

## General

- Adventurer (starting level): **Para** (5, Force Sensitive)
- Species: **Verpine**
- Player: Char?
- 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.

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

- 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

- Z-10 Seeker Class Scout Ship [fandom](#)
- Light Blaster Pistol
- Programmable Sensor Devices for Study and Exploration

## Contacts, History

- Contact/Note/etc...

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