

CHARACTER

CHARACTER NAME

SPECIES

CAREER

SPECIALIZATION TREES

PLAYER

SOAK VALUE

WOUNDS

STRAIN

DEFENSE

THRESHOLD CURRENT

THRESHOLD CURRENT

RANGED MELEE

CHARACTERISTICS

BRAWN

AGILITY

INTELLECT

CUNNING

WILLPOWER

PRESENCE

SKILLS

GENERAL SKILLS

CAREER?

RANK

| | | |
|---------------------------|--|------------|
| Astrogation (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Athletics (Br) | | ▶▶▶▶▶▶▶▶▶▶ |
| Charm (Pr) | | ▶▶▶▶▶▶▶▶▶▶ |
| Coercion (Will) | | ▶▶▶▶▶▶▶▶▶▶ |
| Computers (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Cool (Pr) | | ▶▶▶▶▶▶▶▶▶▶ |
| Coordination (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |
| Deception (Cun) | | ▶▶▶▶▶▶▶▶▶▶ |
| Discipline (Will) | | ▶▶▶▶▶▶▶▶▶▶ |
| Leadership (Pr) | | ▶▶▶▶▶▶▶▶▶▶ |
| Mechanics (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Medicine (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Negotiation (Pr) | | ▶▶▶▶▶▶▶▶▶▶ |
| Perception (Cun) | | ▶▶▶▶▶▶▶▶▶▶ |
| Piloting - Planetary (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |
| Piloting - Space (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |
| Resilience (Br) | | ▶▶▶▶▶▶▶▶▶▶ |
| Skulduggery (Cun) | | ▶▶▶▶▶▶▶▶▶▶ |
| Stealth (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |
| Streetwise (Cun) | | ▶▶▶▶▶▶▶▶▶▶ |
| Survival (Cun) | | ▶▶▶▶▶▶▶▶▶▶ |
| Vigilance (Will) | | ▶▶▶▶▶▶▶▶▶▶ |

COMBAT SKILLS

CAREER?

RANK

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| Brawl (Br) | | ▶▶▶▶▶▶▶▶▶▶ |
| Gunnery (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |
| Lightsaber (Br) | | ▶▶▶▶▶▶▶▶▶▶ |
| Melee (Br) | | ▶▶▶▶▶▶▶▶▶▶ |
| Ranged - Light (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |
| Ranged - Heavy (Ag) | | ▶▶▶▶▶▶▶▶▶▶ |

KNOWLEDGE SKILLS

| | | |
|-------------------|--|------------|
| Core Worlds (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Education (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Lore (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Outer Rim (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Underworld (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Xenology (Int) | | ▶▶▶▶▶▶▶▶▶▶ |
| Other: | | ▶▶▶▶▶▶▶▶▶▶ |

CUSTOM SKILLS

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WEAPONS

WEAPON

SKILL

DAMAGE

RANGE

CRIT

SPECIAL

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CHARACTER SHEET

TOTAL XP

AVAILABLE XP

