

STAR WARS®

Character Template Collection

A Supplement for Use with *Star Wars: The Roleplaying Game*



Revised & Expanded by James F Keck

Template Collection Revised & Expanded



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New Player Handout contributed by Cheshire, and Blank Character Record re-mastered by Gry Sarth Special thanks to all of our
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New Player's Guide To the Star Wars Roleplaying Game

This is your guide to creating a new character for the D6 Star Wars Roleplaying Game for the Second Edition Revised and Expanded rule set. It covers creation and guidelines for character development. Though it serves as a basic aid, it cannot replace the main rulebook, but will help newcomers to the system get their start:

Attributes

There are six attributes:

Dexterity – *General hand-eye coordination.*

This attribute governs how well you fire a blaster, evade being hit, and other such abilities.

Knowledge – *Your understanding of the galaxy.*

Includes your willpower, languages, and understanding of planets.

Mechanical – *How well your character operates mechanical devices*

This does not include repair, but does include how well you can fly an airspeeder, pilot a starship, or operate shields and sensors.

Perception – *How observant your character is.*

The skills under this attribute determine your character's ability to sneak, hide objects, con, bargain, and forge documents. This attribute is also used for general awareness or "spot checks".

Strength – *How physically strong and tough your character is.*

Strength includes the ability to lift objects, engage in hand-to-hand combat, and physical endurance. Since there are no hit points, this attribute roll is also used for damage resistance.

Technical – *Your character's ability to fix mechanical objects.*

The skills under *Technical* determine how well you can fix walkers, speeders, or starships. This also allows for your first aid rolls, or your ability to improve blasters or build a lightsaber.

Each attribute has a die code that may be represented as 1D, 2D+1, 4D+2 and so on. The number before the D indicates how many six sided die you may roll, and the number after the + is a simple modifier. 2D+2 means that you would roll two die, and then add two to the result. (If you need an understanding of how well versed your character might be in any given attribute, consult the chart on page five. It shows a die code and how that compares with the general level of competency of other beings in the galaxy.)

Before choosing attribute die codes for your character, you must first choose a species. The species statistics has a few vital pieces of information. First is the attribute dice (which shows how many dice the *average* member of the species has in their attributes), and then the species minimums and maximums (showing how weak or strong a character is allowed to be in their attributes). It also features a "Move" value, which indicates how fast the species can move on foot. (Beginning characters start with the minimum "Move" value.) We'll be using humans for our example.

Humans:

Attribute dice:	12D
Dexterity	2D/4D
Knowledge	2D/4D
Mechanical	2D/4D
Perceptions	2D/4D
Strength	2D/4D
Technical	2D/4D
Move	10/12

Though the attribute dice tells how many dice the average human has (the moisture farmers, scouts, barkeepers, and menial laborers), you're not going to be playing any of those types of characters. You're playing a hero! As such, your character is going to be a bit above average. Take your species attribute dice, and add +6D, and use that number for your character creation. If you are human, you begin with 18D.

Now you must decide if your character is Force sensitive, or if they have Force skills. Obviously, in order to have Force skills you must be Force sensitive. To make thing simple, we'll be creating a character without Force skills first.

Creating a Character Without Force Skills

In the D6 system we do not literally "roll up" new characters. All attribute values are assigned. It makes for quick, easy, and customizable characters. Since we're using humans as an example, we have a pool of 18D to assign to our character's attributers. (12D for the species and 6D just to give your character that added extra edge.) We may break those dice up as we wish and assign them to our attributes. Note that you cannot assign more dice than the species maximum allows, and you may not assign any fewer dice than the species minimum allows. Observe the following example:

Attribute	Dice	Current Total
Dexterity	3D	3D
Knowledge	4D	7D
Mechanical	2D	9D
Perception	3D	12D
Strength	4D	16D
Technical	2D	18D

You may also split up a single die into three "pips." A pip is a +1 modifier added onto a die value. You may split up as many die as you wish to provide the desired modifier. You may have a +1 or a +2, but never a +3, as three pips equals another whole die. Please consider the following example:

Attribute	Dice	Current Total
Dexterity	2D+1	2D+1
Knowledge	2D+2	5D
Mechanical	4D	9D
Perception	3D+2	12D+2
Strength	3D+1	16D
Technical	2D	18D

If you are deciding on attributes and have decided not to purchase any Force skills right away, use the chart below. Remember that 2D is about average for the normal human being in the galaxy, so plan your attributes around what sort of character you want. A rough and tumble fighter is going to want a high *Dexterity* and high *Strength* score. A con man or diplomat will want a high *Perception* attribute followed by a reasonable *Knowledge* level. *Mechanical* and *Technical* attributes are good for pilots and technology specialists. However, attributes aren't everything. If your attribute level is relatively low, you can still boost skills under those attributes. But pick your attributes first either on the table below, or on your character sheet:

Attribute	Dice	Current Total
Dexterity		
Knowledge		
Mechanical		
Perception		
Strength		
Technical		

Creating a Character With Force Skills

If you have permission from your GM to begin the game with Force skills, you need to follow a similar method of creation. Beginning Force skills are treated as attributes at the time of character creation *only!* Later you will advance them as normal skills. Also, you do not need to purchase your Force skills immediately. It is possible to learn a new Force skill later on in your game even if your character has had no prior training.

There are three Force skills: *control*, *sense*, and *alter*.

Control— The Force user's ability to control the Force within his own self.

Sense— A Jedi's ability to sense beings or the Force around her.

Alter— The ability to manipulate the Force around an object or within another person. This Force skill is often taught last, and almost never exceeds the Jedi's *control* or *sense* skill.

If you begin with a Force skill, the minimum starting point is 1D. You may not have 0D+2 or 0D+1.

Consider basing your character off of the following examples:

Attribute	Dice	Current Total
Dexterity	2D	2D
Knowledge	3D	5D
Mechanical	2D	7D
Perception	3D+1	10D+1
Strength	3D+2	14D
Technical	2D	16D
<i>Control</i>	1D	16D
<i>Sense</i>	1D	17D
<i>Alter</i>	1D	18D

Attribute	Dice	Current Total
Dexterity	2D+1	2D+1
Knowledge	2D	4D+1
Mechanical	2D	6D+1
Perception	3D	9D+1
Strength	2D+2	13D
Technical	2D	15D
<i>Control</i>	1D	16D
<i>Sense</i>	1D	17D
<i>Alter</i>	1D	18D

Notice how beginning with Force skills greatly weakens your character's attributes. This balances out Jedi character, who, if are able to develop too quickly, will dominate the game.

You should now create your character either in the chart provided below or on your character sheet.

Attribute	Dice	Current Total
Dexterity		
Knowledge		
Mechanical		
Perception		
Strength		
Technical		
<i>Control</i>		
<i>Sense</i>		
<i>Alter</i>		

Choosing Skills:

Your character may now spend 7D on beginning skill dice. Each attribute has a number of skills listed under it. The following chart allows you to see the distribution of skills under each attribute plus specializations. Specializations are focused talents and training in one small part of a broader skill. For example rather than your character being trained to fly starfighters in general, he may be skilled at flying an X-Wing exclusively.

To help you decide on skills, please consult the following chart:

DEXTERITY SKILLS	Specializations
Archaic Guns	Black powder pistol, match-lock, musket, wheel lock, etc.
Blaster	Blaster pistol, heavy blaster pistol, blaster rifle, hold-out blaster, repeating blaster, etc
Blaster Artillery	Anti-infantry, anti-vehicle, surface to air defense, surface to space defense, surface to surface, etc.
Bowcaster	
Bows	Crossbows, long bow, short bow, etc.
Brawling Parry	versus boxing, martial arts, etc.
Dodge	versus energy weapons, slugthrowers, missile weapons, etc
Firearms	pistols, rifles, machineguns, etc.
Grenade	
Lightsaber	
Melee Combat	swords, knives, axes, vibro-blades, vibroaxes, etc.
Melee Parry	versus lightsabers, knives, clubs, etc.
Missile Weapons	Concussion missile, grenade launcher, power harpoons, etc
Pick Pocket	
Running	long distance, short sprint
Thrown Weapons	knife, spear, sling, etc.
Vehicle Blasters	heavy blaster cannon, heavy laser cannon, light blaster cannon, light laser cannon, medium blaster cannon, medium, laser cannon

KNOWLEDG SKILLS	Specializations
Alien Species	Wookies, Gamorreans, Ewoks, Sullustans, etc.
Bureaucracy	specific planetary or administrative government –Tatooine, Celanon, Bureau of Commerce, etc.
Business	Specific field or company - starships, weapons, droids, Sienar Fleet Systems, etc.
Cultures	Specific species or culture – Corellians, Alderaan royal family, etc.
Intimidation	Interrogation, bullying, etc.
Languages	Wookie, Huttese, Bocce, etc.
Law Enforcement	Alderaan, Tatooine, the empire, the Rebel Alliance, etc.
Planetary Systems	Tatooine, Endor, Hoth, Kessel, etc.
Streetwise	Specific planet or criminal organization – Celanon, Corellia, Jabba the Hutt's organization, Talon Karrde's organization, etc.
Survival	Volcano, jungle, desert, poisonous atmosphere, etc.
Value	Specific planet's markets or type of good – Kessel, Coruscant, starships, droids, etc.
Willpower	versus persuasion, intimidation, etc.

MECHANICAL SKILLS	Specializations
Archaic Starship Piloting	Specific ship type
Astrogation	Kessel run, Tatooine to Coruscant, etc.
Beast Riding	Banthas, cracian thumpers, dewbacks, tauntauns, etc.
Capital Ship Gunnery	Concussion missiles, gravity well projectors, ion cannons laser cannon, proton torpedoes, tractor beams, turbolasers, etc.
Capital Ship Piloting	Imperial star destroyer, victory star destroyer, Nebulon B frigate, etc.

MECHANICAL SKILLS ...CONTINUED...	Specializations
Capital Ship Shields	
Communications	
Ground Vehicle Operation	Specific vehicle
Hover Vehicle Operation	Specific vehicle
Powersuit Operation	Spacetrooper armor, etc.
Repulsorlift Operation	Xp-38 landspeeder, snowspeeder, etc.
Sensors	
Space Transports	YT-1300 transport, Gallofree medium transports, Corellian transports, etc.
Starfighter Piloting	X-wing, TIE-Fighter, TIE-Interceptor, Z-95 headhunter, etc.
Starship Gunnery	Concussion missiles, ion cannons, laser cannon, proton torpedoes, turbolaser, etc.
Starship Shields	
Swoop Operation	
Walker Operation	AT-AT, AT-ST, AT-PT, etc.

PERCEPTION SKILLS	Specializations
Bargain	Spice, weapons, droids, datapads, etc.
Command	Rogue squadron, Imperial Stormtroopers, etc.
Con	Specific type of con
Forgery	Specific type of document
Gambling	Sabacc, etc.
Hide	
Investigation	Mos Eisley, Imperial City, etc.
Persuasion	Specific subject
Search	
Tracking	
Sneak	Specific type of terrain

STRENGTH SKILLS	Specializations
Brawling	Boxing, martial arts, etc.
Climbing/Jumping	Climbing, jumping
Lifting	
Stamina	
Swimming	

TECHNICAL SKILLS	Specializations
Armor Repair	Stormtrooper armor, bounty hunter armor, etc.
Blaster Repair	Specific blaster type
Capital Starship Repair	Specific capital ship
Capital Starship Weapon Repair	Specific capital ship weapon
Computer Programming/Repair	Computer type
Demolition	Bridges, walls, vehicles, etc.
Droid Programming	Specific droid type
Droid Repair	Specific droid type
First Aid	Specific race
Ground Vehicle Repair	Specific type of vehicle
Hover Vehicle Repair	Specific type of vehicle
(A) Medicine	Medicines, cyborging, surgery [requires 5D in First Aid]
Repulsorlift Repair	Specific vehicle
Security	type of lock or device
Space Transports Repair	YT-1300 transports, Ghtroc freighter, etc.
Starfighter Repair	X-wing, Y-wing, etc.
Starship Weapon Repair	Specific weapon type
Walker Repair	AT-AT, AT-ST, AT-PT, etc.

At first, your attribute levels may seem very abstract. Sure, you know that 2D is about average, but how well will your character stand up in a fight next to a Stormtrooper? Can you outsmart a clever smuggler? To give you a basic understanding of how you rank up to others in the galaxy, consult the following chart:

1D	Below human average for an attribute or skill.
2D	Untrained human average for an attribute and many skills
3D	Average level of training for a human
4D	Professional level of training for a human
5D	Above average expertise
6D	Considered about the best in a city or geographic area. About 1 in 100,000 people will have training to this skill level.
7D	Among the best on a continent. About 1 in 10,000,000 people will have training to this skill level.
8D	Among the best on a world. About 1 in 100,000,000 people will have training to this skill level.
9D	One of the best in several systems. About 1 in a billion will have training to this skill level.
10D	One of the best in a sector.
11D	One of the best in a region.
12D	One of the best in the galaxy.

Assigning Skill Dice

Now that you have an idea of the skills that are out there, you have 7D to break up and distribute among the skills you want to improve. Note that this is 7D overall, *not* 7D per attribute. If you cannot afford to improve a particular skill at this time, don't worry. You may always use normal skills and specializations untrained at your attribute level.

For the sake of example, we'll examine improving a few *Dexterity* skills.

If your character has a *Dexterity* of 3D, he will have all *Dexterity* skills at 3D. If you spend 1D of your skill dice to improve your *blasters* skill, then you now have a *blaster* of 4D, and only 6D left to spend. If, in addition, he wishes to improve *dodge* by 2D, then he has a *dodge* skill of 6D, and now only has 4D left to spend on other skills.

You may *not* spend any more than 2D of your starting 7D of beginning skills.

Just like with attributes, if you wish to break up a die into three pips, you may do so.

If you have already purchased Force skills, you may use your beginning skill dice to improve them. If you have not already purchased Force skills, you may not do so at this time (though you may after character creation).

NOTE: Many new players are tempted to express their skill dice in terms of modifiers. For example, if someone has a *Dexterity* of 3D+1, and then spend an additional 1D+1 on *dodge*, they may write the following on their character sheet:

Dexterity 3D+1

Dodge +1D+1

Please resist this temptation, as this format tends to create confusion later on as your character develops. Express your skills as such:

Dexterity 3D+1

Dodge 4D+2

The latter format will reduce confusion when it comes to character advancement.

Assigning Specialization Dice

You may choose to put some of your beginning skill dice into a specialization. A specialization is a special focus in one area of a skill. Rather than improving how your character flies all space transports, she may focus on learning about YT-1300s. However, they are separate from their associated skills. Like skills, they begin at the associated skill's die code.

If you choose to improve a specialization, you must use a single beginning skill die. That die now becomes three separate +1D to three different specializations. You may not improve a single specialization more than 1D, and you must choose three specializations.

Character Advancement

In the D6 system there are no character levels. Character advancement may be done in terms of individual skills, individual specializations, or as a matter of advancing entire attributes. When you improve your character's stats, it always costs Character Points. Character Points are awarded by the gamemaster after every adventure.

Any time that you advance a skill, attribute or specialization, *you may only increase it one pip at a time after an adventure*. For example, you may improve from 2D+1 to 2D+2. Or you may improve from 3D+2 to 4D (which is still an improvement of only one pip, because a single D is composed of three pips). You may not, after a single adventure, move from 2D to 2D+2.

Though this rule is true with skills, specializations, and attributes, the time it takes to train varies.

Improving Skills

Cost: Character Point cost is equal to the number before the D of your skill. If your skill is 3D+1 then it costs three Character Points to move it to 3D+2. Also, it would be three character points to move it from 3D+2 to 4D. However, once the skill is at 4D, it costs four Character Points to advance the skill any farther.

Training time: If you have used the skill during your adventure, then you may advance the skill immediately after the adventure ends. Your character learned through experience.

If you have not used the skill, then you must train. It takes two days for every Character Point spent. If your character has a *melee weapons* skill of 3D+1, and he studies melee weapons, he must study

for six days to move up to 3D+2. You may only train one skill at a time.

If you have not used the skill and decide to train, you may train with a teacher. Training with a teacher cuts the time in half. If trying to improve the same *melee weapons* skill of 3D+1, it would require only three days instead of six.

Force skills: Force skills are advanced by the same rules, with one exception. When training without a teacher, the Character Point cost is doubled. If your character does not have a Force skill, yet, then they must train for one week and spend 10 character points to receive the Force skill at 1D.

Rushing training: A character can rush the training by spending Character Points. The training time is reduced one day for each character point spent. This is true for any skill or specialization.

Advanced skills: If you train an advanced skill, such as *(A) Medicine*, or *(A) Engineering*, the point cost and training times are doubled. If you do not yet have an advanced skill, you must meet the prerequisites, pay two character points, and then you will receive the skill at 1D. The minimum training time for an advanced skill is always one week.

Improving Specializations

Remember, a specialization is a special focus in one area of a skill. Rather than improving how your character flies all space transports, she may focus on learning about YT-1300s. However, they are separate from their associated skills. They begin at the level of the associated skill, but they do not improve when the associated skill improves.

Cost: The Character Point cost of specializations is *one-half* of the number before the D, rounded up. If improving a specialization from 5D+2 to 6D, the cost is 3 Character Points (five divided by two is 2.5, which rounds up to three).

Training time: The training time for specializations is the same for training time for skills.

Improving Attributes

Improving attributes is not as easy as improving skills and specializations. It requires much more time, cost, and even requires a bit of risk. The benefit of improving an attribute is that all skills and specializations under that attribute raise one pip as well.

Cost: Attempting to improve an attribute costs 10 times the number of D before the attribute. So, to attempt to increase an attribute from 2D+2 to 3D, you must first spend 20 Character Points.

Training time: If your character has a teacher, the time is one week for every Character Point spent. Without a teacher, the time is increased to two weeks for every Character Point spent. You may reduce the time by one day for every additional Character Point spent (with a minimum training time of one week). **The risk:** Because characters can only become so strong or so dexterous, there is a limit imposed on attributes. After spending the training time and Character Point cost, you must roll to determine whether or not you actually improve. You roll your current attribute die code (2D+1 for example). The gamemaster rolls your species maximum for the attribute (4D for humans). If your result is *equal to or less than* the gamemaster's result, your attribute increases. If your result is greater, your character does not improve, and you receive *half* of the Character Points back.

Improving Movement

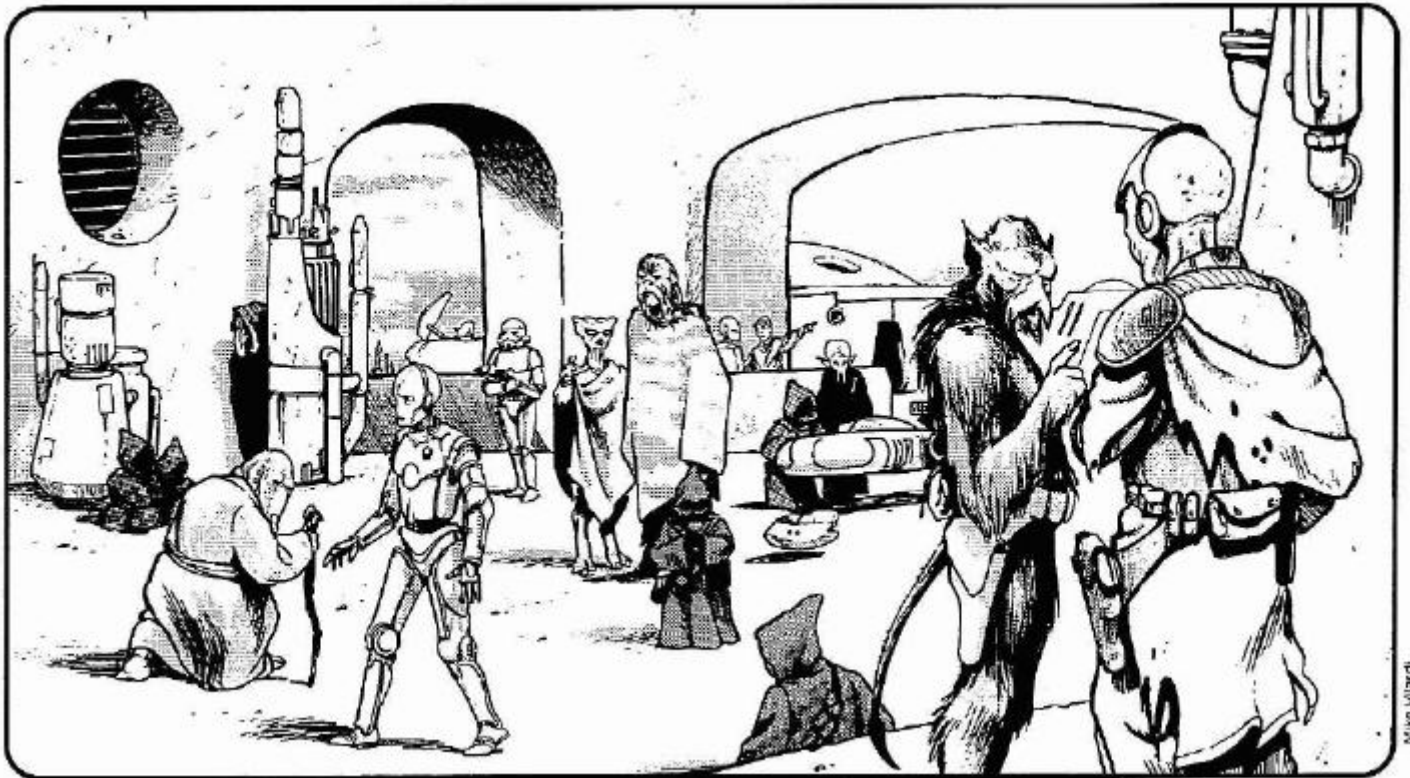
Most species begin with a movement score of 10, meaning that they can take a single action in a round and move ten meters (for more information on movement rules, see Chapter Six of *The Star*

Wars Roleplaying Game Second edition Revised and Expanded beginning on page 100). However, your character may improve that score allowing for faster movement

A species stats will list two values for movement, separated by a slash. For example, a human has a rating score of 10/12. This means that the character begins with a movement of 10, and cannot advance the movement any higher than 12.

Advancing movement, like skills and attributes requires Character Points and time. The Character Point cost is equal to that of the character's current move. The time spent is one week per Character Point spent.

Character Templates



STAR WARS

Character Name:

Type: Alien Student of the Force

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity 2D+1

Brawling parry _____

Dodge _____

Melee parry _____

Running _____

Knowledge 3D+1

Alien species _____

Cultures _____

Languages _____

Survival _____

Willpower _____

Mechanical 2D

Beast riding _____

Spacetransports _____

Perception 2D+1

Bargain _____

Command _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Strength 3D

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical 2D

First Aid _____

Security _____

Special Abilities

Control ID, sense ID, alter ID. You may select three Force powers.

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Killed/Wounded



Mike Vilardi

Player Name:

Equipment: One statuette, amulet or other trinket of obscure mystical import, 250 credits

Background: In its long and peaceful history, your species has learned much about the universe and the nature of existence. You yourself have contributed but little to this knowledge, but you have meditated long and hard on reality, and especially on that quality that some call the Force. You have some small degree of what humans call Jedi powers.

Your species prefers its solitary existence, and has never seen reason to have commerce with the rest of the galaxy. But you have decided to leave your native planet. Perhaps you seek the true Jedi, hoping to learn more about the Force from them. Perhaps you are simply curious. Perhaps the Empire has committed atrocities on your planet.

Choose any of these motivations, or invent another, but clear your motivation with your gamemaster if you make up your own.

Note: You may choose whatever appearance you wish. Your species is rarely encountered in the galaxy, so your appearance is not commonly known or identified. However, strange-looking aliens are common enough that your appearance is rarely remarked upon.

Personality: Think of yourself as a mystic, one of a tradition different from that followed by the Jedi, but of a similar nature. Like Yoda, Obi-Wan Kenobi or the fully-trained Luke Skywalker, you are calm, a little humble, and treat every living being with respect.

Objectives: To further your knowledge of the Force and to find a great teacher to further enlighten you.

A Quote: "I am a servant of the light and of the life which infuses it."

Connection With Characters: You might agree to accept a brash pilot or another character as a student. You might be eager to learn from a failed Jedi, minor Jedi or young Jedi. You might have befriended a laconic scout, smuggler, or gambler in your travels.

STAR WARS

Character Name: _____

Type: Alliance Agitator

Gender/Species: /Ishi Tib

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

Physical Description: _____

Dexterity _____ **2D**

Blaster _____

Dodge _____

Running _____

Knowledge _____ **3D+1**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law Enforcement _____

Scholar _____

Streetwise _____

Survival _____

Tactics _____

Mechanical _____ **3D**

Astrogation _____

Communications _____

Repulsorlift

operation _____

Space transports _____

Perception _____ **3D+2**

Bargain _____

Command _____

Forgery _____

Hide _____

Persuasion _____

Sneak _____

Strength _____ **2D+1**

Stamina _____

Technical _____ **3D+2**

Computer program-

ming/repair _____

First aid _____

Security _____

Special Abilities

Beak: STR+2D damage.

Planners: Ishi Tib receive 2D for every 1D spent on bureaucracy, business, law enforcement, or tactics skills (during character creation only; limited to 2D of beginning skill dice in a skill).

Immersion: Ishi Tib must immerse themselves for 10 rounds after spending 30 hours out of water. Otherwise they suffer 1D of dam-

age every hour that they stay out of water.

Move _____ **9**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vliard

Player Name: _____

Equipment: Street clothes, hold-out blaster (3D), chronometer, 100 credits

Background: You once had a home, friends, family and career on a colony world. Politics held no interest for you, until the Empire appeared in orbit over your world, and bludgeoned it into submission. When the smoke cleared, your home was destroyed, your friends were in irons, and your family was dead. Now politics interest you a great deal.

The Imperial military forces moved on after pacifying the local populace and setting up a puppet government, leaving you and your fellow citizens to pick up the pieces. Well, they may think they have knocked the spirit out of your people, but you are determined to prove them wrong.

You've dedicated your considerable organizational skills to planning and executing mass demonstrations, peaceful sabotage, and so on. You refuse to commit violent acts, however, and have resisted attempts to develop your organization into a Rebel cell.

Personality: Your type of loss can't be measured on a ledger sheet. You're no warrior, but you'll do your part any way you can.

Objectives: To give aid and comfort to the forces of the Alliance in whatever capacity you can.

A Quote: "The Emperor must be made to go on paying for a long time."

Connection With Characters: _____

STAR WARS

Character Name:

Type: Alliance Liaison

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Perception _____ **3D+2**

Bargain: mediation _____

Command _____

Investigation _____

Persuasion _____

Search _____

Knowledge _____ **3D+2**

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Scholar _____

Willpower _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Steve Bryant

Player Name: _____

Equipment: Comlink, Alliance uniform, datapad, hold-out blaster (3D), 100 credits

Background: Back in the days when people still addressed Palpatine as "Senator," you traveled to many different worlds with your parents. Through them you learned to appreciate the cultural diversity of different civilizations, and translated your desire to communicate your ideas into a career as a teacher.

As the Emperor came to power and asserted his will over the worlds of the galaxy, you kept your grave doubts regarding his motives to yourself, hoping against hope that a fruitful union might emerge from the ashes of the Old Republic. Alas, the pro-human Empire began to persecute aliens, and after the gruesome demise of Alderaan, you realized you could never support the Empire.

Soon after that cataclysmic event, you resigned your teaching post, and offered your services to the Alliance. Now you help to coordinate logistics for the Rebellion, travelling from world to world meeting with cell leaders, smuggling those hunted by the Empire to safe worlds, and so on. Civil, military, or resistance personnel—you aid them all as best you can.

