

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

1

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5

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DUTY TYPE:

TOTAL OBLIGATION**OBLIGATION TYPE:**

DUTY TYPE:

OBLIGATION TYPE:

OBLIGATION TYPE:

VALUE

VALUE

VALUE

ABILITIES AND TRAITS SHEET

SOAK

MELEE DEF

RANGED DEF

ENCUM

HP

ARMOR TYPE:

MAKE/MODEL:

SPECIAL:

ATTACHMENTS

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

ATTACHMENTS

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

ATTACHMENTS

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

ATTACHMENTS

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

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BONUS:

FUNCTIONAL

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MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

AMOUNT	CYCLE	SOURCE

AVAILABLE CREDITS

CREDITS OWED

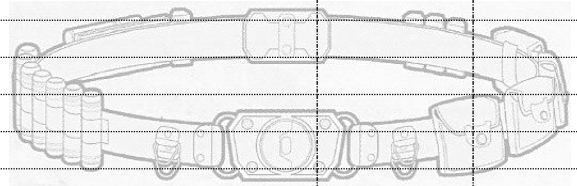
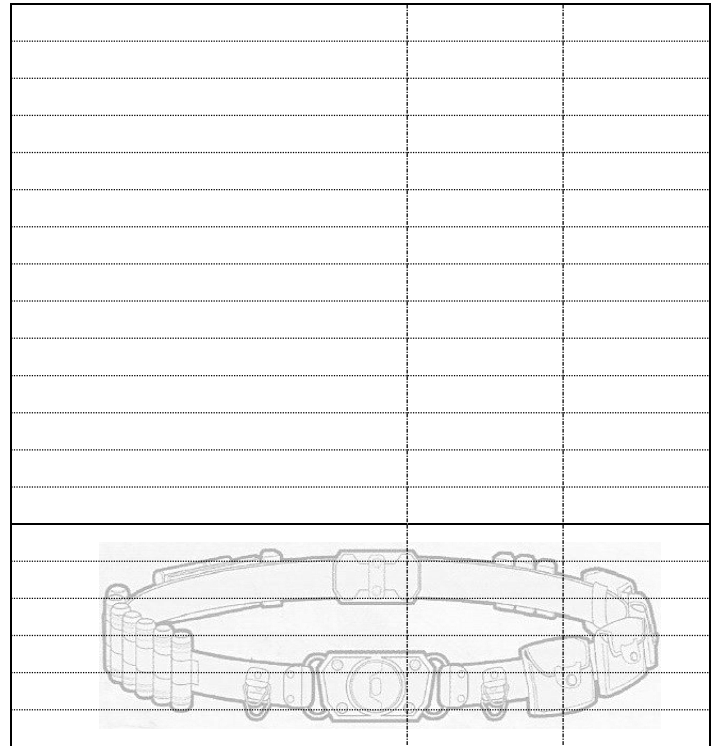
AMOUNT	TO WHOM	REASON

ENCUMBRANCE

THRESHOLD

CURRENT

A detailed line drawing of a backpack, viewed from the front. It features a large main compartment with a top flap, a smaller front pocket with a flap, and two side pockets. The backpack is equipped with several straps, buckles, and a top handle. The drawing is designed for coloring, with clear outlines and no shading.

[illegible][illegible]

PERSONAL ACQUISITIONS SHEET