CHARACTER NAME: _____   PLAYER: _____

SPECIES: _____   GENDER: _____

HEIGHT: _____   HAIR: _____

EYES: _____   AGE: _____

BUILD: _____

NOTABLE FEATURES: _____

STAR WARS
LEGENDS of the GALAXY
COMMUNITY DRIVEN ROLEPLAYING EXPERIENCE

CAREER: _____   SPECIALIZATIONS: _____

WOUNDS
THRESHOLD | CURRENT

STRAIN
THRESHOLD | CURRENT

CRITICALS

CONFLICT

MORALITY

TOTAL DUTY

SOAK VALUE

DEFENSE
RANGED | MELEE

FORCE POOL
COMMITTED | AVAILABLE

ENCUMBRANCE
THRESHOLD | CURRENT

STATUS EFFECTS
STAGGERED
IMMOBILIZED
DISORIENTED

CONTRIBUTION

TOTAL OBLIGATION

CHARACTERISTICS

BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE | FORCE RANK

SKILLS

GENERAL SKILLS	CAREER?	RANK
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)		
Resilience (Br)		
Skulduggery (Cun)		
Stealth (Ag)		
Streetwise (Cun)		
Survival (Cun)		
Vigilance (Will)		

COMBAT SKILLS	CAREER?	RANK
Brawl (Br)		
Gunnery (Ag)		
Lightsaber (Br)		
Melee (Br)		
Ranged - Light (Ag)		
Ranged - Heavy (Ag)		

KNOWLEDGE SKILLS	CAREER?	RANK
Core Worlds (Int)		
Education (Int)		
Lore (Int)		
Outer Rim (Int)		
Underworld (Int)		
Warfare (Int)		
Xenology (Int)		

CUSTOM SKILLS	CAREER?	RANK

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

NAME	RANKS	PAGE	DESCRIPTION

FORCE POWERS

FORCE POWER:

FORCE POWER:

FORCE POWER:

FORCE POWER:

GAME MECHANICS

CHARACTER MOTIVATIONS

MOTIVATION TYPE:

MOTIVATION TYPE:

MORALITY

30

70

EMOTIONAL WEAKNESS:

EMOTIONAL STRENGTH:

CONFLICT

TOTAL DUTY

TOTAL OBLIGATION

DUTY TYPE:

OBLIGATION TYPE:

VALUE

DUTY TYPE:

CONTRIBUTION

OBLIGATION TYPE:

VALUE

OBLIGATION TYPE:

VALUE

ABILITIES AND TRAITS SHEET

SOAK	MELEE DEF	RANGED DEF	ENCUM	HP

ARMOR TYPE:

MAKE/MODEL:

SPECIAL:

CONDITION
- MINOR ◆
- MODERATE ◆◆
- MAJOR ◆◆◆

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

WEAPONS

DAMAGE	CRIT	ENCUM	HP

WEAPON TYPE: RANGE:

MAKE/MODEL: SKILL:

SPECIAL:

CONDITION
- MINOR ◆
- MODERATE ◆◆
- MAJOR ◆◆◆

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE	CRIT	ENCUM	HP

WEAPON TYPE: RANGE:

MAKE/MODEL: SKILL:

SPECIAL:

CONDITION
- MINOR ◆
- MODERATE ◆◆
- MAJOR ◆◆◆

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

DAMAGE	CRIT	ENCUM	HP

WEAPON TYPE: RANGE:

MAKE/MODEL: SKILL:

SPECIAL:

CONDITION
- MINOR ◆
- MODERATE ◆◆
- MAJOR ◆◆◆

ATTACHMENTS

NAME	HARD POINT REQ	BASE MODIFIERS	MODIFICATIONS

CYBERNETICS

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

MAKE/MODEL:
BONUS:
FUNCTIONAL ☐ NON-FUNCTIONAL ☐

ARMOR / WEAPONS / CYBERNETICS SHEET

AMOUNT	CYCLE	SOURCE

AVAILABLE CREDITS

CREDITS OWED

AMOUNT	TO WHOM	REASON

WORN / GENERALLY CARRIED

ENCUMBERANCE

THRESHOLD | CURRENT

GEAR NOTES

ITEM	QUANTITY	ENCUMB.

ITEM	QUANTITY	ENCUMB.

OTHER PROPERTY

ITEM	QUANTITY	ENCUMB.	LOCATION

ITEM	QUANTITY	ENCUMB.	LOCATION

PERSONAL ACQUISITIONS SHEET