

NAME

PLAYER

CLASSES

LEVEL

SPECIES

SEX

AGE

HEIGHT

WEIGHT

DESTINY

XP

STAR WARS

ROLEPLAYING GAME

CHARACTER SHEET 1.0 BY EMA

STR

STRENGTH

SCORE

MOD.

DEX

DEXTERITY

CON

CONSTITUTION

INT

INTELLIGENCE

WIS

WISDOM

CHA

CHARISMA

HIT POINTS

TOT.

CURRENT

DAMAGE
THRESHOLD

FORT

MISC

DAMAGE
REDUCTION

SHIELD

/

BASE
ATTACK

SPEED

FORCE
POINTSDESTINY
POINTS

PORTRAIT

DEFENSES

FORT

10

LEVEL/
ARMOR

ABILITY

CLASS

MISC

CON

REF

10

DEX

WILL

10

WIS

CONDITION

-

-1

-2

-5

-10

OUT

DARK SIDE

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24

SKILLS

LEV/2

	TOT.	AB.	TRAIN	FOCUS	MISC.	ARM.
ACROBATICS		DEX				
CLIMB		STR				
DECEPTION		CHA				
ENDURANCE		CON				
GATHER INFORMATION		CHA				
INITIATIVE		DEX				
JUMP		STR				
KNOWLEDGE: BUREAUCR.		INT				
KNOWLEDGE: GAL. LORE		INT				
KNOWLEDGE: LIFE SCI.		INT				
KNOWLEDGE: PH. SCI.		INT				
KNOWLEDGE: SOC. SCI.		INT				
KNOWLEDGE: TACTICS		INT				
KNOWLEDGE: TECHN.		INT				
(TRAINED) MECHANICS		INT				
PERCEPTION		WIS				
PERSUASION		CHA				
PILOT		DEX				
RIDE		DEX				
STEALTH		DEX				
SURVIVAL		WIS				
SWIM		STR				
TREAT INJURY		WIS				
USE COMPUTER		INT				
USE THE FORCE		CHA				

ARMOR

SPEED

REF DEF

FORT DEF

MAX. DEX

NOTES

WEAPON

RANGE

ATTACK

DAMAGE

CRIT.

NOTES

TYPE

WEAPON

RANGE

ATTACK

DAMAGE

CRIT.

NOTES

TYPE

WEAPON

RANGE

ATTACK

DAMAGE

CRIT.

NOTES

TYPE

SPECIAL ACTIONS

TALENTS

FEATS

LANGUAGES

SPECIES INFO

EQUIPMENT

FORCE POWERS

- ☐ ACROBATIC STRIKE
- ☐ ARMOR PROFICIENCY, LIGHT
 - ☐ ARMOR PROFICIENCY, MEDIUM
 - ☐ ARMOR PROFICIENCY, HEAVY
- ☐ BANTHA RUSH
- ☐ CHARGING FIRE
- ☐ COMBAT REFLEXES
- ☐ COORDINATED ATTACK
- ☐ CYBERNETIC SURGERY
- ☐ DODGE
 - ☐ MOBILITY
 - ☐ IMPROVED CHARGE
- ☐ DREADFUL RAGE
- ☐ DUAL WEAPON MASTERY I
 - ☐ DUAL WEAPON MASTERY II
 - ☐ DUAL WEAPON MASTERY III
- ☐ EXOTIC WEAPON PROFICIENCY
 - ()
 - ()
 - ()
- ☐ EXTRA RAGE ()
- ☐ EXTRA SECOND WIND ()
- ☐ FORCE SENSITIVITY
 - ☐ FORCE BOON
 - ☐ FORCE TRAINING ()
- ☐ IMPROVED DEFENSES
- ☐ IMPROVED DAM. THRESH. ()
- ☐ LINGUIST ()
- ☐ MARTIAL ARTS I
 - ☐ MARTIAL ARTS II
 - ☐ MARTIAL ARTS III
- ☐ MELEE DEFENSE
 - ☐ IMPROVED DISARM
 - ☐ WHIRLWIND ATTACK
- ☐ MIGHTY SWING
- ☐ PIN
 - ☐ CRUSH
- ☐ POINT BLANK SHOT
 - ☐ CAREFUL SHOT
 - ☐ FAR SHOT
 - ☐ PRECISE SHOT
 - ☐ DEAD EYE
 - ☐ SNIPER
- ☐ POWER ATTACK
 - ☐ CLEAVE
 - ☐ GREAT CLEAVE
- ☐ POWERFUL CHARGE
- ☐ QUICK DRAW
- ☐ RUNNING ATTACK
- ☐ SHAKE IT OFF

- ☐ SKILL FOCUS
 - ()
 - ()
 - ()
 - ()
- ☐ SKILL TRAINING
 - ()
 - ()
 - ()
 - ()
 - ()
- ☐ STRONG IN THE FORCE
- ☐ SURGICAL EXPERTISE
- ☐ TOUGHNESS
- ☐ TRIP
 - ☐ THROW
- ☐ VEHICULAR COMBAT
- ☐ WEAPON FINESSE
- ☐ WEAPON PROFICIENCY
 - ()
 - ()
 - ()
 - ()
 - ()
- ☐ BURST FIRE
- ☐ DOUBLE ATTACK
 - ()
 - ()
 - ()
- ☐ TRIPLE ATTACK
 - ()
 - ()
 - ()
- ☐ RAPID SHOT
- ☐ RAPID STRIKE
- ☐ TRIPLE CRIT
 - ()
 - ()
 - ()
- ☐ WEAPON FOCUS
 - ()
 - ()
 - ()
- ☐ ()
- ☐ ()
- ☐ ()
- ☐ ()
- ☐ ()
- ☐ ()
- ☐ ()

GEAR

WEIGHT

POWER

USES SPENT

FORCE TECHNIQUES

- ☐ BATTLE STRIKE () ()
- ☐ DARK RAGE DARK () ()
- ☐ FARSEEING () ()
- ☐ FORCE DISARM () ()
- ☐ FORCE GRIP () ()
- ☐ FORCE LIGHTNING DARK () ()
- ☐ FORCE SLAM () ()
- ☐ FORCE STUN () ()
- ☐ FORCE THRUST () ()
- ☐ MIND TRICK () ()
- ☐ MOVE OBJECT () ()
- ☐ NEGATE ENERGY () ()
- ☐ RESUKE () ()
- ☐ SEVER FORCE LIGHT () ()
- ☐ SURGE LIGHT () ()
- ☐ VITAL TRANSFER LIGHT () ()
- ☐ () ()
- ☐ () ()
- ☐ () ()
- ☐ () ()
- ☐ () ()
- ☐ () ()
- ☐ () ()
- ☐ () ()

- ☐ FORCE POINT RECOV.
- ☐ FORCE POWER MAST.
 - ()
 - ()
 - ()
 - ()
- ☐ IMP. FORCE TRANCE
- ☐ IMP. MOVE LIGHT OBJ.
- ☐ IMP. SENSE FORCE
- ☐ IMP. SENSE SURR.
- ☐ IMP. TELEPATHY
 - ()
 - ()
 - ()

FORCE SECRETS

- ☐ DEVASTATING POWER
- ☐ DISTANT POWER
- ☐ MULTITARGET POWER
- ☐ QUICKEN POWER
- ☐ SHAPED POWER
 - ()
 - ()
 - ()

TOTAL WEIGHT

CARRYING CAPACITY

CREDITS