Personality: You have a dogged persistence about you that often wears your opponents down. Tact and guile are effective weapons but you prefer honest confrontation.

Objectives: To one day be among those who sign the document of Imperial surrender.

A Quote: "Of course we can work something out. How badly do you want to win?"

Connection With Characters:

STAR WARS

Character Name:

Type: Annoying Squib

Gender/Species: /Squib

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

Physical Description:

Dexterity ____ **4D+2**

Blaster ____

Dodge ____

Pick pocket ____

Running ____

Thrown weapons ____

Vehicle blasters ____

Knowledge ____ **2D+1**

Alien species ____

Languages ____

Planetary systems ____

Value ____

Mechanical ____ **3D**

Repulsorlift

operations ____

Space transports ____

Starship gunnery ____

Perception ____ **4D**

Bargain ____

Hide ____

Persuasion ____

Search ____

Sneak ____

Strength ____ **2D**

Climbing/jumping ____

Technical ____ **2D**

Demolitions ____

Droid repair ____

Security ____

Special Abilities

None.

Move ____ **8**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Pablo Hidalgo

Equipment: Collection of broken chronometers, huge shiny belt buckle, loud musical instrument that you don't know how to play (but *do* — badly — at all hours), hold-out blaster (3D+1), 300 credits.

Background: Born on the distant trading world of Skor II, you were a bit of a delinquent, even for a Squib. Your parents wanted you to join the Reclamation Fleet, and indeed, you were assigned to report to duty in the fleet, but you had other things on your — for lack of a better word — mind. You craved *adventure*.

You greatly enjoy the prospect of surrounding yourself with intriguing people who go to interesting places and do exciting (and often violent) things. They aren't nearly so thrilled to be in your company as you are to be in theirs, but no matter. You can make yourself useful enough to earn your keep. In theory.

Though you don't plan to tell anyone this, you are AWOL from the Reclamation Fleet. You avoid other Squibs like the plague, lest they somehow find out who you are and turn you in. You're having far too much fun to waste your time sorting through someone else's junk!

Personality: You are flighty, with little concern for what others tell you is important. You like collecting "neat stuff," whether it's useful or not. You don't really understand that other people's property is not yours. You tend to mis-remember stories and past events somewhat. You're not really *lying* exactly — you simply remember playing a much more heroic role in events than you actually did.

Objectives: The scope of your foresight extends only to your next meal.

A Quote: "Are you finished with that? Can I have it? Please? Can I?" (Repeat incessantly.)

Connection With Characters:

Player Name: _____

Designer: Pablo Hidalgo

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STAR WARS®

Character Name:

Type: Armchair Historian

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **3D**

Dodge _____

Running _____

Perception _____ **3D+2**

Command _____

Investigation _____

Persuasion _____

Search _____

Knowledge _____ **4D**

Bureaucracy _____

Intimidation _____

Law enforcement _____

Planetary systems _____

Scholar: _____

Tactics _____

Strength _____ **2D+2**

Stamina _____

Swimming _____

Mechanical _____ **2D+2**

Astrogation _____

Repulsorlift

operation _____

Space transports _____

Technical _____ **2D**

Computer program-

ming/repair _____

Droid

programming _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Scott Neely

Equipment: Rebel uniform, blaster pistol (4D), com-link, 1,000 credits

Background: You were a petty bureaucrat in a minor department of your planet's government until the planet was occupied by Imperial stormtroopers; a typical post might have been the Floater Vehicles Department. The Imperials purged the planetary government of anyone whose loyalty was tainted — including you, although you can't imagine why. You barely got warning in time to flee.

You're a military hobbyist. You've never seen action, but you've read everything on military history you could get your hands on, you've viewed all the popular vidshows on military affairs, and you've followed naval procurement policies closely. In your daydreams, you've always seen yourself as a leader of soldiers — a major contrast to the mundane dreariness of life in an overgrown bureaucracy. You're not particularly excited about the Rebellion — it doesn't look to you like they've got much of a chance — but, well, any port in a storm.

Personality: Dry, a little dull. Although deficient in weapons skills, you're likely to keep your head under fire, and may eventually become a useful soldier.

Objectives: You are floundering, wavering between your desire to be a leader and your fear of failure. You want to earn a place of leadership in the Alliance.

A Quote: "If Kreuge had only swept farther with the right wing at Salvara instead of turning when he did, the whole history of the Tenuutta Skirmishes would be different!"

Connection With Characters: You might have been a citizen of any noble's or senatorial's planet. You might have suspended a brash pilot's landspeeder license. You might have known an outlaw's family. You have a real love/hate relationship with any military individual, such as a merc or retired captain: you admire the person for his or her expertise, but you are convinced you know more about military strategy and can do better.

Player Name: _____

STAR WARS

Design: Rick Stuart/Paul Sudlow

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Character Name: _____

Type: Arms Merchant

Gender/Species: _____ /Rodian

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

Physical Description: _____

Dexterity _____ **3D+2** **Perception** _____ **3D+2**

Archaic guns _____
 Blaster _____
 Blaster artillery _____
 Dodge _____
 Firearms _____
 Missile weapons _____
 Vehicle blasters _____

Knowledge _____ **3D**

Alien species _____
 Business _____
 Cultures _____
 Languages _____
 Streetwise _____
 Value _____

Mechanical _____ **2D**

Astrogation _____
 Capital ship
 gunnery _____
 Starship gunnery _____

Strength _____ **3D+1**

Brawling _____
 Climbing/jumping _____
 Lifting _____
 Stamina _____

Technical _____ **2D+1**

Armor repair _____
 Blaster repair _____
 Computer program-
 ming/repair _____
 Starship weapon
 repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned
☐ Wounded
☐ Incapacitated
☐ Mortally Wounded



Tim Eldred

Equipment: Business suit, personalized computer with arms inventory database, customized hold-out blaster (4D+2), stun cloak (5D stun), 200 credits

Background: You're the latest in a long line of arms dealers. Your grandparents dealt with the Old Republic, and your parents served the Empire. Now it's your turn to make your mark in the family business.

You don't deal with the Empire itself, of course. Only the big boys and girls (and all of them human), have the connections and resources to pull off contracts like that. No, your services are a bit more modest. You content yourself with arming various militant groups operating within the boundaries of the Empire. It's extremely dangerous work, of course, but what's danger to a Rodian? To you business is just a subtle form of the hunt.

You don't particularly care who you do business with. You would just as soon sell weapons to pirates as the Rebel Alliance. If a deal turns sour, you can always offer a bargain to the other side.

Personality: You are businesslike and professional at all times. You don't think much of most of your clients and customers, but you keep that to yourself.

Objectives: Opening exclusive markets where others failed to see them.

A Quote: "That's right, Mr. President, you look through those little cross-hairs out there, then you squeeze like this..."

Connection With Characters:

STAR WARS

Character Name:

Type: Arrogant Imperial Noble

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **3D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Perception _____ **4D**

Bargain _____

Command _____

Gambling _____

Persuasion _____

Knowledge _____ **3D+2**

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Survival _____

Willpower _____

Strength _____ **2D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical _____ **2D+1**

Astrogation _____

Beast riding _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Space transports _____

Technical _____ **2D+1**

Blaster repair _____

Computer program-

ming/repair _____

First aid _____

Ground vehicle

repair _____

Repulsorlift repair _____

Space transports

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Robert Duchillinski

Player Name: _____

Equipment: Extensive wardrobe for both formal settings and life in the bush, comlink, blaster carbine (5D), sporting blaster (3D+1), portable bar, 5,000 credits.

Background: For many centuries, your royal house has been one of the pillars of Old Republic society. Your family moves only in the smartest of sets, and the "little people" cater to your house's every whim.

Unlike most of your relatives, you do not delight in the banal entertainments to be found in the Core, nor do you desire to follow your uncle and sister into the regimented life of the military. For you, the exploration and taming of the backwater worlds of the galaxy has the greatest appeal. You love the thrill of the hunt, and coaxing or forcing closely held secrets from primitive alien tribes.

Though you are perfectly willing to rough it when necessary, you see no need to suffer discomfort when it can be avoided. You bring civilization into the wild as much as possible, including climate controlled tents, servants, and complete larders. After all, it is your duty as a nobleman to show savages the benefits of civilization. In return, it is their duty to express their gratitude by obeying your every whim.

Personality: To those you consider your peers, you are polite, polished and urbane. You don't pay much attention to those beneath your station as long as they serve you well and know their place.

Objectives: To discover new species and worlds which may be exploited by the Empire. Your secret desire is to have a species named after you.

A Quote: "Pray be at ease, Moff Tendra. I have come to this miserable world to explore its natural mysteries, not to sniff out your petty intrigues."

Connection With Characters:

STAR WARS

Character Name:

Type: Arrogant Noble

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity 3D+1

Blaster

Dodge

Melee combat

Melee parry

Perception 4D

Command

Gambling

Hide

Investigation

Persuasion

Search

Mechanical 2D+2

Beast riding

Repulsorlift

operation

Technical 2D

Computer program-

ming/repair

Droid

programming

Droid repair

First aid

Security

Special Abilities

None.

Move 10

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Vaural

Equipment: Several changes of clothing in the latest styles, hold-out blaster (3D), one melee weapon of choice, personal landspeeder, 2,000 credits

Background: That scum Palpatine. How he became Emperor is beyond you. Why, the man's an upstart! The idea that *Palpatine* should be your sovereign is completely intolerable. Everyone in your family shares your loathing for the power-hungry swine.

You joined the Rebellion as soon as you had the chance.

There are some drawbacks to the Rebellion, of course. All this "democracy" chit-chat is quite tiresome. It's really rather annoying to have all these aliens and members of the lower orders as your equals in the Rebellion's military hierarchy. Still, you must steel yourself to the task—it is the duty of your lineage and all that. It is unfortunate, though, that you'll miss out on this year's social season in the Core Worlds.

Personality: Gracious with those who acknowledge themselves as your inferiors; slightly to insufferably arrogant with anyone else. You follow a strict moral code—always to honor debts; always to fight fair; never to let anyone impugn your honor. You have no patience with commercial motives and cannot, yourself, be bothered to keep track of money or expenditures.

Objectives: To restore yourself to your rightful place of honor and respect. There is all that blather about the fight for democracy, but it will pass in good time.

A Quote: "My good man—I realize that cloaks of that cut are fashionable this season, but there is such a thing as *too much*."

Connection With Characters: Another senatorial—arelational, along-time political ally (or enemy)—now united in hostility to the Empire. A loyal retainer might be your servant. You might know a retired captain by reputation.

Player Name:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Bacta Merchant

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **2D+2** **Perception** _____ **4D**

Blaster _____ Bargain _____

Brawling parry _____ Con _____

Dodge _____ Persuasion _____

Running _____

Knowledge _____ **3D+2** **Strength** _____ **2D+2**

Alien species _____ Lifting _____

Bureaucracy _____ Stamina _____

Business _____ Swimming _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Mechanical _____ **3D** **Technical** _____ **2D**

Astrogation _____ Computer program-

Communications _____ ming/ repair _____

Sensors _____ Droid programming _____

Space transports _____ Droid repair _____

Starship gunnery _____ Space transports repair _____

Starship shields _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Blaster pistol (4D), 4 bacta geltabs, shipsuit, business suit, 700 credits, datapad (with shipping manifests and contracts), stock light freighter (equipped to handle small bacta shipments), 10,000 credit debt to a noble or corporation in Tapani sector

Background: You worked as manual labor aboard a bulk freighter on trading runs throughout Mynos Cluster. One of the veteran spacers aboard the freighter took you under his wing and taught you how to work the Rimma Trade Route, how to make a deal, how to keep a ship running, and how to end a run with more money in your pocket than when you started.

You had an opportunity to purchase a ship and make modest bacta runs from Tapani sector to other Rimma systems and you took it with a glad heart. Your ship isn't military grade, but she's sturdy, reliable, and quick enough to suit your purposes. You began making trading contacts along the sector's bacta trade routes and you just know that a big, profitable shipment is just around the corner.

Personality: You are very businesslike and competent when it comes to running your ship. When dealing with clients (or even *potential* clients) you have enough charm to put a Corellian gambler to shame.

Objectives: Pay off the loan that allowed you to buy your ship.

A Quote: "You drive a hard bargain. I'll tell you what: because I trust you, I'll knock off five percent from the total cost...provided you take the whole load off my hands. Deal?"

Connection With Other Characters: You may have decided to make some extra money by taking on passengers (who could be anybody: nobles looking to keep a low profile, JAN operatives on the run, or Rebels looking to establish some new shipping contacts into the sector).

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Bacta Pirate

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ **2D+2**

Alien species _____

Business _____

Cultures _____

Intimidation _____

Planetary systems _____

Survival _____

Value _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Communications _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D+1**

Bargain _____

Command _____

Con _____

Forgery _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: Heavy blaster pistol (5D), hold-out blaster (3D), threadbare clothing, vibroknife (STR+1D), com-link, datapad, blast vest (+1D physical, +1 energy), glow rod, stun grenade (blast radius: six meters, 5D stun damage), stock light freighter (equipped to handle small bacta shipments)

Background: You made a living as a pirate for several years, until a turn of bad luck nearly grounded you for good. You found yourself destitute, without a crew, in a broken down ship. A Black Sun crimelord lent you some money to get back on your feet, but you just couldn't take enough prizes to do more than keep your ship running. Now the loan is coming due, and you need a quick way to make some cash.

In desperation, you've come to Tapani sector, hoping to make a couple of high-risk, high-profit bacta thefts and save your skin. You still need a crew, and your ship is hardly military grade, but maybe—just *maybe*—you can steal enough to pay off Black Sun and escape in one piece.

Personality: Nervous, edgy and paranoid. You are convinced that at any moment, Black Sun assassins will snuff you out like a candle.

Objectives: To steal enough to pay back your loans.

A Quote: "Come on! Give me the bacta and nobody'll get hurt! I don't have time to waste, so get moving!"

Connection With Other Characters: A bacta merchant may have placed a bounty on you, offering to rescind it if you work for him. A noble may have hired you to act as a privateer against the interests of a rival House's corporate interests. The holo vid gossip columnist may want to cover your exploits. You may have formed an alliance with the professional thief, splitting the profits of your combined efforts.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Bacta Smuggler

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Knowledge _____ **2D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Communications _____

Repulsorlift _____

operations _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Search _____

Sneak _____

Strength _____ **2D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Computer program-

ming/repair _____

Demolitions _____

Droid programming _____

Droid repair _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Marshall Andrews III

Equipment: Heavy blaster pistol (5D), hold-out blaster (3D), bacta geltab, comlink, datapad, glowrod, stock light freighter (with small shielded smuggling compartment for handling small quantities of bacta), 15,000 credit debt to a criminal moneylender

Background: There's always the potential for profit when you're a smuggler. You decided a long time ago that—while the profit margin is higher on items like guns and spice—bacta was a lower-risk cargo.

Borrowing enough money to fix up a battered light freighter, you traveled to Tapani sector, hoping to cash in on the region's lucrative bacta trade. Posing as a legitimate freight hauler, you specialize in moving small lots of the medical fluid to Rebels and JAN operatives (who are willing to pay handsomely for your product). You know where a couple of good hiding spots are in the sector, and thus far you've been successful at dodging official notice.

Personality: Unlike most smugglers, you don't fly for laughs. "Business is business," is your motto. You have acquaintances, not friends, and you tend to view others in terms of what they can do for you. If they can't lead you to more profit, you typically ignore them.

Objectives: To pay off your modest debt and make a killing without getting shot to pieces by the Imperials, the Tapani houses, or the Freeworlds.

A Quote: "The price we agreed on was 2,000 credits, grubber. I'm looking at half that. Cough up the cash or I make space right now."

Connection With Other Characters: You have contact with JAN operatives and Rebels who need your bacta. A house noble may have hired you (believing you to be a legitimate shipper).

Player Name: _____

STAR WARS

Character Name: _____

Type: Barabel Shockboxer

Gender/Species: _____ /Barabel

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ **2D**

Alien species _____

Business _____

Intimidation _____

Languages _____

Streetwise _____

Willpower _____

Mechanical _____ **2D**

Repulsorlift _____

operation _____

Swoop operation _____

Perception _____ **3D+1**

Gambling _____

Persuasion _____

Strength _____ **5D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Armor repair _____

First aid _____

Special Abilities

Natural Body Armor: +2D against physical attacks, and +1D against energy attacks

Radiation Resistance: +2D against radiation.

Vision: Can see in the infrared spectrum.

Move _____ **11**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Robert Duckfield

Equipment: Shockboxing gloves (STR+1D stun), shockboxing armor (+1D physical), 1,000 credits

Background: On your homeworld of Barab I, shockboxing is a favored pastime, used for the training of warriors and to settle disputes that aren't big enough for wars. You turned your talents to the professional circuit, making a modest living boxing humans, Rodians and just about anyone else foolish enough to challenge you.

You've traveled the length and breadth of the legal boxing circuit, matching skills with some of the best fighters in the Empire. You've even taken part in a few underworld matches, where the gloves deliver randomized charges which can mean either a mild shock or spine-blasting death.

Personality: You've got excellent fighting instincts and they've pulled you through a lot of scraps. You always fight honorably, even when the fight is dishonest. To do otherwise would bring shame to your family.

Objectives: To gain the respect of your fellow Barabel, any way you can.

A Quote: "Let's settle this in the ring, bugeyes."

Connection With Characters: _____

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Battle Master

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D

Brawling parry _____

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Lightsaber _____

Pulse-wave weapons _____

Knowledge _____ 2D

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ 2D

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Starship gunnery _____

Starship shields _____

Special Abilities:

Control 2D, sense 1D.

Control: Remain conscious

Control and Sense:

Lightsaber combat

Perception _____ 3D

Bargain _____

Command _____

Intimidation _____

Hide _____

Search _____

Sneak _____

Strength _____ 3D

Brawling _____

Climbing/Jumping _____

Stamina _____

Technical _____ 2D

Computer programming/

repair _____

First aid _____

Lightsaber repair _____

Move _____ 10

Force Sensitive? Yes

Force Points _____ 1

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Two lightsabers (50), link armor (+1D physical, +2 energy, -1D Dexterity), robes, PTP link, pulse-wave blaster pistol (4D).

Background: As a child, you revered the Jedi Knights and longed for a chance to enter the ranks of this distinguished order. When the time came, you apprenticed with a Jedi Master who recognized your innate ability with the lightsaber and your natural talent for battle.

The road you walk is not easy; combat experts are more readily tempted to the dark side of the Force. Still, you have studied the texts of Jedi warriors who managed to walk that razor-edge without falling, and hope one day to prove that you are worthy of the title Jedi Master.

Personality: Brave and selfless, you are secure in the knowledge that the Force is with you. Despite your prowess in battle, you remain ever-mindful that the dark side of the Force is merely one aggressive act away.

Objectives: To serve the light side of the Force by defending those most in need of protection.

A Quote: "Move the first team around the hills to the southwest. The second team can flank from the east. I'll lead the charge down the center. Hopefully we can convince these deluded individuals to change their aggressive ways."

Connection With Characters:

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Beast Master

Gender/Species: _____ /Nazzar

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D

Brawling parry _____

Dodge _____

Firearms _____

Pulse-wave weapons _____

Lightsaber _____

Knowledge _____ 2D

Alien species _____

Cultures _____

Languages _____

Survival _____

Willpower _____

Mechanical _____ 3D

Astrogration _____

Beast riding _____

Space transports _____

Special Abilities:

Force skills: Sense 3D.

Sense: Beast languages, life

detection, life sense

Perception _____ 3D

Command _____

Con _____

Investigation _____

Search _____

Sneak _____

Strength _____ 3D

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ 2D

First aid _____

Lightsaber repair _____

Move _____ 12

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Equipment: Lightsaber (5D), link armor (+1D physical and energy, -1D to Dexterity), FTF link, Greff-Timms SnapShoot DT3 quick-draw pulse-wave blaster (3D, ammo: 3)

Background: You are viewed with more than a little suspicion on your homeworld: Nazzar who elect to leave home and willingly join groups of off-worlders are considered "ill" or even heretical. Still, despite Ulizran beliefs, your sensitivity to the Force led to your decision to venture among the stars. If your fellow Nazzar can't accept your choices, so be it.

Your affinity for animals of all types is disconcerting to the uninitiated: it isn't every day that a citizen of the Republic sees someone talking to a pack beast... and then understand the response. Still, this ability has served you well, and has helped illustrate how life is intertwined with the Force.

Personality: Occasionally dour and homesick, you strive to keep your inborn zeal in check (though not always with success). You pour every gram of effort you can into the task at hand, often irritating those around you.

Objectives: To succeed at whatever task lies before you, no matter the personal cost.

A Quote: "The beasts know much that we do not."

Connection With Characters:

STAR WARS

Character Name:

Type: Bimm Bard

Gender/Species: /Bimm

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

Physical Description: _____

Dexterity _____ **2D+2**

Blaster _____

Dodge _____

Melee parry _____

Knowledge _____ **4D**

Alien species _____

Business _____

Cultures _____

Languages _____

Planetary systems _____

Scholar _____

Streetwise _____

Value _____

Mechanical _____ **2D+2**

Ground vehicle _____

operation _____

Musical instrument _____

operation _____

Repulsorlift _____

operation _____

Perception _____ **3D+2**

Bargain _____

Con _____

Gambling _____

Hide _____

Persuasion _____

Persuasion: storytelling _____

Sneak _____

Strength _____ **2D**

Brawling _____

Stamina _____

Swimming _____

Technical _____ **3D**

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

Musical instrument

repair _____

Special Abilities

None.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vitaril

Equipment: Datapad with list of Jedi stories, three sets of clothing, musical instrument of choice, 500 credits

Background: You're known in a dozen systems for your style and ability at your chosen craft. You have created hundreds of poems and stories. Until recently, with the rise of the Emperor and the New Order, your services as a story-keeper of the Jedi Knights were welcomed in any home, on almost any planet in the galaxy. But now it seems that only the Empire wants you, and their motives are entirely too clear. So you've been traveling the galaxy in disguise, secretly passing your knowledge along.

Personality: Tales and songs are everything. You play and verbalize for your own enjoyment and for the enjoyment of others. You never stay around one place for too long; nomadic behavior seems to be the best way to avoid the Empire's attention.

Objectives: To recite your tales and those of the Jedi and to enlighten others in this time of restriction.

A Quote: "Young master, have you heard the tale of the Jedi Master Murrtagg and the Dark Underlord?"

Connection With Characters:

STAR WARS

Character Name: _____

Type: Bith Musician

Gender/Species: _____ /Bith

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

Physical Description: _____

Dexterity _____ **3D**

Dodge _____

Melee combat _____

Melee parry _____

Pick pocket _____

Running _____

Knowledge _____ **4D+1**

Alien species _____

Artist _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Mechanical _____ **2D+2**

Beast riding _____

Musical instrument

operation _____

Repulsorlift

operation _____

Perception _____ **3D**

Bargain _____

Command _____

Con _____

Gambling _____

Hide _____

Sneak _____

Strength _____ **2D**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

First aid _____

Musical instrument

repair _____

Special Abilities

Vision: +1D to Perception with objects less than 30 cm away. -1D for visual based actions more than 20m away. Cannot see beyond 40 m.

Scent: +1D bonus to all Perception skills when pertaining to actions and people within three meters.

Manual Dexterity: -1D to fine motor skills.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Musical instrument, datapad with sound slugs, change of clothes, 750 credits

Background: You travel the galaxy looking for new and unusual musical styles that you can incorporate into your work. You seek the beat that will "make the Empire shake from the Core Worlds to the Outer Rim."

You've packed your bags and your instruments and hit the galactic music circuit. You won't catch the new sound by playing in some stuffy Core World lounge, so your agent books you into the galaxy's worst dives (as per your request). The pay stinks, the audience might kill you and the free drinks are watered down. But the sound feels alive and real, and so do you.

Personality: When trouble comes and fists start flying, you dive under the bandstand, and if someone pulls out a blaster, you head for the exit. It's hard to play well when you're dead.

Objectives: To find the inspiration for new music, and to live long enough to play it.

A Quote: "Normally I don't do requests, but if you put down the blaster I'll make an exception."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Bounty Hunter

Gender/Species: _____ / Human

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Vehicle blasters _____

Knowledge _____ **2D+2**

Intimidation _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **2D+2**

Beast riding _____

Jet pack _____

operation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Swoop operation _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/ _____

jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Armor repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Player Name: _____

Equipment: Heavy blaster pistol (5D), hold-out blaster (3D), blaster pistol (4D), thermal detonator (10D), 2 knives (STR+1D), protective vest (+2 energy, +1D physical to torso), jet pack, two medpacs, 1,000 credits

Background: Blaster for hire. That's you. You're still young at this game, but you've killed 23 people. The galaxy stinks but you've gotta make a living.

Some say you've got no morals at all. That's not true. You live by a strict code. A contract is a contract, that's all. You do your job. When someone hires you, you keep up your side of the bargain — no matter what it takes. Sometimes what it takes isn't pretty — but if you were squeamish, you wouldn't be in this line of work.

The Empire hired you. You did the job. A good man died. You fulfilled your side of the deal.

The Empire didn't. You could have taken them to court — but they own the courts. They laughed at you.

But not for long. Usually you work for a thousand a day. Plus expenses. But this time, it's personal.

You've got a contract. With the Rebellion. For the duration. Your pay is a credit a day.

And you fulfill your contracts.

Personality: You don't talk much. When you do, you mean what you say. You're dangerous. You're dependable. You're smart. You don't like being conned. If people play straight with you, you play straight with them.

Objectives: To get even with the Empire. You don't care much for the Rebellion ... at least you say you don't care. But now you have a cause worth fighting for.

A Quote: "Don't try it buddy. I'm only going to tell you once."

Connection With Characters: Anyone could have hired you in the past — or perhaps you're employed by another character at the moment. You could have met any of the other "fringe" characters — smuggler, gambler, or pirate, for example — while attempting to apprehend them at one point.

Independent Bounty Hunter

Character Name: _____



Terry Picket

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

Background: You and yours are the ones who take care of the galaxy's garbage. You take all the risks, you pay the price with every wound. Then, they lower themselves to pay you and look down on you for a job well done. It's an ugly business, but what else are you suited for?

Personality: You don't particularly care where your next job comes from. No hunt is

too tough, no bounty is too high. You've tracked the worst and lived to tell the tale.

Objectives: Get everything you can out of life before someone with a bigger blaster ends it.

Quote: "Thank you for your generous contribution ..." Zap!

Connection With Other Characters: _____

DEXTERITY	4D	PERCEPTION	2D+1
Blaster	_____	Bargain	_____
Brawling Parry	_____	Gambling	_____
Dodge	_____	Hide	_____
Firearms	_____	Investigation	_____
Melee Combat	_____	Persuasion	_____
		Search	_____
		Sneak	_____
KNOWLEDGE	2D+2	STRENGTH	3D+2
Alien Species	_____	Brawling	_____
Intimidation	_____	Climbing/Jumping	_____
Languages	_____	Stamina	_____
Streetwise	_____		
Value	_____		
Willpower	_____		
MECHANICAL	2D+2	TECHNICAL	2D+2
Astrogation	_____	Armor Repair	_____
Beast Riding	_____	Blaster Repair	_____
Ground Vehicle Ops	_____	Ground Vehicle Repair	_____
Repulsorlift Ops	_____	Repulsorlift Repair	_____
Space Transports	_____	Space Transports Repair	_____
Starship Gunnery	_____		
Starship Shields	_____		

Special Abilities: None

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

Equipment: Blaster rifle (5D), bounty hunter armor (+2D physical, +1D energy, -1D to Dexterity and related skills), IPKC bounty hunter license, comlink, datapad, heavy blaster pistol (5D), hold-out blaster (3D+2), knife (STR+1D), macrobinoculars, medpac, synthrope, vibro-blade (STR+2D), 300 credits

Guild Bounty Hunter

Character Name: _____



Terry Picket

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

Background: You are among the best trained and motivated hunters in the galaxy. To date, you have an almost flawless performance record and your superiors are starting to take notice. You owe it to those who believe in you to show them that their time and credits have not been wasted.

