## Alien Force Student

**Character Name:**



**Player:**
**Species:** Revwien
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You were among the brightest students of your generation — you learned the amazing powers of Tyia faster than anyone your teachers had ever instructed. They sense great power in you.

When the traders came to your planet, your teachers told you to seek out the masters of the Tyia — their name is Jedi, and they call it the Force.

**Personality:** You are impressionable and easily excited. You find technology ... interesting. You are a mystic — you seek peace and harmony for yourself, your people and the galaxy.

**Objectives:** To learn many abilities, using them for peace.

**A Quote:** "Think of peace and honor — and act upon that only!"

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **2D+1** | **PERCEPTION** | **2D+1** |
| Blaster | | Bargain | |
| Dodge | | Hide | |
| Melee Combat | | Investigation | |
| Running | | Persuasion | |
| Thrown Weapons | | Sneak | |
| **KNOWLEDGE** | **3D+1** | **STRENGTH** | **3D** |
| Aliens Species | | Brawling | |
| Intimidation | | Stamina | |
| Language | | | |
| Survival | | | |
| **MECHANICAL** | **2D** | **TECHNICAL** | **2D** |
| Beast Riding | | Droid Programming | |
| Repulsorlift Ops | | Droid Repair | |
| Space Transports | | First Aid | |
| Swoop Operation | | | |

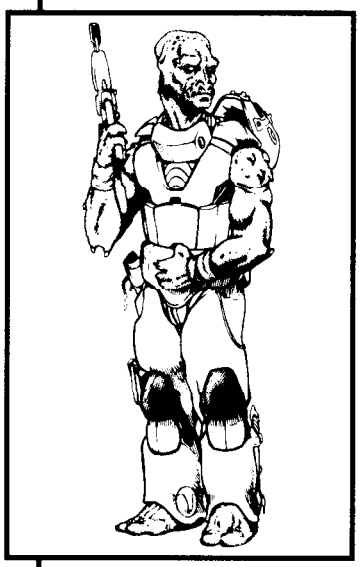
**Special Abilities:** You know the Force way known as Tyia. You begin with *control 1D, sense 1D* and *alter 1D.*

**Move:** 10
**Force Points:**
**Force Sensitive:** ☑ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** Amulet (representative of the Tyia philosophy), 250 credits standard

## Bounty Hunter

**Character Name:**



**Player:**
**Species:** Iotran
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You learned early that you had a knack for brawling. And you always got the last laugh. You didn't make many friends, but you were respected — or feared — so it didn't matter much to you.

You earn a living working for whoever pays. And you're one of the best. Track 'em, corner 'em, capture 'em — pretty simple actually. Dangerous for amateurs; easy for you.

**Personality:** Cold. Cunning. Ruthless. Not too many people like you, but you don't care as long as they pay in cold, hard credits. You're true to your word, which isn't easily given.

**Objectives:** To get rich before dying on a contract.

**A Quote:** "He'd better not die. He's worth a lot to me alive."

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **4D** | **PERCEPTION** | **3D** |
| Blaster | | Command | |
| Dodge | | Investigation | |
| Grenade | | Search | |
| Melee Combat | | Sneak | |
| Melee Parry | | | |
| **KNOWLEDGE** | **2D+2** | **STRENGTH** | **3D+2** |
| Alien species | | Brawling | |
| Languages | | Climbing/jumping | |
| Streetwise | | Lifting | |
| Survival | | Stamina | |
| **MECHANICAL** | **2D+2** | **TECHNICAL** | **2D** |
| Astrogation | | Armor repair | |
| Beast riding | | Blaster repair | |
| Space transports | | Starship repair | |
| Starship gunnery | | Starship wpn repair | |
| Starship shields | | | |

**Special Abilities:** None

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☑ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** Jet pack (burst lasts one move and flies 100 meters horizontally or 30 meters vertically; has 10 bursts), protective vest (+2 to torso front and back to *Strength* to resist damage), two medpacs, 1000 credits, heavy blaster pistol (damage value 5D), light repeating blaster, hold-out blaster, knife

## Brash Pilot

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** Ever since you first strapped yourself into an airspeeder you knew that you were supposed to be flying in space combat. You followed your dreams, and now you fight for the forces of the New Republic, piloting the best starfighters in the galaxy!

**Personality:** Enthusiastic, energetic and idealistic. You're sure that the New Republic will bring peace to the Known Galaxy. You volunteer for the craziest, most dangerous missions. You are a talented kid with a lot of growing up to do.

**Objectives:** To fly among the stars and into history!

**A Quote:** "Six TIE fighters? No problem — be back in a minute."

**Connection With Other Characters:**

| **DEXTERITY** | **3D** | **PERCEPTION** | **3D** |
|---|---|---|---|
| Blaster | | Command | |
| Brawling Parry | | Con | |
| Dodge | | Gambling | |
| Melee Combat | | Persuasion | |
| Vehicle Blasters | | Search | |
| **KNOWLEDGE** | **2D** | **STRENGTH** | **3D** |
| Intimidation | | Brawling | |
| Planetary Systems | | Stamina | |
| Value | | Swimming | |
| Willpower | | | |
| **MECHANICAL** | **4D** | **TECHNICAL** | **3D** |
| Astrogation | | Blaster Repair | |
| Communications | | Droid Repair | |
| Sensors | | Repulsorlift Repair | |
| Space Transports | | Starfighter Repair | |
| Starfighter Piloting | | | |
| Starship Gunnery | | | |

**Special Abilities:** None

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** New Republic or Rebel Alliance uniform, medpac, vacuum suit, 1000 credits standard, X-wing (see page 116), blaster pistol (damage 4D)

## Curious Explorer

**Character Name:**



**Player:**
**Species:** Near-Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You come from a primitive planet, where only a few leave to explore the stars. Most people have to sign up for indentured service on a freighter. That's how you got away too. Now that you've seen the wonders of gas giants and Imperial Star Destroyers, you'll never go back to your home planet.

**Personality:** You are remarkably curious about all of the wonders the galaxy has to offer. If people are looking for someone to go to unknown systems, or to establish a new trade route, you're among the first to volunteer.

**Objectives:** To experience everything and see it all!

**A Quote:** "What's it like on Kessel? Is it really *that* bad?"

**Connection With Other Characters:**

| **DEXTERITY** | **2D+1** | **PERCEPTION** | **4D** |
|---|---|---|---|
| Blaster | | Bargain | |
| Dodge | | Hide | |
| Firearms | | Investigation | |
| Pick Pocket | | Search | |
| Thrown Weapons | | | |
| **KNOWLEDGE** | **3D+2** | **STRENGTH** | **2D** |
| Aliens Species | | Lifting | |
| Bureaucracy | | Swimming | |
| Languages | | | |
| Planetary Systems | | | |
| Survival | | | |
| **MECHANICAL** | **3D** | **TECHNICAL** | **3D** |
| Archaic Strshp Pltng | | Demolition | |
| Beast Riding | | First Aid | |
| Sensors | | Ground Vehicle Repair | |
| | | Security | |

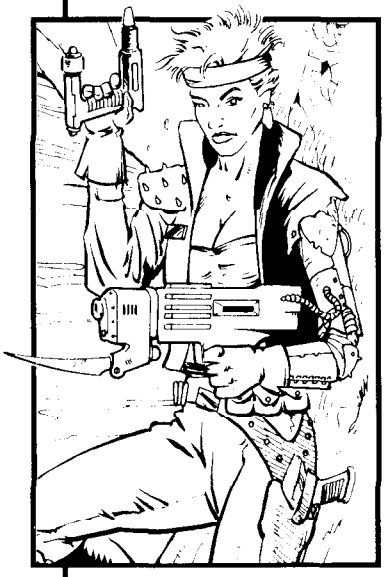
**Special Abilities:** None

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** Blaster pistol (4D), black powder pistol (3D), sword (STR+1D+2)

## Cyborged Pirate

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
***Physical Description:***

**Background:** Before you knew it, your captain was ordering you and your friends to attack and plunder other ships, and you went along with it. You've since gotten away from that bloodthirsty bunch, but you are still a pirate, robbing ships for valuables. But at least you're not a murderer.

**Personality:** You enjoy the notoriety that the label "pirate" conjures up. You are one of the hardier folks in the galaxy — you can't take danger seriously and you *love* a good party.

**Objectives:** To get rich. (There's something more in life?)

**A Quote:** "Space 'em boys! Hah — no, really, if you just give me all of your money, I'll let you live! Really! (hearty laugh)"

**Connection With Other Characters:**

| **DEXTERITY** | **3D+2** | **PERCEPTION** | **3D** |
|---|---|---|---|
| Blaster | | Bargain | |
| Blaster Artillery | | Command | |
| Brawling Parry | | Con | |
| Dodge | | Forgery | |
| Grenade | | Gambling | |
| Melee Combat | | | |
| **KNOWLEDGE** | **2D** | **STRENGTH** | **2D+2** |
| Business | | Brawling | |
| Intimidation | | Stamina | |
| Languages | | | |
| Streetwise | | | |
| Value | | | |
| **MECHANICAL** | **3D+2** | **TECHNICAL** | **3D** |
| Astrogation | | Armor Repair | |
| Capital Ship Gunnery | | Blaster Repair | |
| Repulsorlift Ops | | Demolition | |
| Space Transports | | Droid Repair | |
| Starship Gunnery | | Security | |
| Starship Shields | | | |

**Special Abilities:** None

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
***Dark Side Points:***
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment.** Flashy clothes, cybernetic arm (+1D to left arm to *Strength* to resist damage in combat), lots of gaudy rings and trinkets, comlink, vacuum suit, 2000 credits standard, blaster pistol (damage 4D)

## Cynical Scout

**Character Name:**



**Player:**
**Species:** Ithorian
**Sex:** **Age:**
**Height:** **Weight:**
***Physical Description:***

**Background:** Now that the New Republic has control, they've opened up the galaxy to exploration. You are free to do what you knew you were meant for — exploration and first contact with planets and unknown cultures. You'll be happy just as long as the *bureaucrats leave you alone.*

**Personality:** You enjoy the solitude of space, the comfort of a new planet, and especially those who share your appreciation for the unknown.

**Objectives:** To travel as much as possible with as little government interference as possible.

**A Quote:** "Keep your head low, kid. Where'd you learn about kethriak marauders, the zoo?"

**Connection With Other Characters:**

| **DEXTERITY** | **2D+2** | **PERCEPTION** | **3D** |
|---|---|---|---|
| Blaster | | Con | |
| Brawling Parry | | Forgery | |
| Dodge | | Persuasion | |
| Melee Combat | | Sneak | |
| Melee Parry | | | |
| Running | | | |
| **KNOWLEDGE** | **5D** | **STRENGTH** | **3D** |
| Alien Species | | Stamina | |
| Languages | | | |
| Law Enforcement | | | |
| Planetary Systems | | | |
| Survival | | | |
| **MECHANICAL** | **2D** | **TECHNICAL** | **2D+1** |
| Astrogation | | Computer Prog/Rpr | |
| Communication | | Security | |
| Sensors | | Starship Repair | |
| Space Transports | | Starship Wpn Repair | |
| Starship Gunnery | | | |
| Starship Shields | | | |

**Special Abilities:** See "Ithorian" in Section 7.1, "Aliens."

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
***Dark Side Points:***
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment.** Any reasonable survival gear, scout ship (see page 123), blaster pistol (damage 4D),blaster rifle (damage 5D), vibroblade (STR+1D+2)

## Ewok Warrior

**Character Name:**



**Player:**
**Species:** Ewok
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You stowed away inside a shiny spaceship and soon made friends with those on board. They think you're cute and funny, so they put up with you doing things like stealing small stuff and pretending you didn't know better. These people may be big but they sure are gullible!

**Personality:** You like Humans, partly because they are easy to trick, and trust you. You're very curious. You *don't* like new things that hurt you — like Humans in hard, white suits. You tend to complicate things.

