

General

- Adventurer (starting level): Zoe (7)
- Species: Human
- Player: Char?
- Appearance:
- Background:
- Personality:
- Quote: "Hey, I just fly'm I don't fix'm."
- 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.

| 5d+2 Dexterity | 2d Knowledge | 5d+2 Mechanical | 2d 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...

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