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Name: Bodyguard, Professional
Species: Any
Sex: Any
Dexterity: 3D
Blaster 3D+2, Brawling Parry 4D, Dodge 4D, Melee Combat 3D+2, Melee Parry 4D, Running 4D
Knowledge: 2D
Intimidation 3D, Law Enforcement 3D, Streetwise 2D+2, Willpower 3D+1
Mechanical: 2D
Perception: 2D
Hide 3D, Persuasion 4D, Search 4D, Sneak 3D+1
Strength: 3D
Brawling 4D
Technical: 2D
Security 2D+2
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)
Reference: Custom Build

Name: Bodyguard, Professional (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D+2, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 5D, Running 5D
Knowledge: 2D
Intimidation 4D, Law Enforcement 4D, Streetwise 3D+1, Willpower 4D
Mechanical: 2D
Perception: 2D
Hide 3D+2, Persuasion 4D+2, Search 5D, Sneak 4D
Strength: 3D
Brawling 5D
Technical: 2D
Security 3D+2
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)
Reference: Custom Build

Name: Bodyguard, Professional (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+2, Brawling Parry 6D, Dodge 6D, Melee Combat 5D+2, Melee Parry 6D, Running 6D
Knowledge: 2D
Intimidation 5D, Law Enforcement 5D, Streetwise 4D, Willpower 4D+2
Mechanical: 2D
Perception: 2D
Hide 3D+2, Persuasion 4D+2, Search 5D, Sneak 4D
Strength: 3D
Brawling 5D
Technical: 2D
Security 3D+2
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)
Reference: Custom Build

Name: Bodyguard, Professional (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D+2, Brawling Parry 7D, Dodge 7D, Melee Combat 6D+2, Melee Parry 7D, Running 7D
Knowledge: 2D
Intimidation 6D, Law Enforcement 6D, Streetwise 4D+2, Willpower 5D+1
Mechanical: 2D
Perception: 2D
Hide 4D+1, Persuasion 5D+1, Search 6D, Sneak 4D+2
Strength: 3D
Brawling 7D
Technical: 2D
Security 5D+2
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)
Reference: Custom Build

Name: Bodyguard, Royal
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D+2, Brawling Parry 3D+1, Dodge 3D+1, Melee Combat: (Choose One) 4D, Melee Parry 3D+2
Knowledge: 2D
Alien Species 2D+1, Bureaucracy 2D+1, Cultures: (Choose One) 4D, Intimidation 3D, Law Enforcement 2D+2, Willpower 4D
Mechanical: 2D
Choose One: Ground Vehicle Operation 3D+1, Hover Vehicle Operation 3D+1, or Repulsorlift Operation 3D+1
Perception: 2D
Hide 3D, Persuasion 3D, Search 4D, Sneak 3D+1
Strength: 2D
Brawling 3D
Technical: 2D
Security 3D
Move: 10
Equipment: Melee Weapon (Per Melee Combat specialty), Blaster Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink
Reference: Custom Build

Name: Bodyguard, Royal (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D+2, Brawling Parry 4D+1, Dodge 4D+1, Melee Combat: (Choose One) 5D, Melee Parry 4D+2
Knowledge: 2D
Alien Species 3D+1, Bureaucracy 3D, Cultures: (Choose One) 4D+2, Intimidation 3D+2, Law Enforcement 3D+1, Willpower 5D
Mechanical: 2D
Choose One: Ground Vehicle Operation 4D+1, Hover Vehicle Operation 4D+1, or Repulsorlift Operation 4D+1
Perception: 2D
Hide 3D+2, Persuasion 4D, Search 5D, Sneak 4D
Strength: 2D
Brawling 4D
Technical: 2D
Security 4D
Move: 10
Equipment: Melee Weapon (Per Melee Combat specialty), Blaster Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink
Reference: Custom Build

Name: Bodyguard, Royal (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D+2, Brawling Parry 5D+1, Dodge 5D+1, Melee Combat: (Choose One) 6D, Melee Parry 5D+2
Knowledge: 2D
Alien Species 4D+1, Bureaucracy 3D+2, Cultures: (Choose One) 5D+1, Intimidation 4D+1, Law Enforcement 4D, Willpower 6D
Mechanical: 2D
Choose One: Ground Vehicle Operation 5D+1, Hover Vehicle Operation 5D+1, or Repulsorlift Operation 5D+1
Perception: 2D
Hide 4D+1, Persuasion 5D, Search 6D, Sneak 4D+2
Strength: 2D
Brawling 5D
Technical: 2D
Security 5D
Move: 10
Equipment: Melee Weapon (Per Melee Combat specialty), Blaster Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink
Reference: Custom Build

Name: Bodyguard, Royal (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D+2, Brawling Parry 6D+1, Dodge 6D+1, Melee Combat: (Choose One) 7D, Melee Parry 6D+2
Knowledge: 2D
Alien Species 5D+1, Bureaucracy 4D+1, Cultures: (Choose One) 6D, Intimidation 5D, Law Enforcement 4D+2, Willpower 7D
Mechanical: 2D
Choose One: Ground Vehicle Operation 6D+1, Hover Vehicle Operation 6D+1, or Repulsorlift Operation 6D+1
Perception: 2D
Hide 5D, Persuasion 6D, Search 7D, Sneak 5D+1
Strength: 2D
Brawling 6D
Technical: 2D
Security 6D
Move: 10
Equipment: Melee Weapon (Per Melee Combat specialty), Blaster Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink

Reference: Custom Build

Name: Bounty Hunter
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D+2, Dodge 3D+1, Melee Combat 3D+1
Knowledge: 2D
Survival 2D+1
Mechanical: 2D
Perception: 2D
Investigation 3D, Sneak 3D
Strength: 2D
Brawling 3D+2
Technical: 2D
Move: 10
Equipment: Protective Vest (+2 physical, +1 energy), Heavy Blaster Pistol (5D), Knife (STR+1D)
Reference: Gamemaster Screen Revised p27

Name: Bounty Hunter (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D+2, Dodge 4D+1, Melee Combat 4D+1
Knowledge: 2D
Survival 3D+1
Mechanical: 2D
Repulsorlift Operation 3D, Space Transports 3D, Starship Gunnery 2D+2
Perception: 2D
Investigation 4D, Sneak 4D
Strength: 2D
Brawling 4D+2
Technical: 2D
Move: 10
Equipment: Bounty Hunter Armor (+2D physical, +1D energy), Blaster Rifle (5D), Hold Out Blaster (3D), Thermal Detonator (10D), Vibroknife (STR+3D)
Reference: Custom Build

Name: Bounty Hunter (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D+2, Dodge 5D+1, Melee Combat 5D+1
Knowledge: 2D
Survival 4D+1
Mechanical: 2D
Repulsorlift Operation 4D, Space Transports 4D, Starship Gunnery 3D+2
Perception: 2D
Investigation 6D, Sneak 6D
Strength: 2D
Brawling 5D+2
Technical: 2D
Move: 10
Equipment: Bounty Hunter Armor (+2D physical, +1D energy), Blaster Rifle (5D), Hold Out Blaster (3D), Thermal Detonator (10D), Vibroknife (STR+3D)
Reference: Custom Build

Name: Bounty Hunter (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D+2, Dodge 6D+1, Melee Combat 6D+1
Knowledge: 2D
Survival 5D+1
Mechanical: 2D
Repulsorlift Operation 5D, Space Transports 5D, Starship Gunnery 4D+2
Perception: 2D
Investigation 7D, Sneak 7D
Strength: 2D
Brawling 6D+2
Technical: 2D
Move: 10
Equipment: Bounty Hunter Armor (+2D physical, +1D energy), Blaster Rifle (5D), Hold Out Blaster (3D), Thermal Detonator (10D), Vibroknife (STR+3D)
Reference: Custom Build

Bureaus of Ships & Services

Name: BoSS Agent
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D+2, Dodge 3D+2
Knowledge: 4D
Alien Races 5D, Cultures 4D+2, Languages 4D+1, Planetary Systems 4D+1, Streetwise 5D
Mechanical: 2D
Beast Riding 3D, Repulsorlift Operation 3D+1, Starship Piloting 3D+1
Perception: 4D
Con 4D+2, Gambling 4D+1, Hide 5D, Sneak 5D, Search 4D+2
Strength: 3D
Technical: 3D
Computer Programing/Repair 4D+1, Demolition 3D+2, Security 4D+2, Starship Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Uniform
Reference: Cracken's Rebel Field Guide p59

Name: BoSS Agent (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D, Dodge 4D
Knowledge: 4D
Alien Races 6D, Cultures 5D+2, Languages 5D+1, Planetary Systems 5D+1, Streetwise 5D+2
Mechanical: 2D
Beast Riding 3D+2, Repulsorlift Operation 4D, Starship Piloting 4D
Perception: 4D
Con 5D+2, Gambling 5D, Hide 6D, Sneak 5D+2, Search 5D+2
Strength: 3D
Technical: 3D
Computer Programing/Repair 5D+1, Demolition 4D+1, Security 5D+2, Starship Repair 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Uniform
Reference: Custom Build

Name: BoSS Agent (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+1, Dodge 4D+1
Knowledge: 4D
Alien Races 7D, Cultures 6D+2, Languages 6D+1, Planetary Systems 6D+1, Streetwise 6D+1
Mechanical: 2D
Beast Riding 4D+1, Repulsorlift Operation 4D+2, Starship Piloting 4D+2
Perception: 4D
Con 6D+2, Gambling 5D+2, Hide 7D, Sneak 6D+1, Search 6D+2
Strength: 3D
Technical: 3D
Computer Programing/Repair 6D+1, Demolition 5D, Security 6D+2, Starship Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Uniform
Reference: Custom Build

Name: BoSS Agent (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+2, Dodge 4D+2
Knowledge: 4D
Alien Races 8D, Cultures 7D+2, Languages 7D+1, Planetary Systems 7D+1, Streetwise 7D
Mechanical: 2D
Beast Riding 5D, Repulsorlift Operation 5D+1, Starship Piloting 5D+1
Perception: 4D
Con 7D+2, Gambling 6D+1, Hide 8D, Sneak 7D, Search 7D+2
Strength: 3D
Technical: 3D
Computer Programing/Repair 7D+1, Demolition 5D+2, Security 7D+2, Starship Repair 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Uniform
Reference: Custom Build

Name: BoSS Bureaucrat
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 4D
Alien Races 5D, Cultures 5D, Languages 4D+1, Planetary Systems 5D
Mechanical: 2D
Perception: 4D
Bargain 4D+2, Command 4D+1
Strength: 2D
Technical: 4D
Computer Program/Repair 5D, Security 5D+1, Starship Repair 5D+2
Move: 10
Equipment: Comlink, Uniform
Reference: Cracken's Rebel Field Guide p59

Name: BoSS Bureaucrat (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 4D
Alien Races 6D, Cultures 6D, Languages 5D+1, Planetary Systems 6D
Mechanical: 2D
Perception: 4D
Bargain 5D+2, Command 5D+1
Strength: 2D
Technical: 4D
Computer Program/Repair 6D, Security 6D+1
Move: 10
Equipment: Comlink, Uniform
Reference: Custom Build

Name: BoSS Bureaucrat (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 4D
Alien Races 7D, Cultures 7D, Languages 6D+1, Planetary Systems 7D
Mechanical: 2D
Perception: 4D
Bargain 6D+2, Command 6D+1
Strength: 2D
Technical: 4D
Computer Program/Repair 7D, Security 7D+1
Move: 10
Equipment: Comlink, Uniform
Reference: Custom Build

Name: BoSS Bureaucrat (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 4D
Alien Races 8D, Cultures 8D, Languages 7D+1, Planetary Systems 8D
Mechanical: 2D
Perception: 4D
Bargain 7D+2, Command 7D+1
Strength: 2D
Technical: 4D
Computer Program/Repair 8D, Security 8D+1
Move: 10
Equipment: Comlink, Uniform
Reference: Custom Build

Name: BoSS Enforcer
Species: Any
Sex: Any
Dexterity: 4D
Blaster 5D, Brawling Parry 4D+2, Dodge 4D+1, Grenade 4D+1
Knowledge: 2D
Survival 3D+1
Mechanical: 3D
Beast Riding 3D+1, Starship Piloting 3D+1, Starship Gunnery 3D+2
Perception: 3D
Hide 3D+1, Sneak 3D+1
Strength: 4D
Brawling 4D+1, Climbing/Jumping 4D+2, Stamina 5D
Technical: 2D
Security 4D, Starship Repair 2D+2
Move: 10
Equipment: Blaster Pistol (4D),Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform
Reference: Cracken's Rebel Field Guide p59

