



CHARACTER RECORD SHEETS

BILL SLAVICSEK AND ROBERT CAMPBELL



Important! Before you fill out a record sheet of any type, check to see if it's the only one you have left. If so, you have permission to photocopy the sheet (provided it's for your personal use only), as is mentioned on the originals.

Start by filling in your character's name, class and species, level, size, age, gender, height, weight, and hair, eye, and skin color. Most of these will be pretty obvious based on the species, but if you need help, you can either use the tables in Chapter 6: Heroic Characteristics or just treat them as guidelines. Also, put your own name on the sheet.

Fill in your character's ability scores and their modifiers. The Temporary Score and Temporary Modifiers boxes are there to make it easier for you to track ability score damage or the effects of certain Force skills.





Record the various bonuses that apply to melee attacks (generally, your character's Strength modifier) and ranged attacks (your character's Dexterity modifier), along with size and miscellaneous bonuses, and total those. Then, for each weapon your character carries, fill in the pertinent data, and total the attack bonus. You'll probably want to list your most commonly used weapon at the top, so you can find it easily.



In the Skills section, record your character's maximum ranks (for both class skills and cross-class skills) in the header bar, then fill in your character's skills. All the possible skills your character could use are listed on the sheet; you should check off those skills that are cross-class for your character in the Cross Class column. There are also some blank lines at the bottom of the list, just in case your Gamemaster okays new skills. Because characters can use so many skills untrained, it could be convenient to fill in the ability modifier and the skill modifier (that is, the total of all the modifiers) for those skills, as well as for those for which you've bought ranks. If you've spent some of your skill points on additional languages, those go on the back of the character record sheet. Force skills are also on the back.



By now you should be ready to turn the character record sheet over and fill in all that "back of the sheet" stuff: the name of your campaign, how many experience points your character has, carried gear, credits, what languages he or she speaks, and maybe an illustration or general notes.

damage dealt to your character.

Fill in the information for your character's Defense score. Start with the class bonus. If your character wears armor, the equipment bonus from that armor replaces the class bonus these bonuses do not stack, and an armor bonus supersedes a class bonus. Then include Dexterity, size, and miscellaneous modifiers. Total up all the modifiers and write in the result at the far left. If your character wears armor, note the armor check penalty at the far right.

5

Record your character's base speed. For most characters, this will be 10 meters. Carrying a lot of gear can reduce your character's speed, so you'll need to know the base number.



Fill in the Dexterity and miscellaneous modifiers for Initiative, then total them at the left. The most common miscellaneous modifier is the Improved Initiative feat, which grants a +4 bonus to Initiative.



Calculate your character's current Reputation score (from class and level, as well as past deeds) and fill that in.



Record your character's base attack bonus. This is the base for class and level—not the total after modifiers.



The really important stuff on the back of the sheet revolves around your character's Force skills, feats, and special abilities. For most of those, you can simply check the appropriate box, or write in the specifics. Some feats also grant miscellaneous modifiers to your skills. After that, you're ready to play!

NOTE: On the vehicle and starship record sheets, indicate weapon fire-arc coverage by marking the weapon number in the appropriate fire arc spaces on the diagram.

COVER ART

ART DIRECTION

CREATIVE DIRECTOR

THOMAS M. REID

SEAN GLENN



Decide whether your character is Force-Sensitive or not; if so, mark the box for Force-Sensitive under "Feats/Special Abilities." Write in the number of Force Points your character has. To the right, indicate how many dice your character gets when you spend a Force Point (1d6, 2d6, and so on). You can find this information in Chapter 9: The Force. If your character is Force-Sensitive, also indicate how many dice you get when your character calls on the dark side. You may never do it, but it's always good to know for those times when the temptation is there. . . .

Record your character's three saving throw bonuses. Start with the base number (calculated by class and level), fill in the ability and miscellaneous modifiers, and total them at the left.



INTERIOR ART D. ALEXANDER GREGORY

CHARACTER SHEET DESIGN BILL SLAVICSEK

GRAPHIC DESIGN ROBERT CAMPBELL

ADDTIONAL GRAPHIC DESIGN RICH ACHBERGER



PRODUCTION MANAGER

Thanks to Ben Harper, Iain Morris, Lucy Autrey Wilson, and Howard Roffman of Lucas Licensing.

