

CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS & LEVEL \_\_\_\_\_ CHARACTER LVL \_\_\_\_\_

PRESTIGE CLASS & LEVEL \_\_\_\_\_

SPECIES \_\_\_\_\_ AGE \_\_\_\_\_ GENDER \_\_\_\_\_ SKIN \_\_\_\_\_

HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_

## CHARACTER RECORD SHEET

	[Ability] Score	[Ability] Mod	[Temp] Score	[Temp] Mod
<b>STR</b> Strength				
<b>DEX</b> Dexterity				
<b>CON</b> Constitution				
<b>INT</b> Intelligence				
<b>WIS</b> Wisdom				
<b>CHA</b> Charisma				

**VITALITY** Total  Current  Vitality Die

**DEFENSE** Total  = 10 +  Class Bonus +  Dex Mod +  Size Mod +  Misc Bonus +  Saber Bonus +  Armor Check Penalty

**Wounds** Total  Current

**SPEED** Total

**INITIATIVE** Total  =  Dex Bonus +  Misc Bonus

**Base Attack Bonus**

**REPUTATION**

Light Side  Dark Side  Force Points  Dark Side Points

**Saving Throws**

**FORTITUDE** [Constitution] Total  = Base Save  + Ability Mod  + Misc Mod

**REFLEX** [Dexterity] Total  = Base Save  + Ability Mod  + Misc Mod

**WILL** [Wisdom] Total  = Base Save  + Ability Mod  + Misc Mod

**MELEE** Attack Bonus Total  = Base  + STR Mod  + Size Mod  + Misc Mod

**RANGED** Attack Bonus Total  = Base  + DEX Mod  + Size Mod  + Misc Mod

**UNARMED**

Total Attack Bonus	Damage	Critical
<input type="text"/>	<input type="text"/>	<input type="text"/>

**WEAPON**

Total Attack Bonus	Damage	Critical		
<input type="text"/>	<input type="text"/>	<input type="text"/>		
Range	Weight	Type	Size	Special Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**WEAPON**

Total Attack Bonus	Damage	Critical		
<input type="text"/>	<input type="text"/>	<input type="text"/>		
Range	Weight	Type	Size	Special Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**WEAPON**

Total Attack Bonus	Damage	Critical		
<input type="text"/>	<input type="text"/>	<input type="text"/>		
Range	Weight	Type	Size	Special Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Armor / Protective Item**

Type	DR	Max Dex Bonus		
<input type="text"/>	<input type="text"/>	<input type="text"/>		
Check Penalty	Speed	Weight	Size	Special Properties
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SKILLS		MAX RANKS		/			
Class Skill	Skill Name	Key Ability	Ability Mod	Ranks	Misc Mod	Skill Mod	
<input type="checkbox"/>	<input type="checkbox"/>	Appraise ■	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Astrogate	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Balance ■	DEX	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Bluff ■	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Climb ■	STR*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Computer Use ■	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Craft [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Craft [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Craft [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Demolition	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Diplomacy ■	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Disable Device	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Disguise ■	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Entertain [ ]	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Entertain [ ]	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Escape Artist ■	DEX*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Forgery ■	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Gamble ■	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Gather Information ■	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Handle Animal	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Hide ■	DEX*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Intimidate ■	CHA	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Jump ■	STR*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Knowledge [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Knowledge [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Knowledge [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Knowledge [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Knowledge [ ]	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Listen ■	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Move Silently ■	DEX*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Pilot	DEX	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Profession [ ]	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Profession [ ]	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Read/Write Language	None				
<input type="checkbox"/>	<input type="checkbox"/>	Repair	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Ride ■	DEX	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Search ■	INT	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Sense Motive ■	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Sleight of Hand	DEX*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Speak Language	None				
<input type="checkbox"/>	<input type="checkbox"/>	Spot ■	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Survival ■	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Swim ■	STR	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Treat Injury ■	WIS	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>	Tumble	DEX*	+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	
<input type="checkbox"/>	<input type="checkbox"/>			+	+	=	

Skills marked ■ can be used untrained (0 skill ranks). \* Armor check penalty, if any, applies.

