



Character \_\_\_\_\_  
 Class \_\_\_\_\_  
 Homeworld \_\_\_\_\_  
 Species \_\_\_\_\_  
 Sex \_\_\_\_\_ Age \_\_\_\_\_ Height \_\_\_\_\_

Player \_\_\_\_\_  
 Level \_\_\_\_\_  
 Homeworld Gravity \_\_\_\_\_  
 Body Type \_\_\_\_\_  
 Mass \_\_\_\_\_ Hair \_\_\_\_\_ Eyes \_\_\_\_\_



## CHARACTER RECORD SHEET

ABILITIES	BODY TYPE		TEMPORARY		ZERO-G		LOW-G		HIGH-G	
	SCORE	MOD	SCORE	MOD	SCORE	MOD	SCORE	MOD	SCORE	MOD
<b>STR</b> STRENGTH										
<b>DEX</b> DEXTERITY										
<b>CON</b> CONSTITUTION										
<b>INT</b> INTELLIGENCE										
<b>EDU</b> EDUCATION										
<b>WIS</b> WISDOM										
<b>CHA</b> CHARISMA										
<b>SOC</b> SOCIAL STANDING										

**STAMINA** **LIFEBLOOD**

TOTAL:  TOTAL:

WOUND EFFECTS

STAMINA			LIFEBLOOD		
STRAINED	WINDED	EXHAUSTED	FLESH	SERIOUS	MAJOR
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
(-1)	-1	-2	-1	-2	-3

CURRENT STAMINA:       CURRENT LIFEBLOOD:

CROSS CLASS	MAX RANKS = LVL+3(12)	TOTAL	RANKS	MODIFIERS		KEY ABILITY
				MISC	ABILITY	
<input type="checkbox"/> Animal Empathy						Cha
<input type="checkbox"/> Appraise ■						Int
<input type="checkbox"/> Balance ■						Dex*
<input type="checkbox"/> Bluff ■						Cha
<input type="checkbox"/> Bribery ■						Cha
<input type="checkbox"/> Climb ■						Str*
<input type="checkbox"/> Combat Engineering						Int
<input type="checkbox"/> Craft ■						Int
<input type="checkbox"/> Decipher Script						Int
<input type="checkbox"/> Demolitions						Dex
<input type="checkbox"/> Disguise ■						Cha
<input type="checkbox"/> Driving ■						Dex
<input type="checkbox"/> Entertain ■						Cha
<input type="checkbox"/> Forgery ■						Int/Dex
<input type="checkbox"/> Forward Observer						Int
<input type="checkbox"/> Gambling ■						Int
<input type="checkbox"/> Gather Information ■						Cha
<input type="checkbox"/> Gunnery ■						Wis
<input type="checkbox"/> Handle Animal						Cha
<input type="checkbox"/> Hide ■						Dex*
<input type="checkbox"/> Innuendo						Wis
<input type="checkbox"/> Intimidate ■						Cha
<input type="checkbox"/> Intuit Direction						Wis
<input type="checkbox"/> Jump ■						Str*
<input type="checkbox"/> Knowledge						Edu
<input type="checkbox"/> Leader ■						Int/Cha
<input type="checkbox"/> Liaison						Cha
<input type="checkbox"/> Listen ■						Wis
<input type="checkbox"/> Move Silently ■						Dex*
<input type="checkbox"/> Navigation						Edu
<input type="checkbox"/> Pilot						Int/Dex
<input type="checkbox"/> Profession						Wis
<input type="checkbox"/>						
<input type="checkbox"/> Recruiting ■						Edu
<input type="checkbox"/> Ride ■						Dex
<input type="checkbox"/> Search ■						Int
<input type="checkbox"/> Sense Motive ■						Wis
<input type="checkbox"/> Spot ■						Wis
<input type="checkbox"/> Survival ■						Wis
<input type="checkbox"/> Swim ■						Str
<input type="checkbox"/> Technical						Edu
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/> Technosavvy						Int
<input type="checkbox"/> Trader ■						Int
<input type="checkbox"/> Tumble						Dex*
<input type="checkbox"/> Use Alien Devices						Wis
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

### ARMOR CLASS

<input style="width: 50px;" type="text"/>	= 10 +	<input style="width: 50px;" type="text"/>	ARMOR (AR)	SHIELD	SPECIES	DEX	SIZE	MISC	TEMP	PENALTY
AR by Location:			HEAD	ARMS	CHEST	TORSO	GROIN	LEGS	FEET	

### SAVING THROWS

	TOTAL	BASE	ABILITY	MODIFIERS MISC	TEMP
<b>FORTITUDE</b> CONSTITUTION	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<b>REFLEX</b> DEXTERITY	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<b>WILL</b> WISDOM	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

### INITIATIVE

TOTAL	DEX	MISC
<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
METERS: <input style="width: 50px;" type="text"/>		
HEX/SQ: <input style="width: 50px;" type="text"/>		

### ATTACK ROLLS

	TOTAL	BASE	DEX	SIZE	MODIFIERS MISC	TEMP
<b>MELEE</b>	<input style="width: 50px;" type="text"/>	<input style="width: 50px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>
<b>RANGED</b>	<input style="width: 50px;" type="text"/>	<input style="width: 50px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

### WEAPONS

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

■ CAN BE USED WITH 0 RANKS — \* ARMOR CHECK PENALTY APPLIES

