

Character \_\_\_\_\_

Player \_\_\_\_\_

Class \_\_\_\_\_

Level \_\_\_\_\_

Origin \_\_\_\_\_

Species \_\_\_\_\_

**ABILITIES**

	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
DEX DEXTERITY	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CON CONSTITUTION	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INT INTELLIGENCE	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
WIS WISDOM	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
CHA CHARISMA	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**VITALITY**

<input type="radio"/>
<input type="radio"/>
<input type="radio"/>

**WOUNDS**

<input type="radio"/>
<input type="radio"/>
<input type="radio"/>

CURRENT VITALITY

CURRENT WOUNDS

Vitality Dice

DAMAGE REDUCTION

MAXIMUM DEX BONUS

ARMOR CHECK PENALTY

Force Points

Dark Side Points

Age \_\_\_\_\_

Gender \_\_\_\_\_

Height \_\_\_\_\_

Mass \_\_\_\_\_

Hair \_\_\_\_\_

Eyes \_\_\_\_\_

Skin \_\_\_\_\_

Handedness \_\_\_\_\_

Force Points \_\_\_\_\_

Dark Side Points \_\_\_\_\_

**DEFENSE**

MODIFIERS \_\_\_\_\_

CLASS DEX SIZE MISC TEMP

= 10 +

PROTECTION WORN

**SAVING THROWS****FORTITUDE**

CONSTITUTION

TOTAL	BASE	ABILITY	MODIFIERS	MISC	TEMP
<input type="radio"/>					
<input type="radio"/>					
<input type="radio"/>					

**REFLEX**

DEXTERITY

TOTAL	BASE	ABILITY	MODIFIERS	MISC	TEMP
<input type="radio"/>					
<input type="radio"/>					
<input type="radio"/>					

**WILL**

WISDOM

**ATTACK ROLLS****MELEE**

STRENGTH

TOTAL	BASE	ABILITY	MODIFIERS	MISC	TEMP
<input type="radio"/>					
<input type="radio"/>					

**RANGED**

DEXTERITY

TOTAL	BASE	ABILITY	MODIFIERS	MISC	TEMP
<input type="radio"/>					
<input type="radio"/>					

**WEAPONS**

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

## Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

## Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

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## Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

## Notes

Weapon	Att Bonus	Damage	Critical	Range	Type	Size

**REPUTATION & FOLLOWERS**

<input type="radio"/>
<input type="radio"/>

**EXPERIENCE**

Total Experience
XP's Needed For Next Level

**CHARACTER RECORD SHEET**

SKILLS					
CROSS CLASS	TOTAL	RANKS	MODIFIERS	MISC	ABILITY
Appraise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Astrogate	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Balance	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex
Bluff	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cha
Climb	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Str*
Computer Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Craft	<input type="radio"/>	( _____ )	<input type="radio"/>	<input type="radio"/>	Int
Demolitions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Diplomacy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cha
Disable Device	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Disguise	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cha
Entertain	<input type="radio"/>	( _____ )	<input type="radio"/>	<input type="radio"/>	Cha
Escape Artist	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex*
Forgery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Gamble	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Gather Information	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cha
Handle Animal	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cha
Hide	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex*
Intimidate	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cha
Jump	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Str*
Knowledge	( _____ )	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Knowledge	( _____ )	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Knowledge	( _____ )	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Listen	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Move Silently	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex*
Pilot	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex
Profession	( _____ )	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Repair	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Ride	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex
Search	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Int
Sense Motive	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Sleight of Hand	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex*
Spot	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Survival	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Swim	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Str
Treat Injury	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wis
Tumble	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dex*

## GEAR

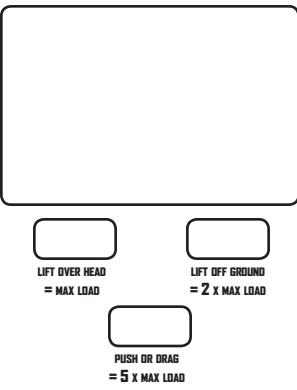
### Current Load

### Total Weight Carried

## MOVEMENT/LIFTING

Movement	Rate	Movement	Rate
Walk (= Base)		Hour Walk	
Hustle		Hour Hustle	
Run (x3)		Day Walk	
Run (x4)		Special	
Load	Weight Carried	MAX DEX	CHECK PEN
Light		norm	norm
Medium		+3	-3
Heavy		+1	-6

## CREDITS



## FEATS & SPECIAL ABILITIES

## FORCE FEATS

FEAT	CROSS CLASS	TOTAL	MODIFIERS		KEY ABILITY
			RANKS	MISC	
Affect Mind	Alter				Cha
Battle Influence	Alt, B Med, Sense				Cha
Battlemind	Control				Con
Brain Energy	Alter				Con
Empathy	Force				Wis
Enhance Ability	Force				Con
Enhance Senses	Sense				Wis
Farseeing	Sense				Wis
Fear	Sense				Wis
Force Defense	Control				Cha
Force Grip	Alter				Int
Force Light	Alter, Sense				Wis
Force Lightning	Alter				Int
Force Stealth	Control				Cha
Force Strike	Alter				Int
Friendship	Force				Cha
Heal Another	Alter				Wis
Heal Self	Control				Cha
Hallusion	Alter				Cha
Inspire	Alt, B Med, Sense				Cha
Malacia	All				Int
Move Object	Alter				Int
Plant Surge	Alt, Ctrl, Sense				Int
See Force	Sense				Wis
Sever Force	Alt, B Med, Sense				Cha
Telepathy	Sense				Wis

 CAN BE USED WITH 0 RANKS — \* ARMOR CHECK PENALTY APPLIES  
 USE OF THIS SKILL EARNS A DARK SIDE POINT

## NOTES