

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

# STAR WARS

ROLEPLAYING GAME

CLASS \_\_\_\_\_ SPECIES \_\_\_\_\_

CHARACTER LEVEL \_\_\_\_\_ CLASS LEVEL \_\_\_\_\_

## CHARACTER RECORD SHEETS

AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_

EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

ABILITY SCORE	ABILITY MODIFIER	[TEMP] SCORE	[TEMP] MODIFIER
<b>STR</b> STRENGTH			
<b>DEX</b> DEXTERITY			
<b>CON</b> CONSTITUTION			
<b>INT</b> INTELLIGENCE			
<b>WIS</b> WISDOM			
<b>CHA</b> CHARISMA			

**VITALITY** TOTAL

CURRENT

**DEFENSE** TOTAL

= 10 +  OR  +  +  +  +

CLASS BONUS (EQUIP BONUS) DEX MOD SIZE MOD MISC BONUS ARMOR CHECK PENALTY

**SPEED** TOTAL

**BASE ATTACK BONUS** TOTAL

FORCE POINTS \_\_\_\_\_

LIGHT SIDE/DARK SIDE DICE \_\_\_\_\_ / \_\_\_\_\_

DARK SIDE POINTS \_\_\_\_\_

TOTAL \_\_\_\_\_

SAVING THROWS TOTAL

**FORTITUDE** [CONSTITUTION] TOTAL

=  +  +

BASE SAVE ABILITY MOD MISC MOD

**REFLEX** [DEXTERITY] TOTAL

=  +  +

BASE SAVE ABILITY MOD MISC MOD

**WILL** [WISDOM] TOTAL

=  +  +

BASE SAVE ABILITY MOD MISC MOD

**MELEE** ATTACK BONUS TOTAL

=  +  +  +

BASE STR MOD SIZE MOD MISC MOD

**RANGED** ATTACK BONUS TOTAL

=  +  +  +

BASE DEX MOD SIZE MOD MISC MOD

**WEAPON** TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

**WEAPON** TOTAL ATTACK BONUS DAMAGE CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

**ARMOR/ PROTECTIVE ITEM** TYPE ARMOR BONUS MAX DEX BONUS

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

## SKILLS

MAX RANKS \_\_\_\_\_ / \_\_\_\_\_

CROSS CLASS	SKILL NAME	HEV ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
<input type="checkbox"/>	Appraise ■	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Astrogate	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Bluff ■	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Climb ■	STR*	_____+	_____+	_____	_____
<input type="checkbox"/>	Computer Use ■	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Craft (_____)	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Demolitions	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Diplomacy •	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Disable Device	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Disguise •	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Entertain (_____)	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Escape Artist ■	DEX*	_____+	_____+	_____	_____
<input type="checkbox"/>	Forgery ■	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Gather Information ■	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Handle Animal	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Hide ■	DEX*	_____+	_____+	_____	_____
<input type="checkbox"/>	Intimidate ■	CHA	_____+	_____+	_____	_____
<input type="checkbox"/>	Jump ■	STR*	_____+	_____+	_____	_____
<input type="checkbox"/>	Knowledge (_____)	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Knowledge (_____)	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Listen ■	WIS	_____+	_____+	_____	_____
<input type="checkbox"/>	Move Silently ■	DEX*	_____+	_____+	_____	_____
<input type="checkbox"/>	Pilot ■	DEX	_____+	_____+	_____	_____
<input type="checkbox"/>	Profession (_____)	WIS	_____+	_____+	_____	_____
<input type="checkbox"/>	Read/Write Language(_____)	None	_____+	_____+	_____	_____
<input type="checkbox"/>	Read/Write Language(_____)	None	_____+	_____+	_____	_____
<input type="checkbox"/>	Repair	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Ride ■	DEX	_____+	_____+	_____	_____
<input type="checkbox"/>	Search ■	INT	_____+	_____+	_____	_____
<input type="checkbox"/>	Sense Motive ■	WIS	_____+	_____+	_____	_____
<input type="checkbox"/>	Sleight Of Hand	DEX*	_____+	_____+	_____	_____
<input type="checkbox"/>	Speak Language(_____)	None	_____+	_____+	_____	_____
<input type="checkbox"/>	Speak Language(_____)	None	_____+	_____+	_____	_____
<input type="checkbox"/>	Spot •	WIS	_____+	_____+	_____	_____
<input type="checkbox"/>	Survival ■	WIS	_____+	_____+	_____	_____
<input type="checkbox"/>	Swim ■	STR	_____+	_____+	_____	_____
<input type="checkbox"/>	Treat Injury ■	WIS	_____+	_____+	_____	_____
<input type="checkbox"/>	Tumble	DEX*	_____+	_____+	_____	_____
<input type="checkbox"/>	_____	_____	_____+	_____+	_____	_____
<input type="checkbox"/>	_____	_____	_____+	_____+	_____	_____
<input type="checkbox"/>	_____	_____	_____+	_____+	_____	_____
<input type="checkbox"/>	_____	_____	_____+	_____+	_____	_____

Skills marked ■ can be used Untrained (0 skill ranks). \* Armor check penalty, if any, applies.