Name: BoSS Enforcer (Experienced)
Species: Any
Sex: Any
Dexterity: 4D
Blaster 6D, Brawling Parry 5D+2, Dodge 5D+1, Grenade 5D+1
Knowledge: 2D
Survival 4D+1
Mechanical: 3D
Beast Riding 4D+1, Starship Piloting 4D+1, Starship Gunnery 4D+2
Perception: 3D
Hide 4D+1, Sneak 4D+1
Strength: 4D
Brawling 5D+1, Climbing/Jumping 5D+2, Stamina 6D
Technical: 2D
Security 5D, Starship Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D),Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform
Reference: Custom Build

Name: BoSS Enforcer (Veteran)
Species: Any
Sex: Any
Dexterity: 4D
Blaster 7D, Brawling Parry 6D+2, Dodge 6D+1, Grenade 6D+1
Knowledge: 2D
Survival 5D+1
Mechanical: 3D
Beast Riding 5D+1, Starship Piloting 5D+1, Starship Gunnery 5D+2
Perception: 3D
Hide 5D+1, Sneak 5D+1
Strength: 4D
Brawling 6D+1, Climbing/Jumping 6D+2, Stamina 7D
Technical: 2D
Security 6D, Starship Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D),Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform
Reference: Custom Build

Name: BoSS Enforcer (Elite)
Species: Any
Sex: Any
Dexterity: 4D
Blaster 8D, Brawling Parry 7D+2, Dodge 7D+1, Grenade 7D+1
Knowledge: 2D
Survival 6D+1
Mechanical: 3D
Beast Riding 6D+1, Starship Piloting 6D+1, Starship Gunnery 6D+2
Perception: 3D
Hide 6D+1, Sneak 6D+1
Strength: 4D
Brawling 7D+1, Climbing/Jumping 7D+2, Stamina 8D
Technical: 2D
Security 7D, Starship Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D),Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform
Reference: Custom Build

Name: Company Enforcer
Species: Any
Sex: Any
Dexterity: 3D+2
Dodge 4D+2, Melee Parry 4D+2, Melee Weapons 4D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 4D
Brawling 5D+2
Technical: 2D
Move: 10
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)
Reference: Adventure Journal #9 p198

Name: Company Enforcer (Experienced)
Species: Any
Sex: Any
Dexterity: 3D+2
Blaster 4D+2, Dodge 5D+2, Melee Parry 5D+2, Melee Weapons 5D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 4D
Brawling 6D+2
Technical: 2D
Move: 10
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)
Reference: Custom Build

Name: Company Enforcer (Veteran)
Species: Any
Sex: Any
Dexterity: 3D+2
Blaster 5D+2, Dodge 6D+2, Melee Parry 6D+2, Melee Weapons 6D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 4D
Brawling 7D+2
Technical: 2D
Move: 10
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)
Reference: Custom Build

Name: Company Enforcer (Elite)
Species: Any
Sex: Any
Dexterity: 3D+2
Blaster 6D+2, Dodge 7D+2, Melee Parry 7D+2, Melee Weapons 7D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 4D
Brawling 8D+2
Technical: 2D
Move: 10
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)
Reference: Custom Build

Name: Customs Agent
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D
Knowledge: 2D
Mechanical: 2D
Sensors 4D+1, Space Transports 4D, Starship Gunnery 4D, Starship Shields 3D+2
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.
Reference: The Far Orbit Project p69

Name: Customs Agent (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D
Knowledge: 2D
Mechanical: 2D
Sensors 5D+1, Space Transports 5D, Starship Gunnery 5D, Starship Shields 4D+2
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.
Reference: Custom Build

Name: Customs Agent (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D
Knowledge: 2D
Mechanical: 2D
Sensors 6D+1, Space Transports 6D, Starship Gunnery 6D, Starship Shields 5D+2
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.
Reference: Custom Build

Name: Customs Agent (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D
Knowledge: 2D
Mechanical: 2D
Sensors 7D+1, Space Transports 7D, Starship Gunnery 7D, Starship Shields 7D+2
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.
Reference: Custom Build

Name: Crime Scene Investigator
Species: Any
Sex: Any
Dexterity: 2D
Blaster 2D+2, Brawling Parry 2D+2, Dodge 3D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 3D, Cultures 3D+2, Languages 3D+1, Law Enforcement 4D, Planetary Systems 3D
Mechanical: 2D
Repulsorlift Operation 2D+2, Sensors 3D
Perception: 2D
Forgery 3D, Hide 4D, Investigation 3D+2, Investigation: Crime Scene 4D+2, Persuasion 3D+1, Search 4D
Strength: 2D
Brawling 2D+2
Technical: 2D
Computer Programming/Repair 3D, First Aid 3D+2, Security 3D+1
Move: 10
Equipment: Forensic Tools
Reference: Custom Build

Name: Crime Scene Investigator (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D, Brawling Parry 3D+1, Dodge 3D+2
Knowledge: 2D
Alien Species 4D+2, Bureaucracy 4D, Cultures 4D+2, Languages 4D+1, Law Enforcement 5D, Planetary Systems 4D
Mechanical: 2D
Repulsorlift Operation 3D+1, Sensors 4D
Perception: 2D
Forgery 4D, Hide 5D, Investigation 4D+2, Investigation: Crime Scene 5D+2, Persuasion 4D+1, Search 5D
Strength: 2D
Brawling 3D+1
Technical: 2D
Computer Programming/Repair 4D, First Aid 4D+2, Security 4D+1
Move: 10
Equipment: Forensic Tools
Reference: Custom Build

Name: Crime Scene Investigator (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D+1, Brawling Parry 4D, Dodge 4D+1
Knowledge: 2D
Alien Species 5D+2, Bureaucracy 5D, Cultures 5D+2, Languages 5D+1, Law Enforcement 6D, Planetary Systems 5D
Mechanical: 2D
Repulsorlift Operation 4D, Sensors 5D
Perception: 2D
Forgery 5D, Hide 6D, Investigation 5D+2, Investigation: Crime Scene 6D+2, Persuasion 5D+1, Search 6D
Strength: 2D
Brawling 4D
Technical: 2D
Computer Programming/Repair 5D, First Aid 5D+2, Security 5D+1
Move: 10
Equipment: Forensic Tools
Reference: Custom Build

Name: Crime Scene Investigator (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D+2, Brawling Parry 4D+2, Dodge 5D
Knowledge: 2D
Alien Species 6D+2, Bureaucracy 6D, Cultures 6D+2, Languages 6D+1, Law Enforcement 7D, Planetary Systems 6D
Mechanical: 2D
Repulsorlift Operation 4D+2, Sensors 6D
Perception: 2D
Forgery 6D, Hide 7D, Investigation 7D+2, Investigation: Crime Scene 8D+2, Persuasion 6D+1, Search 7D
Strength: 2D
Brawling 4D+2
Technical: 2D
Computer Programming/Repair 6D, First Aid 6D+2, Security 6D+1
Move: 10
Equipment: Forensic Tools
Reference: Custom Build

Name: Location Enforcement Operative
Species: Any
Sex: Any
Dexterity: 3D+2
Blaster 6D, Brawling Parry 5D+2, Dodge 6D, Melee Combat 4D
Knowledge: 2D+2
Alien Species 4D, Bureaucracy 5D, Cultures 3D, Intimidation 5D, Languages 4D, Law Enforcement 7D, Streetwise 6D, Survival 4D+2, Willpower 4D
Mechanical: 2D
Communications 3D+2, Repulsorlift Operation 4D, Sensors 3D, Space Transports 3D+1, Starship Gunnery 3D
Perception: 3D+2
Command 4D+2, Con 5D, Hide 4D, Investigation 6D, Persuasion 4D+2, Search 5D+1, Sneak 5D
Strength: 3D
Brawling 4D, Climbing/Jumping 3D+2, Stamina 3D+1
Technical: 3D
Computer Program/Repair 4D+2, Droid Programming 4D, First Aid 4D, Security 5D
Move: 10
Equipment: Authority Credit Voucher (20,000 limit), Datapad, Espo-issue Blaster (4D), Authority Security Division ID.
Reference: Pirates & Privateers p78

Name: Location Enforcement Operative (Experienced)
Species: Any
Sex: Any
Dexterity: 3D+2
Blaster 7D, Brawling Parry 6D+2, Dodge 7D, Melee Combat 5D
Knowledge: 2D+2
Alien Species 5D, Bureaucracy 6D, Cultures 4D, Intimidation 6D, Languages 5D, Law Enforcement 8D, Streetwise 7D, Survival 5D+2, Willpower 5D
Mechanical: 2D
Communications 4D+2, Repulsorlift Operation 5D, Sensors 4D, Space Transports 4D+1, Starship Gunnery 4D
Perception: 3D+2
Command 5D+2, Con 6D, Hide 5D, Investigation 7D, Persuasion 5D+2, Search 6D+1, Sneak 6D
Strength: 3D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 4D+1
Technical: 3D
Computer Program/Repair 5D+2, Droid Programming 5D, First Aid 5D, Security 6D
Move: 10
Equipment: Authority Credit Voucher (20,000 limit), Datapad, Espo-issue Blaster (4D), Authority Security Division ID.
Reference: Custom Build

Name: Location Enforcement Operative (Veteran)
Species: Any
Sex: Any
Dexterity: 3D+2
Blaster 8D, Brawling Parry 7D+2, Dodge 8D, Melee Combat 6D
Knowledge: 2D+2
Alien Species 6D, Bureaucracy 7D, Cultures 5D, Intimidation 7D, Languages 6D, Law Enforcement 9D, Streetwise 8D, Survival 6D+2, Willpower 6D
Mechanical: 2D
Communications 5D+2, Repulsorlift Operation 6D, Sensors 5D, Space Transports 5D+1, Starship Gunnery 5D
Perception: 3D+2
Command 6D+2, Con 7D, Hide 6D, Investigation 8D, Persuasion 6D+2, Search 7D+1, Sneak 7D
Strength: 3D
Brawling 6D, Climbing/Jumping 5D+2, Stamina 5D+1
Technical: 3D
Computer Program/Repair 6D+2, Droid Programming 6D, First Aid 6D, Security 7D
Move: 10
Equipment: Authority Credit Voucher (20,000 limit), Datapad, Espo-issue Blaster (4D), Authority Security Division ID.
Reference: Custom Build

Name: New Republic Security Force Agent
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D, Dodge 5D, Melee Combat 4D+1, Melee Parry 4D+2
Knowledge: 4D
Alien Species 4D+2, Cultures 5D, Languages 5D, Planetary Systems 5D+2, Law Enforcement 7D, Streetwise 5D
Mechanical: 2D
Astrogation 3D, Sensors 3D+1, Space Transports 3D+1, Starfighter Piloting 3D+1
Perception: 4D
Bargain 5D, Command 5D+1, Hide 5D, Investigation 6D+2, Sneak 5D
Strength: 3D
Brawling 4D, Stamina 4D+2
Technical: 2D
Armor Repair 3D, Blaster Repair 4D, Computer Programming/Repair 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: GG11 Criminal Organizations p94

Name: New Republic Security Force Agent (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D, Dodge 6D, Melee Combat 5D+1, Melee Parry 5D+2
Knowledge: 4D
Alien Species 5D+1, Cultures 5D+2, Languages 5D+2, Planetary Systems 6D+1, Law Enforcement 8D, Streetwise 6D
Mechanical: 2D
Astrogation 3D+2, Sensors 4D, Space Transports 4D, Starfighter Piloting 4D
Perception: 4D
Bargain 6D, Command 6D+1, Hide 6D, Investigation 7D+2, Sneak 6D
Strength: 3D
Brawling 5D, Stamina 5D+2
Technical: 2D
Armor Repair 3D+2, Blaster Repair 4D+2, Computer Programming/Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: Custom Build

Name: New Republic Security Force Agent (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D, Dodge 7D, Melee Combat 6D+1, Melee Parry 6D+2
Knowledge: 4D
Alien Species 6D, Cultures 6D+1, Languages 6D+1, Planetary Systems 7D, Law Enforcement 9D, Streetwise 7D
Mechanical: 2D
Astrogation 4D+1, Sensors 4D+2, Space Transports 4D+2, Starfighter Piloting 4D+2
Perception: 4D
Bargain 7D, Command 7D+1, Hide 7D, Investigation 8D+2, Sneak 7D
Strength: 3D
Brawling 6D, Stamina 6D+2
Technical: 2D
Armor Repair 4D+1, Blaster Repair 5D+1, Computer Programming/Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: Custom Build

