2024/04/29 03:00 1/2 General

General

Adventurer (starting level): ZX-3 (7)
Species: Prototype One-Off Security Bot

Player: Char?Appearance:Background:Personality:

Quote: 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.

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)
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- 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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