

CHARACTER NAME

PLAYER

## STAR WARS

ROLEPLAYING GAME

CLASS

SPECIES

CHARACTER LEVEL

CLASS LEVEL

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN

## CHARACTER RECORD SHEETS

|                            | ABILITY SCORE | ABILITY MODIFIER | [TEMP] SCORE | [TEMP] MODIFIER |
|----------------------------|---------------|------------------|--------------|-----------------|
| <b>STR</b><br>STRENGTH     |               |                  |              |                 |
| <b>DEX</b><br>DEXTERITY    |               |                  |              |                 |
| <b>CON</b><br>CONSTITUTION |               |                  |              |                 |
| <b>INT</b><br>INTELLIGENCE |               |                  |              |                 |
| <b>WIS</b><br>WISDOM       |               |                  |              |                 |
| <b>CHA</b><br>CHARISMA     |               |                  |              |                 |

|                 | TOTAL |
|-----------------|-------|
| <b>VITALITY</b> |       |
| <b>DEFENSE</b>  |       |
|                 | TOTAL |

|                          | TOTAL |
|--------------------------|-------|
| <b>SPEED</b>             |       |
| <b>BASE ATTACK BONUS</b> |       |
| <b>FORCE POINTS</b>      |       |

|               | TOTAL               |
|---------------|---------------------|
| <b>WOUNDS</b> |                     |
|               | CURRENT             |
|               | VITALITY DIE        |
|               | CURRENT             |
|               | ARMOR CHECK PENALTY |

|                            | TOTAL      |
|----------------------------|------------|
| <b>INITIATIVE MODIFIER</b> |            |
|                            | DEX BONUS  |
|                            | MISC BONUS |

|                   | TOTAL |
|-------------------|-------|
| <b>REPUTATION</b> |       |

LIGHT SIDE/DARK SIDE DICE

DARK SIDE POINTS

TOTAL

|                                    | SAVING THROWS | TOTAL |
|------------------------------------|---------------|-------|
| <b>FORTITUDE</b><br>[CONSTITUTION] |               |       |
| <b>REFLEX</b><br>[DEXTERITY]       |               |       |
| <b>WILL</b><br>[WISDOM]            |               |       |

|                               | TOTAL |
|-------------------------------|-------|
| <b>MELEE</b><br>ATTACK BONUS  |       |
| <b>RANGED</b><br>ATTACK BONUS |       |

| WEAPON |        | TOTAL ATTACK BONUS | DAMAGE | CRITICAL           |
|--------|--------|--------------------|--------|--------------------|
| RANGE  | WEIGHT | TYPE               | SIZE   | SPECIAL PROPERTIES |

| WEAPON |        | TOTAL ATTACK BONUS | DAMAGE | CRITICAL           |
|--------|--------|--------------------|--------|--------------------|
| RANGE  | WEIGHT | TYPE               | SIZE   | SPECIAL PROPERTIES |

| ARMOR/PROTECTIVE ITEM |       | TYPE   | ARMOR BONUS | MAX DEX BONUS      |
|-----------------------|-------|--------|-------------|--------------------|
| CHECK PENALTY         | SPEED | WEIGHT | SIZE        | SPECIAL PROPERTIES |

