

..... **Character Information**

Character Name:

Character Type:

Gender:

Species:

Move: /

Age:

Player:

Force Sensitive:

Force Points:

Dark Side Points:

Character Points:

Weight:

Attributes

Dexterity

- Archaic Guns
- Blaster
- Blaster Artillery
- Bowcaster
- Bows
- Brawl Parry
- Dodge
- Firearms
- Grenade
- Lightsaber
- Melee Combat
- Melee Parry
- Missile Weapons
- Pick Pocket
- Running
- Thrown Weapons
- Vehicle Blasters

D +

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Strength

Brawling
Climb/Jump
Lifting
Stamina
Swimming

D +

_____ D + _____
 _____ D + _____
 _____ D + _____
 _____ D + _____
 _____ D + _____

Mechanical

- Archaic Starship Piloting
- Astrogation
- Beast Riding
- Capital Ship Gunnery
- Capital Ship Piloting
- Capital Ship Shields
- Communications
- Ground Vehicle Operation
- Hover Vehicle Operation
- Powersuit Operation
- Repulsorlift Operation
- Sensors
- Space Transports
- Starfighter Piloting
- Starship Gunnery
- Starship Shields
- Speederbike Operation
- Walker Operation

D +

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Knowledge

Alien Species
Bureaucracy
Business
Cultures
Intimidation
Languages
Law Enforcement
Planetary Systems
Streetwise
Survival
Value
Willpower

D +

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Technical

- Armor Repair
- Blaster Repair
- Capital Starship Repair
- Capital Starship Weapon Repair
- Computer Programming / Repair
- Demolition
- Droid Programming
- Droid Repair
- First Aid
- Ground Vehicle Repair
- Hover Vehicle Repair
- Medicine
- Repulsorlift Repair
- Security
- Space Transports Repair
- Starship Repair
- Starship Weapon Repair
- Walker Repair

D +

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Perception

Bargain
Command
Forgery
Gambling
Hide
Investigation
Persuasion
Search
Sneak
Awareness

D +

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Force Powers

Control

- Absorb / Dissipate Energy
- Accelerate Healing
- Control Pain
- Emptiness
- Hibernation Trance
- Reduce Injury
- Remain Conscious
- Resist Stun

Sense

Life Detection
Life Sense
Magnify Senses
Receptive Telepathy
Sense Force

Alter

Injure / Kill
Telekinesis

Control / Alter

Accelerate Another's Healing
Control Another's Pain
Return Another To Conscious
Transfer Force

Control / Sense

Lightsaber Combat
Projective Telepathy



..... Character Information

Background

Personal Quote

Personality

Objectives

Allies / Contacts / Connections

..... Weapons

Ranged

Weapon	Damage	Short	/	Medium	/	Long
<hr/>	— D+ —	<hr/>	/	<hr/>	/	<hr/>
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<hr/>	— D+ —	<hr/>	/	<hr/>	/	<hr/>
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Melee

Weapon	Damage	Difficulty
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<hr/>	— D+ —	<hr/>

..... Armor

Name	Head	Torso	Arms	Legs
	Phys / Eng	Phys / Eng	Phys / Eng	Phys / Eng
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..... Other Equipment

Basic

Credits

..... Notes

[] Alive [] Stunned [] Wounded [] Incapacitated [] Mortally Wounded [] Dead