

General

- Adventurer (starting level): **Kathrri** (5, Force Sensitive)
- Species: **Togorian**
- Player: Sabe
- Appearance:
- Background: *Starry-eyed slicer from Togoria, cut adrift when her mentor was nabbed by bounty hunters.*
- Personality: *Desires adventure, but overwhelmed at how quickly she's been plunged into it. Vacillates between caution and enthusiasm.*
- Quote: *"We never had _these_ back home!"*
- 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.

3d Dexterity	1d Knowledge	3d Mechanical	2d Perception	4d Technical
- Blaster	- Aliens	- Astrogation	- Bargain	5d Computers
- Dodge	- Bureaucracy	3d+2 Beast Riding	- Command	- Demolition
- Heavy Weapons	- Cultures	- Driving	- Con	- Droids
- Melee	- Languages	- Starship Gunnery	- Gambling	- Medicine
- Thrown	- Planets	- Starship Piloting	2d+2 Hide & Sneak	- Repair
- Unarmed	- Streetwise	4d 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.

3d Body	2d Force	3d Genius
3d+2 Athletics	- ~talent~	- Insight
3d+2 Brawling	- ~talent~	- Invention
- Lifting	- ~talent~	- Mechanical
- Stamina	- ~talent~	4d Technical
- Swimming	- ~talent~	- Schemes
- Toughness	- ~talent~	- War

Condition / Status

XP >	Flow >	Body Drain (3d)	Force Drain (2d)	Genius Drain (3d)
-	-	-	-	-

- XXP (eXpended XP): 0
- Condition...

Flow of the Force

- If the adventurer's Flow is below 3, gain one at the start of any action roll.
- The first time you use Charity to gift another flow in a scene, it costs 1 for 1.

Notable Gear/Equipment

- Weapon/Armor/Ship/misc...

Contacts, History

- Contact/Note/etc...

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