

### CHARACTER INFO

Character Name			
Species		Homeworld	
Age	Gender	Height	Weight
Eyes	Hair	Skin	

### CHARACTER LEVEL:

Class	Level
Class	Level
Class	Level
Class	Level

### CAMPAIGN INFO

Campaign Name	
Player	GM
Affiliation	Experience

### ABILITIES

	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier	Duration
STRength	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DEXterity	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CONstitution	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INTelligence	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
WISdom	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CHARisma	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### CHARACTER STATS

**Vitality** =  Total =  Current =  Vitality Die =

**Wounds** =  Total =  Current =

**Defense** =  Total = 10 +  Class Bonus +  Dex Mod +  Size Mod +  Misc Bonus +  Temp Bonus

**Speed** =

**Armor Check Penalty** =

**Reputation Bonus** =

**Initiative Modifier** =  Total =  Dex Mod +  Misc Bonus +  Temp Mod

Force Points:  Dark Side Points:

### SAVING THROWS

	Total	Base Save	Ability Mod	Misc Mod	Temp Mod
Fortitude (Constitution)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Reflex (Dexterity)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Will (Wisdom)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

### BASE ATTACK BONUS:

	Total	Base	Str Mod	Size Mod	Misc Mod
Melee Attack Bonus	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
Ranged Attack Bonus	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

Weapon	Attack Bonus	Damage	Critical	
Range	Weight	Type	Size	Special Properties
Weapon	Attack Bonus <td>Damage <td>Critical </td></td>	Damage <td>Critical </td>	Critical	
Range	Weight	Type	Size	Special Properties
Weapon	Attack Bonus <td>Damage <td>Critical </td></td>	Damage <td>Critical </td>	Critical	
Range	Weight	Type	Size	Special Properties
Weapon	Attack Bonus <td>Damage <td>Critical </td></td>	Damage <td>Critical </td>	Critical	
Range	Weight	Type	Size	Special Properties
Weapon	Attack Bonus <td>Damage <td>Critical </td></td>	Damage <td>Critical </td>	Critical	
Range	Weight	Type	Size	Special Properties

### SKILLS

Cross Class	Skill Name	Ability	Skill Ranks	Ability Mod	Misc Mod	Skill Mod
<input type="checkbox"/>	Appraise ⇄	INT	+	+	=	
<input type="checkbox"/>	Astrograte	INT	+	+	=	
<input type="checkbox"/>	Balance ⇄	DEX	+	+	=	
<input type="checkbox"/>	Bluff ⇄	CHA	+	+	=	
<input type="checkbox"/>	Climb ⇄	STR*	+	+	=	
<input type="checkbox"/>	Computer Use	INT	+	+	=	
<input type="checkbox"/>	Craft ( _____ ) ⇄	INT	+	+	=	
<input type="checkbox"/>	Demolitions	INT	+	+	=	
<input type="checkbox"/>	Diplomacy	CHA	+	+	=	
<input type="checkbox"/>	Disable Device	INT	+	+	=	
<input type="checkbox"/>	Disguise ⇄	CHA	+	+	=	
<input type="checkbox"/>	Entertain ( _____ ) ⇄	CHA	+	+	=	
<input type="checkbox"/>	Escape Artist ⇄	DEX*	+	+	=	
<input type="checkbox"/>	Forgery ⇄	INT	+	+	=	
<input type="checkbox"/>	Gamble ⇄	WIS	+	+	=	
<input type="checkbox"/>	Gather Information ⇄	CHA	+	+	=	
<input type="checkbox"/>	Handle Animal	CHA	+	+	=	
<input type="checkbox"/>	Hide ⇄	DEX*	+	+	=	
<input type="checkbox"/>	Intimidate ⇄	CHA	+	+	=	
<input type="checkbox"/>	Jump ⇄	STR*	+	+	=	
<input type="checkbox"/>	Knowledge ( _____ )	INT	+	+	=	
<input type="checkbox"/>	Knowledge ( _____ )	INT	+	+	=	
<input type="checkbox"/>	Listen ⇄	WIS	+	+	=	
<input type="checkbox"/>	Move Silently ⇄	DEX*	+	+	=	
<input type="checkbox"/>	Pilot	DEX	+	+	=	
<input type="checkbox"/>	Profession ( _____ )	WIS	+	+	=	
<input type="checkbox"/>	Read/Write Lang ( _____ )	-			=	
<input type="checkbox"/>	Read/Write Lang ( _____ )	-			=	
<input type="checkbox"/>	Repair	INT	+	+	=	
<input type="checkbox"/>	Ride ⇄	DEX	+	+	=	
<input type="checkbox"/>	Search ⇄	INT	+	+	=	
<input type="checkbox"/>	Sense Motive ⇄	WIS	+	+	=	
<input type="checkbox"/>	Sleight of Hand	DEX*	+	+	=	
<input type="checkbox"/>	Speak Language ( _____ )	-			=	
<input type="checkbox"/>	Speak Language ( _____ )	-			=	
<input type="checkbox"/>	Spot ⇄	WIS	+	+	=	
<input type="checkbox"/>	Survival ⇄	WIS	+	+	=	
<input type="checkbox"/>	Swim ⇄	STR	+	+	=	
<input type="checkbox"/>	Treat Injury ⇄	WIS	+	+	=	
<input type="checkbox"/>	Tumble	DEX*	+	+	=	
<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>			+	+	=	

Skills marked ⇄ can be used untrained (0 Skill Ranks)  
\*Armor check penalty, if any, applies

### FORCE SKILLS

Skill Name	Feat	Ability	Skill Ranks	Ability Mod	Misc Mod	Skill Mod
Affect Mind ⇄	Alter	CHA	+	+	=	
Battlemind	Control	CON	+	+	=	
Drain Energy ⇄	Alter	CON	+	+	=	
Empathy ⇄	Force	WIS	+	+	=	
Enhance Ability ⇄	Force	CON	+	+	=	
Enhance Senses ⇄	Sense	WIS	+	+	=	
Farseeing	Sense	WIS	+	+	=	
Fear ⇄	Sense	WIS	+	+	=	
Force Defense ⇄	Control	CHA	+	+	=	
Force Grip ⇄	Alter	INT	+	+	=	
Force Lightning ⇄	Alter	INT	+	+	=	
Force Stealth ⇄	Control	CHA	+	+	=	
Force Strike ⇄	Alter	INT	+	+	=	
Friendship	Force	CHA	+	+	=	
Heal Another ⇄	Alter	WIS	+	+	=	
Heal Self ⇄	Control	CHA	+	+	=	
Illusion	Alter	CHA	+	+	=	
Move Object ⇄	Alter	INT	+	+	=	
See Force ⇄	Sense	WIS	+	+	=	
Telepathy ⇄	Sense	WIS	+	+	=	

Skills marked ⇄ can be used untrained (0 Skill Ranks)  
\* Use of this skill earns a Dark Side Point

### CHARACTER SKETCH

