



PERSONAL INFORMATION

Name: _____

Class: _____

Home: _____

Species: _____

Gender: _____ Age: _____

Height: _____ Weight: _____

Physical Description: _____

PERCEPTION

Bargain: _____ Persuasion: _____

Command: _____ Search: _____

Con: _____ Sneak _____

Forgery: _____ : _____

Gambling: _____ : _____

Hide: _____ : _____

Investigation: _____ : _____

STRENGTH

Brawling: _____ : _____

Climbing: _____ : _____

Lifting: _____ : _____

Jumping: _____ : _____

Stamina: _____ : _____

Swimming: _____ : _____

_____ : _____

DEXTERITY

Artillery: _____ Running: _____

Balance: _____ Theft: _____

Blasters: _____ Throwing: _____

Dodge: _____ Tumble: _____

Firearms: _____ : _____

Grenades: _____ : _____

Lightsabers: _____ : _____

Melee: _____ : _____

Missile: _____ : _____

Ride: _____ : _____

TECHNICAL

Armor Rep: _____ Space Trans. Rep: _____

Blaster Rep.: _____ Starfighter Rep: _____

Capital Ship Rep: _____ : _____

Comp. Prog/Rep: _____ : _____

Demolition: _____ : _____

Droid Prog/Rep: _____ : _____

First Aid: _____ : _____

Ground V. Rep: _____ : _____

Repulsorylift Rep: _____ : _____

Security: _____ : _____



KNOWLEDGE

Alien Species: _____ Willpower: _____

Bureaucracy: _____ : _____

Business: _____ : _____

Cultures: _____ : _____

Intimidation: _____ : _____

Languages: _____ : _____

Law Enforce: _____ : _____

Planetary Sys: _____ : _____

Scholar: _____ : _____

Streetwise: _____ : _____

Survival: _____ : _____

Value: _____ : _____

MECHANICAL

Astrogation: _____ Space Trans. Ops: _____

Beast Riding: _____ Starfighter Ops: _____

Cap. Gunnery: _____ Starship Gunnery: _____

Cap. Piloting: _____ Swoop Ops: _____

Cap. Shields: _____ Walker Ops: _____

Communications: _____ : _____

Ground V. Ops: _____ : _____

Jet Pack Ops: _____ : _____

Powersuit Ops: _____ : _____

Repulsorlift Ops: _____ : _____

Sensors: _____ : _____

Shields: _____ : _____

WEAPONS	Damage	Difficulty	Short	Medium	Long	Ammo
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

OTHER

Move: _____

Force Points: _____

Force Sensitive: _____

Dark Side Points: _____

Character Points: _____

Wounded

Incapacitated

Mortally Wounded

EQUIPMENT/ WEALTH