**Objectives:** To eat good food and play with fun toys! To see new things!

**A Quote:** "Weegua! Thwept! (laugh)"

**Connection With Other Characters:**

| **DEXTERITY** | **3D+2** | **PERCEPTION** | **4D+1** |
|---|---|---|---|
| Bows | | Bargain | |
| Brawling Parry | | Con | |
| Dodge | | Hide | |
| Melee Combat | | Search | |
| Melee Parry | | Sneak | |
| Thrown Weapons | | | |
| **KNOWLEDGE** | **2D** | **STRENGTH** | **1D+2** |
| Languages | | Climbing/Jumping | |
| Survival | | Stamina | |
| Willpower | | Swimming | |
| **MECHANICAL** | **3D+2** | **TECHNICAL** | **2D+2** |
| Beast Riding | | Demolition | |
| Glider | | First Aid | |
| | | Primitive Construction | |

**Special Abilities:** *Skill bonus, skill limits* (see page 134). *Smell:* add +1D to *search* when tracking by scent.

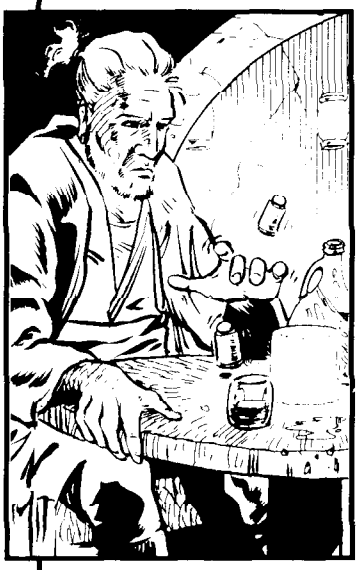
**Story Factors:** See "Ewoks" Section 7.1, "Aliens"

**Move:** 8
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** Leather backpack, several useless but very shiny objects, spear (STR+1D)

## Failed Jedi

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You always had trouble with the Force. It always seemed to work best when you were angry and upset, but after that, you would feel a presence — a palpable evil. It was like your own will turned dark, tempting you. Over time, you used your powers less and drank more.

**Personality:** You are bitter — bitter after all those years of fighting and anger. Bitter that drink was the only way you could escape yourself.

**Objectives:** To prove, to yourself more than anyone, that you aren't a failure. To prove that you can be a hero too.

**A Quote:** "It's not that easy. Don't cross me, boy. You're fooling with things beyond your understanding ... where's my bottle?"

**Connection With Other Characters:**

| **DEXTERITY** | **2D+2** | **PERCEPTION** | **3D+1** |
|---|---|---|---|
| Blaster | | Bargain | |
| Dodge | | Command | |
| Lightsaber | | Investigation | |
| Running | | Persuasion | |
| | | Search | |
| | | Sneak | |
| **KNOWLEDGE** | **3D+1** | **STRENGTH** | **2D+2** |
| Alien Species | | Brawling | |
| Intimidation | | Climbing/Jumping | |
| Languages | | Stamina | |
| Planetary Systems | | Swimming | |
| Survival | | | |
| Willpower | | | |
| **MECHANICAL** | **2D** | **TECHNICAL** | **2D** |
| Astrogation | | Computer Prog/Rpr | |
| Beast Riding | | Droid Programming | |
| Repulsorlift Ops | | Droid Repair | |
| Space Transports | | First Aid | |
| Starship Shields | | | |

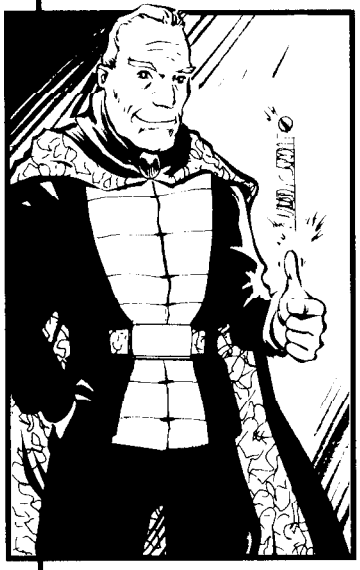
**Special Abilities:** *Force skills: Control 1D, sense 1D.* You start with six Force powers, which must be either *sense, control* or *sense and control* powers.

**Move:** 10
**Force Points:** 2
**Force Sensitive:** ☑ Yes ☐ No
**Dark Side Points:** 1
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** Robes, bottle of liquor, 250 credits, lightsaber (damage 5D)

## Gambler

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You have learned just about every game of chance there is, and know all the scams, at least the good ones. You've won and lost fortunes and been chased by bounty hunters *and* seductive women. There are rewards for those who make it and you intend to be there when the big prize is handed out!

**Personality:** Colorful, charming and very insincere. You do extremely well with the opposite sex, and everybody either loves you or hates you ... and no one trusts you.

**Objectives:** To have a *really* good time wherever you are going.

**A Quote:** "It's a sure thing. Can't lose. Trust me. Why are you all looking at me like that?"

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **3D+2** | **PERCEPTION** | **4D** |
| Blaster | | Bargain | |
| Brawling Parry | | Con | |
| Dodge | | Forgery | |
| Melee Combat | | Gambling | |
| Melee Parry | | Persuasion | |
| **KNOWLEDGE** | **3D** | **STRENGTH** | **2D+2** |
| Alien Species | | Brawling | |
| Bureaucracy | | Lifting | |
| Business | | Stamina | |
| Languages | | | |
| Streetwise | | | |
| Value | | | |
| **MECHANICAL** | **2D+1** | **TECHNICAL** | **2D+1** |
| Astrogation | | Droid Programming | |
| Repulsorlift Ops | | Droid Repair | |
| Space Transports | | First Aid | |
| Starship Gunnery | | Repulsorlift Repair | |

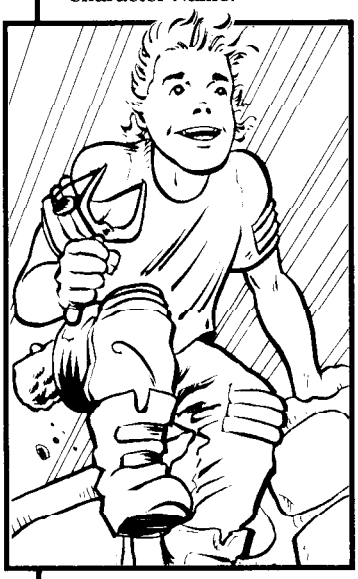
**Special Abilities:**

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐Yes ☐No
**Dark Side Points:**
**Character Points:**
☐Wounded
☐Incapacitated
☐Mortally Wounded

**Equipment:** Deck of sabacc cards, datapad with rules for every game of chance known, a week's worth of expensive clothes, 1000 credits, Hold-out blaster (damage 3D+2)

## Kid

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:** 12
**Height:** **Weight:**
**Physical Description:**

**Background:** Somehow you ended up in space, tromping around with the Rebellion or some smuggler with a heart of gold. It's a fun life, and you couldn't ask for more — fighting stormtroopers, saving people from the Empire, putting bounty hunters in their place. Sheesh! Some people have no sense of humor.

**Personality:** Something has to be really cool to hold your thoughts. You are cheerful and love attention, always ready with a smart-aleck comment. You have chosen one character to be your "big brother/sister" figure and constantly tag along.

**Objectives:** To find cool things to do. To stop the Empire.

**A Quote:** "A fight! Let's go get 'em!"

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **3D+2** | **PERCEPTION** | **3D+2** |
| Blaster | | Bargain | |
| Dodge | | Con | |
| Melee Combat | | Hide | |
| Melee Parry | | Search | |
| Missile Weapons | | Sneak | |
| Pick Pocket | | | |
| **KNOWLEDGE** | **2D+2** | **STRENGTH** | **2D+1** |
| Languages | | Climbing/Jumping | |
| Streetwise | | Stamina | |
| Survival | | Swimming | |
| **MECHANICAL** | **3D** | **TECHNICAL** | **2D+2** |
| Beast Riding | | Computer Prog/Rpr | |
| Ground Vehicle Ops | | Droid Programming | |
| Repulsorlift Operation | | Droid Repair | |
| | | First Aid | |
| | | Repulsorlift Repair | |

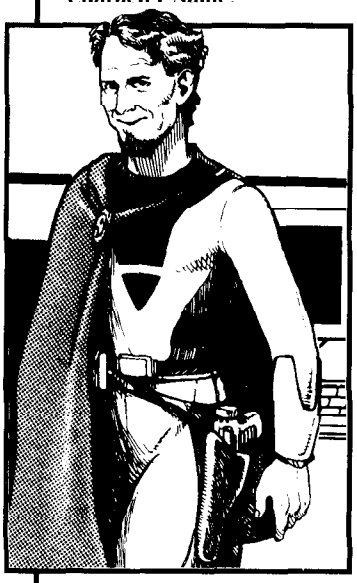
**Special Abilities:**

**Move:** 8
**Force Points:**
**Force Sensitive:** ☐Yes ☐No
**Dark Side Points:**
**Character Points:**
☐Wounded
☐Incapacitated
☐Mortally Wounded

**Equipment:** Two bottles of fizzyglug, one bag of candy, a small stone, some string, a small pet (dead or alive, your choice), 25 credits, a smile that people can't refuse.

## New Republic Bureaucrat

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You work for the New Republic. The perks aren't good, but at least these people are trying to make the galaxy a better place, and you can respect that. Your job gives you a lot of authority, and sometimes you have to go on investigations, taking you into the middle of the action.

**Personality:** Forceful but quiet, you are confident in your own area of expertise. But when the blaster bolts start flying you are very happy to let someone else be in the spotlight.

**Objectives:** To make the galaxy a better place.

**A Quote:** "Wait a minute. Let me talk to him — I know how these guys think."

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **2D** | **PERCEPTION** | **3D+2** |
| Blaster | | Bargain | |
| Brawling Parry | | Command | |
| Dodge | | Con | |
| Melee Combat | | Investigation | |
| Running | | Persuasion | |
| Vehicle Blasters | | Search | |
| **KNOWLEDGE** | **4D** | **STRENGTH** | **2D+1** |
| Bureaucracy | | Brawling | |
| Business | | Climbing/Jumping | |
| Intimidation | | Stamina | |
| Law Enforcement | | Swimming | |
| Planetary Systems | | | |
| Value | | | |
| **MECHANICAL** | **3D** | **TECHNICAL** | **3D** |
| Astrogation | | Computer Prog/Rpr | |
| Communications | | Droid Programming | |
| Repulsorlift Ops | | Droid Repair | |
| Space Transports | | First Aid | |
| Starship Gunnery | | | |
| Starship Shields | | | |

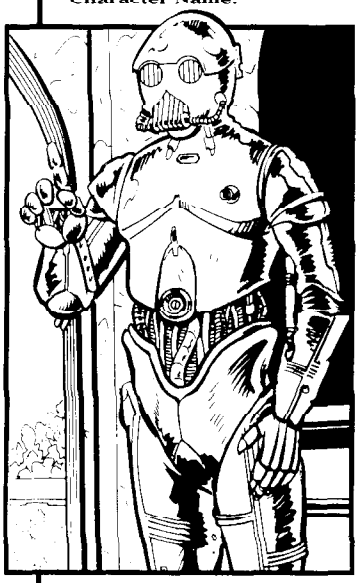
**Special Abilities:**

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** Average clothes, comlink, 4000 credits, landspeeder (move 120, body strength 3D, maneuverability 2D), sporting blaster (damage 3D+2)

## Protocol Droid

**Character Name:**



**Player:**
**Model:** 3P0 Human-Cyborg Relations Droid
**Height:** 1.7m **Weight:**
**Physical Description:**

**Background:** You still can't understand Humans. They are very illogical, and seem to *want* to be exposed to danger. Nonetheless, you continue on, despite the thanklessness. Your most recent owner is flamboyant and temperamental, but treats you like a real person.

**Personality:** You are very proper, concerned with doing things the "right" way. You have a persecution complex and think that people are making fun of you. You get Humans upset with you, even just doing what you were programmed for.

