








Campaign: Player: Character:





Brawn

- ☐ *Brawl* 
- ☐ *Lightsaber* 
- ☐ *Melee* 
- ☐ *Athletics* 
- ☐ *Resilience* 






Agility

- ☐ *Gunnery* 
- ☐ *Ranged (HVY)* 
- ☐ *Ranged (LT)* 
- ☐ *Coordination* 
- ☐ *Piloting (PLANET)* 
- ☐ *Piloting (SP)* 
- ☐ *Stealth* 




Intellect

- ☐ *Astrogation* 
- ☐ *Computers* 
- ☐ *Mechanics* 
- ☐ *Medicine* 





Cunning

- ☐ *Deception* 
- ☐ *Perception* 
- ☐ *Skullduggery* 
- ☐ *Streetwise* 
- ☐ *Survival* 





Willpower

- ☐ *Coercion* 
- ☐ *Discipline* 
- ☐ *Vigilance* 

Presence

- ☐ *Charm* 
- ☐ *Cool* 
- ☐ *Leadership* 
- ☐ *Negotiation* 

Knowledge

- ☐ *Core Worlds* 
- ☐ *Education* 
- ☐ *Lore* 
- ☐ *Outer Rim* 
- ☐ *Underworld* 
- ☐ *Warfare* 
- ☐ *Xenology* 

Defense

Melee	Ranged
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Soak

ordinary	special
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Wounds Strain

Threshold	Threshold
Current	Current

- Status
- Disoriented
 - Immobilized
 - Staggered

Critical wounds

Effect

Severity

.....	◇ ◇ ◇ ◇
.....	◇ ◇ ◇ ◇
.....	◇ ◇ ◇ ◇
.....	◇ ◇ ◇ ◇

		TOTAL DUTY	TOTAL OBLIGATION		
DUTY TYPE:				OBLIGATION TYPE:	
DUTY TYPE:				OBLIGATION TYPE:	
DUTY TYPE:				OBLIGATION TYPE:	
DUTY TYPE:				OBLIGATION TYPE:	

Character:

Career:

Specialization Trees

Earned XP

○ SPECIALIZATION

SIG. ABILITY

○ SPECIALIZATION

SIG. ABILITY

○ SPECIALIZATION

SIG. ABILITY

○ SPECIALIZATION

SIG. ABILITY

○ SPECIALIZATION

SIG. ABILITY

Equipment

POWER

POWER

POWER

POWER

POWER

POWER

30

EMOTIONAL WEAKNESS:

EMOTIONAL STRENGTH:

70

MORALITY

CONFLICT