the Force

"If once you start down the dark path, forever will it dominate your destiny . . ."

Force Sensitive? YES
Teacher:
_____

Vital Statistics

template_____

Species_____ Complexion_____

Gender_____ Age_____ _____

Hgt_____ Wgt_____ Frame_____

Hair_____ Eyes_____ _____

movement

_____ meters

Force Points

Control
_____

Sense
_____

Alter
_____

Status

Weapons set for Stun
Stunned twice, wounded or worse = unconscious 2D min

Experience

Current Character Points

number of times			
0 - 3		**Stunned**	(per stun: -1D for that rnd. & next rnd. / Stun in effect for 1/2 hour / if suffering from as many stuns as STR dice, unconscious 2D min. / Rest one min. to remove a stun)
4 - 8		**Wounded**	(-1D to all rolls until first aided / falls prone, no actions for rest of rnd.)
		Wounded Twice	(same as wounded / if wounded again you are incapacitated)
9 - 12		**Incapacitated**	(falls prone / unconscious for 10D min. or until 1D min. after first aided / if wounded or incapacitated again you are mortally wounded)
13 - 15		**Mortally Wounded**	(knocked unconscious into coma / roll 2D each end until first aided: if roll is less than the number of rnds. since you were mortally wounded, you will die in 6D rnds. / if mortally wounded again, you die instantly / you need a bacta tank)
16 +		**Dead**	(may the Force be with you)

DEXTERITY
_____

KNOWLEDGE
_____

MECHANICAL
_____

PERCEPTION
_____

STRENGTH
_____

TECHNICAL
_____

the Dark Side

points

"Together we will bring down the galaxy."

Weapons

Weapon in hand (ready)

RANGES

Weapons	Damage	Difficulty	Short	Medium	Long	Ammo

Long ago,
in a galaxy far, far away...

_____ Player

Campaign _____ Date _____

Armor

Model_____
Type_____
Effect_____

Armor Status

4 - 8		Lightly Damaged	(-1 pip until repaired)
9 - 12		Heavily Damaged	(-1D until repaired)
13 - 15		Severely Damaged	(useless but repairable)
16 +		Destroyed	(game over, man)

If you take damage through the armor, the armor takes same amt. of damage you did & is damaged on this chart