

STAR WARS D6 Player Character

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Character Name:

Template/Type:

Caliber: 18D/

Initiative: /

Move:

Handedness:

Wound Status:

Stun Accumulation:

Damage Resistance:

Strength Damage:

Skill Points:

Character Points:

Fate Points:

Dark Side Points:

NORMAL ATTRIBUTES & THEIR SKILLS

Dexterity _____

Agility _____

Blaster/Energy Weapons _____

Flame/Spray Weapons _____

Melee _____

Projectile Weapons _____

Sleight of Hand _____

Throwing _____

Zero-G/Freefall/Flying _____

Knowledge _____

Astrography _____

Bureaucracy/Law/Org. _____

Business/Value/Economy _____

First Aid _____

Investigation _____

Languages _____

Scholarship _____

Sentient Species _____

Street Smarts _____

Survival _____

Tactics _____

Mechanical Aptitude _____

Aquatic Vehicle Operation _____

Com-scan Operation _____

Heavy Weapons _____

Navigation _____

Repulsorlift Operation _____

Shield Operation _____

Spaceship Gunnery _____

Spaceship Operation _____

Perception _____

Animal Riding/Handling _____

Bargain/Persuasion _____

Command/Leadership _____

Con/Deception _____

Discernment _____

Gambling/Gaming _____

Intimidation _____

Searching _____

Stealth/Hiding _____

Willpower _____

Strength _____

Brawling/Grappling _____

Climbing _____

Jumping _____

Lifting/Exertion _____

Stamina/Endurance _____

Swimming _____

Technical Aptitude _____

Aquatic Vehicle Tech _____

Com-scan Tech _____

Computers/Droids _____

Demolitions _____

Hyperdrives _____

Non-Space Weapon Tech _____

Repulsorlift Tech _____

Security _____

Shield Tech _____

Space Weapon Tech _____

Spaceship Tech _____

The Force _____

Sense _____

Control _____

(A) Alter _____

Normal Advanced Skills: (A)...

Acrobatics _____

Armor/Powersuit Proficiency _____

Astrogation _____

Capital Ship Operation _____

Engineering _____

Forgery _____

Martial Arts _____

Medicine _____

FLUENCIES, ADVANTAGES & ABILITIES

Language Fluencies

Galactic Standard (Basic)

Advantages

Special Abilities