

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

- Weapon/Armor/Ship/misc...

Contacts, History

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