

CHARACTER NAME
Cipher

PLAYER
Clark

Star Wars

ROLEPLAYING GAME

CLASSES/LEVELS
Scout 4/Jedi Guardian 4

SPECIES
Human

SIZE	AGE	GENDER	HEIGHT	WEIGHT	EYES	HAIR	SKIN
medium-size	18	Male	1.5 m	96 kg	green	brown	tan

Character Record Sheet

STR _{ENGTH}	ABILITY SCORE: 14	ABILITY MODIFIER: +2	TEMP SCORE: <input type="text"/>	TEMP MODIFIER: <input type="text"/>	VITALITY	TOTAL: 59	CURRENT: 59	VITALITY DIE: d8	WOUNDS	TOTAL: 16	CURRENT: <input type="text"/>	
DEX _{TERITY}	ABILITY SCORE: 18	ABILITY MODIFIER: +4	TEMP SCORE: <input type="text"/>	TEMP MODIFIER: <input type="text"/>	DEFENSE	TOTAL: 19	CURRENT: 10	+5	+4	±0	±0	
CON _{STITUTION}	ABILITY SCORE: 16	ABILITY MODIFIER: +3	TEMP SCORE: <input type="text"/>	TEMP MODIFIER: <input type="text"/>								
INT _{ELLIGENCE}	ABILITY SCORE: 18	ABILITY MODIFIER: +4	TEMP SCORE: <input type="text"/>	TEMP MODIFIER: <input type="text"/>	SPEED	TOTAL: 10	CURRENT: <input type="text"/>		BASE ATTACK BONUS	+7	REPUTATION BONUS	+2
WIS _{DOM}	ABILITY SCORE: 16	ABILITY MODIFIER: +3	TEMP SCORE: <input type="text"/>	TEMP MODIFIER: <input type="text"/>	INITIATIVE	TOTAL: +4	CURRENT: +4	±0	4	0	3d6	4d6
CHA _{RISMA}	ABILITY SCORE: 11	ABILITY MODIFIER: ±0	TEMP SCORE: <input type="text"/>	TEMP MODIFIER: <input type="text"/>								

FORTITUDE (CONSTITUTION)	TOTAL: +9	BASE SAVE: +6	ABILITY MOD: +3	MISC MOD: ±0	
REFLEX (DEXTERITY)	TOTAL: +10	BASE SAVE: +6	ABILITY MOD: +4	MISC MOD: ±0	
WILL (WISDOM)	TOTAL: +7	BASE SAVE: +4	ABILITY MOD: +3	MISC MOD: ±0	
MELEE ATTACK BONUS	TOTAL: +9	BASE ATTACK: +7	STR MOD: +2	SIZE MOD: ±0	MISC MOD: ±0
RANGED ATTACK BONUS	TOTAL: +11	BASE ATTACK: +7	DEX MOD: +4	SIZE MOD: ±0	MISC MOD: ±0

SKILLS

CROSS CLASS	SKILL NAME	ABILITY MOD	ABILITY MOD	RANK	MISC MOD
<input checked="" type="checkbox"/>	Appraise†	+4	+4	+	
<input type="checkbox"/>	Astrogate	+13	+4	7+	+2
<input type="checkbox"/>	Balance†	+4	+4	+	
<input checked="" type="checkbox"/>	Bluff†	±0	±0	+	
<input type="checkbox"/>	Climb†	+3	+2	1+	
<input type="checkbox"/>	Computer Use†	+12	+4	8+	
<input type="checkbox"/>	Craft (blaster pistols and rifles)†	+6	+4	2+	
<input type="checkbox"/>	Craft (computers)†	+5	+4	1+	
<input type="checkbox"/>	Craft (droids)†	+5	+4	1+	
<input type="checkbox"/>	Craft (electronic devices)†	+7	+4	3+	
<input type="checkbox"/>	Craft (lightsaber)†	+7	+4	3+	
<input type="checkbox"/>	Demolitions	+5	+4	1+	
<input checked="" type="checkbox"/>	Diplomacy†	±0	±0	+	
<input checked="" type="checkbox"/>	Disable Device	-	+4	+	
<input type="checkbox"/>	Disguise†	±0	±0	+	
<input checked="" type="checkbox"/>	Entertain ()†	±0	±0	+	
<input checked="" type="checkbox"/>	Entertain ()†	±0	±0	+	
<input checked="" type="checkbox"/>	Entertain ()†	±0	±0	+	
<input checked="" type="checkbox"/>	Escape Artist†	+4	+4	+	
<input checked="" type="checkbox"/>	Forgery†	+4	+4	+	
<input checked="" type="checkbox"/>	Gamble†	+3	+3	+	
<input checked="" type="checkbox"/>	Gather Information†	±0	±0	+	
<input checked="" type="checkbox"/>	Handle Animal	-	±0	+	
<input type="checkbox"/>	Hide†	+9	+4	5+	
<input type="checkbox"/>	Intimidate†	±0	±0	+	
<input type="checkbox"/>	Jump†	+3	+2	1+	
<input type="checkbox"/>	Knowledge (astronomy)	+5	+4	1+	
<input type="checkbox"/>	Knowledge (chemistry)	+5	+4	1+	
<input type="checkbox"/>	Knowledge (engineering)	+6	+4	2+	
<input type="checkbox"/>	Knowledge (physics)	+5	+4	1+	
<input type="checkbox"/>	Knowledge (technology)	+6	+4	2+	
<input type="checkbox"/>	Listen†	+4	+3	1+	
<input type="checkbox"/>	Move Silently†	+9	+4	5+	
<input type="checkbox"/>	Pilot†	+17	+4	11+	+2
<input type="checkbox"/>	Profession ()	-	+3	+	
<input type="checkbox"/>	Profession ()	-	+3	+	
<input type="checkbox"/>	Profession ()	-	+3	+	
<input type="checkbox"/>	Repair	+11	+4	7+	
<input type="checkbox"/>	Ride†	+6	+4	2+	
<input type="checkbox"/>	Search†	+11	+4	7+	
<input checked="" type="checkbox"/>	Sense Motive†	+3	+3	+	
<input checked="" type="checkbox"/>	Sleight of Hand	-	+4	+	
<input type="checkbox"/>	Spot†	+9	+3	6+	
<input type="checkbox"/>	Survival†	+6	+3	3+	
<input type="checkbox"/>	Swim†	+4	+2	2+	
<input checked="" type="checkbox"/>	Treat Injury†	+3	+3	+	
<input type="checkbox"/>	Tumble	+9	+4	5+	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Lightsaber	+11/+6	2d8+2	19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
	1.0 kg	energy	medium	

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
Blaster rifle	+11/+6	3d8	19-20	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
30 m	4.5 kg	energy	medium	Stun DC 18.

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	TYPE	MAX DEX	DR

CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

