

STAR WARS®

ROLEPLAYING GAME



CHARACTER RECORD SHEETS

BILL SLAVICSEK AND ROBERT CAMPBELL

FILLING OUT CHARACTER RECORD SHEETS

Important! Before you fill out a record sheet of any type, check to see if it's the only one you have left. If so, you have permission to photocopy the sheet (provided it's for your personal use only), as is mentioned on the originals.

1 Start by filling in your character's name, class and species, level, size, age, gender, height, weight, and hair, eye, and skin color. Most of these will be pretty obvious based on the species, but if you need help, you can either use the tables in Chapter 6: Heroic Characteristics or just treat them as guidelines. Also, put your own name on the sheet.

2 Fill in your character's ability scores and their modifiers. The Temporary Score and Temporary Modifiers boxes are there to make it easier for you to track ability score damage or the effects of certain Force skills.

3 Fill in your character's total vitality points and wound points. (Remember that wound points are always equal to your character's Constitution score, and they change when your character's Constitution changes.) Include the size of the vitality die (d6, d8, or d10) for your character's current class. Leave the spaces for Current Vitality and Current Wounds blank—you'll use those later to keep track of damage dealt to your character.

4 Fill in the information for your character's Defense score. Start with the class bonus. If your character wears armor, the equipment bonus from that armor replaces the class bonus—these bonuses do not stack, and an armor bonus supersedes a class bonus. Then include Dexterity, size, and miscellaneous modifiers. Total up all the modifiers and write in the result at the far left. If your character wears armor, note the armor check penalty at the far right.

5 Record your character's base speed. For most characters, this will be 10 meters. Carrying a lot of gear can reduce your character's speed, so you'll need to know the base number.

6 Fill in the Dexterity and miscellaneous modifiers for Initiative, then total them at the left. The most common miscellaneous modifier is the Improved Initiative feat, which grants a +4 bonus to Initiative.

7 Calculate your character's current Reputation score (from class and level, as well as past deeds) and fill that in.

8 Record your character's base attack bonus. This is the base for class and level—not the total after modifiers.

9 Decide whether your character is Force-Sensitive or not; if so, mark the box for Force-Sensitive under "Feats/Special Abilities." Write in the number of Force Points your character has. To the right, indicate how many dice your character gets when you spend a Force Point (1d6, 2d6, and so on). You can find this information in Chapter 9: The Force. If your character is Force-Sensitive, also indicate how many dice you get when your character calls on the dark side. You may never do it, but it's always good to know for those times when the temptation is there. . . .

10 Record your character's three saving throw bonuses. Start with the base number (calculated by class and level), fill in the ability and miscellaneous modifiers, and total them at the left.

11 Record the various bonuses that apply to melee attacks (generally, your character's Strength modifier) and ranged attacks (your character's Dexterity modifier), along with size and miscellaneous bonuses, and total those. Then, for each weapon your character carries, fill in the pertinent data, and total the attack bonus. You'll probably want to list your most commonly used weapon at the top, so you can find it easily.

12 In the Skills section, record your character's maximum ranks (for both class skills and cross-class skills) in the header bar, then fill in your character's skills. All the possible skills your character could use are listed on the sheet; you should check off those skills that are cross-class for your character in the Cross Class column. There are also some blank lines at the bottom of the list, just in case your Gamemaster okays new skills. Because characters can use so many skills untrained, it could be convenient to fill in the ability modifier and the skill modifier (that is, the total of all the modifiers) for those skills, as well as for those for which you've bought ranks. If you've spent some of your skill points on additional languages, those go on the back of the character record sheet. Force skills are also on the back.

13 By now you should be ready to turn the character record sheet over and fill in all that "back of the sheet" stuff: the name of your campaign, how many experience points your character has, carried gear, credits, what languages he or she speaks, and maybe an illustration or general notes.

14 The really important stuff on the back of the sheet revolves around your character's Force skills, feats, and special abilities. For most of those, you can simply check the appropriate box, or write in the specifics. Some feats also grant miscellaneous modifiers to your skills. After that, you're ready to play!

NOTE: On the vehicle and starship record sheets, indicate weapon fire-arc coverage by marking the weapon number in the appropriate fire arc spaces on the diagram.