Personality: You view yourself as a trained specialist who gets the job done better than

anyone else. Who and what you are you owe to your guild. Their interests come first.

Objectives: Retirement at age 45 or after your 100th acquisition, whichever comes first.

Quote: "Nothing personal, just business."

Connection With Other Characters: _____

DEXTERITY	3D	PERCEPTION	3D
Blaster	_____	Bargain	_____
Dodge	_____	Con	_____
Grenade	_____	Forgery	_____
Melee Combat	_____	Gambling	_____
Melee Parry	_____	Hide	_____
Thrown Weapons	_____	Investigation	_____
		Search	_____
		Sneak	_____
KNOWLEDGE	2D+2	STRENGTH	2D+2
Alien Species	_____	Brawling	_____
Cultures	_____	Climbing/Jumping	_____
Languages	_____	Stamina	_____
Planetary Systems	_____		
Survival	_____		
		TECHNICAL	3D+2
		Armor Repair	_____
		Blaster Repair	_____
		Computer Prog/Rpr	_____
		Demolition	_____
		Droid Programming	_____
		Droid Repair	_____
		First Aid	_____
		Security	_____

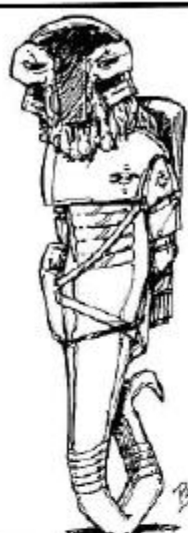
Special Abilities: None

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

Equipment: Blaster pistol (4D), IPKC bounty hunter license, comlink, datapad, heat reflective power armor (+1D energy, +2D physical; +1D to Strength and related skills, -1D Dexterity and related skills), hold-out blaster (3D+2), knife (STR+2), light repeating blaster (5D), magnetic binders, medpac, neural inhibitor (5D stun), synthrope, 500 credits

Imperial Bounty Hunter

Character Name: _____



Terry Padden

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

Background: You are the long arm of Imperial law in a lawless galaxy. Your job is to bring the criminals and Rebels to face justice. You don't lose any sleep over a job well done. The Empire is a safer place because of you.

Personality: You approach your job with the notion that any contract worth doing is worth doing right the first time. Anyone who stands in

your way is a traitor in their own right, to be dealt with later. You make a difference and the rest of the galaxy knows it. That's why they fear you as much as they do.

Objectives: To clean up the mess those Rebels have created.

Quote: "You stepped over the line. Now you deal with me."

Connection With Other Characters: _____

DEXTERITY	3D+1	PERCEPTION	3D+1
Blaster	_____	Bargain	_____
Blaster Artillery	_____	Command	_____
Dodge	_____	Con	_____
Grenade	_____	Hide	_____
Melee Combat	_____	Investigation	_____
Missile Weapons	_____	Search	_____
Vehicle Blasters	_____		

KNOWLEDGE	3D	STRENGTH	2D+1
Alien Species	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Languages	_____	Stamina	_____
Law Enforcement	_____		

MECHANICAL	4D	TECHNICAL	2D
Astrogation	_____	Blaster Repair	_____
Powersuit Operation	_____	First Aid	_____
Repulsorlift Ops	_____	Starfighter Repair	_____
Space Transports	_____		
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: Blast helmet (+2 energy and physical), blaster carbine (5D), IPKC bounty hunter license, comlink, datapad, heavy blaster pistol (5D), jet pack (burst flies 100 meters horizontally; has 10 bursts), knife (STR+2), macrobinoculars, medpac, protective vest (+2 torso, front and back), restraints, 3 stun grenades (5D stun), 1,000 credits

Bounty Hunter

Character Name: _____



Player: _____
 Species: lotran
 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

STAR WARS

Character Name:

Type: Brash Pilot

Gender/Species: /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling/parry _____

Dodge _____

Melee combat _____

Vehicle blasters _____

Knowledge _____ **2D**

Intimidation _____

Planetary _____

systems _____

Streetswise _____

Survival _____

Value _____

Willpower _____

Mechanical _____ **4D**

Astrogation _____

Communications _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starfighter _____

piloting _____

Starship _____

gunnery _____

Perception _____ **3D**

Command _____

Con _____

Gambling _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Stamina _____

Swimming _____

Technical _____ **3D**

Blaster repair _____

Droid repair _____

Repulsorlift _____

repair _____

Starfighter _____

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Nite Vland

Equipment: Blaster pistol (4D). Rebel uniform, medpac, vacuum suit, 1,000 credits

Background: You thought you'd never get off that hick planet! Ever since you were a kid, you've read about starships and generals and heroic battles. Ever since you can remember, you've wanted to be a fighter pilot. Your parents wanted you to be a farmer (or a lawyer, or a doctor, or a miner — who cares which?). But the Imperial Naval Academy has been your goal since the first time you heard of it!

Well, with this war on, it doesn't look like you'll ever get to the Academy — nor do you want to. When the Empire occupied your planet, everything fell to pieces. Friends and neighbors are dead. But you've got your chance to be a pilot! Sometimes things look pretty grim for the Rebellion — but you've got a hunch that your story is just beginning!

Personality: Enthusiastic, loyal, energetic and committed. You tend to get overly-excited on a regular basis. You also tend to brag when sometimes you'd be better off keeping your opinions to yourself.

Objectives: You want to be the best pilot in the Alliance! You dream about someday topping that Skywalker kid — all he did was get a lucky shot! You know you could have made that shot without a targeting computer ... blindfolded!

A Quote: "Heck, that flying wasn't so fancy! Back home, I used to outmaneuver XP-38s with my old Mobquetlandspeeder!"

Connection With Characters: A senatorial or retired Imperial captain might have sponsored you for the Naval Academy. Almost anyone might be a brother or sister.

Player Name: _____

STAR WARS

Character Name:

Type: Cautious First Mate

Gender/Species: /Human

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

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Missile weapons _____

Pick pocket _____

Running _____

Thrown weapons _____

Knowledge _____ **3D**

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ **2D+1**

Astrogation _____

Beast riding _____

Communications _____

Powersuit operation _____

Repulsorlift operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Swoop operation _____

Perception _____ **3D+2**

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Swimming _____

Technical _____ **2D**

Computer programming/repair _____

Demolitions _____

Droid programming _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **10**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

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 ship-board 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.

Player Name: _____

STAR WARS

Character Name: _____

Type: Classy Smuggler

Gender/Species: _____/Human

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

Physical Description: _____

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 program-

ming/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



Marshall Andrews III

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 gracefulness 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.

STAR WARS

Character Name: _____

Type: Comm Slicker

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

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 program- ming/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



Marshall Andrews III

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 vohls mold stink out of your alrscrubbers. 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.

Player Name: _____

STAR WARS

Character Name: _____

Type: CompForce Assault Trooper

Gender/Species: _____/Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D+2

Blaster _____

Blaster artillery _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Vehicle blasters _____

Knowledge _____ 3D+2

Languages _____

Survival _____

Tactics _____

Willpower _____

Mechanical _____ 2D+2

Ground vehicle _____

operation _____

Powersuit _____

operation _____

Repulsorlift _____

operation _____

Perception _____ 3D

Command _____

Hide _____

Search _____

Sneak _____

Strength _____ 3D

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ 2D

Armor repair _____

Blaster repair _____

Demolition _____

First aid _____

Repulsorlift repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Mike Vilardi

Player Name: _____

Equipment: CompForce uniform, blaster rifle (5D), comlink, heat reflective power armor (+1D energy, +2D physical, -1D *Dexterity* and related skills), heavy blaster pistol (5D), knife (STR+1D), three grenades (5D), medpac

Background: You come from a part of the Empire few ever heard of and fewer still know much about. You left your family a long time ago, and haven't spent much time looking back.

CompForce has become a second family to you, replacing the one you never really knew. You live for the adrenaline high you get in combat, and so do the men and women in your company.

It's only a matter of time before that blaster bolt with your name on it catches up to you, but no matter. For now, you've got your comrades, and the thrill of battle. You never really planned on living to a ripe old age anyway.

Personality: You don't know who is crazier: you or your fellow troops. If life gets too boring, you like to liven it up a bit by tempting death — playing catch with an armed thermal detonator, for instance.

Objectives: Accomplish the mission, no matter what. You're a breed apart. Being the best of the best is what it's all about.

A Quote: "They said I'd never make it. But I made it through where others never came back. Now that I'm through with basic training I'm ready for anything those Rebels can throw at me."

Connection With Characters:

STAR WARS PLAYER'S GUIDE to TAPANI

Character Name:

Type: COMPNOR Military Liaison

Gender/Species: /Human

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

Physical Description:

Dexterity ____ **3D+1**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Running _____
Vehicle blasters _____

Knowledge ____ **3D+1**

Bureaucracy _____
Business _____
Intimidation _____
Law enforcement _____
Planetary systems _____
Value _____

Mechanical ____ **2D+1**

Astrogation _____
Communications _____
Repulsorlift operation _____
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____

Perception ____ **4D**

Bargain _____
Command _____
Con _____
Investigation _____
Persuasion _____
Search _____

Strength ____ **2D+2**

Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

Technical ____ **2D+1**

Computer programming/repair _____
Droid programming _____
Droid repair _____
Demolitions _____
First aid _____

Special Abilities

None.

Move ____ **10**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Player Name:

Equipment: COMPNOR-issue blaster pistol (4D+2), custom-tailored Imperial uniform, comlink, datapad, EAR eavesdropping unit with five bugs (bugs can transmit up to 200 meters, within line of sight which are recorded in the unit's microcomputer), recording rod, 1,000 credits, *Lambda*-class shuttle

Background: Since joining COMPNOR, you have longed to find a hotbed of corruption and Rebel activity to root out—and now you've found it. Despite the best efforts of the nobility, Tapani sector is riddled with sedition and treason...which you intend to crush.

Your current rank is fairly low, though your position as a liaison between COMPNOR and several House Guard spies gives you access to a great deal of information and personnel. Your biggest headaches come not from anti-Imperials, however, but from the local ISB station. The sector ISB operatives constantly compete with COMPNOR for leads, and claim credit for your successes. If you are to complete your mission to Tapani sector, the ISB will have to be dealt with.

Personality: Official, bureaucratic and callous, you are the typical COMPNOR officer. But those who write you off as an arrogant dilettante are in for a surprise: you served with a COMPNOR assault team and know how to deal with traitors...personally.

Objectives: To crush the Rebel cells cropping up in Tapani sector, shatter the Justice Action Network, and expose any traitors you can find. (And if those traitors happen to be rivals, so much the better.)

A Quote: "I'm sure you realize that your taxation rate for that bacta shipment is 10 percent below that mandated by Imperial law, citizen."

Connection With Other Characters: As COMPNOR's military liaison to a planet in Tapani sector, you are in constant contact with the house's Navy and House Guard, as well as the nobles in your jurisdiction. A character playing the ISB agent template can be regarded as your own personal nemesis.

STAR WARS

Character Name: _____

Type: COMPNOR SAGroup Youth

Gender/Species: _____/Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Bows _____

Dodge _____

Running _____

Perception _____ **3D+1**

Command _____

Hide _____

Persuasion _____

Sneak _____

Mechanical _____ **3D+1**

Beast riding _____

Jet pack operation _____

Sensors _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Special Abilities

None.

Move _____ 9

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Steve Bryant

Player Name: _____

Equipment: COMPNOR SAGroup uniform, datapad of SAGroup Regulations, COMPNOR-issue stun blaster (2D stun), travel voucher (free passage on non-military Imperial spaceships), 300 credits

Background: You have always longed for a place where you could belong, and you found it in COMPNOR SAGroup. The Group builds you up and gives you an identity, and teams you up with comrades you can identify with and rely on.

You readily demonstrated leadership potential soon after joining, and cemented your path to the top by warning your superiors that your friend's parents were not attending the proper rallies.

As a senior member of your SAGroup squad, you have unlimited travel privileges throughout the Empire, and are on an extended sojourn to see as much of the Empire as you can before you return to school and prepare for the admissions test to the Academy. (You also have to write a long report on your travels in order to receive full COMPNOR accreditation, so you dutifully keep a journal of your day-to-day activities).

Personality: You are proud to be a loyal and active member of the New Order, and worship the ground the Emperor walks on. You see the world in black and white, and everything Imperial is white.

Objectives: To prepare yourself for Academy and military life by seeking action throughout the galaxy.

A Quote: "Hail to the Emperor, the Empire and the New Order. May its righteousness never falter." (This is accompanied by a stiff, precision salute that is almost comical coming from someone your age.)

Connection With Characters:

STAR WARS

Character Name:

Type: Con Artist

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity _____ **2D**

Blaster _____

Brawling parry _____

Dodge _____

Melee parry _____

Pick pocket _____

Running _____

Knowledge _____ **4D**

Alien species _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **2D+2**

Astrogation _____

Repulsorlift operation _____

Special Abilities

None.

Perception _____ **4D**

Bargain _____

Command _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Sneak _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **3D+1**

Computer program-

ming/repair _____

Droid program-

ming _____

Security _____

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Tim Eldred

Player Name: _____

Equipment: Variety of outfits and uniforms (suitable for playing such roles as a naive fop, a computer tech, or an Imperial commander), datapad, hold-out blaster (3D), 100 credits

Background: You grew up in abject poverty, and you swore that someday you'd better yourself. Well, you have, somewhat. Now you wear fine clothes, jewelry, and mingle with the very elite who once shrank back from you in disgust.

Of course, the clothing is stolen, the jewelry is fake, and the snobs are victims rather than friends, but that suits you just fine. There are plenty of marks out there with more money than sense, and you intend to lighten their purses a bit.

You are adept at taking on a variety of roles in pursuit of a good scam, and have set up some fairly elaborate stings in your day.

Personality: You like the challenge of long odds against you. You enjoy planning and executing your schemes. Nothing is better than a well-developed plan when it comes together.

Objectives: To pull off the scam of the century.

A Quote: "Naturally, as the Crown Prince of Hapuntep, it breaks my heart to have to part with the royal diadem, but my people badly need medical supplies, and you, kind sir, are our last hope."

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Corporate Slicer

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Pick pocket _____

Running _____

Knowledge ____ **2D+2**

Bureaucracy _____

Streetwise _____

Value _____

Willpower _____

Mechanical ____ **3D**

Astrogration _____

Communications _____

Sensors _____

Swoop operation _____

Special Abilities

None.

Perception ____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Investigation _____

Sneak _____

Strength ____ **2D+2**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical ____ **3D**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

Security _____

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Marshall Andrews III

Equipment: Hold-out blaster (3D), portable computer (-1D to *computer programming repair* rolls), datapad, corporate credit voucher (2,000 credits)

Background: You used to slice into computer systems for fun...right up until the day you got caught by a Tapani corporate counter-slicing team. Recognizing your natural ability, they offered you a place on their team—a deal you could hardly turn down, since the alternative was a few decades in an Imperial penal colony. Now you work as a computer specialist, helping to prevent unauthorized intrusions into corporate systems.

Your "employers" also realized that you work well in the field, and occasionally send you into rival corporate offices to slice into their networks. It is dangerous—and highly illegal—work, but you enjoy it immensely.

If you mess up, it's a free ride to Kessel. But for now, as long as you perform well, you have a decent expense account, a nice place to live and a challenging job.

Personality: You are soft-spoken, attentive and highly intelligent. While you typically feel more comfortable with computers, droids and other machines, you also get along well with your corporate overseers.

Objectives: To avoid a sentence to Kessel, and to slice into the best-protected computer systems around.

A Quote: "Hmm...It looks like they have a double-helix gene sequence code protecting the key files, but I can slice that. No problem."

Connection With Other Characters: You may be on retainer to a noble, or employed as a freelancer by a merchant, scholar, or even Rebel or JAN cells.

STAR WARS

Character Name:

Type: Court Fop

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Knowledge _____ **4D**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Value _____

Mechanical _____ **4D**

Astrogation _____

Beast riding _____

Ground vehicle

operation _____

Repulsorlift

operation _____

Space transports _____

Swoop operation _____

Perception _____ **2D**

Bargain _____

Gambling _____

Investigation _____

Search _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Swimming _____

Technical _____ **2D**

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

Repulsorlift

repair _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Player Name: _____

Equipment: Wardrobe full of formal attire, sporting blaster (3D+1), comlink, datapad, personal secretary droid, 4,000 credits, landspeeder

Background: You thrive in the Imperial court, though it is a bit difficult to avoid the boring fellows who cluster about the Emperor. You can hardly fathom it; among all the splendor of Coruscant, all these dolts want to talk about are plots, battles, and politics! The fancy dress balls and social gatherings are far more to your liking, since they attract *your* kind of people — those with a sense of style, a knack for clever remarks, and all the right friends.

Of course, you wish you could spend all of your time at court, but Father is trying to mold you into some sort of "responsible person." Since it's important to amuse the old boy (at least if you want his title and money), you frequently find yourself being dispatched on family business. This could (and often does) take you to some fairly strange and alarming places. But it does stop the old boy from grumbling ...

Personality: You love social occasions. You already know most of the people *worth* knowing, so everyone else is bound to be beneath you (a situation you simply adore). Saving face and looking good are all-important.

Objectives: To win favor with as many court officials as possible, and have a good time. Which objective has the higher priority? Good question! Maybe you'll think about it after the Emperor's Masquerade Ball ...

A Quote: "Good day, Admiral. How is that 'battle-Rebel' thing coming along? Lovely... so nice to see you again. Why Princess Holobet, you look *lovely* today... of course these are *real* corusca gems, my dear."

Connection With Characters:

STAR WARS

Character Name:

Type: Curious Explorer

Gender/Species: /Shauli (near-human race)

Age: Height: Weight:

Physical Description:

Dexterity 2D+1

Blaster

Dodge

Firearms

Pick pocket

Thrown weapons

Knowledge 3D+2

Alien species

Bureaucracy

Languages

Planetary

systems

Survival

Mechanical 3D

Archaic starship

piloting

Beast riding

Sensors

Perception 4D

Bargain

Hide

Investigation

Search

Strength 2D

Lifting

Swimming

Technical 3D

Demolitions

First aid

Ground vehicle

repair

Security

Special Abilities

None.

Move 10

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Vilardi

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

Background: You come from a primitive planet, where only a few people leave to explore the stars. Most 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, gleaming space stations 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 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 Characters: Any other character could have taken you under his or her guidance, perhaps as an apprentice. A smuggler might hire you as a cargo hand. You and a kid might be boon companions — especially since you'll both tend to see the universe with a youthful sense of wonder.

Player Name:

STAR WARS

Character Name:

Type: Cyborged Pirate

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Blaster artillery _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Perception _____ **3D**

Bargain _____

Command _____

Con _____

Forgery _____

Gambling _____

Mechanical _____ **3D+2**

Astrogation _____

Capital ship _____

gunnery _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical _____ **3D**

Armor repair _____

Blaster repair _____

Demolition _____

Droid repair _____

Security _____

Special Abilities

Cybernetic Arm: +1D to resist damage for arm only; otherwise, acts as normal arm.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



John Loma

Equipment: Flashy clothes, lots of gaudy trinkets, comlink, vacuum suit, 2,000 credits, blaster pistol (4D), blaster rifle with bayonet (5D, bayonet is STR+1D), stun blaster pistol (4D stun)

Background: You knew your new "friends" were pirates when you signed on, but you thought they only engaged in thievery. Before you knew it, your captain was ordering you and your friends to attack and plunder other ships without regard for the lives of others. You went along with it at first, but eventually you were pushed past your limits. You've since gotten away from that bloodthirsty bunch. You're 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 hardest 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 Characters: The others may accompany you on your exploits; you may have agreed to be a privateer for the Rebel Alliance or New Republic.

STAR WARS

Character Name: _____

Type: Cynical Free-Trader

Gender/Species: _____/Human

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

Physical Description: _____

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 program-

ming/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



Marshall Andrews III

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.

STAR WARS

Character Name: _____

Type: Cynical Scout

Gender/Species: _____ /Ithorian

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

Physical Description: _____

Dexterity _____ **2D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ **5D**

Alien species _____

Languages _____

Law enforcement _____

Planetary systems _____

Survival _____

Mechanical _____ **2D**

Astrogation _____

Communication _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Con _____

Forgery _____

Persuasion _____

Sneak _____

Strength _____ **3D**

Stamina _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

Security _____

Space transports

repair _____

Starship weapon

repair _____

Special Abilities

See "Ithorians" on page 214 of *Star Wars, Revised and Expanded*.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



John Loma

Equipment: Any reasonable survival gear, comlink, Lone Scout-A scout ship, blaster pistol (4D), blaster rifle (5D), vibroblade (STR+1D+2)

Background: Now that the New Republic has control, they've opened up the galaxy to exploration. You are free to do what you knew 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 Characters: You may have encountered a smuggler or laconic scout as colleagues. You may be teaching a brash pilot or a kid the tricks of the trade.

Player Name: _____

STAR WARS

Player Name: _____

Character Name: _____

Type: Devaronian Grifter

Gender/Species: _____ /Devaronian

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D

Blaster _____

Dodge _____

Pick pocket _____

Running _____

Thrown weapons _____

Knowledge _____ 3D+2

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ 2D

Astrogation _____

Repulsorlift _____

operation _____

Space transports _____

Starship shields _____

Special Abilities

None.

Perception _____ 4D+2

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Strength _____ 2D

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ 2D+2

Computer program-

ming/repair _____

Security _____

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Robert Duchesne

Equipment: Blank deeds (phony), 3 fake IDs, briefcase, datapad, hold-out blaster (3D), expensive business suit, chronometer, 1,000 credits

Background: Life is one big scam for you. It's what you do, it's in your blood. You live life a day at a time, wandering the stars as the mood hits (or the mob chases) you.

You make a living by selling people what they want, even if you don't actually own it yourself. Since you are constantly moving from place to place, you always keep a few extra identities available for emergencies.

You've heard of the Rebellion against the Empire, but you are basically apolitical. Besides, you've got enough of your own problems to worry about, like getting out of your latest scheme alive.

Personality: Shifty and sly, you tend to think of yourself first and others later. You'd probably sell your own mother if you thought you could make a profit. (In fact, you proudly claim you've actually *tried* that particular stunt.) You ply your wares on the unwary and foolish. You give them what they want, even if you don't have it to sell. You never stay in one place for long, usually hopping the next transport out when the wanderlust hits you.

Objectives: To make that one big sting that will put you on easy street.

A Quote: "I'm telling you my friend, now's the time to buy this prime beachfront land on Tatooine — the ocean reclamation project starts next month, and then *everyone* will want in. Don't take *my* word for it; here's some documents that will verify what I've told you ..."

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Disgraced House Guardsman

Gender/Species: /Human

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Blaster artillery _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Knowledge _____ **2D**

Bureaucracy _____

Intimidation _____

Law enforcement _____

Planetary system _____

Streetwise _____

Survival _____

Tactics _____

Willpower _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Ground vehicle _____

operation _____

Jet pack operation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Perception _____ **3D**

Command _____

Con _____

Gambling _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Armor repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Marshall Andrews III

Equipment: Blaster rifle (5D), blaster pistol (4D), vibroknife (STR+1D), Blast vest (+1D physical), datapad, lightfoil (disguised as cane, Moderate *search* or Difficult *Perception* check to determine the weapon's true nature, 3D+2 damage), 50 credits

Background: You were at the start of a promising career, the son of a petty knight and a lieutenant in the House Guard, until you became romantically entangled with the fiancé of your superior officer. Your commander found out about the affair, and demanded a duel. You won the duel, but it cost you your career: the officer was a noble and his family ruined you.

You've drifted around the sector ever since, working as a mercenary, bodyguard, manual laborer—whatever jobs you can find. Unfortunately, your former commanding officer's family have made sure that you have trouble making a living.

Personality: You are extremely bitter, particularly where the nobility is concerned. Still, a tiny voice inside you—the shreds of your idealism, no doubt—reminds you that you once were a man of honor, and you secretly long to restore your name and return to your former status.

Objectives: On a day-to-day basis, you mostly want to make enough money to pay for your next meal. Someday, you hope to restore your honor and make up for your past misdeeds.

A Quote: "Son, a lord wouldn't know a *flarg* from a blue-tailed *flangth*-hound. That's what the Guard is for: to protect 'em from themselves. Who'll protect the Guard is another matter."

Connection With Other Characters: You take on any number of odd jobs, so you could easily be connected with any other type of character.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Disguise Artist

Gender/Species: /Human

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

Physical Description:

Dexterity 3D

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Pick pocket _____
Running _____

Knowledge 3D

Alien species _____
Bureaucracy _____
Business _____
Cultures _____
Intimidation _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____

Mechanical 3D

Astrogation _____
Beast riding _____
Communications _____
Sensors _____
Starfighter piloting _____
Starship gunnery _____
Starship shields _____

Perception 4D

Bargain _____
Command _____
Con _____
Forgery _____
Persuasion _____
Search _____
Sneak _____

Strength 3D

Brawling _____
Climbing/jumping _____
Stamina _____

Technical 2D

Computer program-
ming/repair _____
Demolitions _____
Security _____
Space transports repair _____

Special Abilities

None.

Move 10

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Disguise kit (+1D to con for 3D hours when in disguise), heavy blaster pistol (5D), blaster rifle (5D), various changes of clothing, three sets of false identification, civilian Y-wing starfighter with BoSS registration

Background: You once had aspirations to be an actor, and many commented on your uncanny ability to mimic others. After a short period of military service you trained with the ISB as an infiltration agent for Destab branch. After completing your training you decided that you were more interested in earning a living than slaving away for the greater glory of the Empire. Stealing a shuttle, you vanished into Tapani sector, where you operate as a freelance espionage agent serving the highest bidder.

Personality: In your private moments you are quiet and introspective, but when you are in the field, you are all business.

Objectives: To avoid capture by the ISB and to continue to operate as a freelance spy.

A Quote: "A spy's greatest weapon is his anonymity. When the opposition knows who you are, you're as good as finished."

Connection With Other Characters: You could be posing as a noble employing the characters, or as a member of a Lord's entourage. You could be hiding among Rebels, pretending to serve their cause while you carry out your shadowy agenda. You could even be posing as a member of the House Guard or Navy, an effective cover for a spy.

STAR WARS

Character Name:

Type: Duro Merchant

Gender/Species: /Duro

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

Physical Description: _____

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 program-

ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Security _____

Space transports

repair _____

Starfighter repair _____

Starship weapon

repair _____



Marshall Andrews II

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 tales 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.

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

Player Name: _____

STAR WARS

Character Name:

Type: Ewok

Gender/Species: /Ewok

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

Physical Description:

Dexterity 3D+2

Bows _____
Brawling/parry _____
Dodge _____
Melee combat _____
Melee parry _____
Thrown weapons _____

Knowledge 2

Languages _____
Survival _____
Willpower _____

Mechanical 2D+2

Beast riding _____
Glider _____

Perception 4D

Bargain _____
Con _____
Hide _____
Search _____
Sneak _____

Strength 3D

Climbing/jumping _____
Stamina _____
Swimming _____

Technical 2D+2

Demolition _____
First aid _____
Primitive construction _____

Special Abilities

Skill Bonus: +2D for every 1D placed in *hide*, *search*, *sneak*.

