

CHARACTER RECORD SHEET

STAR WARS
ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME Syric Frost

PLAYER Whitey

EXPERIENCE POINTS

SPECIES Human

CLASS-LEVEL Scoundrel 2

AGE 34

GENDER M

HEIGHT 1.9m

WEIGHT 88kg

DESTINY

ECL

NEXT LEVEL

STR^{ENGTH}

11

+0

DEX^{TERITY}

17

+3

CON^{STITUTION}

11

+0

INT^{ELIGENCE}

17

+3

WIS^{DOM}

14

+2

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 24

CURRENT

INITIATIVE

BASE ATTACK

PERCEPTION

12

DAMAGE
THRESHOLD

3

+1

7

12

FORT
DEFENSE

FORCE POINTS

SPEED

DESTINY POINTS

+

MISC
BONUS

DEFENSES

TOTAL

LEVEL OR
ARMOR

CLASS
BONUS

ABILITY
MOD

MISC

FORT

12

= 10 +

2

CON

REF

18

= 10 +

2

2

DEX

1

WILL

15

= 10 +

2

1

WIS

SPECIAL COMBAT ACTIONS

Martial Arts I adds one die step to unarmed attack

and +1 dodge to Ref Def

Point Blank Shot adds +1 to Point Blank targets

Whenever a critical hit is made, get free standard action

WEAPON

Blaster Pistol, heavy

ATK

DAMAGE

3d8 / 2d8

CRIT

NRG

NOTES

1.3 kg

WEAPON

Ion Pistol

ATK

DAMAGE

3d6 ion

CRIT

NRG (ion)

NOTES

1kg

WEAPON

Combat Gloves

ATK

DAMAGE

1d4 +1

CRIT

Bludge

NOTES

0.5kg

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	9	= 9	DEX	5		
CLIMB	1	= 1	STR			
DECEPTION	8	= 1	CHA	5		
ENDURANCE	1	= 1	CON			
GATHER INFORMATION	8	= 1	CHA	5		
INITIATIVE	4	= 1	DEX			
JUMP		=	STR	0		
KNOWLEDGE.....		=	INT			
KNOWLEDGE.....		=	INT			
KNOWLEDGE.....		=	INT			
KNOWLEDGE.....		=	INT			
MECHANICS	9	= 1	INT	5		
PERCEPTION	8	= 1	WIS	5		
PERSUASION	8	= 1	CHA	5		
PILOT	9	= 1	DEX	5		
RIDE	4	= 1	DEX			
STEALTH	9	= 1	DEX	5		
SURVIVAL	3	= 1	WIS			
SWIM	1	= 1	STR	0		
TREAT INJURY	3	= 1	WIS	2		
USE COMPUTER	4	= 1	INT	3		
USE THE FORCE	3	= 1	CHA	2		

EQUIPMENT

WT

Comlink, short-range 0.1kg
Power Pack x5 0.1kg(ea)
Glow Rod 1kg
Ration Pack x5 0.1kg(ea)
Holster, Concealed 0.2kg
Holster, Hip 0.2kg
Liquid Cable Dispenser 0.2kg
Clothes I woke up in 1kg
Security Kit 1kg

CARRYING
CAPACITY

7.5 /30.25 /60.5

LANGUAGES

Basic
Shryiiwook
Bothese
Huttese

TALENTS

Fortune's Favor

FORCE POWERS

CREDITS

567.5

PBATS

Point Blank Shot

PB

Combat Reflexes

Martial Arts I

Quick Draw

Weapon Proficiency

Pistols

Simple Weapons

PB

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