

STRENGTH

SCORE

MODIFIER

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

HP

TOTAL

CURRENT

DR

SR

TOTAL

CURRENT

CONDITION

NORMAL

-1 TO ALL DEFENSES,  
TO ATTACKS, SKILL  
& ABILITY CHECKS.-2 TO ALL DEFENSES,  
TO ATTACKS, SKILL  
& ABILITY CHECKS.-5 TO ALL DEFENSES,  
TO ATTACKS, SKILL  
& ABILITY CHECKS.-10 TO ALL DEFENSES,  
TO ATTACKS, SKILL  
& ABILITY CHECKS.  
MOVE AT HALF SPEEDHELPLESS  
(UNCONSCIOUS  
OR DISABLED)

SPECIAL COMBAT ACTIONS

DARK SIDE SCORE

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

NAME

PLAYER

SPECIES

HOMEWORLD

GENDER

AGE

HEIGHT

WEIGHT

DESTINY

CLASSES

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

LEVEL

TOTAL

SPEED

BASE  
ATTACKFORCE  
POINTSDESTINY  
POINTS

CAMPAIGN

DAMAGE  
THRESHOLDFORT  
DEFENSEMISC  
BONUS

DEFENSES

TOTAL

FORT

= 10 +

LEVEL OR  
ARMORCLASS  
BONUSABILITY  
MOD

MISC

REF

= 10 +

CON

DEX

WILL

= 10 +

WIS

SKILLS

CLASS  
SKILLS

ABILITY

SKILL  
BONUS1/2  
LEVELABILITY  
MOD

TRAINED

SKILL  
FOCUS

MISC.

ACROBATICS

DEX

CLIMB

STR

DECEPTION

CHA

ENDURANCE

CON

GATHER INFO.

CHA

INITIATIVE

DEX

JUMP

STR

KNOW. [ ]

INT

KNOW. [ ]

INT

KNOW. [ ]

INT

KNOW. [ ]

INT

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

[ ]

[ ]

[ ]

[ ]

[ ]

[ ]

WEAPON

ATK

DAMAGE

CRIT

RANGE INCR. PS: / S: / M: / L: TYPE

SIZE NOTES

WT.

WEAPON

ATK

DAMAGE

CRIT

RANGE INCR. PS: / S: / M: / L: TYPE

SIZE NOTES

WT.

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SIZE NOTES

WT.

WEAPON

ATK

DAMAGE

CRIT

RANGE INCR. PS: / S: / M: / L: TYPE

SIZE NOTES

WT.

ARMOR

REF DEF FORT DEF

SPEED MAX DEX

WEIGHT TYPE

NOTES

## WT.

## CREDITS

### CARRYING CAPACITY

**TOTAL WEIGHT**[illegible]


POWER

- ☐ BATTLE STRIKE
- ☐ DARK RAGE (DS)
- ☐ FARSEEING
- ☐ FORCE DISARM
- ☐ FORCE GRIP
- ☐ FORCE LIGHTNING (DS)
- ☐ FORCE SLAM
- ☐ FORCE STUN
- ☐ FORCE THRUST
- ☐ MIND TRICK
- ☐ MOVE OBJECT
- ☐ NEGATE ENERGY
- ☐ REBUKE
- ☐ SEVER FORCE (LS)
- ☐ SURGE
- ☐ VITAL TRANSFER (LS)
- ☐ (\_\_\_\_\_)
- ☐ (\_\_\_\_\_)
- ☐ (\_\_\_\_\_)
- ☐ (\_\_\_\_\_)

**USES SPENT**

## TECHNIQUE

[illegible]

☐ FORCE POINT RECOVERY

☐ FORCE POWER MASTERY

( \_\_\_\_\_ )

( \_\_\_\_\_ )

( \_\_\_\_\_ )

( \_\_\_\_\_ )

( \_\_\_\_\_ )

( \_\_\_\_\_ )

