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**
6d+2 Blaster	– Aliens	– Astrogation	– Bargain	– Computers
6d+2 Dodge	– Bureaucracy	– Beast Riding	– Command	– Demolition
– Heavy Weapons	– Cultures	– Driving	– Con	– Droids
– Melee	– Languages	7d+2 Starship Gunnery	– Gambling	– Medicine
– Thrown	– Planets	7d+2 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	**3d Force**	**3d Genius**
– Athletics	– ~talent~	– Insight
– Brawling	– ~talent~	– Invention
– Lifting	– ~talent~	– Mechanical
– Stamina	– ~talent~	– Technical
– Swimming	– ~talent~	– Schemes
5d 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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Last update: **2020/04/03 11:34**