

CHARACTER RECORD SHEET



NAME  PLAYER

SPECIES  CLASS-LEVEL

AGE  GENDER  HEIGHT  WEIGHT  DESTINY  BCL

EXPERIENCE POINTS

NEXT LEVEL

	SCORE	MODIFIER
STR <sup>ENGTH</sup>	<input type="text"/>	<input type="text"/>
DEX <sup>TERITY</sup>	<input type="text"/>	<input type="text"/>
CON <sup>STITUTION</sup>	<input type="text"/>	<input type="text"/>
INT <sup>ELIGENCE</sup>	<input type="text"/>	<input type="text"/>
WIS <sup>DOM</sup>	<input type="text"/>	<input type="text"/>
CHA <sup>RISMA</sup>	<input type="text"/>	<input type="text"/>

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

NORMAL  -1  -2  -5  -10

HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS  DR  SR

TOTAL  CURRENT

INITIATIVE  BASE ATTACK  PERCEPTION

FORCE POINTS  SPEED  DESTINY POINTS

DAMAGE THRESHOLD

FORT DEFENSE

MISC BONUS

DEFENSES

	TOTAL	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	<input type="text"/> = 10 +	<input type="text"/>	<input type="text"/>	CON <input type="text"/>	<input type="text"/>
RBP	<input type="text"/> = 10 +	<input type="text"/>	<input type="text"/>	DEX <input type="text"/>	<input type="text"/>
WILL	<input type="text"/> = 10 +	<input type="text"/>	<input type="text"/>	WIS <input type="text"/>	<input type="text"/>

SPECIAL COMBAT ACTIONS

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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	<input type="text"/>	= <input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
CLIMB	<input type="text"/>	= <input type="text"/>	STR <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DECEPTION	<input type="text"/>	= <input type="text"/>	CHA <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
ENDURANCE	<input type="text"/>	= <input type="text"/>	CON <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
GATHER INFORMATION	<input type="text"/>	= <input type="text"/>	CHA <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
INITIATIVE	<input type="text"/>	= <input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
JUMP	<input type="text"/>	= <input type="text"/>	STR <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	= <input type="text"/>	INT <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	= <input type="text"/>	INT <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	= <input type="text"/>	INT <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
KNOWLEDGE.....	<input type="text"/>	= <input type="text"/>	INT <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
MECHANICS	<input type="text"/>	= <input type="text"/>	INT <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERCEPTION	<input type="text"/>	= <input type="text"/>	WIS <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PERSUASION	<input type="text"/>	= <input type="text"/>	CHA <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
PILOT	<input type="text"/>	= <input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
RIDE	<input type="text"/>	= <input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
STEALTH	<input type="text"/>	= <input type="text"/>	DEX <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SURVIVAL	<input type="text"/>	= <input type="text"/>	WIS <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SWIM	<input type="text"/>	= <input type="text"/>	STR <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
TREAT INJURY	<input type="text"/>	= <input type="text"/>	WIS <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE COMPUTER	<input type="text"/>	= <input type="text"/>	INT <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
USE THE FORCE	<input type="text"/>	= <input type="text"/>	CHA <input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



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