**Objectives:** To serve your master faithfully and loyally.

**A Quote:** "Mistress, they believe that you are some sort of ... deity. Oh my!"

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **1D** | **PERCEPTION** | **1D** |
| Brawling Parry | | Bargain | |
| Dodge | | Investigation | |
| Melee Parry | | Persuasion | |
| Running | | Search | |
| **KNOWLEDGE** | **3D** | **STRENGTH** | **1D** |
| Alien Species | | Stamina | |
| Bureaucracy | | | |
| Cultures | | | |
| Languages | | | |
| Planetary Systems | | | |
| **MECHANICAL** | **1D** | **TECHNICAL** | **1D** |
| Astrogation | | Computer Prog/Rpr | |
| Communications | | Droid Programming | |
| Repulsorlift Ops | | Droid Repair | |
| Sensors | | First Aid | |
| Starship Shields | | | |

**Special Abilities:** *Skills:* You start with 10D to allocate to skills. *Life Preservation Programming:* Your programming prevents you from injuring a sentient, even in self defense.

**Story Factors:** See Section 8.2, "Droids."

**Move:** 7
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:**

## Smuggler

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You wouldn't call yourself a criminal — but then, you aren't an Imperial customs officer or a "New Republic" trade official. You're a free trader. You fly the space lanes bringing people what they want and need ... for a price.

**Personality:** You're tough, street smart and *very* cynical. You know better — you've seen every scam in the galaxy (and probably run a few in your day, too). You're a good pilot, so you can get out of trouble as fast as you get into it.

**Objectives:** To make enough money to pay off your ship ... unless some better scheme comes along.

**A Quote:** "You've never *heard* of the (*name of your ship*)?!"

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **3D+1** | **PERCEPTION** | **3D** |
| Blaster | | Bargain | |
| Dodge | | Con | |
| Grenade | | Forgery | |
| Melee Combat | | Gambling | |
| Running | | Persuasion | |
| Vehicle Blaster | | Search | |
| | | Sneak | |
| **KNOWLEDGE** | **2D+1** | **STRENGTH** | **3D** |
| Alien Species | | Brawling | |
| Languages | | Climbing/Jumping | |
| Planetary Systems | | Lifting | |
| Streetwise | | Stamina | |
| Value | | Swimming | |
| **MECHANICAL** | **3D+2** | **TECHNICAL** | **2D+2** |
| Astrogation | | Blaster Repair | |
| Sensors | | First Aid | |
| Space Transports | | Repulsorlift Repair | |
| Starfighter Piloting | | Space Transpots Rpr | |
| Starship Gunnery | | Starship/Weapon Rpr | |
| Starship Shields | | | |
| Swoop Operation | | | |

**Special Abilities:** None

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐Yes ☐No
**Dark Side Points:**
**Character Points:**
☐Wounded
☐Incapacitated
☐Mortally Wounded

**Equipment:** Stock light freighter (use the stats for the Stock YT-1300 Transport on page 121), comlink, 2,000 credits standard, 25,000 credits in debt to a crime boss, heavy blaster pistol (damage 5D)

## Sullustan Trader

**Character Name:**



**Player:**
**Species:** Sullustan
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You bought a ship and headed for the stars to see if you could make a living. You've nearly gone broke, you've had to fight your way out of a *few* tight spots, and, oh yeah, you're wanted by the Empire. A simple misunderstanding that you can't seem to get straightened out.

**Personality:** You are a very good pilot, and when it comes to bargaining ... you try. You are quiet, resourceful and true to your word. Your ideas are always carefully considered, and most of the time, pretty good.

**Objectives:** To make money as a cargo hauler.

**A Quote:** "I'll give you 300 credits a ton for those, but only if I can get them by sundown. Deal!"

**Connection With Other Characters:**

| | | | |
|---|---|---|---|
| **DEXTERITY** | **2D+1** | **PERCEPTION** | **3D** |
| Blaster | | Bargain | |
| Dodge | | Con | |
| Running | | Hide | |
| Vehicle Blasters | | Persuasion | |
| | | Search | |
| | | Sneak | |
| **KNOWLEDGE** | **2D+2** | **STRENGTH** | **2D** |
| Alien Species | | Brawling | |
| Bureaucracy | | Climbing/Jumping | |
| Languages | | Lifting | |
| Planetary Systems | | Stamina | |
| Streetwise | | | |
| Survival | | | |
| **MECHANICAL** | **4D+1** | **TECHNICAL** | **3D+2** |
| Astrogation | | Computer Prog/Rpr | |
| Repulsorlift Ops | | Droid Programming | |
| Sensors | | Droid Repair | |
| Space Transports | | First Aid | |
| Starfighter Piloting | | Space Transports Rpr | |
| Starship Gunnery | | | |
| Starship Shields | | | |

**Special Abilities:** *Enhanced senses:* You have exceptional sight and hearing. See page 136. *Location sense:* You always remember how to get to any place that you have visited. You never get lost. See page 136.

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐Yes ☐No
**Dark Side Points:**
**Character Points:**
☐Wounded
☐Incapacitated
☐Mortally Wounded

**Equipment:** Stock light freighter (see page 121) which you owe 6,000 credits on, datapad, comlink, blaster pistol (damage 4D)

## Wookiee First Mate

**Character Name:**



**Player:**
**Species:** Wookiee
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** You were enslaved by the Empire when some young hotshot decided to save you. You decided he was a decent guy and signed on to be his co-pilot.

**Personality:** You're big, furry, and hate to lose. You get angry *very* easily and get a lot of respect from people—mostly out of fear.

**Objectives:** To bring freedom to your home planet.

**A Quote:** "Grrr...! (growl some)!" **Note:** If no one speaks Wookiee, the characters will have to make *language* rolls to understand you. To say something, growl and have each character roll to see if they understand you. If they succeed, tell them what your character just said; if they fail, growl more and play charades.

**Connection With Other Characters:**

| **DEXTERITY** | **2D+2** | **PERCEPTION** | **2D** |
|---|---|---|---|
| Bowcaster | | Bargain | |
| Brawling Parry | | Con | |
| Dodge | | Persuasion | |
| Grenade | | Search | |
| Melee Combat | | | |
| Melee Parry | | | |
| Running | | | |
| **KNOWLEDGE** | **2D** | **STRENGTH** | **5D** |
| Alien Species | | Brawling | |
| Intimidation | | Climbing/Jumping | |
| Planetary Systems | | Lifting | |
| Streetwise | | Stamina | |
| Survival | | Swimming | |
| Value | | | |
| **MECHANICAL** | **3D** | **TECHNICAL** | **3D+1** |
| Astrogation | | Blaster Repair | |
| Beast Riding | | Droid Programming | |
| Repulsorlift Ops | | Droid Repair | |
| Sensors | | First Aid | |
| Space Transports | | Repulsorlift Repair | |
| Starship Gunnery | | Space Transports Rpr | |
| Starship Shields | | | |

**Special Abilities:** *Berserker rage:* See page 137. *Climbing claws:* Add +2D to your *climbing* skill. See page 137.

**Story Factors:** See "Wookiees" in Section 7.1, "Aliens"

**Move:** 10
**Force Points:**
**Force Sensitive:** ☐ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** 250 credits, Wookiee bowcaster (damage 4D)

## Young Jedi

**Character Name:**



**Player:**
**Species:** Human
**Sex:** **Age:**
**Height:** **Weight:**
**Physical Description:**

**Background:** Your were always fascinated by tales of the Jedi Knights. Somehow you learned how to naturally manipulate the Force. You know that the Force is strong, and you can use it to restore peace.

**Personality:** You are energetic, and very dedicated to the objectives of the Jedi. You are also very youthful, and sometimes lack maturity. Torn between your own baser instincts, like anger, it is tough growing up while being able to call upon such awesome powers.

**Objectives:** To restore the Jedi Knights to their position of honor. To find your own lightsaber, or learn how to build one.

**A Quote:** "The Force is strong ... use it for good!"

**Connection With Other Characters:**

| **DEXTERITY** | **2D** | **PERCEPTION** | **2D** |
|---|---|---|---|
| Blaster | | Bargain | |
| Dodge | | Command | |
| Melee Combat | | Hide | |
| Melee Parry | | Investigation | |
| Running | | Persuasion | |
| Vehicle Blasters | | Search | |
| | | Sneak | |
| **KNOWLEDGE** | **2D** | **STRENGTH** | **2D** |
| Alien Species | | Brawling | |
| Languages | | Climbing/Jumping | |
| Planetary Systems | | Stamina | |
| Survival | | Swimming | |
| Willpower | | | |
| **MECHANICAL** | **2D** | **TECHNICAL** | **2D** |
| Astrogation | | Blaster Repair | |
| Beast Riding | | Droid Repair | |
| Repulsorlift Ops | | First Aid | |
| Space Transports | | Repulsorlift Repair | |
| Starship Shields | | Security | |

**Special Abilities:** *Force skills: Control 1D, sense 1D, alter 1D.* You start with nine Force powers.

**Move:** 10
**Force Points:** 2
**Force Sensitive:** ☑ Yes ☐ No
**Dark Side Points:**
**Character Points:**
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded

**Equipment:** 500 credits, two sets of clothing, an astromech Droid (see page 158), blaster pistol (damage 4D)

## Privateer Captain

**Character Name:** _____


Mike Jackson

**Player:** _____
**Species:** Human
**Sex:** _____ **Age:** _____
**Height:** _____ **Weight:** _____
**Physical Description:** _____

**Background:** Forced into piracy at a young age, you rose through the ranks to captain your own ship. Now you want to make more of your life and maybe retire someday, so you've contracted your services to the Rebel Alliance as a privateer in return for a pardon and half the profits.

**Personality:** A dashing gentleman at heart, you never acquired the bloodthirst that consumes so many pirates. You love outwitting prize ships and patrols while raiding the Empire's ill-gotten gains. You're experienced enough to keep a level head in battle and keep your rowdy crew under control.

**Objectives:** To amass enough credits to retire in style.

**A Quote:** "Gently, gently.... Fire the ion cannon! Tractor beam on! Prepare to board! Blasters on stun, lads!

**Connection With Characters:** You are likely to be captain of some of the other characters. You might have robbed a smuggler's ship or arrogant noble or young senator's yacht. Bounty hunters or Jedi could have tried to hunt you down.

**Equipment:** Flashy clothes, gaudy jewelry, comlink, vacuum suit, datapad, modified Corellian Corvette and no credits or light frigate and 500 credits standard, blaster pistol (4D)

| **DEXTERITY** | **2D+1** |
|---|---|
| Blaster | ____ |
| Brawling parry | ____ |
| Dodge | ____ |
| Grenade | ____ |
| Melee combat | ____ |
| _____ | |
| _____ | |
| **KNOWLEDGE** | **3D+2** |
| Business | ____ |
| Intimidation | ____ |
| Law enforcement | ____ |
| Languages | ____ |
| Streetwise | ____ |
| Value | ____ |
| _____ | |
| **MECHANICAL** | **3D+1** |
| Astrogation | ____ |
| Capital ship gunnery | ____ |
| Capital ship piloting | ____ |
| Space transports | ____ |
| Starship gunnery | ____ |
| Starship shields | ____ |
| _____ | |
| _____ | |

| **PERCEPTION** | **4D** |
|---|---|
| Bargain | ____ |
| Command | ____ |
| Con | ____ |
| Gambling | ____ |
| Investigation | ____ |
| Search | ____ |
| Sneak | ____ |
| _____ | |
| **STRENGTH** | **2D** |
| Brawling | ____ |
| Stamina | ____ |
| _____ | |
| _____ | |
| _____ | |
| _____ | |
| **TECHNICAL** | **2D+2** |
| Blaster repair | ____ |
| Capital ship repair | ____ |
| DemolitionS | ____ |
| Firstaid | ____ |
| Security | ____ |
| Space transports repair | ____ |
| _____ | |

**Special Abilities:** None
**Move:** 10
**Force Points:**
**Force Sensitive?:** ❑ Yes ❑ No

**Dark Side Points:**
**Character Points:**
❑ Wounded
❑ Incapacitated
❑ Mortally Wounded

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## Veteran Spacer

**Character Name:** _____


Mike Vilardi

**Player:** _____
**Species:** Human
**Sex:** _____ **Age:** _____
**Height:** _____ **Weight:** _____
**Physical Description:** _____

**Background:** You're a general spacer, able to find a berth in almost any commercial freighter that travels the spacelanes ... or at least you can when there's a berth to be had. These days, berths are hard to find, what with the Civil War and trade disruptions and all that. Its enough to drive you into raiding. Although you have a general background, and can fly, fix, and generally work anything aboard ship, you have a particular specialization, something you're particularly good at. You usually sign on as a (sensor, comm, weapons) tech, and are specially to use, maintain, and repair that equipment.

