

Brawn

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



Agility

- ☐ *Gunnery*
- ☐ *Ranged (HVY)*
- ☐ *Ranged (LT)*
- ☐ *Coordination*
- ☐ *Piloting (PLNT)*
- ☐ *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
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Status

Current	Current
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- ☐ *Disoriented*
- ☐ *Immobilized*
- ☐ *Staggered*

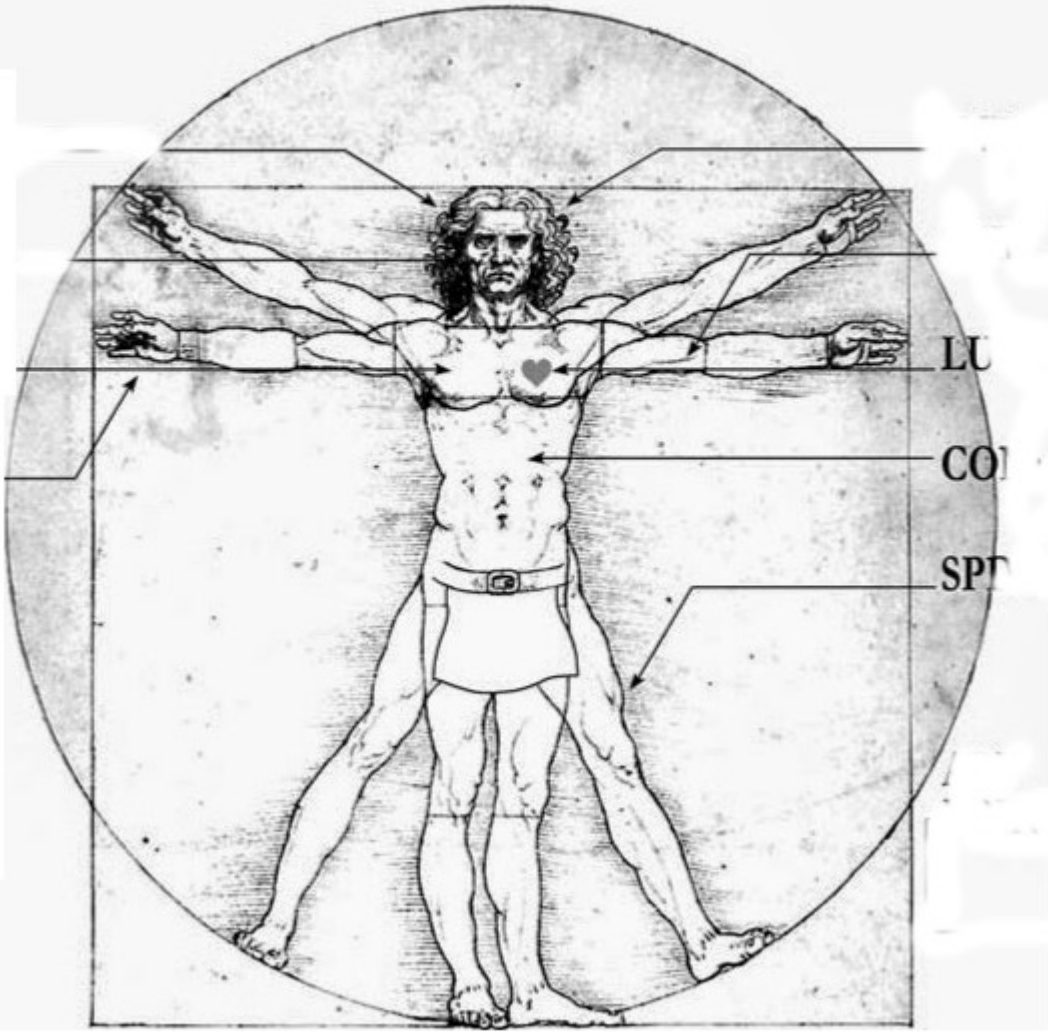
Critical wounds

Effect	Severity
.....	◆ ◆ ◆ ◆
.....	◆ ◆ ◆ ◆
.....	◆ ◆ ◆ ◆
.....	◆ ◆ ◆ ◆

Character motivations

NAME: _____ KINDRD: _____

GENDR: _____ HGT: _____ AGE: _____ WGT: _____ GOLD: _____



DUTY TYPE:

DUTY TYPE:

TOTAL DUTY



CONTRIBUTION

TOTAL OBLIGATION



OBLIGATION TYPE:

OBLIGATION TYPE:



OBLIGATION TYPE:



VALUE



VALUE

Career:

date
date -----

summary

XP
XP

SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

SPECIALIZATION

SIG. ABILITY

Equipment

Emotional Strength

Emotional Weakness

90

Power



80

Power



70

Power



Power



30

20

10

Morality

Conflict

force rank

committed

available