STAR					
Character			Player _		LA REVIAIRE
Class			Level		
Origin			Species		ROLEPLAYING GAME
ABILITIES	ABILITY TEMP TEMP MODIFIER SCORE MODIFIER	UITALITY	WOUNDS	Age	CHARACTER RECORD SHEET
STR STRENGTH				Gender	
DEX.				Height	
COU				Mass	
CONSTITUTION INTELLIGENCE				Hair	
=				Eyes	
UIS UISDOM		CURRENT VITALITY		Skin	
CHARISMA		Vitality Dice		Handedness	
DEFENSE CLAS	DEX SIZE MIS			Force Points	
= 10 +	$\dashv \bigcirc \bigcirc \bigcirc$		MOR CHECK	Light Side Dice	
ЕФИІ	P MOD PROTECTION WORN		PENALTY	Dark Side Dice	
				Dark Side Points	
SAVI	NG THROWS		INITIATIVE		SHILLS
	TAL BASE ABILITY MIS		TOTAL DEH MISC	$\overline{}$	CROSS — MODIFIERS — HEY CLASS TOTAL RANKS MISC ABILITY ABILITY
FORTITUDE				Appraise ■ Astrogate	
REFLEX		_)() ט	△ YK <i>\\7</i> ₹ ₹ ₹ ₹ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$ \$		Cha
WILL			LK7 171NELKV		Str*
	ATTACK R	OLLS		Computer Use ■ Craft ■ (
	THL BASE ABILITY SIZ	ODIFIERS TEM	GRAPPLIN	Damalitiana	
MELEE STRENGTH			STRENGTH TOTAL ABILITY	Diplomacy ■	Cha
RANGED				Disable Device Disguise ■	Int Cha
	WEAPO	ns		Entertain • (
Weapon	Att Bonus Dama	ge Critical	Range Type !	Size Escape Artist ■	Dex*
				Forgery Gather Information	Cha
Notes				Handle Animal	Cha
Weapon	Att Bonus Dama	ge Critical	Range Type !	Size Hide ■ Intimidate ■	Dex*
				Jump ■	Str*
Notes		<u> </u>		Knowledge (Int
Weapon	Att Bonus Dama	ge Critical	Range Type S	Size Knowledge (Knowledge (
				Listen ■	Wis
Notes				Move Silently ■	Dex*
Weapon	Att Bonus Dama	ge Critical	Range Type S	Size Pilot ■ Profession (Dex Wis
Notes				Repair	Int
Notes Weapon	Att Bonus Dama	ge Critical	Range Type	Ride ■ Size Search ■	Dex
γνεαμυτί	Att bollus Ddfffa	ige Cillical	nange Type .	Sense Motive	Wis
Notes	1			Sleight of Hand	Dex*
		ne –	cunentece	Spot ■ Survival ■	Wis
KEPUIRIII	ON & FOLLOWE		EXPERIENCE Total Experience	Swim	Str
			Total Experience	rreat injury ■	Wis
				Tumble	Dex*
			XPs Needed For		
			Next Level		
				CAN BE USED WITH	RANKS — * ARMOR CHECK PENALTY APPLIES

	STA	<u> </u>					GE	9R						EUL	ice.	FEA	TS		
	1	ltem			Locati	ion	Wt	ltem	1.	ocation	Wt			- Cur		r G h	13		
\vdash		····		\dashv	Locati	011	***	rem		ocation	***								
									+										
				1					+										
									+										
				\dashv					_										
									+										
				\dashv					+										
									+										
									+										
				\dashv					+										
				\dashv					+										
				\dashv					+										
	Currei	nt l or	a d	_				Total Weight Carried											
$ \subseteq $																			
	M	OVE	Mer	T/L	IFTIC	ng		CREDITS					FORC	CE SI			MODIFIEI		
\prod	Movemen	t	Rate	N	loveme	nt	Rate		$\overline{}$		IKS = LVL+	3(/2)	PEAT			RANKS		ABILITY	
ν	Valk (= Bas	se)		Н	lour Wa	lk		1		Affect I Battlen			Alter Control		\sim) Cha) Cor
	Hustle			Но	our Hus	tle		1		Empath			Force) Wis
	Run (x3)			D	Day Wal	k		1		En. Abi			Force) Wis
	Run (x4)				Special]		En. Sen Farseeir			Sense Sense) Wis) Wis
	Load	Wei	ight Ca	rried	MAX	CHECH	RUN			Fear			Sense) Wis
	Light				norm	norn	norm		GROUND NAX LOAD	Force D		•	Control						Con
N	Medium				+3	-3	x4			Force G Force P			Alter Alter) Int) Int
	Heavy				+1	-6	x3	PUSH OR DRAG = 5 x MAX LOAD		Force S			Control) Con
			PEE	ITS	S SP	ec	AI A	BILITIES		Friends	hip		Force) Cha
					 	-			=	Heal Ar		I	Alter) Wis
										Heal Se Move 0			Control Alter		\vdash) Con) Int
										See For	ce		Sense) Wis
										Telepat	hy		Sense) Wis
)
)
										_		_)
										CAN	BE USED W	тн Ш ғ	RANKS — * AF	OTE		JY APPLIE	s — † ı	ARK SIDI	E SKILL
																			=