

JEDI KNIGHTS



Name: _____
 Player: _____
 Concept: _____

Nature: _____
 Species: _____
 Affiliation: _____

ATTRIBUTES & ABILITIES

DEXTERITY ●0000
 Athletics _____ 00000
 Blaster _____ 00000
 Brawling _____ 00000
 Dodge _____ 00000
 Lightsaber _____ 00000
 Melee _____ 00000
 Missile Weapons _____ 00000
 Running _____ 00000
 Thrown Weapons _____ 00000
 _____ 00000

STRENGTH ●0000
 Climbing _____ 00000
 Jumping _____ 00000
 Lifting _____ 00000
 Stamina _____ 00000
 Swimming _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000
 _____ 00000

PERCEPTION ●0000
 Alertness _____ 00000
 Bargain _____ 00000
 Command _____ 00000
 Gambling _____ 00000
 Hide _____ 00000
 Investigation _____ 00000
 Persuasion _____ 00000
 Search _____ 00000
 Sneak _____ 00000
 _____ 00000

MECHANICAL ●0000
 Astrogation _____ 00000
 Communications _____ 00000
 Repulsorlift Operation _____ 00000
 Sensors _____ 00000
 Space Transports _____ 00000
 Starfighter Piloting _____ 00000
 Starship Gunnery _____ 00000
 Starship Shields _____ 00000
 Swoop Operation _____ 00000
 _____ 00000

TECHNICAL ●0000
 Blaster Repair _____ 00000
 Computer _____ 00000
 Droid Repair _____ 00000
 First Aid _____ 00000
 Lightsaber Repair _____ 00000
 Repulsorlift Repair _____ 00000
 Security _____ 00000
 Space Trans. Repair _____ 00000
 Starfighter Repair _____ 00000
 _____ 00000

KNOWLEDGE ●0000
 Alien Species _____ 00000
 Cultures _____ 00000
 Intimidation _____ 00000
 Languages _____ 00000
 Planetary Systems _____ 00000
 Streetwise _____ 00000
 Survival _____ 00000
 Tactics _____ 00000
 Value _____ 00000
 _____ 00000

ADVANTAGES

CONTROL

● 0 0 0 0 0 0 0 0 0 0

SENSE

● 0 0 0 0 0 0 0 0 0 0

ALTER

● 0 0 0 0 0 0 0 0 0 0

WILLPOWER

0 0 0 0 0 0 0 0 0 0
 □ □ □ □ □ □ □ □ □ □

LIGHTSIDE

□ □ □ □ □ □ □ □ □ □
 0 0 0 0 0 0 0 0 0 0

HEALTH

Bruised
 Hurt -1
 Injured -1
 Wounded -2
 Mauled -2
 Crippled -5
 Incapacitated

SPECIAL ABILITIES

0 0 0 0 0 0 0 0 0 0
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DARKSIDE

EXPERIENCE



Age: _____
Sex: _____

Height: _____
Weight: _____

PHYSICAL DESCRIPTION

BACKGROUND

Quote: _____

EQUIPMENT

COMBAT

Weapon	Damage	Difficulty	Range	Ammo	Conceal
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

ARMOR

Armor	Physical	Energy	Modifiers	Cover
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____