Name: New Republic Security Force Agent (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 8D, Dodge 8D, Melee Combat 7D+1, Melee Parry 7D+2
Knowledge: 4D
Alien Species 6D+2, Cultures 7D, Languages 7D, Planetary Systems 7D+2, Law Enforcement 10D, Streetwise 8D
Mechanical: 2D
Astrogation 5D, Sensors 5D+1, Space Transports 5D+1, Starfighter Piloting 5D+1
Perception: 4D
Bargain 8D, Command 8D+1, Hide 8D, Investigation 9D+2, Sneak 8D
Strength: 3D
Brawling 7D, Stamina 7D+2
Technical: 2D
Armor Repair 5D, Blaster Repair 6D, Computer Programming/Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: Custom Build

Name: Police Detective
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D, Brawling Parry 3D+2, Dodge 4D+1, Melee Combat 3D, Melee Parry 3D+1
Knowledge: 3D
Alien Species 4D, Bureaucracy 3D+1, Cultures 4D+1, Law Enforcement 4D+1, Languages 4D Streetwise 4D, Willpower 4D
Mechanical: 2D
Repulsorlift Operation 3D
Perception: 3D
Bargain 4D, Con 3D+1, Forgery 3D+1, Hide 3D+2, Investigation 4D+1, Investigation 5D (Choose one), Persuasion 4D, Search 4D+1, Sneak 3D+2
Strength: 2D
Brawling 3D+1, Climbing/Jumping 3D, Stamina 3D
Technical: 2D
First Aid 3D, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Detective's Badge.
Reference: Custom Build

Name: Police Detective (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D, Brawling Parry 4D+2, Dodge 5D+1, Melee Combat 4D, Melee Parry 4D+1
Knowledge: 3D
Alien Species 5D, Bureaucracy 4D+1, Cultures 5D+1, Law Enforcement 5D+1, Languages 5D Streetwise 5D, Willpower 5D
Mechanical: 2D
Repulsorlift Operation 4D
Perception: 3D
Bargain 5D, Con 4D+1, Forgery 4D+1, Hide 4D+2, Investigation 5D+1, Investigation 6D (Choose one), Persuasion 5D, Search 5D+1, Sneak 4D+2
Strength: 2D
Brawling 4D+1, Climbing/Jumping 4D, Stamina 4D
Technical: 2D
First Aid 4D, Security 5D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Detective's Badge.
Reference: Custom Build

Name: Police Detective (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D, Brawling Parry 5D+2, Dodge 6D+1, Melee Combat 5D, Melee Parry 5D+1
Knowledge: 3D
Alien Species 6D, Bureaucracy 5D+1, Cultures 6D+1, Law Enforcement 6D+1, Languages 6D Streetwise 6D, Willpower 6D
Mechanical: 2D
Repulsorlift Operation 5D
Perception: 3D
Bargain 6D, Con 5D+1, Forgery 5D+1, Hide 5D+2, Investigation 6D+1, Investigation 7D (Choose one), Persuasion 6D, Search 6D+1, Sneak 5D+2
Strength: 2D
Brawling 5D+1, Climbing/Jumping 5D, Stamina 5D
Technical: 2D
First Aid 5D, Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Detective's Badge.
Reference: Custom Build

Name: Police Detective (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 7D, Brawling Parry 6D+2, Dodge 7D+1, Melee Combat 6D, Melee Parry 6D+1
Knowledge: 3D
Alien Species 7D, Bureaucracy 6D+1, Cultures 7D+1, Law Enforcement 7D+1, Languages 7D Streetwise 7D, Willpower 7D
Mechanical: 2D
Repulsorlift Operation 6D
Perception: 3D
Bargain 7D, Con 6D+1, Forgery 6D+1, Hide 6D+2, Investigation 7D+1, Investigation 8D (Choose one), Persuasion 7D, Search 7D+1, Sneak 6D+2
Strength: 2D
Brawling 6D+1, Climbing/Jumping 6D, Stamina 6D
Technical: 2D
First Aid 6D, Security 7D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Detective's Badge.
Reference: Custom Build

Name: Police Patrolman
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D, Brawling Parry 3D+2, Dodge 4D+1, Running 3D+1
Knowledge: 3D
Alien Species 3D+1, Cultures 3D+2, Law Enforcement 4D, Streetwise 3D+1
Mechanical: 2D
Repulsorlift Operation 3D, Swoop Operation 3D+1
Perception: 3D
Investigation 3D+1, Persuasion 3D+2, Search 3D+2
Strength: 2D
Brawling 3D+1, Climbing/Jumping 3D, Stamina 3D
Technical: 2D
First Aid 3D, Security 3D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.
Reference: Custom Build

Name: Police Patrolman (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D, Brawling Parry 4D+2, Dodge 4D+1, Running 4D+1
Knowledge: 3D
Alien Species 4D+1, Cultures 4D+2, Law Enforcement 5D, Streetwise 4D+1
Mechanical: 2D
Repulsorlift Operation 4D, Swoop Operation 4D+1
Perception: 3D
Investigation 4D+1, Persuasion 4D+2, Search 4D+2
Strength: 2D
Brawling 4D+1, Climbing/Jumping 4D, Stamina 4D
Technical: 2D
First Aid 4D, Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.
Reference: Custom Build

Name: Police Patrolman (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D, Brawling Parry 5D+2, Dodge 5D+1, Running 5D+1
Knowledge: 3D
Alien Species 5D+1, Cultures 5D+2, Law Enforcement 6D, Streetwise 5D+1
Mechanical: 2D
Repulsorlift Operation 5D, Swoop Operation 5D+1
Perception: 3D
Investigation 5D+1, Persuasion 5D+2, Search 5D+2
Strength: 2D
Brawling 5D+1, Climbing/Jumping 5D, Stamina 5D
Technical: 2D
First Aid 5D, Security 5D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.
Reference: Custom Build

Name: Police Patrolman (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 7D, Brawling Parry 6D+2, Dodge 6D+1, Running 6D+1
Knowledge: 3D
Alien Species 6D+1, Cultures 6D+2, Law Enforcement 7D, Streetwise 6D+1
Mechanical: 2D
Repulsorlift Operation 6D, Swoop Operation 6D+1
Perception: 3D
Investigation 6D+1, Persuasion 6D+2, Search 6D+2
Strength: 2D
Brawling 6D+1, Climbing/Jumping 6D, Stamina 6D
Technical: 2D
First Aid 6D, Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.
Reference: Custom Build

Name: Private Investigator
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D, Brawling Parry 3D+2, Dodge 4D+1, Firearms 4D, Melee Combat 3D, Melee Parry 3D+2, Pick Pocket 4D, Running 3D+2
Knowledge: 3D
Alien Species 4D, Cultures 4D+1, Law Enforcement 4D, Streetwise 4D
Mechanical: 2D
Repulsorlift Operation 3D+2
Perception: 3D
Bargain 3D+2, Con 4D, Gambling 3D+1, Hide 4D+1, Investigation 4D, Persuasion 3D+2, Search 3D+2, Sneak 4D+1
Strength: 2D
Brawling 3D+2, Climbing/Jumping 3D+2, Stamina 4D
Technical: 2D
First Aid 3D, Security 4D+1
Move: 10
Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.
Reference: Custom Build

Name: Private Investigator (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D, Brawling Parry 4D+2, Dodge 5D+1, Firearms 5D, Melee Combat 4D, Melee Parry 4D+2, Pick Pocket 5D, Running 4D+2
Knowledge: 3D
Alien Species 5D, Cultures 5D+1, Law Enforcement 5D, Streetwise 5D
Mechanical: 2D
Repulsorlift Operation 4D+2
Perception: 3D
Bargain 4D+2, Con 5D, Gambling 4D+1, Hide 5D+1, Investigation 5D, Persuasion 4D+2, Search 4D+2, Sneak 5D+1
Strength: 2D
Brawling 4D+2, Climbing/Jumping 4D+2, Stamina 5D
Technical: 2D
First Aid 4D, Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.
Reference: Custom Build

Name: Private Investigator (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D, Brawling Parry 5D+2, Dodge 6D+1, Firearms 6D, Melee Combat 5D, Melee Parry 5D+2, Pick Pocket 6D, Running 5D+2
Knowledge: 3D
Alien Species 6D, Cultures 6D+1, Law Enforcement 6D, Streetwise 6D
Mechanical: 2D
Repulsorlift Operation 5D+2
Perception: 3D
Bargain 5D+2, Con 6D, Gambling 5D+1, Hide 6D+1, Investigation 6D, Persuasion 5D+2, Search 5D+2, Sneak 6D+1
Strength: 2D
Brawling 5D+2, Climbing/Jumping 5D+2, Stamina 6D
Technical: 2D
First Aid 5D, Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.
Reference: Custom Build

Name: Private Investigator (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 7D, Brawling Parry 6D+2, Dodge 7D+1, Firearms 7D, Melee Combat 6D, Melee Parry 6D+2, Pick Pocket 7D, Running 6D+2
Knowledge: 3D
Alien Species 7D, Cultures 7D+1, Law Enforcement 7D, Streetwise 7D
Mechanical: 2D
Repulsorlift Operation 6D+2
Perception: 3D
Bargain 6D+2, Con 7D, Gambling 6D+1, Hide 7D+1, Investigation 7D, Persuasion 6D+2, Search 6D+2, Sneak 7D+1
Strength: 2D
Brawling 6D+2, Climbing/Jumping 6D+2, Stamina 7D
Technical: 2D
First Aid 6D, Security 6D+1
Move: 10
Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.
Reference: Custom Build

Name: Sector Ranger
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+1, Dodge 4D+2, Melee Combat 5D, Melee Parry 4D+2
Knowledge: 4D
Alien Species 5D, Cultures 5D+1, Languages 5D, Planetary Systems 5D+1, Law Enforcement 8D, Streetwise 5D+2
Mechanical: 2D
Astrogation 3D, Sensors 3D+1, Space Transports 3D, Starfighter Piloting 3D
Perception: 4D
Bargain 5D, Command 5D, Hide 5D, Investigation 7D, Sneak 5D
Strength: 3D
Brawling 4D, Stamina 4D+2
Technical: 2D
Armor Repair 3D, Blaster Repair 4D, Computer Programming/Repair 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: GG 11 Criminal Organizations p91

Name: Sector Ranger (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D+1, Dodge 5D+2, Melee Combat 6D, Melee Parry 5D+2
Knowledge: 4D
Alien Species 6D, Cultures 6D+1, Languages 6D, Planetary Systems 6D+1, Law Enforcement 9D, Streetwise 6D+2
Mechanical: 2D
Astrogation 4D, Sensors 4D+1, Space Transports 4D, Starfighter Piloting 4D
Perception: 4D
Bargain 6D, Command 6D, Hide 6D, Investigation 8D, Sneak 6D
Strength: 3D
Brawling 5D, Stamina 5D+2
Technical: 2D
Armor Repair 4D, Blaster Repair 5D, Computer Programming/Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: Custom Build

Name: Sector Ranger (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D+1, Dodge 6D+2, Melee Combat 7D, Melee Parry 6D+2
Knowledge: 4D
Alien Species 7D, Cultures 7D+1, Languages 7D, Planetary Systems 7D+1, Law Enforcement 10D, Streetwise 7D+2
Mechanical: 2D
Astrogation 5D, Sensors 5D+1, Space Transports 5D, Starfighter Piloting 5D
Perception: 4D
Bargain 7D, Command 7D, Hide 7D, Investigation 9D, Sneak 7D
Strength: 3D
Brawling 6D, Stamina 6D+2
Technical: 2D
Armor Repair 5D, Blaster Repair 6D, Computer Programming/Repair 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: Custom Build

Name: Sector Ranger (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 8D+1, Dodge 7D+2, Melee Combat 8D, Melee Parry 7D+2
Knowledge: 4D
Alien Species 8D, Cultures 8D+1, Languages 8D, Planetary Systems 8D+1, Law Enforcement 11D, Streetwise 8D+2
Mechanical: 2D
Astrogation 6D, Sensors 6D+1, Space Transports 6D, Starfighter Piloting 6D
Perception: 4D
Bargain 8D, Command 8D, Hide 8D, Investigation 10D, Sneak 8D
Strength: 3D
Brawling 7D, Stamina 7D+2
Technical: 2D
Armor Repair 6D, Blaster Repair 7D, Computer Programming/Repair 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.
Reference: Custom Build

Name: Security Consultant
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Alien Species 2D+2, Bureaucracy 4D, Business: Security 4D, Cultures 2D+2, Law Enforcement 2D+1, Streetwise 2D+1, Value: Security Equipment 4D, Willpower 4D
Mechanical: 2D
Perception: 2D
Bargain 3D+1, Persuasion 4D, Search 3D+2
Strength: 2D
Technical: 2D
Move: 10
Equipment: Business Suit, Comlink, Datapad containing power points about various security systems & equipment.
Reference: Custom Build