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Thanks to Ben Harper, Iain Morris, Lucy Autrey Wilson, and Howard Roffman of Lucas Licensing.

ABILITY SCORE

ABILITY MODIFIER

[TEMP] SCORE

[TEMP] MODIFIER

STR
STRENGTH

DEX
DEXTERITY

CON
CONSTITUTION

INT
INTELLIGENCE

WIS
WISDOM

CHA
CHARISMA

TOTAL

VITALITY

CURRENT

WOUNDS

CURRENT

VITALITY DIE

DEFENSE

TOTAL

=10+

CLASS BONUS

OR

(EQUIP BONUS)

+

DEX MOD

+

SIZE MOD

+

MISC BONUS

ARMOR CHECK PENALTY

NOTE: CLASS BONUS AND EQUIPMENT BONUS DO NOT STACK

SPEED

BASE ATTACK BONUS

FORCE POINTS

LIGHT SIDE/DARK SIDE DICE

DARK SIDE POINTS

TOTAL

INITIATIVE MODIFIER

DEX BONUS

+

MISC BONUS

REPUTATION

SAVING THROWS

TOTAL

FORTITUDE
[CONSTITUTION]

BASE SAVE

+

ABILITY MOD

+

MISC MOD

REFLEX
[DEXTERITY]

BASE SAVE

+

ABILITY MOD

+

MISC MOD

WILL
[WISDOM]

BASE SAVE

+

ABILITY MOD

+

MISC MOD

MELEE
ATTACK BONUS

TOTAL

BASE

+

STR MOD

+

SIZE MOD

+

MISC MOD

RANGED
ATTACK BONUS

BASE

+

DEX MOD

+

SIZE MOD

+

MISC MOD

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

WEIGHT

TYPE

SIZE

SPECIAL PROPERTIES

ARMOR/
PROTECTIVE ITEM

TYPE

ARMOR BONUS

MAX DEX BONUS

CHECK PENALTY

SPEED

WEIGHT

SIZE

SPECIAL PROPERTIES

SKILLS							MAX RANKS
CROSS CLASS	SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER	
☐	Appraise ■	INT		+			
☐	Astrogate	INT		+			
☐	Bluff ■	CHA		+			
☐	Climb ■	STR*		+			
☐	Computer Use ■	INT		+			
☐	Craft () ■	INT		+			
☐	Demolitions	INT		+			
☐	Diplomacy ■	CHA		+			
☐	Disable Device	INT		+			
☐	Disguise ■	CHA		+			
☐	Entertain () ■	CHA		+			
☐	Escape Artist ■	DEX*		+			
☐	Forgery ■	INT		+			
☐	Gather Information ■	CHA		+			
☐	Handle Animal	CHA		+			
☐	Hide ■	DEX*		+			
☐	Intimidate ■	CHA		+			
☐	Jump ■	STR*		+			
☐	Knowledge ()	INT		+			
☐	Knowledge ()	INT		+			
☐	Listen ■	WIS		+			
☐	Move Silently ■	DEX*		+			
☐	Pilot ■	DEX		+			
☐	Profession ()	WIS		+			
☐	Read/Write Language()	None					
☐	Read/Write Language()	None					
☐	Repair	INT		+			
☐	Ride ■	DEX		+			
☐	Search ■	INT		+			
☐	Sense Motive ■	WIS		+			
☐	Sleight of Hand	DEX*		+			
☐	Speak Language()	None					
☐	Speak Language()	None					
☐	Spot ■	WIS		+			
☐	Survival ■	WIS		+			
☐	Swim ■	STR		+			
☐	Treat Injury ■	WIS		+			
☐	Tumble	DEX*		+			
☐				+			
☐				+			
☐				+			
☐				+			

EXPERIENCE POINTS

[illegible]

LANGUAGES

☐ _____	☐ _____
☐ _____	☐ _____
☐ _____	☐ _____

CHECK BOX IF CHARACTER IS ALSO LITERATE IN THE LANGUAGE

- ☐ Alter
 - ☐ Force Lightning
 - ☐ Force Whirlwind
 - ☐ Throw Lightsaber
- ☐ Control
 - ☐ Burst of Speed
 - ☐ Knight Speed
 - ☐ Master Speed
 - ☐ Dissipate Energy
- ☐ Lightsaber Defense
 - ☐ Knight Defense
 - ☐ Master Defense
- ☐ Prolong Force
- ☐ Force Mastery
 - ☐ High Force Mastery
- ☐ Sense
 - ☐ Deflects Blasters
 - ☐ Force Mind
 - ☐ Knight Mind
 - ☐ Master Mind

