

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 POWERS

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 DUTY

TOTAL OBLIGATION**OBLIGATION TYPE:**

DUTY TYPE:

OBLIGATION TYPE:

OBLIGATION TYPE:

	VALUE
100%	100%
90%	90%
80%	80%
70%	70%
60%	60%
50%	50%
40%	40%
30%	30%
20%	20%
10%	10%
0%	0%

VALUE

VALUE

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

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NON-FUNCTIONAL

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MAKE/MODEL:

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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

GEAR NOTES

ITEM	QUANTITY	ENCUMB.
		

[illegible]

OTHER PROPERTY

[illegible][illegible]

PERSONAL ACQUISITIONS SHEET