Name: Security Consultant (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Alien Species 3D+2, Bureaucracy 5D, Business: Security 5D, Cultures 3D+2, Law Enforcement 3D+1, Streetwise 3D+1, Value: Security Equipment 5D, Willpower 5D
Mechanical: 2D
Perception: 2D
Bargain 4D+1, Persuasion 5D, Search 4D+2
Strength: 2D
Technical: 2D
Move: 10
Equipment: Business Suit, Comlink, Datapad containing power points about various security systems & equipment.
Reference: Custom Build

Name: Security Consultant (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Alien Species 4D+2, Bureaucracy 6D, Business: Security 6D, Cultures 4D+2, Law Enforcement 4D+1, Streetwise 4D+1, Value: Security Equipment 6D, Willpower 6D
Mechanical: 2D
Perception: 2D
Bargain 5D+1, Persuasion 6D, Search 5D+2
Strength: 2D
Technical: 2D
Move: 10
Equipment: Business Suit, Comlink, Datapad containing power points about various security systems & equipment.
Reference: Custom Build

Name: Security Consultant (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Alien Species 5D+2, Bureaucracy 7D, Business: Security 7D, Cultures 5D+2, Law Enforcement 5D+1, Streetwise 5D+1, Value: Security Equipment 7D, Willpower 7D
Mechanical: 2D
Perception: 2D
Bargain 6D+1, Persuasion 7D, Search 6D+2
Strength: 2D
Technical: 2D
Move: 10
Equipment: Business Suit, Comlink, Datapad containing power points about various security systems & equipment.
Reference: Custom Build

Name: Security Guard
Species: Any
Sex: Any
Dexterity: 2D
Brawling Parry 3D, Dodge 3D+2, Melee Combat 4D, Melee Parry 3D+1
Knowledge: 2D
Bureaucracy 3D, Intimidation 3D, Willpower 3D
Mechanical: 2D
Sensors 3D
Perception: 2D
Forgery 3D, Hide 3D+2, Persuasion 3D, Search 4D
Strength: 2D
Brawl 3D+2
Technical: 2D
Security 3D+1
Move: 10
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.
Reference: Custom Build

Name: Security Guard (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Brawling Parry 4D, Dodge 4D+2, Melee Combat 5D, Melee Parry 4D+1
Knowledge: 2D
Bureaucracy 4D, Intimidation 4D, Willpower 4D
Mechanical: 2D
Sensors 4D
Perception: 2D
Forgery 4D, Hide 4D+2, Persuasion 4D, Search 4D
Strength: 2D
Brawl 4D+2
Technical: 2D
Security 4D+1
Move: 10
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.
Reference: Custom Build

Name: Security Guard (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Brawling Parry 5D, Dodge 5D+2, Melee Combat 6D, Melee Parry 5D+1
Knowledge: 2D
Bureaucracy 5D, Intimidation 5D, Willpower 5D
Mechanical: 2D
Sensors 5D
Perception: 2D
Forgery 5D, Hide 5D+2, Persuasion 5D, Search 5D
Strength: 2D
Brawl 5D+2
Technical: 2D
Security 5D+1
Move: 10
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.
Reference: Custom Build

Name: Security Guard (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Brawling Parry 6D, Dodge 6D+2, Melee Combat 7D, Melee Parry 6D+1
Knowledge: 2D
Bureaucracy 6D, Intimidation 6D, Willpower 6D
Mechanical: 2D
Sensors 6D
Perception: 2D
Forgery 6D, Hide 6D+2, Persuasion 6D, Search 6D
Strength: 2D
Brawl 6D+2
Technical: 2D
Security 6D+1
Move: 10
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.
Reference: Custom Build

Name: Security Patrolman
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D+2, Brawling 4D+2, Brawling Parry 4D+1, Dodge 4D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.
Reference: Hideouts & Strongholds p51

Name: Security Patrolman (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D+2, Brawling 5D+2, Brawling Parry 5D+1, Dodge 5D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.
Reference: Custom Build

Name: Security Patrolman (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D+2, Brawling 6D+2, Brawling Parry 6D+1, Dodge 6D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.
Reference: Custom Build

Name: Security Patrolman (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 7D+2, Brawling 7D+2, Brawling Parry 7D+1, Dodge 7D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.
Reference: Custom Build

Name: Skip Tracer
Species: Any
Sex: Any
Dexterity: 2D
Dodge 3D+2, Running 3D
Knowledge: 2D
Alien Species 4D, Planetary Systems 4D+1, Streetwise 6D+2
Mechanical: 2D
Ground Vehicle Operation 3D
Perception: 2D
Bargain 3D+1, Con 3D+1, Hide 4D+2, Investigation 5D+2, Persuasion 4D, Search 5D, Sneak 4D+1
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad, 500 Credits.
Reference: GG 11 Criminal Organizations p93

Name: Skip Tracer (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Dodge 4D+2, Running 4D
Knowledge: 2D
Alien Species 5D, Planetary Systems 5D+1, Streetwise 7D+2
Mechanical: 2D
Ground Vehicle Operation 4D
Perception: 2D
Bargain 4D+1, Con 4D+1, Hide 5D+2, Investigation 6D+2, Persuasion 5D, Search 6D, Sneak 5D+1
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad, 500 Credits.
Reference: Custom Build

Name: Skip Tracer (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Dodge 5D+2, Running 5D
Knowledge: 2D
Alien Species 6D, Planetary Systems 6D+1, Streetwise 8D+2
Mechanical: 2D
Ground Vehicle Operation 5D
Perception: 2D
Bargain 5D+1, Con 5D+1, Hide 6D+2, Investigation 7D+2, Persuasion 6D, Search 7D, Sneak 6D+1
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad, 500 Credits.
Reference: Custom Build

Name: Skip Tracer (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Dodge 6D+2, Running 6D
Knowledge: 2D
Alien Species 7D, Planetary Systems 7D+1, Streetwise 9D+2
Mechanical: 2D
Ground Vehicle Operation 6D
Perception: 2D
Bargain 6D+1, Con 6D+1, Hide 7D+2, Investigation 8D+2, Persuasion 7D, Search 8D, Sneak 7D+1
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Datapad, 500 Credits.
Reference: Custom Build

Name: Starport Security Guards
Species: Any
Sex: Any
Dexterity: 3D
Blaster: Blaster Pistol 5D
Knowledge: 1D
Mechanical: 1D
Perception: 3D
Strength: 3D
Brawling 5D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).
Reference: Planets Collection p137

Name: Starport Security Guards (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster: Blaster Pistol 6D
Knowledge: 1D
Mechanical: 1D
Perception: 3D
Strength: 3D
Brawling 6D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).
Reference: Custom Build

Name: Starport Security Guards (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster: Blaster Pistol 7D
Knowledge: 1D
Mechanical: 1D
Perception: 3D
Strength: 3D
Brawling 7D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).
Reference: Custom Build

Name: Starport Security Guards (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster: Blaster Pistol 8D
Knowledge: 1D
Mechanical: 1D
Perception: 3D
Strength: 3D
Brawling 8D
Technical: 1D
Move: 10
Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).
Reference: Custom Build

Name: SWAT
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D+1, Blaster Artillery 4D, Blindfighting 4D, Brawling Parry 4D, Dodge 5D, Grenade 4D+2, Melee Combat 4D, Melee Parry 4D, Missile Weapons 4D, Running 4D
Knowledge: 2D
Alien Species 2D+1, Cultures 2D+1, Intimidation 4D, Languages 2D+1, Law Enforcement 3D, Streetwise 3D, Survival: Urban 3D+2, Tactics: SWAT 4D, Willpower 4D
Mechanical: 2D
Perception: 2D
Command 3D, Hide 3D+2, Investigation 3D, Search: Threat Assessment 4D, Sneak 4D
Strength: 2D
Brawling 4D, Climbing/Jumping 4D, Stamina 4D
Technical: 2D
Armor Repair 3D, Blaster Repair 3D, Demolitions 4D, First Aid 3D, Security 4D
Move: 10
Equipment: Varies widely. Sample kit: Blaster Pistol (4D), Blaster Rifle (5D), Vibroknife (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)
Reference: Custom Build

Name: SWAT (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D+1, Blaster Artillery 5D, Blindfighting 5D, Brawling Parry 5D, Dodge 6D, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D, Missile Weapons 5D, Running 5D
Knowledge: 2D
Alien Species 3D+1, Cultures 3D+1, Intimidation 5D, Languages 3D+1, Law Enforcement 4D, Streetwise 4D, Survival: Urban 4D+2, Tactics: SWAT 5D, Willpower 5D
Mechanical: 2D
Perception: 2D
Command 4D, Hide 4D+2, Investigation 4D, Search: Threat Assessment 5D, Sneak 5D
Strength: 2D
Brawling 5D, Climbing/Jumping 5D, Stamina 5D
Technical: 2D
Armor Repair 4D, Blaster Repair 4D, Demolitions 5D, First Aid 4D, Security 5D
Move: 10
Equipment: Varies widely. Sample kit: Blaster Pistol (4D), Blaster Rifle (5D), Vibroknife (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)
Reference: Custom Build

Name: SWAT (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 7D+1, Blaster Artillery 6D, Blindfighting 6D, Brawling Parry 6D, Dodge 7D, Grenade 6D+2, Melee Combat 6D, Melee Parry 6D, Missile Weapons 6D, Running 6D
Knowledge: 2D
Alien Species 4D+1, Cultures 4D+1, Intimidation 6D, Languages 4D+1, Law Enforcement 5D, Streetwise 5D, Survival: Urban 5D+2, Tactics: SWAT 6D, Willpower 6D
Mechanical: 2D
Perception: 2D
Command 5D, Hide 5D+2, Investigation 5D, Search: Threat Assessment 6D, Sneak 6D
Strength: 2D
Brawling 6D, Climbing/Jumping 6D, Stamina 6D
Technical: 2D
Armor Repair 5D, Blaster Repair 5D, Demolitions 6D, First Aid 5D, Security 6D
Move: 10
Equipment: Varies widely. Sample kit: Blaster Pistol (4D), Blaster Rifle (5D), Vibroknife (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)
Reference: Custom Build

Name: SWAT (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 8D+1, Blaster Artillery 7D, Blindfighting 7D, Brawling Parry 7D, Dodge 8D, Grenade 7D+2, Melee Combat 7D, Melee Parry 7D, Missile Weapons 7D, Running 7D
Knowledge: 2D
Alien Species 5D+1, Cultures 5D+1, Intimidation 7D, Languages 5D+1, Law Enforcement 6D, Streetwise 6D, Survival: Urban 6D+2, Tactics: SWAT 7D, Willpower 7D
Mechanical: 2D
Perception: 2D
Command 6D, Hide 6D+2, Investigation 6D, Search: Threat Assessment 7D, Sneak 7D
Strength: 2D
Brawling 7D, Climbing/Jumping 7D, Stamina 7D
Technical: 2D
Armor Repair 6D, Blaster Repair 6D, Demolitions 7D, First Aid 6D, Security 7D
Move: 10

Equipment: Varies widely. Sample kit: Blaster Pistol (4D), Blaster Rifle (5D), Vibroknife (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)
Reference: Custom Build

Name: System Patrol Officer
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 4D, Capital Ship Piloting 4D, Capital Ship Shields 3D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.
Reference: The Far Orbit Project p70

Name: System Patrol Officer (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 5D, Capital Ship Piloting 5D, Capital Ship Shields 4D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.
Reference: Custom Build

Name: System Patrol Officer (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 6D, Capital Ship Piloting 6D, Capital Ship Shields 5D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.
Reference: Custom Build

Name: System Patrol Officer (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 7D, Capital Ship Piloting 7D, Capital Ship Shields 6D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.
Reference: Custom Build

Name: Bothan Police Member
Species: Bothan
Sex: Any
Dexterity: 2D
Blaster: Stun Pistol 5D, Brawling Parry 4D, Dodge 4D
Knowledge: 2D
Mechanical: 2D
Repulsorlift Operation 3D+2
Perception: 2D
Strength: 2D
Brawling 3D+1
Technical: 2D
Move: 10
Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.
Reference: Shadows of the Empire Planets Collection p77

Name: Bothan Police Member (Experienced)
Species: Bothan
Sex: Any
Dexterity: 2D
Blaster: Stun Pistol 6D, Brawling Parry 5D, Dodge 5D
Knowledge: 2D
Mechanical: 2D
Repulsorlift Operation 4D+2
Perception: 2D
Strength: 2D
Brawling 4D+1
Technical: 2D
Move: 10
Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.
Reference: Custom Build

