**Star Wars**

Charakter und Aussehen

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| Name: |  |  | Beruf: |  | |
| Spieler: |  |  | Talentbäume: | |  |
| Spezies: |  |  |  | |  |
| Titel: |  |  |  | |  |
| Moralität: |  |  |  | |  |
| Pflicht/ |  |  |  | |  |
| Verpflich- |  |  |  | |  |
| Tung: |  |  |  | |  |

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| Geschlecht: |  | | Geboren: | | VSY | | Alter: |  | Größe: |  | Gewicht: | |  |
| Haar-/Fellfarbe: | |  | | | | | Augen: |  | | Hautfarbe: | |  | |
| Beschreibung und besondere Merkmale: | | | | | |  | | | | | | | |
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| Besondere Speziesfähigkeiten: | | | |  | | | | | | | | | |

Eigenschaften und Erfahrung

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| **Stärke** |  | **Gewandt-heit** |  | **Intelli-genz** |  | **List** |  | **Willens-**  **kraft** |  | **Charis-ma** |  | **Macht** | |  | **Erfahrung** | |
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|  |  |  |  |  |  |  |  |  |  |  | | |  | | Gesamt | Aktuell |

Fertigkeiten

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| **Allgemein** | **Beruf?** | | **Rang** | **Würfel** |  | **Allgemein** | **Karriere?** | | | **Rang** | **Würfel** |
| Astronavigation (In) | | □ | □□□□□ |  |  | Überleben (Li) | | | □ | □□□□□ |  |
| Athletik (St) | | □ | □□□□□ |  |  | Verhandeln (Ch) | | | □ | □□□□□ |  |
| Charme (Ch) | | □ | □□□□□ |  |  | Wachsamkeit (Wi) | | | □ | □□□□□ |  |
| Computertechnik (In) | | □ | □□□□□ |  |  | Wahrnehmung (Li) | | | □ | □□□□□ |  |
| Coolness (Ch) | | □ | □□□□□ |  |  | Widerstandskraft (St) | | | □ | □□□□□ |  |
| Disziplin (Wi) | | □ | □□□□□ |  |  |  | | | □ | □□□□□ |  |
| Einschüchterung (Wi) | | □ | □□□□□ |  |  |  | | | □ | □□□□□ |  |
| Führungsqualität (Ch) | | □ | □□□□□ |  |  |  | | |  |  |  |
| Heimlichkeit (Ge) | | □ | □□□□□ |  |  | **Wissen** | | **Beruf?** | | **Rang** | **Würfel** |
| Infiltration (Li) | | □ | □□□□□ |  |  | Allgemeinbildung (In) | | | □ | □□□□□ |  |
| Körperbeherrsch. (Ge) | | □ | □□□□□ |  |  | Altes Wissen (In) | | | □ | □□□□□ |  |
| Mechanik (In) | | □ | □□□□□ |  |  | Äußerer Rand (In) | | | □ | □□□□□ |  |
| Medizin (In) | | □ | □□□□□ |  |  | Kernwelten (In) | | | □ | □□□□□ |  |
| Pilot, Planetar (Ge) | | □ | □□□□□ |  |  | Kriegskunde (In) | | | □ | □□□□□ |  |
| Pilot, Weltraum (Ge) | | □ | □□□□□ |  |  | Unterwelt (In) | | | □ | □□□□□ |  |
| Straßenwissen (Li) | | □ | □□□□□ |  |  | Xenologie (In) | | | □ | □□□□□ |  |
| Täuschung (Li) | | □ | □□□□□ |  |  |  | | | □ | □□□□□ |  |

Kampffertigkeiten und kritische Wunden

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| **Kampf** | **Karriere?** | | **Rang** | **Würfel** |  | **Kritische Wunden** | **Grad** | **Anmerkungen** |
| L. Fernkampfwaffe (Ge) | | □ | □□□□□ |  |  |  | □□□□ |  |
| S. Fernkampfwaffe (Ge) | | □ | □□□□□ |  |  |  | □□□□ |  |
| Artillerie (Ge) | | □ | □□□□□ |  |  |  | □□□□ |  |
| Handgemenge (St) | | □ | □□□□□ |  |  |  | □□□□ |  |
| Lichtschwert (St) | | □ | □□□□□ |  |  |  | □□□□ |  |
| Nahkampfwaffen (St) | | □ | □□□□□ |  |  |  | □□□□ |  |

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| **Wunden** | |  | **Erschöpfung** | |  | | **Verteidigung** | |  | | | **Absorption** |
|  |  |  |  |  |  | |  |  |  | | |  |
| Limit | Aktuell |  | Limit | Aktuell |  | Nahkampf | | Fernkampf | |  | Stärke + Rüstung | | |

Waffen

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| **Waffe** | **Fertigkeit** | **Würfel** | **Schaden** | **Krit** | **RW** | **Last** | **AP** | **Zustand** |
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Rüstung

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| **Rüstung** | **Nah-Vert** | **Fern-Vert** | **Absorption** | **Last** | **AP** | **Zustand** |
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Weitere Besitztümer und Ressourcen

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Persönliche Ausrüstung

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| **Objekt und Anmerkungen** | **Last** | **Zustand** |  | **Objekt und Anmerkungen** | **Last** | **Zustand** |
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| Credits |  | |  | Gesamtlast |  |  |
| Last Kleinigkeiten |  | |  | Lastlimit (Stärke+5) |  |  |

Talente und besondere Fähigkeiten

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| **Name** | **Rang** | **Aktivierung** | **Beschreibung** |
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verpflichtung / Pflicht / Moralität

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| **Art** | **Höhe** | **Beschreibung** |
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Motivation

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| **Art** | | **Beschreibung** |
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Fahrzeug

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| Fahrzeugbezeichnung: | | | |  |  | Crew: |  | | | | | |
| Name: |  | | | |  | Passagiere: | |  | | | | |
| Aufrüstungspunkte: | | |  | |  | Vorräte | |  | | | | |
| Belastungsschwelle: | | |  | |  | Hyperraumantrieb: | | |  | | Reserve: |  |
| Frachtkapazität: | |  | | |  | Sensorreichweite: | | | |  | | |
| Fracht: |  | | | | | | | | | | | |
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| **Silhou-ette** |  | **Geschwin-digkeit** |  | **Wendig-keit** |  | **Panzer-ung** |  | **Hüllen-schaden** | |  | **System-belastung** | |  | **Verteidigung** | |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  | Limit | Akt |  | Limit | Akt |  | Vorn | Hinten |

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| **Waffe** | **Schussbereich** | **Würfel** | **Schaden** | **Krit** | **RW** | **AP** | **Zustand** |
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| **Fahrzeugaufrüstungen** | **Erf. AP** | **Basismodifizierung** | **Modifikationsoptionen** |
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