

NAME

PLAYER

CLASS

SPECIES

LEVEL

AGE

GENDER

HEIGHT

WEIGHT

DESTINY

STAR WARS

ROLEPLAYING GAME

SCORE MODIFIER

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

HIT POINTS

TOTAL

CURRENT

PORT DEFENSE

+

MISC BONUS

||

DAMAGE THRESHOLD

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)

DEFENSES

	TOTAL		LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
PORT	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	CON	<input type="text"/>
REF	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	DEX	<input type="text"/>
WILL	<input type="text"/>	= 10 +	<input type="text"/>	<input type="text"/>	WIS	<input type="text"/>

SKILLS

	SKILL BONUS	=	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	<input type="text"/>	=	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLIMB	<input type="text"/>	=	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
DECEPTION	<input type="text"/>	=	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
ENDURANCE	<input type="text"/>	=	<input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
GATHER INFORMATION	<input type="text"/>	=	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
INITIATIVE	<input type="text"/>	=	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
JUMP	<input type="text"/>	=	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	=	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	=	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
MECHANICS	<input type="text"/>	=	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERCEPTION	<input type="text"/>	=	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERSUASION	<input type="text"/>	=	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
PILOT	<input type="text"/>	=	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
RIDE	<input type="text"/>	=	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
STEALTH	<input type="text"/>	=	<input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
SURVIVAL	<input type="text"/>	=	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
SWIM	<input type="text"/>	=	<input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
TREAT INJURY	<input type="text"/>	=	<input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE COMPUTER	<input type="text"/>	=	<input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE THE FORCE	<input type="text"/>	=	<input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>

WEAPON ATK DAMAGE

CRIT TYPE NOTES

WEAPON ATK DAMAGE

CRIT TYPE NOTES

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CRIT TYPE NOTES

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CRIT TYPE NOTES

WEAPON ATK DAMAGE

CRIT TYPE NOTES

ARMOR SPEED TYPE/PENALTY

REF FORT NOTES

EXP

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

EQUIPMENT

WT

SPECIAL COMBAT ACTIONS

PG

PG

CREDITS

LANGUAGES

TALENTS

FEATS

PG

PG

FORCE POWERS