Skill Limits: May not place skill dice in vehicle, starship or repair skills.

Smell: +1D to search when tracking by scent.

Move 7

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



John Loma

Equipment: Spear (STR+1D), leather backpack, a collection of shiny objects.

Background: You used to live on Endor, the "Forest Moon." Then, one day, a big shiny spaceship landed. You investigated. It was filled with fascinating, shiny things and good things to eat. All of a sudden, everything shook. You didn't realize it then, but the ship had taken off, and you couldn't go home.

At first, you were frightened. When you learned you couldn't go home, you were sad. But then you made friends with the humans on the ship. They were from something called the Rebellion, and they fight bad people called the Empire. Humans seem to find Ewoks cute. This is very useful; you've never had any problems finding food or shelter.

You've picked up a little bit of the human language. You don't really understand the strange machines they use, but you've become a little more comfortable with them. Life out here in the galaxy is endlessly fascinating and fun. You've decided to stay with your Rebel friends and help them out.

Personality: You like humans. You like good things to eat. You like playing with shiny things. You're cheerful, inquisitive and have a habit of getting yourself — and sometimes your companions — into more trouble than you (or they) can handle.

Objectives: To find an endless supply of fun things to play with. To help your human friends even though they seem to be a bit odd.

A Quote: "Kaiyal Gyeesh?"

Connection With Characters: Choose any other player character you like; you've adopted him or her as your mentor. You follow that person around and try to get them to play with you. If your mentor consistently ignores you, you can switch to another character later on.

STAR WARS

Character Name: _____

Type: Ewok Shaman

Gender/Species: _____ /Ewok

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

Physical Description: _____

Dexterity _____ **2D**

Blaster _____
Bows _____
Dodge _____
Melee combat _____
Melee parry _____
Missile weapons _____
Thrown weapons _____

Knowledge _____ **3D**

Alien species _____
Cultures _____
Languages _____
Scholar _____
Survival _____

Mechanical _____ **3D+1**

Beast riding _____
Glider _____

Perception _____ **3D+2**

Bargain _____
Command _____
Hide _____
Persuasion _____
Search _____
Sneak _____

Strength _____ **2D+1**

Brawling _____
Climbing/jumping _____
Stamina _____

Technical _____ **2D+2**

First aid _____

Special Abilities

Force skills: Sense 1D.

Force Powers:

Sense: Life detection.

Smell: Ewoks get a +1D to their search skill when tracking by scent. This skill may not be improved.

Skill bonus: Beginning characters only get 2D for every 1D placed in the hide, search, and sneak skills.

Skill limits: New characters may not place skill dice

in any vehicle or starship except glider.

Move _____ **7**

Force Sensitive? _____ **Yes**

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Equipment: Spear (STR+1D), healing satchel (the equivalent of 10 medpac applications), venra root (+1D to Perception or sense when chewed, for one hour, moderate stamina roll required to avoid incapacitation).

Background: The Great Tree spoke to you during the Festival of Hoods, when you came of age. The village elders, and the medicine chief as well, said you had a great gift, and for many years you served as the healer, the seer and keeper of the stories in your village.

Now, your muzzle is graying, your mate is dead, and younger Ewoks are taking over the mantle of healer. Now that the Rebel tribes have left your woods, fewer and fewer stargliders visit Endor. You've spent your time with the trees, and now a greater spirit calls you. You accompanied the last star cruiser off planet to pursue that spirit.

Some aliens have the wrong idea about Ewoks, mostly since the Ewoks who have left Endor are young and impetuous. Those who make the same assumptions about you are making a critical error.

Personality: Cantankerous and gruff. You believe the old ways are the best, and still keep the faith alive by practising them.

Objectives: To pass healing throughout the galaxy. To learn of the other spirits and the other trees.

A Quote: "Of course I chan shpeek your language, hoo-man. Do not mishatke appearansh or vocal limitashunz for foolish mind."

Connection With Characters:

STAR WARS®

Character Name: _____

Type: Ewok Warrior

Gender/Species: _____ /Ewok

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

Physical Description: _____

Dexterity ____ 3D+2

Bows _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Perception ____ 4D+1

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Knowledge ____ 2D

Languages _____

Survival _____

Willpower _____

Strength ____ 1D+2

Climbing/jumping _____

Stamina _____

Swimming _____

Mechanical ____ 3D+2

Beast riding _____

Glider _____

Technical ____ 2D+2

Demolition _____

First aid _____

Primitive

construction _____

Special Abilities

Skill Bonus: +2D for every 1D placed in *hide*, *search*, *sneak*.

Skill Limits: May not place skill dice in vehicle, starship or repair skills.

Smell: +1D to *search* when tracking by scent.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Mike Nielsen

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

Background: You were one of the bravest warriors in your village on Endor. Then you began to hear tales of other Ewoks stowing away aboard shiny metal gliders that whisked them from the forest, up into the sky. When the opportunity came for you to stow away aboard a space vessel, you thought of it as a test of bravery and skill. Seizing the moment, you left Endor behind.

After being discovered aboard the freighter, you made friends with the crew. 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. Of course, in return for accepting their strange and primitive ways, you are (moderately) willing to put up with the inevitable fawning and cooing that humans seem to lavish on you at every available opportunity. It was flattering at first, but now it's starting to get on your nerves.

Personality: You like humans, mostly because they have adopted you into their form of "clan." You are gruff and occasionally surly. You don't like new things that hurt you — like humans in hard, white suits. You tend to complicate things by being stubborn or just too inquisitive for your own good. When the chips are down, you'll do what you have to to protect those who have accepted you as one of their own.

Objectives: To see new things, and to protect those who have befriended you. (However, there are days where you are ready to begin the "Great Hunt" on the next human that pats you on the head and coos about how "adorable" you are.)

A Quote: "Grrrrrrrr."

Connection With Characters: You have adopted the other player characters into your "family." Even if they wanted to, they can't get rid of you. Of course, you can't get rid of them either; you are required by honor to defend them ... even the ones that pat you on the head.

STAR WARS

Character Name:

Type: Ex-Imperial Commando

Gender/Species:

Age:

Height:

Weight:

Physical Description:



Player Name:

Dexterity _____ **3D**

Blaster _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Knowledge _____ **3D**

Planetary systems _____

Streetwise _____

Survival _____

Tactics _____

Willpower _____

Mechanical _____ **2D+1**

Hover vehicle _____

operation _____

Repulsorlift _____

operation _____

Starfighter piloting _____

Swoop operation _____

Perception _____ **3D**

Command _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Computer program-

ming/repair _____

Demolitions _____

Droid program-

ming _____

First aid _____

Repulsorlift repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: Alliance commando uniform, blaster rifle (5D), blaster pistol (5D), knife (STR+1), three fragmentation grenades, (5D), two thermal detonators (10D), medpac, macrobinoculars, 500 credits

Background: When you enlisted in the Imperial military, you figured you'd be with the Army for life. You were proud to be a part of such a well-disciplined fighting force, and were honored to stand beside your fellow soldiers on the field of battle. That was before you sensed an ugliness festering among the leaders of the military, a sickness that became apparent when Alderaan was destroyed. Although official channels denied any involvement, word of the Empire's complicity in the disaster spread pretty quickly through the Imperial grapevine. Sickened to the core of your being, you defected to the Rebel Alliance, to see that tragedy on this scale never happens again.

Ever since you "came over" you've asked for the toughest assignments, the most daring operations. You've proven your worth and no one can question your abilities or your loyalty. Which is just as well, since you personally believe that the galaxy needs a strong Emperor. Just not Palpatine.

Personality: You know you can never go home again, no matter who wins the war. You're making the best of a bad situation.

Objectives: Do your part to end the war as soon as possible, and then pick up the pieces.

A Quote: "Beta team, hold here and target that AT-ST with the Plex; remember, wait for the signal and *don't* be a hero. Alpha team, move out. Let's see if we can take these armored dullards by surprise ..."

Connection With Characters:

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Ex-rocket jumper

Gender/Species: _____ / Human

Age: _____ Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ 4D

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Pulse-wave weapons _____

Thrown weapons _____

Knowledge _____ 2D+2

Intimidation _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ 2D+2

Beast riding _____

Rocket pack operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Special Abilities:

None

Perception _____ 3D

Bargain _____

Con _____

Forgery _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 3D+2

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ 2D

Armor repair _____

Demolitions _____

First aid _____

Pulse-wave weapons repair _____

Security _____

Move _____ 10

Force Sensitive? _____ No

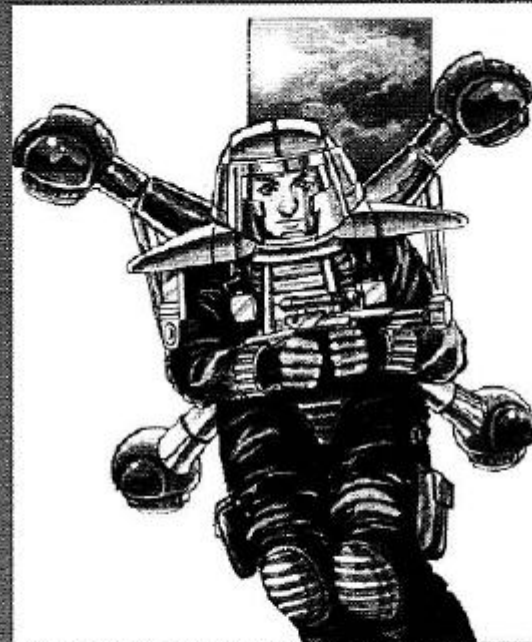
Force Points _____

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Pulse-wave pistol (4D), pulse-wave rifle (5D), quick-draw pulse-wave pistol (3D, ammo: 3), durarmor (+2D physical, +2D energy, -2D Dexterity), PTP link, knife (STR+1D), 1,000 credits

Background: You were once a feared member of an elite Republic military unit until a training accident ended your career. The medics managed to patch you up pretty well, but not well enough for a medical tribunal: you were judged "unfit for duty" as a result of your wounds.

Still, the galaxy is a dangerous place, and you have skills that can help you pay your debts: quickness, toughness and ruthlessness. From the pirate-infested Stennes system to dens of iniquity hidden in the Core Worlds, you travel from system to system, a freelance "problemsolver." Sometimes you act as a scout, other times as a bodyguard; one advantage of civilian life is that you get to cut your own marching orders.

Personality: Bitter and sarcastic, you still have some anti-Republic sentiment, though at heart you are still a loyalist.

Objectives: To once again feel like you belong to something important. If that means playing bodyguard to a corporate exec or acting as a bouncer in a seedy cantina, so be it.

A Quote: "It's not so bad... I ran into tougher customers during the Quesaya Border Conflict."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Failed Jedi

Gender/Species: _____ / Human

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

Physical Description: _____

Dexterity _____ **2D+2**

Blaster _____

Dodge _____

Lightsaber _____

Running _____

Knowledge _____ **D+1**

Alien species _____

Intimidation _____

Languages _____

Planetary _____

systems _____

Survival _____

Willpower _____

Mechanical _____ **2D**

Astrogation _____

Beast riding _____

Repulsorlift _____

operation _____

Space transports _____

Starship shields _____

Perception _____ **3D+1**

Bargain _____

Command _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Special Abilities

Control 1D, sense 1D. You may select two Force powers.

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____ 1

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



John Lora

Equipment: Lightsaber (5D), robes, bottle of liquor, 250 credits

Background: A long, long time ago, back in the days of the Old Republic, you were an aspiring Jedi. Sure, you remember Skywalker and Kenobi and all that crew. But you failed. You couldn't hack it. The dark side kept calling, and things never worked quite the way you wanted them to. You turned to drink, and things went downhill from there. Then, the Empire came, and suddenly it wasn't healthy to be a Jedi, or even to know anything about them.

You spent a lot of years drinking heavily. It's not very pleasant to remember.

Now, you've got one more chance. You've got a kid who wants to learn about the Force. You're not sure you can teach him much, but you can try ... try to do something worthwhile before you die.

Personality: Cynical, foul-mouthed and pessimistic — but with a heart of gold.

Objectives: To make up for your past mistakes by teaching a kid about the Force ... and perhaps somehow redeem yourself in the process.

A Quote: "Kids. Gah. Kids. You wanna learn how to use the Force? Listen when I talk to you. (Wheeze). Blasted kids. Where's the whiskey?"

Connection With Characters: Choose another player character as your student (by mutual agreement).

STAR WARS

Character Name:

Type: Flamboyant Entertainer

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity ____ 3D+1

Blaster _____

Dance _____

Dodge _____

Running _____

Thrown weapons _____

Perception ____ 3D+2

Bargain _____

Con _____

Persuasion _____

Knowledge ____ 3D+2

Alien species _____

Artist _____

Business _____

Cultures _____

Languages _____

Streetwise _____

Value _____

Strength ____ 2D+2

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical ____ 2D+2

Beast riding _____

Powersuit _____

operation _____

Repulsorlift _____

operation _____

Swoop operation _____

Technical ____ 2D

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

Security _____

Special Abilities

None.

Move ____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vilardi

Equipment: Expensive street clothes, personal jewelry, stun stick (5D stun), recording rod, custom chronometer, 200 credits

Background: You've been in the entertainment industry since you could first walk. You started out as a child actor on the holovids, and graduated to pangalactic variety shows in your teens. You've starred in dramas and comedies, had a singing career, and even started a studio or two.

Having a trillion or so fans can be a lot of pressure, but it's all worth it when you hear those cheers. Your fame does make it hard to get away by yourself, though.

Personality: A lifetime of fame and media exposure has made you a bit jaded. You want something more than fame but you're not sure exactly what. Perhaps having an "adventure" of sorts might do the trick ...

Objectives: A quiet retirement someday, where you write your memoirs and bask in the rewards of fame.

A Quote: "You're happy to meet me at long last? But of course you are!"

Connection With Characters:

Player Name: _____

Design: Rick Swan/Paul Sudlow

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TALES OF THE JEDI COMPANION

Character Name: _____

Type: Freedom Warrior

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 4D

Brawling parry _____

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Pulse-wave weapons _____

Knowledge _____ 2D

Planetary systems _____

Survival _____

Mechanical _____ 3D+1

Astrogration _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Special Abilities:

None

Perception _____ 3D+2

Command _____

Hide _____

Search _____

Sneak _____

Strength _____ 3D+2

Brawling _____

Stamina _____

Technical _____ 3D+1

Computer programming/

repair _____

First aid _____

Security _____

Move _____ 10

Force Sensitive? _____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Flex-armor(+1D physical and energy, -1D Dexterity), PTP link, modified pulse-wave blaster pistol (4D+2).

Background: The Freedom Warriors, though not a Force-using group, assist the Jedi Knights in the upholding of justice and peace throughout the galaxy. These fearless soldiers take up responsibilities too politically inconvenient for the Republic government or too resource-heavy for the Jedi to handle, given the coming conflict.

You joined the Freedom Warriors like your father before you, and his father before him. You believe in the Force and the goals of the Jedi Knights, and you now serve in any way you can. You have recently been assigned your first duties as a full-fledged Warrior, and you hope to eventually become the leader of your unit.

Personality: You yearned to join the Freedom Warriors your whole life. Now that you've passed all of the requirements for membership, you can't wait to prove your prowess.

Objectives: To serve the light side of the Force in any way you can.

A Quote: "The light side knows my destiny, and that is all that matters."

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Freeworlds Artist

Gender/Species: /Human

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

Physical Description:

Dexterity **3D**

Blaster

Brawling parry

Dodge

Grenade

Melee combat

Melee parry

Vehicle blasters

Perception **3D+2**

Bargain

Command

Con

Gambling

Hide

Search

Sneak

Special Abilities

None.

Move **10**

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Boudell

Equipment: Hold-out blaster (3D), vibrochisel (STR+1D+1), sculpting tools, datapad, comlink, Mrssti flitter, 1,000 credits

Background: You grew up in a middle-class Freeworlds family, and displayed an artistic flair early on. Encouraged by your parents, you apprenticed yourself to a famous Herglic sculptor who worked for the Tapani houses. Your master taught you the fine points of sculpting, but just as he was reaching his prime, he was blacklisted by the houses eager to curry favor with the Empire by emphasizing human art.

Ironically, the blacklist did wonders for your own career. Even as your master and other alien artists were forced out of work, young talented humans like yourself experienced a windfall of contracts and sponsorships. Your master encouraged you to pursue these, but you still felt guilty doing so.

You have since succeeded as an artist, and have attracted a small but growing circle of fans among the artistically-inclined members of the Tapani elite. Still, you have misgivings about the Empire, and wonder when they'll decide that your art too is no longer desirable.

Personality: You are wildly creative and slightly eccentric. Fortunately, people expect artists to be a little strange, and your skill gives you leeway to be yourself. You tend to get intensely focused on a problem to the exclusion of all else.

Objectives: To become the most recognized and lauded sculptor in Tapani sector, and possibly beyond. To redress the wrong done to your master and his peers.

A Quote: "Fine lines in your face, Baron Balcomb—the noble brow of a second Shey Tapani. Wouldn't your descendants curse your name if you failed to leave them a bust of your dignified visage?"

Connection With Other Characters: Tapani nobles and Imperial elites are likely present or past sponsors. You might know anyone else from your days as a student or up-and-coming artist.

Player Name:

Player Name: _____

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: Freeworlds Trader

Gender/Species: _____ /Herglic

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Vehicle blasters _____

Perception _____ 2D+1

Bargain _____

Con _____

Gambling _____

Persuasion _____

Search _____

Knowledge _____ 2D+2

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Strength _____ 4D

Brawling _____

Lifting _____

Stamina _____

Swimming _____

Mechanical _____ 4D

Astrogation _____

Repulsorlift operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical _____ 3D

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

Natural Armor: A thick layer of blubber gives a Herglic +1D to resist damage from physical attacks. It gives no bonus to energy attacks.

Story Factors: *Gambling Frenzy:* A Herglic passing by a gambling game must make a Moderate *willpower* check to resist the powerful urge to join in.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Boddell/110

Equipment: Heavy blaster pistol (5D), stock YT-1300 light freighter (with Herglic-sized features), comlink, 1,000 credits

Background: You were among those who resisted when the Empire invaded your homeworld of Giju. As a result, you lost everything—your family, business, and your homeworld.

You managed to escape with your life and freedom, but not much else. After a few years serving on a Sullustan merchant ship, you came to the Tapani Freeworlds Region, where you could live among Herglics who were still free.

Today you have a well-established cargo run among the Freeworlds, and even take occasional trips into the Expanse and to other sectors. But you are growing bored with your predictable life, and as you watch the Empire grow ever more influential in the Freeworlds, you think maybe it's time you got back into the anti-Empire business. Maybe with the Rebels, maybe with the JAN.

Personality: Most people expect Herglics to be docile and peaceful—there is nothing meek or passive about you. There never has been. You have learned to be more devious and subtle in recent decades to suit the stereotype, but only to achieve surprise at the appropriate tactical moment.

Objectives: To challenge the Empire and its anti-Herglic minions, and preserve Tapani sector as a safe refuge for Herglics. To keep your life interesting.

A Quote: "Hauum. Life gets a little dull if you can't crack a few Imperial heads now and again."

Connection With Other Characters: You might have met just about anyone in your wanderings as a merchant.

STAR WARS

Character Name:

Type: Galactic Big Game Hunter

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Bows _____

Dodge _____

Running _____

Thrown weapons _____

Vehicle blasters _____

Perception _____ **3D**

Bargain _____

Command _____

Con _____

Hide _____

Search _____

Sneak _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Ground vehicle

operation _____

Hover vehicle

operation _____

Jet pack operation _____

Repulsorlift

operation _____

Space transports _____

Swoop operation _____

Technical _____ **2D**

Blaster repair _____

First aid _____

Ground vehicle

repair _____

Repulsorlift repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Player Name: _____

Equipment: Sporting blaster rifle (4D+1), sporting blaster pistol (3D+1), vibroblade (STR+3D), syntherope, water purification kit, macrobinoculars, medpac, survival kit, outdoor clothing, breather mask

Background: Hunting as a profession was not always your first career choice. For the first 15 years of your professional life, you were an accountant. It wasn't until a client invited you to accompany him on a wildlife safari that you discovered the intense thrill of the chase. Six months after returning to your practice, you quit, packed your bags, and caught a freighter bound for the Outer Rim.

Now you make your living in the hunt. Sometimes you go it alone or with other pros — to bag furs, pelts, live animals for resale, and eggs. Other times you hire yourself as a guide for amateurs looking for a good hunt. Though you are strict with your charges, you are never patronizing to them.

Personality: Each hunt for you is a unique experience: a battle of wits, a pitting of brute strength versus brute ingenuity. Someday you'll meet your match, but until then ...

Objectives: Making it into the record books is not what you're about. Surviving against the odds — now that's the ticket!

A Quote: "Oh, did I mention that tomorrow we're leaving the blasters in camp?"

Connection With Characters:

STAR WARS

Character Name:

Type: Gambler

Gender/Species: _____/Human

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

Physical Description: _____

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 _____ **Droidprogram-**

Repulsorlift _____ **ming** _____

operation _____ **Droidrepair** _____

Space transports _____ **First aid** _____

Starship gunnery _____ **Repulsorlift repair** _____

Special Abilities _____ **Move** _____ 10

None _____ **Force Sensitive?** _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Player Name: _____

Equipment: Deck of sabacc cards, hold-out blaster (3D), one week's worth of expensive clothes, 1,000 credits, datapad with rules for over 2,000 games of chance

Background: The galaxy is your oyster. You can go anywhere, do anything. You're never down and out permanently—all you have to do is find a (fairly) honest game of chance, and there's gambling everywhere. Money comes and money goes, but the game goes on.

Love 'em and leave 'em, that's your philosophy. You've never seen any point in settling down ... not when there's a starship leaving in an hour, a gambling table in the lounge and new worlds to explore at the other end of the journey.

It's a good life. There's always something new to do, always another game, always a fine meal or a top-notch wine. You've seen the cream of society and the dregs of the galaxy, and you're comfortable with both.

How'd you get mixed up with the Rebellion? Well, it's more that you got mixed up with the Empire. A little misunderstanding and presto! You're wanted on a few planets. (Okay, okay ... *more* than a few.) It's tough to handle.

The Rebellion looks pretty hopeless right now, but it's always got a chance ... hey, you're a gambler, right? Sometimes it pays to play the long odds.

Personality: Charming, unfailingly polite, insouciant, and insecure. You do extremely well with members of the opposite sex. Everybody either loves you or hates you ... but absolutely no one *trusts* you.

Objectives: To have a really good time wherever you're going. To set up someone for the big score, the con of a lifetime. And if your schemes inconvenience the Empire, well, so much the better.

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

Connection With Characters: You've kicked around the galaxy a lot, and could have become friends with—or swindled—any one of the other characters.

STAR WARS

Character Name:

Type: Ground Assault Vehicle Commander

Gender/Species: /Human

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

Physical Description:

Dexterity ____ **2D+2**

Blaster ____

Dodge ____

Melee combat ____

Vehicle blasters ____

Knowledge ____ **3D+2**

Alien species ____

Languages ____

Survival ____

Tactics ____

Mechanical ____ **4D**

Communications ____

Ground vehicle

operation ____

Hover vehicle

operation ____

Repulsorlift

operation ____

Walker operation ____

Perception ____ **3D**

Command ____

Con ____

Hide ____

Search ____

Strength ____ **2D+2**

Brawling ____

Climbing/jumping ____

Lifting ____

Stamina ____

Swimming ____

Technical ____ **2D**

Armor repair ____

Blaster repair ____

Computer program-

ming/repair ____

Demolitions ____

First aid ____

Ground vehicle

repair ____

Repulsorlift repair ____

Walker repair ____

Special Abilities

None.

Move ____ **10**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Imperial uniform, blast vest (+1 physical, +2 energy), blast helmet (+1D physical, +2 energy), medpac, macrobinoculars, blaster pistol (4D), rations pack, 200 credits, Imperial GAV (options include Juggernaut, CAVwPK-10, PX4 Mobile Command Base, Flying Fortress, or Hoverscout; see pages 69-79 of *Imperial Sourcebook* for more information).

Background: You come from a family of warriors. For many generations, your family has served Coruscant with honor and bravery. You are not about to be left out.

After graduating from the Academy, you served for a time in the Infantry before working your way into armored fighting vehicles. Now that you've found your niche, you intend to stay put for awhile.

You are career army, and though you are ambitious, the ideologies of the New Order do not much interest you. You make little effort to curry favor with New Order representatives. You are a soldier, not a politician. Besides, it isn't your place to judge the Empire — your ancestors did not question their rulers, and neither should you.

Personality: You live it up when on leave and are a great practical joker. On the battlefield you say little — you let your cannons do the talking for you.

Objectives: Your job is to take out as many of the other side as possible. You'll go home after the last Rebel has laid down his arms at the foot of your vehicle.

A Quote: "Until the Rebels surrender, I'm here to stay."

Connection With Characters:

Player Name: _____

Design: Rick Stuart/Paul Safflow

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STAR WARS

Character Name: _____

Type: Gunrunner

Gender/Species: _____ /Human

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

Physical Description: _____

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



Morrell Andrews III

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 managed 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.

TALES OF THE JEDI COMPANION

Character Name:

Type: Healer

Gender/Species: /Miraluka

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

Physical Description: _____

Dexterity _____ 2D

Dodge _____

Lightsaber _____

Melee combat _____

Melee parry _____

Knowledge _____ 3D+1

Alien species _____

Planetary systems _____

Survival _____

Willpower _____

Mechanical _____ 2D

Astrogation _____

Beast riding _____

Sensors _____

Space transports _____

Special Abilities:

Force sight: The Miraluka rely on their ability to perceive their surroundings by sensing the slight Force vibrations emanated from all objects. In any location where the Force is in some way cloaked, the Miraluka are effectively blind.
Force skills: Control 3D.
Control: Accelerate healing, control pain, detoxify poison

Perception _____ 2D+2

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ 3D

Computer programming/repair _____

First aid _____

Lightsaber repair _____

(A) Medicine _____

Move _____ 10

Force Sensitive? Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____



PLAYER NAME _____

Equipment: Equipment: Lightsaber (4D+1), PTP link, 3 med-aid packs, stow bag.

Background: Your desire to become a medical doctor started you on the path toward being a Jedi healer, but you did not realize your sensitivity to the Force until half-way through medical training at the system's technical academy.

When a visiting Jedi Master noticed your innate abilities, you returned with him to begin your apprenticeship on Ossus, studying under one of the greatest Jedi healers of this age.

Personality: Always vigilant in both study and service, you spend most of your free time learning the anatomies of the various species of the galaxy—just in case you encounter an alien being in need of your medical knowledge. Joining the Jedi Knights was the best decision you ever made, and you have come to rely on the Force as your ally.

Objectives: To offer your expertise wherever it is needed.

A Quote: "I think he's gone into shock. Quick, someone hand me a med-aid!"

Connection With Characters:

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Herglic Archaeologist

Gender/Species: _____ /Herglic

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

Physical Description: _____

Dexterity _____ 3D

Archaic guns _____

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Knowledge _____ 3D

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Scholar _____

Survival _____

Mechanical _____ 2D

Archaic starship

 piloting _____

Astrogation _____

Repulsorlift

 operation _____

Sensors _____

Space transports _____

Perception _____ 3D+1

Bargain _____

Command _____

Con _____

Investigation _____

Persuasion _____

Search _____

Strength _____ 4D+2

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ 2D

Computer program-

 ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Special Abilities

Natural armor: A thick layer of blubber gives a Herglic -1D to resist physical damage.

