

CHARACTER NAME: _____ PLAYER: _____
 SPECIES: _____ GENDER: _____
 HEIGHT: _____ HAIR: _____
 EYES: _____ AGE: _____
 BUILD: _____
 NOTABLE FEATURES: _____



CAREER: _____ SPECIALIZATIONS: _____

WOUNDS

THRESHOLD CURRENT

STRAIN

THRESHOLD CURRENT

SOAK VALUE

DEFENSE

RANGED MELEE

FORCE POOL

COMMITTED AVAILABLE

ENCUMBRANCE

THRESHOLD CURRENT

CRITICALS

CONFLICT

MORALITY

TOTAL DUTY

STATUS EFFECTS

STAGGERED

IMMOBILIZED

DISORIENTED

CONTRIBUTION

TOTAL OBLIGATION

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

FORCE RANK

GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		<input type="text"/>
Athletics (Br)		<input type="text"/>
Charm (Pr)		<input type="text"/>
Coercion (Will)		<input type="text"/>
Computers (Int)		<input type="text"/>
Cool (Pr)		<input type="text"/>
Coordination (Ag)		<input type="text"/>
Deception (Cun)		<input type="text"/>
Discipline (Will)		<input type="text"/>
Leadership (Pr)		<input type="text"/>
Mechanics (Int)		<input type="text"/>
Medicine (Int)		<input type="text"/>
Negotiation (Pr)		<input type="text"/>
Perception (Cun)		<input type="text"/>
Piloting—Planetary (Ag)		<input type="text"/>
Piloting—Space (Ag)		<input type="text"/>
Resilience (Br)		<input type="text"/>
Skulduggery (Cun)		<input type="text"/>
Stealth (Ag)		<input type="text"/>
Streetwise (Cun)		<input type="text"/>
Survival (Cun)		<input type="text"/>
Vigilance (Will)		<input type="text"/>

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		<input type="text"/>
Gunnery (Ag)		<input type="text"/>
Lightsaber		<input type="text"/>
Melee (Br)		<input type="text"/>
Ranged - Light (Ag)		<input type="text"/>
Ranged - Heavy (Ag)		<input type="text"/>

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		<input type="text"/>
Education (Int)		<input type="text"/>
Lore (Int)		<input type="text"/>
Outer Rim (Int)		<input type="text"/>
Underworld (Int)		<input type="text"/>
Warfare (Int)		<input type="text"/>
Xenology (Int)		<input type="text"/>

CUSTOM SKILLS	CAREER?	RANK
		<input type="text"/>
		<input type="text"/>
		<input type="text"/>

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

TOTAL XP

CHARACTER SHEET

AVAILABLE XP

PERSONAL FINANCES

AMOUNT	CYCLE	SOURCE

AVAILABLE CREDITS

CREDITS OWED

AMOUNT	TO WHOM	REASON


WORN / GENERALLY CARRIED

GEAR NOTES

ENCUMBRANCE	

THRESHOLD CURRENT

ITEM	QUANTITY	ENCUMB.
		

ITEM	QUANTITY	ENCUMB.
		

OTHER PROPERTY

ITEM	QUANTITY	ENCUMB.	LOCATION

ITEM	QUANTITY	ENCUMB.	LOCATION

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

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