CHARACTER RECORD SHEET

STAR WARS ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME	Koobis Standro
PLAYER	Rodian Blasterslinger
SPECIES	Rodian
CLASS-LEVEL	Scoundrel 2/Solder 3
AGE	26
GENDER	Male
HEIGHT	1.75m
WEIGHT	71kg
DESTINY	n/a
ECL	5
EXPERIENCE POINTS	12,000
NEXT LEVEL	15,000

	SCORE	MODIFIER
STRENGTH	13	1
DEXTERITY	18	4
CONSTITUTION	14	2
INTELLIGENCE	12	1
WISDOM	10	0
CHARISMA	12	1

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

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

HIT POINTS | DR | SR

TOTAL 55 | CURRENT

INITIATIVE	11
BASE ATTACK	4
PERCEPTION	7
FORCE POINTS	5
SPEED	6
DESTINY POINTS	1

19	DAMAGE THRESHOLD
=	
19	FORT DEFENSE
+	
	MISC BONUS

DEFENSES

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

SPECIAL COMBAT ACTIONS

- Advantageous Opening
- Devastating Attack
- Point Blank Shot
- Precise Shot
- Quick Draw

WEAPON	ATK	DAMAGE	CRIT	TYPE	NOTES
Heavy Blaster Pistol	+9	3d8+4	20	Bludgeon	Inaccurate
2 Heavy Blaster Pistols	+4/+4	3d8+4/3d8+4	20	Energy	Full-Round Action, Inaccurate
Knife	+5	1d4+3	20	Slashing	
Unarmed	+5	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	11	=	2	DEX 4	X		
CLIMB	3	=	2	STR 1			
DECEPTION	5	=	2	CHA 1			2
ENDURANCE	4	=	2	CON 2			
GATHER INFORMATION	8	=	2	CHA 1	X		
INITIATIVE	11	=	2	DEX 4	X		
JUMP	3	=	2	STR 1			
KNOWLEDGE	3	=	2	INT 1			
KNOWLEDGE	3	=	2	INT 1			
KNOWLEDGE	3	=	2	INT 1			
KNOWLEDGE	3	=	2	INT 1			
MECHANICS	3	=	2	INT 1			
PERCEPTION	7	=	2	WIS 0	X		
PERSUASION	3	=	2	CHA 1			
PILOT	6	=	2	DEX 4			
RIDE	6	=	2	DEX 4			
STEALTH	11	=	2	DEX 4	X		
SURVIVAL	2	=	2	WIS 0			
SWIM	3	=	2	STR 1			
TREAT INJURY	2	=	2	WIS 0			
USE COMPUTER	3	=	2	INT 1			
USE THE FORCE	3	=	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
2 quick-draw heavy blaster pistols	
Knife	
Bandolier	
Comlink	
2 hip holsters	
4 power packs	
"Procured" Imperial officer's cap	
Tattered duster	
1100 credits	

CARRYING CAPACITY 42.25 / 84.5 / 169

CREDITS

LANGUAGES

Basic
Huttese
Rodese

TALENTS

Advantageous Opening
Devastating Atk (pistols)
Wpn Specialization (pistols)

FEATS

	PG		PG
Armor Proficiency			
- light			
Dual Weapon Mastery I			
Point Blank Shot			
Precise Shot			
Quick Draw			
Weapon Focus (pistols)			
Weapon Proficiency			
- pistols			
- simple weapons			

FORCE POWERS

KOOBIS STANDRO

RODIAN BLASTERSLINGER

Quote: "Those who hesitate are the first to die."

Capsule: You'd always been fast with a blaster, and were enamored of the old gunfighter holovids. You spent days honing your skills, letting nothing deter you from your goal. The problem was that the Empire had pretty much made blaster dueling illegal, which left you in a lurch. Instead, you found yourself having to sell your gunfighting skills to various petty crime bosses as a simple blaster-for-hire. You did some pretty unpleasant things to people whose only crime was to have gotten on your employer's bad side, and though you're not proud of what you did during those times, you also figure that you're living on borrowed time, but when your number comes up, you're determined to die grinning and with blasters blazing.

You were skeptical at first when an old colleague tried to recruit you into the Alliance, but you eventually agreed to throw your lot in with the Rebels in their fight against the Empire. You've always liked to picture yourself as being the scrappy underdog, and you've found that same metaphor holds just as true for the Alliance; besides, the constant life-or-death gunfights help keep your skills honed to a lethal edge. You were transferred to the Blue Zephyrs special ops team several months ago, and you've gotten a pretty good sense for the mix of personalities just as they've learned to respect your gunfighting abilities, even if they think you're a little crazy. For all you know, they might be right; going up against the Empire is a pretty crazy thing to do, but it's a good kind of crazy.

TALENTS

Advantageous Opening
When an enemy or ally in your line of sight rolls a natural 1 on an attack roll, you can make an immediate melee or ranged attack against a single target within range.

Devastating Attack (pistols)
When you damage an opponent with your pistols, you treat their damage threshold as though it were 5 points lower.

Weapon Specialization (pistols)
You gain a +2 bonus to damage rolls with pistols (this bonus has already been included in the listed attacks)

BACKGROUND

Criminal
Your career as a blaster-for-hire has lead to a life spent on the wrong side of the law. You gain a +2 competence bonus when making untrained Deception checks. This bonus has already been included.

RODIAN TRAITS

Heightened Awareness
You may re-roll any Perception skill checks, however you must abide by the second result, even if it is worse.

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

FEATS

Dual Weapon Mastery I
You can attack with two weapons of the same type as a full-round action. However, you take a -5 penalty on both attack rolls.

Point Blank Shot
You gain a +1 bonus to attack and damage rolls on ranged attack rolls against targets that are 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.

Quick Draw
You can draw and holster one or two weapons as a swift action.

Weapon Focus (Pistols)
You gain a +1 bonus to attack rolls with pistols. This bonus has already been included.