

Character _____
 Player _____
 Campaign **JEDI ACADEMY**
 Unspent _____
 Exp. _____

Point Breakdown

Base Points _____ Char Cost _____
 Dis. Points _____ Skill Cost _____
 Exp Points _____ Power Cost _____
 Total Points _____ Total Cost _____



Characteristics

Val	Char	Base	Cost	Pts	Roll	Notes
___	Str	___	x1	___	___	d6 Lift/Car _____ End _____
___	Dex	___	x3	___	___	Initiative _____ Base CV _____
___	Con	___	x2	___	___	Stun Threshold _____
___	Body	___	x2	___	___	-2 ___ Imp _____ -4 ___ Dis _____
___	Int	___	x1	___	___	Per Roll _____ Mem Roll _____
___	Ego	___	x2	___	___	Base ECV _____
___	Pre	___	x1	___	___	Base Presence Attack _____ d6
___	Com	___	x½	___	___	
___	PD	___	x1	___	___	Resistant _____ Total PD _____
___	ED	___	x1	___	___	Resistant _____ Total ED _____
___	Spd	___	x10	___	___	Phases: 1 2 3 4 5 6 7 8 9 10 11 12
___	Rec	___	x2	___	___	Rec 1 Body _____ days
___	MRec	___	x2	___	___	Rec 1 Body _____ days
___	End	___	x½	___	___	-2 Init _____ -4 Init _____
___	Stun	___	x1	___	___	-2 NF Per _____ -4 NF Per _____
___	Leap	___	x1	___	___	RH _____ RV _____ SH _____ SV _____
___	Run	___	x2	___	___	Turn C _____ NC _____ Seg C _____ NC _____
___	Swim	___	x1	___	___	Turn C _____ NC _____ Seg C _____ NC _____
Total Characteristics Cost _____						

Combat Information

Base OCV _____ Base DCV _____

 Total OCV _____ Total DCV _____
 Combat Skill Levels _____

Combat Maneuvers

Man	Phs	O	D	Effect
Block	½	+0	+0	Block, Abort
Brace	0	+2	½	+2 vs Rng Mods
Disarm	½	-2	+0	Str vs Str Disarm
Dodge	½	--	+3	vs All Atts, Abort
Grab	½	-1	-2	Grab 2 Limbs
Grab By	½	-3	-4	Move and Grab
Haymaker	½+	+0	-5	+4DC, Extra Seg
Move By	½	-2	-2	FMov, Str/2+v/5
Move Thr	½	-v/5	-3	FMov, Str+v/3
Set	1	+1	+0	Ranged Atts Only
Strike	½	+0	+0	Str or Attack
Blze Away	½	+0	+0	Use all Atts, Hit 3
Club Weap	½	+0	+0	Killing -> Normal
Cover	½	-2	+0	Delay Dmg to Tar
Dive F Cov	½	+0	+0	Abort, Avoid Att
Hipshot	½	-1/1	+0	+1 or +2 Init
Pull Punch	½	-1/5	+0	-1/5d6N, ½ Body
Roll with P	½	-2	-2	Abort aftr hit, ½ Dmg
Snap Shot	1	-1	+0	Attack from Cover
Sup. Fire	1	-2	+0	AF vs Hex Line
Sweep	1	-2/x	½	Multiple Attacks

Attacks

Base Attack Roll (11+OCV) Dex _____ Ego _____

Attack	Dmg	X	Rng	Int	OCV	DCV	End	Notes
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

Hit Location Table

Roll	Loc	Stunx	NStun	Bodyx	OCV	Def
3-5	Head	x5	x2	x2	-8	_____
6	Hands	x1	x½	x½	-6	_____
7-8	Arms	x2	x½	x½	-5	_____
9	Shoulders	x2	x1	x1	-5	_____
10-11	Chest	x3	x1	x1	-3	_____
12	Stomach	x4	x1½	x1	-7	_____
13	Vitals	x4	x1½	x2	-8	_____
14	Thighs	x2	x1	x1	-4	_____
15-16	Legs	x2	x½	x½	-6	_____
17-18	Feet	x1	x½	x½	-8	_____

Defenses

Defense	Amt	Notes	Defense	Amt	Notes
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Combat Modifiers

"	m	O	Target	O	Roll
0	0	-0	Ranged	-0	3d6
2-4	5-10	-0	Close HtH	-0	2d6+1
5-8	11-15	-2	Long HtH	-0	3d6
9-16	16-30	-4	Head Shot	-4	1d6+3
17-32	31-60	-6	High Shot	-2	2d6+1
33-64	61-125	-8	Body Shot	-1	2d6+4
65-128	126-250	-10	Low Shot	-2	2d6+7
129-256	251-500	-12	Leg Shot	-4	1d6+12
257-512	501-1km	-14			
x2 Rng	x2 Rng	(-2)			

Wounds

Loc	Body	Stun	Effect	Notes
_____	_____	_____	_____	_____
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	
_____	_____	_____	_____	

Encumbrance Level

DCV/Dex _____ Move _____ End/Turn _____

Size