Name: Bothan Police Member (Veteran)
Species: Bothan
Sex: Any
Dexterity: 2D
Blaster: Stun Pistol 7D, Brawling Parry 6D, Dodge 6D
Knowledge: 2D
Mechanical: 2D
Repulsorlift Operation 5D+2
Perception: 2D
Strength: 2D
Brawling 5D+1
Technical: 2D
Move: 10
Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.
Reference: Custom Build

Name: Bothan Police Member (Elite)
Species: Bothan
Sex: Any
Dexterity: 2D
Blaster: Stun Pistol 8D, Brawling Parry 7D, Dodge 7D
Knowledge: 2D
Mechanical: 2D
Repulsorlift Operation 6D+2
Perception: 2D
Strength: 2D
Brawling 6D+1
Technical: 2D
Move: 10
Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.
Reference: Custom Build

Name: Cal Ambre Guard
Species: Any
Sex: Any
Dexterity: 3D
Blaster 3D+1
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 3D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D)
Reference: Cracken's Field Operatives p83

Name: Cal Ambre Guard (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D+1
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 4D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D)
Reference: Custom Build

Name: Cal Ambre Guard (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+1
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 5D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D)
Reference: Custom Build

Name: Cal Ambre Guard (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D+1
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 6D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D)
Reference: Custom Build

Name: Chattza Protector
Species: Rodian
Sex: Any
Dexterity: 3D
Blaster 4D, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Technical: 2D
Move: 10
Equipment: Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D), Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)
Reference: Shadows of the Empire Planets Collection p12

Name: Chattza Protector (Experienced)
Species: Rodian
Sex: Any
Dexterity: 3D
Blaster 5D, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Technical: 2D
Move: 10
Equipment: Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D), Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)
Reference: Custom Build

Name: Chattza Protector (Veteran)
Species: Rodian
Sex: Any
Dexterity: 3D
Blaster 6D, Grenade 6D, Melee Combat 6D+2, Melee Parry 6D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Technical: 2D
Move: 10
Equipment: Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D), Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)
Reference: Custom Build

Name: Chattza Protector (Elite)
Species: Rodian
Sex: Any
Dexterity: 3D
Blaster 7D, Grenade 7D, Melee Combat 7D+2, Melee Parry 7D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Technical: 2D
Move: 10
Equipment: Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D), Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)
Reference: Custom Build

Name: CorSec Police Officer
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D+1, Dodge 3D+1, Running 3D, Vehicle Blasters 2D+2
Knowledge: 2D
Law Enforcement: Corellian System 3D+1, Streetwise 2D+2
Mechanical: 2D
Repulsorlift Operation 3D
Perception: 2D
Investigation 3D, Persuasion 2D+2, Search 3D
Strength: 2D
Brawling 3D
Technical: 2D
Security 2D+2
Move: 10
Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink
Reference: Custom Build

Name: CorSec Police Officer (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D+1, Dodge 4D+1, Running 4D, Vehicle Blasters 3D+2
Knowledge: 2D
Law Enforcement: Corellian System 4D+1, Streetwise 3D+2
Mechanical: 2D
Repulsorlift Operation 4D
Perception: 2D
Investigation 4D, Persuasion 3D+2, Search 4D
Strength: 2D
Brawling 4D
Technical: 2D
Security 3D+2
Move: 10
Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink
Reference: Custom Build

Name: CorSec Police Officer (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 5D+1, Dodge 5D+1, Running 5D, Vehicle Blasters 4D+2
Knowledge: 2D
Law Enforcement: Corellian System 5D+1, Streetwise 4D+2
Mechanical: 2D
Repulsorlift Operation 5D
Perception: 2D
Investigation 5D, Persuasion 4D+2, Search 5D
Strength: 2D
Brawling 5D
Technical: 2D
Security 4D+2
Move: 10
Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink
Reference: Custom Build

Name: CorSec Police Officer (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 6D+1, Dodge 6D+1, Running 6D, Vehicle Blasters 5D+2
Knowledge: 2D
Law Enforcement: Corellian System 6D+1, Streetwise 5D+2
Mechanical: 2D
Repulsorlift Operation 6D
Perception: 2D
Investigation 6D, Persuasion 5D+2, Search 6D
Strength: 2D
Brawling 6D
Technical: 2D
Security 5D+2
Move: 10
Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink
Reference: Custom Build

Name: CorSec Detective
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D, Brawling Parry 3D+1, Dodge 4D, Vehicle Blasters 3D+2
Knowledge: 3D
Alien Species 3D+2, Bureaucracy 4D, Cultures 3D+1, Intimidation 3D+2, Languages 3D+1, Law Enforcement: Corellia System 4D, Planetary Systems: Corellian System 4D, Streetwise 3D+2, Willpower 3D+2
Mechanical: 2D
Repulsorlift Operation 4D
Perception: 3D
Hide 3D+1, Investigation 4D, Persuasion 3D+2, Search 4D, Sneak 3D+2
Strength: 2D
Brawling 3D+1
Technical: 2D
Security 3D+2
Move: 10
Equipment: CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac
Reference: Custom Build

Name: CorSec Detective (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D, Brawling Parry 4D+1, Dodge 5D, Vehicle Blasters 4D+2
Knowledge: 3D
Alien Species 4D+2, Bureaucracy 5D, Cultures 4D+1, Intimidation 4D+2, Languages 4D+1, Law Enforcement: Corellia System 5D, Planetary Systems: Corellian System 5D, Streetwise 4D+2, Willpower 4D+2
Mechanical: 2D
Repulsorlift Operation 5D
Perception: 3D
Hide 4D+1, Investigation 5D, Persuasion 4D+2, Search 5D, Sneak 4D+2
Strength: 2D
Brawling 4D+1
Technical: 2D
Security 4D+2
Move: 10
Equipment: CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac
Reference: Custom Build

Name: CorSec Detective (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D, Brawling Parry 5D+1, Dodge 6D, Vehicle Blasters 5D+2
Knowledge: 3D
Alien Species 5D+2, Bureaucracy 6D, Cultures 5D+1, Intimidation 5D+2, Languages 5D+1, Law Enforcement: Corellia System 6D, Planetary Systems: Corellian System 6D, Streetwise 5D+2, Willpower 5D+2
Mechanical: 2D
Repulsorlift Operation 6D
Perception: 3D
Hide 5D+1, Investigation 6D, Persuasion 5D+2, Search 6D, Sneak 5D+2
Strength: 2D
Brawling 5D+1
Technical: 2D
Security 5D+2
Move: 10
Equipment: CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac
Reference: Custom Build

Name: CorSec Detective (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D, Brawling Parry 6D+1, Dodge 7D, Vehicle Blasters 6D+2
Knowledge: 3D
Alien Species 6D+2, Bureaucracy 7D, Cultures 6D+1, Intimidation 6D+2, Languages 6D+1, Law Enforcement: Corellia System 7D, Planetary Systems: Corellian System 7D, Streetwise 6D+2, Willpower 6D+2
Mechanical: 2D
Repulsorlift Operation 7D
Perception: 3D
Hide 6D+1, Investigation 7D, Persuasion 6D+2, Search 7D, Sneak 6D+2
Strength: 2D
Brawling 6D+1
Technical: 2D
Security 6D+2
Move: 10
Equipment: CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac
Reference: Custom Build

Name: CorSec Starfighter Pilot
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D, Dodge 4D
Knowledge: 2D
Law Enforcement: Corellian System 4D, Planetary Systems: Corellian System 4D, Streetwise 3D
Mechanical: 3D
Astrogation 3D+1, Starfighter Piloting 4D, Starship Gunnery 4D, Starship Shields 3D+2
Perception: 2D
Investigation 3D, Persuasion 2D+2, Search 3D
Strength: 2D
Brawling 3D+2, Stamina 4D
Technical: 3D
Computer Program/Repair 3D+1, First Aid 3D+2, Security 3D+2, Starfighter Repair 3D+2
Move: 10
Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac
Reference: Custom Build

Name: CorSec Starfighter Pilot (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D, Dodge 5D
Knowledge: 2D
Law Enforcement: Corellian System 5D, Planetary Systems: Corellian System 5D, Streetwise 4D
Mechanical: 3D
Astrogation 4D, Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 4D+2
Perception: 2D
Investigation 4D, Persuasion 3D+1, Search 4D
Strength: 2D
Brawling 4D+2, Stamina 5D
Technical: 3D
Computer Program/Repair 4D, First Aid 4D+1, Security 4D+2, Starfighter Repair 4D+1
Move: 10
Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac
Reference: Custom Build

Name: CorSec Starfighter Pilot (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D, Dodge 6D
Knowledge: 2D
Law Enforcement: Corellian System 6D, Planetary Systems: Corellian System 6D, Streetwise 5D
Mechanical: 3D
Astrogation 4D+2, Starfighter Piloting 6D, Starship Gunnery 6D, Starship Shields 5D+2
Perception: 2D
Investigation 5D, Persuasion 4D, Search 5D
Strength: 2D
Brawling 5D+2, Stamina 6D
Technical: 3D
Computer Program/Repair 4D+2, First Aid 5D, Security 5D+2, Starfighter Repair 5D
Move: 10
Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac
Reference: Custom Build

Name: CorSec Starfighter Pilot (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D, Dodge 7D
Knowledge: 2D
Law Enforcement: Corellian System 7D, Planetary Systems: Corellian System 7D, Streetwise 6D
Mechanical: 3D
Astrogation 5D+1, Starfighter Piloting 7D, Starship Gunnery 7D, Starship Shields 6D+2
Perception: 2D
Investigation 6D, Persuasion 4D+2, Search 6D
Strength: 2D
Brawling 6D+2, Stamina 7D
Technical: 3D
Computer Program/Repair 5D+1, First Aid 5D+2, Security 6D+2, Starfighter Repair 5D+2
Move: 10
Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac
Reference: Custom Build

Name: Elrood Bazaar Security Guards
Species: Human
Sex: Any
Dexterity: 2D
Blaster 3D+1, Dodge 4D
Knowledge: 2D
Languages 3D+1
Mechanical: 2D
Perception: 2D
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.
Reference: Planets Collection p131

Name: Elrood Bazaar Security Guards (Experienced)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 4D+1, Dodge 5D
Knowledge: 2D
Languages 4D
Mechanical: 2D
Perception: 2D
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.
Reference: Custom Build

Name: Elrood Bazaar Security Guards (Veteran)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 5D+1, Dodge 6D
Knowledge: 2D
Languages 4D+2
Mechanical: 2D
Perception: 2D
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.
Reference: Custom Build

Name: Elrood Bazaar Security Guards (Elite)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 6D+1, Dodge 7D
Knowledge: 2D
Languages 5D+1
Mechanical: 2D
Perception: 2D
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.
Reference: Custom Build

Name: ESC Security Team Member
Species: Human
Sex: Any
Dexterity: 2D
Blaster 6D
Knowledge: 2D
Cultures 4D+1, Law Enforcement 6D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 5D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.
Reference: Planets Collection p123

Name: ESC Security Team Member (Experienced)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 7D
Knowledge: 2D
Cultures 5D, Law Enforcement 7D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 6D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.
Reference: Custom Build

Name: ESC Security Team Member (Veteran)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 8D
Knowledge: 2D
Cultures 5D+2, Law Enforcement 8D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 7D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.
Reference: Custom Build

Name: ESC Security Team Member (Elite)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 9D
Knowledge: 2D
Cultures 6D+1, Law Enforcement 9D
Mechanical: 2D
Perception: 2D
Strength: 2D
Brawling 8D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.
Reference: Custom Build

Name: Espo Officer
Species: Any
Sex: Any
Dexterity: 2D+1
Blaster 4D, Brawling Parry 3D+1, Melee Combat 3D+1, Running 4D
Knowledge: 2D
Alien Species 3D, Bureaucracy 4D, Intimidation 4D, Law Enforcement 4D, Planetary Systems 3D+2, Streetwise 3D+2
Mechanical: 1D+2
Beast Riding 3D, Communications 4D+1, Ground Vehicle Operation 2D+2, Repulsorlift Operation 3D+2, Walker Operation 3D
Perception: 2D
Bargain 4D, Command 4D, Investigation 4D, Search 4D, Sneak 3D+2
Strength: 2D
Brawling 2D+2, Climbing/Jumping 3D. Lifting 3D, Stamina 2D+2
Technical: 2D
Computer Programming/Repair 4D, Demolition 3D+1, Droid Programming 4D, First Aid 4D, Security 5D+2
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)
Reference: Han Solo and the Corporate Sector Sourcebook p48.

