

STAR WARS

JEDI KNIGHTS

Name:
 Player:
 Species:
 Concept:

Virtue:
 Vice:
 Affiliation:
 Chronicle:

ATTRIBUTES

POWER	Intelligence	00000	Strength	00000	Presence	00000
FINESSE	Wits	00000	Dexterity	00000	Manipulation	00000
RESISTANCE	Resolve	00000	Stamina	00000	Composure	00000

SKILLS

Mental

(-3 unskilled)

Academics	00000
Computer	00000
Crafts	00000
Investigation	00000
Medicine	00000
Politics	00000
Science	00000
Technology	00000

Physical

(-1 unskilled)

Athletics	00000
Blasters	00000
Brawl	00000
Larceny	00000
Piloting	00000
Stealth	00000
Survival	00000
Weaponry	00000

Social

(-1 unskilled)

Animal Ken	00000
Empathy	00000
Expression	00000
Intimidation	00000
Persuasion	00000
Socialize	00000
Streetwise	00000
Subterfuge	00000

OTHER TRAITS

Force Powers

Control	0000000000
Sense	0000000000
Alter	0000000000

Merits

_____	00000
_____	00000
_____	00000
_____	00000
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Flaws

Health

000000000000
□□□□□□□□□□

Willpower

0000000000
□□□□□□□□□□

Morality

0000000000

Force Potential

0000000000

Attunement

Light	Dark
□□□□□	□□□□□
00000	00000

Size:	_____
Speed:	_____
Defense:	_____
Armor:	_____
Initiative Mod:	_____
Experience:	_____

Weapon/Attack	Dice Mod.	Range	Clip	Size
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Equipment	Durability	Structure	Size	Cost
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____

Attributes 5/4/3 • Skills 11/7/4 (+3 Specialties) • Species • Force Potential 1 (May be Increased with Merit Points) • Attunement 3 • Force Powers 3
 Merits 7 • (Buying the fifth dot in any area costs two points) • Health = Stamina + Size • Willpower = Resolve + Composure • Size = 5 for adult humans
 Defense = Lowest of Dexterity or Wits • Initiative Mod = Dexterity + Composure • Speed = Strength + Dexterity +5 • Starting Morality = 7