

CHARACTER

CHARACTER NAME RA-7-D

SPECIES DROID

CAREER ENGINEER

SPECIALIZATION TREES SABOTEUR

STAR WARS  
**AGE OF REBELLION**  
ROLEPLAYING GAME

PLAYER

SOAK VALUE

**4**

WOUNDS

**12**

THRESHOLD CURRENT

STRAIN

**12**

THRESHOLD CURRENT

DEFENSE

**0** **0**

RANGED MELEE

CHARACTERISTICS

**2**

BRAWN

**2**

AGILITY

**4**

INTELLECT

**2**

CUNNING

**1**

WILLPOWER

**1**

PRESENCE

SKILLS (CAREER ☆)

GENERAL SKILLS

RANK

Astrogation (Int)	<input type="checkbox"/>
Athletics (Br) ☆	<input type="checkbox"/>
Charm (Pr)	<input type="checkbox"/>
Coercion (Will)	<input type="checkbox"/>
Computers (Int) ☆	<input type="checkbox"/>
Cool (Pr)	<input type="checkbox"/>
Coordination (Ag) ☆	<input type="checkbox"/>
Deception (Cun)	<input type="checkbox"/>
Discipline (Will)	<input type="checkbox"/>
Leadership (Pr)	<input type="checkbox"/>
Mechanics (Int) ☆	<input type="checkbox"/>
Medicine (Int)	<input type="checkbox"/>
Negotiation (Pr)	<input type="checkbox"/>
Perception (Cun) ☆	<input type="checkbox"/>
Piloting - Planetary (Ag)	<input type="checkbox"/>
Piloting - Space (Ag) ☆	<input type="checkbox"/>
Resilience (Br)	<input type="checkbox"/>
Skulduggery (Cun) ☆	<input type="checkbox"/>
Stealth (Ag) ☆	<input type="checkbox"/>
Streetwise (Cun)	<input type="checkbox"/>
Survival (Cun)	<input type="checkbox"/>
Vigilance (Will) ☆	<input type="checkbox"/>

COMBAT SKILLS

RANK

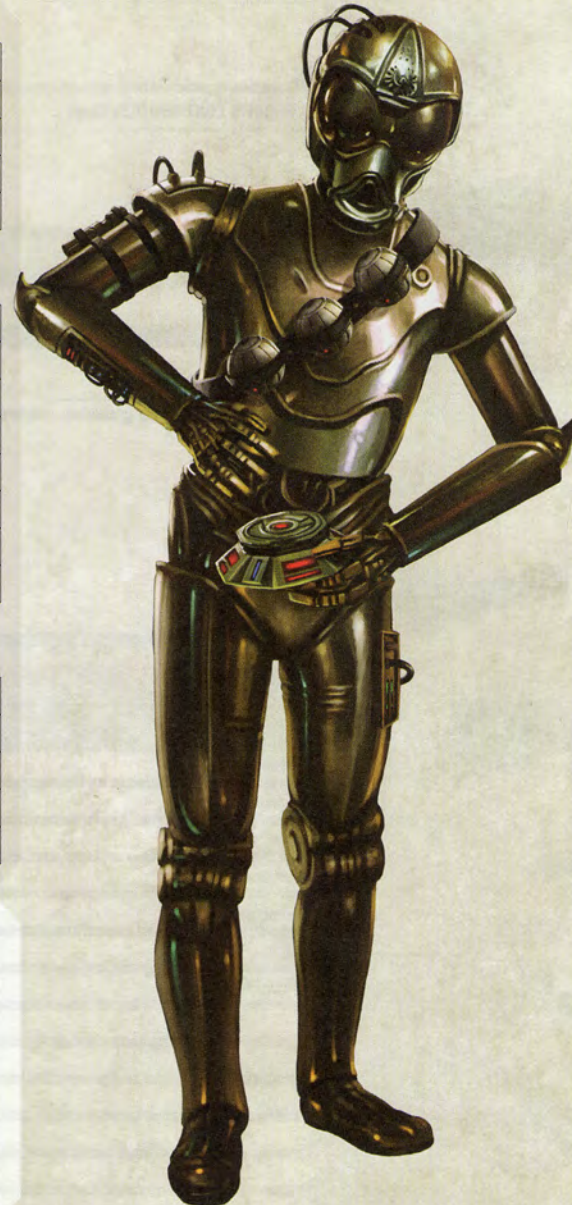
Brawl (Br)	<input type="checkbox"/>
Gunnery (Ag)	<input type="checkbox"/>
Melee (Br)	<input type="checkbox"/>
Ranged - Light (Ag) ☆	<input type="checkbox"/>
Ranged - Heavy (Ag)	<input type="checkbox"/>

KNOWLEDGE SKILLS

Core Worlds (Int)	<input type="checkbox"/>
Education (Int) ☆	<input type="checkbox"/>
Galactic Civil War (Int)	<input type="checkbox"/>
Lore (Int)	<input type="checkbox"/>
Outer Rim (Int)	<input type="checkbox"/>
Underworld (Int)	<input type="checkbox"/>
Xenology (Int)	<input type="checkbox"/>
Other:	<input type="checkbox"/>

CUSTOM SKILLS

<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>



WEAPONS

WEAPON	SKILL	DAMAGE	RANGE	CRIT	SPECIAL
Holdout Blaster	Ranged (Light)	5	Short	4	Stun Setting
Frag Grenade	Ranged (Light)	9	Short	4	Blast 6, Limited Ammo 1
Fists	Brawl	2	Engaged	5	Disorient 1, Knockdown

CHARACTER SHEET

TOTAL XP

AVAILABLE XP