Name: Espo Officer (Experienced)
Species: Any
Sex: Any
Dexterity: 2D+1
Blaster 5D, Brawling Parry 4D+1, Melee Combat 4D+1, Running 5D
Knowledge: 2D
Alien Species 4D, Bureaucracy 5D, Intimidation 5D, Law Enforcement 5D, Planetary Systems 4D+2, Streetwise 4D+2
Mechanical: 1D+2
Beast Riding 3D+2, Communications 5D+1, Ground Vehicle Operation 3D+2, Repulsorlift Operation 4D+2, Walker Operation 4D
Perception: 2D
Bargain 5D, Command 5D, Investigation 5D, Search 5D, Sneak 4D+2
Strength: 2D
Brawling 3D+2, Climbing/Jumping 4D. Lifting 4D, Stamina 4D+2
Technical: 2D
Computer Programming/Repair 4D+2, Demolition 4D, Droid Programming 4D+2, First Aid 4D+2, Security 6D+1
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)
Reference: Custom Build

Name: Espo Officer (Veteran)
Species: Any
Sex: Any
Dexterity: 2D+1
Blaster 5D, Brawling Parry 5D+1, Melee Combat 5D+1, Running 6D
Knowledge: 2D
Alien Species 5D, Bureaucracy 6D, Intimidation 6D, Law Enforcement 6D, Planetary Systems 5D+2, Streetwise 5D+2
Mechanical: 1D+2
Beast Riding 4D+1, Communications 6D+1, Ground Vehicle Operation 4D+2, Repulsorlift Operation 5D+2, Walker Operation 5D
Perception: 2D
Bargain 6D, Command 6D, Investigation 6D, Search 6D, Sneak 5D+2
Strength: 2D
Brawling 4D+2, Climbing/Jumping 5D. Lifting 5D, Stamina 5D+2
Technical: 2D
Computer Programming/Repair 5D+1, Demolition 4D+2, Droid Programming 5D+1, First Aid 5D+1, Security 7D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)
Reference: Custom Build

Name: Espo Officer (Veteran)
Species: Any
Sex: Any
Dexterity: 2D+1
Blaster 6D, Brawling Parry 6D+1, Melee Combat 6D+1, Running 7D
Knowledge: 2D
Alien Species 6D, Bureaucracy 7D, Intimidation 7D, Law Enforcement 7D, Planetary Systems 6D+2, Streetwise 6D+2
Mechanical: 1D+2
Beast Riding 5D, Communications 7D+1, Ground Vehicle Operation 5D+2, Repulsorlift

Operation 6D+2, Walker Operation 6D
Perception: 2D
Bargain 7D, Command 7D, Investigation 7D, Search 7D, Sneak 6D+2
Strength: 2D
Brawling 5D+2, Climbing/Jumping 6D. Lifting 6D, Stamina 6D+2
Technical: 2D
Computer Programming/Repair 6D, Demolition 5D+1, Droid Programming 6D, First Aid 6D, Security 8D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)
Reference: Custom Build

Name: Espo Picket Fleet Hand
Species: Any
Sex: Any
Dexterity: 2D
Blaster 2D+1, Dodge 3D
Knowledge: 2D
Law Enforcement 3D
Mechanical: 2D
Astrogation 2D+2, Capital Ship Gunnery 3D, Capital Ship Piloting 3D+1, Communications 3D, Sensors 3D, Space Transports 3D
Perception: 2D
Search 3D
Strength: 2D
Technical: 2D
Capital Starship Repair 2D+2, Capital Starship Weapon Repair 2D+1
Move: 10
Equipment: ESPO Uniform, Blaster (4D), Comlink
Reference: Custom Build

Name: Espo Picket Fleet Hand (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D, Dodge 3D+2
Knowledge: 2D
Law Enforcement 3D+2
Mechanical: 2D
Astrogation 3D+1, Capital Ship Gunnery 4D, Capital Ship Piloting 4D+1, Communications 4D, Sensors 4D, Space Transports 4D
Perception: 2D
Search 4D
Strength: 2D
Technical: 2D
Capital Starship Repair 3D+1, Capital Starship Weapon Repair 3D
Move: 10
Equipment: ESPO Uniform, Blaster (4D), Comlink
Reference: Custom Build

Name: Espo Picket Fleet Hand (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 3D+2, Dodge 4D+1
Knowledge: 2D
Law Enforcement 4D+1
Mechanical: 2D
Astrogation 4D, Capital Ship Gunnery 5D, Capital Ship Piloting 5D+1, Communications 5D, Sensors 5D, Space Transports 5D
Perception: 2D
Search 5D
Strength: 2D
Technical: 2D
Capital Starship Repair 4D, Capital Starship Weapon Repair 3D+2
Move: 10
Equipment: ESPO Uniform, Blaster (4D), Comlink
Reference: Custom Build

Name: Espo Picket Fleet Hand (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Blaster 4D+1, Dodge 5D
Knowledge: 2D
Law Enforcement 5D
Mechanical: 2D
Astrogation 4D+2, Capital Ship Gunnery 6D, Capital Ship Piloting 6D+1, Communications 6D, Sensors 6D, Space Transports 6D
Perception: 2D
Search 6D
Strength: 2D
Technical: 2D
Capital Starship Repair 4D+2, Capital Starship Weapon Repair 4D+1
Move: 10
Equipment: ESPO Uniform, Blaster (4D), Comlink
Reference: Custom Build

Name: Espo Picket Fleet Trooper
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D, Brawling Parry 3D+2, Melee Combat 4D, Melee Combat: Stun Baton 5D, Running 4D
Knowledge: 1D
Intimidation 3D+1, Law Enforcement 3D, Streetwise 3D, Survival 3D
Mechanical: 2D
Capital Ship Gunnery 4D, Ground Vehicle Operation 3D, Repulsorlift Operation 4D, Space Transports: Pinnace 5D
Perception: 2D
Bargain 3D, Search 4D, Sneak 3D+2
Strength: 2D
Brawling 3D, Brawling: Zero-G Combat 5D+2 Climbing/Jumping 4D. Lifting 4D, Stamina 4D+2
Technical: 2D
Computer Programming/Repair 3D, Droid Programming 3D, Security 3D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)
Reference: Han Solo and the Corporate Sector Sourcebook p50.

Name: Espo Picket Fleet Trooper (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D, Brawling Parry 4D+2, Melee Combat 5D, Melee Combat: Stun Baton 6D, Running 5D
Knowledge: 1D
Intimidation 4D, Law Enforcement 4D, Streetwise 3D+2, Survival 3D+2
Mechanical: 2D
Capital Ship Gunnery 4D+2, Ground Vehicle Operation 4D, Repulsorlift Operation 5D, Space Transports: Pinnace 5D+2
Perception: 2D
Bargain 3D+2, Search 5D, Sneak 4D+2
Strength: 2D
Brawling 4D, Brawling: Zero-G Combat 6D+2 Climbing/Jumping 5D. Lifting 5D, Stamina 5D+2
Technical: 2D
Computer Programming/Repair 3D+2, Droid Programming 3D+2, Security 4D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)
Reference: Custom Build

Name: Espo Picket Fleet Trooper (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D, Brawling Parry 5D+2, Melee Combat 6D, Melee Combat: Stun Baton 7D, Running 6D
Knowledge: 1D
Intimidation 4D+2, Law Enforcement 5D, Streetwise 4D+1, Survival 4D+1
Mechanical: 2D
Capital Ship Gunnery 5D+1, Ground Vehicle Operation 5D, Repulsorlift Operation 6D, Space Transports: Pinnace 6D+1
Perception: 2D
Bargain 4D+1, Search 6D, Sneak 5D+2
Strength: 2D
Brawling 5D, Brawling: Zero-G Combat 7D+2 Climbing/Jumping 6D. Lifting 6D, Stamina 6D+2
Technical: 2D
Computer Programming/Repair 4D+1, Droid Programming 4D+1, Security 5D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)
Reference: Custom Build

Name: Espo Picket Fleet Trooper (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D, Brawling Parry 6D+2, Melee Combat 7D, Melee Combat: Stun Baton 8D,

Running 7D
Knowledge: 1D
Intimidation 5D+1, Law Enforcement 6D, Streetwise 5D, Survival 5D
Mechanical: 2D
Capital Ship Gunnery 6D, Ground Vehicle Operation 6D, Repulsorlift Operation 7D, Space Transports: Pinnace 7D
Perception: 2D
Bargain 5D, Search 7D, Sneak 6D+2
Strength: 2D
Brawling 6D, Brawling: Zero-G Combat 8D+2 Climbing/Jumping 7D. Lifting 7D, Stamina 7D+2
Technical: 2D
Computer Programming/Repair 5D, Droid Programming 5D, Security 6D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)
Reference: Custom Build

Name: Espo Trooper
Species: Any
Sex: Any
Dexterity: 3D
Blaster 3D+2, Brawling Parry 3D+2, Melee Combat: Stun Baton 5D
Knowledge: 1D
Intimidation 3D, Law Enforcement 2D+2, Streetwise 3D
Mechanical: 2D
Beast Riding 3D, Ground Vehicle Operation 2D+2, Repulsorlift Operation 3D
Perception: 2D
Bargain 2D+1, Search 3D+1
Strength: 2D
Brawling 2D+2, Climbing/Jumping 3D. Lifting 3D, Stamina 2D+2
Technical: 2D
Security 3D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink.
Reference: Han Solo and the Corporate Sector Sourcebook p47.

Name: Espo Trooper (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D+2, Brawling Parry 4D+2, Melee Combat: Stun Baton 6D
Knowledge: 1D
Intimidation 3D+2, Law Enforcement 3D+2, Streetwise 3D+2
Mechanical: 2D
Beast Riding 3D+2, Ground Vehicle Operation 3D+1, Repulsorlift Operation 3D+2
Perception: 2D
Bargain 3D, Search 4D+1
Strength: 2D
Brawling 3D+2, Climbing/Jumping 4D. Lifting 4D, Stamina 3D+2
Technical: 2D
Security 4D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink.
Reference: Custom Build

Name: Espo Trooper (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+2, Brawling Parry 5D+2, Melee Combat: Stun Baton 7D
Knowledge: 1D
Intimidation 4D+1, Law Enforcement 4D+2, Streetwise 4D+1
Mechanical: 2D
Beast Riding 4D+1, Ground Vehicle Operation 4D, Repulsorlift Operation 4D+1
Perception: 2D
Bargain 3D+2, Search 5D+1
Strength: 2D
Brawling 4D+2, Climbing/Jumping 5D. Lifting 5D, Stamina 4D+2
Technical: 2D
Security 5D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink.
Reference: Custom Build

Name: Espo Trooper (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D+2, Brawling Parry 6D+2, Melee Combat: Stun Baton 8D
Knowledge: 1D
Intimidation 5D, Law Enforcement 5D+2, Streetwise 5D
Mechanical: 2D
Beast Riding 5D, Ground Vehicle Operation 4D+2, Repulsorlift Operation 5D
Perception: 2D
Bargain 4D+1, Search 6D+1
Strength: 2D
Brawling 5D+2, Climbing/Jumping 6D. Lifting 6D, Stamina 5D+2
Technical: 2D
Security 6D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink.
Reference: Custom Build

Name: Iotran Policeman
Species: Iotran
Sex: Any
Dexterity: 2D
Blaster 3D, Dodge 3D, Firearms 3D+2
Knowledge: 2D
Alien Species 2D+1, Law Enforcement 4D, Streetwise 2D+1
Mechanical: 2D
Perception: 2D
Investigation 4D, Persuasion 3D, Search 3D+1
Strength: 2D
Brawling 3D
Technical: 2D
Move: 10
Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform
Reference: Custom Build

Name: Iotran Policeman (Experienced)
Species: Iotran
Sex: Any
Dexterity: 2D
Blaster 4D, Dodge 4D, Firearms 4D+2
Knowledge: 2D
Alien Species 3D, Law Enforcement 5D, Streetwise 3D
Mechanical: 2D
Perception: 2D
Investigation 5D, Persuasion 4D, Search 4D+1
Strength: 2D
Brawling 4D
Technical: 2D
Move: 10
Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform
Reference: Custom Build

Name: Iotran Policeman (Veteran)
Species: Iotran
Sex: Any
Dexterity: 2D
Blaster 5D, Dodge 5D, Firearms 5D+2
Knowledge: 2D
Alien Species 3D+2, Law Enforcement 6D, Streetwise 3D+2
Mechanical: 2D
Perception: 2D
Investigation 6D, Persuasion 5D, Search 5D+1
Strength: 2D
Brawling 5D
Technical: 2D
Move: 10
Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform
Reference: Custom Build

