

CHARACTER RECORD SHEET

STAR WARS
ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME Dood Amm'nel

PLAYER Dood

EXPERIENCE POINTS

SPECIES Bothan

CLASS-LEVEL Scout - 2

AGE 26

GENDER M

HEIGHT 1.4M

WEIGHT 50KG

DESTINY

ECL

NEXT LEVEL

STR^{ENGTH}

12

+1

DEX^{TERITY}

18

+4

CON^{STITUTION}

10

+0

INT^{ELIGENCE}

12

+1

WIS^{DOM}

16

+3

CHA^{RISMA}

14

+2

CONDITION

NORMAL

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

-1

-2

-5

-10

HELPLESS
(UNCONSCIOUS
OR DISABLED)

HIT POINTS

DR

SR

TOTAL

27

27

CURRENT

INITIATIVE

10

BASE ATTACK

+1

PERCEPTION

9

13

DAMAGE
THRESHOLD

FORCE POINTS

5

SPEED

6

DESTINY POINTS

13

FORT
DEFENSE

+

MISC
BONUS

DEFENSES

TOTAL

FORT

13

= 10 +

LEVEL OR
ARMOR

+2

CLASS
BONUS

+1

ABILITY
MOD

C+0

MISC

REF

18

= 10 +

+2

+2

D+4

WILL

17

= 10 +

+2

0

W+3

+2

SPECIAL COMBAT ACTIONS

WEAPON

Blaster Carbine

ATK

DAMAGE

3D8/2D8

CRIT

TYPE NRG

NOTES

Folding Stock / Scope

WEAPON

Hold Out Pistol

ATK

DAMAGE

3D4

CRIT

TYPE NRG

NOTES

.5KG *Concealed*

WEAPON

Knife

ATK

DAMAGE

1D4

CRIT

TYPE Simple

NOTES

1KG

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	5	= 1	C4X			
CLIMB	2	= 1	S1R			
DECEPTION	3	= 1	C2A			
ENDURANCE	1	= 1	C0N			
GATHER INFORMATION	3	= 1	C2A			
INITIATIVE	10	= 1	D4K	5		
JUMP	2	= 1	S1R			
KNOWLEDGE ^{Galactic Lore}	7	= 1	INT1	5		
KNOWLEDGE.....		=	INT			
KNOWLEDGE.....		=	INT			
KNOWLEDGE.....		=	INT			
MECHANICS	7	= 1	INT1	5		
PERCEPTION	9	= 1	VS3	5		
PERSUASION	3	= 1	C2A			
PILOT	10	= 1	D4K	5		
RIDE	5	= 1	D4X			
STEALTH	15	= 1	D4K	5	5	
SURVIVAL	9	= 1	VS3	5		
SWIM	2	= 1	S1R			
TREAT INJURY	4	= 1	VS3			
USE COMPUTER	2	= 1	INT1			
USE THE FORCE	3	= 1	C2A			

EQUIPMENT

WT

Hip Holster [.5KG] Concealed Holster [.2KG]
Power Packs (Full - 7ea) [.6KG]
Power Pack (Blaster Carbine: 50chg) [.1KG]
Power Pack (Hold-Out Pistol: 50chg) [.1KG]
Comlink (Short-Range) [.1KG]
Liquid Cable Dispenser [.2KG]
Ration Packs (7 ea) [.1KG ea]
All Temp Cloak [1.5KG]
Glow Rod [1KG]
Utility Belt [MedPac, Tool Kit, ComLink, 2 PowerPacks, LCableDisp]

10,000 Credits for Group

CARRYING
CAPACITY

36 / 72 / 144

LANGUAGES

Basic
Bothese
Huttese

TALENTS

Acute Senses

FORCE POWERS

CREDITS

765

FEATS

Skill Focus
Stealth

PG

Weapon Prot.

PG

Pistol
Rifle
Simple

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