# STAR WARS
## ROLEPLAYING GAME
### CHARACTER RECORD SHEET

Character _____

Class _____

Origin _____

Player _____

Level _____

Species _____

Age _____

Gender _____

Height _____

Mass _____

Hair _____

Eyes _____

Skin _____

Handedness _____

Force Points _____

Dark Side Points _____

## ABILITIES

| | | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|---|---|---|---|---|
| **STR** STRENGTH | ○ | | | |
| **DEX** DEXTERITY | ○ | | | |
| **CON** CONSTITUTION | ○ | | | |
| **INT** INTELLIGENCE | ○ | | | |
| **WIS** WISDOM | ○ | | | |
| **CHA** CHARISMA | ○ | | | |

## VITALITY

CURRENT VITALITY

## WOUNDS

CURRENT WOUNDS

Vitality Dice _____

## DEFENSE

☐ = 10 +

| MODIFIERS | | | | |
|---|---|---|---|---|
| CLASS | DEX | SIZE | MISC | TEMP |
| | | | | |

PROTECTION WORN

DAMAGE REDUCTION ☐

MAXIMUM DEX BONUS ☐

ARMOR CHECK PENALTY ☐

## SAVING THROWS

| | TOTAL | BASE | ABILITY | MISC | TEMP |
|---|---|---|---|---|---|
| **FORTITUDE** CONSTITUTION | ○ | | | | |
| **REFLEX** DEXTERITY | ○ | | | | |
| **WILL** WISDOM | ○ | | | | |

## INITIATIVE

| TOTAL | DEX | MISC |
|---|---|---|
| ○ | | |

## ATTACK ROLLS

| | TOTAL | BASE | ABILITY | SIZE | MISC | TEMP |
|---|---|---|---|---|---|---|
| **MELEE** STRENGTH | ○ | | | | | |
| **RANGED** DEXTERITY | ○ | | | | | |

### GRAPPLING STRENGTH

| TOTAL | ABILITY | SIZE |
|---|---|---|
| ○ | | |

## WEAPONS

| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
|---|---|---|---|---|---|---|
| | | | | | | |

Notes

| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
|---|---|---|---|---|---|---|
| | | | | | | |

Notes

| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
|---|---|---|---|---|---|---|
| | | | | | | |

Notes

| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
|---|---|---|---|---|---|---|
| | | | | | | |

Notes

| Weapon | Att Bonus | Damage | Critical | Range | Type | Size |
|---|---|---|---|---|---|---|
| | | | | | | |

Notes

## REPUTATION & FOLLOWERS

○

## EXPERIENCE

Total Experience

XPs Needed For Next Level

## SKILLS

MAX RANKS = LVL+**3(/2)**

| | CROSS CLASS | TOTAL | RANKS | MISC | ABILITY | KEY ABILITY |
|---|---|---|---|---|---|---|
| Appraise ☉ | | | | | | Int |
| Astrogate | | | | | | Int |
| Balance ☉ | | | | | | Dex |
| 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 |
| Gamble ☉ | | | | | | Wis |
| Gather Information ☉ | | | | | | Cha |
| Handle Animal | | | | | | Cha |
| Hide ☉ | | | | | | Dex* |
| Intimidate ☉ | | | | | | Cha |
| Jump ☉ | | | | | | Str* |
| Knowledge ( _____ ) | | | | | | Int |
| Knowledge ( _____ ) | | | | | | Int |
| Knowledge ( _____ ) | | | | | | Int |
| Listen ☉ | | | | | | Wis |
| Move Silently ☉ | | | | | | Dex* |
| Pilot ☉ | | | | | | Dex |
| Profession ( _____ ) | | | | | | Wis |
| Repair | | | | | | Int |
| Ride ☉ | | | | | | Dex |
| Search ☉ | | | | | | Int |
| Sense Motive ☉ | | | | | | Wis |
| Sleight of Hand | | | | | | Dex* |
| Spot ☉ | | | | | | Wis |
| Survival ☉ | | | | | | Wis |
| Swim ☉ | | | | | | Str |
| Treat Injury ☉ | | | | | | Wis |
| Tumble | | | | | | Dex* |
| _____ | | | | | | |
| _____ | | | | | | |
| _____ | | | | | | |

☉ CAN BE USED WITH **0** RANKS — * ARMOR CHECK PENALTY APPLIES

# GEAR

| Item | Location | Wt | Item | Location | Wt |
|------|----------|----|----|----------|----|
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|  |  |  |  |  |  |
| Current Load |  |  | Total Weight Carried |  |  |

# FORCE FEATS

# MOVEMENT/LIFTING

| Movement | Rate | Movement | Rate |
|----------|------|----------|------|
| Walk (= Base) |  | Hour Walk |  |
| Hustle |  | Hour Hustle |  |
| Run (x3) |  | Day Walk |  |
| Run (x4) |  | Special |  |

| Load | Weight Carried | MAX DEX | CHECK PEN | RUN |
|------|----------------|---------|-----------|-----|
| Light |  | norm | norm | norm |
| Medium |  | +3 | -3 | x4 |
| Heavy |  | +1 | -6 | x3 |

# CREDITS

LIFT OVER HEAD = MAX LOAD

LIFT OFF GROUND = 2 x MAX LOAD

PUSH OR DRAG = 5 x MAX LOAD

# FORCE SKILLS

MAX RANKS = LVL **+3(/2)**

| | FEAT | CROSS CLASS | TOTAL | MODIFIERS RANKS | MISC | ABILITY | KEY ABILITY |
|--|------|-------------|-------|-------|------|---------|-------------|
| Affect Mind | Alter | | | | | | Cha |
| Battle Influence ☺ | Alt, B Med, Sense | | | | | | Cha |
| Battlemind | Control | | | | | | Con |
| Drain Energy ☺ ☻ | Alter | | | | | | Con |
| Empathy ☺ | Force | | | | | | Wis |
| Enhance Ability | Force | | | | | | Con |
| Enhance Senses | Sense | | | | | | Wis |
| Farseeing | Sense | | | | | | Wis |
| Fear ☺ ☻ | Sense | | | | | | Wis |
| Force Defense ☺ | Control | | | | | | Cha |
| Force Grip ☺ ☻ | Alter | | | | | | Int |
| Force Light ☺ | Alter, Sense | | | | | | Wis |
| Force Lightning ☺ ☻ | Alter | | | | | | Int |
| Force Stealth ☺ | Control | | | | | | Cha |
| Force Strike ☺ | Alter | | | | | | Int |
| Friendship ☺ | Force | | | | | | Cha |
| Heal Another ☺ | Alter | | | | | | Wis |
| Heal Self ☺ | Control | | | | | | Cha |
| Illusion | Alter | | | | | | Cha |
| Inspire | Alt, B Med, Sense | | | | | | Cha |
| Malacia | All | | | | | | Int |
| Move Object ☺ | Alter | | | | | | Int |
| Plant Surge | Alt, Ctrl, Sense | | | | | | Int |
| See Force ☺ | Sense | | | | | | Wis |
| Sever Force | Alt, B Med, Sense | | | | | | Cha |
| Telepathy | Sense | | | | | | Wis |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |

☺ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES
☻ USE OF THIS SKILL EARNS A DARK SIDE POINT

# FEATS & SPECIAL ABILITIES

# NOTES