character name

Vital Statistics

template _____

Species _____ Complexion _____

Gender _____ Age _____ _____

Hgt _____ Wgt _____ Frame _____

Hair _____ Eyes _____ _____

movement

meters

the Force

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

Force Points

Force Sensitive? NO

the Dark Side

points

"Together we will bring down the galaxy."

Status

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

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)

Experience

Current Character Points

Other Skills

DEXTERITY	KNOWLEDGE	MECHANICAL

PERCEPTION	STRENGTH	TECHNICAL

Weapon in hand (ready)

Weapons

RANGES

Weapons	Damage	Difficulty	Short	Medium	Long	Ammo

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

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

Player _____

Campaign _____ Date _____

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