

CHARACTER RECORD SHEET

STAR WARS
ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME

PLAYER

EXPERIENCE POINTS

SPECIES

CLASS-LEVEL

AGE

GENDER

HEIGHT

WEIGHT

DESTINY

ECL

NEXT LEVEL

SCORE MODIFIER

STR^{ENGTH}

DEX^{TERITY}

CON^{STITUTION}

INT^{ELLIGENCE}

WIS^{DOM}

CHA^{RISMA}

CONDITION

NORMAL

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

-1

-2

-5

-10

HELPLESS
(UNCONSCIOUS
OR DISABLED)

HIT POINTS

DR

SR

TOTAL

CURRENT

INITIATIVE

BASE ATTACK

PERCEPTION

DAMAGE
THRESHOLD

FORCE POINTS

SPEED

DESTINY POINTS

FORT
DEFENSE

MISC
BONUS

DEFENSES

TOTAL

LEVEL OR
ARMOR

CLASS
BONUS

ABILITY
MOD

MISC

FORT

= 10 +

CON

REF

= 10 +

DEX

WILL

= 10 +

WIS

SPECIAL COMBAT ACTIONS

WEAPON

ATK

DAMAGE

CRIT

TYPE

NOTES

WEAPON

ATK

DAMAGE

CRIT

TYPE

NOTES

WEAPON

ATK

DAMAGE

CRIT

TYPE

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

=

DEX

CLIMB

=

STR

DECEPTION

=

CHA

ENDURANCE

=

CON

GATHER INFORMATION

=

CHA

INITIATIVE

=

DEX

JUMP

=

STR

KNOWLEDGE.....

=

INT

KNOWLEDGE.....

=

INT

KNOWLEDGE.....

=

INT

KNOWLEDGE.....

=

INT

MECHANICS

=

INT

PERCEPTION

=

WIS

PERSUASION

=

CHA

PILOT

=

DEX

RIDE

=

DEX

STEALTH

=

DEX

SURVIVAL

=

WIS

SWIM

=

STR

TREAT INJURY

=

WIS

USE COMPUTER

=

INT

USE THE FORCE

=

CHA

EQUIPMENT

WT

CARRYING
CAPACITY

LANGUAGES

CREDITS

FEATS

PG

PG

TALENTS

FORCE POWERS

