Name | Player
Classes | Level
Species | Sex | Age | Height | Weight
Destiny | XP 8888

STAR WARS
ROLEPLAYING GAME
BASED ON CHARACTER SHEET 1.0 BY EMA
SRELLER FANTICIES' CHARACTER SHEET 0.2

	Score	Mod.
Strength		
Dexterity		
Constitution		
Intelligence		
Wisdom		
Charisma		
Willpower		

Damage Threshold

		Fort	Misc
Torso			
		Torso D.T.	Misc
Head			
Limb			

Damage Reduction | Shield /
Base Attack | Speed
Force Points | Destiny Points

Portrait

Condition

Torso | Head | R. Arm | L. Arm | R. Leg | L. Leg

Defenses

		Lvl./2	Armor	Ability	Class	Misc.
Fort						
Ref						
Will						

Dark Side

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

Armor | Speed
Ref Def | Fort Def | Max. Dex
Notes

Weapon | Range
Attack | Damage | Crit.
Notes | Type

Weapon | Range
Attack | Damage | Crit.
Notes | Type

Weapon | Range
Attack | Damage | Crit.
Notes | Type

Skills

	Training	Focus	Misc.
Acrobatics			
Climb			
Deception			
Endurance			
Gather Information			
Initiative			
Jump			
Knowledge: Bureaucr.			
Knowledge: Gal. Lore			
Knowledge: Life Sci.			
Knowledge: Ph. Sci.			
Knowledge: Soc. Sci.			
Knowledge: Tactics			
Knowledge: Techn.			
(trained) Mechanics			
Perception			
Persuasion			
Pilot			
Ride			
Stealth			
Survival			
Swim			
Treat Injury			
Use Computer			
Use the Force			

Special Actions

TALENTS

LANGUAGES

SPECIES INFO

FEATS

- ☐ Acrobatic Strike
- ☐ Armor Proficiency, Light
  - ☐ Armor Proficiency, Medium
    - ☐ Armor Proficiency, Heavy
- ☐ Bantha Rush
- ☐ Charging Fire
- ☐ Combat Reflexes
- ☐ Coordinated Attack
- ☐ Cybernetic Surgery
- ☐ Dodge
  - ☐ Mobility
    - ☐ Improved Charge
- ☐ Dreadful Rage
- ☐ Dual Weapon Mastery I
  - ☐ Dual Weapon Mastery II
    - ☐ Dual Weapon Mastery III
- ☐ Exotic Weapon Proficiency
  (_____)
  (_____)
  (_____)
- ☐ Extra Rage (☐☐☐)
- ☐ Extra Second Wind (☐☐☐)
- ☐ Force Sensitivity
  - ☐ Force Boon
  - ☐ Force Training (☐☐☐)
- ☐ Improved Defenses
- ☐ Improved Dam. Thresh. (☐☐☐)
- ☐ Linguist (☐☐☐)
- ☐ Martial Arts I
  - ☐ Martial Arts II
    - ☐ Martial Arts III
- ☐ Melee Defense
  - ☐ Improved Disarm
  - ☐ Whirlwind Attack
- ☐ Mighty Swing
- ☐ Pin
  - ☐ Crush
- ☐ Point Blank Shot
  - ☐ Careful Shot
  - ☐ Far Shot
  - ☐ Precise Shot
    - ☐ Deadeye
    - ☐ Sniper
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
- ☐ Powerful Charge
- ☐ Quick Draw
- ☐ Running Attack
- ☐ Shake It Off
- ☐ Skill Focus
  (_____)
  (_____)
  (_____)
  (_____)
- ☐ Skill Training
  (_____)
  (_____)
  (_____)
  (_____)
  (_____)
- ☐ Strong In The Force
- ☐ Surgical Expertise
- ☐ Toughness
- ☐ Trip
  - ☐ Throw
- ☐ Vehicular Combat
- ☐ Weapon Finesse
- ☐ Weapon Proficiency
  (_____)
  (_____)
  (_____)
  (_____)
  (_____)
  (_____)
  - ☐ Burst Fire
  - ☐ Double Attack
    (_____)
    (_____)
    (_____)
    - ☐ Triple Attack
      (_____)
      (_____)
      (_____)
  - ☐ Rapid Shot
  - ☐ Rapid Strike
  - ☐ Triple Crit
    (_____)
    (_____)
    (_____)
  - ☐ Weapon Focus
    (_____)
    (_____)
    (_____)
- ☐ (_____)
- ☐ (_____)
- ☐ (_____)
- ☐ (_____)
- ☐ (_____)
- ☐ (_____)
- ☐ (_____)

EQUIPMENT

Gear	Weight
Total Weight	
Carrying Capacity	

Credits

FORCE POWERS

Force Schools

- ☐☐☐ Alchemy
- ☐☐☐ Augmentation
- ☐☐☐ Cognition
- ☐☐☐ Sorcery
- ☐☐☐ Telekinesis
- ☐☐☐ Technokinesis
- ☐☐☐ Vitalism

Force Techniques

Force Secrets

_/_ Force Uses