CHARACTER NAME

PLAYER

CLASS   SPECIES

CHARACTER LEVEL   CLASS LEVEL

AGE   GENDER   HEIGHT   WEIGHT

EYES   HAIR   SKIN

ABILITY SCORE   **ABILITY MODIFIER**   **[TEMP] SCORE**   **[TEMP] MODIFIER**

STR STRENGTH

DEX DEXTERITY

CON CONSTITUTION

INT INTELLIGENCE

WIS WISDOM

CHA CHARISMA

VITALITY   TOTAL   CURRENT

DEFENSE   TOTAL   = 10 +   CLASS BONUS   OR   (EQUIP BONUS)   +   DEX MOD   +   SIZE MOD   +   MISC BONUS   ARMOR CHECK PENALTY

WOUNDS   TOTAL   CURRENT   VITALITY DIE

NOTE: CLASS BONUS AND EQUIPMENT BONUS DO NOT STACK

SPEED

BASE ATTACK BONUS

INITIATIVE MODIFIER   TOTAL   =   DEX BONUS   +   MISC BONUS

REPUTATION

FORCE POINTS   **LIGHT SIDE/DARK SIDE DICE**   **DARK SIDE POINTS**

_____ / _____

TOTAL

SAVING THROWS   TOTAL   BASE SAVE   ABILITY MOD   MISC MOD

FORTITUDE [CONSTITUTION]   = □ + □ + □

REFLEX [DEXTERITY]   BASE SAVE   ABILITY MOD   MISC MOD   = □ + □ + □

WILL [WISDOM]   BASE SAVE   ABILITY MOD   MISC MOD   = □ + □ + □

TOTAL   BASE   STR MOD   SIZE MOD   MISC MOD

MELEE ATTACK BONUS   = □ + □ + □ + □

RANGED ATTACK BONUS   BASE   DEX MOD   SIZE MOD   MISC MOD   = □ + □ + □ + □

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
□	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	_____ +	_____ +	_____ =	_____
□	Listen ■	WIS	_____ +	_____ +	_____ =	_____
□	Move Silently ■	DEX*	_____ +	_____ +	_____ =	_____
□	Pilot ■	DEX	_____ +	_____ +	_____ =	_____
□	Profession (_____)	WIS	_____ +	_____ +	_____ =	_____
□	Read/Write Language(_____)	None				
□	Read/Write Language(_____)	None				
□	Repair	INT	_____ +	_____ +	_____ =	_____
□	Ride ■	DEX	_____ +	_____ +	_____ =	_____
□	Search ■	INT	_____ +	_____ +	_____ =	_____
□	Sense Motive ■	WIS	_____ +	_____ +	_____ =	_____
□	Sleight Of Hand	DEX*	_____ +	_____ +	_____ =	_____
□	Speak Language(_____)	None				
□	Speak Language(_____)	None				
□	Spot •	WIS	_____ +	_____ +	_____ =	_____
□	Survival ■	WIS	_____ +	_____ +	_____ =	_____
□	Swim ■	STR	_____ +	_____ +	_____ =	_____
□	Treat Injury ■	WIS	_____ +	_____ +	_____ =	_____
□	Tumble	DEX*	_____ +	_____ +	_____ =	_____
□	_____	____	_____ +	_____ +	_____ =	_____
□	_____	____	_____ +	_____ +	_____ =	_____
□	_____	____	_____ +	_____ +	_____ =	_____
□	_____	____	_____ +	_____ +	_____ =	_____

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

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.	ITEM	WT.
		Total Weight Carried	

CREDITS

LANGUAGES

☐ _____   ☐ _____

☐ _____   ☐ _____

☐ _____   ☐ _____

CHECK BOX IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

FORCE FEATS

☐ 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

FEATS/SPECIAL ABILITIES

☐ Acrobatic
☐ Alertness
☐ Ambidexterity
☐ Animal Affinity
☐ Armor Proficiency (Light)
  ☐ Armor Proficiency (Medium)
    ☐ Armor Proficiency (Heavy)
    ☐ Armor Proficiency (Powered)
☐ Athletic
☐ Blind-fight
☐ Cautious
☐ Dodge
  ☐ Mobility
    ☐ Spring Attack
      ☐ Whirlwind Attack
☐ Endurance
☐ Exotic Weapon Proficiency _____
☐ Expertise
☐ Fame
☐ Force-sensitive
☐ Frightful Presence
☐ Gearhead
☐ Great Fortitude
☐ Heroic Surge
☐ Improved Initiative
☐ Infamy
☐ Iron Will
☐ Lightning Reflexes
☐ Low Profile
☐ Martial Artist
☐ Mimic
☐ Nimble
☐ Persuasive
☐ Point Blank Shot
  ☐ Far Shot
  ☐ Precise Shot
  ☐ Rapid Shot
    ☐ Multishot
☐ Shot On The Run

☐ Power Attack
  ☐ Cleave
    ☐ Great Cleave
☐ Quick Draw
☐ Quickness
☐ Run
☐ Skill Emphasis _____
☐ Skill Emphasis _____
☐ Sharp-eyed
☐ Spacer
☐ Starship Dodge
☐ Starship Operation _____
☐ Starship Operation _____
☐ Stealthy
☐ Toughness
☐ Track
☐ Trustworthy
☐ Two-weapon Fighting
  ☐ Improved Two-weapon Fighting
☐ Weapon Finesse _____
☐ Weapon Finesse _____
☐ Weapon Focus _____
☐ Weapon Focus _____
☐ Weapon Group _____
☐ Weapon Group _____
☐ Weapon Group _____
☐ Weapon Group _____
☐ Weapon Group _____
☐ Zero-g Combat
☐ _____
☐ _____
☐ _____
☐ _____

FORCE SKILLS   MAX RANKS [/]

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

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