

CHARACTER NAME \_\_\_\_\_  
 CAREER \_\_\_\_\_ SPECIES \_\_\_\_\_ SILHOUETTE \_\_\_\_\_  
 SPECIALIZATION \_\_\_\_\_ ADDITIONAL SPECIALIZATIONS \_\_\_\_\_  
 PLAYER \_\_\_\_\_



Character stat and resource bars:

- Attributes:** BRAWN, AGILITY, INTELLECT, CUNNING, WILLPOWER, PRESENCE, THE FORCE
- Resources:** SOAK VALUE, DEFENSE (RANGED, MELEE), WOUNDS (THRESHOLD, CURRENT), STRAIN (THRESHOLD, CURRENT), ENCUMBRANCE (THRESHOLD, CURRENT)

GENERAL	Astrogation [INT]	_____	OOOOOOO
	Athletics [BR]	_____	OOOOOOO
	Computers [INT]	_____	OOOOOOO
	Cool [PR]	_____	OOOOOOO
	Coordination [AG]	_____	OOOOOOO
	Discipline [WP]	_____	OOOOOOO
	Mechanics [INT]	_____	OOOOOOO
	Medicine [INT]	_____	OOOOOOO
	Perception [CUN]	_____	OOOOOOO
	Piloting (Planetary) [AG]	_____	OOOOOOO
	Piloting (Space) [AG]	_____	OOOOOOO
	Resilience [BR]	_____	OOOOOOO
	Skulduggery [CUN]	_____	OOOOOOO
	Stealth [AG]	_____	OOOOOOO
	Streetwise [CUN]	_____	OOOOOOO
Survival [CUN]	_____	OOOOOOO	
Vigilance [WP]	_____	OOOOOOO	
SOCIAL	Charm [PR]	_____	OOOOOOO
	Coercion [WP]	_____	OOOOOOO
	Deception [CUN]	_____	OOOOOOO
	Leadership [PR]	_____	OOOOOOO
	Negotiation [PR]	_____	OOOOOOO
KNOWLEDGE	Core Worlds [INT]	_____	OOOOOOO
	Education [INT]	_____	OOOOOOO
	Lore [INT]	_____	OOOOOOO
	Outer Rim [INT]	_____	OOOOOOO
	Underworld [INT]	_____	OOOOOOO
	Warfare [INT]	_____	OOOOOOO
	Xenology [INT]	_____	OOOOOOO
	Brawl [BR]	_____	OOOOOOO
	Gunnery [AG]	_____	OOOOOOO
	Lightsaber [BR]	_____	OOOOOOO
COMBAT	Melee [BR]	_____	OOOOOOO
	Ranged (Light) [AG]	_____	OOOOOOO
	Ranged (Heavy) [AG]	_____	OOOOOOO

**ARMOR AND CLOTHING**

SOAK \_\_\_\_\_ RANGED DEF \_\_\_\_\_ MELEE DEF \_\_\_\_\_ ENC \_\_\_\_\_ HP \_\_\_\_\_

QUALITIES, SPECIAL \_\_\_\_\_

MODIFICATIONS \_\_\_\_\_

**WEAPON** \_\_\_\_\_ SKILL \_\_\_\_\_

RANGE \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_ ENC \_\_\_\_\_ HP \_\_\_\_\_

QUALITIES, SPECIAL \_\_\_\_\_

MODIFICATIONS \_\_\_\_\_

**WEAPON** \_\_\_\_\_ SKILL \_\_\_\_\_

RANGE \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_ ENC \_\_\_\_\_ HP \_\_\_\_\_

QUALITIES, SPECIAL \_\_\_\_\_

MODIFICATIONS \_\_\_\_\_

**WEAPON** \_\_\_\_\_ SKILL \_\_\_\_\_

RANGE \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_ ENC \_\_\_\_\_ HP \_\_\_\_\_

QUALITIES, SPECIAL \_\_\_\_\_

MODIFICATIONS \_\_\_\_\_

**WEAPON** \_\_\_\_\_ SKILL \_\_\_\_\_

RANGE \_\_\_\_\_ DAMAGE \_\_\_\_\_ CRITICAL \_\_\_\_\_ ENC \_\_\_\_\_ HP \_\_\_\_\_

QUALITIES, SPECIAL \_\_\_\_\_

MODIFICATIONS \_\_\_\_\_

CHARACTER SHEET

TOTAL XP \_\_\_\_\_ AVAILABLE XP \_\_\_\_\_

