CHARACTER RECORD SHEET

STAR WARS ROLEPLAYING GAME
MDC SWSE CS 2.0

NAME	Quentin Cole
PLAYER	Minor Jedi
SPECIES	Human
CLASS-LEVEL	Scout 1/Jedi 4
AGE	17
GENDER	Male
HEIGHT	1.78m
WEIGHT	82kg
DESTINY	n/a
ECL	5
EXPERIENCE POINTS	12,000
NEXT LEVEL	15,000

	SCORE	MODIFIER
STRENGTH	14	2
DEXTERITY	16	3
CONSTITUTION	13	1
INTELLIGENCE	12	1
WISDOM	14	2
CHARISMA	12	1

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

HIT POINTS | DR | SR

TOTAL 60 | CURRENT

INITIATIVE	10
BASE ATTACK	4
PERCEPTION	9
FORCE POINTS	5
SPEED	6
DESTINY POINTS	1

17	DAMAGE THRESHOLD
= 17	FORT DEFENSE
+	MISC BONUS

DEFENSES

	TOTAL		LEVEL OR ARMOR	CLASS BONUS	ABILITY MOD	MISC
FORT	17	= 10 +	5	1	CON 1	
REF	20	= 10 +	5	2	DEX 3	
WILL	18	= 10 +	5	1	WIS 2	

SPECIAL COMBAT ACTIONS

- Deflect Attacks
- Shake it Off
- Sizing Up (1/encounter)
- Telekinetic Savant (1/encounter)

WEAPON	ATK	DAMAGE	CRIT	TYPE	NOTES
Lightsaber	+7	2d8+6	20	Energy/Slash	Bypasses Damage Reduction
Unarmed	+6	1d4+4	20	Bludgeon	Provokes attack of opportunity
Blaster Pistol	+7	3d6+2	20	Energy	

ARMOR	SPEED	REF DEF	FORT DEF	MAX DEX	WEIGHT	NOTES

SKILLS

	Skill Bonus		1/2 Level	Ability Mod	Trained	Skill Focus	Misc
ACROBATICS	10	=	2	DEX 3	X		
CLIMB	4	=	2	STR 2			
DECEPTION	5	=	2	CHA 1			2
ENDURANCE	8	=	2	CON 1	X		
GATHER INFORMATION	5	=	2	CHA 1			2
INITIATIVE	10	=	2	DEX 3	X		
JUMP	9	=	2	STR 2	X		
KNOWLEDGE galactic lore	8	=	2	INT 1	X		
KNOWLEDGE	3	=	2	INT 1			
KNOWLEDGE	3	=	2	INT 1			
KNOWLEDGE	3	=	2	INT 1			
MECHANICS	3	=	2	INT 1			
PERCEPTION	9	=	2	WIS 2	X		
PERSUASION	5	=	2	CHA 1			2
PILOT	5	=	2	DEX 3			
RIDE	5	=	2	DEX 3			
STEALTH	5	=	2	DEX 3			
SURVIVAL	4	=	2	WIS 2			
SWIM	4	=	2	STR 2			
TREAT INJURY	4	=	2	WIS 2			
USE COMPUTER	3	=	2	INT 1			
USE THE FORCE	13	=	2	CHA 1	X	X	

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
Lightsaber	
Blaster pistol	
Utility belt (3 day food supply, medpac, tool kit, spare power pack, spare energy cell, glow rod, comlink, liquid cable dispenser with grappling hook)	
500 credits	

CARRYING CAPACITY 49 / 98 / 196

CREDITS

LANGUAGES

Basic
Shyriiwook

TALENTS

Deflect Attacks
Sizing Up
Telekinetic Savant

FEATS

	PG		PG
Force Sensitivity			
Force Training (2)			
Shake it Off			
Skill Focus (Use the Force)			
Weapon Focus (lightsabers)			
Weapon Proficiency			
- lightsabers			
- pistols			
- rifles			
- simple weapons			

FORCE POWERS

Battle Strike
Force Slam
Pushing Slash
Move Object
Rebuke
Sarlacc Sweep

QUENTIN COLE — MINOR JEDI

Quote: "Laugh if you want, but the Force is *my* ally."

