

# STAR WARS SAGA EDITION CHARACTER RECORD SHEET

NAME		PLAYER	
CLASS	SPECIES		LEVEL
AGE	GENDER	HEIGHT	WEIGHT
		DESTINY	

STR

ENGTH

DEX

TERITY

CON

STITUTION

INT

ELLIGENCE

WIS

DOM

CHA

RISMA

SCORE

MODIFIER

HIT POINTS

TOTAL

CURRENT

FORT DEFENSE

MISC BONUS

DAMAGE THRESHOLD

SPEED

INITIATIVE

PERCEPTION

BASE ATTACK

FORCE POINTS

DESTINY POINTS

CONDITION

NORMAL

-1

TO ALL DEFENSES.  
TO ATTACKS, SKILL,  
& ABILITY CHECKS.

-2

TO ALL DEFENSES.  
TO ATTACKS, SKILL,  
& ABILITY CHECKS.

-5

TO ALL DEFENSES.  
TO ATTACKS, SKILL,  
& ABILITY CHECKS.

-10

TO ALL DEFENSES.  
TO ATTACKS, SKILL,  
& ABILITY CHECKS.  
MOVE AT HALF SPEED.

HELPLESS

(UNCONSCIOUS OR  
DISABLED)

DEFENSES

TOTAL

FORT

= 10 +

LEVEL OR ARMOR

CLASS BONUS

ABILITY MOD

MISC

REP

= 10 +

LEVEL OR ARMOR

CLASS BONUS

ABILITY MOD

MISC

WILL

= 10 +

LEVEL OR ARMOR

CLASS BONUS

ABILITY MOD

MISC

SPECIAL COMBAT ACTIONS

WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES

WEAPON	ATK	DAMAGE
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CRIT	TYPE	NOTES

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CRIT	TYPE	NOTES

WEAPON	ATK	DAMAGE
CRIT	TYPE	NOTES

[illegible]

## EQUIPMENT

WT

CREDITS

## LANGUAGES

## TALENTS

## FORCE POWERS

## SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	<input type="text"/>	= <input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLIMB	<input type="text"/>	= <input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
DECEPTION	<input type="text"/>	= <input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
ENDURANCE	<input type="text"/>	= <input type="text"/>	CON	<input type="text"/>	<input type="text"/>	<input type="text"/>
GATHER INFORMATION	<input type="text"/>	= <input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
INITIATIVE	<input type="text"/>	= <input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
JUMP	<input type="text"/>	= <input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	= <input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	= <input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
MECHANICS	<input type="text"/>	= <input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERCEPTION	<input type="text"/>	= <input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERSUASION	<input type="text"/>	= <input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>
PILOT	<input type="text"/>	= <input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
RIDE	<input type="text"/>	= <input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
STEALTH	<input type="text"/>	= <input type="text"/>	DEX	<input type="text"/>	<input type="text"/>	<input type="text"/>
SURVIVAL	<input type="text"/>	= <input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
SWIM	<input type="text"/>	= <input type="text"/>	STR	<input type="text"/>	<input type="text"/>	<input type="text"/>
TREAT INJURY	<input type="text"/>	= <input type="text"/>	WIS	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE COMPUTER	<input type="text"/>	= <input type="text"/>	INT	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE THE FORCE	<input type="text"/>	= <input type="text"/>	CHA	<input type="text"/>	<input type="text"/>	<input type="text"/>

## FEATS

PB

PB