STAR WARS

ROLEPLAYING GAME

CHARACTER RECORD SHEET

Character _____ Player _____

Class _____ Level _____

Origin _____ Species _____

ABILITIES

	Ability Modifier	Temp Score	Temp Modifier
STR Strength			
DEX Dexterity			
CON Constitution			
INT Intelligence			
WIS Wisdom			
CHA Charisma			

VITALITY / WOUNDS

Current Vitality | Current Wounds

Vitality Dice

Age _____
Gender _____
Height _____
Weight _____
Eyes _____
Hair _____
Skin _____
Handedness _____
Force Points _____
Light Side Dice _____
Dark Side Dice _____
Dark Side Points _____

DEFENSE

= 10 + Class Mod + Equip Mod + Modifiers (Dex, Size, Misc, Temp)

Maximum Dex Bonus

Armor Check Penalty

Protection Worn

SAVING THROWS

	Total	Base	Modifiers: Ability	Misc	Temp
FORTITUDE Constitution					
REFLEX Dexterity					
WILL Wisdom					

Modifiers

ATTACK ROLLS

	Total	Base	Modifiers: Ability	Size	Misc	Temp
MELEE Strength						
RANGED Dexterity						

Modifiers

WEAPONS

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

AMMUNITION

EXPERIENCE

Total Experience

XPs Needed For Next Level

SKILLS

Max Ranks = Lvl+3(/2)

	Cross Class	Total	Modifiers: Ranks	Misc	Ability	Key Ability
Appraise ■						Int
Astrogate						Int
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
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 □ ranks — * armor check penalty applies

WARS

STAR

GEAR

Item	Location	Wt	Item	Location	Wt
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: ABILITY	MODIFIERS: RANKS	MODIFIERS: MISC	KEY ABILITY
Affect Mind	Alter						Cha
Battlemind	Control						Con
Empathy ■	Force						Wis
En. Ability	Force						Wis
En. Senses	Sense						Wis
Farseeing	Sense						Wis
Fear ■ †	Sense						Wis
Force Defense ■	Control						Con
Force Grip ■ †	Alter						Int
Force Push	Alter						Int
Force Stealth ■	Control						Con
Friendship	Force						Cha
Heal Another ■	Alter						Wis
Heal Self ■	Control						Con
Move Object ■	Alter						Int
See Force ■	Sense						Wis
Telepathy	Sense						Wis

■ CAN BE USED WITH 0 RANKS — * ARMOR CHECK PENALTY APPLIES — † DARK SIDE SKILL

FEATS & SPECIAL ABILITIES

NOTES