

Character Name: _____

Player Name: _____

REPUTATION

How to earn:

Achieve Major Objective: +3

Achieve Minor Objective: +2

Played Character Motivation: +1

Excellent Roleplaying / No
Metagaming: +1

Session 1-5

Session 6-10

Session 11-15

Session 16-20

Session 21-25

Session 26-30

Session 31-35

Session 36-40

1: ☐☐☐☐☐☐☐☐

6: ☐☐☐☐☐☐☐☐

11: ☐☐☐☐☐☐☐☐

16: ☐☐☐☐☐☐☐☐

21: ☐☐☐☐☐☐☐☐

26: ☐☐☐☐☐☐☐☐

31: ☐☐☐☐☐☐☐☐

36: ☐☐☐☐☐☐☐☐

2: ☐☐☐☐☐☐☐☐

7: ☐☐☐☐☐☐☐☐

12: ☐☐☐☐☐☐☐☐

17: ☐☐☐☐☐☐☐☐

22: ☐☐☐☐☐☐☐☐

27: ☐☐☐☐☐☐☐☐

32: ☐☐☐☐☐☐☐☐

37: ☐☐☐☐☐☐☐☐

3: ☐☐☐☐☐☐☐☐

8: ☐☐☐☐☐☐☐☐

13: ☐☐☐☐☐☐☐☐

18: ☐☐☐☐☐☐☐☐

23: ☐☐☐☐☐☐☐☐

28: ☐☐☐☐☐☐☐☐

33: ☐☐☐☐☐☐☐☐

38: ☐☐☐☐☐☐☐☐

4: ☐☐☐☐☐☐☐☐

9: ☐☐☐☐☐☐☐☐

14: ☐☐☐☐☐☐☐☐

19: ☐☐☐☐☐☐☐☐

24: ☐☐☐☐☐☐☐☐

29: ☐☐☐☐☐☐☐☐

34: ☐☐☐☐☐☐☐☐

39: ☐☐☐☐☐☐☐☐

5: ☐☐☐☐☐☐☐☐

10: ☐☐☐☐☐☐☐☐

15: ☐☐☐☐☐☐☐☐

20: ☐☐☐☐☐☐☐☐

25: ☐☐☐☐☐☐☐☐

30: ☐☐☐☐☐☐☐☐

35: ☐☐☐☐☐☐☐☐

40: ☐☐☐☐☐☐☐☐

DUTY

How to earn:

Go Above and
Beyond During
Mission to
Benefit
Attatock.

Unknown

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500 CR / Session

Acknowledged

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1 Consumable per Session, 100 CR
Value

Recognized

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1000 CR / Session

Trusted

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Recieve One Time Shopping Spree,
10,000 CR Maximum Value

Respected

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1500 CR / Session; Intel, Old Friend,
or Heavy Ordinance per Session

Admired

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Fleet Support

Revered

Attendant Minion Group;
May Become Canonical NPC

Gain a new
contact, Gather
recources, etc.

OBLIGATION

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-1 Strain
Threshold

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-2 Strain
Threshold

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-3 Strain
Threshold
Flip LSDP
to DSDP

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-4 Strain
Threshold
Can Not Earn
Duty

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-5 Strain
Threshold
-2xp per
Session

Obligation Options:

+5 Obligation, Character Creation Only: +5xp OR 1000 CR

+10 Obligation, Character Creation Only: +10xp OR 2500 CR

+1 Obligation: Minor help; Add Boost Die to check

+3 Obligation: Moderate help; Add Ability Die to check

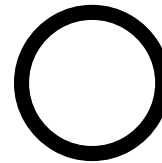
+5 Obligation: Major help; Add Proficiency Die to check

+5 Obligation: 500 CR or +5xp

+5 * X Obligation: Add mod to attachment for free. +5 obligation for each mod on attachment

+15 Obligation: Escape Death

-X Obligation: -X Reputaion



Soak

MORALITY

0: +5 Strain Threshold, +1 Force Rating, +Boost Die to all Checks

1: +2 Strain Threshold

2: -1 Force Rating

3: -1 Strain Threshold, -1 Force Rating

4: -3 Strain Threshold, -1 Force Rating, +Setback Die to all Social Checks

5: -5 Strain Threshold, -2 Force Rating, +Setback Die to all Checks

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+1 Force Rating

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+2 Strain Threshold, +Boost Die to all Checks

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+1 Strain Threshold, +Boost Die to all Social Checks

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+1 Light Side Destiny Point

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Dark Side Force User, Flip LSDP to DSDP

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-1 Strain Threshold, +5 Wound Threshold

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-2 Strain Threshold, +5 Wound Threshold

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Permanently Lost to the Dark Side. Immediately Remove Character from Play.