

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

The diagram illustrates the layout of the stat cards. Each card has a top section for the stat name and a bottom section for numerical values. The 'Soak Value' card is a single box. The 'Wounds', 'Strain', and 'Defense' cards are split into two sub-sections: 'Ranged' and 'Melee'.

SOAK VALUE	WOUNDS	STRAIN	DEFENSE
	THRESHOLD	THRESHOLD	RANGED
	CURRENT	CURRENT	MELEE

A row of six identical, empty stat icons. Each icon consists of a circular gauge with a double-lined border, set against a dark blue background with a hexagonal pattern. Below each gauge is a light blue rectangular label with the stat name in white capital letters: BRAWN, AGILITY, INTELLECT, CUNNING, WILLPOWER, and PRESENCE.

GENERAL SKILLS	CAREER?	RANK
Astrogation (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Athletics (Br)		<div><div></div><div></div><div></div><div></div><div></div></div>
Charm (Pr)		<div><div></div><div></div><div></div><div></div><div></div></div>
Coercion (Will)		<div><div></div><div></div><div></div><div></div><div></div></div>
Computers (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Cool (Pr)		<div><div></div><div></div><div></div><div></div><div></div></div>
Coordination (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>
Deception (Cun)		<div><div></div><div></div><div></div><div></div><div></div></div>
Discipline (Will)		<div><div></div><div></div><div></div><div></div><div></div></div>
Leadership (Pr)		<div><div></div><div></div><div></div><div></div><div></div></div>
Mechanics (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Medicine (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Negotiation (Pr)		<div><div></div><div></div><div></div><div></div><div></div></div>
Perception (Cun)		<div><div></div><div></div><div></div><div></div><div></div></div>
Piloting - Planetary (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>
Piloting - Space (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>
Resilience (Br)		<div><div></div><div></div><div></div><div></div><div></div></div>
Skulduggery (Cun)		<div><div></div><div></div><div></div><div></div><div></div></div>
Stealth (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>
Streetwise (Cun)		<div><div></div><div></div><div></div><div></div><div></div></div>
Survival (Cun)		<div><div></div><div></div><div></div><div></div><div></div></div>
Vigilance (Will)		<div><div></div><div></div><div></div><div></div><div></div></div>

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		<div><div></div><div></div><div></div><div></div><div></div></div>
Gunnery (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>
Lightsaber (Br)		<div><div></div><div></div><div></div><div></div><div></div></div>
Melee (Br)		<div><div></div><div></div><div></div><div></div><div></div></div>
Ranged - Light (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>
Ranged - Heavy (Ag)		<div><div></div><div></div><div></div><div></div><div></div></div>

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Education (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Lore (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Outer Rim (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Underworld (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Xenology (Int)		<div><div></div><div></div><div></div><div></div><div></div></div>
Other:		<div><div></div><div></div><div></div><div></div><div></div></div>

CUSTOM SKILLS	CAREER?	RANK
		<div><div></div><div></div><div></div><div></div><div></div></div>
		<div><div></div><div></div><div></div><div></div><div></div></div>
		<div><div></div><div></div><div></div><div></div><div></div></div>
		<div><div></div><div></div><div></div><div></div><div></div></div>
		<div><div></div><div></div><div></div><div></div><div></div></div>

AVAILABLE XP

MOTIVATIONS

TYPE:	TYPE:

CHARACTER DESCRIPTION

GENDER:

AGE:

HEIGHT:

BUILD:

HAIR:

EYES:

NOTABLE FEATURES:

MORALITY

EMOTIONAL STRENGTH:	CONFLICT:
EMOTIONAL WEAKNESS:	MORALITY:

CRITICAL INJURIES

SEVERITY:	RESULT:

EQUIPMENT LOG

CREDITS	
WEAPONS & ARMOR	PERSONAL GEAR

TALENTS AND SPECIAL ABILITIES

NAME	PAGE #	ABILITY SUMMARY

FORCE POWER:	

FORCE POWER:	

FORCE RATING