	Land Line Control of the control of	Image: Market in the first of the first	IILLS WAX BA	V MULTIN BACHAR MACHARINA VIANA VI	+2 + 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1 = 1	■ MT +2 + = = = = = = = = = = = = = = = = =		-	INT +2 + +2 + + = = = = = = = = = = = = = =	+ + + + + + + + + + + + + + + + + + + +	+2 + + = = = = = = = = = = = = = = = = =			$\begin{array}{cccccccccccccccccccccccccccccccccccc$	anguage wild	ngago(+ + = + = + = = = = = = = = = = = = = =				WIS ++(+ + + + + + + + + + + + + + + + +	н + д+		08%			
--	---	--	---------------------	--	--	---	--	---	---	---	--	--	--	--	--------------	--------	---	--	--	--	---	--------	--	-----	--	--	--

Carried Weight otal GEAR 0.1 0.1) UGHTSABER CREDIT CHIP RIENCE POINT: FIELD KIT COMUNK NEDPAC NABOO 250 ITEM

FEATS/SPECIAL ABILITIES

An Ale

UD SHAFTER MEATONS

Cleave Great Clean Great Clean Guick Draw Run Skill Emphasis Skarp-Eyed Skarship Dodg Starship Oper Starship Oper

eapon Group eapon Group eapon Group eapon Group

Muture Evolution Epote Selection France-Selection France-Selection Great Four Great Four Great Four Great Four Intervic Sister Intervic Sister Intervic Sister Intervic Sister Intervic Sister Intervic Sister Intervice Sister Int

100	
	100
1.000	1.1
100	
62.034	
20.03	1.1.1
1.518	
1.11.12	
1000	
2010	
20,790	
L • • F	
1.1	
100.0	
1.0	
10.5	
1000	
612.58	
この語	
1000	
1000	
and the second	
1.00	
100	
	10
1000	1
1000	n-

		BASIC
であるななな	LANGUAGES	

217

MAX RANKS

FORCE SHILLS

O Sho

			THE LANGUAGE
			THE
			NI
-	C	-	IS ALSO LITERATE
			ALSO
			15
			CHARACTER
			-
SIC			80%
BASIC			HECK

Concerned and the second		
1000000	100	
	E 1	
1000	11	
	11	
 CEL (3) 		
5 U R U		
1		
- / /		
and the second se		
	E 1	
-		
	- 1	
	- 1	
	-1	
100 mm		
	Π.	
	Ed	
Statements		
	-	
The survey of th		
1000	E 1	
	1	
	-1	
1 A A	Ε.,	
	-1	
8-4		
œ		
Ē		
Ē		
Ē		
Ë		
ORI		
INO:		
POR		
FOR		
FORI		
FOR		
FORI		
FOR		
FOR	Contraction of the second second	
FOR		

K Control	Burst Of Speed	Knight Speed	Master Speed	Dissipate Energy	
ther .	Ence Lightning	Force Whirlwind	Throw Lightsaber		

 Sense
 Deflects Blasters
 Force Mind
 Master Mind
 Master Mind Force Mastery
 High Force Lightsaber Defense
 Knight Defense
 Master Defense

Prolong Force

SHILL DRME	PBRT	RBILITY	MODIPIER	RAI	RADHS	RODIFIER		MOOIPIER
Affect Mind	Alber	Che	4.5		+	+	1	9+
Battlemind	Control	Con					1	
Empathy =	Force	Wis	Ŧ					14
Enhance Ability	Force	Con					"	
Enhance Senses	Sense	Wfs		+			1	
Farseeing	Sense	Wfs				f	1	
Fear = †	Sense	Wis				4		
Force Defense	Control	Con	Ŧ	+		1	-	2+
Force Grip = 1	Alter	H	14 +		1	-	1	45
Force Push	Alter	Ħ	¢+		+		-	+6
Force Stealth =	Control	Con	Ŧ				1	14
Friendship	Force	Cha					1	
Heal Another .	Alter	Wfs	14.4		+		1	+6
Heal Self .	Control	Con	Ŧ		+		-	54
Move Object =	Alter	Int	49		+		-	46
See Force	Sense	Wis		+			1	
Telepathy	Sense	WE					1	
							"	
	1			+			1	
							1	
							1	

NOTES

SIA-LAN'S HENTOR IS MASTER LO-JAD.







TOTAL ATTACK BONUS DAMAGE CRITICAL

			SH	ILLS	MAX	RANKS	/
ROSS		SECONDERNME	HEY	ABILITY		MISC.	SHILL
CLASS	SHILL NAME		ABILITY	MODIFIER	RANKS	MODIFIER	MODIFIER
	Appraise		INT		+	+	=
	Astrogate		INT		+	+	_=
	Bluff =		CHA		+	+	=
	Climb		STR*		+	+	=
	Computer Use		INT		+	+	
	Craft () =	INT		+	+	=
	Demolitions		INT		+	+	=
	Diplomacy		CHA		+	+	=
	Disable Device		INT		+	+	_=
	Disguise		CHA		+	+	=
	Entertain () =	CHA		+	+	=
	Escape Artist		DEX*		+	+	
	Forgery		INT		+	+	=
	Gather Information		CHA		+	+	=
	Handle Animal		CHA		+	+	=
	Hide		DEX*		+	+	=
	Intimidate		CHA		+	+	=
	Jump		STR*		+	+	=
	Knowledge ()	INT		+	+	=
	Knowledge ()	INT		+	+	=
	Listen		WIS		+	+	=
	Move Silently		DEX*		+	+	-
	Pilot		DEX		+	+	-
	Profession ()	WIS		+	+	-
	Read/Write Language(_)	None				
	Read/Write Language(_)	None				
	Repair		INT		+	+	=
	Ride		DEX		+	+	=
	Search		INT		+	+	=
	Sense Motive		WIS		+	+	=
	Sleight of Hand		DEX*		+	+	=
	Speak Language()	None				
	Speak Language()	None				
	Spot		WIS		+	+	-
	Survival		WIS		+	+	_
Ä	Swim		STR		-		_
	Treat Injury		WIS		+		=
	Tumble		DEX*		+		=
			DLA		+		
F)							
						-+	=
					+	+	
					+	+	