Gambling frenzy: A Herglic who passes by a game of chance must make a Moderate *willpower* roll to resist joining in.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Bredenkamp

Equipment: Outdoor hiking gear, syntherope, datapad, sensor pack, blaster pistol (4D), rations pack, pick axe, 1,000 credits

Background: You have always felt a strong sense of history. Born on Lamuir IV, you grew up surrounded by the ruins of a long-dead Herglic empire. You deeply believe that the ruins conceal technological secrets lost to the modern galaxy, though you have yet to find any evidence to support your hypothesis.

While you have been known to travel out of Tapani sector on archaeological expeditions (usually to gain funding for more research on Lamuir IV), you always return to your home planet.

Personality: Quiet and very soft-spoken, you try to put others at ease around you. You are very serious about your work, but always have time for a kind word to a friend.

Objectives: To prove once and for all that the ruins on Lamuir IV are of Herglic origin.

A Quote: "Interesting. Notice the stratification of sediment on the upper area of the complex. I wonder if this was an ancient communal house?"

Connection With Other Characters: You may have encountered Rebels hiding in the ruins on Lamuir IV and agreed to keep their secret. You may have been employed by a noble to find a lost family heirloom in exchange for more expedition funding.

Player Name: _____

STAR WARS

Player Name: _____

Character Name: _____

Type: Herglic Gambler

Gender/Species: _____/Herglic

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D

Blaster _____

Dodge _____

Pick pocket _____

Perception _____ 3D

Bargain _____

Con _____

Forgery _____

Gambling _____

Persuasion _____

Knowledge _____ 3D

Alien species _____

Cultures _____

Intimidation _____

Languages _____

Streetwise _____

Value _____

Willpower _____

Strength _____ 4D

Brawling _____

Climbing/jumping _____

Stamina _____

Mechanical _____ 3D

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Technical _____ 2D

Computer program-

ming/repair _____

Droid program-

ming _____

Special Abilities

Natural Armor: A thick layer of blubber gives a Herglic +1D to resist damage from physical attacks. It gives no bonus to energy attacks.

Story Factors:

Gambling Frenzy: A Herglic who passes by a gambling game must make a Moderate willpower check to avoid joining it.

Move _____ 6

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Equipment: Tailor-made clothing, stun cloak (5D stun), hold-out blaster (3D), datachip with verified credit line, 500 credits

Background: You learned early on the intense weakness those of your species have when it comes to gambling after you blew away your Academy tuition on a card game. While most Herglics control the urge to gamble by abstaining entirely, you decided that the best protection was to embrace the gambling lifestyle totally and become good enough that you need not fear losing.

It worked. You may have trouble turning away from a card game, but once you're in it, you can clean out just about anyone. Everything, from the clothes on your back to the food you eat, comes from your ability to manipulate chance and luck.

You spend a great deal of your time in the plush casinos and gaming salons where the high rollers hold court. You aren't a high roller yourself — yet — but you've made a big enough mark to gain admittance to their domain and an occasional hand in their games. Already, you've won and lost several enormous fortunes. Disappointing, but you can probably win another if you really need it.

Personality: As a Herglic, you are an instant target for would-be card sharks in every gambling joint you enter. You enjoy playing the innocent Herglic unable to refuse a bet — at least until you have all their money.

Objectives: Work your way through every casino in the Core Worlds, one clean sweep after another.

A Quote: "It's not whether you win or lose, just how often."

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: High-stakes Gambler

Gender/Species: _____ /Herglic

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

Physical Description: _____

Dexterity _____ **2D**

Blaster _____

Dodge _____

Pick pocket _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Persuasion _____

Knowledge _____ **3D**

Alien species _____

Cultures _____

Intimidation _____

Languages _____

Streetwise _____

Value _____

Willpower _____

Strength _____ **4D**

Brawling _____

Climbing/jumping _____

Stamina _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Technical _____ **3D**

Computer program-

ming/repair _____

Droid programming _____

Special Abilities

Natural armor: A thick layer of blubber gives a Herglic +1D to resist physical damage.

Gambling frenzy: A Herglic who passes by a game of chance must make a Moderate willpower check to avoid joining in.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Marshall Andrews III

Equipment: Expensive cloak and clothing, hold-out blaster (3D), datachip with verified credit line (of 10,000 credits, usable only in casinos in Tapani sector), 1,000 credits

Background: Like most Herglics, you can't resist a game of chance. Unlike many of your fellow Herglic, you don't lose much—you've always been lucky. After a particularly cutthroat round of sabacc, a local noble began to back you, loaning you money and collecting an addition 10 percent on your winnings. So far, the partnership has been highly profitable.

On occasion, the noble asks you to play against opponents of his choosing, usually so you can determine whether or not he or she is cheating. The noble is so pleased with your performance, he often refers other nobles to you. As long as you keep winning, you'll strike it rich.

Personality: Laconic and inscrutable, you are a fearsome opponent when it comes to bluffing. You secretly fear that your luck will one day run out.

Objectives: To roam Tapani sector, sampling the finest luxuries it has to offer. One day you will retire, but for right now your only goal is to get into a game of chance.

A Quote: "I trust no one has an objection to raising the stakes...."

Connection With Other Characters: You could have booked passage with a smuggler or merchant. As an alternative, perhaps you have some Rebel sympathies and have agreed to raise some additional money for a local Alliance cell.

STAR WARS®

Character Name: _____

Type: Holoivid Celebrity

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Pick pocket _____

Running _____

Knowledge _____ **3D+2**

Alien species _____

Business _____

Cultures _____

Languages _____

Planetary systems _____

Value _____

Willpower _____

Mechanical _____ **2D+2**

Beast riding _____

Repulsorlift _____

operation _____

Special Abilities

None.

Perception _____ **4D**

Bargain _____

Con _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **2D+1**

Brawling _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

Repulsorlift repair _____

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Jim Eickrod

Equipment: Flashy clothes, personal secretary droid, luxury landspeeder with driver, two-season contract with local holoivid studio, a face known throughout the sector, 8,000 credits (including a contract advance of 4,000 credits), five-season contract with a sleazy agent of dubious moral character

Background: You're a star. Everyone knows your name. You've been the hottest thing on the sector holoivid for two seasons now.

Your next step will be the big one — a galaxy-wide contract! Well, maybe someday after this *bothersome* war is over. Right now you're enjoying your fame.

Besides, you have another job to do: a job for the New Republic. You've become the public spokesperson and cheerleader for the New Republic in your sector. The New Republic is the second hottest thing in this sector right now (after you) and you figure it will boost your rising star (besides, it's the *right* thing to do, and audiences simply *adore* a socially-conscious star).

Your agent has assured you that such a winning combination *can't lose!* (Of course your agent is a tad behind on negotiating your royalty compensation, but he'll get to it soon, no doubt.) Ever since they got rid of the Imperial censors that used to ruin your perfect performances, your true abilities are seen by billions! You know they love every minute of it!

Personality: You have a flair for the dramatic. You love performing on the holoivid and live to hear the cheers of your fans. You know your way is best — how else could you have become so famous? Everyone loves you and you know it.

Objectives: To become as famous as possible.

A Quote: "Oh! Thank you! *Thank you!* No, please, you're too kind... no, really, stop! You're embarrassing me!"

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: HoloVid Gossip Columnist

Gender/Species: _____ /Human

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Knowledge _____ **3D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Willpower _____

Mechanical _____ **2D+2**

Ground vehicle _____

operation _____

Hover vehicle _____

operation _____

Repulsorlift operation _____

Perception _____ **4D**

Bargain _____

Con _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Press credentials, datapad, holorecorder, comlink, hold-out blaster (3D), 1,000 credits

Background: You began your career as a stringer for Sektor 242 NewsLine, but the competition among your fellow journalistic freelancers made earning a living virtually impossible. Moving to Tapani sector, you impressed one of the local holovid carriers with a gossip piece on a minor noble. You were hired on the spot and now you work as a "dirt-sniffer," trying to catch a noble in some sort of impropriety.

Currently, your column is growing in popularity among the average citizens of the sector, though the various Houses have started to despise you.

Personality: You are affable and likable, but have something of a cruel streak. You are somewhat bitter about the state of your journalistic career but grudgingly admit that you are very good at your newfound profession.

Objectives: To catch a noble involved in a major crime.

A Quote: "So can I take that as 'no comment,' Lord Hoall?"

Connection With Other Characters: You could use the disgraced House Guardsman or a retainer as an informant. A bacta merchant, smuggler or pilot may have let you aboard his or her ship—you are either undercover, hoping to get a good story, or are aboard the ship as a simple charter.

Player Name: _____

STAR WARS

Character Name: _____

Type: Hot-Shot Pilot

Gender/Species: _____ /Human

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

Physical Description: _____

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 program-

ming/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



Marshall Andrews III

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.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: House Guard

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity 3D+2

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Thrown weapons _____
Vehicle blasters _____

Knowledge 2D+2

Bureaucracy _____
Planetary systems _____
Streetwise _____
Tactics _____

Mechanical 2D+2

Beast riding _____
Communications _____
Ground vehicle operation _____
Hover vehicle operation _____
Repulsorlift operation _____

Perception 2D

Command _____
Con _____
Gambling _____
Hide _____
Search _____
Sneak _____

Strength 4D

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Technical 3D

Armor repair _____
Blaster repair _____
Demolitions _____
First aid _____
Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Heavy blaster pistol (5D), blaster rifle (5D+1), House Guard armor and helmet (+2D physical, +1D energy, -1D to *Dexterity* and related skills), macrobinoculars, comlink, datapad, dehydrated food pack, bacta geltab, medpac

Background: Your family has a long, proud history of service in the House Guard. While you come from a working class background, you are pleased at the relative equality between noble and commoner in the military. You find the job challenging, though you long to see some real combat; chasing pirates and Rebels as they scurry into hiding is becoming a little stale.

Personality: Cocky, proud and somewhat arrogant, though you adhere to military regulations scrupulously.

Objectives: To serve out your tour in the Guard, and—hopefully—earn a position as a House knight.

A Quote: "Reporting as ordered, sir!"

Connection With Other Characters: You may know a House knight that has taken you under his wing. You could serve under the House Guard captain. Perhaps you are related to the Disgraced House Guardsman and seek to atone for his past misdeeds.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: House Guard Captain

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity 3D+2

Archaic guns _____
Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Thrown weapons _____

Knowledge 2D+1

Bureaucracy _____
Cultures _____
Intimidation _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Tactics _____
Willpower _____

Mechanical 2D

Astrogation _____
Beast riding _____
Communications _____
Repulsorlift operation _____
Jet pack operation _____
Sensors _____
Space transports _____
Starship gunnery _____

Perception 3D

Bargain _____
Command _____
Con _____
Gambling _____
Investigation _____
Search _____
Sneak _____

Strength 4D

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Technical 3D

Armor repair _____
Blaster repair _____
Computer program-
ming/repair _____
Demolitions _____
First aid _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Blomfield

Player Name: _____

Equipment: Battle armor (+2D physical, +1D energy, -1D Dexterity and related skills), blaster rifle (5D+1), heavy blaster pistol (5D), sword (STR+1D), 1,200 credits, comlink, datapad

Background: You are a proud, noble warrior in service to the House Guard. You joined at an early age—you lied about your age, if the truth be known—and have excelled at performing your duties. Now, as an officer, you have a degree of autonomy. You command a small squad of Guards that you personally selected. You have a certain amount of freedom about how you carry out your duties. Overall, you are the master of your own fate. Empires have been forged from less.

You are fiercely loyal to your House and your near-zealotry has caused you some difficulty in the past; fist-fights with Guards from rival Houses can slow a person's rise through the ranks. Fortunately, your Lord was amused by such incidents, though his largesse is probably not infinite.

Despite your rough edges, you are a deadly warrior and a consummate professional. Your men respect you, your enemies fear you and the future ahead appears to be extremely bright.

Personality: Flamboyant, courtly and audacious, you have charmed nobles and common folk alike. You are quick to anger, always ready for a brawl and never forget an insult.

Objectives: To serve your Lord until your dying breath.

A Quote: "Live life to the hilt, lads. Tomorrow it may all end."

Connection With Other Characters: As a House Guard officer, you could easily be acquainted with the disgraced House Guardsman, the House Guardsman and the COMPNOR military liaison.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: House Guard Officer

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Running _____
Vehicle blasters _____

Knowledge _____ **3D+2**

Bureaucracy _____
Cultures _____
Languages _____
Survival _____
Tactics _____

Mechanical _____ **2D+2**

Beast riding _____
Communications _____
Ground vehicle operation _____
Hover vehicle operation _____
Repulsorlift operation _____

Perception _____ **3D**

Command _____
Hide _____
Persuasion _____
Search _____
Sneak _____

Strength _____ **3D**

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____

Technical _____ **2D**

Armor repair _____
Blaster repair _____
Computer programming/repair _____
Demolitions _____
First aid _____
Repulsorlift repair _____
Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Blaster rifle (5D+1), blaster pistol (4D), knife (STR+1D), three grenades (5D), battle armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), medpac, dress uniform, comlink

Background: You were born into the family of a low-ranking petty knight, meaning you won't inherit your parents' titles when they die. You spent your youth attending exclusive schools for the Tapani elite. After graduation, you attended the Imperial Academy at Raithel, but rather than enter the Imperial military, you returned to Tapani to join up with a House Guard regiment affiliated with your house.

It would be nice to win a title for yourself someday, but your more immediate goal is to advance within the ranks of the officers corps. You may not have much influence in the house nobility, but within the ranks of its military, authority comes to those who earn it.

Personality: You are patient and laid back in your off-hours, but hard-nosed and focused while on duty. You have little patience for those who know nothing, even if society expects you to pretend they do because of their titles.

Objectives: To defend your house and advance in your regiment of the House Guards.

A Quote: "In the House Guard, title is not enough to win you respect. That's what I like about it."

Connection With Other Characters: You might know nobles, Imperials, or senatorials through your family or from your academy days. Others you might know through your duties as a House Guardsman.

Player Name: _____

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: House Knight

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Archaic guns _____

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Knowledge _____ **3D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Planetary systems _____

Value _____

Mechanical _____ **2D+1**

Beast riding _____

Repulsorlift _____

operation _____

Space transports _____

Perception _____ **4D**

Bargain _____

Command _____

Con _____

Gambling _____

Persuasion _____

Search _____

Strength _____ **2D+2**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

Droid _____

programming _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Tom Blomfield

Player Name: _____

Equipment: Sporting blaster (3D+1), comlink, datapad, protocol droid, luxury landspeeder, expensive wardrobe for both formal and casual settings, 4,000 credits

Background: You were born into a noble house of Tapani, one with a long and honored history. As a knight, you are at the lower end of the nobility chain, but you stand a good chance at a higher title should you impress the right people with your capabilities.

Currently, you serve as a house courier for messages and packages deemed too delicate or important to entrust to a commoner. Your errands take you all over the sector (and occasionally to the Core), and you are meeting a wide range of people who may someday be of use to you. Fortunately, your duties are light enough to allow you some freedom to move about on your own as well.

Personality: You are ambitious and driven to raise your standing in your house, not only for your sake, but for the sake of your entire extended family. You are extremely loyal to your house and generous to those who work for you.

Objectives: To become a baron or even a lord in the service of your house.

A Quote: "It isn't *what* you do so much as *who* notices you doing it."

Connection With Other Characters: As a noble, you might know other nobles, Imperials, or senators. A character with paramilitary skills might serve you or with you as a pilot or bodyguard. Other people you might know through your duties as a house courier.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: House Retainer

Gender/Species: /Human

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

Physical Description:

Dexterity _____ **3D**

Blaster _____

Blaster parry _____

Dodge _____

Melee combat _____

Melee parry _____

Knowledge _____ **2D+2**

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **3D**

Astrogation _____

Repulsorlift

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D+1**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Marshall Andrews III

Equipment: Hold-out blaster (3D), comlink, 2,000 credits, disruption bubble generator (operates in a 2-meter sphere; has a sensor *stealth* of 4D; if used against a sensor operator, make an opposed roll—if the sensor operator rolls higher, he notices an anti-surveillance device is in operation; unit's body strength is 1D and if the unit is even lightly damaged by rough handling it is destroyed)

Background: Your family has served a noble house since the days of Shey Tapani, a tradition you are honored to carry on. You may not agree with the noble you serve (on politics, social graces or business practices) but you pride yourself on your flawless execution of his instructions.

Personality: You are part valet, part bodyguard, and the safety of your lord is your paramount concern. You are extremely conscious of the social protocols of the Tapani nobility, though to the "lower orders" you can be brusque (some say rude).

Objectives: To honor your family and to serve your lord to the best of your ability.

A Quote: "Perhaps, my lord, the blue cloak would be a better choice for the celebration. I understand mauve and pink are no longer in fashion."

Connection With Other Characters: Your lord could have ordered you to act as liaison to a security specialist, bacta merchant or other businessperson. Perhaps you serve a particularly vengeful noble who has ordered you to keep tabs on a disgraced House guard.

Player Name:

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: House Troubleshooter

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Perception _____ **3D**

Command _____

Hide _____

Investigation _____

Search _____

Sneak _____

Knowledge _____ **2D+2**

Alien species _____

Bureaucracy _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical _____ **2D**

Blaster Repair _____

Computer program-

ming/repair _____

Droid programming _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Tom Bendall

Player Name: _____

Equipment: Hold-out blaster (3D), vibroknife (STR+2D), two medpacs, datapad, comlink, protocol droid, 1,000 credits

Background: You spent the first 15 years of your commoner life in a dirt-poor mining town on one of Tapani's less exclusive planets. Your ticket out was a full scholarship to Reena University, sponsored by a house lord who saw promise in you.

You excelled in your studies and went on to serve in house naval intelligence. Your unorthodox yet effective approach to crisis-solving further impressed your mentor, and when your term of duty expired, he hired you on as a house troubleshooter.

Now, whenever a delicate or dangerous situation too scandalous for a noble to touch rears its ugly head, you are there to take it down. Blackmailers, kidnappers, spies, terrorists, unsuitable suitors—one way or another they've threatened the stability of your house, and one way or another you've neutralized them all.

You aren't *exactly* above the law, but what the law doesn't see it doesn't mind, and your employers do all they can to keep things that way.

Personality: You are eternally grateful to your mentor and house for saving you from a life in the mines, and your loyalty to your house is unswerving. You don't always like what you have to do, but the house that gave you life and hope deserves all you have to give.

Objectives: To protect the assets and members of your house—both from actual harm and reputation-blasting scandals.

A Quote: "A little hush money or strong arm is all you need to take care of eight out of ten house problems—the other two are where you earn your pay check."

Connection With Other Characters: You might know Imperials, nobles and senators through your house contacts. Others you may know through various duties you perform for your house.

STAR WARS

Character Name: _____

Type: Imperial Adjutant

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Blaster artillery _____

Dodge _____

Melee combat _____

Perception _____ **4D**

Command _____

Con _____

Investigation _____

Persuasion _____

Search _____

Mechanical _____ **3D**

Capital ship _____

gunnery _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Technical _____ **2D+1**

Blaster repair _____

Computer program-

ming/repair _____

First aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Tim Eldred

Equipment: Imperial uniform, protective vest (+2 to *Strength* to resist damage), helmet (+2 to *Strength* to resist damage), medpac, macrobinoculars, blaster pistol (4D), 200 credits

Background: Your family has long served Coruscant, in both military and political capacities. You walk in both spheres as an aide to an up-and-coming admiral who has many friends of consequence in the New Order regime. Though in name you are an adjutant reporting directly to the admiral, in reality, you are a minor but useful errand-runner who reports to the aide of one of the admiral's junior assistants.

Your duties take you far and wide, and seldom get boring. You've done everything from arranging inspection tours for the admiral, to silencing those who discovered things they shouldn't have, to carrying messages deemed too delicate for normal channels. Needless to say, you have quite a bit of dirt on quite a few people.

You haven't used this information, yet, content that your abilities, family name, and connections will accomplish more than threats and blackmail. Still, you know you are not playing on a level playing field, and should your rise falter, you are prepared to do what you must to move up.

Personality: You are very ambitious, but also very patient and mild in temperament. Those who assume that you are simply a pampered desk jockey do so at their own peril — you earned your grade on the battlefield, and are quite capable of killing to get the job done.

Objectives: The Emperor's command staff will have an opening one day and you mean to fill it.

A Quote: "If you can't do the job, then I will."

Connection With Characters:

STAR WARS

Character Name:

Type: Imperial Assassin-In-Training

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ **2D+1**

Intimidation _____

Survival _____

Willpower _____

Mechanical _____ **2D**

Sensors _____

Starship gunnery _____

Perception _____ **4D**

Hide _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D**

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

Claws: STR+1D damage

Sharp Teeth: STR+1D damage. -1D from any parries that round.

Indoctrination: You may not place any beginning skill dice in *Knowledge* skills other than *intimidation*, *survival*, and *willpower*.

Move _____ **12**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Equipment: Knife (STR+1D), blaster (4D), dark cloak (+1D to *sneak*)

Background: You have no memory of your people, though you were told that Rebel terrorists destroyed your home, your parents, and your past. To this day, you harbor a special hatred for Rebels.

The only family you have known is the Imperial officer — now a Moff — who found you as a whelp and raised you as his “pet” killing machine. You spend a lot of your time eliminating his enemies, both within and without the Imperial fold.

You don’t mind your lack of independence as much as you might, perhaps because you are well suited to your profession, and because, if you perform your duties well, your owner gives you leave to hunt down and destroy the hated Rebels.

Personality: Cold and aloof, you are completely loyal to the Empire that trained you, and more specifically, to the Moff who oversaw your training.

Objectives: Although your loyalty is unswerving, the lure of your mysterious background is overwhelming at times. Where are you from, what were your people like?

A Quote: “I have no family but the New Order ...”

Connection With Characters:

STAR WARS

Character Name: _____

Type: Imperial Diplomat

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D

Blaster _____

Dodge _____

Melee parry _____

Perception _____ 4D

Bargain _____

Command _____

Con _____

Investigation _____

Persuasion _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Robert Dunn/Inks

Equipment: Loose-flowing robes, datapad, comlink, hold-out blaster (3D), customized power cane (5D stun), 10,000 credits

Background: All your life you worked to join the much-honored Imperial diplomatic corps. It was just your luck that as soon as you achieved this lofty goal, the Emperor died and his Empire began to collapse.

Once you got over your initial dismay, you realized that this sudden reversal of fortunes wasn't so bad after all. No longer did you have to worry about finding new worlds to bring into the Empire — you now had all the work you wanted simply convincing wavering worlds to stay in it.

Though still quite a junior diplomat, the overwhelmed diplomatic corps has given you quite a bit of independence, and you've already built up an impressive record of diplomatic accords and treaties. You have a bright future ahead of you if you don't blow it by saying the wrong thing to the wrong person.

Your greatest joy is to vie for the heart of a world against a weak-kneed New Republic idealistic moron — and win.

Personality: Attention to detail, patience and calm reserve are your trademarks. You believe placing the interests of the Empire first means acting as a buffer between the Empire and those who would do it harm.

Objectives: A slow but sure rise through the ranks to senior postings one day is not your only dream. You also hope to one day serve as an advisor to the Emperor's successor.

A Quote: "I do hope you choose to remain a steadfast ally of the Empire, your Excellency. Why, one would hate to see the chaos which is devouring the Mon Calamari sweep through *this* system."

Connection With Characters:

STAR WARS

Character Name:

Type: Imperial Double Agent

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Firearms _____

Pick pocket _____

Running _____

Perception _____ **3D+2**

Bargain _____

Con _____

Forgery _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Mechanical _____ **3D+1**

Astrogation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Droid programming _____

Security _____

Special Abilities

Indoctrination: At the time of character creation and with the gamemaster's approval only, you receive an additional 2D to allocate to one *Mechanical*, *Technical* or *Knowledge* skill that fits your current cover assignment.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vilardi

Equipment: Average street clothes, forged identification credentials, lock-picking kit, hold-out blaster (3D), datapad, one stun grenade (5D), comlink, 1,000 credits

Background: You were recruited to the Imperial cause several years ago, back when the galaxy looked like it was falling apart. You decided to seek out enemies of the Emperor, and make them pay when they least expected it. They haven't caught you yet and, with luck, they won't suspect you for some time to come!

You have spent the better portion of your career as an Imperial operative under deep cover with various Rebel cells and fringe organizations like bounty hunters and smugglers.

While you are loyal to the Empire, ISB agents probe your brain after each assignment in order to determine whether or not you have any desires to leave Imperial service.

Personality: You're sociable and outgoing, a friend to those in need and someone others can depend on. You know how to keep your eyes open and your mouth shut. You hate the Rebels for the turmoil they have brought to your world, and the galaxy at large. You pay the Alliance lip service but in your heart, you know where your loyalty truly lies.

Objectives: You'd like nothing better than to foil a Rebel "grand scheme" single-handedly.

A Quote: "In this war, everyone has to play their part. There can be no fence-sitters."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Imperial Intelligence Agent

Gender/Species: _____/Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Thrown weapons _____

Knowledge _____ **3D+1**

Alien species _____

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Law enforcement _____

Streetwise _____

Mechanical _____ **2D**

Astrogation _____

Repulsorlift _____

operation _____

Space transports _____

Perception _____ **4D**

Bargain _____

Con _____

Forgery _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Robert Duchinski

Equipment: Street clothes, modified motion sensor array (see *Galaxy Guide 10: Bounty Hunters*, page 91), infrared macrobinoculars (adds +1D to heat-oriented Perception or search rolls), voice-locked datapad, 500 credits

Background: Before the fall of the Emperor, the job of an Imperial intelligence agent was a bit more difficult, since most opposition to the Empire was underground. With the establishment of an actual New Republic government, your job has become much easier.

Your job is to report on New Republic strengths and weaknesses. You do this by infiltrating New Republic shipyards, corporate offices, factories, and so on. You are not a saboteur or an assassin — you simply watch and listen (and occasionally break and enter). You leave it to others to use the information you bring back.

You've survived the worst the galaxy could throw at you and now you're in a position to dish some punishment back at those who seek to turn the galaxy upside down.

Personality: You're a loner and prefer it that way. When there's a job to be done, rules and regulations only get in the way. All they have to do is leave you to it. You get results.

Objectives: Use anything to your advantage while avoiding becoming an expendable asset at the same time.

A Quote: "I'm not an ethics professor. I just do what is necessary."

Connection With Characters:

STAR WARS

Character Name:

Type: Imperial Morale Officer

Gender/Species: /Human

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

Physical Description:

Dexterity _____ **3D** **Perception** _____ **3D+2**

Dodge _____ Command _____

Melee parry _____ Hide _____

Running _____ Persuasion _____

_____ Sneak _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Datapad of New Order reports and statistics, flyers and leaflets of latest news, Imperial Morale Officer ID badge, Imperial-issue protocol droid, 1,000 credits

Background: You were born into the house of a minor noble family but always wanted to be a larger part of the glory of the New Order. Your family connections got you into a very good Academy but it was your above average record and your allegiance to the Empire that got you where you are today, promoting and praising the works of the New Order.

You travel to different systems to see troops and Imperial citizens all over the Empire, promoting the New Order and "its good works." Many times, these worlds are somewhat hostile to your position, and need a great deal of winning over.

Personality: You are passionate and truly believe in the Empire and the New Order or you couldn't keep the morale of the Imperial people so high. You sincerely try to convert the opposition to the New Order before the military gets involved.

Objectives: To people informed of the Empire's bold new agendas and programs as well as to keep morale high.

A Quote: "Good day citizen! You are familiar with the New Order, of course, but have you heard the latest statistics on the standard of living in this sector? Up, up, up!"