## SKILLS

MAX RANKS

| CROSS CLASS              | SKILL NAME             | KEY ABILITY | ABILITY MODIFIER | RANKS | MISC. MODIFIER | SKILL MODIFIER |
|--------------------------|------------------------|-------------|------------------|-------|----------------|----------------|
| <input type="checkbox"/> | Appraise ■             | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Astrogate              | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Bluff ■                | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Climb ■                | STR*        | +                |       | +              | =              |
| <input type="checkbox"/> | Computer Use ■         | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Craft ( ) ■            | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Demolitions            | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Diplomacy •            | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Disable Device         | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Disguise •             | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Entertain ( ) ■        | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Escape Artist ■        | DEX*        | +                |       | +              | =              |
| <input type="checkbox"/> | Forgery ■              | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Gather Information ■   | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Handle Animal          | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Hide ■                 | DEX*        | +                |       | +              | =              |
| <input type="checkbox"/> | Intimidate ■           | CHA         | +                |       | +              | =              |
| <input type="checkbox"/> | Jump ■                 | STR*        | +                |       | +              | =              |
| <input type="checkbox"/> | Knowledge ( )          | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Knowledge ( )          | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Listen ■               | WIS         | +                |       | +              | =              |
| <input type="checkbox"/> | Move Silently ■        | DEX*        | +                |       | +              | =              |
| <input type="checkbox"/> | Pilot ■                | DEX         | +                |       | +              | =              |
| <input type="checkbox"/> | Profession ( )         | WIS         | +                |       | +              | =              |
| <input type="checkbox"/> | Read/Write Language( ) | None        |                  |       |                | =              |
| <input type="checkbox"/> | Read/Write Language( ) | None        |                  |       |                | =              |
| <input type="checkbox"/> | Repair                 | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Ride ■                 | DEX         | +                |       | +              | =              |
| <input type="checkbox"/> | Search ■               | INT         | +                |       | +              | =              |
| <input type="checkbox"/> | Sense Motive ■         | WIS         | +                |       | +              | =              |
| <input type="checkbox"/> | Sleight Of Hand        | DEX*        | +                |       | +              | =              |
| <input type="checkbox"/> | Speak Language( )      | None        |                  |       |                | =              |
| <input type="checkbox"/> | Speak Language( )      | None        |                  |       |                | =              |
| <input type="checkbox"/> | Spot •                 | WIS         | +                |       | +              | =              |
| <input type="checkbox"/> | Survival ■             | WIS         | +                |       | +              | =              |
| <input type="checkbox"/> | Swim ■                 | STR         | +                |       | +              | =              |
| <input type="checkbox"/> | Treat Injury ■         | WIS         | +                |       | +              | =              |
| <input type="checkbox"/> | Tumble                 | DEX*        | +                |       | +              | =              |
| <input type="checkbox"/> |                        |             | +                |       | +              | =              |
| <input type="checkbox"/> |                        |             | +                |       | +              | =              |
| <input type="checkbox"/> |                        |             | +                |       | +              | =              |
| <input type="checkbox"/> |                        |             | +                |       | +              | =              |

Skills marked ■ can be used Untrained (0 skill ranks). \* Armor check penalty, if any, applies.

## EXPERIENCE POINTS

[illegible]

## LANGUAGES

|                          |       |                          |       |
|--------------------------|-------|--------------------------|-------|
| <input type="checkbox"/> | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> | _____ | <input type="checkbox"/> | _____ |
| <input type="checkbox"/> |       | <input type="checkbox"/> |       |

CHECK BOX IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

- ☐ Alter
  - ☐ Force Lightning
  - ☐ Force Whirlwind
  - ☐ Throw Lightsaber
- ☐ Control
  - ☐ Burst Of Speed
    - ☐ Knight Speed
    - ☐ Master Speed
  - ☐ Dissipate Energy
- ☐ Lightsaber Defense
  - ☐ Knight Defense
  - ☐ Master Defense
- ☐ Prolong Force
- ☐ Force Mastery
  - ☐ High Force Mastery
- ☐ Sense
  - ☐ Deflects Blasters
  - ☐ Force Mind
    - ☐ Knight Mind
    - ☐ Master Mind