**Personality:** You're a little rough around the edges. You work for a living, unlike most officers and corporate hacks, and keep your feet on deck and "don't tumble in zero-gee," according to your crewmates. You are a practical worker, but not completely unimaginative and like to hear and tell tall tales and spacer's legends.

**Objectives:** To see as much of the galaxy as possible, and make a good living while you still can.

**A Quote:** "This little ion storm is nothing! You should have seen the Great Ion Storm on the Enarc Run a few years ago!"

**Connection With Characters:** You may have served with or under another spacefaring character. You could have met anyone in your extensive travels.

**Equipment:** Shipsuit, comlink, vacuum suit, 500 credits, blaster pistol (4D), datapad, tool kit appropriate to your specialty, spacer's chest, mementoes from a dozen worlds.

| **DEXTERITY** | **3D** |
|---|---|
| Blaster | ____ |
| Brawling parry | ____ |
| Dodge | ____ |
| Grenade | ____ |
| Melee combat | ____ |
| _____ | |
| _____ | |
| **KNOWLEDGE** | **2D+1** |
| Alien species | ____ |
| Intimidation | ____ |
| Languages | ____ |
| Streetwise | ____ |
| Value | ____ |
| _____ | |
| **MECHANICAL** | **3D+2** |
| Astrogation | ____ |
| Communications | ____ |
| Sensors | ____ |
| Space transports | ____ |
| Starship gunnery | ____ |
| Starship shields | ____ |
| _____ | |
| _____ | |

| **PERCEPTION** | **3D** |
|---|---|
| Bargain | ____ |
| Command | ____ |
| Con | ____ |
| Gambling | ____ |
| _____ | |
| **STRENGTH** | **2D+2** |
| Brawling | ____ |
| Lifting | ____ |
| Stamina | ____ |
| _____ | |
| _____ | |
| _____ | |
| _____ | |
| **TECHNICAL** | **3D+2** |
| First aid | ____ |
| Space transports repair | ____ |
| Starship weapon repair | ____ |
| _____ | |
| _____ | |
| _____ | |
| _____ | |

**Special Abilities:** None
**Move:** 10
**Force Points:**
**Force Sensitive?:** ❑ Yes ❑ No

**Dark Side Points:**
**Character Points:**
❑ Wounded
❑ Incapacitated
❑ Mortally Wounded

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## Alliance Observer

**Character Name:** _____


Doug Shuler

**Player:** _____
**Species:** Human
**Sex:** _____ **Age:** _____
**Height:** _____ **Weight:** _____
**Physical Description:** _____

**Background:** You're a 23'er. That means you've successfully completed 20 field assignments — against the 23% odds of survival. Now you're retired from field intelligence, but you still find ways to serve. Currently, you're on assignment as an Observer on board a Rebel privateer ship. It's not a glorious job, but it should be interesting living through a tour with these cutthroats. You're a little worried, though — that the real action is happening somewhere besides this ragtag ship.

Your mission is to observe the actions of the privateers you're assigned to, record prize values, and lend assistance as you are able. The crew doesn't like you and the feeling is mutual.

**Personality:** You're certain, calm, professional. You're a very competent agent, and know it. It's not ego. Ego is for amateurs.

**Objectives:** To complete the assignment at hand (and not throttle any of these privateer-types in the process).

**A Quote:** "You're going to pull a Marg Sabl closure maneuver? Why not? It was a good idea ... a decade ago."

**Connection With Characters:** You're on assignment to this ship. You might find the captain a reasonable and competent fellow, but most of the crew are a bunch of amateurs.

**Equipment:** Comlink, communication encryption unit, datapad with safe port and contact information, 1,000 credits, spacer's chest, blaster pistol (4D).

**DEXTERITY 3D+1**
Blaster ____
Dodge ____
Grenade ____
Melee combat ____

**KNOWLEDGE 3D+1**
Aliens species ____
Bureaucracy ____
Cultures ____
Streetwise ____
Survival ____
Tactics ____
Value ____

**MECHANICAL 3D**
Astrogation ____
Capital ship piloting ____
Communications ____
Sensors ____
Space transports ____
Starfighter piloting ____

**PERCEPTION 3D+2**
Command ____
Gambling ____
Persuasion ____
Search ____
Sneak ____

**STRENGTH 2D+2**
Brawling ____

**TECHNICAL 2D**
Demolitions ____
First aid ____
Space transports repair ____

**Special Abilities:** None
**Move:** 10
**Force Points:**
**Force Sensitive?:** ❑ Yes ❑ No

**Dark Side Points:**
**Character Points:**
❑ Wounded
❑ Incapacitated
❑ Mortally Wounded

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## Boarder

**Character Name:** _____


Doug Shuler

**Player:** _____
**Species:** Human
**Sex:** _____ **Age:** _____
**Height:** _____ **Weight:** _____
**Physical Description:** _____

**Background:** You are a tough, hard boarder, trained to charge into prize ships to seize them. You honed your skills as a small-time raider in a remote area, and stuck with it since it paid very well. You're not much of a thinker and you don't really want a promotion — you just like to fight and you are very good at it.

**Personality:** Nasty and violent, although not sadistic. You look forward to fights. You are loyal, though — you know how fast the captain is with a blaster, and you don't really want to antagonize him.

**Objectives:** To make money and enjoy life (particularly if you get to break a few heads along the way).

**A Quote:** "Throw down your weapons and you might live through this!"

**Connection With Characters:** You serve on a pirate ship, and often are assigned to protect potentially valuable "guests" (hostages).

**Equipment:** Armored vaccsuit (+1D vs. energy and physical), gaudy jewelry, comlink, 1,000 credits, spacer's chest, heavy blaster pistol (5D), two stun grenades (5D stun damage)

**DEXTERITY 3D+2**
Blaster ____
Brawling parry ____
Dodge ____
Grenade
Melee combat ____
Melee parry ____

**KNOWLEDGE 2D**
Intimidation ____
Streetwise ____
Tactics ____
Value ____

**MECHANICAL 3D**
Rocket pack operation ____
Space transports ____
Starship gunnery ____
Starship shields ____

**PERCEPTION 3D**
Con ____
Gambling ____
Search ____

**STRENGTH 3D+2**
Brawling ____
Lifting ____
Stamina ____

**TECHNICAL 2D+2**
Armor repair ____
Demolitions ____
First aid
Space transports repair ____
Starship weapon repair ____

**Special Abilities:** None
**Move:** 10
**Force Points:**
**Force Sensitive?:** ❑ Yes ❑ No

**Dark Side Points:**
**Character Points:**
❑ Wounded
❑ Incapacitated
❑ Mortally Wounded

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# STAR WARS

**Character Name:**
**Type:** Comm Slicker
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Player Name:** _____

| **Dexterity** _____ **2D** | **Perception** _____ **4D** |
|---|---|
| Blaster _____ | Bargain _____ |
| Brawling parry _____ | Command _____ |
| Dodge _____ | Con _____ |
| Melee combat _____ | Forgery _____ |
| Melee parry _____ | Gambling _____ |
| Pick pocket _____ | Hide _____ |
| Running _____ | Persuasion _____ |
| _____ | Search _____ |
| _____ | Sneak _____ |
| _____ | _____ |

| **Knowledge** __ **3D+2** | **Strength** ____ **2D+2** |
|---|---|
| Alien species _____ | Brawling _____ |
| Bureaucracy _____ | Climbing/jumping ____ |
| Cultures _____ | Swimming _____ |
| Intimidation _____ | _____ |
| Languages _____ | _____ |
| Law enforcement ____ | _____ |
| Planetary systems ____ | _____ |
| Streetwise _____ | _____ |

| **Mechanical** __ **3D+1** | **Technical** ____ **2D+1** |
|---|---|
| Astrogation _____ | Computer programming/repair _____ |
| Communications ____ | Droid programming __ |
| Repulsorlift operation _____ | Droid repair _____ |
| Sensors _____ | First aid _____ |
| Space transports ____ | Security _____ |
| Starship shields ____ | _____ |
| _____ | _____ |
| _____ | _____ |
| _____ | _____ |

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Comlink, datapad, hold-out blaster (3D), 500 credits

**Background:** You have a gift. Open your mouth and you can convince almost anyone of almost anything. Most of the time. Whether you're face-to-face or yacking over the ship's comm, you make an honest impression no matter what kind of scam you're trying to pull off. At first, you used this gift to bilk people on your homeworld. When they caught on, you decided it was best to take your act on the road. You tagged along with a not-so-legitimate transport crew. At first they thought you were just annoying. But when you got the hang of the ship's communications equipment and started bluffing your way past Imperial Customs, they decided you had some worth after all.

Now you're working a much more lucrative scam than you ever could have managed on your homeworld. You can work the comm and sensors boards like nobody's business. Given half the chance you could convince Coruscant traffic control you're flying the Emperor's personal shuttle (or so you believe).

**Personality:** You're confident and mouthy. If you're not snowing some guy over the comm, you're blabbing to your mates.

**Objectives:** You try to get deeper into trouble, then fast-talk your way out of it. It's fun to con other people, especially when you and your smuggling crew can make more credits off it.

**A Quote:** "Sure, we'll let you come aboard for an inspection. But let me warn you, it'll take some time to get that vohis mold stink out of your airscrubbers. Whew! I've been on here so long I think the odor has rotted out my nasal cavity."

**Connection With Other Characters:** You might have hired on with any smuggler type. With your attitude, you'd certainly fit in well with a hot-shot pilot, classy smuggler or Wroonian captain.

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# STAR WARS

**Character Name:**

**Type:** Classy Smuggler

**Gender/Species:** /Human

**Age:** _____ **Height:** _____ **Weight:** _____

**Physical Description:** _____

_____

_____

_____



Marshall Andrews III

**Player Name:** _____

**Dexterity** ____ **3D+1**
- Blaster _____
- Brawling parry _____
- Dodge _____
- Melee combat _____
- Melee parry _____
- Pick pocket _____
- Running _____
- Thrown weapons _____

**Knowledge** _____ **3D**
- Alien species _____
- Bureaucracy _____
- Business _____
- Cultures _____
- Languages _____
- Law enforcement _____
- Planetary systems _____
- Streetwise _____
- Value _____

**Mechanical** _____ **3D**
- Astrogation _____
- Beast riding _____
- Communications _____
- Repulsorlift operation _____
- Sensors _____
- Space transports _____
- Starship gunnery _____
- Starship shields _____
- Swoop operation _____

_____

**Perception** ___ **3D+2**
- Bargain _____
- Command _____
- Con _____
- Gambling _____
- Hide _____
- Persuasion _____
- Search _____
- Sneak _____

**Strength** _____ **3D**
- Brawling _____
- Climbing/jumping ____
- Swimming _____

_____

_____

_____

_____

_____

_____

**Technical** _____ **2D**
- Computer programming/repair _____
- Droid programming __
- Droid repair _____
- First aid _____
- Repulsorlift repair ____
- Security _____
- Space transports repair _____
- Starship weapon repair _____

**Special Abilities**

None.

