Feat

Name

Description

Pre-requisites

Benefits

Normal

Special

Multiple no stack

Multiple stack

Is force feat

Skills

Description

Check

Retry

Special

Time

Key Ability

Trained Only

Pre-requisites

Armor Check Penalty

Action Type

Force Skill (sub-Skill)

Alignment

Feat

Vitality Point Cost

Dark Side Point

Species

Size

Base Speed

Language

Personality

Physical Description

Homeworld

Example Names

Adventurers

Ability Adjustments

Ability Adjustment Reason

Name

Misc Modifier

Equipment

3 categories

Weapons	**Armor**	**Utilities**

Size

Damage

Critical

Range Increment

Stun DC

Type

Group

Break DC

Hardness

Share

Cost

Weight

Name

Description