## CHARACTER

| |
|---|
| NAME |
| PLAYER |
| SPECIES |
| SPECIAL ABILITY |
| CAREER |
| SPECIALIZATION TREES |
| |
| |

## CHARACTER DESCRIPTION

| | |
|---|---|
| GENDER | AGE |
| HEIGHT | BUILD |
| HAIR | EYES |
| NOTABLE FEATURES | |

STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

## OBLIGATIONS

| |
|---|
| TYPE |
| MAGNITUDE |
| |

| |
|---|
| TYPE |
| MAGNITUDE |
| |

## EXPERIENCE

| | |
|---|---|
| TOTAL XP | AVAILABLE XP |

## MOTIVATION

| |
|---|
| TYPE |
| SPECIFIC |
| |

## CHARACTERISTICS

BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE

## SKILLS

| GENERAL SKILLS | CAREER? | RANK | DICE POOL |
|---|---|---|---|
| Astrogation (Int) | ☐ | | |
| Athletics (Br) | ☐ | | |
| Charm (Pr) | ☐ | | |
| Coercion (Will) | ☐ | | |
| Computers (Int) | ☐ | | |
| Cool (Pr) | ☐ | | |
| Coordination (Ag) | ☐ | | |
| Deception (Cun) | ☐ | | |
| Discipline (Will) | ☐ | | |
| Leadership (Pr) | ☐ | | |
| Mechanics (Int) | ☐ | | |
| Medicine (Int) | ☐ | | |
| Negotiation (Pr) | ☐ | | |
| Perception (Cun) | ☐ | | |
| Piloting - Planetary (Ag) | ☐ | | |
| Piloting - Space (Ag) | ☐ | | |

| GENERAL SKILLS | CAREER? | RANK | DICE POOL |
|---|---|---|---|
| Resilience (Br) | ☐ | | |
| Skulduggery (Cun) | ☐ | | |
| Stealth (Ag) | ☐ | | |
| Streetwise (Cun) | ☐ | | |
| Survival (Cun) | ☐ | | |
| Vigilance (Will) | ☐ | | |
| | ☐ | | |

| KNOWLEDGE SKILLS | CAREER? | RANK | DICE POOL |
|---|---|---|---|
| Core Worlds (Int) | ☐ | | |
| Education (Int) | ☐ | | |
| Lore (Int) | ☐ | | |
| Outer Rim (Int) | ☐ | | |
| Underworld (Int) | ☐ | | |
| Xenology (Int) | ☐ | | |
| | ☐ | | |

## TALENTS AND SPECIAL ABILITIES

| NAME | PAGE | ACTIVATION | RANKED | ABILITY SUMMARY |
|---|---|---|---|---|
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## CHARACTERISTICS

Br | Ag | Int | Cun | Will | Pr

DEFENSE

MELEE | RANGED

SOAK VALUE

## CONDITION

WOUNDS

THRESHOLD | CURRENT

STRAIN

THRESHOLD | CURRENT

| CRITICAL INJURIES | SEVERITY | DETAILS |
|---|---|---|
| | | |
| | | |
| | | |
| | | |

## SKILLS

| COMBAT SKILLS | CAREER? | RANK | DICE POOL |
|---|---|---|---|
| Brawl (Br) | ☐ | | |
| Gunnery (Ag) | ☐ | | |
| Melee (Br) | ☐ | | |
| Ranged - Light (Ag) | ☐ | | |
| Ranged - Heavy (Ag) | ☐ | | |
| | ☐ | | |

## EQUIPMENT LOG

CREDITS

ENCUMBRANCE THRESHOLD

ASSETS & RESOURCES

| ARMOR | DEFENSE | SOAK | ENC | HP |
|---|---|---|---|---|
| | | | | |
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| PERSONAL GEAR | ENC |
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## WEAPONS

| WEAPON | SKILL | DICE POOL | DAMAGE | CRIT | RANGE | ENC | HP | CONDITION |
|---|---|---|---|---|---|---|---|---|
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## TALENTS AND SPECIAL ABILITIES

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