Connection With Characters:

STAR WARS

Character Name: _____

Type: Imperial Smuggler

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D+1**

Blaster _____

Dodge _____

Grenade _____

Melee combat _____

Running _____

Vehicle blasters _____

Knowledge _____ **2D+1**

Alien species _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **3D+2**

Astrogation _____

Sensors _____

Space transports _____

Starfighter piloting _____

Starship gunnery _____

Starship shields _____

Swoop operation _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D+2**

Blaster repair _____

First aid _____

Repulsorlift repair _____

Space transports _____

repair _____

Starship weapon _____

repair _____

Special Abilities

None, _____

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Pablo Hidalgo

Equipment: Stock light freighter, comlink, 2,000 credits, 25,000 credits in debt to Imperial warlord, heavy blaster pistol (5D)

Background: Blast the Rebels and their thrice-cursed New Republic! If it hadn't been for that troublesome lot, the galaxy would still be a peaceful, well-ordered place, and you'd still be hauling freight for the Empire, nice and easy.

But the Rebels took over, and the good times came to an end. Fighting broke out everywhere and you had to keep moving to stay within the bounds of the ever-shrinking Empire.

Things settled down a bit once you entered the service of one of the emerging warlords. Now you smuggle needed supplies from New Republic space to his various fleets and depots.

Personality: You're bitter that the Rebels and New Republic have destroyed your easy life. You hope that one day the Imperials will stop fighting each other and wipe out the Rebels once and for all.

Objectives: To make enough money to pay off your debt to an Imperial warlord, a debt you incurred by losing one of his cargoes to New Republic customs inspectors.

A Quote: "What, *another* New Republic inspection? Surely they've got *something* better to do!"

Connection With Characters: _____

STAR WARS

Character Name: _____

Type: Industrial Espionage Agent

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **2D+1**

Blaster _____

Dodge _____

Perception ____ **3D+2**

Bargain _____

Command _____

Forgery _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Knowledge ____ **3D+1**

Bureaucracy _____

Business _____

Intimidation _____

Law enforcement _____

Streetwise _____

Value _____

Mechanical ____ **3D**

Astrogation _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Sensors _____

Technical ____ **3D**

Computer program-

ming/repair _____

Droid program-

ming _____

Security _____

Special Abilities

None.

Move ____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Tim Eldred

Equipment: Hold-out blaster (3D), motion tracking sensor (*Galaxy Guide 10: Bounty Hunters*, page 91), datapad, comlink, street clothes, 100 credits

Background: You decided early in your corporate career that the "wage-slave" life was not for you. Why spend decades getting to the point where you could live the good life when you could sell the corporate secrets you know and have the good life *now*?

You sold out your company, but to your surprise, you ran through the money you were paid fairly quickly. You went looking for another job, and that's how you got your start in industrial espionage.

Over the years, you have become adept at infiltrating companies and installations for your clients. No longer do you have to work to get hired. Now you use fake IDs and transfer papers to get where you want to be. And you're just as likely to take the identity of a lowly desk clerk or technician to get what you need as a business-suited salaried executive.

Personality: You enjoy hoodwinking the corporate boos around you, and thank the fates you got out of the humdrum business life before it was too late. You think highly of your own skills, and while some see that as arrogant, no one has yet had the temerity to suggest that you are wrong.

Objectives: To amass more wealth than the CEO of your first company (this will likely take awhile).

A Quote: "Marketing forecasts from Gowix last month, this month a few blueprints from Sienar, and I think, after a brief vacation, I'll be borrowing a prototype sensor suite for a mercenary group from Dweomillis..."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Interstellar Transient

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Pick pocket _____

Running _____

Perception _____ **3D+1**

Bargain _____

Con _____

Hide _____

Persuasion _____

Sneak _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Robert Duchinski

Equipment: Well-worn clothes, datapad, emergency signal pack, comlink, small pack (with snacks, odd bits of junk and crumbs), collapsible survival tent, vibroblade (STR+1D), 50 credits

Background: You're a galactic vagabond. You love to travel and see the wonders the stars have to offer. You're always on your way somewhere else. Sure, it was great to visit this planet for a while, but why stay here when there's another fabulous place that's not too far away? It's only a couple hundred light years ...

Anyway, you're always ready to move on when your next ride is lined up. You can never pass up a ride—you never know when you may get stuck somewhere. Sometimes you get a free ride, but most of the time you have to work for your passage. You've gotten into some interesting scrapes, but all in all it's been worthwhile and you've never visited the same planet twice.

Personality: You enjoy the relaxed life you live. You hang around a planet until it becomes boring, then you're off to your next exciting destination. Some beings think you're a bum, but you're not. You work when you have no other choice. You love your never-ending trip across the galaxy.

Objectives: To see as much of the galaxy as possible.

A Quote: "It's a nice place to visit, but I wouldn't want to live there—the air smells a bit too much like wet bantha fur."

Connection With Characters:

STAR WARS

Character Name:

Type: Iotran Bounty Hunter

Gender/Species: /Iotran

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

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Perception _____ **3D**

Command _____

Investigation _____

Search _____

Sneak _____

Knowledge _____ **2D+2**

Alien species _____

Languages _____

Streetwise _____

Survival _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Jet pack _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical _____ **2D**

Armor repair _____

Blaster repair _____

Space transports _____

repair _____

Starship weapon _____

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____

Dark Side Points _____

Character Points _____

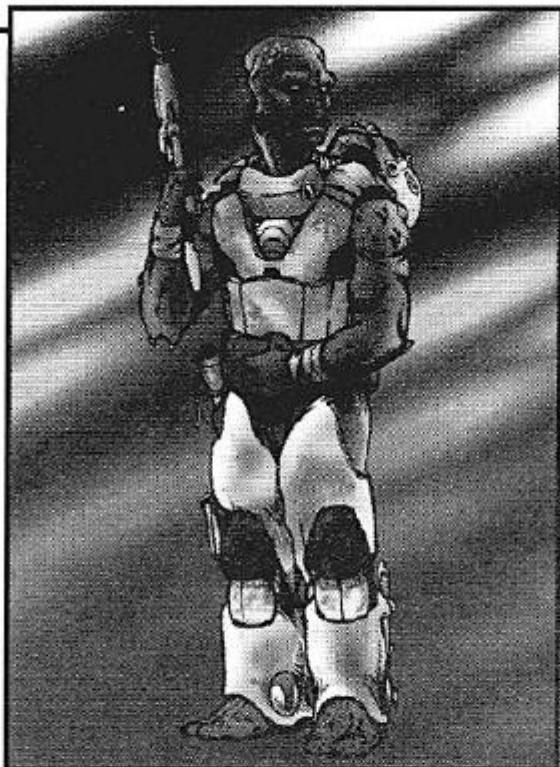
Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Mike Vilardi

Equipment: Jet pack, protective vest (+2 to torso front and back), two medpacs, 1,000 credits, heavy blaster pistol (5D), light repeating blaster (6D, ammo: 25), hold-out blaster (3D), knife (STR+1D)

Background: You learned early that you had a knack for brawling. And you always get 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 taking on that contract that is faster and smarter than you.

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

Connection With Characters: The folks you associate with seem to have a knack for crossing paths with some of the galaxy's most wanted ... sticking with this bunch, you'll get rich in no time.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: ISB Agent

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ 3D

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Pick pocket _____

Knowledge _____ 3D

Bureaucracy _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ 3D

Communications _____

Repulsorlift

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ 4D

Bargain _____

Con _____

Forgery _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D+1

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ 2D+2

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Blomquist

Equipment: Blaster pistol (4D), comlink, electronic lockpicker (+1D to security rolls against electronic locks), street clothes, ISB uniform, datapad, cover ID as a merchant, 2,000 credits

Background: You were raised in a privileged Core family, and became an ardent believer in the New Order early in life as a COMPNORSAGroup Youth leader. After university, you entered service in the Imperial Security Bureau (ISB).

Because of your background as an upper class Coreworlder, you were transferred to the ISB Tapani branch. As a free agent, you have a mandate to watch the semi-independent houses for signs of anti-Empire corruption, and root out pirate and smuggler rings that damage the fabric of society with their lawless behavior.

In the past, you conducted your investigations openly as an ISB officer, but here in Tapani you work undercover, preferring the protective cloak of anonymity. You might appear one week as a Tallaani shipper, and another as a meek noble.

Personality: You are friendly and casual, which helps you immensely in getting people to relax and open up around you. But inside you are quite serious; chaos and corruption killed the Old Republic, and you are determined to root it out in all its forms before it can do the same to the Empire. You are loyal to the Empire, and willing to do what you must to help it thrive.

Objectives: To ferret out anti-Imperial sentiments within the houses of Tapani, and protect your ISB branch from Ubiquitorate sabotage.

A Quote: "I'm quite impressed with your blackmarket wares, captain. Just out of curiosity, are your customers here in the sector, or do you ship these goods elsewhere?"

Connection With Other Characters: You might have met Imperials in a professional capacity, or any other sort of character in one of your undercover investigations.

STAR WARS

Character Name: _____

Type: ISB Investigations Specialist

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Thrown weapons _____

Perception _____ **4D**

Investigation _____

Persuasion _____

Search _____

Sneak _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Allen Varnell

Equipment: ISB uniform, Imperial identification, comlink, blaster pistol (4D), 1,000 credits

Background: Your service to the Empire has been one filled with loyalty and obedience. Indoctrinated into the Imperial Security Bureau (ISB) shortly after reaching adulthood, you have worked in almost every area of the ISB (including a brief stint in the Interrogations arm). As an ISB officer and a member of COMPNOR, you often find yourself in competition with representatives of Imperial Intelligence. When faced with Imperial Intelligence officers, you tend to view them as amateurs and thugs with a penchant for cruelty and callousness. (They are by no means up to your high standards of professionalism.)

For the past few years you have operated as an Investigations Specialist in the Outer Rim Territory, uncovering Rebel bases and sympathizers for the good of the Empire.

Personality: You are dedicated and honest in your dealings with ISB and the Empire. When it comes to dealing with Rebel scum and other lowlifes, you become a snarling brute with little (and often no) compassion.

Objectives: To progress in rank in the ISB and further the cause of the Emperor's New Order.

A Quote: "Command, this is Specialist 1138. I have discovered their location. Do I have authorization to launch the assault? Repeat, do I have a green light?"

Connection With Characters:

STAR WARS

Character Name: _____

Type: ISB Protocol Officer

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **2D+2** **Perception** _____ **3D+2**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____

Knowledge _____ **4D** **Strength** _____ **2D+1**

Alien species _____
Bureaucracy _____
Intimidation _____
Languages _____
Law enforcement _____
Planetary systems _____
Value _____

Mechanical _____ **3D+1** **Technical** _____ **2D**

Astrogation _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Player Name: _____

Equipment: Blaster pistol (4D), vibroblade (STR+1D), hold-out blaster (3D+1), comlink, datapad, 2,000 credits

Background: The greatest threats to the Empire do not come from without, but from within. As despicable as the Rebel Alliance villains are, at least they are honest in their opposition to the New Order. Far worse are the curs who mouth the platitudes of the Empire and eat of its bread, while seeking to undermine it for personal or ideological gain.

You graduated at the head of your class during your COMPNOR indoctrination, and moved directly into Internal Affairs. As a representative of the Internal Affairs branch, you arrange to be assigned to military units which are suspected of harboring traitors. Then you ferret them out and make an example of them. Perhaps their horrid fates will convince others that betraying the Empire does not pay.

Technically, the ISB has no official jurisdiction within the military, but this hasn't been much of a hindrance to you thus far.

Personality: You are completely loyal to the New Order. You follow commands and orders to the letter, and follow every protocol of Imperial regulations. You are stiff and implacable.

Objectives: To expose any traitors of the New Order.

A Quote: "Would you say this little slavery ring of yours falls under regulations, Colonel? Perhaps not?"

Connection With Characters:

STAR WARS

Character Name:

Type: Ithorian Storyteller

Gender/Species: /Ithorian

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Perception _____ **4D**

Bargain _____

Con _____

Hide _____

Persuasion: _____

storytelling _____

Search _____

Sneak _____

Knowledge _____ **4D+2**

Alien species _____

Cultures _____

Languages _____

Streetwise _____

Value _____

Strength _____ **2D**

Climbing/jumping _____

Mechanical _____ **2D**

Beast riding _____

Repulsorlift _____

operation _____

Technical _____ **2D+1**

Droid programming _____

Droid repair _____

Repulsorlift repair _____

Special Abilities

Knowledge skills:

Agriculture: Has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, and how the yields might be boosted.

Ecology: This skill can be used to determine the probable function of a lifeform within its own biosphere: predator, prey, symbiote,

parasite or some other quick description of its role.

Move _____ **11**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Paolo Hildago

Equipment: Staff (STR+1D)

Background: You have lived your entire life on Ithor, your species' native planet. Since you were young, you have had a gift for telling stories and have spent your adult life perfecting this talent. Over the years, your stories have become more intricate and satisfying for both yourself and your audience.

Now, you find yourself looking to the stars and the future. While you are not a warrior, you find yourself wishing to join the Rebel Alliance so that you may learn new stories, and record the valiant actions and heroics of their brave struggle for future generations. Several of your people have already joined the fight against the Empire, and you consider it a distinct possibility for yourself. Now, you have to locate a Rebel. Hmm, perhaps this will take more time than you thought. (Of course, that's a story in itself, isn't it?)

Personality: You are peaceful and friendly. Your stories have made you popular among your people, though you have kept your humility and will do anything in your power to help a friend.

Objectives: To join the Rebel Alliance and tell stories to anyone who will listen. Perhaps inspire a few stories yourself.

A Quote: "This tale is one of my home world and the Mother Jungle."

Connection With Characters:

STAR WARS LORDS OF THE EXPANSE

Character Name:

Type: JAN Operative

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Cultures _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **2D+2**

Beast riding _____

Repulsorlift _____

operation _____

Rocket pack _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **2D**

Bargain _____

Con _____

Forgery _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D+1**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ **3D**

Computer program-

ming/repair _____

Demolitions _____

Droid _____

programming _____

Droid repair _____

First aid _____

Repulsorlift repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Bondello

Equipment: Heavy blaster pistol (5D), grenade launcher, five grenades, one vehicle mine, vibroblade (STR+1D), rocket pack, sensor pack, 1,000 credits

Background: You watched in horror as the Empire invaded your homeworld in the Colonies and razed your house to the ground. At first you hated the Imperial Army, but when you realized that citizens from the Core didn't suffer like this—and didn't care that you did—you grew to hate the entire Imperial system.

You joined a Rebel cell for a time, but all they wanted to do was spy and hit a few Imperial depots. You wanted to hurt the Imperial citizens of the Core; to make them realize that the Empire could no more protect them than the Old Republic.

Then you fell in with the Justice Action Network, an anti-Empire organization that embodied all you believe. With their support and contacts, you can finally strike terror in the hearts of the Imperials.

Personality: You are a radical, even among anti-Empire organizations. Some Rebel pansies call you a terrorist, but you're the one out doing what they only talk about—the Imperial propaganda machine can bury most Rebel victories, but no one can ignore your accomplishments. Occasionally you doubt that your cause is just, but when you see pampered Coreworld Imperial citizens cheering their emperor, you know they must suffer as you have.

Objectives: To weaken the Empire's claim to order by attacking vulnerable and high-profile civilian targets in the Colonies and the Core.

A Quote: "It isn't enough to hurt the military arm of the Empire—you must frighten the sheep that feed it."

Connection With Other Characters: Your activities bring you into contact with numerous underworld figures such as bounty hunters and smugglers. You might also know nobles, Imperials, and senators through fellow cell members.

Player Name: _____

STAR WARS

Character Name: _____

Type: Jawa Trader

Gender/Species: _____ /Jawa

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Pick pocket _____

Running _____

Vehicle blasters _____

Perception _____ **2D+1**

Bargain _____

Con _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Mechanical _____ **4D+2**

Ground vehicle

operation _____

Technical _____ **4D**

Blaster repair _____

Droid programming _____

Droid repair _____

Ground vehicle

repair _____

Repulsorlift repair _____

Space transports

repair _____

Special Abilities

Technical Aptitude: At the time of character creation only, Jawa characters receive 2D for every 1D they place in repair-oriented Technical skills.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vilardi

Equipment: Dirty cloak, Jawa ionization gun (3D ionization damage), toolkit, 150 credits

Background: You were separated from the rest of your people when you boarded a freighter docked at Mos Eisley ... which promptly took off. The crew of the freighter refrained from dropping you out of the airlock when you proved your talents as a mechanic by re-routing the power flow of their engines (and bypassing those silly safety mechanisms) to increase their speed. Now all you have to do is watch the system displays to make sure the blasted thing doesn't blow up ...

The galaxy is truly a junk trader's paradise. You have machines to tinker with and species to trade with you never dreamed possible. (Besides, your new companions *have* to keep you around; only *you* know how to keep the systems you modified functioning.)

Personality: You are highly excitable, particularly where machinery of any kind is concerned. You are fascinated by other species, particularly traders like the Ithorians (mostly because they are easy to sell things to). You don't care one bit about the war between the Empire and the Rebel Alliance, except when there has been a battle; you can always find salvageable junk left behind on the battleground.

Objectives: To see as much of the galaxy as possible, while trying to salvage all the junk you can find.

A Quote: "Yo'to, a'wee, chee'm maan'duccer!" (Translation: "Don't let the paint job fool you ... this unit is *obviously* in prime condition!")

Connection With Characters:

STAR WARS

Character Name:

Type: Kid

Gender/Species: /Human

Age: Height: Weight:

Physical Description: _____

Dexterity ____ 3D+2

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Missile weapons _____

Pick pocket _____

Perception ____ 3D+2

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Knowledge ____ 2D+2

Languages _____

Streetwise _____

Survival _____

Strength ____ 2D+1

Climbing/jumping _____

Stamina _____

Swimming _____

Mechanical ____ 3D

Beast riding _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Technical ____ 2D+2

Droid program-

ming _____

Droid repair _____

First aid _____

Repulsorlift _____

repair _____

Special Abilities

None.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



John Loma

Equipment: Two bottles of fizzyglug, one packet of candy, a small stone, length of string, a small animal (dead or alive — your choice), 25 credits, a smile that people can't refuse.

Background: You're a youngster, anywhere from eight to 16 years old. You've got a big brother or sister in the Rebellion, or maybe you're an orphan who's been semi-adopted by another character. You never let anyone leave you behind. Whenever danger is greatest, you charge the enemy and butt them with your head, or bite them in the leg, or beat them with your arms. Your a regular little hellion whom no one can discipline. The bad guys never take you seriously, which is why you get away with so much.

Somehow you ended up in space, tromping around with the Rebellion or some smuggler with a heart of gold. It is certainly a fun life, and you couldn't ask for anything more—fighting stormtroopers, saving people from the Empire, putting crawly insects inside some bounty hunter's armor ... you know, some of these folks have absolutely no sense of humor!

Personality: You can be constantly cheerful, always siding with the underdog. You're completely loyal to one other character (you choose which) and tag along with him.

Objectives: To find cool things to do and to stop the Empire ... and whatever else crosses your mind as fun, interesting and more than a little likely to get you into trouble.

A Quote: "Oh, boy! A fight! Let's get 'em, guys!"

Connection With Characters: Choose another player character as your older sibling/adopted parent/ idol/whatever. You don't have to get the other player's permission. In fact, if he or she is annoyed, that's entirely appropriate.

STAR WARS

Player Name: _____

Character Name: _____

Type: Klatooian Roustabout

Gender/Species: _____ /Klatooian

Age: _____ Height: _____ Weight: _____

Physical Description: _____

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 _____

Special Abilities

None.

Move _____ 10

Force Sensitive? ____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____ 10

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Marshall Andrews III

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.

STAR WARS

Character Name:

Type: Laconic Scout

Gender/Species: /Human

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

Physical Description:

Dexterity ____ **2D+2**

Blaster ____

Brawling parry ____

Dodge ____

Melee combat ____

Melee parry ____

Knowledge ____ **4D**

Alien species ____

Bureaucracy ____

Cultures ____

Languages ____

Planetary systems ____

Survival ____

Value ____

Mechanical ____ **3D**

Astrogation ____

Beast riding ____

Repulsorlift

operation ____

Space transports ____

Starship gunnery ____

Starship shields ____

Perception ____ **2D**

Bargain ____

Con ____

Hide ____

Search ____

Sneak ____

Strength ____ **3D**

Brawling ____

Climbing/jumping ____

Stamina ____

Swimming ____

Technical ____ **3D+1**

Computer program-

ming/repair ____

First aid ____

Repulsorlift

repair ____

Security ____

Space transports

repair ____

Special Abilities

None.

Move ____ **10**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Doug Shuler

Equipment: Two medpacs, blaster pistol (4D), backpack, one week's concentrated rations, knife (STR+1D), 1,000 credits

Background: Never talked much. Never seen much reason to. Fact is, most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the settlers, the big corporations, the traders — civilization. But you're the one to open planets. You find out what the dangers are and how to deal with them. You find out how to survive the strange weather, the dangerous beasts and the rugged terrain of a whole new world.

You'd be doing that still. But they won't let you. The Empire has cut back on exploration; says it's too expensive. You know the truth, though; freedom is part of the frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

The Emperor wants to destroy your livelihood. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset, you know. You know a dozen planets like the back of your hand, and you know how to survive — in comfort — anywhere. Need to set up a base on, say, an ice planet? You know how.

Personality: You're laconic. Close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough. Proud of your abilities. You take a perverse delight in tormenting "greenies."

Objectives: To blaze trails and open worlds from here to the end of space.

A Quote: "You call these bugs? Back on Danos V, they got sting-insects the size of a house."

Connection With Characters: Anyone from a recently-settled planet (like a brash pilot) might know you as the scout who opened his or her world for settlement. You might have met and made friends with any of the fringe characters — gambler, merc, smuggler, pirate, or bounty hunter, for example.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Locator

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Thrown weapons _____

Knowledge _____ **3D+2**

Alien species _____

Bureaucracy _____

Business _____

Intimidation _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Tactics _____

Value _____

Willpower _____

Mechanical _____ **2D**

Astrogation _____

Communications _____

Repulsorlift
operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Command _____

Investigation _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D+1**

Computer program-
ming/repair _____

Blaster repair _____

First aid _____

Security _____

Space transports
repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Blaster pistol (4D), magnacuffs, portable computer (+1D to computer programming/repair), IPKC card, business suit, datapad, comlink, light blast vest (+1D physical, can be worn under street clothing), 1,200 credits

Background: You've worked as a bounty hunter, and you've always had your own approach to the business. Rather than taking a target down by blasting him into atoms, you prefer to outsmart the mark. With a combination of investigative ability, computer proficiency and street contacts, you are ideally suited to your chosen profession.

You specialize in locating people—runaway children, con artists that have swindled a lord, gamblers that don't pay their debts—for a price. If a noble wants to find somebody, you're the person that can track that individual down.

Personality: You consider yourself a consummate professional. Bounty hunters who resort to blaster fire to get things down are amateurs, in your opinion. You have virtually no sense of humor, but you always keep your word. You prefer to hunt your targets with a computer, not a blaster.

Objectives: To always honor your contracts, and never let a target slip through your fingers.

A Quote: "According to the shipping manifest I sliced, Gorrax should be coming out of hyperspace in 3.4 minutes. Charge up the tractor beam."

Connection With Other Characters: You typically work for nobles and wealthy corporate executives. In performing your duties, you have contact with any other type of character.

STAR WARS

Character Name: _____

Type: Loyal Retainer

Gender/Species: _____ /Human

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

Physical Description: _____



Robert Duchinski

Player Name: _____

Dexterity _____ **3D**

Blaster _____
 Brawling parry _____
 Dodge _____
 Melee combat _____
 Melee parry _____

Perception _____ **3D**

Bargain _____
 Con _____
 Hide _____
 Search _____
 Sneak _____

Knowledge _____ **2D+2**

Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary _____
 systems _____
 Streetwise _____
 Value _____

Strength _____ **3D+1**

Brawling _____
 Climbing/jumping _____
 Lifting _____
 Stamina _____
 Swimming _____

Mechanical _____ **3D**

Astrogation _____
 Repulsorlift _____
 operation _____
 Space transports _____
 Starship gunnery _____
 Starship shields _____

Technical _____ **3D**

Computer program-
 ming/repair _____
 Droid program-
 ming _____
 First aid _____
 Repulsorlift
 repair _____
 Security _____
 Space transports
 repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

Equipment: Several changes of clothing for just about any occasion, hold-out blaster (3D), comlink, 1,000 credits

Background: For centuries your family has served the royal house of your planet. The royal family has been good to your people. The planet achieved prosperity and peace under their wise and beneficent rule.

Yet evil has fallen upon the galaxy; an evil man has usurped control of the once-mighty Republic, and both peace and nobility are endangered. Your liege has chosen to join the Rebellion. Your whole planet may suffer for that choice, yet you know your planet's citizens will loyally stand with their leaders when the shooting starts.

Personality: Hard-headed, sensible about money matters, loyal unto death, and sometimes a bit overprotective. Your loyalty is to your lord, not to the Rebellion. You're part valet, part bodyguard; if your lord asks, you obey.

Objectives: To serve your lord to the best of your abilities, no matter what demands may be put upon you.

A Quote: "Certainly, m'lord. Yes, m'lord. As you say, m'lord."

Connection With Characters: Ask the gamemaster for the name of the family to which you are loyal and their title. If another player character is a noble, you may be his or her personal servant. Otherwise you are on detached duty, under orders from your lord to serve the Rebellion.

STAR WARS

Character Name: _____

Type: Merc

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Vehicle blasters _____

Knowledge ____ **2D+2**

Alien species _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____

Mechanical ____ **2D+2**

Beast riding _____
Ground vehicle operation _____
Repulsorlift operation _____
Starship gunnery _____
Walker operation _____

Perception ____ **2D+1**

Command _____
Con _____
Gambling _____
Hide _____
Search _____
Sneak _____

Strength ____ **3D+2**

Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

Technical ____ **3D**

Computer programming/repair _____
Demolitions _____
First aid _____
Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Rob Caswell

Player Name: _____

Equipment: Uniform of your unit, blaster rifle (5D), melee weapon of your choice, comlink, backpack, protective helmet (+1D physical, +1 energy), 2,000 credits

Background: The Company meant everything to you. You joined up as a kid, raw off the farm, eager to find the camaraderie you'd only known from vidshows. It was everything you'd thought it would be. Some called them mercenaries, but they were your only friends.

You fought with the Company through two grueling battles, surviving more by luck than by skill. You became a full-fledged member of the finest body of men and women in the galaxy. Someday, you hoped to be everything that they were.

Then came the battle. The Empire hired you to defend a base and told you there'd be reinforcements if there was trouble.

Then the Rebels came. You fought desperately. Again and again the call went out for reinforcements. They never came.

Later, you learned you'd been betrayed. The Imperials never planned to rescue you. Mercenaries were expendable. Your unit was considered too dangerous to run around loose. So they told you that another company of mercs was a group of Rebels. They gave the same orders to the other squad — that your company was a Rebel unit. And you cut each other to ribbons.

So many friends gone. So much lost forever. Your whole future — destroyed. This time, you won't fight for pay. This time, you'll fight for revenge.

Personality: Inclined to depression and nostalgia for lost comrades. You're an individualist (the Company taught you that), but you work smoothly as part of an organization (the Company taught you that, too).

Objectives: You're too busy dwelling on getting even with the Empire to think about what you want out of life.

A Quote: "Sergeant Harbon told me something about a time like this on Ferton."