CHARACTER ILLUSTRATION

WEAPON/LIGHTSABER SKETCH

- ☐ Acrobatic
- ☐ Alertness
- ☐ Ambidexterity
- ☐ Animal Affinity
- ☐ Armor Proficiency (Light)
- ☐ Armor Proficiency (Medium)
 - ☐ Armor Proficiency (Heavy)
 - ☐ Armor Proficiency (Powered)

- ☐ Athletic
- ☐ Blind-Fight
- ☐ Cautious
- ☐ Dodge
- ☐ Mobility
 - ☐ Spring Attack
 - ☐ Whirlwind Attack

- ☐ Endurance
- ☐ Exotic Weapon Proficiency _____
- ☐ Expertise
- ☐ Fame
- ☐ Force-Sensitive
- ☐ Frightful Appearance
- ☐ Gearhead
- ☐ Great Fortitude
- ☐ Heroic Surge
- ☐ Improved Initiative
- ☐ Infamy
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Low Profile
- ☐ Martial Artist
- ☐ Mimic
- ☐ Nimble
- ☐ Persuasive
- ☐ Point Blank Shot
 - ☐ Far Shot
 - ☐ Precise Shot
 - ☐ Rapid Shot
 - ☐ Multishot
 - ☐ Shot on the Run

- ☐ Power Attack
- ☐ Cleave
 - ☐ Great Cleave
- ☐ Quick Draw
- ☐ Quickness
- ☐ Run
- ☐ Skill Emphasis _____
- ☐ Skill Emphasis _____
- ☐ Sharp-Eyed
- ☐ Spacer
- ☐ Starship Dodge
- ☐ Starship Operation _____
- ☐ Starship Operation _____
- ☐ Stealthy
- ☐ Toughness
- ☐ Track
- ☐ Trustworthy
- ☐ Two-Weapon Fighting
 - ☐ Improved Two-Weapon Fighting
- ☐ Weapon Finesse _____
- ☐ Weapon Finesse _____
- ☐ Weapon Focus _____
- ☐ Weapon Focus _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Weapon Group _____
- ☐ Zero-G Combat

MAX RANKS

CROSS CLASS	SKILL NAME	FEAT	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
☐	Affect Mind	Alter	Cha		+	+	=
☐	Battlemind	Control	Con		+	+	=
☐	Empathy ■	Force	Wis		+	+	=
☐	Enhance Ability	Force	Con		+	+	=
☐	Enhance Senses	Sense	Wis		+	+	=
☐	Farseeing	Sense	Wis		+	+	=
☐	Fear ■ †	Sense	Wis		+	+	=
☐	Force Defense ■	Control	Con		+	+	=
☐	Force Grip ■ †	Alter	Int		+	+	=
☐	Force Push	Alter	Int		+	+	=
☐	Force Stealth ■	Control	Con		+	+	=
☐	Friendship	Force	Cha		+	+	=
☐	Heal Another ■	Alter	Wis		+	+	=
☐	Heal Self ■	Control	Con		+	+	=
☐	Move Object ■	Alter	Int		+	+	=
☐	See Force ■	Sense	Wis		+	+	=
☐	Telepathy	Sense	Wis		+	+	=
☐					+	+	=
☐					+	+	=
☐					+	+	=
☐					+	+	=

Skills marked ■ can be used untrained (0 skill ranks). * Armor check penalty, if any, applies. † Use of this skill earns a Dark Side Point.

