

General

- Adventurer (starting level): **Tronce Porto** (7)
- Species: *Human*
- Player: Mike
- Appearance:
- Background:
- Personality:
- Quote: *"You didn't hear this from me, but..."*
- Connection(s):

Attributes/Skills

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

- This
- That

Contacts, History

- Contact/Note/etc...

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