

CHARACTER		PLAYER NAME	
CLASS	LEVEL	RACE	
HOMEWORLD	GENDER	DATE OF BIRTH	
HOMEWORLD LOCATION	HOMEWORLD UWP	ACTUAL AGE	APPARENT AGE
HEIGHT	MASS	HAIR	EYES
HANDEDNESS	RANK	TITLE	TAS MEMBER? <input type="checkbox"/> Yes <input type="checkbox"/> No



ABILITIES	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR (STRENGTH)			
DEX (DEXTERITY)			
CON (CONSTITUTION)			
INT (INTELLIGENCE)			
EDU (EDUCATION)			
WIS (WISDOM)			
CHA (CHARISMA)			
SOC (SOCIAL STANDING)			
PSI (PSIONIC STRENGTH)			

<b>STAMINA</b>	<b>LIFEBLOOD</b>
<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>
CURRENT STAMINA	CURRENT LIFEBLOOD
Stamina Dice <input type="text"/>	
<b>LIFT</b>	<input type="text"/>
= MAX LOAD	= 2 x MAX LOAD
	= 5 x MAX LOAD

### SKILLS

CROSS CLASS	MAX RANKS = LVL+3(2)	TOTAL	RANKS	MISC	MODIFIERS	ABILITY	KEY ABILITY
<input type="checkbox"/>	Animal Empathy						Cha
<input type="checkbox"/>	Appraise ■						Int
<input type="checkbox"/>	Balance ■						Dex*
<input type="checkbox"/>	Bluff ■						Cha
<input type="checkbox"/>	Bribery ■						Cha
<input type="checkbox"/>	Climb ■						Str*
<input type="checkbox"/>	Combat Engineering						Int
<input type="checkbox"/>	Craft ■ [ _____ ]						Int
<input type="checkbox"/>	Decipher Script						Int
<input type="checkbox"/>	Demolitions						Dex
<input type="checkbox"/>	Disguise ■						Cha
<input type="checkbox"/>	Driving ■						Dex
<input type="checkbox"/>	Entertain ■ [ _____ ]						Cha
<input type="checkbox"/>	Forgery ■						Int/Dex
<input type="checkbox"/>	Forward Observer						Int
<input type="checkbox"/>	Gambling ■						Int
<input type="checkbox"/>	Gather Information ■						Cha
<input type="checkbox"/>	Gunnery ■						Wis
<input type="checkbox"/>	Handle Animal						Cha
<input type="checkbox"/>	Hide ■						Dex*
<input type="checkbox"/>	Innuendo						Wis
<input type="checkbox"/>	Intimidate ■						Cha
<input type="checkbox"/>	Intuit Direction						Wis
<input type="checkbox"/>	Jump ■						Str*
<input type="checkbox"/>	Knowledge [ _____ ]						Edu
<input type="checkbox"/>	Leader ■						Int/Cha
<input type="checkbox"/>	Liaison						Cha
<input type="checkbox"/>	Listen ■						Wis
<input type="checkbox"/>	Move Silently ■						Dex*
<input type="checkbox"/>	Navigation						Edu
<input type="checkbox"/>	Pilot						Int/Dex
<input type="checkbox"/>	Profession [ _____ ]						Wis
<input type="checkbox"/>	Recruiting ■						Edu
<input type="checkbox"/>	Ride ■						Dex
<input type="checkbox"/>	Search ■						Int
<input type="checkbox"/>	Sense Motive ■						Wis
<input type="checkbox"/>	Spot ■						Wis
<input type="checkbox"/>	Survival ■						Wis
<input type="checkbox"/>	Swim ■						Str
<input type="checkbox"/>	Technical [ _____ ]						Edu
<input type="checkbox"/>	Technosavvy						Int
<input type="checkbox"/>	Trader ■						Int
<input type="checkbox"/>	Tumble						Dex*
<input type="checkbox"/>	Use Alien Devices						Wis

### ARMOR CLASS

<input type="text"/>	= 10 +	ARMOR (AR) <input type="text"/>	SHIELD <input type="text"/>	RACE <input type="text"/>	DEX <input type="text"/>	SIZE <input type="text"/>	MISC <input type="text"/>	TEMP <input type="text"/>	PENALTY <input type="text"/>
ARMOR WORN									

### SAVING THROWS

	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP
FORTITUDE (CONSTITUTION)					
REFLEX (DEXTERITY)					
WILL (WISDOM)					

### INITIATIVE

TOTAL <input type="text"/>	DEX <input type="text"/>	MISC <input type="text"/>
<b>SPEED</b>	METERS <input type="text"/>	HEX/SQ <input type="text"/>

### ATTACK ROLLS

	TOTAL	BASE	DEX	MODIFIERS SIZE	MISC	TEMP
MELEE						
RANGED						

### WEAPONS

Weapon	Att Bonus	Damage	Critical	Range	Type	Size	ROF
Notes							
Notes							
Notes							
Notes							

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



**EQUIPMENT CARRIED**

Item	Location	Wt	Item	Location	Wt
Current Load			Total Weight Carried		

**OTHER POSSESSIONS****FEATS & SPECIAL ABILITIES****CREDITS****EXPERIENCE**

Total Experience

  
  

XPs Needed For Next Level

**LANGUAGES****BACKGROUND****NOTES**