

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:



CAREER:

SPECIALIZATIONS:

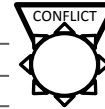
WOUNDS

THRESHOLD CURRENT

STRAIN

THRESHOLD CURRENT

CRITICALS



TOTAL DUTY

SOAK VALUE

DEFENSE

RANGED MELEE

FORCE POOL

COMMITTED AVAILABLE

ENCUMBRANCE

THRESHOLD CURRENT

STATUS

STAGGERED ☐

IMMOBILIZED ☐

DISORIENTED ☐

CONTRIBUTION

TOTAL OBLIGATION

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

FORCE RANK

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

SKILLS

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		<div></div>
Gunnery (Ag)		<div></div>
Lightsaber (Br)		<div></div>
Melee (Br)		<div></div>
Ranged - Light (Ag)		<div></div>
Ranged - Heavy (Ag)		<div></div>

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		<div></div>
Education (Int)		<div></div>
Lore (Int)		<div></div>
Outer Rim (Int)		<div></div>
Underworld (Int)		<div></div>
Warfare (Int)		<div></div>
Xenology (Int)		<div></div>
		<div></div>
		<div></div>

CUSTOM SKILLS	CAREER?	RANK
		<div></div>
		<div></div>
		<div></div>
		<div></div>

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

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

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

ARMOR / WEAPONS / CYBERNETICS SHEET

PERSONAL ACQUISITIONS SHEET