Connection With Characters: You might have been hired by the family of any senatorial or noble. You might have helped occupy any other character's home-world or been hired by a smuggler or bounty hunter.

STAR WARS

Character Name:

Type: Mercenary Trader

Gender/Species: /Human

Age: Height: Weight:

Physical Description:

Dexterity 4D Perception 3D

Blaster Bargain

Blaster Artillery Command

Brawling parry Con

Dodge Gambling

Grenade Hide

Melee combat Persuasion

Melee parry Search

Missile weapons Sneak

Running

Thrown weapons

Vehicle blasters

Knowledge 2D+2 Strength 3D+1

Business Brawling

Cultures Climbing/jumping

Intimidation Lifting

Languages Stamina

Law enforcement Swimming

Planetary systems

Streetwise

Survival

Tactics

Mechanical 3D Technical 2D

Astrogation Armor repair

Communications Blaster repair

Ground vehicle op. Demolitions

Powersuit op. First aid

Repulsorlift op. Repulsorlift repair

Sensors Security

Space transports Space transports

Starship gunnery repair

Starship shields Starship weapon

Special Abilities

None.

Move 10

Force Sensitive? No

Force Points 1

Dark Side Points

Character Points 10

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

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.

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: Mining Guild Recruiter

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ 3D+2

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Knowledge ____ 3D+2

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Mechanical ____ 3D

Astrogation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ 3D+1

Bargain _____

Con _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength ____ 2D

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical ____ 2D+1

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move ____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Tom Bombadillo

Equipment: Heavy blaster pistol (5D), stock YT-1300 light freighter (issued by the Mining Guild), comlink, surveying equipment, 2,000 credits

Background: You were raised in the Mid-Core in a mining co-op. The Mining Guild sent you through school, and when you graduated, you took on a job as one of its operatives. You were soon assigned Tapani sector as your patrol territory.

Your job is to poke around in Tapani sector and uncover rogue mining companies that aren't affiliated with the Mining Guild. Once you find them, you encourage them to join up and pay their dues.

Those that refuse get turned in to the Guild—and soon are visited by Guild officers who have their own special ways of getting a company's officers excited about joining (from leg-breaking to shutting down a company's supply lines). Most rogue outfits know about this part, so your job sometimes gets dangerous.

Your background as a miner makes you unforgiving of companies that shirk Guild membership, though—you paid your share when you were mining, and so should they.

Personality: You are dedicated to the Guild and sneer at bribes offered in the hopes you will "lose" your report documenting a rogue mining outfit. On the other hand, you don't care much about those who break the *Empire's* law; you have met many smugglers, pirates, and even Rebels in your travels, and count some among your friends.

Objectives: To clear every last rogue mining operation out of Tapani sector and shut down the claim jumpers.

A Quote: "Signing up with the Guild may seem prohibitively expensive, but it is really quite reasonable when compared to the cost of *not* joining."

Connection With Other Characters: You could know just about anyone through your duties.

Player Name: _____

STAR WARS

Character Name:

Type: Minor Jedi

Gender/Species: _____/Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity 3D **Perception** D+1

Blaster _____ Bargain _____

Brawling parry _____ Con _____

Dodge _____ Gamblin _____

Grenade _____ Hide _____

Melee combat _____ Sneak _____

Melee parry _____

Knowledge 3D+2 **Strength** 2D+2

Cultures _____ Brawling _____

Languages _____ Climbing/jumping _____

Planetary systems _____ Stamina _____

Streetwise _____

Survival _____

Mechanical 2D **Technical** 2D+1

Astrogation _____ Computer program-

Repulsorlift _____ ming/repair _____

operation _____ Droid program-

Space transports _____ ming _____

Starship gunnery _____ Droid repair _____

Starship shields _____ First aid _____

Special Abilities

Control 1D. You may select one Force power.

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Steve Bryant

Equipment: Lightsaber (5D), 1,000 credits

Background: You'd like to call yourself a Jedi Knight, but you're not. The flame of that great order has gone out of the galaxy. You received a little training at the hands of one of the last of the Jedi, one of the less powerful of that order, before he was betrayed and executed by the Empire.

Since then, you've lived the life of a fugitive. At times, you are convinced the Empire, and Darth Vader in particular, is hunting you fiercely. At other times, you're convinced the Empire's decided you aren't worth the trouble. In a way, not being hunted would be as bad as being hunted — because that would mean the Empire has such contempt for your abilities that it doesn't think finding you is important.

Still, you have the fondest memories of your master. And there's still a chance, no matter how slim, that the Rebellion can overthrow the Emperor and his minion Vader. You'll work to help that happen, and you hope that one day you can help reestablish the Jedi Knights and pass on the little knowledge you possess.

Personality: Tired, a little cynical, but still completely faithful to the Jedi Code. You're a little paranoid about being pursued by the Empire.

Objectives: To help re-establish the Jedi Knights and defeat Vader and the Emperor.

A Quote: "Scoff if you like, but it's true. The Force surrounds us, holds us, and binds everything together."

Connection With Characters: You're happy to serve the Rebellion in any capacity. You'd gladly accept a brash pilot or another character as a student. You'd be fascinated by the Revvien Tyia adept's alternative view of the Force, and be eager to learn from the failed Jedi. You could easily have become friends with any of the player characters.

STAR WARS

Character Name:

Type: Mon Calamari

Gender/Species: /Mon Calamari

Age: Height: Weight:

Physical Description: _____

Dexterity ____ D+1

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Vehicle blasters _____

Knowledge ____ 3D+1

Alien species _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____
Value _____

Mechanical ____ 2D+1

Astrogation _____
Beast riding _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

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 seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Aquatic: Mon Calamari

Perception ____ 2D+1

Bargain _____
Command _____
Con _____
Gambling _____
Hide _____
Search _____
Sneak _____

Strength ____ 3D

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Technical ____ 3D+2

Computer programming/repair _____
Demolitions _____
Droid programming _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____

can breathe both air and water.

Move ____ 9

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Art by William

Equipment: Blaster pistol (4D), comlink, uniform, 1,000 credits

Background: It was the Empire that taught your people, the Mon Calamari, the meaning of war. Your people are peaceful and gentle; you shared your homeworld of Calamari with the Quarren for millennia. Over the centuries, you gradually built a technological civilization and a high culture. Exploration of nearby stars was well underway — and then the Empire came.

The Imperials saw only an undefended prize — an advanced world that could be forced to feed the Imperial war machine. They invaded and enslaved your people. At first, you did not understand what had been done. The idea of slavery was incomprehensible. You tried to appease the invaders, but nothing worked. Eventually, the Mon Calamari began to fight back — and when they did, the Empire reacted with incredible ferocity. Whole cities were obliterated.

Then, virtually the whole Mon Calamari people rose as one and destroyed the occupiers. The war industries the Empire had forced its slave laborers to build are now used for another purpose — to fuel the Rebellion.

You were on Calamari when the Empire came; you helped when the uprising succeeded. Now, you are part of the Calamarian armed forces, a part of the Rebel Alliance against the Empire. You work well with aliens (including humans), and are frequently assigned to fight with small, irregular groups of freedom-fighters.

Personality: Generally, Calamari are gentle, reasonable, and soft-spoken, but there is much variety among them.

Objectives: To free other enslaved worlds from the grip of the Empire and to help prove that all species and peoples can live together in peace.

A Quote: "Our people have a saying: do not dive before testing the depths."

Connection With Characters: You could have seen action with any of the other characters. A gambler, smuggler or other marginal operator might have visited your planet before or during the Imperial occupation.

STAR WARS

Character Name: _____

Type: Mon Calamari Courier

Gender/Species: /Mon Calamari

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Running _____

Knowledge _____ **4D**

Alien species _____

Bureaucracy _____

Business _____

Languages _____

Law enforcement _____

Streetwise _____

Value _____

Mechanical _____ **2D+1**

Astrogation _____

Repulsorlift _____

operation _____

Space transports _____

Swoop operation _____

Perception _____ **2D+2**

Bargain _____

Con _____

Forgery _____

Hide _____

Persuasion _____

Search _____

Strength _____ **3D**

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

First aid _____

Space transports _____

repair _____

Special Abilities

Moist Environments: Mon Calamari receive a +1D bonus to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: When confined to dry environments, they suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Move _____ **9**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Customized uniform, datapad, hold-out blaster (3D+1), 1,000 credits

Background: You run your own freelance courier service on Calamari. Delivering packages to various companies, you're building a clientele in hopes that your operation can someday grow into a major intersystem business concern.

You've considered purchasing a vehicle in the past to help you on your rounds, but have found that it is cheaper to find other ways, such as public transportation systems and "ship-pooling." These means of traveling can be risky but it adds flavor to your work.

Personality: Spending more time with business than pleasure, you have become serious about your work. However, you're always up for an adventure, taking any chance necessary to get the job done.

Objectives: To never let your clients down, doing whatever it takes to get your deliveries completed on time.

A Quote: "Name the time and place. I'll get it there!"

Connection With Characters:

Player Name: _____

Mon Calamari Mediator



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY _____ **3D**
 Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Heavy Weapons _____
 Melee Parry _____
 Melee _____

KNOWLEDGE _____ **3D**
 Alien Races _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL _____ **2D+1**
 Astrogation _____
 Beast Ride _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Pilot _____
 Starship Shields _____

PERCEPTION _____ **3D+1**
 Bargain _____
 Command _____
 Con _____
 Gamble _____
 Hide/Sneak _____
 Search _____

STRENGTH _____ **3D**
 Brawl _____
 Climb/Jump _____
 Lift _____
 Stamina _____
 Swim _____

TECHNICAL _____ **3D+1**
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____
 Repulsorlift Repair _____
 Security _____
 Starship Repair _____

Equipment _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Mon Calamari Mediator



Equipment
 blaster pistol
 comlink
 1000 credits standard

Background: So this is what it all comes to, eh? Your people's great strides against the power of ignorance, against the brutal hatreds that lie deep within every being's soul, against the everlasting darkness? All of your people's energies turned to the business of war?

The irony of it is tremendous. For all of their history, the Mon Calamari have been struggling to distance themselves from their primitive existence, to get away from war. You tamed your world. You quested for peace and enlightenment among the stars.

And what did you find out there? Another war, this time against creatures more brutal, more evil, than anything your ocean world ever produced. You kind of wish your people had never left home.

Still, you do your small best to help. You are a mediator, specially trained to communicate with other beings. In the Alliance, you have found great need for your services: there are a lot of different races out there, and the chances of misunderstanding between them are tremendous.

You look forward to the day when you can talk about art, about literature, about the eternal verities, but, for now at least, you spend most of your time talking about troop movements, commissary arrangements, and design tolerances.

Personality: You're sort of a combination ambassador, interpreter, and psychologist. You have a deep understanding of and empathy for other beings. You're sympathetic and caring. Which can get to be a bore, particularly when dealing with Quarren or Wookiees, but you're far too polite to ever mention it.

A Quote: "Come, let us reason together."

Connection With Other Characters: You might have interpreted for any Rebel character in the Government or Military High Command. You might have accompanied a Quarren/Mon Calamari trading mission to the Alliance.

STAR WARS

Character Name: _____

Type: Mon Calamari Medic

Gender/Species: /Mon Calamari

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

Physical Description: _____

Dexterity _____ **2D+2**

Blaster _____

Dodge _____

Running _____

Knowledge _____ **3D+2**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Survival _____

Willpower _____

Mechanical _____ **2D+1**

Beast riding _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Perception _____ **3D**

Command _____

Con _____

Hide _____

Persuasion _____

Search _____

Strength _____ **2D+1**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Special Abilities

Moist Environments: Receive a+1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: When confined to dry environments, suffer a-1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Aquatic: Can breathe both air and water.

Move _____ **9**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Robert Duchin Art

Equipment: Comlink, field-medical kit (contains three medpacs and emergency materials like splints, bandages, high-potency painkillers and so forth), medical datapad, uniform, medical droid (all stats 2D except: *first aid* 4D), 300 credits.

Background: You've always been fascinated by life and all its wondrous diversity. But you've also witnessed firsthand how short and painful life can be. With all the amazing technology available in the galaxy you're still bewildered that death and destruction are still the preferred methods of solving problems. Your training has prepared you to help save lives, but you have to get the rest of the galaxy to cooperate.

Personality: The tyranny of the Empire must be stopped. But you've sworn to save lives, not to take them, and the Rebellion offers you the chance to make a difference. You are the first to offer caution and the last to leave if a team member is hurt. Your teammates get upset when you prevent them from using deadly force, but you act as their conscience and caretaker and remind them what the cause is all about. While the Rebels often employ methods you find ... *questionable*, you are willing to deal with it, since the wanton cruelty of the Empire is obviously the greater of two evils.

Objectives: To help relieve the pain and suffering of others whenever possible, despite personal risk.

A Quote: "Rest now. Don't worry, I'm here and I won't leave you."

Connection With Characters:

Mon Calamari Pilot



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY 2D+2 PERCEPTION 2D+1

Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Heavy Weapons _____
 Melee Parry _____
 Melee _____
 Bargain _____
 Command _____
 Con _____
 Gamble _____
 Hide/Sneak _____
 Search _____

KNOWLEDGE 2D+2 STRENGTH 3D

Alien Races _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____
 Technology _____
 Brawl _____
 Climb/Jump _____
 Lift _____
 Stamina _____
 Swim _____

MECHANICAL 4D TECHNICAL 3D+1

Astrogation _____
 Beast Ride _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Pilot _____
 Starship Shields _____
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____
 Repulsorlift Repair _____
 Security _____
 Starship Repair _____

Equipment



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Mon Calamari Pilot



Equipment
 blaster
 vacuum suit
 medpac
 1000 credits standard
 x-wing starfighter

Background: You are a warrior among a people embarrassed by the profession. The moment the Imperial soldiers landed on your planet, you knew, deep down in your bones, that they would have to be destroyed. Though they attempted to hide it, your warrior's senses knew, somehow, that they were enemies. You tried to tell your people, tried to warn them, but they wouldn't listen.

You, at least, were not surprised when the Imperials took over your world. You fought against them as best you could, but your world had few starfighters; the enemy had many and your ship was quickly overwhelmed. You spent most of the Occupation years in an Imperial prison.

Since the Imperials were pushed off your planet and you were freed, you have been fighting for the Alliance, doing what you do best: flying small starships. The designs have changed a bit since you last were in space — you're somewhat older, perhaps just a bit slower, as well — but the job's still the same: your mind and your skills against the enemy's. Kill him; survive if you can.

Your people may not understand or appreciate you, but that's not important. You're a warrior, and they need you; that's all that matters.

Personality: Quiet, almost sedate. You do what needs to be done, with little fanfare, little emotion. You're a killer, but you take no pleasure in it; it's just what you are.

A Quote: "No prisoners, gentlemen. No place to hold them; nothing to feed them. Right flank in first, left flank follows in two minutes. Let's go."

Connection With Other Characters: You might have been imprisoned with another Calamarian or Quarren; you might have served in the Alliance Fleet with an Offworlder.

STAR WARS

Character Name:

Type: Mon Calamari Professor

Gender/Species: /Mon Calamari

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

Physical Description: _____

Dexterity ____ **2D+2**

Blaster _____

Dodge _____

Perception ____ **3D**

Command _____

Persuasion _____

Knowledge ____ **4D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Willpower _____

Strength ____ **2D**

Stamina _____

Swimming _____

Mechanical ____ **3D+1**

Archaic starship _____

piloting _____

Astrogation _____

Sensors _____

Space transports _____

Starship shields _____

Technical ____ **3D**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

Space transports

repair _____

Special Abilities

Moist Environments: Receive a+1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: When confined to dry environments, suffer a-1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Aquatic: Can breathe both air and water.

Move ____ **9**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



The Ekkeid

Equipment: Datapad of lessons and required texts, Academy uniform, blaster pistol (4D), 2,000 credits

Background: You were separated from your people when the Empire first attacked your home city. The captain of the Star Destroyer charged with pacifying your city kept you as a "trophy" of sorts, and you eventually gained your new master's trust. Before long, he kept you on as a tutor for his children (after you informed him you were a teacher on Calamari).

You eventually escaped, fleeing into the Outer Rim Territories, where you make a marginal living as a tutor and librarian. Often, you use your position to aid the Rebel Alliance, but you also help stranded Imperials from time to time; the Star Destroyer captain was a decent man at heart, and you cannot bring yourself to believe that all Imperials are evil.

You still have a burning desire to teach, and have traveled widely in your search for a place where your skills might be appreciated.

Personality: You are your own being. You are saddened at the changes wrought by civil war.

Objectives: To teach all beings what you know. Maybe even start your own school someday, when the galaxy is a better place.

A Quote: "The Imperial Academy is nothing less than a propaganda machine formatted to make killers, bent to the will of the Emperor. Maybe someday, there will be a place of true learning."

Connection With Characters:

STAR WARS

Character Name:

Type: Mon Calamari Spacer

Gender/Species: /Mon Calamari

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

Physical Description: _____

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 _____

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



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 settling 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.

Mon Calamari Technician



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY _____ **3D+1**
 Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Heavy Weapons _____
 Melee Parry _____
 Melee _____

KNOWLEDGE _____ **3D**
 Alien Races _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL _____ **2D+1**
 Astrogation _____
 Beast Ride _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Pilot _____
 Starship Shields _____

PERCEPTION _____ **2D+1**
 Bargain _____
 Command _____
 Con _____
 Gamble _____
 Hide/Sneak _____
 Search _____

STRENGTH _____ **3D**
 Brawl _____
 Climb/Jump _____
 Lift _____
 Stamina _____
 Swim _____

TECHNICAL _____ **4D**
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____
 Repulsorlift Repair _____
 Security _____
 Starship Repair _____
 Equipment _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Mon Calamari Technician



Equipment
 toolkit
 thermal detonator
 blaster pistol
 1000 credits

Background: You're an honors graduate of the hardest technical school on Calamari. You know your way around the engines of virtually every ship in the Alliance Fleet. You can tear down and rebuild a twin heavy blaster cannon in your sleep. You are an important and valued member of the Rebel Alliance Support Services.

So how come you're so bloody bored with your life?

You served with distinction in the Calamarian Revolt against the Empire, maintaining weapons and engines at the very front line of battle. You liked the sound of blasters tearing up the air around you. You liked the close camaraderie you developed with those around you.

It just wasn't the same in the Fleet. Of course, you recognize that the Fleet is the most important component in the Alliance military, that keeping her running is crucial to the war effort, that, someday, the Fleet will have to face the ships of the Empire in a battle which, in all likelihood, will decide the fate of the universe.

But until that battle occurs, the job's nothing but routine — tedious routine. For a veteran of the Revolt, one who has fought the Empire's lackeys face-to-face, it's *dull*. Let's face it: you've become a danger-junkie.

So you've pulled a few strings and wrangled a position in the field. Your chances of promotion are much smaller, your chances of death much higher, but, what the heck: it's gonna be a lot more fun.

Personality: Cheerful, intelligent, but rather excitable for a Calamari. You enjoy the thrill of battle.

A Quote: "Let's rush them!"

Connection With Other Characters: You could have fought with other Quarren or Calamari in the Great Revolt; you could have served aboard an Alliance Fleet vessel with any Offworlder.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Mrlssti Roving Entertainer

Gender/Species: /Mrlssti

Age:

Height:

Weight:

Physical Description:

Dexterity ____ **2D+1**

Blaster

Brawling parry

Dodge

Pick pocket

Thrown weapons ____

Knowledge ____ **4D**

Alien species

Business

Cultures

Languages

Planetary systems

Scholar

Streetwise ____

Mechanical ____ **3D**

Astrogation

Communications

Sensors

Space transports

Starship shields ____

Perception ____ **3D**

Bargain

Con

Persuasion

Sneak ____

Strength ____ **1D+2**

Lifting

Stamina

Swimming ____

Technical ____ **4D**

Blaster repair

Computer program-
ming/repair ____

Droid programming

Droid repair

First aid

Security ____

Special Abilities

At the time of character creation only, you make take an additional specialization in *persuasion: storytelling* or *persuasion: acting*, or an additional +1D in *sleight of hand* (Dexterity) or *musical instrument operation* (Mechanical).

Move ____ **8**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Hold-out blaster (3D), medpac, datapad, performing costumes, performance prop (either juggling items, conjuring tricks, or a musical instrument), membership ID card for the Imperial Entertainers' Guild

Background: Unlike most Mrlssti, you couldn't wait to leave your home planet behind. Your family was reportedly very disappointed in your decision to leave academia, but that doesn't really bother you; you haven't spoken to them since you left.

Joining the Imperial Entertainers' Guild, you travel from planet to planet, entertaining small audiences for a modest fee. You enjoy learning the songs and stories of other species, as well as the thrill of reinterpreting them with a decidedly Mrlssti slant.

Personality: On stage, you are charming, funny and genuinely likable, traits you carry over into your personal life. You have no strong political views though the Empire's pro-human bias has affected your employment opportunities.

Objectives: To make an audience happy.

A Quote: "Thank you! You've been a wonderful audience!"

Connection With Other Characters: You may have been retained by a House noble or corporate exec who enjoys your act (which means you would interact with his or her other employees).

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Mrlssti Swindler

Gender/Species: /Mrlssti

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

Physical Description: _____

Dexterity _____ **2D**

Blaster _____

Dodge _____

Pick pocket _____

Running _____

Knowledge _____ **4D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Streetwise _____

Value _____

Mechanical _____ **3D**

Astrogation _____

Communications _____

Sensors _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: Three sets of false ID, hold-out blaster (3D), datapad (with forged deeds to land and holding on three Tapani sector worlds; the fakes are fairly good and require a Moderate *forgery* or Difficult *Perception* roll to discover the forgery), 1,200 credits

Background: You once labored in the halls of academia on your homeworld of Mrlsst. Unlike your fellow Mrlssti (who consider teaching a rewarding experience), something was missing from your life and you grew to loathe the life of a professor.

While speaking with some offworlders—Corellian gamblers—you realized that your appearance was a significant psychological advantage when dealing with humans. You decided to seek your fortune by conning gullible and wealthy humans out of their money.

You don't like to risk your neck breaking into homes or stealing bacta shipments. Instead, you rely on your computer skills, persuasive language and non-threatening appearance to part the foolish from their wealth.

Personality: You are very likable and have a tendency to say exactly what someone wants to hear. Secretly, you view such individuals as fools, but would never say so.

Objectives: To amass great wealth.

A Quote: "As you can see, the title and deeds are all in order. Now, will that be hard currency, or would you prefer to conclude our transaction with a credit voucher, my lord?"

Connection With Other Characters: You could have booked passage with a smuggler or pirate. The disgraced House Guardsman may be a friend of yours. Perhaps the holovid gossip columnist is following you to report your dealings with a noble.

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: Mrlssti Tutor

Gender/Species: _____ /Mrlssti

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

Physical Description: _____

Dexterity ____ 2D+1

Blaster _____

Dodge _____

Running _____

Pick pocket _____

Knowledge ____ 3D+1

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Scholar _____

Streetwise _____

Value _____

Mechanical ____ 5D

Astrogation _____

Communications _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ 3D+1

Bargain _____

Gambling _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength ____ 1D+1

Climbing/jumping _____

Stamina _____

Technical ____ 2D+2

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports _____

repair _____

Special Abilities

None.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Tom Blundell

Equipment: Hold-out blaster (3D), two medpacs, comlink, datapad, 1,000 credits

Background: You were born and raised on Mrlsst. Like many Mrlssti, you were raised to believe that education is the most precious commodity a being can possess.

As a young adult, you desperately wanted to go to Coruscant to continue your education, but were turned down because you were an alien. Being denied an educational opportunity because of your species went against everything your culture taught you. Your intense disappointment turned you against the Empire.

You served in the Freeworlds Common Navy for nearly a decade, first as a shuttle pilot, then as a piloting instructor. It was while in the military that you discovered your love for teaching.

After your tour was up, you returned to Mrlsst to become a freelance tutor, hiring yourself out to teach small bands of students who wanted to supplement their official education, or who were too poor to afford it. Moving in these new circles, you met others who felt as you do about the Empire, and began to establish ties with them. You have resolved to seek out the Rebel Alliance and see if it can make use of your skills.

Personality: You are quiet and self-effacing in day-to-day discourse, but behind your peaceful front lurks the heart of a warrior. In the cockpit of a spacecraft, you are a killing machine.

Objectives: The Imperials are a scourge to your world that must be someday expelled.

A Quote: "No qualified sentient should be denied an educational opportunity. The Imperials must be removed from Mrlsst before their ideas infect our culture."

Connection With Other Characters: You might know military-oriented characters from your days in the Common Navy. You have taught a wide variety of people as a tutor, and you might have come in contact with just about any character in that capacity.

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Mystic

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D

Archaic guns _____

Dodge _____

Lightsaber _____

Thrown weapons _____

Knowledge _____ 3D+1

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Survival _____

Willpower _____

Mechanical _____ 3D

Archaic starship piloting _____

Astrogration _____

Beast riding _____

Sensors _____

Special Abilities:

Force skills: Control 2D, sense

1D.

Control: Force of will, hiberna-

tion trance

Sense: Life detection

Perception _____ 2D+2

Bargain _____

Con _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D

Stamina _____

Swimming _____

Technical _____ 2D

First aid _____

Lightsaber repair _____

Security _____



PLAYER NAME: _____

Equipment: Lightsaber (4D+2), wide-scan binocs, hooded cloak.

Background: Your ancestors did not view the Force like the majority of the Jedi Knights do. To you, the Force lies hidden beneath the light and dark sides—it has an undiscoverable essence which beings in this existence are not meant to see.

Since joining the Jedi, you have become one of its best recruiters, spending most of your time abroad searching for potential apprentices. As a result, you have little time in which to study under a Jedi Master, so you focus yourself on your training whenever you return to Ossus.

Personality: Your different perspective on the Force has set you apart from most of your Jedi companions. While neither you nor they bear any ill will toward the other, you still feel somewhat uncomfortable in the presence of other Jedi. You therefore enjoy your current duties abroad, though you know that at any moment you may be called upon to perform other services.

Objectives: To find Force-sensitives who can fill the ranks of the Jedi.

A Quote: "I know you would do anything to become a Jedi. The problem is that you want it too much."

Connection With Characters:

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded

STAR WARS

Character Name:

Type: New Republic Bureaucrat

Gender/Species: /Human

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

Physical Description:

Dexterity _____ **2D**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Running _____
Vehicle blasters _____

Knowledge _____ **4D**

Bureaucracy _____
Business _____
Intimidation _____
Law enforcement _____
Planetary systems _____
Value _____

Mechanical _____ **3D**

Astrogation _____
Communications _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

Perception _____ **3D+2**

Bargain _____
Command _____
Con _____
Investigation _____
Persuasion _____
Search _____

Strength _____ **2D+1**

Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

Technical _____ **3D**

Computer programming/repair _____
Droid programming _____
Droid repair _____
First Aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vilardi

Equipment: Average clothes, comlink, 4,000 credits, landspeeder (maneuverability 2D, move 125; 360 kmh, body strength 3D), sporting blaster (3D+2)

Background: You work for the New Republic. The perks aren't all that great, 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. 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 more than 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 Characters: You might be in charge of New Republic forces in the area, possibly including a rookie New Republic pilot. A smuggler might be an old friend you have assisted in his dealings with local law enforcement. A merc may have run into local trouble and agreed to help you "solve your problems" if you helped solve his.