	APOr]
			TOTAL ATT	ACK BONUS	DAMAGE	CRITICAL
•	RANGE	WEIGHT	TYPE	SIZE	SPECIAL I	PROPERTIES
PRO	MOR/	ITEM	ТҮ	PE	ARMOR BONUS	MAX DEX BONUS
	CHECK PENALTY	SPEED	WEIGHT	\$1ZE	SPECIAL F	PROPERTIES

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

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

_			-		-	-	2.2
C	A	м	Ρ	A	I	G	N

FEATS/SPECIAL ABILITIES

EXPERIENCE POINTS			Acrobatic Alertness Ambidexterity	Power Attack Cleave Great Cleave
	GEAR		Animal Affinity Armor Proficiency (Light) Armor Proficiency (Medium)	Quick Draw Quickness Run
I T E M	WT. ITEM	WT.	Armor Proficiency (Heavy) Armor Proficiency (Powered) Athletic Blind-Fight Cautious Dodge Mobility Spring Attack Spring Attack K UNITIWIND Attack Endurance Exotic Weapon Proficiency Expertise Fame Fame Force-Sensitive Frightful Appearance Gearhead Great Fortitude Heroic Surge Improved Initiative Infamy Iron Will Lightning Reflexes Low Profile Martial Artist Mimic Nimble	Skill Emphasis Skill Emphasis Skill Emphasis Sharp-Eyed Spacer Starship Dodge Starship Operation Stealthy Toughness Track Inproved Two-Weapon Fighting Weapon Finesse Weapon Focus Weapon Focus Weapon Group Zero-G Combat
	Total Weight Carri CREDITS	ea	Persuasive Point Blank Shot Far Shot	

Precise Shot
 Rapid Shot
 Multishot

□ Shot on the Run

CREDITS

			C. State	
	LANGUAGE	S	CROSS	SKILL NAM
□	□			Affect Min
				Battlemine
	□			Empathy I
				Enhance A
				Enhance S
				Farseeing
CHECK BOX IF CHARA	CTER IS ALSO LITERATE	IN THE LANGUAGE		Fear 🔳 🕇
				Force Defe
	FORCE FEA	TS		Force Grip
	r onde r en	LC.		Force Pus
🗌 Alter	Control	Force Mastery		Force Stea
Force Lightning	Burst of Speed	High Force Mastery		Friendship
Force Whirlwind	Knight Speed			Haal Anot

FORCE SKILLS

MAX RANKS 1

+___

+ +

LHIIGUHGE	5	CROSS	SKILL NAME	PERT	KEY Ability	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SHILL MODIFIBR
			Affect Mind	Alter	Cha		+	+	
			Battlemind	Control	Con		+	+	=
			Empathy	Force	Wis		+	+	_=
			Enhance Ability	Force	Con		+	+	=
			Enhance Senses	Sense	Wis		+	+	=
ER IS ALSO LITERATE IN THE LANGUAGE			Farseeing	Sense	Wis		+	+	=
			Fear = †	Sense	Wis		+	+	=
			Force Defense	Control	Con		+	+	=
FORCE FEAT			Force Grip = †	Alter	Int		+	+	=
FUNCE FEA			Force Push	Alter	Int		+	+	
Control	Force Mastery		Force Stealth	Control	Con		+	+	=
Burst of Speed	High Force Mastery		Friendship	Force	Cha		+	+	=
Knight Speed			Heal Another	Alter	Wis		+	+	=
Master Speed	Sense		Heal Self	Control	Con		+	+	=
Dissipate Energy	Deflects Blasters		Move Object	Alter	Int		+	+	=
Lightspher Defense	Force Mind Knight Mind		See Force	Sense	Wis		+	+	=
Lightsaber Defense Knight Defense	Knight Mind Master Mind		Telepathy	Sense	Wis		+	+	=
Master Defense							+	+	=

Master Defense

□ Prolong Force

Throw Lightsaber



© 2000 Lucasfilm Ltd & TM. All rights reserved. Used under authorization. Permission granted to photocopy for personal use only.





