

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:



CAREER:

SPECIALIZATIONS:

WOUNDS

THRESHOLD CURRENT

STRAIN

THRESHOLD CURRENT

CRITICALS



TOTAL DUTY

SOAK VALUE

DEFENSE

RANGED MELEE

FORCE POOL

COMMITTED AVAILABLE

ENCUMBRANCE

THRESHOLD CURRENT

STATUS EFFECTS

STAGGERED

IMMOBILIZED

DISORIENTED

CONTRIBUTION

TOTAL OBLIGATION

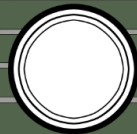
CHARACTERISTICS



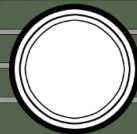
BRAWN



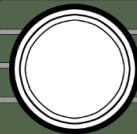
AGILITY



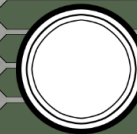
INTELLECT



CUNNING



WILLPOWER



PRESENCE



FORCE RANK

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 POWER:**

**MOTIVATION TYPE:**

**EMOTIONAL STRENGTH:**

**OBLIGATION TYPE:**

VALUE

## ABILITIES AND TRAITS SHEET

## ARMOR

SOAK	MELEE DEF	RANGED DEF	ENCUM	HP

ARMOR TYPE:

MAKE/MODEL:

SPECIAL:

CONDITION

☐

MINOR

☐

MODERATE

☐

MAJOR

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

## WEAPONS

DAMAGE	CRIT	ENCUM	HP

WEAPON TYPE:

RANGE:

MAKE/MODEL:

SKILL:

SPECIAL:

CONDITION

☐

MINOR

☐

MODERATE

☐

MAJOR

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE	CRIT	ENCUM	HP

WEAPON TYPE:

RANGE:

MAKE/MODEL:

SKILL:

SPECIAL:

CONDITION

☐

MINOR

☐

MODERATE

☐

MAJOR

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE	CRIT	ENCUM	HP

WEAPON TYPE:

RANGE:

MAKE/MODEL:

SKILL:

SPECIAL:

CONDITION

☐

MINOR

☐

MODERATE

☐

MAJOR

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

## CYBERNETICS

MAKE/MODEL:

BONUS:

FUNCTIONAL

☐

NON-FUNCTIONAL

☐

MAKE/MODEL:

BONUS:

FUNCTIONAL

☐

NON-FUNCTIONAL

☐

MAKE/MODEL:

BONUS:

FUNCTIONAL

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MAKE/MODEL:

BONUS:

FUNCTIONAL

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NON-FUNCTIONAL

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ARMOR / WEAPONS / CYBERNETICS SHEET



PERSONAL FINANCES

AMOUNT	CYCLE	SOURCE

**AVAILABLE CREDITS**

**CREDITS OWED**

AMOUNT	TO WHOM	REASON

**WORN / GENERALLY CARRIED**

ENCUMBRANCE	
THRESHOLD	CURRENT

THRESHOLD	CURRENT

1. *Journal of the American Medical Association*, 2000; 283: 2686-2692.

ITEM	QUANTITY	ENCUMB.
		

ITEM	QUANTITY	ENCUMB.
		

ITEM	QUANTITY	ENCUMB.
		

[illegible][illegible][illegible]

## OTHER PROPERTY

[illegible][illegible][illegible][illegible][illegible][illegible]

# PERSONAL ACQUISITIONS SHEET