

## General

- Adventurer (starting level): **Mar Godo** (5)
- Species: **Mirialan**
- Player: Shreyas
- Appearance: TBD
- Background: Mar Godo grew up a spice trader on Mirial, his species homeworld. After becoming aware that he was force sensitive, he went out into the galaxy to learn more about his newfound abilities.
- Personality: Mar is a little soft from city life, so this adventure has been tough on him. Lots of his skills don't apply out here in the galactic wilds!
- Quote: TBD
- Connection(s): TBD

## Attributes/Skills

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

## Strengths/Talents

3d Body	3d Force	2d Genius
3d+2 Athletics	3d+1 ~talent~	2d+1 Insight
- Brawling	3d+1 ~talent~	- Invention
- Lifting	- ~talent~	- Mechanical
3d+1 Stamina	- ~talent~	- Technical
- Swimming	- ~talent~	- Schemes
- Toughness	- ~talent~	- War

## Condition / Status

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

- 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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