

Character _____ Player _____
Class _____ Level _____
Origin _____ Species _____

ABILITIES

STR STRENGTH, DEX DEXTERITY, CON CONSTITUTION, INT INTELLIGENCE, WIS WISDOM, CHA CHARISMA. Includes ability modifier, temp score, and temp modifier boxes.

VITALITY

WOUNDS

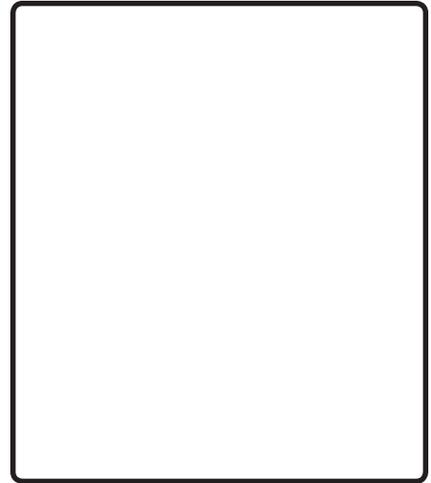
Current Vitality and Current Wounds boxes. Includes Vitality Dice input.

Age _____
Gender _____
Height _____
Mass _____
Hair _____
Eyes _____
Skin _____
Handedness _____
Force Points _____
Light Side Dice _____
Dark Side Dice _____
Dark Side Points _____

DEFENSE

Defense calculation: [] = 10 + [] + [] + [] + [] + []
Includes Class Mod, Equipment Mod, Protection Worn, and various modifiers.

MAXIMUM DEX BONUS []
ARMOR CHECK PENALTY []



SAVING THROWS

FORTITUDE CONSTITUTION, REFLEX DEXTERITY, WILL WISDOM. Includes total, base, ability, and modifiers.

INITIATIVE

INITIATIVE TOTAL, DEX, MISC. Includes D6 and D8 dice icons.

SKILLS

Table with columns: Skill Name, Max Ranks, Cross Class, Total, Ranks, Misc, Ability, Key Ability. Lists skills like Appraise, Astrogate, Bluff, etc.

ATTACK ROLLS

MELEE STRENGTH, RANGED DEXTERITY, GRAPPLING STRENGTH. Includes total, base, ability, and modifiers.

WEAPONS

Table with columns: Weapon, Att Bonus, Damage, Critical, Range, Type, Size. Includes a Notes column for each entry.

REPUTATION & FOLLOWERS

Reputation and Followers tracking area with a D6 icon and multiple rows for data.

EXPERIENCE

Total Experience and XP Needed For Next Level tracking area.

* CAN BE USED WITH [] RANKS * ARMOR CHECK PENALTY APPLIES

