CHARACTER RECORD SHEET

STAR WARS ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME	Monab Koopek
PLAYER	Gungan Explorer
SPECIES	Gungan
CLASS-LEVEL	Scout 5
AGE	33
GENDER	Male
HEIGHT	1.83m
WEIGHT	75kg
DESTINY	n/a
ECL	5
EXPERIENCE POINTS	12,000
NEXT LEVEL	15,000

	SCORE	MODIFIER
STRENGTH	14	2
DEXTERITY	16	3
CONSTITUTION	14	2
INTELLIGENCE	13	1
WISDOM	15	2
CHARISMA	8	-1

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

HIT POINTS | DR | SR

TOTAL 55 | CURRENT

INITIATIVE	5
BASE ATTACK	3
PERCEPTION	14
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	1	CON 2	
REF	22	=	10 +	5	2	DEX 3	2
WILL	17	=	10 +	5		WIS 2	

SPECIAL COMBAT ACTIONS

- Point Blank Shot
- Precise Shot
- Running Attack
- Shake it Off
- Watchful Step

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
Survival Knife	+5	1d6+4	20	Slashing	
Unarmed	+5	1d4+4	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	5	=	2	DEX 3			
CLIMB	4	=	2	STR 2			
DECEPTION	1	=	2	CHA -1			
ENDURANCE	9	=	2	CON 2	X		
GATHER INFORMATION	1	=	2	CHA -1			
INITIATIVE	5	=	2	DEX 3			
JUMP	4	=	2	STR 2			
KNOWLEDGE galactic lore	8	=	2	INT 1	X		
KNOWLEDGE life sciences	8	=	2	INT 1	X		
KNOWLEDGE	3	=	2	INT 1			
KNOWLEDGE	3	=	2	INT 1			
MECHANICS	3	=	2	INT 1			
PERCEPTION	14	=	2	WIS 2	X	X	
PERSUASION	1	=	2	CHA -1			
PILOT	5	=	2	DEX 3			
RIDE	7	=	2	DEX 3			2
STEALTH	10	=	2	DEX 3	X		
SURVIVAL	9	=	2	WIS 2	X		
SWIM	4	=	2	STR 2			
TREAT INJURY	6	=	2	WIS 2			2
USE COMPUTER	3	=	2	INT 1			
USE THE FORCE	1	=	2	CHA -1			

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	
Survival knife	
4 frag grenades	
Bandolier	
Comlink (hands-free)	
Field survival kit	
Medpac	
Utility belt (3 day food supply, comlink, glow rod, medpac, spare energy cell, spare power pack, liquid cable dispenser with grappling hook)	

CARRYING CAPACITY 49 / 98 / 196

CREDITS

LANGUAGES

Basic
Gunganese
Shyriiwook

TALENTS

Acute Senses
Silent Movement
Watchful Step

FEATS

	PG		PG
Point Blank Shot			
Precise Shot			
Running Attack			
Shake it Off			
Skill Focus (Perception)			
Weapon Proficiency			
- pistols			
- rifles			
- simple weapons			

FORCE POWERS

MONAB KOOPEK GUNGAN EXPLORER

Quote: "Yousa call deese bugs? Backen de day, Isa be seein' sting wasps da size of a house."

Capsule: Ever since you were little, you've always wanted to see what was beyond the horizon. You were rather young when the Clone Wars occurred, but even sheltered as your people were by the waters of Naboo, it was hard to avoid hearing the stories of what the Empire did in the name of preserving peace and stability. When you were old enough, you signed up with an exploration company, and set about finding worlds where few others have set foot upon. You were on the other side of the galaxy when the Empire started restricting exploration and travel efforts, and because of these restrictions the outfit you worked for went bankrupt and were left without a ship or a means to get back home to Naboo.

Feeling as though he had few other viable options, you choose to sign on with the Rebel Alliance. Several times your skills as an explorer have proven to be highly valuable, and the training that you begrudged during your short stint in the Grand Gungan Army prior to leaving to explore the galaxy has also proven quite useful. Though you tend to prefer working alone and finding new worlds for the Alliance, you can accept that you're an asset to any mission team the Alliance assigns you to, as there seems to be no shortage of Imperial bases popping up on remote worlds that nobody else seems to know about. Your most recent posting is to the Blue Zephyrs special ops team, and as part of that group you've had the chance to strike several hard blows against the Empire, even if a few of them are still a bit wet behind the ears.

TALENTS

Acute Senses
You may re-roll any Perception skill checks, however you must accept the second result, even if it is lower.

Silent Movement
You never have unfavorable circumstances from environmental effects when sneaking using Stealth, and you can use the Aid Another action for a single ally's Stealth check as a free action.

Watchful Step
Imitative checks can be made using your Perception modifier instead of Initiative, and any re-rolls for Perception can be used to re-roll Initiative skill checks.

GUNGAN TRAITS

Expert Swimmer
You may re-roll any Swim skill check, however you must accept the second result, even if it is lower. In addition, you can take 10 on Swim checks, even when distracted or threatened. You also have a swim speed of 4 squares.

Hold Breath
You can hold your breath for 350 rounds (roughly 35 minutes) before you need to make Endurance checks to hold your breath (see page 66 under Endurance skill).

Low-Light Vision
You ignore concealment penalties from darkness, but not total darkness.

FEATS

Angled Throw
You may ignore cover and improved cover when throwing a grenade if your attack roll exceeds a Reflex Def of 15.

Fortifying Recovery
You gain 6 bonus hit points when you take the recover action.

Point Blank Shot
You gain a +1 bonus to attack and damage rolls with ranged weapons against targets that are within 20 squares. This bonus has already been included.

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

Shake it Off
You only need to spend two swift actions to move one step up the condition track.

BACKGROUND

Military
You have military experience and spent time serving in the Grand Gungan Army. You gain a +2 competence bonus when making untrained skill checks for the Ride and Treat Injury, and Treat Injury is always considered a class skill for you. These bonuses have already been included.