

CHARACTER RECORD SHEET

STAR WARS
REPUBLICAN GAME
MDC SWSE CS 2.0

NAME Bulwark Migs

PLAYER

EXPERIENCE POINTS

SPECIES Human

CLASS-LEVEL Scout 2

AGE 37

GENDER Male

HEIGHT 1.85

WEIGHT 85

DESTINY use rock

ECL

NEXT LEVEL

SCORE MODIFIER

STR^{ENGTH}

12

+1

DEX^{TERITY}

17

+3

CON^{STITUTION}

15

+2

INT^{ELIGENCE}

13

+1

WIS^{DOM}

16

+3

CHA^{RISMA}

11

-

CONDITION

NORMAL

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

-1

-2

-5

-10

HELPLESS
(UNCONSCIOUS
OR DISABLED)

HIT POINTS

DR

SR

TOTAL

29

CURRENT

INITIATIVE

9

BASE ATTACK

+1

PERCEPTION

14*

15

DAMAGE
THRESHOLD

FORCE POINTS

5

SPEED

6

DESTINY POINTS

1

15

FORT
DEFENSE

+

MISC
BONUS

DEFENSES

TOTAL

FORT

15

= 10 +

2

LEVEL OR
ARMOR

1

CLASS
BONUS

2

ABILITY
MOD

CON

MISC

REF

17

= 10 +

2

2

DEX

WILL

15

= 10 +

2

WIS

SPECIAL COMBAT ACTIONS

WEAPON
Carbine

ATK
energy/stun

DAMAGE
3d8

CRIT

TYPE
rifle

NOTES folding stock & scope

WEAPON
Holdout Blaster

ATK
energy

DAMAGE
3d4

CRIT

TYPE
pistol

NOTES <concealed>

WEAPON
Knife

ATK
slash/pierce

DAMAGE
1d4

CRIT

TYPE
simple melee

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	4	= 1	DEX			
CLIMB	2	= 1	STR			
DECEPTION	1	= 1	CHA			
ENDURANCE	8	= 1	CON	5		
GATHER INFORMATION	1	= 1	CHA			
INITIATIVE	9	= 1	DEX	5		
JUMP	2	= 1	STR			
KNOWLEDGE Life Sci	7	= 1	INT	5		
KNOWLEDGE		= 1	INT			
KNOWLEDGE		= 1	INT			
KNOWLEDGE		= 1	INT			
MECHANICS	7	= 1	INT	5		
PERCEPTION	14	= 1	WIS	5	5	reroll
PERSUASION	1	= 1	CHA			
PILOT	4	= 1	DEX			
RIDE	4	= 1	DEX			
STEALTH	9	= 1	DEX	5		
SURVIVAL	14	= 1	WIS	5	5	
SWIM	2	= 1	STR			
TREAT INJURY	4	= 1	WIS			
USE COMPUTER	2	= 1	INT			
USE THE FORCE	1	= 1	CHA			

EQUIPMENT

WT

all-temp cloak	1.5
Utility Belt	4 kg
food x9	
medpac	
toolkit	
power pack	
energy cell	
glow rod	
comlink	
liquid cable	
grappling hook	
Power Pack x5	0.5 kg
Holster	0.5 kg
Sturdy Boots	
worn pants	
light shirt	
jacket	
Irregular shaped Lokian rock	1kg
nuna bone 'lightsaber'	0.5kg

CARRYING
CAPACITY

36 / 72

LANGUAGES

Basic
Shyriiwook

CREDITS

1000 cr

PBATS

PB

PB

weapon proficiency (pistols)
weapon proficiency (rifles)
weapon proficiency (simple)
Shake it off
skill focus(survival)
skill focus (perception)
Point Blank Shot

TALENTS

Acute Senses

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