

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

The diagram illustrates the layout of the stat boxes on the character sheet. It consists of four octagonal boxes arranged horizontally. The first box is labeled 'SOAK VALUE'. The second box is labeled 'WOUNDS' and is split into two sections: 'THRESHOLD' and 'CURRENT'. The third box is labeled 'STRAIN' and is also split into 'THRESHOLD' and 'CURRENT' sections. The fourth box is labeled 'DEFENSE' and is split into 'RANGED' and 'MELEE' sections. The boxes are connected by a central vertical line, and the 'THRESHOLD' and 'CURRENT' sections are separated by a horizontal line.

A row of six identical, empty stat icons. Each icon consists of a circular gauge with a double-lined border, set against a dark blue background with a hexagonal pattern. Below each gauge is a light blue rectangular label with the stat name in white capital letters: BRAWN, AGILITY, INTELLECT, CUNNING, WILLPOWER, and PRESENCE.

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
Brawl (Br)		< >
Gunnery (Ag)		< >
Lightsaber (Br)		< >
Melee (Br)		< >
Ranged - Light (Ag)		< >
Ranged - Heavy (Ag)		< >

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		< >
Education (Int)		< >
Lore (Int)		< >
Outer Rim (Int)		< >
Underworld (Int)		< >
Xenology (Int)		< >
Other:		< >

CUSTOM SKILLS	CAREER?	RANK
		< >
		< >
		< >
		< >
		< >

AVAILABLE XP

MOTIVATIONS

TYPE:

TYPE:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

MORALITY

EMOTIONAL STRENGTH:

CONFLICT:

EMOTIONAL WEAKNESS:

MORALITY:

EQUIPMENT LOG

CREDITS

ENCUMBRANCE

WEAPONS & ARMOR

PERSONAL GEAR

CRITICAL INJURIES

SEVERITY:

RESULT:

TALENTS AND SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY

FORCE POWER:

FORCE POWER:

FORCE RATING