Capsule: You've lost so much because of the Empire. Your parents were arrested on charges of sedition and treason, leaving you without a home, adrift in the galaxy. That all changed when a curious old man took notice of you; he revealed himself to be a survivor of the Jedi Purge, and had known your father back during the Clone Wars. Sensing your ability to use the Force, he taught you as much as he could before passing his lightsaber into your care and vanishing into the galaxy. You know have a purpose in life, and have dedicated yourself to upholding the ideals of the Jedi Knights. You are mature enough to realize that it's a difficult path to follow in these dark times, and your relative youth and inexperience can lead you into trouble… but at least you have the capability to get yourself out of trouble.

It was when you stepped in to defend woman and her children from Imperial stormtroopers that you came to the attention of an Alliance recruiter, who helped you get off-planet and into the Rebellion. Your abilities in the Force are a great asset and a great responsibility; used wisely that power can help restore peace and justice to the galaxy. As the newest and youngest member of the Blue Zephyrs Mission Ops group, you feel that you still have something to prove to the more experienced members of the team, and will sometimes rush into danger, trusting to your powers to see you through.

TALENTS

Deflect Attacks

As a reaction, you may negate a melee or ranged attack with a successful Use the Force check (DC = opponent's attack roll), with a cumulative -5 penalty to your Use the Force checks for each attack that you have deflected since the start of your last turn.

You must have a lightsaber drawn and ignited, and must be aware of the attack in order to use this talent. You can spend a Force Point to use this talent to intercept an attack that targets an adjacent ally.

You can also use this talent against autofire attacks and melee area attacks; if your Use the Force check is successful, you take half damage if the attack was successful and take no damage if the attack misses.

Sizing Up

Once per encounter, make a Perception check as a swift action against the Will Defense of one target within 6 squares and line of sight. If successful, you gain a +2 bonus to attack rolls and skill checks against that opponent for the rest of the encounter.

Telekinetic Savant

Once per encounter as a swift action, you may return one Force power with the *[telekinetic]* descriptor to your suite without spending a Force point.

FEATS

Force Sensitivity

You are Force-sensitive and are able to call upon the Force. Use the Force is considered a class skill, and you can select Force talents in place of your regular class talents as well as learn to use Force powers

Shake it Off

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

BACKGROUND

Politics

Your parents were very involved in the intricacies of galactic politics at a young age, and you've learned a few things about diplomacy and negotiation. You gain a +2 competence bonus when making untrained Deception, Gather Information, and Persuasion checks.

USE THE FORCE (SKILL)

Breath Control (DC 15): A successful Use the Force check (reaction) enables you to hold your breath for a number of rounds equal to your Constitution score.

Force Trance (DC 10): As a full-round action, you can enter a Force trance, during which you are aware of your surroundings and can emerge from the trance as a swift action. Each hour you spend in a Force trance allows you to heal 6 hit points; if you remain in a trance for 4 hours consecutive hours, you are considered fully rested.

Move Light Object (DC 10): As a move action, you can lift and move an object weighing no more than 5kg a distance of 6 squares in any direction. As a standard action, you can use that object to attack a target, however the DC increases by 5. If your Use the Force check equals or exceeds the target's Reflex Defense, the object hits and does 1d6 points of damage. You can use this ability to catch and move a thrown object that lands within 6 squares. Doing so requires a readied action and has a DC equal to the attack roll of the thrown object. If you succeed, you can move the object up to 6 squares.

Search Your Feelings (DC 15): As a full-round action, you can attempt to determine if a particular action will yield favorable or unfavorable results in the immediate future (roughly 10 minutes or so).

Sense Force (DC 15): As a full-round action, you can attempt to either determine the distance and general location of a disturbance in the Force, or detect other Force-users within 100km of you. You can resist the attempts of other Force-users to detect you by making an opposed Use the Force check.

Sense Surroundings (DC 15): As a swift action, you can make a Use the Force check to ignore cover and concealment effects when making Perception checks. The DC increases by 5 if the target has total cover.

Telepathy: As a standard action, you can establish a mental link with a distant creature, through which you can exchange emotions or a single thought. The DC is based on the distance between you and the subject; see pg77 to determine the DC. If the target is unwilling, you must beat their Will Defense. If you fail, you cannot try to contact the same target for 24 hours.

Battle Strike [_]

You use the Force to enhance your battle prowess. **Time:** Swift action. **Target:** You.
Make a Use the Force Check. The result of the check determines the effect, if any:

DC 15: You gain a +1 Force bonus on your next attack roll made before the end of your next turn and deal an additional 1d6 points of damage if the attack hits.