Name: Iotran Policeman (Elite)
Species: Iotran
Sex: Any
Dexterity: 2D
Blaster 6D, Dodge 6D, Firearms 6D+2
Knowledge: 2D
Alien Species 4D+1, Law Enforcement 7D, Streetwise 4D+1
Mechanical: 2D
Perception: 2D
Investigation 7D, Persuasion 6D, Search 6D+1
Strength: 2D
Brawling 6D
Technical: 2D
Move: 10
Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform
Reference: Custom Build

Name: Iotran Braceman
Species: Iotran
Sex: Any
Dexterity: 4D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Firearms 6D, Grenade 4D+2, Melee Combat 4D+2, Melee Parry 4D+1, Running 4D+2, Vehicle Blasters 4D+1
Knowledge: 2D+2
Alien Species 3D, Bureaucracy 4D, Cultures 3D, Intimidation 5D, Languages 3D+1, Law Enforcement 6D, Streetwise 5D+2, Survival 5D, Tactics 4D, Willpower 4D
Mechanical: 2D+2
Astrogation 3D, Communications 4D, Ground Vehicle Operation 4D, Sensors 3D, Space Transports 3D
Perception: 3D
Bargain 3D+1, Command 4D, Investigation 5D, Persuasion 4D, Search 5D, Sneak 4D+2
Strength: 3D+2
Brawling 6D, Climbing/Jumping 5D, Stamina 5D, Swimming 4D+1
Technical: 2D
Computer Program/Repair 3D, Droid Programming 3D, First Aid 4D, Security 5D
Move: 10
Equipment: IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.
Reference: Pirates & Privateers p76

Name: Iotran Braceman (Experienced)
Species: Iotran
Sex: Any
Dexterity: 4D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Firearms 7D, Grenade 5D+2, Melee Combat 5D+2, Melee Parry 5D+1, Running 5D+2, Vehicle Blasters 5D+1
Knowledge: 2D+2
Alien Species 4D, Bureaucracy 5D, Cultures 4D, Intimidation 6D, Languages 4D+1, Law Enforcement 7D, Streetwise 6D+2, Survival 6D, Tactics 5D, Willpower 5D
Mechanical: 2D+2
Astrogation 4D, Communications 5D, Ground Vehicle Operation 5D, Sensors 4D, Space Transports 4D
Perception: 3D
Bargain 4D+1, Command 5D, Investigation 6D, Persuasion 5D, Search 6D, Sneak 5D+2
Strength: 3D+2
Brawling 7D, Climbing/Jumping 6D, Stamina 6D, Swimming 5D+1
Technical: 2D
Computer Program/Repair 4D, Droid Programming 4D, First Aid 5D, Security 6D
Move: 10
Equipment: IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.
Reference: Custom Build

Name: Iotran Braceman (Veteran)
Species: Iotran
Sex: Any
Dexterity: 4D
Blaster 7D, Brawling Parry 7D, Dodge 7D, Firearms 8D, Grenade 6D+2, Melee Combat 6D+2, Melee Parry 6D+1, Running 6D+2, Vehicle Blasters 6D+1
Knowledge: 2D+2
Alien Species 5D, Bureaucracy 6D, Cultures 5D, Intimidation 6D, Languages 5D+1, Law Enforcement 8D, Streetwise 7D+2, Survival 7D, Tactics 6D, Willpower 6D
Mechanical: 2D+2
Astrogation 5D, Communications 6D, Ground Vehicle Operation 6D, Sensors 5D, Space Transports 5D
Perception: 3D
Bargain 5D+1, Command 6D, Investigation 7D, Persuasion 6D, Search 7D, Sneak 6D+2
Strength: 3D+2
Brawling 8D, Climbing/Jumping 7D, Stamina 7D, Swimming 6D+1
Technical: 2D
Computer Program/Repair 5D, Droid Programming 5D, First Aid 6D, Security 7D
Move: 10
Equipment: IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.
Reference: Custom Build

Name: Iotran Braceman (Elite)
Species: Iotran
Sex: Any
Dexterity: 4D
Blaster 8D, Brawling Parry 8D, Dodge 8D, Firearms 9D, Grenade 7D+2, Melee Combat 7D+2, Melee Parry 7D+1, Running 7D+2, Vehicle Blasters 7D+1
Knowledge: 2D+2
Alien Species 6D, Bureaucracy 7D, Cultures 6D, Intimidation 7D, Languages 6D+1, Law

Enforcement 9D, Streetwise 8D+2, Survival 8D, Tactics 7D, Willpower 7D

Mechanical: 2D+2

Astrogation 6D, Communications 7D, Ground Vehicle Operation 7D, Sensors 6D, Space Transports 6D

Perception: 3D

Bargain 6D+1, Command 7D, Investigation 8D, Persuasion 7D, Search 8D, Sneak 7D+2

Strength: 3D+2

Brawling 9D, Climbing/Jumping 8D, Stamina 8D, Swimming 7D+1

Technical: 2D

Computer Program/Repair 6D, Droid Programming 6D, First Aid 7D, Security 8D

Move: 10

Equipment: IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.

Reference: Custom Build

Name: Pentastar Police Officer
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D+1, Melee Combat: Stun Baton 4D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 4D
Technical: 2D
Move: 10
Equipment:
Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)
Reference: Adventure Journal #3 p141

Name: Pentastar Police Officer (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+1, Melee Combat: Stun Baton 5D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 5D
Technical: 2D
Move: 10
Equipment:
Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)
Reference: Custom Build

Name: Pentastar Police Officer (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D+1, Melee Combat: Stun Baton 6D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 6D
Technical: 2D
Move: 10
Equipment:
Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)
Reference: Custom Build

Name: Pentastar Police Officer (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D+1, Melee Combat: Stun Baton 7D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 7D
Technical: 2D
Move: 10
Equipment:
Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)
Reference: Custom Build

Name: Quarren Security Guard
Species: Quarren
Sex: Any
Dexterity: 2D
Blaster 3D, Brawling 2D+2, Dodge 3D
Knowledge: 1D+2
Mechanical: 2D
Perception: 2D+1
Strength: 2D+1
Brawling 3D
Technical: 1D+2
Special Abilities
Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.
Move: 10
Equipment: Blaster Carbine (4D+2) Comlink
Reference: Classic Adventures Volume Three p70

Name: Quarren Security Guard (Experienced)
Species: Quarren
Sex: Any
Dexterity: 2D
Blaster 4D, Brawling 3D+2, Dodge 4D
Knowledge: 1D+2
Mechanical: 2D
Perception: 2D+1
Strength: 2D+1
Brawling 4D
Technical: 1D+2
Special Abilities
Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.
Move: 10
Equipment: Blaster Carbine (4D+2) Comlink
Reference: Custom Build

Name: Quarren Security Guard (Veteran)
Species: Quarren
Sex: Any
Dexterity: 2D
Blaster 5D, Brawling 4D+2, Dodge 5D
Knowledge: 1D+2
Mechanical: 2D
Perception: 2D+1
Strength: 2D+1
Brawling 5D
Technical: 1D+2
Special Abilities
Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.
Move: 10
Equipment: Blaster Carbine (4D+2) Comlink
Reference: Custom Build

Name: Quarren Security Guard (Elite)
Species: Quarren
Sex: Any
Dexterity: 2D
Blaster 6D, Brawling 5D+2, Dodge 6D
Knowledge: 1D+2
Mechanical: 2D
Perception: 2D+1
Strength: 2D+1
Brawling 6D
Technical: 1D+2
Special Abilities
Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.
Move: 10
Equipment: Blaster Carbine (4D+2) Comlink
Reference: Custom Build

Name: Radell Security Guards
Species: Human
Sex: Any
Dexterity: 2D
Blaster 4D, Dodge 4D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Command 4D
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).
Reference: Planets Collection p129

Name: Radell Security Guards (Experienced)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 5D, Dodge 5D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Command 4D+2
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).
Reference: Custom Build

Name: Radell Security Guards (Veteran)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 6D, Dodge 6D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Command 5D+1
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).
Reference: Custom Build

Name: Radell Security Guards (Elite)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 7D, Dodge 7D+2
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Command 6D
Strength: 3D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).
Reference: Custom Build

Name: Ringali Shell Security
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 4D, Capital Ship Piloting 4D, Capital Ship Shields 3D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad
Reference:

Name: Ringali Shell Security (Experienced)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 5D, Capital Ship Piloting 5D, Capital Ship Shields 4D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad
Reference: Custom Build

Name: Ringali Shell Security (Veteran)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 6D, Capital Ship Piloting 6D, Capital Ship Shields 5D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad
Reference: Custom Build

Name: Ringali Shell Security (Elite)
Species: Any
Sex: Any
Dexterity: 2D
Knowledge: 2D
Mechanical: 2D
Capital Ship Gunnery 7D, Capital Ship Piloting 7D, Capital Ship Shields 6D
Perception: 2D
Strength: 2D
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad
Reference: Custom Build

Name: Santhe Security Guard
Species: Any
Sex: Any
Dexterity: 3D
Blaster 4D+2, Melee Weapons: Stun Baton 5D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D+2
Brawling 3D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)
Reference: Adventure Journal #9 p194

Name: Santhe Security Guard (Experienced)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 5D+2, Melee Weapons: Stun Baton 6D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D+2
Brawling 4D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)
Reference: Custom Build

Name: Santhe Security Guard (Veteran)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 6D+2, Melee Weapons: Stun Baton 7D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D+2
Brawling 5D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)
Reference: Custom Build

Name: Santhe Security Guard (Elite)
Species: Any
Sex: Any
Dexterity: 3D
Blaster 7D+2, Melee Weapons: Stun Baton 8D
Knowledge: 2D
Mechanical: 2D
Perception: 2D
Strength: 2D+2
Brawling 6D+2
Technical: 2D
Move: 10
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)
Reference: Custom Build

Name: Spira Security Police
Species: Human
Sex: Any
Dexterity: 2D
Blaster 3D+2, Melee 3D+1
Knowledge: 4D
Law Enforcement: Spira 6D, Streetwise 5D+1
Mechanical: 2D
Perception: 3D
Search 4D
Strength: 3D
Brawling 3D+2
Technical: 2D
Security 4D
Move: 10
Equipment: Blaster (3D), Uniform Security Sweeper.
Reference: Adventure Journal #1 p62

Name: Spira Security Police (Experienced)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 4D+2, Melee 4D+1
Knowledge: 4D
Law Enforcement: Spira 7D, Streetwise 6D
Mechanical: 2D
Perception: 3D
Search 5D
Strength: 3D
Brawling 4D+2
Technical: 2D
Security 5D
Move: 10
Equipment: Blaster (3D), Uniform Security Sweeper.
Reference: Custom Build

Name: Spira Security Police (Veteran)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 5D+2, Melee 5D+1
Knowledge: 4D
Law Enforcement: Spira 8D, Streetwise 6D+2
Mechanical: 2D
Perception: 3D
Search 7D
Strength: 3D
Brawling 5D+2
Technical: 2D
Security 6D
Move: 10
Equipment: Blaster (3D), Uniform Security Sweeper.
Reference: Custom Build

Name: Spira Security Police (Elite)
Species: Human
Sex: Any
Dexterity: 2D
Blaster 6D+2, Melee 6D+1
Knowledge: 4D
Law Enforcement: Spira 9D, Streetwise 7D+1
Mechanical: 2D
Perception: 3D
Search 8D
Strength: 3D
Brawling 6D+2
Technical: 2D
Security 7D
Move: 10
Equipment: Blaster (3D), Uniform Security Sweeper.
Reference: Custom Build

Name: Trianii Ranger
Species: Trianii
Sex: Any
Dexterity: 3D+2
Blaster 7D, Brawling Parry 6D, Dodge 8D, Grenade 5D+2, Melee Combat 7D
Knowledge: 2D+2
Alien Species 5D, Bureaucracy 3D+2, Cultures 3D+1, Intimidation 4D, Languages 3D+1, Law Enforcement 4D, Planetary Systems: Trianii Space 5D, Streetwise: Trianii Space 6D, Survival 5D, Willpower 5D
Mechanical: 2D+2
Astrogation 4D, Communications 4D, Repulsorlift Operation 5D, Sensors 4D, Space Transports 5D+2, Starship Gunnery 5D, Starship Shields 4D+1
Perception: 3D
Command 5D, Con 4D, Investigation 6D, Persuasion 5D, Search 5D, Sneak 4D
Strength: 3D+2
Acrobatics 5D+2, Brawling 6D, Climbing/Jumping 5D+1, Stamina 5D, Swimming 4D
Technical: 2D+1
Computer Programming?Repair 4D, Droid Programming 4D, First Aid 4D+2, Security 5D, Space Transports Repair 4D+1
Special Abilities:
Prehensile Tail: Trianii have limited use of their tails to move light (Less than three kilogram) objects. This cannot be used for fine manipulation (Like using a blaster.)
Special Balance: +2D to climbing, jumping, and other actions requiring careful balance.
Claws: +1D to Brawling damage.
Move: 12
Equipment: Datapad, Blaster (4D), Trianii Ranger ID, RX Patrol Ship.
Reference: Pirates & Privateers p76

