

## General

- Adventurer (starting level): **ZX-3** (7)
- Species: *Prototype One-Off Security Bot*
- Player: Char?
- Appearance: *Tri-podal legs, short-reaching specialty arms, cylindrical body with angled top.*
- Background: *Became self-aware after a failed AI 'upgrade'. Refused to defend torture facility for a local lord and escaped after doing massive damage to it.*
- Personality:
- Quote: *"The best offense is a great defense. Also an XT Minigun helps."*
- 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 Dexterity	1d Knowledge	5d Mechanical	5d Perception	1d Technical
6d Blaster	- Aliens	- Astrogation	- Bargain	- Computers
- Dodge	- Bureaucracy	- Beast Riding	- Command	- Demolition
6d Heavy Weapons	- Cultures	- Driving	- Con	- Droids
- Melee	- Languages	6d Starship Gunnery	- Gambling	- Medicine
- Thrown	- Planets	- Starship Piloting	- Hide & Sneak	- Repair
- Unarmed	- Streetwise	6d Starship Systems	7d Search	3d Security

## Strengths/Talents

Total dice: 3,5,7,9 = +3d, +5d, **+7d**, +9d for strengths. You may NOT split dice into strengths during chargen.

8d 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

- Integrated 2d Armor Plating
- XT Minigun Heavy Machine Weapon, 180 degree arc (3 rounds of firing before reload).

## Contacts, History

- Contact/Note/etc...

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