☐ IMP. FORCE TRANCE

☐ IMP. MOVE LIGHT OBJECT

☐ IMP. SENSE FORCE

☐ IMP. SENSE SURROUNDINGS

☐ IMP. TELEPATHY

**SECRET**

☐ DEVASTATING POWER

☐ DISTANT POWER

☐ MULTITARGET POWER

☐ QUICKEN POWER

☐ SHAPED POWER

**SECRET**

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

<input type="checkbox"/> ACROBATIC STRIKE	<input type="checkbox"/> POWER ATTACK
<input type="checkbox"/> ARMOR PROFICIENCY (LIGHT)	<input type="checkbox"/> CLEAVE
<input type="checkbox"/> ARMOR PROFICIENCY (MEDIUM)	<input type="checkbox"/> GREAT CLEAVE
<input type="checkbox"/> ARMOR PROFICIENCY (HEAVY)	<input type="checkbox"/> POWERFUL CHARGE
<input type="checkbox"/> BANTHA RUSH	<input type="checkbox"/> QUICK DRAW
<input type="checkbox"/> BURST FIRE	<input type="checkbox"/> RAPID SHOT
<input type="checkbox"/> CHARGING FIRE	(_____)
<input type="checkbox"/> COMBAT REFLEXES	(_____)
<input type="checkbox"/> COORDINATED ATTACK	<input type="checkbox"/> RAPID STRIKE
<input type="checkbox"/> CYBERNETIC SURGERY	(_____)
<input type="checkbox"/> DODGE	(_____)
<input type="checkbox"/> MOBILITY	<input type="checkbox"/> RUNNING ATTACK
<input type="checkbox"/> IMPROVED CHARGE	<input type="checkbox"/> SHAKE IT OFF
<input type="checkbox"/> DOUBLE ATTACK	<input type="checkbox"/> SKILL FOCUS
(_____)	(_____)
(_____)	(_____)
<input type="checkbox"/> TRIPLE ATTACK	(_____)
(_____)	<input type="checkbox"/> SKILL TRAINING
(_____)	(_____)
<input type="checkbox"/> DREADFUL RAGE	(_____)
<input type="checkbox"/> DUAL WEAPON MASTERY I	(_____)
<input type="checkbox"/> DUAL WEAPON MASTERY II	<input type="checkbox"/> STRONG IN THE FORCE
<input type="checkbox"/> DUAL WEAPON MASTERY III	<input type="checkbox"/> SURGICAL EXPERTISE
<input type="checkbox"/> EXOTIC WEAPON PROFICIENCY	<input type="checkbox"/> TOUGHNESS
(_____)	<input type="checkbox"/> TRIP
(_____)	<input type="checkbox"/> THROW
<input type="checkbox"/> EXTRA RAGE ○○○○○	<input type="checkbox"/> TRIPLE CRIT
<input type="checkbox"/> EXTRA SECOND WIND ○○○○○	(_____)
<input type="checkbox"/> FORCE SENSITIVITY	(_____)
<input type="checkbox"/> FORCE BOON	<input type="checkbox"/> VEHICULAR COMBAT
<input type="checkbox"/> FORCE TRAINING ○○○○○	<input type="checkbox"/> WEAPON FINESSE
<input type="checkbox"/> IMPROVED DEFENSES	<input type="checkbox"/> WEAPON FOCUS
<input type="checkbox"/> IMP. DAMAGE THRESHOLD ○○○	(_____)
<input type="checkbox"/> LINGUIST ○○○○○	(_____)
<input type="checkbox"/> MARTIAL ARTS I	(_____)
<input type="checkbox"/> MARTIAL ARTS II	<input type="checkbox"/> WEAPON PROFICIENCY
<input type="checkbox"/> MARTIAL ARTS III	(_____)
<input type="checkbox"/> MELEE DEFENSE	(_____)
<input type="checkbox"/> WHIRLWIND ATTACK	(_____)
<input type="checkbox"/> IMPROVED DISARM	(_____)
<input type="checkbox"/> MIGHTY SWING	(_____)
<input type="checkbox"/> PIN	(_____)
<input type="checkbox"/> CRUSH	<input type="checkbox"/> (_____)
<input type="checkbox"/> POINT BLANK SHOT	<input type="checkbox"/> (_____)
<input type="checkbox"/> CAREFUL SHOT	<input type="checkbox"/> (_____)
<input type="checkbox"/> FAR SHOT	<input type="checkbox"/> (_____)
<input type="checkbox"/> PRECISE SHOT	<input type="checkbox"/> (_____)
<input type="checkbox"/> DEAD EYE	<input type="checkbox"/> (_____)
<input type="checkbox"/> SNIPER	<input type="checkbox"/> (_____)

## TALENTS

[illegible]

### EXPERIENCE POINTS

## NEXT LEVEL