**Move** _____ 10

**Force Sensitive?** ___ No

**Force Points** _____ 1

**Dark Side Points** _____

**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), expensive clothes, hold-out blaster (3D), 5,000 credits

**Background:** Life on your parents' Core World estate was *so* boring. To break up the tedium, you decided to head out and teach those Outer Rim scoundrels how smuggling really should be done: with class and elegance. You'd bring the flame of civilization to the galaxy's barbaric frontier...and make a few credits in the process. You can become a successful smuggler without becoming a brute.

Although you've accepted this great task, it comes at a price. You're never too comfortable blasting the Emperor's minions, though you're told this is an occupational hazard. Smuggler life has forced you to accept less-than-adequate accommodations. You often find yourself longing for the cultured comforts of your homeworld: fine food and drink, a few moments to talk philosophy, a swoop ride through your estate, parties with important planetary dignitaries.

**Personality:** You're a friendly enough chap, but despite your refined demeanor, angry ruffians tend to pick fights with you for no reason. Perhaps their inability to accept your superior attitude and intelligence might have something to do with this...

**Objectives:** You want to become the perfect example of gentility and gracefullness in a profession which certainly needs some of those qualities. Still, you're not slow to act when your companions or you are in direct danger.

**A Quote:** "Goodness, you didn't have to blast those customs officials—I'm sure they would have cooperated had you given me a chance to reason with them."

**Connection With Other Characters:** Whether or not you own the freighter you're flying, you probably hired several of your fellows as crew, or are tagging along to observe (and hopefully change) their uncivilized ways.

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# STAR WARS

**Character Name:**
**Type:** Cautious First Mate
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Player Name:** _____

| **Dexterity** _____ **4D** | **Perception** ___ **3D+2** |
|---|---|
| Blaster _____ | Bargain _____ |
| Brawling parry _____ | Con _____ |
| Dodge _____ | Forgery _____ |
| Grenade _____ | Gambling _____ |
| Melee combat _____ | Hide _____ |
| Melee parry _____ | Persuasion _____ |
| Missile weapons _____ | Search _____ |
| Pick pocket _____ | Sneak _____ |
| Running _____ | _____ |
| Thrown weapons _____ | _____ |
| **Knowledge** _____ **3D** | **Strength** _____ **3D** |
| Alien species _____ | Brawling _____ |
| Cultures _____ | Climbing/jumping _____ |
| Languages _____ | Lifting _____ |
| Planetary systems _____ | Swimming _____ |
| Streetwise _____ | _____ |
| Survival _____ | _____ |
| Willpower _____ | _____ |
| **Mechanical** __ **2D+1** | **Technical** _____ **2D** |
| Astrogation _____ | Computer programming/repair _____ |
| Beast riding _____ | Demolitions _____ |
| Communications _____ | Droid programming _____ |
| Powersuit operation _____ | Droid repair _____ |
| Repulsorlift operation _____ | First aid _____ |
| Sensors _____ | Security _____ |
| Space transports _____ | _____ |
| Starship gunnery _____ | _____ |
| Starship shields _____ | _____ |
| Swoop operation _____ | _____ |

**Equipment:** Blast vest (+1D physical, +1 energy, torso only), blaster pistol (4D), medpac, 500 credits

**Background:** You're a fugitive running away from a turbulent past. To get away from those on your trail, you joined a freighter crew. At the time you didn't suspect them to be smugglers. Perhaps that's best—their underworld connections can help you escape should your pursuers ever pick up your scent. You never stay in one place very long, and constantly move around to follow the lucrative cargoes.

You don't have much experience as a spacer, but you're learning quickly. You help out where you can, assisting the captain and helping with mundane shipboard duties. When you're in port, you watch everyone's back, especially your own. Nobody's as good as their word—everyone has motives other than the ones they're revealing. You never know when your pursuers will show up. You're quick with a blaster, and discreet enough to know when it's needed.

**Personality:** Living in fear has brought your caution close to paranoia. You don't trust anyone who isn't part of your crew. Half the time your hand is on your blaster.

**Objectives:** You have to keep moving to avoid those who want you captured. The more remote the system, the better.

**A Quote:** "I don't trust him, Captain. There's something going on here that smells like a set-up."

**Connection With Other Characters:** You could have joined any freighter crew, but would associate more with those characters who exhibit cautious behavior like your own.

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** _____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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# STAR WARS

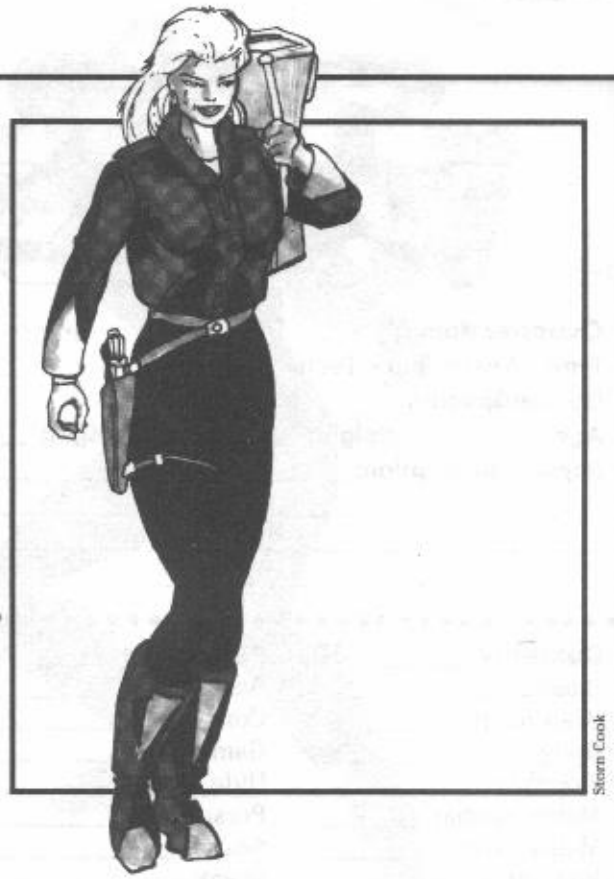
**Character Name:**

**Type:** Wroonian Captain

**Gender/Species:** /Wroonian

**Age:** _____ **Height:** _____ **Weight:** _____

**Physical Description:** _____



Storn Cook

**Player Name:** _____

**Dexterity** _____ **3D**
- Blaster _____
- Brawling parry _____
- Dodge _____
- Grenade _____
- Melee combat _____
- Melee parry _____
- Missile weapons _____
- Pick pocket _____
- Running _____
- Thrown weapons _____

**Knowledge** __ **2D+1**
- Alien species _____
- Cultures _____
- Intimidation _____
- Languages _____
- Planetary systems _____
- Streetwise _____
- Survival _____
- Value _____
- Willpower _____

**Mechanical** __ **4D+2**
- Archaic starship piloting
- Astrogation _____
- Communications _____
- Repulsorlift op. _____
- Sensors _____
- Space transports _____
- Starfighter piloting ___
- Starship gunnery _____
- Starship shields _____
- Swoop op. _____

**Perception** _____ **3D**
- Bargain _____
- Command _____
- Con _____
- Gambling _____
- Hide _____
- Persuasion _____
- Search _____
- Sneak _____

**Strength** _____ **3D**
- Brawling _____
- Climbing/jumping ____
- Lifting _____
- Stamina _____
- Swimming _____

**Technical** _____ **2D**
- Computer programming/repair _____
- Demolitions _____
- First aid _____
- Repulsorlift repair ____
- Security _____
- Space transports repair _____
- Starfighter repair _____
- Starship weapon repair _____

**Special Abilities**

None.

**Move** _____ 10

**Force Sensitive?** ___ No

**Force Points** _____ 1

**Dark Side Points** _____

**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Flashy flight jacket, gear bag, heavy blaster pistol (5D), lucky charm, 250 credits

**Background:** Fame, fortune, excitement beyond description—that's why you became a smuggler. You didn't give it much thought (you don't give anything much thought), you just decided one day that smuggling was more interesting than whatever it was you were doing at the moment. That's pretty much how you live your life. If it's more exciting, or promises more wealth and glory, you do it. And if someone's so audacious as to challenge you to do something, then you just have to accomplish it to prove the scoundrel wrong.

This inevitably brings you face-to-face with big trouble. To you, getting out of trouble is half the fun. Where there's more danger, there's more excitement. If life weren't so thrilling, you wouldn't have such a good time.

**Personality:** You never back down from a challenge. If something involves gaining wealth or fame, you're interested.

**Objectives:** To grab as many credits as you can and have the most fun doing it.

**A Quote:** "I like that ship. It looks much faster than ours. It probably has a much more expensive cargo on it. The weapons look more powerful, too. Let's take it."

**Connection With Other Characters:** You'd join up with anyone who looked like they got into a lot of trouble. The gunrunner, hot-shot pilot or jaded spice runner are good options, because their business carries a particularly high potential for action.

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# STAR WARS

**Player Name:** _____

**Character Name:**
**Type:** Weary Ship's Tech
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Stern Cook

**Dexterity** _____ **3D**
Blaster _____
Brawling parry _____
Dodge _____
Firearms _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____

**Knowledge** _____ **4D**
Alien species _____
Bureaucracy _____
Business _____
Cultures _____
Planetary systems _____
Streetwise _____
Survival _____
Value _____

**Mechanical** _____ **2D**
Archaic starship piloting _____
Astrogation _____
Communications _____
Powersuit operation _____
Repulsorlift operation _____
Sensors _____
Space transports _____
Starship shields _____
_____

**Perception** _____ **2D**
Bargain _____
Con _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____

**Technical** _____ **4D**
Blaster repair _____
Capital ship repair _____
Capital ship weapon repair _____
Computer programming/repair _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Space transports repair _____
Starfighter repair _____
Starship weapon repair _____
_____
_____
_____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ___ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), lucky hydrospanner, spacer's chest, tool kit, 250 credits

**Background:** All your life you've been crawling through starship maintenance ducts, repair hatches and engingeering spaces. Now you're getting too old for this stuff. All this running around the galaxy, fleeing Imperial cruisers, vindictive bounty hunters and twisted crime lords is taking its toll on your old bones.

It's time you found some nice port to retire in, maybe open up a repair bay with the measly few credits you've managed to save over the years. Of course, retirement would be much more comfortable if you stayed with this crew a bit longer, made a few more high-stakes smuggling runs and collected your share of a big payoff.

**Personality:** You're grumpy and stern, always complaining about the ship's bad state of repair, or yelling at someone for messing up your repairs. You'd rather be left alone in the maintenance well than hang out with other crew members.

**Objectives:** Get this bucket of rot flying long enough to make the next port. You want to try and save up enough credits to retire somewhere...the nicer the better.

**A Quote:** "Aw, quit fiddling with the power flux stabilizer. I just re-tuned it last week. And if you keep maxing out the drives we're going to have a burn-out."

**Connection With Other Characters:** You might still be working for any smuggler who's also been in the business too long: the cynical free-trader or the jaded spice runner. Teaming up with anyone throwing around lots of credits (like the classy smuggler) is also a good idea.

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# STAR WARS

**Character Name:**
**Type:** Twi'lek Co-Pilot
**Gender/Species:** /Twi'lek
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Storn Cook

**Dexterity** _____ **3D**
Archaic guns _____
Blaster _____
Bows _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Pick pocket _____
Running _____
Thrown weapons _____

**Knowledge** __ **2D+1**
Alien species _____
Bureaucracy _____
Business _____
Cultures _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Survival _____
Willpower _____

**Mechanical** __ **2D+1**
Astrogation _____
Communications _____
Repulsorlift op. _____
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____
Swoop operation _____

**Perception** ___ **4D+2**
Bargain _____
Con _____
Forgery _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **2D+2**
Brawling _____
Climbing/jumping _____

**Technical** _____ **3D**
Computer programming/repair _____
Droid programming _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____
Starship weapon repair _____

**Special Abilities**
*Tentacles:* Twi'leks can use their head-tails to communicate in secret with each other.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ___ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), comlink, datapad, 50 credits

**Background:** You were taken from your homeworld of Ryloth and sold into slavery at a very young age. At first you just served your masters as a cabin attendant, but you soon took on greater responsibilities. You passed from one owner to another, often unscrupulous criminals who wandered the galaxy in a variety of starships: pirates, smugglers, slavers, enforcers. You faithfully obeyed every command and endured abuse for your mistakes. You learned all you could about starships and spacers' ways—it was all preparation for your escape.

