



Species Traits	Class Features
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Feats	
1	6
2	7
3	8
4	9
5	10

<i>Force Feats (If applicable)</i>	
1	6
2	7
3	8
4	9
5	10

<i>Force Skills (If applicable)</i>	×	✓	TOTAL	Rank	Ability (stat)	Misc
Affect Mind (<i>Alter</i>)				=	+ (CHA)	+
Battlemind (<i>Control</i>)				=	+ (CON)	+
Empathy (<i>Force</i>)		✓		=	+ (WIS)	+
Enhance Ability (<i>Force</i>)				=	+ (CON)	+
Enhance Senses (<i>Sense</i>)				=	+ (WIS)	+
Farseeing (<i>Sense</i>)				=	+ (WIS)	+
Fear (<i>Sense</i>)		✓		=	+ (WIS)	+
Force Defense (<i>Control</i>)		✓		=	+ (CON)	+
Force Grip (<i>Alter</i>)		✓		=	+ (INT)	+
Force Push (<i>Alter</i>)				=	+ (INT)	+
Force Stealth (<i>Control</i>)		✓		=	+ (CON)	+
Friendship (<i>Force</i>)				=	+ (CHA)	+
Heal Another (<i>Alter</i>)		✓		=	+ (WIS)	+
Heal Self (<i>Control</i>)		✓		=	+ (CON)	+
Move Object (<i>Alter</i>)		✓		=	+ (INT)	+
See Force (<i>Sense</i>)		✓		=	+ (WIS)	+
Telepathy (<i>Sense</i>)				=	+ (WIS)	+

× in this column to indicate a Cross Skill 
 ✓ in this column to indicate it can be used untrained 

Skills (Ranks =)	×	✓	TOTAL	Rank	Ability (stat)	*	Misc
Appraise		✓		=	+ (INT)		+
Astrogate				=	+ (INT)		+
Bluff		✓		=	+ (CHA)		+
Climb		✓		=	+ (STR)	*	+
Computer Use		✓		=	+ (INT)		+
Craft:		✓		=	+ (INT)		+
Demolition				=	+ (INT)		+
Diplomacy		✓		=	+ (CHA)		+
Disable Device				=	+ (INT)		+
Disguise		✓		=	+ (CHA)		+
Entertain:		✓		=	+ (CHA)		+
Escape Artist		✓		=	+ (DEX)	*	+
Forgery		✓		=	+ (INT)		+
Gather Information		✓		=	+ (CHA)		+
Handle Animal				=	+ (CHA)		+
Hide		✓		=	+ (DEX)	*	+
Intimidate		✓		=	+ (CHA)		+
Jump		✓		=	+ (STR)	*	+
Knowledge:				=	+ (INT)		+
Knowledge:				=	+ (INT)		+
Listen		✓		=	+ (WIS)		+
Move Silently		✓		=	+ (DEX)	*	+
Pilot		✓		=	+ (DEX)		+
Profession:				=	+ (WIS)		+
Read/Write:							
Read/Write:							
Read/Write:							
Repair				=	+ (INT)		+
Ride		✓		=	+ (DEX)		+
Search		✓		=	+ (INT)		+
Sense Motive		✓		=	+ (WIS)		+
Sleight of Hand				=	+ (DEX)	*	+
Speak Language:							
Speak Language:							
Speak Language:							
Spot				=	+ (WIS)		+
Survival		✓		=	+ (WIS)		+
Swim		✓		=	+ (STR)		+
Treat Injury		✓		=	+ (WIS)		+
Tumble				=	+ (DEX)	*	+
				=	+ ()		+
				=	+ ()		+
				=	+ ()		+
				=	+ ()		+

* in this column to indicate a Cross Skill
 ✓ in this column to indicate it can be used untrained
 * in this column means an armour check penalty is applied