2025/04/11 16:17 1/2 General

#### **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**

• Contact/Note/etc...

From:

https://wiki.wishray.com/ - Wishray Wiki

Permanent link:

https://wiki.wishray.com/doku.php?id=simplesix:para&rev=1585938302

Last update: 2020/04/03 11:25



https://wiki.wishray.com/ Printed on 2025/04/11 16:17