

| 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 'THRESHOLD' and 'CURRENT' sections. 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.

A row of six identical, empty stat icons. Each icon consists of a circular gauge with a white face and a black border, set against a dark blue background with a lighter blue border. 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 |
|---------------|---------|------|
| | | >>>> |
| | | >>>> |
| | | >>>> |
| | | >>>> |
| | | >>>> |

[illegible]

AVAILABLE XP

MOTIVATIONS

TYPE:

TYPE:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

MORALITY

EMOTIONAL STRENGTH:

CONFLICT:

EMOTIONAL WEAKNESS:

MORALITY:

CRITICAL INJURIES

SEVERITY:

RESULT:

EQUIPMENT LOG

CREDITS

ENCUMBRANCE

WEAPONS & ARMOR

PERSONAL GEAR

TALENTS AND SPECIAL ABILITIES

NAME

PAGE #

ABILITY SUMMARY

| | | |
|--|--|--|
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

FORCE POWER:

FORCE POWER:

FORCE RATING