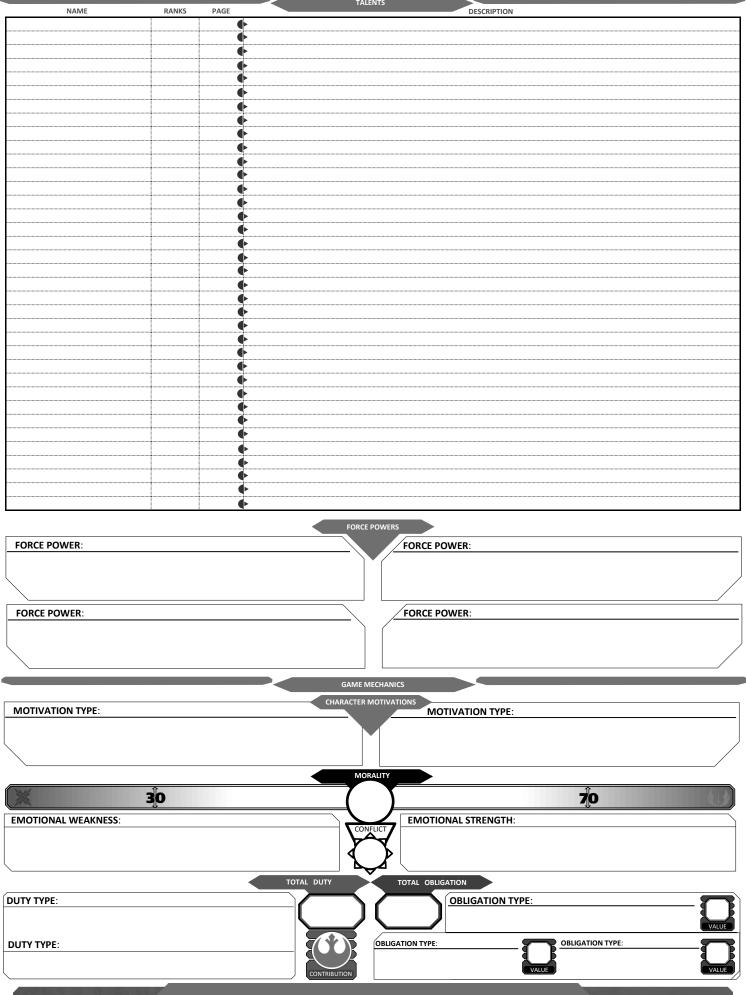
CHARACTER NAME	:			PLAYER:	4	STAR
SPECIES:		GENI	DER:			FF P
HEIGHT:		Н	IAIR:			▋▗▘▋▗▐▍▐▀▍▔▀▊▍
EYES:			AGE:			
BUILD:						
NOTABLE FEATURES:						
1017152212711011201						WARS
			CAREER:	ς	PECIALIZATIONS:	
			CARLER.		T ECH (EIZ) (TIONS.	
WOUNDS		STRAIN				
			CRITICALS		CONFLICT	MORALITY TOTAL DUTY
					$-\chi \chi \Lambda$	
THRESHOLD CURRENT	THRE	SHOLD CURRENT			$ \searrow$ $'$	
SOAK VALUE		DEFENSE	FORCE POO	OL ENCUM	//BRANCE	STATUS
					STAG	GERED CONTRIBUTION
					ІММ	OBILIZED TOTAL OBLIGATION
	PAN	IGED MELEE	COMMITTED AV	/AILABLE THRESHOLD	CURRENT	RIENTED (1)
	KAIN	INIELEE	COMMITTED	THRESHOLD	CORRENT	
			CHARACTERIS	TICS		
			CHARACTERIS	The state of the s		
BRAWN	AGILITY	INTELLECT	CUNNIN	IG WILLPOWER	PRESENCE	FORCE RANK
05115041 01/11/0	CAREER?	RAN	SKILLS	COMBAT SKILLS	CAREER?	RANK
GENERAL SKILLS	CAREERS	KAN		Brawl (Br)		\bigcirc
Astrogation (Int)				Gunnery (Ag)		
Athletics (Br)						
Charm (Pr)		\bigcirc	\sum	Lightsaber (Br)		
Coercion (Will)		\bigcirc	\sum	Melee (Br)		\bigcirc
Computers (Int)		\bigcirc	\sum	Ranged - Light (Ag)		$\bigcirc \longrightarrow \bigcirc \bigcirc$
Cool (Pr)		\bigcirc	\sum	Ranged - Heavy (Ag)		$\bigcirc \longrightarrow \bigcirc \bigcirc$
Coordination (Ag)		\bigcirc	<u> </u>	KNOWLEDGE SKILLS	CAREER?	RANK
					CARLER	NAME OF THE PARTY
Deception (Cun)				Core Worlds (Int)		
Discipline (Will)			<u> </u>	Education (Int)		$\bigcirc \longrightarrow \bigcirc$
Leadership (Pr)		\bigcirc	\sum	Lore (Int)		$\bigcirc\!$
Mechanics (Int)		\bigcirc	\sum	Outer Rim (Int)		
Medicine (Int)		\bigcirc	\sum			
Negotiation (Pr)		\bigcirc	<u> </u>	Underworld (Int)		
Perception (Cun)				Warfare (Int)		$\bigcirc \longrightarrow \bigcirc \bigcirc$
				Xenology (Int)		$\bigcirc \bigcirc \bigcirc \bigcirc \bigcirc \bigcirc$
Piloting-Planetary (Ag)						\bigcirc
Piloting-Space (Ag)		\bigcirc	$\rightarrow \rightarrow \rightarrow$			
Resilience (Br)		\bigcirc	\sum			
Skulduggery (Cun)		\bigcirc	\sum	CUSTOM SKILLS	CAREER?	RANK
Stealth (Ag)		\Box		-		\bigcirc
Streetwise (Cun)		$\overline{}$	<u> </u>			
Survival (Cun)						
Vigilance (Will)			<u>> >) </u>			$\bigcirc \longrightarrow \bigcirc$
WEAPON	SKILL	DAMAGE RAN	IGE CRIT	_	SPECIAL	
			<u> </u>			
		ļ				
			CILABAGE	D CLIEFT		
			CHARACTE	RSHEET		

