

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:



CAREER:

SPECIALIZATIONS:

WOUNDS: THRESHOLD, CURRENT

STRAIN: THRESHOLD, CURRENT

CRITICALS

CONFLICT

MORALITY

TOTAL DUTY

SOAK VALUE

DEFENSE: RANGED, MELEE

FORCE POOL: COMMITTED, AVAILABLE

ENCUMBRANCE: THRESHOLD, CURRENT

STATUS EFFECTS

STAGGERED

IMMOBILIZED

DISORIENTED



CONTRIBUTION

TOTAL OBLIGATION

TOTAL OBLIGATION

CHARACTERISTICS

BRAWN, AGILITY, INTELLECT, CUNNING, WILLPOWER, PRESENCE, FORCE RANK

GENERAL SKILLS

CAREER?

RANK

Table with 3 columns: Skill Name, Career?, Rank. Skills include Astrogation, Athletics, Charm, Coercion, Computers, Cool, Coordination, Deception, Discipline, Leadership, Mechanics, Medicine, Negotiation, Perception, Piloting, Resilience, Skulduggery, Stealth, Streetwise, Survival, Vigilance.

SKILLS

COMBAT SKILLS

CAREER?

RANK

Table with 4 columns: Skill Name, Career?, Rank. Skills include Brawl, Gunnery, Lightsaber, Melee, Ranged - Light, Ranged - Heavy.

KNOWLEDGE SKILLS

CAREER?

RANK

Table with 4 columns: Skill Name, Career?, Rank. Skills include Core Worlds, Education, Lore, Outer Rim, Underworld, Warfare, Xenology.

CUSTOM SKILLS

CAREER?

RANK

Table with 4 columns: Skill Name, Career?, Rank. Custom skills section.

WEAPON

SKILL

DAMAGE

RANGE

CRIT

SPECIAL

Table with 6 columns: Weapon, Skill, Damage, Range, Crit, Special. Multiple rows for equipment.

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

ARMOR

SOAK MELEE DEF RANGED DEF ENCUM HP

ARMOR TYPE: _____
 MAKE/MODEL: _____
 SPECIAL: _____

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

WEAPONS

DAMAGE CRIT ENCUM HP

WEAPON TYPE: _____ RANGE: _____
 MAKE/MODEL: _____ SKILL: _____
 SPECIAL: _____

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE CRIT ENCUM HP

WEAPON TYPE: _____ RANGE: _____
 MAKE/MODEL: _____ SKILL: _____
 SPECIAL: _____

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE CRIT ENCUM HP

WEAPON TYPE: _____ RANGE: _____
 MAKE/MODEL: _____ SKILL: _____
 SPECIAL: _____

CONDITION

MINOR

MODERATE

MAJOR

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

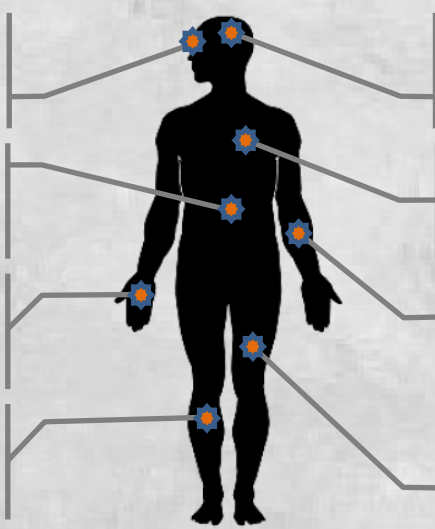
CYBERNETICS

MAKE/MODEL: _____
 BONUS: _____
 FUNCTIONAL NON-FUNCTIONAL

MAKE/MODEL: _____
 BONUS: _____
 FUNCTIONAL NON-FUNCTIONAL

MAKE/MODEL: _____
 BONUS: _____
 FUNCTIONAL NON-FUNCTIONAL

MAKE/MODEL: _____
 BONUS: _____
 FUNCTIONAL NON-FUNCTIONAL



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