
	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP
MELEE STRENGTH						
RANGED DEXTERITY						

GRAPPLING STRENGTH		
TOTAL	ABILITY	SIZE
		

WEAPONS						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

REPUTATION & FOLLOWERS	EXPERIENCE
	Total Experience
	XP's Needed For Next Level

		SKILLS					
MAX RANKS = LVL+3(/2)		CROSS CLASS	TOTAL	MODIFIERS			KEY ABILITY
				RANKS	MISC	ABILITY	
Appraise ☞							Int
Astrogate							Int
Balance ☞							Dex
Bluff ☞							Cha
Climb ☞							Str*
Computer Use ☞							Int
Craft ☞ (_____)							Int
Demolitions							Int
Diplomacy ☞							Cha
Disable Device							Int
Disguise ☞							Cha
Entertain ☞ (_____)							Cha
Escape Artist ☞							Dex*
Forgery ☞							Int
Gamble ☞							Wis
Gather Information ☞							Cha
Handle Animal							Cha
Hide ☞							Dex*
Intimidate ☞							Cha
Jump ☞							Str*
Knowledge (_____)							Int
Knowledge (_____)							Int
Knowledge (_____)							Int
Listen ☞							Wis
Move Silently ☞							Dex*
Pilot ☞							Dex
Profession (_____)							Wis
Repair							Int
Ride ☞							Dex
Search ☞							Int
Sense Motive ☞							Wis
Sleight of Hand							Dex*
Spot ☞							Wis
Survival ☞							Wis
Swim ☞							Str
Treat Injury ☞							Wis
Tumble							Dex*
_____							_____
_____							_____

GEAR

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

FORCE FEATS

Patient Information	
First Name	
Last Name	
Address	
City	
State	
Zip	
Phone	
Insurance	
Physician Information	
Physician Name	
Physician Address	
Physician City	
Physician State	
Physician Zip	
Physician Phone	
Physician Insurance	
Referral Information	
Referral Number	
Referral Date	
Referral Type	
Referral Source	
Referral Reason	
Referral Status	
Referral Notes	
Referral History	
Referral Date	
Referral Type	
Referral Source	
Referral Reason	
Referral Status	
Referral Notes	
Referral Summary	
Referral Date	
Referral Type	
Referral Source	
Referral Reason	
Referral Status	
Referral Notes	

MOVEMENT/LIFTING

Movement		Rate	Movement		Rate
Walk (= Base)			Hour Walk		
Hustle			Hour Hustle		
Run (x3)			Day Walk		
Run (x4)			Special		
Load	Weight Carried		MAX DEX	CHECK PEN	RUN
Light			norm	norm	norm
Medium			+3	-3	x4
Heavy			+1	-6	x3

CREDITS

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10

LIFT OVER HEAD
= MAX LOAD

10

LIFT OFF GROUND
= 2 X MAX LOAD

9

PUSH OR DRAG
= 5 X MAX LOAD

FORCE SKILLS

		CROSS CLASS	TOTAL	RANKS	MISC	MODIFIERS ABILITY	KEY ABILITY
Affect Mind	Alter	()	()	()	()	()	Cha
Battle Influence ☹	Alt. B Med. Sense	()	()	()	()	()	Cha
Battlemind	Control	()	()	()	()	()	Con
Drain Energy ☹☼	Alter	()	()	()	()	()	Con
Empathy ☹	Force	()	()	()	()	()	Wis
Enhance Ability	Force	()	()	()	()	()	Con
Enhance Senses	Sense	()	()	()	()	()	Wis
Farseeing	Sense	()	()	()	()	()	Wis
Fear ☹☼	Sense	()	()	()	()	()	Wis
Force Defense ☹	Control	()	()	()	()	()	Cha
Force Grip ☹☼	Alter	()	()	()	()	()	Int
Force Light ☹	Alter; Sense	()	()	()	()	()	Wis
Force Lightning ☹☼	Alter	()	()	()	()	()	Int
Force Stealth ☹	Control	()	()	()	()	()	Cha
Force Strike ☹	Alter	()	()	()	()	()	Int
Friendship ☹	Force	()	()	()	()	()	Cha
Heal Another ☹	Alter	()	()	()	()	()	Wis
Heal Self ☹	Control	()	()	()	()	()	Cha
Illusion	Alter	()	()	()	()	()	Cha
Inspire	Alt. B Med. Sense	()	()	()	()	()	Cha
Malacia	All	()	()	()	()	()	Int
Move Object ☹	Alter	()	()	()	()	()	Int
Plant Surge	Alt. Ctrl. Sense	()	()	()	()	()	Int
See Force ☹	Sense	()	()	()	()	()	Wis
Sever Force	Alt. B Med. Sense	()	()	()	()	()	Cha
Telepathy	Sense	()	()	()	()	()	Wis
		()	()	()	()	()	

 CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES
 USE OF THIS SKILL EARNS A DARK SIDE POINT

NOTES

[illegible]