DC 20: As DC 15, but deal an additional 2d6 points of damage if the attack hits.

DC 25: As DC 15, but deal an additional 3d6 points of damage if the attack hits.

Special: You can spend a Force Point to deal an additional 2d6 points of damage if the attack hits.

Force Slam [_]

[telekinetic]

You pound one or more enemies with the Force. **Time:** Standard action. **Targets:** All targets within a 6-square cone.
Make a Use the Force Check. Make one roll and compare the result to each target's Fortitude Defense. If the result equals or exceeds a target's Fort Def, it takes 4d6 points of Force damage and is knocked prone. If the result is less than a target's Fort Def, it takes half damage and is not knocked prone. Targets larger than Medium size add a size modifier to Fortitude Defense against this power: Colossal +50, Gargantuan +20, Huge +10, Large +5. This is an area effect.
Special: When you use this power, you can spend a Force Point to deal an additional 2d6 points of damage to targets in the area of effect.

Pushing Slash [_]

[Lightsaber Form, telekinetic]

You strike at your foe with your lightsaber, and then hurl them away from you with the Force. **Time:** Standard action. **Target:** One enemy within your reach.
Make a Use the Force Check. The result of the check determines the effect, if any:

DC 15: Make a single lightsaber melee attack. If the attack hits, compare the check result to target's Fortitude Defense; if your check result equals or exceeds their Fort Def, target is pushed 2 squares away from you. Target is not pushed if they are being grabbed or grappled.

DC 20: As DC 15, except target is pushed 3 squares away from you.

DC 25: As DC 15, except target is pushed 4 squares away from you.

DC 30: AS DC 15, except target is pushed 5 squares away from you.

Special: You can spend a Force Point to knock the target prone at the end of its forced movement.

Move Object [_]

[telekinetic]

You telekinetically move a target up to 6 squares in any direction using the Force. **Time:** Standard action. **Target:** 1 character or object within 12 squares and line of sight.
Make a Use the Force Check. The result of the check determines the maximum size of the target you can lift (see below). If the target is a creature that resists your attempt, your Use the Force check must also exceed the target's Will Defense. You can hurl the target at (or drop it on) another target in range if your Use the Force check exceeds the second target's Reflex Defense. Both targets take damage determined by your check result.

DC 15: Medium size (2d6 damage).

DC 20: Large size (4d6 damage).

DC 25: Huge size (6d6 damage).

DC 30: Gargantuan size (8d6 damage).

DC 35: Colossal size (10d6 damage).

Special: You may maintain your concentration on the targeted object as a standard action, continuing to move it from round to round. You must make a new Use the Force check each round. If you suffer damage while maintaining *move object*, you must succeed on a Use the Force check (DC = 15 + damage taken) to maintain the effect. If you deal damage with the move object power, you cease to be able to maintain it. You may spend a Force Point to increase the maximum size of the object by one category and deal an extra 2d6 damage (max size = Colossal [frigate], 12d6 damage).

Rebuke [_]

You harmlessly absorb or deflect one Force power used against you, perhaps even turning it against its creator. **Time:** Reaction. **Target:** One Force power directed at you.
Make a Use the Force Check. If your result equals or exceeds the check result of the power directed at you, you harmlessly redirect it and suffer no ill effects. If your result equals or exceeds the check result of the power directed at you by 5 or more, you may choose to turn the Force power against its creator, who suffers the effect.
Special: If you successfully reflect a Force power back at its originator, the originator may attempt to rebuke the power as well. If he reflects it back again, both you and the originator are affected by the Force power. You can spend a Force Point as a reaction to suffer no ill effects from a Force power that has been rebuked twice- once by you and once by the power's originator.

Sarlacc Sweep [_]

[Lightsaber Form]

You lash out at multiple enemies, striking them with a sweeping motion. **Time:** Standard action. **Target:** One enemy within reach (primary target) plus one additional enemy within reach.
Make a Use the Force Check. The result of the check determines the result, if any:

DC 15: You make a single lightsaber attack against the primary target. The attack deals normal damage and then 5 points of damage to the secondary target.

DC 20: As DC 15, except the damage to the secondary target is 1d6+5.

DC 25: As DC 15, except the damage to the secondary target is 2d6+5.

DC 30: As DC 15, except the damage to the secondary target by 3d6+4.

Special: You may spend a Force Point to affect two secondary targets, provided both enemies are within your reach and are adjacent to the primary target of your attack.