

CHARACTER RECORD SHEET



NAME \_\_\_\_\_ PLAYER \_\_\_\_\_ EXPERIENCE POINTS \_\_\_\_\_

SPECIES \_\_\_\_\_ CLASS-LEVEL \_\_\_\_\_

AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ DESTINY \_\_\_\_\_ ECL \_\_\_\_\_

NEXT LEVEL \_\_\_\_\_

	SCORE	MODIFIER
STR <sup>ENG</sup> TH	<input type="text"/>	<input type="text"/>
DEX <sup>TER</sup> ITY	<input type="text"/>	<input type="text"/>
CON <sup>STITUTION</sup>	<input type="text"/>	<input type="text"/>
INT <sup>ELLIGENCE</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 <input type="text"/>	BASE ATTACK <input type="text"/>	PERCEPTION <input type="text"/>	DAMAGE THRESHOLD <input type="text"/>
FORCE POINTS <input type="text"/>	SPEED <input type="text"/>	DESTINY POINTS <input type="text"/>	FORT DEFENSE <input type="text"/>
			MISC BONUS <input type="text"/>

**DEFENSES**

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

**SECOND WIND**  USES PER DAY

BONUS HP = 1/4 TOTAL HP OR CON

**SPECIAL COMBAT ACTIONS**

WEAPON  ATK

DAMAGE  CRIT  TYPE

NOTES

RANGE

WEAPON  ATK

DAMAGE  CRIT  TYPE

NOTES

RANGE

WEAPON  ATK

DAMAGE  CRIT  TYPE

NOTES

RANGE

WEAPON  ATK

DAMAGE  CRIT  TYPE

NOTES

RANGE

ARMOR  SPEED

REF DEF  FORT DEF  MAX DEX  WEIGHT

NOTES

**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"/>

**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



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!

V. 2.1

06-28-2007 Several people are using my sheet for different uses of their own. Great! And I received a kind of challenge for reading someone gagging about a PC sheet of his to be the best! Ho, ho, ho! Like a hutt I laugh! We're all doing the same thing! But I add a space for Second wind uses! ;-)

V. 2.1 portrait

10-08-2007 By request, I added a place for a portrait of your character on the second side. For those who want more space for notes for feats, the original one is still available.

V. 2.2

08-21-2008 After a while and several games as GM and player, I made some modifications on my CS. Some spaces for range for your weapons when applicable, a Second Wind zone more explicit, some layout tweaks to accommodate all those things and official place for your character portrait on the backside.

If you like sheet, use it! I tried to keep the original design, which I like already.

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