

# STAR WARS

ROLEPLAYING GAME

**NAME** \_\_\_\_\_

**CLASSES / LEVELS** \_\_\_\_\_ Character Level

**PRESTIGE CLASSES / LEVELS** \_\_\_\_\_

**SPECIES** \_\_\_\_\_ **HOMEWORLD** \_\_\_\_\_

**AFFILIATION** \_\_\_\_\_ **RANK/TITLE** \_\_\_\_\_

**CAMPAIGN ERA** \_\_\_\_\_



## ATTRIBUTES

	STR	DEX	CON	INT	WIS	CHA
MOD						
TEMP SCORE						
TEMP MOD						

## INITIATIVE

**MODIFIER**

=  +

TOTAL      DEX MOD      MISC MOD

## HEALTH

VIT-DICE

VITALITY	WOUNDS
MAX	DR
CURRENT	MAX (=CON)
	CURRENT

## DEFENSE

10 +  +  +  +  +  +  =

CLASS      DEX MOD      SIZE      NAT.      \_\_\_\_\_      \_\_\_\_\_

TOTAL      FLAT FOOT      TOUCH      \_\_\_\_\_      \_\_\_\_\_

## SAVES

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD	TEMP MOD
FORT (CON)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
REF (DEX)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
WILL (WIS)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

**CONDITIONAL MODIFIERS**

## FORCE POINTS

MAX:  5  NO

LIGHT

DARK

TO TURN

## DARK SIDE PTS.

## COMBAT

	TOTAL	BASE ATT +	ABILITY MOD	SIZE MOD	MISC MOD	TEMP MOD
MELEE (STR)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
RANGED (DEX)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

## GRAPPLE

=

TOTAL      STR+

ATK+      SIZE+      MISC+

## WEAPONS

WEAPON	MW+	MISC+	TOTAL ATK+	SIZE	TYPE	DAMAGE	CRIT	RANGE	WT	AMMO/LEFT
										/
										/
										/
										/
										/
										/
										/
										/
										/
										/

NOTES:







# STAR WARS

ROLEPLAYING GAME

## GEAR & MOVEMENT

MOVEMENT*	ROUND	TACTICAL	SWIM	FLY
	Base			
	Hustle			
	Run (x3)		X	
	Run (x4)		X	

**WEIGHT TALLY**

FROM ARMOR \_\_\_\_\_

FROM WEAPONS \_\_\_\_\_

FROM EQUIPMENT \_\_\_\_\_

CURRENT LOAD  lbs.

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**CARRYING CAPACITY\***

LOAD	WT CARRIED	MAX DEX	CHECK	RUN
LIGHT		NORM	NORM	NORM
MEDIUM		+3	-3	X4
HEAVY		+1	-6	X3

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**FEATS OF STRENGTH**

Max Load	Max Load X2	Max Load X5
<input type="text"/>	<input type="text"/>	<input type="text"/>
Lift Over Head	Lift Off Ground	Push Or Drag

\* Refer to tables 6-7 and 6-10 on pageS 125 & 127 of the Star Wars Role-playing Game Revised Core Rulebook.

EQUIPMENT	ITEM	LOCATION	WT.

**REPUBLIC/IMPERIAL DATARIES**

CRED CHIP A: MAX: \_\_\_\_\_ REMAINING: \_\_\_\_\_

CRED CHIP B: MAX: \_\_\_\_\_ REMAINING: \_\_\_\_\_

CRED CHIP C: MAX: \_\_\_\_\_ REMAINING: \_\_\_\_\_

CRED CHIP D: MAX: \_\_\_\_\_ REMAINING: \_\_\_\_\_

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**HARD CURRENCY**

TYPE	SECTORS VALID	VALUE	EXCHANGE	WT.

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**LIQUID ASSETS**

#	ITEM	VALUE	LOCATION	WT.

**DEFENSIVE EQUIPMENT**

ARMOR \_\_\_\_\_ Type \_\_\_\_\_ Cost \_\_\_\_\_

BaseDR \_\_\_\_\_ + MC+ \_\_\_\_\_ = TotalDR \_\_\_\_\_

Max DEX \_\_\_\_\_ Check \_\_\_\_\_ Spd \_\_\_\_\_ wt \_\_\_\_\_

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ARMOR \_\_\_\_\_ Type \_\_\_\_\_ Cost \_\_\_\_\_

BaseDR \_\_\_\_\_ + MC+ \_\_\_\_\_ = TotalDR \_\_\_\_\_

Max DEX \_\_\_\_\_ Check \_\_\_\_\_ Spd \_\_\_\_\_ wt \_\_\_\_\_

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ARMOR \_\_\_\_\_ Type \_\_\_\_\_ Cost \_\_\_\_\_

BaseDR \_\_\_\_\_ + MC+ \_\_\_\_\_ = TotalDR \_\_\_\_\_

Max DEX \_\_\_\_\_ Check \_\_\_\_\_ Spd \_\_\_\_\_ wt \_\_\_\_\_

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**PERSONAL TRANSPORT**

VEHICLE: \_\_\_\_\_

CLASS \_\_\_\_\_ INITIATIVE \_\_\_\_\_

SIZE \_\_\_\_\_ MANEUVER \_\_\_\_\_

PASSENGERS \_\_\_\_\_ DEFENSE \_\_\_\_\_

CARGO CAP. \_\_\_\_\_

SPEED \_\_\_\_\_ SHIELDS \_\_\_\_\_

MAX VELOCITY \_\_\_\_\_ HULL \_\_\_\_\_

COST \_\_\_\_\_ DR \_\_\_\_\_

OWED \_\_\_\_\_

CREW \_\_\_\_\_





## FORCE POWERS

POWER		<input type="checkbox"/> Feat	<input type="checkbox"/> Skill
Prerequisites			
Retry	Time		
Special			
Check/Benefit			Ref.

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Prerequisites			
Retry	Time		
Special			
Check/Benefit			Ref.

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Prerequisites			
Retry	Time		
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Check/Benefit			Ref.

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Prerequisites			
Retry	Time		
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Check/Benefit			Ref.

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Prerequisites			
Retry	Time		
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Prerequisites			
Retry	Time		
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Prerequisites			
Retry	Time		
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Check/Benefit			Ref.

POWER		<input type="checkbox"/> Feat	<input type="checkbox"/> Skill
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