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#### General

• Adventurer (starting level): **Tronce Porto** (7)

Species: HumanPlayer: MikeAppearance:Background:

• Quote: "You didn't hear this from me, but..."

• Connection(s):

• Personality:

### 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.

- Dexterity	- Knowledge	- Mechanical	- Perception	- 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.

4d Body	2d Force	4d Genius	
- Athletics	- ~talent~	- Insight	
- Brawling	- ~talent~	- Invention	
- Lifting	- ~talent~	<ul> <li>Mechanical</li> </ul>	
- 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**

- This
- That

## **Contacts, History**

• Contact/Note/etc...

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