631 Battle Droid Name		Minion emy Type	B1	-Battle Droid Race										+/- [1]	Wounds Log	[2] ·/- [3]
Soak Wou 3 Value Threshold	3	-	0 0			Force O Rating		2 Brawi	n	2 Agilit	_	1 Intellect				
General Skills Astrogation (Int)	Career F [4]B [5]	Ranks	;				1		1		1				
Athletics (Br)		0	$\diamond \diamond$					Cunnir	ng	Willpo	wer	Presence				
Charm (Pr)		0	\diamond													
Coercion (Will)		0	\diamond			Combat	Skills	Caree	r F [6]	B [7]		Ranks				
Computers (Int)		0	\diamond		Bra	wl (Br)				0	$\diamond \diamond$					
Cool (Pr)		0				nnery (Ag)				0	$\diamond \diamond$					
Coordination (Ag)		0	$\diamond \diamond$			ntsaber (Va	aries) [8]			0	$\diamond \diamond$					
Deception (Cun)		0				ee (Br)				0	$\diamond \diamond$					
Discipline (Will)		0				nged - Ligh				1	$\diamond \diamond$					
Leadership (Pr)		0			Rar	nged - Hea	ivy (Ag)			1	$\circ \diamond$					
Mechanics (Int)		0	\diamond													
Medicine (Int)		0	6		Kn	owledge S	kills	Caree	r F [9]	3 [10]	_	Ranks		/- [11	Strain Log	/- [12
Negotiation (Pr)		0	۵			e Worlds (0	\diamond					
Perception (Cun)		1	ò			cation (Int					Č0					
Piloting - Planetary (Ag)		0				e (Int)				0	۵Ť					
Piloting - Space (Ag)		0	ěě			er Rim (In	t)				Č0					
Resilience (Br)		0	ŠŠ			derworld (I				0	ă T					
Skulduggery (Cun)		0	Å.			rfare (Int)	7	-			ŏ.					
Stealth (Ag)		0	Ă.		-	nology (Int)	1			0	ă T					
Streetwise (Cun)		0				isisgy (int)	,			5	V					
Survival (Cun)		0	×													
Vigilance (Will)																
vigilatice (vviii)																
Equip	Weenen		01-111	D		0.10	E.			_	0		0			
	Weapon		Skill	Range	amage [1		Encum				Special [1		Carry			
	Unarmed		Brawl (Br)	Engaged	2	5	-	-				n, Stun Setting	X			
× E5 B	laster Carbine	Rar	iged - Heavy (Ag)	Medium	9	3	3	4	antage re:	suits may	cause the	E5 to overheat, dama	g X			
					-								+			
					+		l						+			
							I						+			
						1										
																_
														+/-	Comitted Fo	rce Die
	Armor / Gear		Ranged Defen		Defense	Soak	incum [1				Special		Carry			
х	Droid Body		0		0	1	0	0		Inte	grated Co	m-Link	X			
											_					
						1										
			1			1		1								
					_											

Critical Injuries		Talents and Special Abilities							
Severity	Result	Name	Page	Ability Summary					
		Droid		p not need to eat, sleep or breathe, and are unaffected by toxins and poison					
		Cybernetics		Cybernetic implant cap is 6 instead of Brawn rating					
		Inorganic		t gain benefits of recovering with a bacta tank, stimpack or Medicine skill ch					
		Mechanical being		Immune to mind-altering Force powers.					
		631		Add setback to every roll made by this droid					
			+						

Other Equipment	Amount	Encum	Carry	Equipped	Special Features

2016-1-24 Notes for future enhancements (ZombieFoodDan)

Make new dice icons that don't need the dark background from http://s1093.photobucket.

com/user/thexder42x/media/SWDicestickers_zps4ce56750.jpg.html

Integrate with game2.ca/eote/ to provide one click dice rolls and odds calculations

Maybe make the Logs on page 1 collapsable with an on screen button: https://developers.google.com/apps-

script/guides/menus#clickable_images_and_drawings_in_google_sheets

2016-1-23 Version 1.05 (ZombieFoodDan)

Added ability to show negative black dice (like removing a black dice passive) on skills, and to show force dice. Skills die area now has 12 cells per skill. Sucks that the rest of the layout suffered because of that, but skill calculation is the most important thing on the sheet so... Added Force dice committal area on Characteristics page. Properly affects available force die for skill rolls. (Just be careful not to wipe out the formula when changing the Force Rating cell.)

