

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:



CAREER:

SPECIALIZATIONS:

<div>WOUNDS</div> <div>THRESHOLD</div> <div>CURRENT</div>	<div>STRAIN</div> <div>THRESHOLD</div> <div>CURRENT</div>	<div>CRITICALS</div>	<div>CONFLICT</div>	<div>MORALITY</div>	<div>TOTAL DUTY</div>
<div>SOAK VALUE</div>	<div>DEFENSE</div> <div>RANGED</div> <div>MELEE</div>	<div>FORCE POOL</div> <div>COMMITTED</div> <div>AVAILABLE</div>	<div>ENCUMBRANCE</div> <div>THRESHOLD</div> <div>CURRENT</div>	<div>STATUS</div> <div>STAGGERED</div> <div>IMMOBILIZED</div> <div>DISORIENTED</div>	<div>CONTRIBUTION</div> <div>TOTAL OBLIGATION</div>

CHARACTERISTICS

<div>BRAWN</div>	<div>AGILITY</div>	<div>INTELLECT</div>	<div>CUNNING</div>	<div>WILLPOWER</div>	<div>PRESENCE</div>	<div>FORCE RANK</div>
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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

[illegible]

## FORCE POWERS

**FORCE POWER:**

**FORCE POWER:**

**FORCE POWER:**

**FORCE POWER:**

## GAME MECHANICS

## CHARACTER MOTIVATIONS

MOTIVATION TYPE:

**MOTIVATION TYPE:**

## MORALITY

**30**

**70**

**EMOTIONAL WEAKNESS:**

**EMOTIONAL STRENGTH:**

**CONFLICT**



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## AND THE

## AND THE

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DUTY TYPE:

**DUTY TYPE:**

**TOTAL OBLIGATION****OBLIGATION TYPE:**

**OBLIGATION TYPE:**

**OBLIGATION TYPE:**

VALUE

VALUE
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VALUE



AMOUNT	TO WHOM	REASON

## GEAR NOTES

ITEM

QUANTITY

ENCUMB.

A line drawing of a backpack, oriented vertically. It features a main compartment with a top flap, a large front pocket with a horizontal strap, and two smaller side pockets. The backpack has several straps, buckles, and a top handle. The drawing is simple and uses only outlines.

ITEM

QUANTITY

ENCUMB.

A line drawing of a dog collar with various attachments, including a tag, a bell, and a small container, set against a background of horizontal lines.

ITEM

QUANTITY	ENCUMB.
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### LOCATION

[illegible]

ITEM

QUANTITY	ENCUMB.
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### LOCATION

[illegible]