CHARACTER RECORD SHEET

STAR WARS ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME	Arri'chi'tura
PLAYER	Wookiee Brawler
SPECIES	Wookiee
CLASS-LEVEL	Soldier 5
AGE	70
GENDER	Male
HEIGHT	2.2m
WEIGHT	146kg
DESTINY	n/a
ECL	5
EXPERIENCE POINTS	12,000
NEXT LEVEL	15,000

	SCORE	MODIFIER
STRENGTH	19	4
DEXTERITY	12	1
CONSTITUTION	18	4
INTELLIGENCE	14	2
WISDOM	12	1
CHARISMA	10	0

CONDITION: NORMAL | -1 | -2 | -5 | -10 TO ALL DEFENSES, ATTACKS, SKILL, & ABILITY CHECKS. | HELPLESS (UNCONSCIOUS OR DISABLED)

HIT POINTS | DR | SR

TOTAL 80 | CURRENT

INITIATIVE	8
BASE ATTACK	3
PERCEPTION	8
FORCE POINTS	5
SPEED	6
DESTINY POINTS	1

21 DAMAGE THRESHOLD
=
21 FORT DEFENSE
+
MISC BONUS

DEFENSES

	TOTAL		10 +	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	21	=	10 +	5	2	CON 4	
REF	19	=	10 +	5	1	DEX 1	2
WILL	16	=	10 +	5	0	WIS 1	

SPECIAL COMBAT ACTIONS

- Cleave
- Hammerblow
- Power Attack
- Rage (1/day)
- Tough as Nails

WEAPON	ATK	DAMAGE	CRIT	TYPE	NOTES
Combat Gloves	+9	1d8+10	20	Bludgeon	
Blaster Carbine	+6	3d8+2	20	Energy	Autofire, Inaccurate

ARMOR	SPEED	REF DEF	FORT DEF	MAX DEX	WEIGHT	NOTES

SKILLS

	SKILL BONUS		1/2 LEVEL	ABILITY MOD	TRAINED	SKILL FOCUS	MISC
ACROBATICS	3	=	2	DEX 1			
CLIMB	6	=	2	STR 4			
DECEPTION	2	=	2	CHA 0			
ENDURANCE	11	=	2	CON 4	X		
GATHER INFORMATION	2	=	2	CHA 0			
INITIATIVE	8	=	2	DEX 1	X		
JUMP	6	=	2	STR 4			
KNOWLEDGE	4	=	2	INT 2			
KNOWLEDGE	4	=	2	INT 2			
KNOWLEDGE	4	=	2	INT 2			
KNOWLEDGE	4	=	2	INT 2			
MECHANICS	4	=	2	INT 2			
PERCEPTION	8	=	2	WIS 1	X		
PERSUASION	2	=	2	CHA 0			
PILOT	3	=	2	DEX 1			
RIDE	3	=	2	DEX 1			
STEALTH	3	=	2	DEX 1			
SURVIVAL	3	=	2	WIS 1			
SWIM	6	=	2	STR 4			
TREAT INJURY	3	=	2	WIS 1			
USE COMPUTER	4	=	2	INT 2			
USE THE FORCE	2	=	2	CHA 0			

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

EQUIPMENT	WT
Modified combat gloves (improved damage)	
Blaster carbine	
Bandolier	
Comlink	
Power pack	
Medpac	
500 credits	

CARRYING CAPACITY 90.25 / 180.5 / 361

CREDITS

LANGUAGES

Basic (understand)
Shyriiwook

TALENTS

Hammerblow
Melee Smash
Tough as Nails

FEATS

	PG		PG
Armor Proficiency			
- light			
- medium			
Cleave			
Martial Arts I			
Martial Arts II			
Power Attack			
Weapon Proficiency			
- pistols			
- rifles			
- simple weapons			

FORCE POWERS

ARRI'CHI'TURA WOOKIEE BRAWLER

Quote: "Rooowworr raggh." (Translation: "If you're looking for a fight, you just found one.")

Capsule: You've spent the better part of your life getting into fights of one sort or another, though you prefer the type that can be solved with a proper application of your massive fists. Though you drive a huge thrill from the rush of battle, you strive to avoid becoming little more than a mindless berserker, and will eagerly buy your opponent a drink provided they fought fair and haven't done something to enrage you. Unfortunately, with the Empire's stance on Wookiees being a slave species, you've had a few close scrapes when those that found themselves on the losing side of a friendly brawl to contact the local Imperial garrison with claims that you were an escaped slave. You've had to take the occasional odd job here and there, but try to avoid getting involved in anything too heinous, and anyone that you catch trying to trick you learns first hand why it's not wise to upset a Wookiee.

It wasn't hard for the recruiter to convince you to throw in your lot with the Rebel Alliance. It was a simple agreement; they cover your basic living expenses, and in return you bust up as many Imperial heads as they want you to, and take great pride in your ability to shatter a stormtrooper's chest plate with a single ferocious punch. You eventually wound up a part of the Blue Zephyrs special ops group, and have become a steadfastly loyal member of the team. They nature of their assignments gives you plenty of opportunities to strike a blow against the Empire. While your teammates might think of you as narrow-minded and simple in your outlook, you prefer to instead think of yourself as a refreshingly uncomplicated individual.

TALENTS

Hammerblow
When making an unarmed attack while not holding an item in either hand, you add double your Strength bonus to the attack roll.

Melee Smash
You gain a +1 bonus to damage when making a melee attack (already included in listed attacks)

Tough as Nails
You can take an extra second wind each day, but cannot take more than one second wind during an encounter.

FEATS

Cleave
Once per round, uppon reducing an enemy to zero hit points, make a free attack at the same attack bonus against an adjacent enemy.

Power Attack
On your action, before making an attack roll, you can take up to a -6 penalty on all melee attack rolls and add the same number to all melee damage rolls until the start of your next turn.

BACKGROUND

Scarred
You have visible scars on your body, all trophies from the some of the more brutal matches you've fought. You gain a favorable circumstance bonus when making a Persuasion check to intimidate, and Persuasion is considered a class skill for you. These bonuses are already included.

WOOKIEE TRAITS

Expert Climber
You can take 10 on Climb checks when distracted or threatened.

Extraordinary Recuperation
You regain lost hit points at twice the standard rate when healing naturally.

Intimidating
You may choose to re-roll any Persuasion checks made to intimidate others, but you must abide by the second result, even if it is worse.

Rage
Once per day, you can fly into a rage as a swift action. For the next 9 rounds, you gain a +2 rage bonus on melee attack rolls and melee damage rolls, but cannot use any skills that require patience or concentration. At the end of your rage, you move one step down the condition track as a persistent condition, and cannot recover until you take 10 minutes to recuperate, during with time you can't engage in any strenuous activity (such as combat or heavy lifting).