

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

CHARACTER RECORD SHEET

ABILITIES				ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	VITALITY	WOUNDS	Age
STR STRENGTH									_____
DEX DEXTERITY									_____
CON CONSTITUTION									_____
INT INTELLIGENCE									_____
WIS WISDOM									_____
CHA CHARISMA									_____

DEFENSE				CLASS MOD	MODIFIERS				MAXIMUM DEX BONUS	ARMOR CHECK PENALTY	Force Points
	= 10 +			DEX	SIZE	MISC	TEMP			_____	
				EQUIP MOD	PROTECTION WORN						_____

SAVING THROWS				INITIATIVE					
FORTITUDE CONSTITUTION	TOTAL	BASE	ABILITY	MODIFIERS	MISC	TEMP	TOTAL	DEX	MISC
REFLEX DEXTERITY									
WILL WISDOM									

ATTACK ROLLS				GRAPPLING						
MELEE STRENGTH	TOTAL	BASE	ABILITY	MODIFIERS	SIZE	MISC	TEMP	TOTAL	ABILITY	SIZE
RANGED DEXTERITY										

WEAPONS						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
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Notes						

REPUTATION & FOLLOWERS				EXPERIENCE			
				Total Experience			
				XPs Needed For Next Level			

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

GEAR

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

FORCE FEATS

[illegible]

MOVEMENT/LIFTING

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

CREDITS

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LIFT OVER HEAD
= MAX LOAD

**LIFT OVER HEAD
= MAX LOAD**

2 H MAX LO

**LIFT OFF GROUND
= 2 X MAX LOAD**

10

PUSH OR DRAG
= 5 X MAX LOAD

FEATS & SPECIAL ABILITIES

[illegible]

FORCE SKILLS

MAX RANKS = LVL+3(2)		FEAT	CROSS	MODIFIERS				REV
			CLASS	TOTAL	RANKS	MISC	ABILITY	ABILITY
Affect Mind		Alter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Battlemind		Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Con
Empathy ■		Force	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
En. Ability		Force	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
En. Senses		Sense	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Farseeing		Sense	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Fear ■ +		Sense	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Force Defense ■		Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Con
Force Grip ■ +		Alter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Force Push		Alter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
Force Stealth ■		Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Con
Friendship		Force	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cha
Heal Another ■		Alter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Heal Self ■		Control	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Con
Move Object ■		Alter	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Int
See Force ■		Sense	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
Telepathy		Sense	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wis
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

■ CAN BE USED WITH □ RANKS — * ARMOR CHECK PENALTY APPLIES — † DARK SIDE SKILL

NOTES

[illegible]