NOTES

STAR WARS

ROLEPLAYING GAME

VEHICLE RECORD SHEETS

VEHICLE NAME

PLAYER

CRAFT

CLASS

SIZE

COST

CARGO CAPACITY

CONSUMABLES

TOTAL

TOTAL

CREW

SHIELD
POINTS

HULL
POINTS

CURRENT

DAMAGE
REDUCTION

ABILITY
SCORE

ABILITY
MODIFIER

[TEMP]
SCORE

[TEMP]
MODIFIER

PILOT
SKILL

DEFENSE

=10+

SPEED
MODIFIER

EQUIP
BONUS

SIZE
MOD

MISC
BONUS

GUNNER
SKILL

ION DAMAGE

0

-1

-2

-3

-4

-5

-6

-7

-8

-9

-10

PASSENGERS

SPEED

MAX SPEED

FIRE ARC DIAGRAM

FRONT

LEFT

RIGHT

REAR

VEHICLE DIAGRAM

WEAPON 01

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB S M L

WEAPON 02

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB S M L

WEAPON 03

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB S M L

WEAPON 04

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB S M L

NOTES

CREW

PILOT SKILL

ABILITY SCORE

ABILITY MODIFIER

TEMP SCORE

TEMP MODIFIER

GUNNER SKILL

ABILITY SCORE

ABILITY MODIFIER

TEMP SCORE

TEMP MODIFIER

PASSENGERS

SHIELD POINTS

TOTAL

CURRENT

DEFENSE

TOTAL

=10+

SPEED MODIFIER

EQUIP BONUS

SIZE MOD

MISC BONUS

HULL POINTS

TOTAL

CURRENT

DAMAGE REDUCTION

ION DAMAGE

0

-1

-2

-3

-4

-5

-6

-7

-8

-9

-10

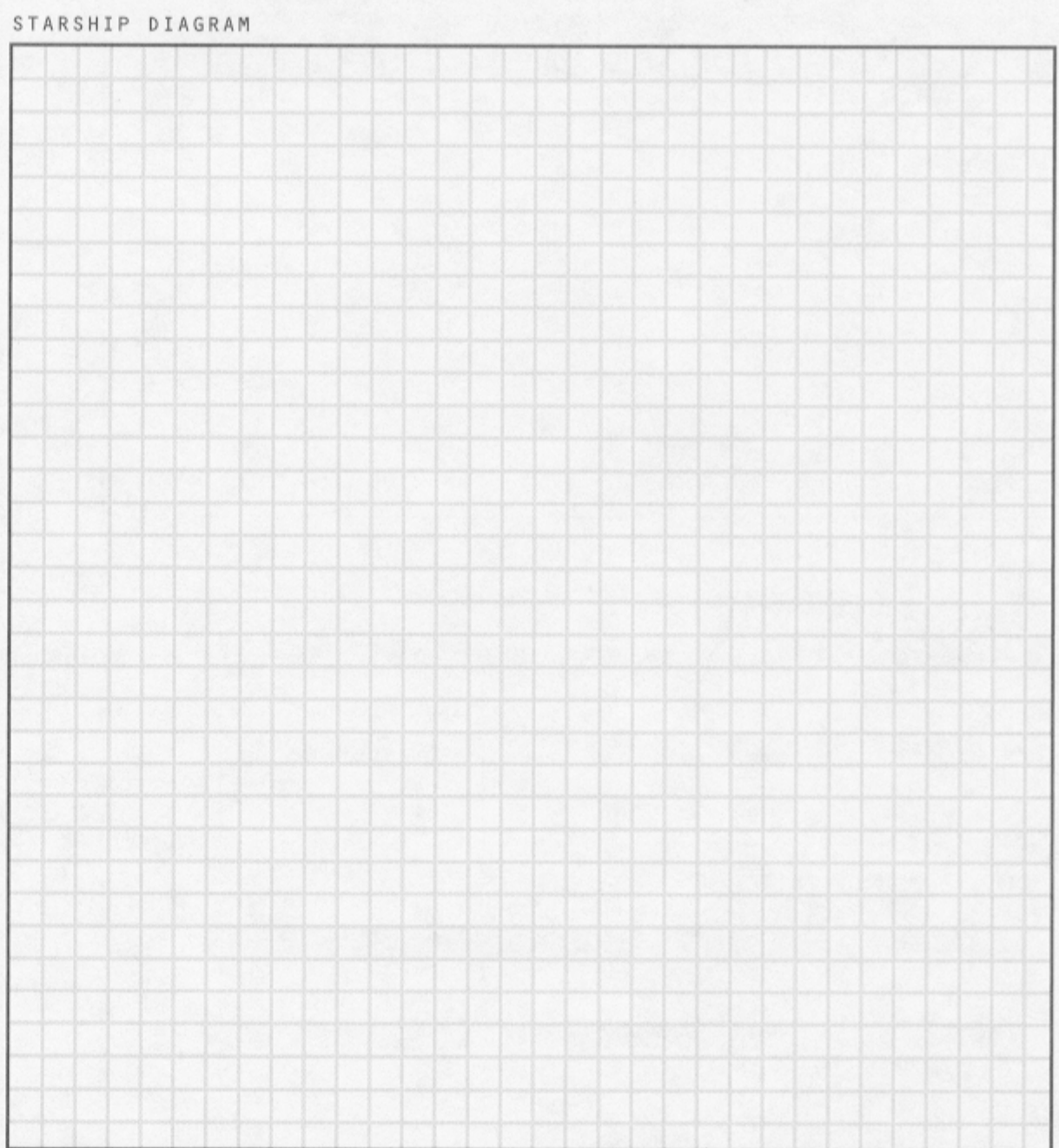
MAX SPEED

HYPERDRIVE

x

BACKUP

x



WEAPON 01

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB

S

M

L

WEAPON 02

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB

S

M

L

WEAPON 03

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB

S

M

L

WEAPON 04

ATTACK BONUS

DAMAGE

RANGE MODIFIERS

TYPE

SPECIAL PROPERTIES

PB

S

M

L

NOTES

STAR WARS

ROLEPLAYING GAME

DROID RECORD SHEETS

CHARACTER NAME

PLAYER

CLASS

YES ☐ NO ☐

HEURISTIC PROCESSOR

CHARACTER LEVEL

CLASS LEVEL

YES ☐ NO ☐

MALE ☐ FEMALE ☐

VOCABULATOR

PERSONALITY

HEIGHT

WEIGHT

MANIPULATOR

CHASSIS

