CHARACTER RECORD SHEET

STAR WARS ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME	Lieutenant Brea Kurn
PLAYER	Young Rebel Officer
SPECIES	Human
CLASS-LEVEL	Noble 2/Soldier 3
AGE	21
GENDER	Female
HEIGHT	1.68
WEIGHT	57kg
DESTINY	n/a
ECL	5
EXPERIENCE POINTS	12,000
NEXT LEVEL	15,000

	SCORE	MODIFIER
STRENGTH	11	0
DEXTERITY	14	2
CONSTITUTION	12	1
INTELLIGENCE	16	3
WISDOM	14	2
CHARISMA	15	2

CONDITION: NORMAL | -1 | -2 | -5 | -10 | HELPLESS (UNCONSCIOUS OR DISABLED)

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

HIT POINTS | DR | SR

TOTAL 50 | CURRENT

INITIATIVE	9
BASE ATTACK	4
PERCEPTION	9
FORCE POINTS	5
SPEED	6
DESTINY POINTS	1

18	DAMAGE THRESHOLD
=	
18	FORT DEFENSE
+	
	MISC BONUS

DEFENSES

	TOTAL		10 +	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	18	=	10 +	5	2	CON 1	
REF	18	=	10 +	5	1	DEX 2	
WILL	19	=	10 +	5	2	WIS 2	

SPECIAL COMBAT ACTIONS

- Battle Analysis
- Commanding Presence
- Inspire Confidence
- Point Blank Shot
- Precise Shot
- Stand Tall

WEAPON	ATK	DAMAGE	CRIT	TYPE	NOTES
Blaster Carbine	+6	3d8+2	20	Energy	Inaccurate,
Frag Grenade	+6	4d6+2	20	Slashing	2-square area burst
Sporting Blaster Pistol	+6	3d4+2	20	Energy	Accurate
Unarmed	+4	1d4+2	20	Bludgeon	Provokes an attack of opportunity

ARMOR	SPEED	REF DEF	FORT DEF	MAX DEX	WEIGHT	NOTES

SKILLS

	Skill Bonus	=	1/2 Level	Ability Mod	Trained	Skill Focus	Misc
ACROBATICS	4	=	2	DEX 2			
CLIMB	2	=	2	STR 0			
DECEPTION	4	=	2	CHA 2			
ENDURANCE	3	=	2	CON 1			
GATHER INFORMATION	4	=	2	CHA 2			
INITIATIVE	9	=	2	DEX 2	X		
JUMP	2	=	2	STR 0			
KNOWLEDGE bureaucracy	10	=	2	INT 3	X		
KNOWLEDGE physical sci	10	=	2	INT 3	X		
KNOWLEDGE technology	7	=	2	INT 3			2
KNOWLEDGE tactics	10	=	2	INT 3	X		
MECHANICS	10	=	2	INT 3	X		
PERCEPTION	9	=	2	WIS 2	X		
PERSUASION	9	=	2	CHA 2	X		
PILOT	9	=	2	DEX 2	X		
RIDE	4	=	2	DEX 2			
STEALTH	4	=	2	DEX 2			
SURVIVAL	4	=	2	WIS 2			
SWIM	2	=	2	STR 0			
TREAT INJURY	9	=	2	WIS 2	X		
USE COMPUTER	10	=	2	INT 3	X		
USE THE FORCE	4	=	2	CHA 2			

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
Blaster carbine	
Sporting blaster pistol	
3 frag grenades	
Comlink (hands-free)	
Datapad	
Personal multitool	
Utility belt (3 day food supply, comlink, glow rod, medpac, spare energy cell, spare power pack, liquid cable dispenser with grappling hook)	
750 credits	

CARRYING CAPACITY 30.25 / 60.5 / 121

CREDITS

LANGUAGES

Basic, Bocce
Bothese
High Galactic
Mon Calamarian
Shyriiwook

TALENTS

Battle Analysis
Commanding Presence
Inspire Competence

FEATS

	PG		PG
Linguist			
Officer Candidacy Training			
Point Blank Shot			
Precise Shot			
Silver Tongue			
Stand Tall			
Weapon Proficiency			
- pistols			
- rifles			
- simple weapons			

FORCE POWERS

LIEUTENANT BREA KURN — YOUNG REBEL OFFICER

Quote: "They never said anything about this in officer school."

Capsule: Your parents were both members of a minor noble house; as as such you were counted as a member of the affluent youth of the Core Worlds. You had opted to indulge your fascination with technology and enrolled in the planetary academy as a technical sciences major, doing only as much work as was needed to get a passing grade. Your life changed dramatically when your parents' estate was raided by ISB agents, claiming charges of treason and sedition. They wound up political prisoners, your Imperial loyalist uncle gained control of the family estate and accounts, and you found yourself cut off from your family's wealth unless you did exactly what your uncle wanted of you. Instead, you became involved in the local resistance movement, soon moving up to a position of authority due to your ability to rally others to your cause and inspire them to take action against their oppressors.

The only reason you didn't end up imprisoned after a public rally against the Empire's more atrocious actions was due to a Rebel provocateur that felt your talents would be put to better use on other worlds. Shortly after becoming a member of the Rebellion, your agile mind and natural charisma made you a prime candidate for officer school in order to hone your leadership skills. It was only a year ago that you were given your first solo command when you were assigned leadership of the Blue Zephyrs special ops team, and the few preconceived notions you had about being in command were quickly dashed; the reality of combat often forces you to rely on unconventional tactics. You try to always project an aura of confidence and competence when within sight of your team, and while you'll listen to the advice of others, you don't let them forget who's in charge. In spite of some nagging doubts, you trust that Alliance Command knows what they're doing, and they must feel you're up to the challenge of commanding a special ops team, even one as unrefined and undisciplined as this group can be.

TALENTS

Battle Analysis
As a swift action, make a DC 15 Knowledge (tactics) skill check. If successful, you know which allies and opponents are reduced to one-half their total hit points.

Commanding Presence
Once per encounter as a swift action, you can inflict a -2 penalty to the Will Defense of all enemies within 6 squares.

Inspire Confidence
Once per encounter as a standard action, you provide all allies within your line of sight a +1 morale bonus to attack rolls and skill checks for the rest of the encounter. This bonus is lost if you are unconscious or dead.

OFFICER TRAINING

As a lieutenant in the Rebel Alliance, you gain the following benefits:

- Once per encounter, all allies within line of sight provide an additional +5 bonus when using aid another until the start of your next turn
- Once during the adventure, you can perform a system override through your datapad, which functions as a Use Computer skill check with a +15 check modifier.
- You can choose to have a Rebel Trooper squad accompany the party. They act on your initiative count, and once defeated cannot be replaced.

FEATS

Point Blank Shot
You gain a +1 bonus to attack and damage rolls with ranged attacks against targets that are within 20 squares (if using a pistol) or 30 squares (is using a rifle). This bonus has already been included.

Precise Shot
You do not suffer a penalty to ranged attack rolls when shooting into melee.

Silver Tongue
You can make Persuasion checks to change attitude or to intimidate as a standard action.

Stand Tall
Once per encounter as a reaction, all allies within 6 squares can make an attack against a target that damages you. Your allies must have line of sight to you in order to receive this benefit.

BACKGROUND

Technology
You were studying for your engineering degree at the academy before you became a revolutionary. You gain a +2 competence bonus when making untrained Knowledge (technology) skill checks. This bonus has already been included.