Name: Trianii Ranger (Experienced)
Species: Trianii
Sex: Any
Dexterity: 3D+2
Blaster 8D, Brawling Parry 7D, Dodge 9D, Grenade 6D+2, Melee Combat 8D
Knowledge: 2D+2
Alien Species 6D, Bureaucracy 4D+2, Cultures 4D+1, Intimidation 5D, Languages 4D+1, Law Enforcement 5D, Planetary Systems: Trianii Space 6D, Streetwise: Trianii Space 7D, Survival 6D, Willpower 6D
Mechanical: 2D+2
Astrogation 4D+2, Communications 4D+2, Repulsorlift Operation 5D+2, Sensors 4D+2, Space Transports 6D+1, Starship Gunnery 5D+2, Starship Shields 5D
Perception: 3D
Command 5D+2, Con 4D+2, Investigation 7D, Persuasion 5D+2, Search 6D, Sneak 5D
Strength: 3D+2
Acrobatics 6D+2, Brawling 7D, Climbing/Jumping 6D+1, Stamina 6D, Swimming 5D
Technical: 2D+1
Computer Programming/Repair 4D+2, Droid Programming 4D+2, First Aid 5D+1, Security 6D, Space Transports Repair 5D
Special Abilities:
Prehensile Tail: Trianii have limited use of their tails to move light (Less than three kilogram) objects. This cannot be used for fine manipulation (Like using a blaster.)
Special Balance: +2D to climbing, jumping, and other actions requiring careful balance.
Claws: +1D to Brawling damage.
Move: 12
Equipment: Datapad, Blaster (4D), Trianii Ranger ID, RX Patrol Ship.
Reference: Custom Build

Name: Trianii Ranger (Veteran)
Species: Trianii
Sex: Any
Dexterity: 3D+2
Blaster 9D, Brawling Parry 8D, Dodge 10D, Grenade 7D+2, Melee Combat 9D
Knowledge: 2D+2
Alien Species 7D, Bureaucracy 5D+2, Cultures 5D+1, Intimidation 6D, Languages 5D+1, Law Enforcement 6D, Planetary Systems: Trianii Space 7D, Streetwise: Trianii Space 8D, Survival 7D, Willpower 7D
Mechanical: 2D+2
Astrogation 5D+1, Communications 5D+1, Repulsorlift Operation 6D+1, Sensors 5D+1, Space Transports 7D, Starship Gunnery 6D+1, Starship Shields 5D+2
Perception: 3D
Command 6D+1, Con 5D+1, Investigation 8D, Persuasion 6D+1, Search 7D, Sneak 6D
Strength: 3D+2
Acrobatics 7D+2, Brawling 8D, Climbing/Jumping 7D+1, Stamina 7D, Swimming 6D
Technical: 2D+1
Computer Programming/Repair 5D+1, Droid Programming 5D+1, First Aid 6D, Security 7D, Space Transports Repair 5D+2

Special Abilities:
Prehensile Tail: Trianii have limited use of their tails to move light (Less than three kilogram) objects. This cannot be used for fine manipulation (Like using a blaster.)
Special Balance: +2D to climbing, jumping, and other actions requiring careful balance.
Claws: +1D to Brawling damage.
Move: 12
Equipment: Datapad, Blaster (4D), Trianii Ranger ID, RX Patrol Ship.
Reference: Custom Build

Name: Trianii Ranger (Elite)
Species: Trianii
Sex: Any
Dexterity: 3D+2
Blaster 10D, Brawling Parry 9D, Dodge 11D, Grenade 8D+2, Melee Combat 10D
Knowledge: 2D+2
Alien Species 8D, Bureaucracy 5D+2, Cultures 6D+1, Intimidation 7D, Languages 6D+1, Law Enforcement 7D, Planetary Systems: Trianii Space 8D, Streetwise: Trianii Space 9D, Survival 8D, Willpower 8D
Mechanical: 2D+2
Astrogation 6D, Communications 6D, Repulsorlift Operation 7D, Sensors 6D, Space Transports 7D+2, Starship Gunnery 7D, Starship Shields 6D+1
Perception: 3D
Command 7D, Con 6D, Investigation 9D, Persuasion 7D, Search 8D, Sneak 7D
Strength: 3D+2
Acrobatics 8D+2, Brawling 9D, Climbing/Jumping 8D+1, Stamina 8D, Swimming 7D
Technical: 2D+1
Computer Programming/Repair 6D, Droid Programming 6D, First Aid 6D+2, Security 8D, Space Transports Repair 6D+1
Special Abilities:
Prehensile Tail: Trianii have limited use of their tails to move light (Less than three kilogram) objects. This cannot be used for fine manipulation (Like using a blaster.)
Special Balance: +2D to climbing, jumping, and other actions requiring careful balance.
Claws: +1D to Brawling damage.
Move: 12
Equipment: Datapad, Blaster (4D), Trianii Ranger ID, RX Patrol Ship.
Reference: Custom Build

Name: Twi'lek Gate Guard
Species: Twi'lek
Sex: Any
Dexterity: 3D
Blaster 4D+2, Dodge 4D, Melee Combat 6D, Melee Parry 5D+1
Knowledge: 2D
Intimidation 4D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 4D+2
Technical: 2D
Special Abilities
Head Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)
Reference: Platt's Starport Guide p159

Name: Twi'lek Gate Guard (Experienced)
Species: Twi'lek
Sex: Any
Dexterity: 3D
Blaster 5D+2, Dodge 5D, Melee Combat 7D, Melee Parry 6D+1
Knowledge: 2D
Intimidation 5D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 5D+2
Technical: 2D
Special Abilities
Head Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)
Reference: Custom Build

Name: Twi'lek Gate Guard (Veteran)
Species: Twi'lek
Sex: Any
Dexterity: 3D
Blaster 6D+2, Dodge 6D, Melee Combat 8D, Melee Parry 7D+1
Knowledge: 2D
Intimidation 6D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 6D+2
Technical: 2D
Special Abilities
Head Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)
Reference: Custom Build

Name: Twi'lek Gate Guard (Elite)
Species: Twi'lek
Sex: Any
Dexterity: 3D
Blaster 7D+2, Dodge 7D, Melee Combat 9D, Melee Parry 8D+1
Knowledge: 2D
Intimidation 7D
Mechanical: 2D
Perception: 2D
Strength: 3D
Brawling 7D+2
Technical: 2D
Special Abilities
Head Tentacles: Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a "secret" language that all Twi'leks are fluent in.
Move: 10
Equipment: Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)
Reference: Custom Build

Name: Wing Guard Customs Official
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 4D, Brawling Parry 4D, Dodge 4D
Knowledge: 2D
Streetwise: Cloud City 5D, Willpower 4D
Mechanical: 2D
Perception: 2D
Con 3D, Investigation: Cloud City 6D+1, Search 6D+1, Sneak 4D+1
Strength: 2D
Brawling 3D
Technical: 2D
Security 5D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)
Reference: GG2 Yavin and Bespin p63

Name: Wing Guard Customs Official (Experienced)
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 4D+2, Brawling Parry 4D+2, Dodge 4D+2
Knowledge: 2D
Streetwise: Cloud City 6D, Willpower 5D
Mechanical: 2D
Perception: 2D
Con 4D, Investigation: Cloud City 7D+1, Search 7D+1, Sneak 5D+1
Strength: 2D
Brawling 3D+2
Technical: 2D
Security 6D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)
Reference: Custom Build

Name: Wing Guard Customs Official (Veteran)
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 5D+1, Brawling Parry 5D+1, Dodge 5D+1
Knowledge: 2D
Streetwise: Cloud City 7D, Willpower 6D
Mechanical: 2D
Perception: 2D
Con 5D, Investigation: Cloud City 8D+1, Search 8D+1, Sneak 6D+1
Strength: 2D
Brawling 4D+1
Technical: 2D
Security 7D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)
Reference: Custom Build

Name: Wing Guard Customs Official (Elite)
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 6D, Brawling Parry 6D, Dodge 6D
Knowledge: 2D
Streetwise: Cloud City 8D, Willpower 7D
Mechanical: 2D
Perception: 2D
Con 6D, Investigation: Cloud City 9D+1, Search 9D+1, Sneak 7D+1
Strength: 2D
Brawling 5D
Technical: 2D
Security 8D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)
Reference: Custom Build

Name: Wing Guard Officer
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 4D, Brawling Parry 4D, Dodge 4D, Melee Combat 4D+1, Melee Parry 3D+2
Knowledge: 2D+1
Streetwise 3D+1, Streetwise: Cloud City 5D, Willpower 4D
Mechanical: 2D
Perception: 2D
Con 3D, Investigation: Cloud City 6D+1, Search 5D+1, Sneak 4D+1
Strength: 2D
Brawling 3D
Technical: 2D
Security 4D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.
Reference: GG3 The Empire Strikes Back p72

Name: Wing Guard Officer (Experienced)
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 5D+1, Melee Parry 4D+2
Knowledge: 2D+1
Streetwise 4D, Streetwise: Cloud City 6D, Willpower 5D
Mechanical: 2D
Perception: 2D
Con 3D+2, Investigation: Cloud City 7D+1, Search 6D+1, Sneak 5D
Strength: 2D
Brawling 4D
Technical: 2D
Security 5D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.
Reference: Custom Build

Name: Wing Guard Officer (Veteran)
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 6D, Brawling Parry 6D, Dodge 6D, Melee Combat 6D+1, Melee Parry 5D+2
Knowledge: 2D+1
Streetwise 4D+2, Streetwise: Cloud City 7D, Willpower 6D
Mechanical: 2D
Perception: 2D
Con 4D+1, Investigation: Cloud City 8D+1, Search 7D+1, Sneak 5D+2
Strength: 2D
Brawling 5D
Technical: 2D
Security 6D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.
Reference: Custom Build

Name: Wing Guard Officer (Elite)
Species: Any
Sex: Any
Dexterity: 2D+2
Blaster 7D, Brawling Parry 7D, Dodge 7D, Melee Combat 7D+1, Melee Parry 6D+2
Knowledge: 2D+1
Streetwise 5D+1, Streetwise: Cloud City 8D, Willpower 7D
Mechanical: 2D
Perception: 2D
Con 5D, Investigation: Cloud City 9D+1, Search 8D+1, Sneak 6D+1
Strength: 2D
Brawling 6D
Technical: 2D
Security 7D+2
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.
Reference: Custom Build

Name: Wing Guard Pilot
Species: Any
Sex: Any
Dexterity: 3D+1
Blaster 4D, Dodge 4D, Vehicle Blasters 5D+2
Knowledge: 2D+1
Bureaucracy 3D+1
Mechanical: 2D+2
Repulsorlift Operation: Cloud Car 6D+2
Perception: 3D
Command 3D+2, Search 4D
Strength: 3D+1
Brawling 4D
Technical: 3D+1
Security 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Binders.
Reference: Movie Trilogy Sourcebook p104

Name: Wing Guard Pilot (Experienced)
Species: Any
Sex: Any
Dexterity: 3D+1
Blaster 4D+2, Dodge 5D, Vehicle Blasters 6D+2
Knowledge: 2D+1
Bureaucracy 4D
Mechanical: 2D+2
Repulsorlift Operation: Cloud Car 7D+2
Perception: 3D
Command 4D+1, Search 5D
Strength: 3D+1
Brawling 4D+2
Technical: 3D+1
Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Binders.
Reference: Custom Build

Name: Wing Guard Pilot (Veteran)
Species: Any
Sex: Any
Dexterity: 3D+1
Blaster 5D+1, Dodge 6D, Vehicle Blasters 7D+2
Knowledge: 2D+1
Bureaucracy 4D+2
Mechanical: 2D+2
Repulsorlift Operation: Cloud Car 8D+2
Perception: 3D
Command 5D, Search 6D
Strength: 3D+1
Brawling 5D+1
Technical: 3D+1
Security 6D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Binders.
Reference: Custom Build

Name: Wing Guard Pilot (Elite)
Species: Any
Sex: Any
Dexterity: 3D+1
Blaster 6D, Dodge 7D, Vehicle Blasters 8D+2
Knowledge: 2D+1
Bureaucracy 5D+1
Mechanical: 2D+2
Repulsorlift Operation: Cloud Car 9D+2
Perception: 3D
Command 5D+2, Search 7D
Strength: 3D+1
Brawling 6D
Technical: 3D+1
Security 6D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Binders.
Reference: Custom Build