

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:

STAR WARS
LEGENDS OF THE GALAXY
COMMUNITY DRIVEN
ROLEPLAYING EXPERIENCE

CAREER:

SPECIALIZATIONS:

WOUNDS

THRESHOLD	CURRENT
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STRAIN

THRESHOLD	CURRENT
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CRITICALS



TOTAL DUTY

SOAK VALUE

DEFENSE

RANGED	MELEE
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FORCE POOL

COMMITTED	AVAILABLE
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ENCUMBRANCE

THRESHOLD	CURRENT
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STATUS EFFECTS

STAGGERED	<input type="checkbox"/>
IMMOBILIZED	<input type="checkbox"/>
DISORIENTED	<input type="checkbox"/>

CONTRIBUTION

TOTAL OBLIGATION

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

FORCE RANK

GENERAL SKILLS

CAREER?

RANK

Astrogation (Int)			>>>>>
Athletics (Br)			>>>>>
Charm (Pr)			>>>>>
Coercion (Will)			>>>>>
Computers (Int)			>>>>>
Cool (Pr)			>>>>>
Coordination (Ag)			>>>>>
Deception (Cun)			>>>>>
Discipline (Will)			>>>>>
Leadership (Pr)			>>>>>
Mechanics (Int)			>>>>>
Medicine (Int)			>>>>>
Negotiation (Pr)			>>>>>
Perception (Cun)			>>>>>
Piloting—Planetary (Ag)			>>>>>
Piloting—Space (Ag)			>>>>>
Resilience (Br)			>>>>>
Skulduggery (Cun)			>>>>>
Stealth (Ag)			>>>>>
Streetwise (Cun)			>>>>>
Survival (Cun)			>>>>>
Vigilance (Will)			>>>>>

SKILLS

COMBAT SKILLS

CAREER?

RANK

Brawl (Br)			>>>>>
Gunnery (Ag)			>>>>>
Lightsaber (Br)			>>>>>
Melee (Br)			>>>>>
Ranged - Light (Ag)			>>>>>
Ranged - Heavy (Ag)			>>>>>

KNOWLEDGE SKILLS

CAREER?

RANK

Core Worlds (Int)			>>>>>
Education (Int)			>>>>>
Lore (Int)			>>>>>
Outer Rim (Int)			>>>>>
Underworld (Int)			>>>>>
Warfare (Int)			>>>>>
Xenology (Int)			>>>>>
			>>>>>

CUSTOM SKILLS

CAREER?

RANK

			>>>>>
			>>>>>
			>>>>>
			>>>>>

WEAPON

SKILL

DAMAGE

RANGE

CRIT

SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

ABILITIES AND TRAITS SHEET

SOAK

MELEE DEF

RANGED DEF

ENCUM

HP

ARMOR TYPE:

MAKE/MODEL:

SPECIAL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

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MAKE/MODEL:

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NON-FUNCTIONAL

ARMOR / WEAPONS / CYBERNETICS SHEET

AMOUNT	CYCLE	SOURCE

AMOUNT	CYCLE	SOURCE

AMOUNT	TO WHOM	REASON

AMOUNT	TO WHOM	REASON

The diagram shows an octagonal sign with a blue border. At the top, a blue banner contains the word 'ENCUMBRANCE' in white. The sign is divided into three sections: a large white central area, a red section at the bottom left labeled 'THRESHOLD' in white, and a light blue section at the bottom right labeled 'CURRENT' in white.

A line drawing of a backpack, viewed from the top. The backpack has a main body with a large flap on the right side. On the left side, there are two smaller rectangular compartments, each with a flap and a circular buckle. In the center, there is a vertical strap with a circular buckle. At the bottom, there is a large, rounded compartment with a flap and two circular buckles. The drawing is simple, using only outlines and no shading.

[illegible][illegible]

PERSONAL ACQUISITIONS SHEET