	ABILITY SCORE	ABILITY MODIFIER	[TEMP] SCORE	[TEMP] MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

VITALITY TOTAL CURRENT

DEFENSE TOTAL = 10 + CLASS BONUS OR (EQUIP BONUS) + DEX MOD + SIZE MOD + MISC BONUS + ARMOR CHECK PENALTY

SPEED TOTAL

BASE ATTACK BONUS TOTAL

WOUNDS TOTAL CURRENT VITALITY DIE

INITIATIVE MODIFIER TOTAL = DEX BONUS + MISC BONUS

REPUTATION TOTAL

FORTITUDE TOTAL = BASE SAVE + ABILITY MOD + MISC MOD

REFLEX TOTAL = BASE SAVE + ABILITY MOD + MISC MOD

WILL TOTAL = BASE SAVE + ABILITY MOD + MISC MOD

MELEE ATTACK BONUS TOTAL = BASE + STR MOD + SIZE MOD + MISC MOD

RANGED ATTACK BONUS TOTAL = BASE + DEX MOD + SIZE MOD + MISC MOD

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

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

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
CHECK PENALTY	SPEED	WEIGHT	SIZE	SPECIAL PROPERTIES

SKILLS

MAX RANKS

CROSS CLASS

SKILL NAME	KEY ABILITY	ABILITY MODIFIER	RANKS	MISC. MODIFIER	SKILL MODIFIER
☐ Appraise †	INT				
☐ Astrogate	INT				
☐ Bluff †	CHA				
☐ Climb ■	STR*				
☐ Computer Use †	INT				
☐ Craft () †	INT				
☐ Demolitions	INT				
☐ Diplomacy †	CHA				
☐ Disable Device	INT				
☐ Disguise †	CHA				
☐ Entertain () †	CHA				
☐ Escape Artist †	DEX*				
☐ Forgery †	INT				
☐ Gather Information †	CHA				
☐ Handle Animal	CHA				
☐ Hide †	DEX*				
☐ Intimidate †	CHA				
☐ Jump ■	STR*				
☐ Knowledge ()	INT				
☐ Knowledge ()	INT				
☐ Listen ■	WIS				
☐ Move Silently †	DEX*				
☐ Pilot †	DEX				
☐ Profession ()	WIS				
☐ Read/Write Language()	None				
☐ Read/Write Language()	None				
☐ Repair	INT				
☐ Ride †	DEX				
☐ Search ■	INT				
☐ Sense Motive †	WIS				
☐ Sleight of Hand	DEX*				
☐ Speak Language()	None				
☐ Speak Language()	None				
☐ Spot ■	WIS				
☐ Survival †	WIS				
☐ Swim †	STR				
☐ Treat Injury †	WIS				
☐ Tumble	DEX*				
☐					
☐					
☐					
☐					

