

CHARACTER NAME:

PLAYER:

SPECIES:

GENDER:

HEIGHT:

HAIR:

EYES:

AGE:

BUILD:

NOTABLE FEATURES:



CAREER:

SPECIALIZATIONS:

WOUNDS		STRAIN	
THRESHOLD	CURRENT	THRESHOLD	CURRENT

CRITICALS

CONFLICT

MORALITY

TOTAL DUTY

SOAK VALUE

DEFENSE	
RANGED	MELEE

FORCE POOL	
COMMITTED	AVAILABLE

ENCUMBRANCE	
THRESHOLD	CURRENT

STATUS

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



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

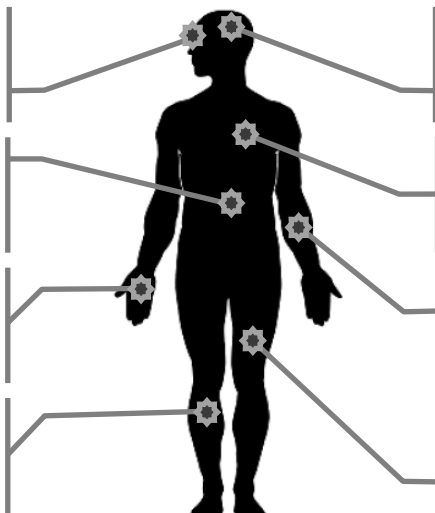
CYBERNETICS

MAKE/MODEL: \_\_\_\_\_  
 BONUS: \_\_\_\_\_  
 FUNCTIONAL  NON-FUNCTIONAL

MAKE/MODEL: \_\_\_\_\_  
 BONUS: \_\_\_\_\_  
 FUNCTIONAL  NON-FUNCTIONAL

MAKE/MODEL: \_\_\_\_\_  
 BONUS: \_\_\_\_\_  
 FUNCTIONAL  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

