General

- Adventurer (starting level): ? (3/5/7/9)
- Species:
- Player:
- Appearance:
- Background:
- Personality:
- Quote:
- Connection(s):

Attributes/Skills

Total dice: 3,5,7,9 = +4d, +8d, +12d, +16d for attributes. 3d, 5d, 7d, and 9d for skill (AND talents), max 3d into one skill/talent.

1d Dexterity	1d Knowledge	1d Mechanical	1d Perception	1d Technical
– Blaster	– Aliens	– Astrogation	– Bargain	– Computers
– Dodge	– Bureaucracy	– Beast Riding	– Command	– Demolition
– Heavy Weapons	– Cultures	– Driving	– Con	– Droids
– Melee	– Languages	– Starship Gunnery	– Gambling	– Medicine
– Thrown	– Planets	– Starship Piloting	– Hide & Sneak	– Repair
– Unarmed	– Streetwise	– Starship Systems	– Search	– Security

Strengths/Talents

Total dice: 3,5,7,9 = +3d, +5d, +7d, +9d for strengths. You may NOT split dice into strengths during chargen.

1d Body	1d Force	1d Genius
– Athletics	– ~talent~	– Insight
– Brawling	– ~talent~	– Invention
– Lifting	– ~talent~	– Mechanical
– Stamina	– ~talent~	– Technical
– Swimming	– ~talent~	– Schemes
– Toughness	– ~talent~	– War

Condition / Status

XP >	Flow >	Body Drain (?D)	Force Drain (?d)	Genius Drain (?d)
–	–	–	–	–

- XXP (eXpended XP): 0
- Condition…

Flow of the Force

- Special rule...

Notable Gear/Equipment

Contacts, History

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