

CHARACTER RECORD SHEET

NAME		PLAYER		
CLASS		SPECIES		LEVEL
AGE	GENDER	HEIGHT	WEIGHT	DESTINY

STAR WARS
ROLEPLAYING GAME

	SCORE	MODIFIER
STR ^{ENGTH}		
DEX ^{TERITY}		
CON ^{STITUTION}		
INT ^{ELLIGENCE}		
WIS ^{DOM}		
CHA ^{RISMA}		

HIT POINTS

TOTAL	
CURRENT	
	PORT DEFENSE
+	
	MISC BONUS
	DAMAGE THRESHOLD

CONDITION

NORMAL

- 1 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.
- 2 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.
- 5 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS.
- 10 TO ALL DEFENSES. TO ATTACKS, SKILL, & ABILITY CHECKS. MOVE AT HALF SPEED.

HELPLESS

(UNCONSCIOUS OR DISABLED)

DEFENSES

	TOTAL		LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
PORT		= 10 +			CON	
REF		= 10 +			DEX	
WILL		= 10 +			WIS	

FORCE POINTS

DESTINY POINTS

SPECIAL COMBAT ACTIONS

WEAPON ATK DAMAGE

CRIT TYPE NOTES

WEAPON ATK DAMAGE

CRIT TYPE NOTES

WEAPON ATK DAMAGE

CRIT TYPE NOTES

WEAPON ATK DAMAGE

CRIT TYPE NOTES

DARK SIDE SCORE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

EQUIPMENT

WT

CREDITS

LANGUAGES

TALENTS

FORCE POWERS

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLIMB	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
DECEPTION	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
ENDURANCE	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
GATHER INFORMATION	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
INITIATIVE	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
JUMP	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
MECHANICS	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERCEPTION	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERSUASION	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
PILOT	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
RIDE	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
STEALTH	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
SURVIVAL	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
SWIM	<input type="text"/>	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
TREAT INJURY	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE COMPUTER	<input type="text"/>	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE THE FORCE	<input type="text"/>	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>

FEATS

PG

PG