WEAPON OL RANGE MODIFIERS TYPE SPECIAL PROPERTIES PB S M L WEAPON 02 ATTACK BONUS DAMAGE

RANGE MODIFIERS



Р	B S	М	L				E		
WE	APO	n o	3	ATTACK BONUS	DAMAGI		(a interio	
	RANG	E MODIF	IERS	ТҮРЕ	SPECIAL PROPE	RTJES			
PI	B S	м	L						
WE	apo	n o	9	ATTACK BONUS	DAMAGE				
	RANG	E MODIF	IERS	TYPE	SPECIAL PROPE	RTIES			
р рі	B S	М	L				L	© 2000 Lucasfilm	Ltd 8

TYPE

SPECIAL PROPERTIES









				ATTACK BONUS	DAMAGE
	RANGE	MODIFI	ERS	ТҮРЕ	SPECIAL PROPERTIE
РВ	S	м			

				ATTACK BONUS	DAMAGE
-	RANGE	MODIFI	ERS	ТҮРЕ	SPECIAL PROPERTIES
РВ	c	м			



POr		C. S. S. S. S. S.	ATTACK BONUS	DAMAGE
RANGE	MODIFI	ERS	ТҮРЕ	SPECIAL PROPERTIE

ШЕАРОЛ ОЧ ATTACK BONUS

NOTES





Ride †

_____+ ____= ____

RANGE WEIGHT TYPE SIZE SPECIAL PROPERTIES

EAPO	L	TOTAL ATT	ACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL	PROPERTIES

Bankara and and a state	MOR/	ITEM				
Il alut	TECTIVE		TY	'PE	ARMOR BONUS	MAX DEX BONUS
	CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL F	PROPERTIES

Search		INT	+	+	=	
Sense Motive †		WIS	+	+	=	
Sleight of Hand		DEX*	+	+	=	
Speak Language()	None				
Speak Language()	None				
Spot		WIS	+	+	=	
Survival †		WIS	+	+	=	
Swim †		STR	+	+	=	
Treat Injury †		WIS	+	+	=	
Tumble		DEX*	+	+	=	
			+	+	=	
			+	+	=	
			+	+	=	
			+	+	=	

DEX

Skills marked a can be used untrained (0 skill ranks). * Armor check penalty, if any, applies. Skills marked † can be used untrained (0 skill ranks) with a heuristic processor installed.

UNSPENT SKILL POINTS

C	Λ.	M	n	. 4.	n	8.1	
S	м	т	۲	л	6	IN	

EXPERIENCE POINTS

	G	EAR	
ITEM	WT.	ITEM	WT.
		Total Weight Carried	4

FEATS/SPECIAL ABILITIES

□ Acrobatic	Power Attack
□ Alertness	Cleave
Ambidexterity	Great Cleave
Animal Affinity	Quick Draw
Armor Proficiency (Light)	Quickness
Armor Proficiency (Medium)	🗆 Run
Armor Proficiency (Heavy)	Skill Emphasis
Armor Proficiency (Powered)	Skill Emphasis
□ Athletic	□ Sharp-Eyed
□ Blind-Fight	Spacer
Cautious	Starship Dodge
Dodge	Starship Operation
□ Mobility	□ Starship Operation
Spring Attack	□ Stealthy
□ Whirlwind Attack	Toughness
□ Endurance	□ Track
Exotic Weapon Proficiency	Trustworthy
Expertise	Two-Weapon Fighting
□ Fame	Improved Two-Weapon Fighting
□ Force-Sensitive	Weapon Finesse
Frightful Appearance	Weapon Finesse
Gearhead	Weapon Focus
Great Fortitude	Weapon Focus
Heroic Surge	Weapon Group
Improved Initiative	Weapon Group
	Weapon Group Weapon Group
□ Iron Will	Weapon Group
Lightning Reflexes	Weapon Group
Low Profile	□ Zero-G Combat
Martial Artist	
Minic	
□ Nimble	
Persuasive	
Point Blank Shot	
□ Far Shot	
Precise Shot Precise Shot	
Rapid Shot	
Multishot	
□ Shot on the Run	

DROID ILLUSTRATION





"Impressive. Most impressive..."

No matter how unusual or powerful your **Star Wars** character is, these reference sheets are indispensable. Keep track of everything that makes your character unique on one easy-to-use sheet. This package also includes a vehicle record sheet, a starship record sheet, and a droid record sheet to help expand the details about your character's most prized possessions.

EACH CHARACTER RECORD SHEET FEATURES:

- G Clear, easy-to-find character details
- Handy attack, defense, and saving throw information
- G A complete list of skills, feats, and Force powers
- Room for character descriptions, unique items, and favorite quotes