## CHARACTER ILLUSTRATION

WEAPON/LIGHTSABER SKETCH

|                                                          |                                                       |
|----------------------------------------------------------|-------------------------------------------------------|
| <input type="checkbox"/> Acrobatic                       | <input type="checkbox"/> Power Attack                 |
| <input type="checkbox"/> Alertness                       | <input type="checkbox"/> Cleave                       |
| <input type="checkbox"/> Ambidexterity                   | <input type="checkbox"/> Great Cleave                 |
| <input type="checkbox"/> Animal Affinity                 | <input type="checkbox"/> Quick Draw                   |
| <input type="checkbox"/> Armor Proficiency (Light)       | <input type="checkbox"/> Quickness                    |
| <input type="checkbox"/> Armor Proficiency (Medium)      | <input type="checkbox"/> Run                          |
| <input type="checkbox"/> Armor Proficiency (Heavy)       | <input type="checkbox"/> Skill Emphasis _____         |
| <input type="checkbox"/> Armor Proficiency (Powered)     | <input type="checkbox"/> Skill Emphasis _____         |
| <input type="checkbox"/> Athletic                        | <input type="checkbox"/> Sharp-eyed                   |
| <input type="checkbox"/> Blind-fight                     | <input type="checkbox"/> Spacer                       |
| <input type="checkbox"/> Cautious                        | <input type="checkbox"/> Starship Dodge               |
| <input type="checkbox"/> Dodge                           | <input type="checkbox"/> Starship Operation _____     |
| <input type="checkbox"/> Mobility                        | <input type="checkbox"/> Starship Operation _____     |
| <input type="checkbox"/> Spring Attack                   | <input type="checkbox"/> Stealthy                     |
| <input type="checkbox"/> Whirlwind Attack                | <input type="checkbox"/> Toughness                    |
| <input type="checkbox"/> Endurance                       | <input type="checkbox"/> Track                        |
| <input type="checkbox"/> Exotic Weapon Proficiency _____ | <input type="checkbox"/> Trustworthy                  |
| <input type="checkbox"/> Expertise                       | <input type="checkbox"/> Two-weapon Fighting          |
| <input type="checkbox"/> Fame                            | <input type="checkbox"/> Improved Two-weapon Fighting |
| <input type="checkbox"/> Force-sensitive                 | <input type="checkbox"/> Weapon Finesse _____         |
| <input type="checkbox"/> Frightful Presence              | <input type="checkbox"/> Weapon Finesse _____         |
| <input type="checkbox"/> Gearhead                        | <input type="checkbox"/> Weapon Focus _____           |
| <input type="checkbox"/> Great Fortitude                 | <input type="checkbox"/> Weapon Focus _____           |
| <input type="checkbox"/> Heroic Surge                    | <input type="checkbox"/> Weapon Group _____           |
| <input type="checkbox"/> Improved Initiative             | <input type="checkbox"/> Weapon Group _____           |
| <input type="checkbox"/> Infamy                          | <input type="checkbox"/> Weapon Group _____           |
| <input type="checkbox"/> Iron Will                       | <input type="checkbox"/> Weapon Group _____           |
| <input type="checkbox"/> Lightning Reflexes              | <input type="checkbox"/> Weapon Group _____           |
| <input type="checkbox"/> Low Profile                     | <input type="checkbox"/> Zero-g Combat                |
| <input type="checkbox"/> Martial Artist                  | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Mimic                           | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Nimble                          | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Persuasive                      | <input type="checkbox"/> _____                        |
| <input type="checkbox"/> Point Blank Shot                | _____                                                 |
| <input type="checkbox"/> Far Shot                        | _____                                                 |
| <input type="checkbox"/> Precise Shot                    | _____                                                 |
| <input type="checkbox"/> Rapid Shot                      | _____                                                 |
| <input type="checkbox"/> Multishot                       | _____                                                 |
| <input type="checkbox"/> Shot On The Run                 | _____                                                 |

## MAX RANKS

4

| CROSS CLASS              | SKILL NAME      | FEAT    | KEY ABILITY | ABILITY MODIFIER | RANKS | MISC. MODIFIER | SKILL MODIFIER |
|--------------------------|-----------------|---------|-------------|------------------|-------|----------------|----------------|
| <input type="checkbox"/> | Affect Mind     | Alter   | Cha         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Battlemind      | Control | Con         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Empathy ■       | Force   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | En. Ability     | Force   | Con         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | En. Senses      | Sense   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Farseeing       | Sense   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Fear ■ †        | Sense   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Force Defense ■ | Control | Con         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Force Grip ■ †  | Alter   | Int         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Force Push      | Alter   | Int         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Force Stealth ■ | Control | Con         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Friendship      | Force   | Cha         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Heal Another ■  | Alter   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Heal Self ■     | Control | Con         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Move Object ■   | Alter   | Int         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | See Force ■     | Sense   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | Telepathy       | Sense   | Wis         | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | _____           | _____   | _____       | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | _____           | _____   | _____       | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | _____           | _____   | _____       | _____            | +     | +              | = _____        |
| <input type="checkbox"/> | _____           | _____   | _____       | _____            | +     | +              | = _____        |

Skills marked ■ can be used Untrained (0 skill ranks). \* Armor check penalty, if any, applies. † Use of this skill earns a dark side point.

## NOTES