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	3d+2 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

2d Body	4d Force	2d Genius
2d+2 Athletics	3d+1 Sensing	2d+1 Insight
– Brawling	3d+1 Deep Sensing	– Invention
– Lifting	– ?influence	– Mechanical
2d+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, is costs 1 for 1.

Notable Gear/Equipment

- Weapon/Armor/Ship/misc…

Contacts, History

- Contact/Note/etc…

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