

CHARACTER RECORD SHEET

STAR WARS
ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME Cuspar Inirv'E

PLAYER Jonathan

EXPERIENCE POINTS

SPECIES Mon Calamari

CLASS-LEVEL Noble - 1

AGE
33

GENDER
M

HEIGHT
6'0"

WEIGHT
192 lbs

DESTINY

ECL

NEXT LEVEL

STRENGTH

SCORE
12

MODIFIER
+1

CONDITION

TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS.

NORMAL

-1

-2

-5

-10

HELPLESS
(UNCONSCIOUS
OR DISABLED)

DEXTERITY

SCORE
12

MODIFIER
+1

CONSTITUTION

SCORE
12

MODIFIER
+1

INTELLIGENCE

SCORE
17

MODIFIER
+3

WISDOM

SCORE
16

MODIFIER
+3

CHARISMA

SCORE
15

MODIFIER
+2

HIT POINTS

DR

SR

TOTAL

19

CURRENT

INITIATIVE

BASE ATTACK

PERCEPTION

12

DAMAGE
THRESHOLD

6

0

13

12

FORT
DEFENSE

FORCE POINTS

SPEED

DESTINY POINTS

12

5

6

+

MISC
BONUS

DEFENSES

TOTAL

LEVEL OR
ARMOR

CLASS
BONUS

ABILITY
MOD

MISC

FORT

12

= 10 +

1

0

1
CON

REF

13

= 10 +

1

1

1
DEX

WILL

16

= 10 +

1

2

3
WIS

SPECIAL COMBAT ACTIONS

WEAPON Stun Baton

ATK

DAMAGE
1d6/2d6 (stun)

CRIT

TYPE
Simple

NOTES 0.5kg

WEAPON Hold-out Pistol

ATK

DAMAGE
3d4

CRIT

TYPE
NRG

NOTES 0.5kg, 6 shots per energy cell

WEAPON Blaster pistol, heavy

ATK

DAMAGE
3d8/2d8 (stun)

CRIT

TYPE
NRG

NOTES

WEAPON

ATK

DAMAGE

CRIT

TYPE

NOTES

ARMOR

SPEED

REF DEF

FORT DEF

MAX DEX

WEIGHT

NOTES

DARK SIDE SCORE

1 2 3 4 5 6 7 8 9 10 11 12
13 14 15 16 17 18 19 20 21 22 23 24

SKILLS

	SKILL BONUS	1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	1	=	1 DEX			
CLIMB	1	=	1 STR			
DECEPTION	7	=	2 CHA	5		
ENDURANCE	1	=	1 CON			
GATHER INFORMATION	7	=	2 CHA	5		
INITIATIVE	6	=	1 DEX	5		
JUMP	1	=	1 STR			
KNOWLEDGE Life sciences	8	=	3 INT	5		
KNOWLEDGE Tactics	8	=	3 INT	5		
KNOWLEDGE		=	INT			
KNOWLEDGE		=	INT			
MECHANICS	3	=	3 INT			
PERCEPTION	13	=	3 WIS	5	5	
PERSUASION	7	=	2 CHA	5		
PILOT	1	=	1 DEX			
RIDE	1	=	1 DEX			
STEALTH	1	=	1 DEX			
SURVIVAL	3	=	3 WIS			
SWIM	5	=	1 STR			4
TREAT INJURY	8	=	3 WIS	5		
USE COMPUTER	8	=	3 INT	5		
USE THE FORCE	2	=	CHA	2		

EQUIPMENT

WT

Hip holster - 0.5kg	Code cyliner - 0.1 kg (in utility belt)
Concealed holster - 0.5kg	Holorecorder - 0.1kg (in utility belt)
Power pack (Blaster pistol, heavy - 50 chg) - 0.2kg	
Energy cell (hold-out pistol - 6 chg) x5	
Long range comlink - 1kg	
Utility belt - 4kg (Med pack, tool kit, comlink, power pack, energy cell, LCable dispenser,3x rations) - 5kg with two full pouches	
All-temp cloak - 1.5kg	
Mesh tape - 0.5kg	
Ration pack x8 - 0.8kg (in utility belt)	
Camouflage pants	
Green military tank top	
Padded leather jacket, insignias on sleeve	

CARRYING
CAPACITY

11.5

/72kg

LANGUAGES

Basic

Mon Calamari

Quarrenese

High Galactic

Huttese

TALENTS

Born Leader

CREDITS

565

PBATS

PB

PB

Linguist

Weapons - Pistols

- Simple

Skill focus (persuasion)

Swim speed - 4 squares

Breathe underwater

Expert Swimmer

Low-light vision

FORCE POWERS

Here's my little timeline for this character sheet for Star Wars Saga Edition (SWSE).

First version

06-02-2007 I downloaded the official SWSE character sheet from Wotc page. I decided to tweak it 'cause I didn't like to always turn my sheet to get access to skills. So I edited the sheet to put them back up front (a la DD style). I reworked some parts to fit all the stuff: smaller condition track, more space for weapon blocks, 1 more Knowledge line, more space for Equipment and Credits, more lines for Feats.

V. 1.1

06-03-2007 After some comments (I agree with you guys!) on WOTC forum, I corrected some typos problems, put more space for Current HP, add again 1 more Knowledge line, merge Class-Level spaces for multi-classing easy reading, add space for XPs (yeah! Wotc forgot them too!)

V. 2.0

06-08-2007 I bought my copy of SE and read your comments. Some of your notes made it in this new CS. Again more space for Class-Level for easier multiclassing, an ECL space, XPs space transferred on the front sheet with little more space, DR, SR and a place for your armor!

If you like sheet, use it! I tried to keep the original design, which I like already.

Karlauss -aka MDC