AVAILABLE XP

TOTAL XP



			ARMOR			
			ARMOR TYPE:		CONDITION	
			MAKE/MODEL:	— MINOR ◆		
			SPECIAL:		— MODERATE ♦ ♦	
SOAK MELEE DE	F RANGED DEF EN	NCUM HP		ATTACHMENTS	MAJOR •••	
NAME	HARD POINT REQ	BASE MOD	IFIERS	MODIF	ICATIONS	
		1	WEAPONS			
		WEAPON TYPE	:	RANGE:	CONDITION	
2 22		MAKE/MODEL:		SKILL:	— MINOR ◆	
	ے محدم	SPECIAL:			MODERATE ••	
DAMAGE CRIT	ENCUM	НР	ATTACHMENTS		MAJOR •••	
NAME	HARD POINT REQ	BASE MODIFIERS		MODIF	CATIONS	
					CONDITION	
		WEAPON TYPE	:	RANGE:	— MINOR ♦	
<u> </u>	<u> </u>	MAKE/MODEL:		SKILL:	_ MODERATE ♦ ♦	
DAMAGE CRIT	ENCUM	SPECIAL:			— MAJOR ♦♦♦	
				ATTACHMENTS		
NAME	HARD POINT REQ	BASE MOD	IFIERS	MODIF	CATIONS	
		WEADON TVDF.		IDANICE.	CONDITION	
7	F 7 F 7	WEAPON TYPE:		RANGE: SKILL:	— MINOR ◆	
		MAKE/MODEL: SPECIAL:		MODERATE (
DAMAGE CRIT	ENCUM	нр		ATTACHMENTS	MAJOR •••	
NAME	HARD POINT REQ	BASE MOD	IFIERS	MODIF	CATIONS	
		СУВ	BERNETICS			
MAKE/MODEL:		-		MAKE/MODEL:		
BONUS:				BONUS:		
	NON-FUNCTIONAL				-FUNCTIONAL	
MAKE/MODEL:				MAKE (MODEL)		
MAKE/MODEL: BONUS:				MAKE/MODEL: BONUS:		
	NON-FUNCTIONAL				-FUNCTIONAL	
		=i /				
MAKE/MODEL: BONUS:			T T	MAKE/MODEL:		
	NON-FUNCTIONAL				BONUS: FUNCTIONAL NON-FUNCTIONAL	
		= :				
MAKE/MODEL:		-		MAKE/MODEL:		
BONUS: FUNCTIONAL	NON-FUNCTIONAL		1/	BONUS: FUNCTIONAL NON	I-FUNCTIONAL	
			4 K	NOT		

