STAR										
Character					Player				\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	275
Class										
Origin					Species	s		ROLEPLA	YING GAME	
	BILITY TEMPORARY Doifier Score	TEMPORARY Modifier	ITALITY	WIL	NDS			CHARACTER	RECORD S	HEET
STR STRENGTH					\Box	Age				
DEX						Gende Height				
CONSTITUTION						Mass	·			
INTELLIGENCE						Hair				
WIS			CURRENT VITALITY	CURRENT	WOUNDS	Eyes				
CHA		Viti	ality Dice			Skin				
DEFENSE	MODIFIE	ers —				Hande	dness			
= 10 +	DEX SIZE	MISC	TEMP	DAMAGE Reduction		Force	Points			
				MAXIMUM DEX BONUS		Dark S	Side Points			
PR	ROTECTION WORN			ARMOR CHECK PENALTY				SKILLS		
SAVING	THROW	S			ATIVE		MAX RANKS = LVL+3(/2)	CROSS CLASS TOTAL	RANKS MISC	ABILITY ABILITY
TOTAL	BASE ABILIT	MODIFIERS -	ТЕМР	TOTAL I	DEX M	(ISC	Appraise ⊙			
FORTITUDE							Astrogate Balance ⊙			Int Dex
REFLEX			ر ا	O YKN7	7V 7 ∆'	7VI\)	Bluff ⊙			Cha
WILL				<i>L</i> K7 17			Climb ⊙			Str*
WISDUM	ATTA	CK ROL					Computer Use ⊙) Craft ⊙ (Int Int
TOTAL	BASE ABILIT	MODIFIER		_			Demolitions .			Int
MELEE				STRENGTH TOTAL	PPLII	N G Size	Diplomacy ⊙			Cha
RANGED					ABILITY	SIZE	Disable Device Disguise ⊙			Int Cha
BEATEMIT .	WE	APONS					Entertain ⊙ (Cha
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	Escape Artist ⊙			Dex*
					/1		Forgery ⊙ Gamble ⊙			Int Wis
Notes						l	Gather Information ⊙			Cha
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	Handle Animal Hide ⊙			Cha Dex*
					7.		Intimidate ©			Cha
Notes							Jump ⊙			Str*
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	Knowledge (Knowledge ({		Int Int
							Knowledge (
Notes							Listen ⊙			wis [
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	Move Silently © Pilot ⊙			Dex*
							Profession (Wis Wis
Notes							Repair			Int _
Weapon	Att Bonus	Damage	Critical	Range	Туре	Size	Ride ⊙ Search ⊙			Dex Int
							Sense Motive ⊙			Wis
Notes							Sleight of Hand			Dex*
REPUTATION	& FOLLO	WERS		EXPE	RIEN	터크	Spot ⊙ Survival ⊙			Wis Wis
					xperienci		Smim ⊙			Str
					r=		Treat Injury 호			wis [
							Tumble			*xaD Dex
				Ps Needed	For Nov+	l pvol				
			^	1 9 1466UEU	1 U1 146XL					
							② CAN BE	USED WITH $f 0$ ranks $-*$ armor check pe	VALTY APPLIES	

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Curre	ent Load	1				Total Weight Carried								
	[=]V/=	VI-11	-7/11-	TING		CREDITS			FORCE					
M				HILL		פוונים						DIFIERS	— KEY	
Movement	t	Rate	Mav	vement	Rate] [= LVL+3(/2)		ASS TOTAL	RANKS I	MISC ABILITY		
Walk (= Bas	e)		Hou	ur Walk]	Affect Mi	na fluence ⊙	Alter Alt, B Med, Sense	$^{-}$	=	$\dashv \vdash$) Cha) Cha	
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l — — — —						-	Empathy		Force				∋ Wis	
Run (x4)				pecial CHECK	Ļ—		Enhance		Force) Con	
Load	Wei	ght Car	ried	DEX PEN	RUN		Enhance		Sense	$_{-}\bigcirc$			⊇ Wis	
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Medium				+3 -3	х4		Fear ⊙ €		Sense _	_9		$\dashv \vdash$	SiW C	
Heavy				+1 -6	х3	PUSH OR DRAG	Force De		Control Alter .	$^{-}$		$\dashv \vdash$	Cha	
паатү					-) = 5 x max load	Force Gr Force Lig		Alter, Sense	$^{-}$		$\dashv \vdash$) Wis	
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