

## 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

- AI Hacking Deck
- Friend's Heavy Blaster
- Light Starship Repair Kit

## Contacts, History

- Contact/Note/etc...

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