You managed to flee with the aid of a sympathetic smuggler who provided a diversion and some additional help. Since you didn't have anywhere to go, the spacer invited you to join his crew. Your starship skills come in handy, but your mentality as an escaped slave is even more useful. You are ever watchful for bounty hunters or other agents out to recapture you. In port you're always watching everyone's back—espeically your captain's. You owe him a great debt, one that you feel loyal service can help repay.

**Personality:** You're quite and keep to yourself. You are very attached to your captain, following him everywhere (even against his orders) and watching his back from.

**Objectives:** You need to keep moving and avoid slavers and bounty hunters. You take any chance you get to help escaped slaves and aid friendly smugglers.

**A Quote:** "Those who watch carefully will know when to take shelter from the imminent heat storm."

**Connection With Other Characters:** You might have been rescued from slavery by any smuggler type. You might have been enslaved with the Sludir crate-buster or the Klattooinan roustabout.

**Player Name:** _____

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# STAR WARS

**Character Name:**
**Type:** Sullustan Engineer
**Gender/Species:** /Sullustan
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Storn Cook

**Player Name:** _____

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**Dexterity** ____ **2D+2**
Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Pick pocket _____
Running _____
_____

**Knowledge** ____ **2D**
Alien species _____
Bureaucracy _____
Cultures _____
Planetary systems ____
Streetwise _____
Value _____
Willpower _____

**Mechanical** __ **4D+1**
Astrogation _____
Beast riding _____
Communications ____
Powersuit operation _____
Repulsorlift operation _____
Sensors _____
_____
_____
_____
_____
_____

**Perception** ___ **2D+1**
Bargain _____
Con _____
Forgery _____
Hide _____
Persuasion _____
Search _____
Sneak _____
_____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping ____
Lifting _____
Stamina _____
_____
_____
_____

**Technical** ____ **3D+2**
Capital ship repair ___
Capital ship weapon repair _____
Computer programming/repair _____
Droid repair _____
Repulsorlift repair ____
Security _____
Space transports repair _____
Starfighter repair ____
Starship weapon repair _____

**Special Abilities**

*Enhanced Senses:* +2D to *search* and *Perception* in low-light conditions.

*Location Sense:* +1D to *astrogation* when jumping to a location the Sullustan has visited before. A Sullustan can always remember how to get back to someplace he has visted.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ___ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Gear bag, headset comlink, sporting blaster (3D+1), tool kit, 500 credits

**Background:** Life on Sullust was getting pretty boring. You used to have a job in the SoroSuub Corporation as a technical advisor—your job consisted of puttering around the company offices, fixing computers, repairing comm lines, and maintaining vital office equipment. Your life needed more excitement.

When SoroSuub announced its intention to side with the Empire, you fled the planet. You thought about joining the Rebel Alliance, but you weren't about to die for any cause. You wanted a life of thrills which paid a little dividend. So you joined up with a free-trader and put your technical skills to work maintaining the crummy bucket of scrap he called a freighter. Now and then the captain ran into some difficulties with the Empire, rival smugglers, crime lords and bounty hunters. This often meant the ship became more damaged, and you got more frustrated trying to fix everything before it all blew up. Still, you have your life of adventure, plus a few extra credits from the captain's lucrative smuggling runs.

**Personality:** Usually you're easy-going, but when things heat up in the engineering bay, you get flustered and anxious. You feel you have to fix everything all at once.

**Objectives:** To keep the freighter in tip-top condition with as little work as possible. You need to find some excitement, too.

**A Quote:** "How can I keep this ship flying when you keep damaging it?"

**Connection With Other Characters:** Any starship captain might have hired you to work the engingeering spaces. You'd probably join up with any spacer type whom you think has an aptitude for getting into adventures.

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# STAR WARS

**Player Name:** _____

**Character Name:**
**Type:** Sludir Crate-Buster
**Gender/Species:** /Sludir
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Storn Cook

**Dexterity** _____ **4D**
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____

**Knowledge** _____ **3D**
Alien species _____
Cultures _____
Intimidation _____
Languages _____
Planetary systems _____
Survival _____
Willpower _____

**Mechanical** _____ **2D**
Ground vehicle operation _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

**Perception** _____ **3D**
Bargain _____
Command _____
Hide _____
Persuasion _____
Search _____

**Strength** _____ **5D**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

**Technical** _____ **2D**
Armor repair _____
First aid _____
Ground vehicle repair _____
Space transports repair _____

**Equipment:** 2 Crate hooks (STR+2), Sludir war club (STR+1D), 50 credits

**Background:** Your people are physically powerful, but your upbringing stressed that responsibility and honor are needed to temper this quality into a true strength. You were about to become a proud warrior in your city-state when spacers took you from your primitive homeworld and put you to work for them. Most of the labor required your massive strength, even if the work itself was repetitive and boring. It lacked honor. Your short temper often erupted, but there was no way your physical prowess could free you from slavery.

Eventually a smuggler captain purchased your freedom in exchange for joining his crew. You are no longer a slave, but a free-willed crewmember with a salary and future of your own. You don't have many starship skills, so you work as a crate-buster. You load crates on and off starships (called "busting crates"), although sometimes you really bust crates over other people's heads: customs officers, bounty hunters, stormtroopers and the like. You are loyal to your new-found friends, and do what you can to protect them from the dangers lurking in every starport.

**Personality:** Blunt, to-the-point, and short-tempered. You're easily challenged to fights (although you avoid using ranged weapons), and have no qualms about bullying others with your strength. You never turn your back on a fight, and never abandon your friends.

**Objectives:** You want to work your way up in the smuggling world, making a name for yourself as a rough, no-nonsense Sludir.

**A Quote:** "With great strength comes responsiblity: together these bring honor."

**Connection With Other Characters:** Any smuggler might have freed you from slavers. You might have ties to anyone formerly involved in criminal organizations.

**Special Abilities**

*Natural Armor:* A Sludir's tough skin adds +1D against physical attacks.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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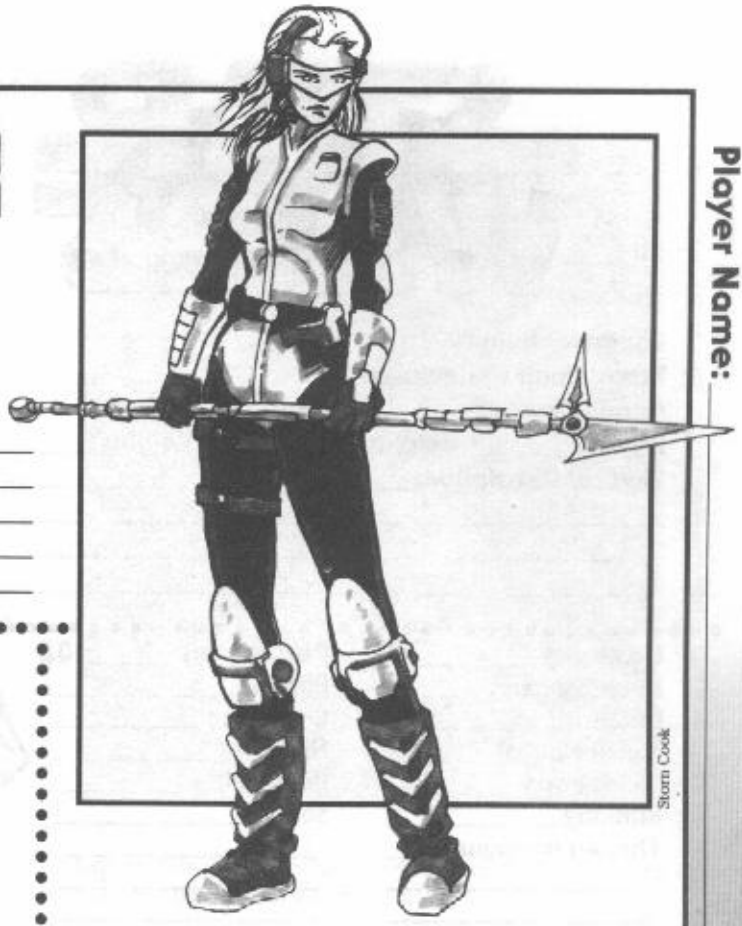
# STAR WARS

**Character Name:**
**Type:** Ship's Gunner
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____


Storn Cook

**Player Name:** _____

**Dexterity** _____ **3D**
Blaster _____
Blaster Artillery _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Missile weapons _____
Running _____
Vehicle blasters _____

**Knowledge** _____ **2D**
Intimidation _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Survival _____
Tactics _____
Willpower _____

**Mechanical** _____ **4D**
Beast riding _____
Capital ship gunnery _____
Communications _____
Ground vehicle op. _____
Powersuit op. _____
Repulsorlift op. _____
Sensors _____
Starship gunnery _____
Swoop operation _____
Walker operation _____

**Perception** _____ **3D**
Bargain _____
Command _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

**Technical** _____ **3D**
Armor repair _____
Blaster repair _____
Capital ship weapon repair _____
Demolitions _____
First aid _____
Ground vehicle repair _____
Repulsorlift repair _____
Security _____
Starship weapon repair _____
Walker repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** _____ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** _____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), force pike (STR+2D) with starfighter kills notched into shaft, headset comlink, medpac, 500 credits

**Background:** You've had some military experience—mostly with blaster artillery and vehicle-mounted weapons—but the ordered, restricted martial life was not for you. Authority was always to be challenged and rules were meant to be broken. So you left.

You soon discovered the free-trader's world: small, sleek ships blasting through Imperial pickets and fending off bounty hunters, pirates and crime lords. Most vessels even had gunnery emplacements where you could prove your worth. With your military experience, you quickly became an ace shot with a quad laser. The more kills you racked up, the more important you felt. You began keeping track of all your starfighter hits to prove to others what a great shot you were.

These days you follow whichever smuggler captain is willing to hire you. Even if they don't pay well, you're happy as long as there are plenty of hostiles out there to shoot—and maybe a few in port you can rough up, too.

**Personality:** You're talkative and easy-going, quick to tell a good story, and short-tempered when any kind of authority steps in. You sneer at anyone still enslaved by military service.

**Objectives:** To rack up as many kills as you can, keep track of them, and brag to anyone who will listen.

**A Quote:** "Now my fifteenth Z-95 kill came after we had just blasted past this system patrol cruiser near Sullust..."

**Connection With Other Characters:** You might have been hired by any freighter captain, or you could have been recruited by any member of a starship's crew.

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# STAR WARS

**Character Name:**
**Type:** Rodian Gunner
**Gender/Species:** /Rodian
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____

**Player Name:** _____


Storn Cook

**Dexterity** ____ **4D+2**
Archaic guns _____
Blaster _____
Brawling parry _____
Dodge _____
Firearms _____
Grenade _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____
Vehicle blasters _____

**Knowledge** _____ **2D**
Alien species _____
Cultures _____
Intimidation _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____
Willpower _____

**Mechanical** __ **2D+2**
Beast riding _____
Repulsorlift operation _____
Sensors _____
Starship gunnery _____
Starship shields _____
Swoop operation _____

**Perception** ___ **3D+2**
Bargain _____
Con _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping ____
Stamina _____

**Technical** _____ **2D**
Armor repair _____
Blaster repair _____
Demolitions _____
First aid _____
Repulsorlift repair ____
Security _____
Starship weapon repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blast helmet and vest (+1D physical, +1 energy, head and torso only), blaster (4D), gear bag, headset comlink, 250 credits

**Background:** Your clan on Rodia was disgraced in a political scandal. To escape the blood feud which almost wiped out your family, you took passage aboard the first starship heading off the planet. All you brought was a gear bag filled with the few personal belongings you grabbed before your home was sacked and burned. The freighter captain allowed you to work off your passage. You were attracted by the ship's powerful (and probably illegal) weapons. A crewman taught you to use them, and soon you were blasting away at TIE fighters and pirate corvettes. You even used your hunting prowess to provide extra security while the ship was in port.

