STAR WARS
JEDI KNIGHTS

Name: | Virtue:
Player: | Vice:
Species: | Affiliation:
Concept: | Chronicle:

ATTRIBUTES

POWER	Intelligence	●OOOO	Strength	●OOOO	Presence	●OOOO
FINESSE	Wits	●OOOO	Dexterity	●OOOO	Manipulation	●OOOO
RESISTANCE	Resolve	●OOOO	Stamina	●OOOO	Composure	●OOOO

SKILLS

Mental
(-3 unskilled)

Academics _____ OOOOO
Computer _____ OOOOO
Crafts _____ OOOOO
Investigation _____ OOOOO
Medicine _____ OOOOO
Politics _____ OOOOO
Science _____ OOOOO
Technology _____ OOOOO

Physical
(-1 unskilled)

Athletics _____ OOOOO
Blasters _____ OOOOO
Brawl _____ OOOOO
Larceny _____ OOOOO
Piloting _____ OOOOO
Stealth _____ OOOOO
Survival _____ OOOOO
Weaponry _____ OOOOO

Social
(-1 unskilled)

Animal Ken _____ OOOOO
Empathy _____ OOOOO
Expression _____ OOOOO
Intimidation _____ OOOOO
Persuasion _____ OOOOO
Socialize _____ OOOOO
Streetwise _____ OOOOO
Subterfuge _____ OOOOO

OTHER TRAITS

Force Powers

Control _____ OOOOOOOOOO
Sense _____ OOOOOOOOOO
Alter _____ OOOOOOOOOO

Merits

_____ OOOOO
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Flaws

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Health

OOOOOOOOOOO
□□□□□□□□□□□

Willpower

OOOOOOOOOO
□□□□□□□□□□

Morality

OOOOOOOOOO

Force Potential

OOOOOOOOOO

Attunement

Light □□□□□ OOOOO
Dark □□□□□ OOOOO

Size: _____
Speed: _____
Defense: _____
Armor: _____
Initiative Mod: _____
Experience: _____

Weapon/Attack	Dice Mod.	Range	Clip	Size

Equipment	Durability	Structure	Size	Cost

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Species • Force Potential 1 (May be Increased with Merit Points) • Attunement 3 • Force Powers 3
Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans
Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7