Skills marked ■ can be used untrained (0 skill ranks). * Armor check penalty, if any, applies. Skills marked † can be used untrained (0 skill ranks) with a heuristic processor installed.

UNSPENT SKILL POINTS

--

GEAR

[illegible]

LANGUAGES

☐ _____	☐ _____
☐ _____	☐ _____
☐ _____	☐ _____

CHECK BOX IF DROID IS ALSO LITERATE IN THE LANGUAGE

NOTES

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FEATS/SPECIAL ABILITIES

- | | |
|--|---|
| ☐ Acrobatic | ☐ Power Attack |
| ☐ Alertness | ☐ Cleave |
| ☒ Ambidexterity | ☐ Great Cleave |
| ☐ Animal Affinity | ☐ Quick Draw |
| ☐ Armor Proficiency (Light) | ☐ Quickness |
| ☐ Armor Proficiency (Medium) | ☐ Run |
| ☐ Armor Proficiency (Heavy) | ☐ Skill Emphasis _____ |
| ☐ Armor Proficiency (Powered) | ☐ Skill Emphasis _____ |
| ☐ Athletic | ☐ Sharp-Eyed |
| ☐ Blind-Fight | ☐ Spacer |
| ☐ Cautious | ☐ Starship Dodge |
| ☐ Dodge | ☐ Starship Operation _____ |
| ☐ Mobility | ☐ Starship Operation _____ |
| ☐ Spring Attack | ☐ Stealthy |
| ☐ Whirlwind Attack | ☐ Toughness |
| ☐ Endurance | ☐ Track |
| ☐ Exotic Weapon Proficiency _____ | ☐ Trustworthy |
| ☐ Expertise | ☐ Two-Weapon Fighting |
| ☐ Fame | ☐ Improved Two-Weapon Fighting |
| ☐ Force-Sensitive | ☐ Weapon Finesse _____ |
| ☐ Frightful Appearance | ☐ Weapon Finesse _____ |
| ☐ Gearhead | ☐ Weapon Focus _____ |
| ☐ Great Fortitude | ☐ Weapon Focus _____ |
| ☐ Heroic Surge | ☐ Weapon Group _____ |
| ☐ Improved Initiative | ☐ Weapon Group _____ |
| ☐ Infamy | ☐ Weapon Group _____ |
| ☐ Iron Will | ☐ Weapon Group _____ |
| ☐ Lightning Reflexes | ☐ Weapon Group _____ |
| ☐ Low Profile | ☐ Zero-G Combat |
| ☐ Martial Artist | ☐ _____ |
| ☐ Mimic | ☐ _____ |
| ☐ Nimble | ☐ _____ |
| ☐ Persuasive | ☐ _____ |
| ☐ Point Blank Shot | _____ |
| ☐ Far Shot | _____ |
| ☐ Precise Shot | _____ |
| ☐ Rapid Shot | _____ |
| ☐ Multishot | _____ |
| ☐ Shot on the Run | _____ |

DROID ILLUSTRATION

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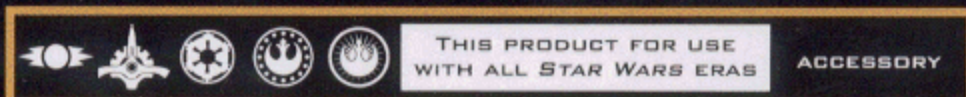
"Impressive. Most impressive..."

No matter how unusual or powerful your **Star Wars** character is, these reference sheets are indispensable. Keep track of everything that makes your character unique on one easy-to-use sheet. This package also includes a vehicle record sheet, a starship record sheet, and a droid record sheet to help expand the details about your character's most prized possessions.



EACH
CHARACTER
RECORD
SHEET
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