CHARACTER RECORD SHEET

STAR WARS ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME	Lysire Jace
PLAYER	Smuggler
SPECIES	Human
CLASS-LEVEL	Scoundrel 5
AGE	24
GENDER	Female
HEIGHT	1.7m
WEIGHT	57kg
DESTINY	n/a
ECL	5
EXPERIENCE POINTS	12,000
NEXT LEVEL	15,000

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

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

HIT POINTS | DR | SR

TOTAL 40 | CURRENT

INITIATIVE	10
BASE ATTACK	3
PERCEPTION	8
FORCE POINTS	5
SPEED	6
DESTINY POINTS	1

16 DAMAGE THRESHOLD
=
16 FORT DEFENSE
+
MISC BONUS

DEFENSES

	TOTAL		10 +	LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	16	=	10 +	5		CON 1	
REF	20	=	10 +	5	2	DEX 3	
WILL	17	=	10 +	5	1	WIS 1	

SPECIAL COMBAT ACTIONS

- Cunning Attack
- Dastardly Strike
- Point Blank Shot
- Precise Shot
- Trick Step
- Vehicular Combat

WEAPON	ATK	DAMAGE	CRIT	TYPE	NOTES
Heavy Blaster Pistol	+6	3d8+2	20	Energy	Inaccurate
Frag grenade	+6	4d6+2	20	Slashing	2 square burst area
Knife	+4	1d4+3	20	Slashing	
Unarmed	+4	1d4+3	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	3	=	2	STR 1			
DECEPTION	9	=	2	CHA 2	X		
ENDURANCE	3	=	2	CON 1			
GATHER INFORMATION	9	=	2	CHA 2	X		
INITIATIVE	10	=	2	DEX 3	X		
JUMP	3	=	2	STR 1			
KNOWLEDGE galactic lore	14	=	2	INT 2	X	X	
KNOWLEDGE	4	=	2	INT 2			
KNOWLEDGE	4	=	2	INT 2			
KNOWLEDGE	4	=	2	INT 2			
MECHANICS	9	=	2	INT 2	X		
PERCEPTION	8	=	2	WIS 1	X		
PERSUASION	4	=	2	CHA 2			
PILOT	15	=	2	DEX 3	X	X	
RIDE	5	=	2	DEX 3			
STEALTH	5	=	2	DEX 3			
SURVIVAL	3	=	2	WIS 1			
SWIM	3	=	2	STR 1			
TREAT INJURY	3	=	2	WIS 1			
USE COMPUTER	9	=	2	INT 2	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
Modified heavy blaster pistol (miniaturized)	
2 frag grenades	
Knife	
Comlink	
Concealed holster	
Datapad (basic)	
Power pack	
2500 credits	

CARRYING CAPACITY 36 / 72 / 144

CREDITS

LANGUAGES

Basic
Huttese
Shyriiwook

TALENTS

Dastardly Strike
Seducer
Trick Step

FEATS

	PG		PG
Cunning Attack			
Point Blank Shot			
Precise Shot			
Skill Focus (Know [galactic lore])			
Skill Focus (Pilot)			
Skill Training (Mechanics)			
Vehicular Combat			
Weapon Proficiency			
- pistols			
- simple weapons			

FORCE POWERS

LYSIRE JACE

SMUGGLER

Quote: "Hey, it's a sure thing. Just *trust* me on this, alright?"

Capsule: Your father was a successful member of one of Breental's mercantile houses, but you were determined to make your own way, and you chose to pursue a career as a tramp freighter captain. You'd always had street-smarts and were cool under pressure, so life as a free trader came easy to you, especially with your piloting skills; you've always been a hot item and you make sure everyone knows it. So what if other people call you brash or egotistical? When somebody is as good as you are, a little attitude is to be expected. Although your family back home call it "gallivanting across the galaxy" and "associating with a bad crowd," you've came to love this life; you're not behold to some giant faceless corporate entity and can pretty much chart your own course through life, doing some trading here and there as you travel from one end of the galaxy to the other. There are countless new places to see, with excitement waiting around every corner. Or at least that's how it's supposed to work. The ugly truth is that the Empire makes it harder and harder for independent traders like you to stay in business; restrictions on what is and isn't legal become increasingly restrictive, and the various tariffs and cargo fees keep increasing, making it harder and harder to turn a profit on legitimate goods. In order to keep your ship up and running, you had little choice but start hauling contraband more often than legal goods, and you could be one botched transport job away from imprisonment, slavery, or worse.

Recently, you've started accepting transport jobs from the Rebel Alliance, much as you would have preferred to have not gotten involved with them in the first place. The jobs they offer are dangerous and don't always pay well, but you appreciate that they at least make good on their promises and don't try to swindle you out of your pay, which goes a lot further these days than it used to. In between supply runs for numerous Rebel cells across the galaxy, you've also been asked to participate as a part-time member of a Rebel special ops group that goes by the handle of Blue Zephyrs. They're a lively bunch with a diverse array of personalities, and each of them is eager to stick to the Imperials in their own way, which makes them okay in your book.

TALENTS

Dastardly Strike
Whenever you successfully deal damage to a target that is flat-footed or otherwise denied their Dexterity bonus to their Reflex Defense, they are moved one step down the condition track.

Seducer
Whenever you fail a Persuasion check to change a target's attitude, you can make an immediate Deception check to achieve the same result, but must keep the Deception check result.

Trick Step
As a swift action, make an opposed Initiative check against one target within line of sight. The winner of the check treats the loser as flat-footed for their next attack.

BACKGROUND

Exiled
You were exiled from your home, and have since traveled across the galaxy. Due to your extensive travels, you can plot a course for hyperspace travel in half the standard time. You also receive Skill Focus (Knowledge [galactic lore]) as a bonus feat if trained in that skill.

FEATS

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

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

Vehicular Combat
Once per round as a reaction, you can negate an attack against a vehicle you are piloting by making a successful Pilot check, with a DC equal to the result of the attack you wish to negate.