



d6 Character Sheet

Template Type: _____ Background: _____
 Character Name: _____
 Player: _____
 Species: _____
 Sex: _____ Age: _____ Height: _____ Weight: _____
 Physical Description: _____

ATTRIBUTE SKILLS

| | | | |
|--|--|---|--|
| <p><u>DEXTERITY</u></p> <ul style="list-style-type: none"> Archaic Gun Blaster Blaster Artillery Bowcaster Bow Brawling Parry Dodge Firearms Greande Lightsaber Melee Combat Melee Parry Missile Weapon Pickpocket Running Thrown Weapons Vehicle Blasters <p><u>STRENGTH</u></p> <ul style="list-style-type: none"> Brawling Climbing Jumping Lifting Stamina Swimming | <p><u>MECHANICAL</u></p> <ul style="list-style-type: none"> Archaic Starship Pilot Astrogation Beast Riding Capital Ship Gunnery Capital Ship Piloting Capital Ship Shields Communications Ground Vehicle Ops Hover Vehicle Ops Poweruit Ops Repulsorlift Ops Sensors Space Transports Starfighter Piloting Starship Gunnery Starship Shields Swoop Ops Walker Ops <p><u>EQUIPMENT</u></p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> | <p><u>KNOWLEDGE</u></p> <ul style="list-style-type: none"> Alien Species Bureaucracy Business Cultures Intimidation Languages Law Enforcement Planetary Systems Streetwise Survival Technology Value Willpower <p><u>PERCEPTION</u></p> <ul style="list-style-type: none"> Bargain Command Con Forgery Gambling Hide Investigation Perusation Search Sneak | <p><u>TECHNICAL</u></p> <ul style="list-style-type: none"> Armor Repair Blaster Repair Capital Ship Repair Cap. Ship Wpn Repair Comp Program/ Repair Demolition Droid Programming Droid Repair First Aid Ground Vehicle Repair Hover Vehicle Repair Medicine Repulsorlift Repair Security Space Transport Repair Starfighter Repair Starship Weapon Repair Walker Repair <p><u>SPECIAL ABILITIES</u></p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> |
|--|--|---|--|

FORCE SKILLS

| | | | |
|--|--|---|---|
| <p><u>CONTROL</u></p> <ul style="list-style-type: none"> Absorb / Dissipate Energy Accelerate Healing Concentration Contort / Escape Control Disease Control Pain Detoxify Poison Empitness Enhance Attribute Force of Will Hibernation Trance Reduce Injury Remain Conscious Resist Stun Short-Term Mem. Enhance | <p><u>SENSE</u></p> <ul style="list-style-type: none"> Combat Sense Danger Sense Instinctive Astrogation Life Detection Life Sense Magnify Senses Postcognition Receptive Telepathy Sense Force Shift Sense <p><u>ALTER</u></p> <ul style="list-style-type: none"> Injure / Kill Telekinesis | <p><u>CONTROL & SENSE</u></p> <ul style="list-style-type: none"> Farseeing Lightsaber Combat Projective Telepathy <p><u>CONTROL & ALTER</u></p> <ul style="list-style-type: none"> Acc. Another's Healing Control Another's Healing Sontrol Another's Pain Detoxify Poison in Another Force Lightning Inflict Pain Place in Hibern. Trance Return to Consciousness Transfer Force | <p><u>SENSE & ALTER</u></p> <ul style="list-style-type: none"> Dim Other's Sense <p><u>CONTROL & SENSE & ALTER</u></p> <ul style="list-style-type: none"> Affect Mind Control Mind Enhanced Coordination Telekinetic Kill <p><u>CONTROL</u> <input type="checkbox"/></p> <p><u>SENSE</u> <input type="checkbox"/></p> <p><u>ALTER</u> <input type="checkbox"/></p> <p><u>DARK SIDE POINTS</u> <input type="checkbox"/></p> |
|--|--|---|---|

Weapons

| | | | | | | | |
|---|---------|--------|------------|-------|--------|-------|-------|
| <p>Move: _____</p> <p>Force Points: _____</p> <p>Force Sensitive: <input type="checkbox"/> Yes <input type="checkbox"/> No</p> <p>Dark Side Points: _____</p> <p>Character Points: _____</p> <p><input type="checkbox"/> Wounded</p> <p><input type="checkbox"/> Incapacitated</p> <p><input type="checkbox"/> Mortally Wounded</p> | Weapons | Damage | Difficulty | Short | Medium | Long | Ammo |
| | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| | _____ | _____ | _____ | _____ | _____ | _____ | _____ |
| | _____ | _____ | _____ | _____ | _____ | _____ | _____ |