

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

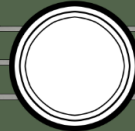
CHARACTERISTICS



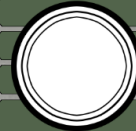
BRAWN



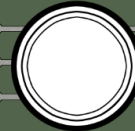
AGILITY



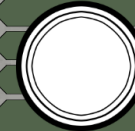
INTELLECT



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

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:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

CONDITION

MINOR

MODERATE

MAJOR

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE

CRIT

ENCUM

HP

WEAPON TYPE:

MAKE/MODEL:

SPECIAL:

RANGE:

SKILL:

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

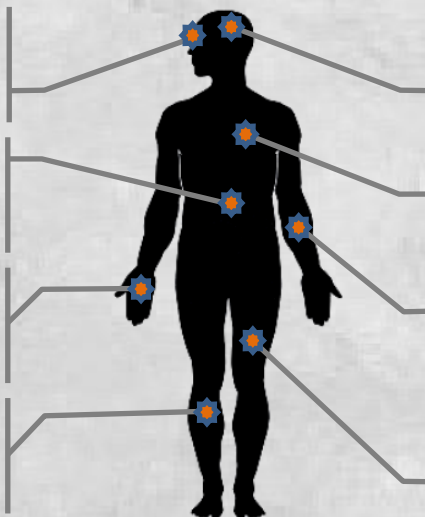
NON-FUNCTIONAL

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

PERSONAL FINANCES

AMOUNT	CYCLE	SOURCE

AVAILABLE CREDITS

CREDITS OWED

AMOUNT	TO WHOM	REASON

WORN / GENERALLY CARRIED

ENCUMBRANCE

THRESHOLD	CURRENT
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GEAR NOTES

ITEM	QUANTITY	ENCUMB.
		

[illegible]

OTHER PROPERTY

[illegible][illegible]

PERSONAL ACQUISITIONS SHEET