

CHARACTER RECORD SHEET



NAME		PLAYER	
CLASS		SPECIES	LEVEL
AGE	GENDER	HEIGHT	WEIGHT
BACKGROUND		DESTINY	

	SCORE	MODIFIER
STR ^{END} TH	<input type="text"/>	<input type="text"/>
DEX ^{TER} ITY	<input type="text"/>	<input type="text"/>
CON ^{STITUTION}	<input type="text"/>	<input type="text"/>
INT ^{ELLIGENCE}	<input type="text"/>	<input type="text"/>
WIS ^{DOM}	<input type="text"/>	<input type="text"/>
CHA ^{RISMA}	<input type="text"/>	<input type="text"/>

HIT POINTS

TOTAL

CURRENT

PORT DEFENSE

MISC BONUS

DAMAGE THRESHOLD

SPEED

SECOND WIND

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 SPEED.

HELPLESS (UNCONSCIOUS OR DISABLED)

BASE ATTACK

INITIATIVE

PERCEPTION

GRAPPLE

FORCE POINTS

DESTINY POINTS

DEFENSES

	TOTAL		LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC	
FORT	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>	DR <input type="text"/>
RFP	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>	SR <input type="text"/>
WILL	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>	

WEAPON	ATK	DAMAGE
<input type="text"/>	<input type="text"/>	<input type="text"/>
CRIT	TYPE	NOTES
<input type="text"/>	<input type="text"/>	<input type="text"/>
CRIT	TYPE	NOTES
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CRIT	TYPE	NOTES
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CRIT	TYPE	NOTES
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CRIT	TYPE	NOTES

SPECIAL COMBAT ACTIONS

ARMOR	SPD		
REF	FORT	MAX DEX	WT
TYPE	NOTES		

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

PORTRAIT

EQUIPMENT WT

LANGUAGES

TALENTS

NOTES

CREDITS
550
FORCE POWERS

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC	TASK ID	RECALL
ACROBATICS			DEX					
CLIMB			STR					
DECEPTION			CHA					
ENDURANCE			CON					
GATHER INFORMATION			CHA					
INITIATIVE			DEX					
JUMP			STR					
KNOWLEDGE.....			INT					
KNOWLEDGE.....			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					

FEATS

	PG	PG

EXPERIENCE