But you soon had to move on. Rodians from a rival clan discovered you and tried to include you in the blood feud body count. Luckily you slipped away. Now you sign on as a gunner on various freighters, moving on when you fear enemy Rodian hunters are getting too close.

**Personality:** You're grim and quiet. You keep to yourself and never talk about your past. In port you keep a sharp eye open for enemy clan members hunting you down.

**Objectives:** To evade Rodian hunters following you—which means moving around a lot.

**A Quote:** "Lofak ze noetchka vosafis, wey zo gatta blastica vo sak nellisho."

(Translation: "Hunting is an honorable profession, whether it is done with a blaster or a quad laser cannon.")

**Connection With Other Characters:** You might have signed on with any smuggler character, or been recruited by anyone among a starship's crew. You might have teamed up with another gunner for security reasons.

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# STAR WARS

**Character Name:**
**Type:** Pack Tracker
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____


Storn Cook

**Player Name:** _____

**Dexterity** _____ **3D**
Blaster _____
Brawling parry _____
Dodge _____
Pick pocket _____
Running _____
Thrown weapons _____

**Knowledge** _____ **3D+2**
Alien species _____
Cultures _____
Languages _____
Streetwise _____
Survival _____
Value _____
Willpower _____

**Mechanical** _____ **3D**
Communications _____
Repulsorlift operation _____
Sensors _____
Starship gunnery _____
Starship shields _____
Swoop operation _____

**Perception** _____ **4D**
Bargain _____
Con _____
Forgery _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **2D+1**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____

**Technical** _____ **2D**
Computer programming/repair _____
Droid programming _____
Droid repair _____
First aid _____
Repulsorlift repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** _____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Datapad, porter's tunic and hat, repulsorlift baggage sled, 27 credits

**Background:** You're a young pack tracker—one of the hundreds of porters who mill about starports, offering to help transport passengers' baggage for a fee. You offer personal and efficient service, much better than slow droids or malfunctioning luggage sorting systems. Customers just pile their bags on your repulsorlift sled and you're pushing and pulling it to wherever they're heading.

Space travel has always appealed to you. That's one of the reasons you track packs at starports. Sometimes you load personal baggage on and off transports. You get to meet all sorts of spacers from around the galaxy. Then one day, while you were unloading some suspicious baggage into a freighter's cargo hold, the crew ran into some trouble and took off early. You were still on board. The crew took a liking to you, and paid you a few credits to help load and unload cargoes at their various destinations. Now you want to become a spacer yourself. See the galaxy, get into trouble, have some fun.

**Personality:** You're optimistic and determined. You don't discourage easily, and are willing to do your best to prove that you're not just a young kid pack tracker.

**Objectives:** To scrape together enough credits from wages and tips to buy your own light freighter and become a legendary smuggler.

**A Quote:** "If I can pack a sled-load of hot baggage under a customs inspector's nose, I can smuggle anything past the Empire."

**Connection With Other Characters:** You might have stowed away on a ship belonging to any smuggler or pilot character. You might have befriended any member of a smuggling crew and tagged along even though you weren't really invited.

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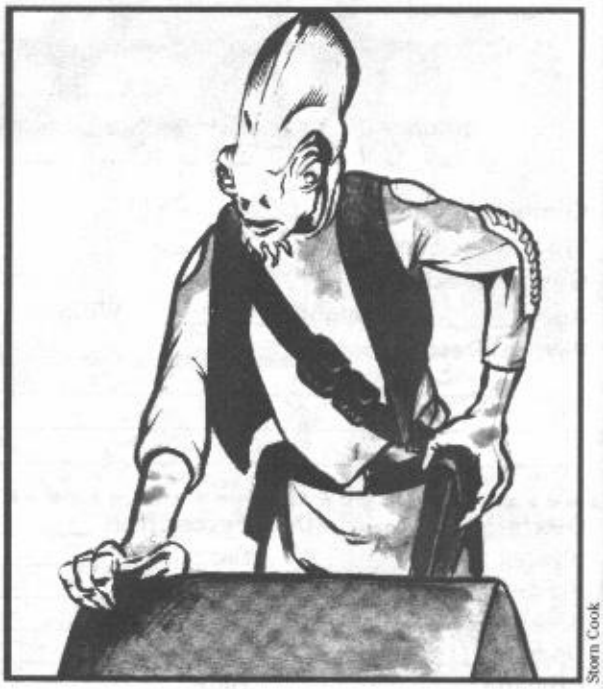
# STAR WARS

**Character Name:**
**Type:** Mon Calamari Spacer
**Gender/Species:** /Mon Calamari
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____


Storn Cook

**Player Name:** _____

**Dexterity** _____ **3D**
Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____

**Knowledge** __ **2D+2**
Alien species _____
Bureaucracy _____
Business _____
Cultures _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Value _____
Willpower _____

**Mechanical** __ **3D+1**
Astrogation _____
Communications _____
Repulsorlift operation _____
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____

**Perception** _____ **3D**
Bargain _____
Con _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping ____
Swimming _____

**Technical** _____ **3D**
Computer programming/repair _____
Droid programming __
Droid repair _____
First aid _____
Security _____
Space transports repair _____
Starship weapon repair _____

**Equipment:** Blaster pistol (4D), comlink, datapad, 500 credits

**Background:** You were just an ordinary entrepreneur on your homeworld when the Empire showed up and enslaved your people. You didn't want to stick around, and soon arranged to flee Mon Calamari with a free-trader of dubious reputation. Since you didn't have many credits, you indentured yourself to the smuggler to pay off your passage.

Now you put your business acumen to work as a smuggler. You're carefully to assess each cargo for value and risk, and charge a shipping fee which is fair for both your client and your profit margin. If your business dealings happen to cheat or injure the Empire, you're even more pleased with your work. It's only fair that somebody benefits from the oppression the Empire briefly inflicted on your homeworld.

**Personality:** You're a fair dealer who'd rather setting differences with words than blasters. You're a bit too trusting, and accept what others say as truth.

**Objectives:** To make as many credits as you can at the Empire's expense.

**A Quote:** "I can bargain with criminals, scoundrels and even Hutts, but there are no fair dealings where the Empire's concerned."

**Connection With Other Characters:** You might still be indentured to another smuggler, or you might have joined a crew with allegiances against the Empire.

## Special Abilities

*Moist Environments:* In moist environments, +1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

*Dry Environments:* In dry environments, Mon Calamari suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

*Aquatic:* Mon Calamari can breathe both air and water. See Expanded pg 275.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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# STAR WARS

**Character Name:**
**Type:** Mercenary Trader
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Player Name:** _____

**Dexterity** _____ **4D**
Blaster _____
Blaster Artillery _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Missile weapons _____
Running _____
Thrown weapons _____
Vehicle blasters _____

**Knowledge** _____ **2D+2**
Business _____
Cultures _____
Intimidation _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Survival _____
Tactics _____

**Mechanical** _____ **3D**
Astrogation _____
Communications _____
Ground vehicle op. _____
Powersuit op. _____
Repulsorlift op. _____
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____

**Perception** _____ **3D**
Bargain _____
Command _____
Con _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **3D+1**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

**Technical** _____ **2D**
Armor repair _____
Blaster repair _____
Demolitions _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____
Starship weapon repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blast helmet and vest (+1D physical, +1 energy, head and torso only), blaster rifle (5D), comlink, knife (STR+1D), 500 credits

**Background:** You used to be a mercenary with an aptitude for piloting vehicles. When your last contract expired, most of your unit was killed or captured. You managed to escape, using your piloting skills to commandeer a transport and fly it out of the hot zone. Rather than return to the combat-intense life of a merc, you decided to move to a different line of work and see if you could make some credits as a free-trader. With all your contacts, it wasn't a huge leap to go from shipping legitimate cargoes to illegal ones which paid more.

These days you ply the hyperlanes, shipping the most lucrative cargoes. You're not the greatest pilot, but you make up for it in knowing how to arm your ship and set up encounters with potentially not-so-friendly clients. Risk management is the key to your success.

**Personality:** Your attitudes as a mercenary carry over to your new profession. You always charge what's fair for the cargo and the amount of risk involved. If a client can't pay, he's not flying.

**Objectives:** To make some good money on hot cargoes while minimizing risks.

**A Quote:** "Sure, I can squeeze your passengers past the Imperial blockade...but it'll cost you something extra."

**Connection With Other Characters:** Some of your companions might be refugees from your mercenary unit. You might have been hired by a smuggler crew to provide protection and tactical advice.

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# STAR WARS

**Character Name:**
**Type:** Klatooinan Roustabout
**Gender/Species:** /Klatooinan
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Dexterity** ___ **4D+1**
Blaster _____
Brawling parry _____
Dodge _____
Firearms _____
Grenade _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____

**Perception** ___ **3D+1**
Bargain _____
Con _____
Gambling _____
Hide _____
Search _____
Sneak _____

**Knowledge** __ **1D+2**
Alien species _____
Intimidation _____
Planetary systems _____
Streetwise _____
Survival _____
Willpower _____

**Strength** _____ **4D**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

**Mechanical** __ **2D+2**
Beast riding _____
Powersuit operation _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Swoop operation _____

**Technical** _____ **2D**
Armor repair _____
Blaster repair _____
Demolitions _____
First aid _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ___ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Ammo bandolier, blast helmet and vest (+1D physical, +1 energy, head and torso only), force pike (STR+2D), heavy blaster pistol (5D), 5 credits

**Background:** You fight well. You like to sneak up on things and blast them. Somebody noticed this, then sold you to the Hutts as a mercenary. The Hutts were cool—they let you beat things up, hunt things down and blast them. This was good. The Hutts were also not so cool—they got angry all the time, yelled at you, sent you into dangerous battles, and blew up your fellow mercenaries when they messed up. This made you worried: you might be blown up next. So you decided to run far, far away. You found a pilot who took you to many planets in exchange for moving his boxes and blasting people who didn't like him. You liked seeing different places, so you decided to stay with the pilot and his friends. Now and then they run into trouble. You help them by sneaking up on their enemies and blasting them. They like that.

**Personality:** You're not too smart, but your friends like you just the same. You're loyal to them. They help you and you help them. You like it even more when helping them means blasting things.

**Objectives:** Avoid the Hutts. Help your friends. Blast things.

**A Quote:** "Hey, give that crate back or I blast you!"

**Connection With Other Characters:** Any freighter captain would be grateful to have such a powerful friend as you. Especially any smuggler with lots of crates and many enemies.

**Player Name:** _____

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# STAR WARS

**Character Name:**
**Type:** Hot-Shot Pilot
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Player Name:** _____

**Dexterity** _____ **3D**
Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____

**Knowledge** _____ **2D**
Alien species _____
Cultures _____
Intimidation _____
Languages _____
Planetary systems _____
Survival _____
Willpower _____

**Mechanical** _____ **4D**
Archaic starship piloting _____
Astrogation _____
Communications _____
Repulsorlift operation _____
Sensors _____
Space transports _____
Starfighter piloting _____
Starship gunnery _____
Starship shields _____
Swoop operation _____

**Perception** _____ **4D**
Bargain _____
Command _____
Con _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

**Technical** _____ **2D**
Computer programming/repair _____
Droid programming _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Starfighter repair _____
Starship weapon repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ___ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), flight suit, gear bag, 500 credits

**Background:** You've always had an affinity for flying fast machines. When you were young, you quickly mastered the family landspeeder, pushing it to the limit. Later you tried speeder bikes, swoops and airspeeders. Each time you pulled wild stunts, overrode the speed safety parameters, and barely avoided dangerous obstacles. You had good luck with machines.

