

JEDI-SITH

THE OLDEST WAR

NAME:
PLAYER:
CHRONICLE:

NATURE:
DEITY/ANOR:
ESSENCE:

ORDER:
MENTOR:
CONCEPT:

ATTRIBUTES

PHYSICAL

Strength ●○○○○
Dexterity ●○○○○
Stamina ●○○○○

SOCIAL

Charisma ●○○○○
Manipulation ●○○○○
Appearance ●○○○○

MENTAL

Perception ●○○○○
Intelligence ●○○○○
Wits ●○○○○

ABILITIES

TALENTS

Alertness ○○○○○
Athletics ○○○○○
Awareness ○○○○○
Brawl ○○○○○
Dodge ○○○○○
Expression ○○○○○
Intimidation ○○○○○
Leadership ○○○○○
Streetwise ○○○○○
Subterfuge ○○○○○

SKILLS

Crafts ○○○○○
Drive ○○○○○
Etiquette ○○○○○
Firearms ○○○○○
Meditation ○○○○○
Melee ○○○○○
Performance ○○○○○
Stealth ○○○○○
Survival ○○○○○
Technology ○○○○○

KNOWLEDGES

Academics ○○○○○
Computer ○○○○○
Cosmology ○○○○○
Enigmas ○○○○○
Investigation ○○○○○
Law ○○○○○
Linguistics ○○○○○
Medicine ○○○○○
Occult ○○○○○
Science ○○○○○

SPHERES

ALTER

Forces ○○○○○
Entropy ○○○○○
Matter ○○○○○

SENSE

Prime ○○○○○
Correspondence ○○○○○
Time ○○○○○

CONTROL

Life ○○○○○
Spirit ○○○○○
Mind ○○○○○

ADVANTAGES

BACKGROUNDS

○○○○○
○○○○○
○○○○○
○○○○○
○○○○○

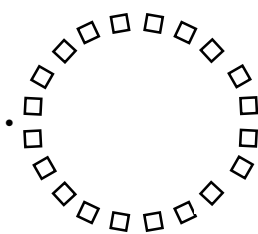
FORCE

● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○ ○

WILLPOWER

● ● ● ○ ○ ○ ○ ○ ○ ○ ○ ○ ○
□ □ □ □ □ □ □ □ □ □

LIGHTSIDE



DARKSIDE

Health

Bruised -0
Hurt -1
Injured -1
Wounded -2
Mauled -2
Crippled -5
Incapacitated

HUMANITY/PATH

○○○○○○○○○○○○○○○○

EXPERIENCE