

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:



CAREER:

SPECIALIZATIONS:

<div>WOUNDS</div> <div>THRESHOLD</div> <div>CURRENT</div>	<div>STRAIN</div> <div>THRESHOLD</div> <div>CURRENT</div>	<div>CRITICALS</div>	<div>CONFLICT</div>	<div>MORALITY</div>	<div>TOTAL DUTY</div>
<div>SOAK VALUE</div>	<div>DEFENSE</div> <div>RANGED</div> <div>MELEE</div>	<div>FORCE POOL</div> <div>COMMITTED</div> <div>AVAILABLE</div>	<div>ENCUMBRANCE</div> <div>THRESHOLD</div> <div>CURRENT</div>	<div>STATUS</div> <div>STAGGERED</div> <div>IMMOBILIZED</div> <div>DISORIENTED</div>	<div>CONTRIBUTION</div> <div>TOTAL OBLIGATION</div>

CHARACTERISTICS

<div>BRAWN</div>	<div>AGILITY</div>	<div>INTELLECT</div>	<div>CUNNING</div>	<div>WILLPOWER</div>	<div>PRESENCE</div>	<div>FORCE RANK</div>
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GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		
Athletics (Br)		
Charm (Pr)		
Coercion (Will)		
Computers (Int)		
Cool (Pr)		
Coordination (Ag)		
Deception (Cun)		
Discipline (Will)		
Leadership (Pr)		
Mechanics (Int)		
Medicine (Int)		
Negotiation (Pr)		
Perception (Cun)		
Piloting—Planetary (Ag)		
Piloting—Space (Ag)		
Resilience (Br)		
Skulduggery (Cun)		
Stealth (Ag)		
Streetwise (Cun)		
Survival (Cun)		
Vigilance (Will)		

SKILLS

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		
Gunnery (Ag)		
Lightsaber (Br)		
Melee (Br)		
Ranged - Light (Ag)		
Ranged - Heavy (Ag)		

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		
Education (Int)		
Lore (Int)		
Outer Rim (Int)		
Underworld (Int)		
Warfare (Int)		
Xenology (Int)		

CUSTOM SKILLS	CAREER?	RANK

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

[illegible]

FORCE POWERS

FORCE POWER:

FORCE POWER:

FORCE POWER:

FORCE POWER:

FORCE POWER:

FORCE POWER:

GAME MECHANICS

CHARACTER MOTIVATIONS

MOTIVATION TYPE:

MOTIVATION TYPE:

MORALITY

30

70

EMOTIONAL WEAKNESS:

EMOTIONAL STRENGTH:

CONFLICT

DUTY TYPE:

TOTAL OBLIGATION**OBLIGATION TYPE:**

DUTY TYPE:

OBLIGATION TYPE:

OBLIGATION TYPE:

VALUE

CONTRIBUTION

VALUE

VALUE

ABILITIES AND TRAITS SHEET

SOAK

MELEE DEF

RANGED DEF

ENCUM

HP

ARMOR TYPE:

MAKE/MODEL:

SPECIAL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

MAKE/MODEL:

BONUS:

FUNCTIONAL

NON-FUNCTIONAL

ARMOR / WEAPONS / CYBERNETICS SHEET

PERSONAL ACQUISITIONS SHEET