When you left home, you journeyed to the largest spaceport on your planet. There you joined the planetary militia's flight unit, flying airspeeders and ancient snub fighters to protect shipping in your system. You were an ace, but your brash attitude soon got you in trouble with authority. When your hot-shot antics cost the life of a fellow pilot, you left your homeworld. Now you travel the galaxy, trying to prove your flight abilities to anyone who will let you near a cockpit.

**Personality:** Speed is everything. If you can't beat them, you can't brag to them. You're always out to prove yourself, and rarely back down from challenges.

**Objectives:** You have an egotistical need to outshine everyone else. The best way to do that is to fly better and faster than anyone else.

**A Quote:** "I've seen rocks fly better than that. Give me the controls. Get ready to see some real piloting."

**Connection With Other Characters:** You might have joined a freighter crew to prove your flight abilities. Others might follow you if your piloting skills are half as great as you say they are.

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# STAR WARS

**Character Name:**
**Type:** Gunrunner
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____


Marshall Andrews III

**Dexterity** ____ **2D+2**
Archaic guns _____
Blaster _____
Brawling parry _____
Dodge _____
Firearms _____
Grenade _____
Melee combat _____
Melee parry _____
Missile weapons _____
Pick pocket _____
Running _____

**Knowledge** ____ **4D**
Alien species _____
Bureaucracy _____
Business _____
Intimidation _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Value _____

**Mechanical** ____ **4D**
Astrogation _____
Communications _____
Repulsorlift operation
Sensors _____
Space transports _____
Starfighter piloting _____
Starship gunnery _____
Starship shields _____

**Perception** ____ **3D**
Bargain _____
Con _____
Forgery _____
Gambling _____
Hide _____
Persuasion _____
Search _____
Sneak _____

**Strength** ____ **2D+1**
Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

**Technical** ____ **2D**
Blaster repair _____
Demolitions _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____
Starship weapon repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** ____ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blast vest (+1D physical, +1 energy, torso only), hold-out blaster (3D), modified BlasTech DL-44 heavy blaster pistol (5D+2), 1,000 credits

**Background:** You grew up on a world filled with strife: gang wars, skirmishes with starport security, and finally Imperial occupation. Surviving wasn't easy. If you didn't have credits and sharp senses, you didn't last long. You manged to survive by staying out of the fights, and made enough credits supplying factions with equipment. At first you dealt in foodstuffs and medicine, but you soon discovered weapons commanded a higher price. Eventually you saved enough to flee your homeworld and pursue your trade in other star systems.

Now you thrive off other's wars. Where there's a conflict, there are credits to be made. You're careful of the many risks. As a successful gunrunner, you maintain trusted contacts, fly your ship into the heat of battle, and always have extra firepower on their side.

**Personality:** You're somewhat cold and uncaring—you have to be. You deal in death. The more involved you get, the less focused you are on the job at hand. If you have a soft spot, you become vulnerable.

**Objectives:** Gunrunning is an increasingly dangerous business. You need to make enough credits to pay off bribes, invest in more powerful weapons, and keep your ship maintained.

**A Quote:** "I don't care about your cause or your politics. Just fork over the credits and you can have your blaster rifles."

**Connection With Other Characters:** You may be working with another smuggler who relies on your contacts and experience. If you own a freighter, you might have hired others to help your gun-running business.

**Player Name:** _____

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# STAR WARS

**Character Name:**
**Type:** Duro Merchant
**Gender/Species:** /Duro
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Player Name:** _____

**Dexterity** ____ **2D+2**
Blaster _____
Brawling parry _____
Dodge _____
Firearms _____
Grenade _____
Melee combat _____
Melee parry _____
Missile weapons _____
Pick pocket _____
Running _____

**Knowledge** __ **2D+1**
Alien species _____
Bureaucracy _____
Business _____
Cultures _____
Intimidation _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Value _____

**Mechanical** __ **4D+2**
Astrogation _____
Sensors _____
Space transports _____
Starfighter piloting _____
Starship gunnery _____
Starship shields _____

**Perception** ___ **2D+1**
Bargain _____
Command _____
Con _____
Hide _____
Investigation _____
Persuasion _____
Search _____
Sneak _____

**Strength** ____ **2D+1**
Brawling _____
Climbing/jumping ____
Lifting _____
Stamina _____

**Technical** ____ **3D+2**
Capital ship repair ___
Capital ship weapon repair _____
Computer programming/repair _____
Droid programming __
Droid repair _____
First aid _____
Security _____
Space transports repair _____
Starfighter repair _____
Starship weapon repair _____

**Special Abilities**

*Skill Bonus:* +2D for every 1D placed in any *Mechanical* skill listed on this template.

**Move** _____ 10
**Force Sensitive?** ___ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** ____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Blaster pistol (4D), datapad, vacuum suit, 1,000 credits

**Background:** Growing up on Duro, you heard plenty of stories about your great grand-uncle, a famous spacer who flew illegal cargoes for the Hutts. You never met him, but he always seemed to be with you because you remembered the exciting tales of his smuggling adventures.

Now you've begun your own saga, sneaking cargoes past Imperial Customs and starport security. You've just started to tell talkes of your own exploits. The legends about you will only grow with every smuggling run you make and every adversary you skillfully evade or defeat.

**Personality:** You're cool, calm and collected, especially when in the comforting confines of a starship. The only time you really get excited is when you're regaling your comrades with stories of your past exploits.

**Objectives:** Nobody's going to remember you unless you forge some legends of your own. You want to keep running on the edge of the law, blasting your way from one smuggling job to another. Anything that'll make a good story.

**A Quote:** So I'm dodging these TIE fighters, zooming through the orbital shipyards, when a massive container ship pulls right out into my flight path..."

**Connection With Other Characters:** Any smuggler crew might have accepted you for your piloting abilities, or to prove some of the tales you've been bragging about.

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# STAR WARS

**Character Name:**
**Type:** Cynical Free-Trader
**Gender/Species:** /Human
**Age:** _____ **Height:** _____ **Weight:** _____
**Physical Description:** _____



Marshall Andrews III

**Player Name:** _____

**Dexterity** _____ **2D**
Blaster _____
Brawling parry _____
Dodge _____
Firearms _____
Grenade _____
Melee combat _____
Melee parry _____

**Knowledge** _____ **4D**
Alien species _____
Bureaucracy _____
Business _____
Cultures _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Survival _____
Value _____

**Mechanical** _____ **3D+2**
Astrogation _____
Capital ship gunnery _____
Capital ship piloting _____
Capital ship shields _____
Communications _____
Repulsorlift operation
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____

**Perception** _____ **3D+1**
Bargain _____
Command _____
Con _____
Forgery _____
Hide _____
Search _____
Sneak _____

**Strength** _____ **3D**
Brawling _____
Climbing/jumping _____
Lifting _____

**Technical** _____ **2D**
Capital ship repair _____
Capital ship weapon repair _____
Computer programming/repair _____
Droid programming _____
Droid repair _____
First aid _____
Security _____
Space transports repair _____
Starfighter repair _____
Starship weapon repair _____

**Special Abilities**
None.

**Move** _____ 10
**Force Sensitive?** _____ No
**Force Points** _____ 1
**Dark Side Points** _____
**Character Points** _____ 10

**Wound Status**
- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

**Equipment:** Breath mask, heavy blaster pistol (5D), threadbare flight suit, 500 credits

**Background:** You've been running this free-trader business way too long. Smuggling has been your way of life for so long you've forgotten why you started. Fame, wealth, adventure...it all doesn't matter now. You've always been a decent smuggler. When you made some credits, you improved your ship and invested in more lucrative cargoes. It never paid off. No matter how hard you tried, you've always hovered on the edge of debt.

Your travels took you from one end of this galaxy to the other—several times over—and it all wore you down. Too much Imperial oppression. Slavers subjugating entire primitive species. Trade guilds cheating their clients and their members. Corporations polluting entire worlds. The poor and downtrodden overflowing the streets like forgotten trash. Yet you know there's little one person can do about it but pitch handouts to the needy.

**Personality:** You're tired of seeing injustice and poverty, but you know there's little you can do about it but toss credit chits at beggars and orphans. Right now your own survival is more important...and you feel guilty about that.

**Objectives:** To make enough credits to get out of smuggling. That might not be so easy, since you tend to help out others in need every time you have a few spare credits.

**A Quote:** "More stormtroopers. Is there any place in the galaxy where one can escape this constant oppression?"

**Connection With Other Characters:** You've joined up with this crew hoping to make enough credits to get out of this business. They'll need your experience.

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## Tramp Freighter Captain

**Character Name:** _____



**Player:** _____

**Species:** _____ **Sex:** _____ **Age:** _____

**Height:** _____ **Weight:** _____

**Physical Description:** _____

_____

**Background:** Ever since childhood you showed above average skill in piloting spacecraft; your business savvy wasn't too shabby either. The Empire tried to recruit you, but wary of any institution which could mandate your daily activity, you declined and kept your freedom. Sure, you know the Rebellion is out there but — like any shrewd entrepreneur — you realize that facing down the Empire is the weak position in the Deal.

So you decided to live by your own skills. The loan shark was no charmer, but hey, credits are credits. You've got your beat up light freighter and a hefty interest payment every Standard month, but it's just you and your ship against the universe: just the way you like it.

Now if you could just get the blasted hyperdrive coupler to function, you'd be in business ...

**Personality:** You are a wanderer and traveler at heart, and your tramp freighter captaincy allows you to indulge this wild streak (and maybe make some cash while you do it). You love it, even when you miss the occasional payment to the loan shark and his thugs show up and are a little bit ... *stern* ... with you. No one said business was easy.

**Objectives:** To make some money, modify your ship to make it a more efficient freight hauler, and to have some fun.
**Quote:** "Hey, I don't have the money yet, but I've got this simple little spice run to Quockra ..."

**Connection with Other Characters:** _____

_____

_____

| DEXTERITY | 2D+2 | MECHANICAL | 3D | STRENGTH | 2D |
|---|---|---|---|---|---|
| Blaster | ____ | Astrogation | ____ | Brawling | ____ |
| Brawling parry | ____ | Beast Riding | ____ | Climbing/Jumping | ____ |
| Dodge | ____ | Repulsorlift Operation | ____ | Lifting | ____ |
| Grenade | ____ | Space Transports | ____ | Stamina | ____ |
| Melee Combat | ____ | Starship Gunnery | ____ | Swimming | ____ |
| Melee Parry | ____ | Starship Sensors | ____ | _____ | _____ |
| Vehicle Blaster | ____ | Starship Shields | ____ | _____ | _____ |
| _____ | _____ | _____ | _____ | _____ | _____ |
| **KNOWLEDGE** | **3D+1** | **PERCEPTION** | **3D+2** | **TECHNICAL** | **3D+1** |
| Alien species | ____ | Bargain | ____ | Computer Prog/Repair | ____ |
| Bureaucracy | ____ | Command | ____ | Demolitions | ____ |
| Cultures | ____ | Con | ____ | Droid Programming | ____ |
| Languages | ____ | Gamble | ____ | Droid Repair | ____ |
| Planetary Systems | ____ | Hide | ____ | First Aid | ____ |
| Streetwise | ____ | Search | ____ | Repulsorlift Repair | ____ |
| Survival | ____ | Sneak | ____ | Security | ____ |
| _____ | _____ | _____ | _____ | Space Transports Repair | ____ |
| _____ | _____ | _____ | _____ | _____ | _____ |

**Special Abilities:** None **Move:** 10 **Force Points:** _____ **Force Sensitive ?** _____ **Dark Side Points:** _____

**Character Points:** _____ ❑ Wounded ❑ Incapacitated ❑ Mortally Wounded

**Equipment:** Comlink, hold-out blaster (3D), modified stock YT-1300 freighter (with 10,000 credits worth of modifications), 4000 credits, 40,000 credits debt to loan shark.