Strain and Wounds change color as they decrease. Protected most calculated areas of the sheet from accidental changes

Added lots of data validation to ensure various formulas won't blow up.

Added initial brawn/willpower boxes so wounds/strain thresholds can be calculated correctly.

Width of Characteristics sheet is sized exactly to what my laptop can handle. Sorry if yours doesn't fit.

2016-1-19 Version 1.04 (ZombieFoodDan)

Added force die probabilities (current force rating line auto-highlights). Added wounds/strain log on side of main sheet to track combats easier Added better equipment/encumbrance tracking Added proper soak/defense auto-calculation

2015-12-24 Version 1.03 (ZombieFoodDan)

Skills self calculate now Added an XP log (totaled into the Characteristics Page, running total in the log so long as you put a reason in every line) Added a Credit Log (totaled into the Equipment Page, running total in the log so long as you put a reason in every line) Career Sheet enhancements to make chosen abilites stand out, distinguish active skills better, mark force skills (via detection of the word "Force" in the description Added a Force Ability Sheet Turned off grid, shaded background. (Google doc sheets are for reactive calculations while playing, not printing, sorry.)

Icons

× ▼ ♥ ♥ •

2015-07-31 Version 1.02 (Rasmus)

Added Force Rating to the first page.

2015-07-28 Version 1.0.1 (Rasmus)

Added icons to this page for future use.

2015-07-28 Version 1.0.0 (Rasmus)

First version. Feel free to copy and improve upon. Please share future templates

[1] Normal "Current" Wounds

[2] Actual Damage Taken, because I don't know what attributes the attack might have had to bypass Soak.

[3] "Threshold" Wounds (I'm not even sure if this is possible in this game)

[4] X to add non-committed force dice to this skill.

[5] Number of black die you automatically remove (typically blank (0) unless a talent explicitly gives this to you (many talent trees have something that gives a rank or two of this for one or two skills)).

[6] X to add non-committed force dice to this skill.

[7] Number of black die you automatically remove (typically blank (0) unless a talent explicitly gives this to you (many talent trees have something that gives a rank or two of this for one or two skills)).

[8] How to set this up:

Copy the first dice cell (entire cell, not just formula) by Brawl (or Gunnery if Agility based).

Paste it in the first dice cell for Lightsaber (AL18 at the time of this writing).

For other types, still do that, but then find replace on the formula from the [Brawn/Agility] cell to the desired ability cell for that first cell only (4 occurrences).

Formula copy (drag box) to the right edge to fill in the rest of the dice.

[9] X to add non-committed force dice to this skill.

[10] Number of black die you automatically remove (typically blank (0) unless a talent explicitly gives this to you (many talent trees have something that gives a rank or two of this for one or two skills)).

[11] Normal "Current" Strain

[12] "Threshold" Strain (I think we track obligation strain here.)

[13] Items listed with a "+" on the damage should be base dmg "+" Brawn. This is melee weapon only as far as I know.

Ranged weapons are typically just flat damage

[14] Hard Points

[15] Sheet will detect 'Defensive #' and 'Deflection #' and apply them to the correct defense stat when item is equipped.

[16] Carried Encumbrance, Worn Encumbrance is 3 less than this.

Do not flag anything as equipped if it doesn't obey this rule. (or you otherwise want it decreased 3 encumbrance towards 0)

[17] Hard Points