

# CHARACTER RECORD SHEET

|                |          |                         |             |
|----------------|----------|-------------------------|-------------|
| NAME Klak Reen |          | PLAYER Reese            |             |
| SPECIES Zabrak |          | CLASS-LEVEL Soldier - 2 |             |
| AGE 25         | GENDER M | HEIGHT 1.8m             | WEIGHT 80kg |
| DESTINY        |          | ECL                     |             |

|                   |
|-------------------|
| EXPERIENCE POINTS |
| NEXT LEVEL        |

|                          | SCORE | MODIFIER |
|--------------------------|-------|----------|
| STR <sup>ENGTH</sup>     | 14    | +2       |
| DEX <sup>TERITY</sup>    | 17    | +3       |
| CON <sup>STITUTION</sup> | 16    | +3       |
| INT <sup>ELIGENCE</sup>  | 13    | +1       |
| WIS <sup>DOM</sup>       | 13    | +1       |
| CHA <sup>RISMA</sup>     | 11    | +0       |

|           |                                                    |    |    |     |
|-----------|----------------------------------------------------|----|----|-----|
| CONDITION | TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS. |    |    |     |
| NORMAL    | -1                                                 | -2 | -5 | -10 |

HELPLESS  
(UNCONSCIOUS  
OR DISABLED)

|            |    |         |  |
|------------|----|---------|--|
| HIT POINTS | DR | SR      |  |
| TOTAL 46   | 33 | CURRENT |  |

|              |             |                |    |                  |
|--------------|-------------|----------------|----|------------------|
| INITIATIVE   | BASE ATTACK | PERCEPTION     | 17 | DAMAGE THRESHOLD |
| 9            | +2          | 7              | 17 | FORT DEFENSE     |
| FORCE POINTS | SPEED       | DESTINY POINTS | 0  | MISC BONUS       |
| 5            | 6           |                |    |                  |

| DEFENSES | TOTAL | LEVEL OR ARMOR | CLASS BONUS | ABILITY MOD | MISC |
|----------|-------|----------------|-------------|-------------|------|
| FORT     | 17    | = 10 + 1       | +2          | +3          | +1   |
| RFP      | 19    | = 10 + 4       | +1          | +3          | +1   |
| WILL     | 13    | = 10 + 1       | +0          | +1          | +1   |

## SPECIAL COMBAT ACTIONS

Reroll any perception

|        |                   |      |
|--------|-------------------|------|
| WEAPON | Blaster Carbine   | ATK  |
| DAMAGE | 3d8/2d8 stun      | CRIT |
| NOTES  | Retractable stock | TYPE |

|        |  |      |
|--------|--|------|
| WEAPON |  | ATK  |
| DAMAGE |  | CRIT |
| NOTES  |  | TYPE |

|        |  |      |
|--------|--|------|
| WEAPON |  | ATK  |
| DAMAGE |  | CRIT |
| NOTES  |  | TYPE |

|        |  |      |
|--------|--|------|
| WEAPON |  | ATK  |
| DAMAGE |  | CRIT |
| NOTES  |  | TYPE |

|       |                 |          |
|-------|-----------------|----------|
| ARMOR | Combat Jumpsuit | SPEED    |
| RFP   | 4               | FORT DEF |
| 0     | MAX DEX         | WEIGHT   |
| 8kg   |                 |          |
| NOTES |                 |          |

## SKILLS

|                    | SKILL BONUS | 1/2 LEVEL | ABILITY MOD | TRAINED | SKILL FOCUS | MISC |
|--------------------|-------------|-----------|-------------|---------|-------------|------|
| ACROBATICS         | 4           | = 1       | DEX         |         |             |      |
| CLIMB              | 3           | = 1       | STR         |         |             |      |
| DECEPTION          | 1           | = 1       | CHA         |         |             |      |
| ENDURANCE          | 9           | = 1       | CON         | 5       |             |      |
| GATHER INFORMATION | 1           | = 1       | CHA         |         |             |      |
| INITIATIVE         | 9           | = 1       | DEX         | 5       |             |      |
| JUMP               | 3           | = 1       | STR         |         |             |      |
| KNOWLEDGE.....     |             | =         | INT         |         |             |      |
| KNOWLEDGE.....     |             | =         | INT         |         |             |      |
| KNOWLEDGE.....     |             | =         | INT         |         |             |      |
| KNOWLEDGE.....     |             | =         | INT         |         |             |      |
| MECHANICS          | 2           | = 1       | INT         |         |             |      |
| PERCEPTION         | 7           | = 1       | WIS         | 5       |             |      |
| PERSUASION         | 1           | = 1       | CHA         |         |             |      |
| PILOT              | 4           | = 1       | DEX         |         |             |      |
| RIDE               | 4           | = 1       | DEX         |         |             |      |
| STEALTH            | 4           | = 1       | DEX         |         |             |      |
| SURVIVAL           | 2           | = 1       | WIS         |         |             |      |
| SWIM               | 3           | = 1       | STR         |         |             |      |
| TREAT INJURY       | 7           | = 1       | WIS         | 5       |             |      |
| USE COMPUTER       | 2           | = 1       | INT         |         |             |      |
| USE THE FORCE      | 1           | = 1       | CHA         |         |             |      |

## 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 |

## EQUIPMENT

WT

4 Power packs

Utility Belt - medpac, 3 days of food, tool kit, spare power pack, spare energy cell, glow rod, comlink, liquid cable dispenser w/ small grappling hook, couple of empty pouches

CARRYING  
CAPACITY

## LANGUAGES

Zabrak

Basic

Wookiee

## TALENTS

Devastating Attack pg53

For Rifles

-5enemydamagethreshold

## FORCE POWERS

CREDITS

## PBATS

PG

PG

Armr Prof

Light

Medium

Weapons Prof

Pistols

Rifles

Simple

Weapon Focus

Rifles

+1damage

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