Player Name: _____

STAR WARS

Character Name:

Type: New Republic Intelligence Operative

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Vehicle blasters _____

Perception ____ **3D+1**

Con _____

Hide _____

Investigation _____

Search _____

Sneak _____

Knowledge ____ **2D+2**

Alien species _____

Intimidation _____

Languages _____

Streetwise _____

Value _____

Willpower _____

Strength ____ **3D**

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Mechanical ____ **3D**

Astrogation _____

Repulsorlift operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical ____ **2D+1**

Computer program-

ming/repair _____

Demolitions _____

Droid program-

ming _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move ____ **10**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Tim Eldred

Player Name: _____

Equipment: NRI uniform (other clothes vary by mission), comlink, datapad, blaster pistol (4D), hold-out blaster (3D), vibroblade (STR-3D), 2,000 credits

Background: You work for the elite intelligence agency of the New Republic. The New Republic may be winning the war, but that doesn't mean there aren't a lot of Imperials and other troublemakers still around. It's your job to keep an eye on them.

Sometimes you get a combat mission, but most of the time, you investigate the activities of others, sometimes by remote surveillance, sometimes by staging raids and break-ins, and sometimes by going undercover.

You've worked hard to help get the New Republic where it is today and you're not about to let some renegade warlord take it apart again.

Personality: You're tough and secretive. You have to be. You never know who might be watching you and you can't risk blowing your cover. You keep your head, even in the worst situations.

Objectives: To root out threats to the New Republic, report and eliminate them.

A Quote: "There's trouble in the Corellian sector. We'd better check it out."

Connection With Characters:

Design: Sterling Hershey

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STAR WARS

Character Name:

Type: New Republic Security Force Agent

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **3D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Perception _____ **4D**

Bargain _____

Command _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Knowledge _____ **4D**

Alien species _____

Cultures _____

Intimidation _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Mechanical _____ **2D**

Astrogation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starfighter _____

piloting _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Player Name: _____

Equipment: Y-wing starfighter, R2 astromech droid, data-pad, heavy blaster pistol (5D), binders, arrest warrants, New Republic Security Force uniform, badge and ID, 1,000 credits

Background: The restoration of law and order throughout the galaxy did not end with the death of the Emperor. In fact, it has barely begun.

Crime lords, terrorists, and renegade Imperials roam freely across known space, leaving misery and destruction in their wake. These individuals are the real threat to peace and justice, and must answer for their crimes.

As an agent of the New Republic Security Force, you are empowered to track down these felons — no matter where they range in the New Republic — and bring them to justice.

Personality: You believe in justice and the law. You've sworn an oath to uphold the laws of the New Republic and to bring in those who break them. And although your arrest record cannot be questioned, your methods can and occasionally are.

Objectives: To bring to justice all those who violate the laws of the New Republic.

A Quote: "New Republic Agent! You're under arrest! Throw down your weapons or I'll shoot!"

Connection With Characters:

STAR WARS®

Character Name: _____

Type: NewsNet Reporter

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Knowledge _____ **3D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Willpower _____

Mechanical _____ **2D+2**

Repulsorlift

operation _____

Perception _____ **4D**

Bargain _____

Con _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Pablo Hidalgo

Equipment: Press credentials, datapad, holorecorder, comlink, hold-out blaster (3D), 1,000 credits.

Background: People always need up-to-the-minute accounts of current events, and that's what you give them. You bring people what they want to know and what they need to know.

If the Empire is going to work, it can't be run by shirkers and the corrupt. When you find Imperial officials taking advantage of their positions, you blow the whistle.

Obviously, this approach gets you into some hot water, but you can handle it. The Imperials would prefer you stick to the more domestic news — local gossip, and all that fluff. Well that's not going to happen — you're going to get to the bottom of the story even if you have to go into hiding to get it. The people have a right to know the truth! And you're the right person to bring it to them. (As long as you can keep yourself *alive* while you're doing it ...)

Personality: When you get word of a scoop, you tend to throw caution to the wind and pursue your story to the bitter end, ignoring threats, warnings, and obstacles alike. Worrying about consequences comes later, after the story is filed, and your duty is done.

Objectives: To show the galaxy that the Empire cannot ignore its flaws and hope to survive.

A Quote: "Listen, I'm not exactly a member of the Palpatine fan club, but if I gotta be an Imperial citizen, I at least want to see its leaders practice what they preach — namely, *law and order*."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Noble-In-Exile

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Archaic guns _____

Blaster _____

Bows _____

Dodge _____

Thrown weapons _____

Knowledge _____ **3D+1**

Alien species _____

Culture _____

Languages _____

Planetary systems _____

Survival _____

Willpower _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Swoop operation _____

Special Abilities

None.

Perception _____ **3D**

Bargain _____

Command _____

Gambling _____

Hide _____

Persuasion _____

Search _____

Strength _____ **3D+1**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

First aid _____

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Mike Ward

Equipment: Ceremonial robes of office, comlink, Alliance letters of introduction, protocol droid, hold-out blaster (3D+1), 1,500 credits

Background: Your House ruled your homeworld for generations. Then the Empire came and took over. Your parents refused to serve as puppet rulers, and were arrested and executed. You went into hiding as the leaders of a rival House assumed the throne as figureheads, and you barely escaped the planet with your life and a few possessions.

Determined to deliver your world from the Empire and the ill-conceived intrigues of the rival House, you have joined the Alliance. Perhaps not the best of reasons for joining a crusade, but they were happy to have you, regardless.

Personality: You've no great love for the Empire but dislike the thought of forcing your people to endure a war to kick them out. You feel at odds with the galaxy, frustrated at your youth and inexperience.

Objectives: To gain the wisdom and experience needed to set things right again.

A Quote: "I once led a pampered life, but my people will find me much changed when I return."

Connection With Characters:

STAR WARS®

Character Name: _____

Type: Old Senatorial

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Perception _____ **4D**

Bargain _____

Command _____

Gambling _____

Search _____

Knowledge _____ **4D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Value _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Stamina _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Space transports _____

Starship shields _____

Technical _____ **2D**

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

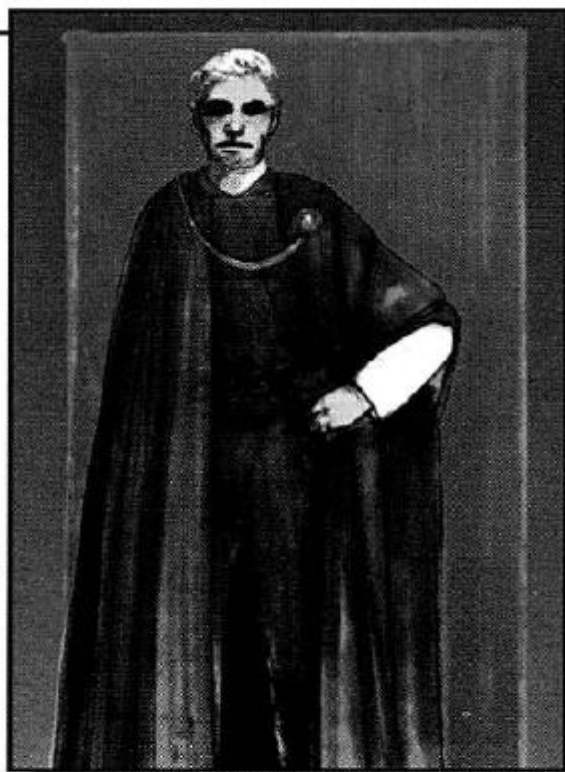
Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Equipment: Hold-out blaster (3D), spartan clothing, comlink, 2,000 credits

Background: You're getting old — too old — for this nonsense. You've been a Senator for more years than you care to count; you've gotten white-haired and dried up in that time. Some would call it "burned-out." It seems your struggle with Palpatine and his henchmen has gone on forever. A never-ending struggle for the very soul of the Senate and the galaxy, a struggle which consumed the years of youth like butterflies in a flame.

You'll not give up yet! The fight has passed beyond the Senate chamber into the hard vacuum of space. You can't fly a starship or fire a laser cannon, but determination, an understanding of your adversaries, and an ability to command still count for something. Still, you yearn for the old days ... for men like Tallon, Kenobi and Organa. They were giants in those days ...

Personality: You're no-nonsense, brisk, brusque and capable. You can talk your way past a barricade and have stormtroopers saluting the "August Senator" in no time at all. Your stamina isn't what it used to be and you have no stomach for violence but you never display weakness.

Objectives: To make sure that Palpatine gets what he deserves — through civil, political or even military means.

A Quote: "And snap to it, young man!"

Connection With Characters: You may know a retired Imperial captain or other senatorials or nobles socially or politically. You may know a bounty hunter or merc as a former employee. Practically any character might come from the planet you represented as a Senator.

Player Name: _____

STAR WARS

Character Name: _____

Type: Ordnance Procurer

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **2D** **Perception** _____ **4D**

Blaster _____ Bargain _____

Blaster artillery _____ Con _____

Dodge _____ Forgery _____

Vehicle blasters _____ Hide _____

_____ Persuasion _____

_____ Sneak _____

_____ _____

_____ _____

_____ _____

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Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Pablo Hidalgo

Equipment: Alliance uniform (others when needed), heavy blaster pistol (5D), medpac, comlink, vibroblade (STR+2D), electronics diagnostic kit, micro-tool pack, 700 credits

Background: The starfighters, power cells, and foodpacs which make the Rebellion function don't just spring into being, you know. Somebody has to go out and get them. The Alliance has thousands of supply sources, to be sure, and not one of them is conventional. You are one of the Alliance's roving ordnance procurers.

Your job is to accompany Rebel strike teams on their missions, and liberate whatever you can without endangering the mission. You've come back with TIE fighters, sacks full of blasters, Imperial uniforms (even some without blaster burns on them), and once, the pampered pet of a Moff.

Personality: You enjoy your work. You get to loot and steal and no one minds at all (with the possible exception of the Imperials, but they don't really count). You like to leave little calling cards when you take something particularly valuable, a sort of signature that you hope the Imperials will one day recognize widely...

Objectives: To steal an Imperial shuttle, with the Emperor still in it. Okay, okay ... you realize that this is an unrealistic goal, and probably more than a little suicidal, but it sure sounds great in the tapcafe over a few mugs of lum ...

A Quote: "OK, let me see, here. Today, we have a dozen blaster carbines, a KDY heavy-weapons power converter, and Moff Balfour's undergarments. (Chuckle.) Sorry, little joke. We *don't* have the power converter."

Connection With Characters:

STAR WARS

Character Name:

Type: Outlaw

Gender/Species:

Age:

Height:

Weight:

Physical Description:



Player Name:

Dexterity _____ 4D

Archaic weapons _____

Blaster _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge _____ 3D

Alien species _____

Bureaucracy _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Value _____

Mechanical _____ 2D+2

Astrogation _____

Beast riding _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ 2D

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Strength _____ D+1

Brawling _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ 3D

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded

Equipment: Heavy blaster pistol (5D), 1,000 credits

Background: Your family was wiped out during a raid — by the Imperials, by criminals, by pirates, you're not sure. But the weight of evidence points to some seriously evil folks.

And those folks are going to pay. You swore to your family that you'd *make* them pay.

Gathering what few weapons you possessed, you hopped the first transport off-planet, searching for the elusive killers that ruined your life. You've spent the intervening time honing your skills and preparing for the day when you face those responsible for the deaths of your loved ones. And only you are going to walk away

Personality: You're deadly, dangerous and driven. You have no fear and no pity; you have nothing to live for and no reason not to risk your life. As far as you're concerned, no one will miss you when you're gone, but when you go, you're sure as blazes aren't going alone.

Objectives: Revenge — pure, simple and ugly — but revenge nonetheless.

A Quote: "They made only one mistake. They didn't finish the job."

Connection With Characters: You've hooked up with the other characters because you think they can bring you closer to the people who killed your family. Along the way, you've come to care about them (as much as you are still capable of caring). If there's any emotion you can still feel, it's parental love. Younger characters (kids or brash pilots, for example) may be adopted as surrogate children. You may feel a bleak kinship with similarly driven characters like a merc or bounty hunter; in time it might ripen into true trust and affection.

STAR WARS

Character Name:

Type: Outlaw Tech

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **2D**

Blaster _____

Brawling parry _____

Dodge _____

Knowledge _____ **3D+2**

Business _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **3D+2**

Archaic starship

piloting _____

Astrostation _____

Ground vehicle

operation _____

Hover vehicle

operation _____

Repulsorlift

operation _____

Sensors _____

Space transports _____

Perception _____ **2D+1**

Bargain _____

Con _____

Forgery _____

Persuasion _____

Strength _____ **2D+1**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **4D**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

Ground vehicle

repair _____

Repulsorlift repair _____

Space transports

repair _____

Starfighter repair _____

Starship weapon

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Robert Duchesne

Equipment: Work coveralls, datapad, diagnostic scanner, repair kit, laser cutter, circuitry replacement parts, blaster pistol (4D), concealed vibroblade (STR+1D), 1,000 credits

Background: You love to tinker with things — there's always ways to make them better. Given the right tools and enough time, you can improve anything ever built.

Of course, this often makes the item illegal to own, but you don't worry much about that. You certainly never let some bureaucrat tell you how to fix anything.

Since the Imperials have gone out of their way to make work difficult for you to find, you've taken to hiding out or working for shady characters to make ends meet. They do pay well for your skills, though you try not to get mixed up in their business any more than you have to — their credits are all you want from them.

Personality: You're a "go anywhere, fix anything" sort of person — for the right price, that is. It doesn't matter which side hired you. You're always learning about new gadgets and how to improve them. It annoys you when people tell you something can't be done.

Objectives: To own your own company someday and let others work for you.

A Quote: "That's all it can do? Let me see it. Yeah, just as I thought. If we remove this stupid safety mechanism, we can boost the energy flow to the converter ... and it probably won't explode."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Pack Tracker

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Pick pocket _____

Running _____

Thrown weapons _____

Perception _____ **4D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Knowledge _____ **3D+2**

Alien species _____

Cultures _____

Languages _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Strength _____ **2D+1**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **10**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Steve Cook

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

Background: You're a young packtracker—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.

Player Name: _____

STAR WARS

Character Name:

Type: Pirate

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity 3D+2

Blaster _____
Blaster artillery _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____

Knowledge 2D

Business _____
Intimidation _____
Languages _____
Streetwise _____
Value _____

Mechanical 3D+2

Astrogation _____
Capital ship gunnery _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

Perception 3D

Bargain _____
Command _____
Con _____
Forgery _____
Gambling _____

Strength 2D+2

Brawling _____
Stamina _____

Technical 3D

Armor repair _____
Blaster repair _____
Demolition _____
Droid repair _____
Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Steve Bryant

Equipment: Flashy clothes, lots of rings and things, blaster pistol (4D), saber (STR+1D+1), comlink, vacuum suit, 2,000 credits

Background: You were just a kid when you were offered a position aboard a Starship; you jumped at the chance. Finally, away off the hick planet where you grew up! You realized the ship was a little disreputable, but you hadn't realized you were hooking up with the genuine article — desperate, grizzled pirates thirsting for gold and the blood of innocents. "Arrr, matey" indeed.

Well, it isn't quite like that, actually; pirates are not much like the vidshow stereotype. No one actually says, "Arrr, matey." Certainly no one wears an eyepatch or a plastic leg. And you've never known a pirate who made anyone "walk the airlock." After all, the point of piracy is to make a profit, not cause bloodshed. Atrocities might make a captured ship's crew resist.

Imperial oppression has driven most of the small traders out of business. Independent spacers don't have many options: bankruptcy, retirement or ... piracy.

The Empire creates pirates — and then destroys them. Most of your shipmates are in the spice mines of Kessel now. You barely escaped by the skin of your teeth. You plan to avenge them, somehow. You hope that one day you'll be the captain of your own ship — a privateer in the service of the Rebellion.

Personality: You wear colorful clothes and enjoy the notoriety of being a pirate. You like to laugh and carouse in a cheerfully amoral way. You're not exactly what people would call a role model ... but you never volunteered for that job.

Objectives: To make a profit first and foremost, but undermining the Empire suits you just fine.

A Quote: "Arr, matey. Make 'em walk the airlock. (Chuckle.) Seriously now, just give me your valuables."

Connection With Characters: You might once have raided the ship of any of the other characters. A retired Imperial captain or bounty hunter might once have pursued you. A smuggler might have out-run you. "You might be related to a brash pilot or kid — or you might be the black sheep of a senatorial's family."

Player Name:

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	PERCEPTION	4D
Blaster	_____	Bargain	_____
Brawling parry	_____	Command	_____
Dodge	_____	Con	_____
Grenade	_____	Gambling	_____
Melee combat	_____	Investigation	_____
		Search	_____
		Sneak	_____
KNOWLEDGE	3D+2	STRENGTH	2D
Business	_____	Brawling	_____
Intimidation	_____	Stamina	_____
Law enforcement	_____		
Languages	_____		
Streetwise	_____		
Value	_____		
MECHANICAL	3D+1	TECHNICAL	2D+2
Astrogation	_____	Blaster repair	_____
Capital ship gunnery	_____	Capital ship repair	_____
Capital ship piloting	_____	Demolitions	_____
Space transports	_____	Firstaid	_____
Starship gunnery	_____	Security	_____
Starship shields	_____	Space transports repair	_____

Special Abilities: None

Move: 10

Force Points:

Force Sensitive?: ☐ Yes ☐ No

Dark Side Points:

Character Points:

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Veteran Spacer

Character Name: _____



Mike Villard

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	PERCEPTION	3D
Blaster	_____	Bargain	_____
Brawling parry	_____	Command	_____
Dodge	_____	Con	_____
Grenade	_____	Gambling	_____
Melee combat	_____		
		STRENGTH	2D+2
		Brawling	_____
		Lifting	_____
		Stamina	_____
KNOWLEDGE	2D+1		
Alien species	_____		
Intimidation	_____		
Languages	_____		
Streetwise	_____		
Value	_____		
MECHANICAL	3D+2	TECHNICAL	3D+2
Astrogation	_____	First aid	_____
Communications	_____	Space transports repair	_____
Sensors	_____	Starship weapon repair	_____
Space transports	_____		
Starship gunnery	_____		
Starship shields	_____		

Special Abilities: None

Move: 10

Force Points:

Force Sensitive?: ☐ Yes ☐ No

Dark Side Points:

Character Points:

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Alliance Observer

Character Name: _____

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

Boarder

Character Name: _____

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 vacsuit (+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: Professional Bodyguard

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Running _____

Thrown weapons _____

Knowledge _____ **3D+2**

Business _____

Intimidation _____

Languages _____

Law enforcement _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ **2D**

Hover vehicle _____

operation _____

Repulsorlift _____

operation _____

Perception _____ **3D**

Command _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Blaster repair _____

Computer program-

ming/repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vitar

Player Name: _____

Equipment: Street clothes, heavy blaster pistol (5D), comlink, motion tracker (*Galaxy Guide 10: Bounty Hunters*, page 91), smoke grenade, 1,000 credits

Background: You learned early on that you had a talent for convincing people to see things your way just by standing tall and letting them see your teeth. And when teeth proved to be an insufficient motivator, you found other (equally nonverbal) ways of making your point.

It wasn't until later that you discovered that people would pay you to exercise this skill on their behalf. Now you work as a freelance bodyguard. You've protected corporate execs, gangsters, famous actors, and even high-ranking Imperials traveling incognito.

You put a lot of time and effort into your training, and you are a thorough professional. You aren't a thug or leg-breaker, and those who expect you to be one seldom retain your services long.

Personality: You're not too particular about who's paying you, nor why. A job is a job, just so long as the credits are delivered to your account promptly.

Objectives: To make enough so that one day you'll need protection.

A Quote: "Wait here sir. Let me go in first ..."

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Professional Thief

Gender/Species: /Human

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

Physical Description:

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Pick pocket _____

Running _____

Thrown weapons _____

Knowledge _____ **2D+2**

Alien species _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **2D**

Astrogation _____

Beast riding _____

Communications _____

Jet pack

operation _____

Repulsorlift

operation _____

Rocket pack

operation _____

Perception _____ **3D+1**

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength _____ **4D**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Computer program-

ming/repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Illustration by Marshall Andrews III

Equipment: Set of four power pitons (+2D to climbing with an Easy *Dexterity* roll), electronic lockbreaker (requires Moderate *security* roll to activate and a Difficult *computer programming/repair* roll to manipulate advanced locks; specific system profiles must be programmed before use, but pre-programmed profiles can be installed into the unit on a Moderate *computer programming/repair* roll), one set of false identification, hold-out blaster (3D), 500 credits

Background: You grew up on the streets of Procopia, a poor child in the midst of tremendous wealth. You vowed that you would one day taste the riches that those around you took for granted, even if you had to steal it out from under them.

You spent some time with a traveling performing troupe as an acrobat and juggler. After a performance, you would sneak out into the night, breaking into the homes of wealthy nobles and corporate execs, stealing gems and works of art. So far, you've had some minor successes and the local newsnets have begun to follow your exploits. You've enjoyed the media attention and have begun leaving small "calling cards" at the sites of your burglaries. The local authorities are less than amused with you, but—in your opinion—the law will have to move much more quickly to catch you.

Personality: You love your chosen profession for its freedom, adventure and danger. You enjoy the thrill of the chase more as much as the loot you steal. You constantly seek out the best in food, drink and other luxuries, committing audacious thefts to cover your expenses.

Objectives: To loot Tapani sector from end to end and retire with your freedom and enough wealth to buy a planet.

A Quote: "Better luck next time, Constable!"

Connection With Other Characters: You may be posing as a wealthy noble, hiring a security specialist, retainer or other such character to make your cover more convincing. A noble may have stumbled upon your true identity and threatens to turn you over to the authorities unless you perform a task for him.

Player Name: _____

STAR WARS

Character Name:

Type: Protocol Droid

Model: 3PO Human-Cyborg Relations Droid

Age: _____ **Height:** 1.7 m **Weight:** _____

Physical Description: _____

Dexterity 1D

Brawling parry _____

Dodge _____

Melee parry _____

Running _____

Knowledge 3D

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Mechanical 1D

Astrogation _____

Communications _____

Repulsorlift operation _____

Sensors _____

Starship shields _____

Perception 1D

Bargain _____

Investigation _____

Persuasion _____

Search _____

Strength 1D

Stamina _____

Technical 1D

Computer programming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Special Abilities

Skills: You start with 11D to allocate to skills, but may not place more than 2D in any one skill.

Life Preservation Programming: Your programming prevents you from injuring a sentient being, even in self-defense.

Move _____ **7**

Force Sensitive? _____

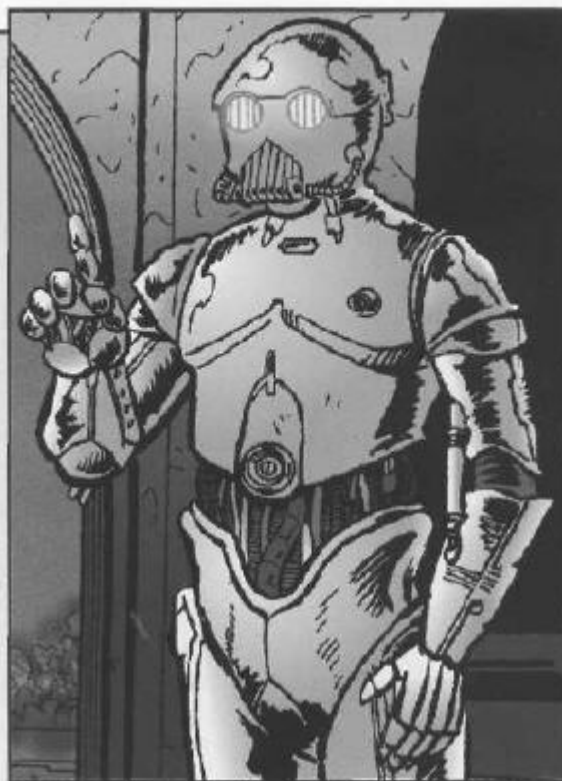
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



JOAN LENA

Equipment: Comlink, datapad

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 thankless nature of your task. 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 tend to think that people are making fun of you. Humans get upset with you, even if you are just following your programming.

Objectives: To serve your master faithfully and loyally.

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

Connection With Characters: You are probably owned by the wealthiest player character, or are on loan from an acquaintance or employer.

Quarren Deep Hunter



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY 3D+1

Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Heavy Weapons _____
 Melee Parry _____
 Melee _____

KNOWLEDGE 3D

Alien Races _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL 2D+1

Astrogation _____
 Beast Ride _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Pilot _____
 Starship Shields _____

PERCEPTION 3D+1

Bargain _____
 Command _____
 Con _____
 Gamble _____
 Hide/Sneak _____
 Search _____

STRENGTH 3D+2

Brawl _____
 Climb/Jump _____
 Lift _____
 Stamina _____
 Swim _____

TECHNICAL 2D+1

Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____
 Repulsorlift Repair _____
 Security _____
 Starship Repair _____

Equipment



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Quarren Deep Hunter



Equipment

speargun
 deepsuit
 two-man submersible vehicle (unpressurized)
 1000 credits standard

Background: For years beyond memory, your people have hunted the creatures at the bottom of the oceans. They fought the huge lampfish, the ravenous blutfish and the cunning squiges with the strength of their arm, the speed of their legs, with simple spear and net. In the old days, they had none of the weapons and equipment you have. The Quarren have gotten soft, your old da would say, soft and weak. If so, its the Calamaris who are to blame. They've *civilized* the Quarren—ha. *Tamed* them, more's the truth.

It is the Calamari who brought the Offworlder trouble to your planet, as well. They *had* to go into space — as if there wasn't enough bounty right here, in the rich oceans of Mon Calamari, for everyone! And it's you and your people who have had to suffer for their greed.

When the Empire came, they polluted your waters. They humbled your parents. They *treated* the Quarren like animals. They *dishonored* your people. In the old days, your people would have preferred death to dishonor.

You, at least, still do. You've fought this new enemy with all your skill, with every tool at your command. Though it was hard, you even made peace with the Cal — it *was* their fault that the Empire came, but you've seen them fight the Empire, and they are good. Other Offworlders — those in the *Alliance*, whatever that is — too fight well.

Not as good as the Quarren, of course, but quite acceptable for Offworlders. Even your old Da would have had to give them that.

Personality: You're a hardy backwoodman — though your backwoods are the deepest reaches of the ocean. You're the quiet type: you let your speargun do your talking for you. You are very touchy about honor; you have nothing but contempt for those who bow to the enemy.

A Quote: "You'd better smile when you say that, stranger."

Connection With Other Characters: You could have acted as guide/guard to an Offworlder undersea expedition; conversely, you could have confronted anyone who unknowingly entered your hunting grounds.

Quarren Miner



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY _____ **3D**
 Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Heavy Weapons _____
 Melee Parry _____
 Melee _____

KNOWLEDGE _____ **2D+1**
 Alien Races _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL _____ **3D**
 Astrogation _____
 Beast Ride _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Pilot _____
 Starship Shields _____

PERCEPTION _____ **3D**
 Bargain _____
 Command _____
 Con _____
 Gamble _____
 Hide/Sneak _____
 Search _____

STRENGTH _____ **4D**
 Brawl _____
 Climb/Jump _____
 Lift _____
 Stamina _____
 Swim _____

TECHNICAL _____ **2D+2**
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____
 Repulsorlift Repair _____
 Security _____
 Starship Repair _____

Equipment _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Quarren Miner



Equipment
 club
 heavy blaster pistol
 1000 credits standard

Background: Mining's hard, dangerous work — the toughest job in the galaxy, you figure. The hours are long, the working conditions terrible; chances are, you'll wind up crippled or dead before your time is due.

But it's all you've ever known. Your family has always worked the deepmines. Your mother was killed in a decompression accident in the south mines shortly after you were born; your grandfather died of the wetlung at the age of 32; your father at 36. But it's the only life you know.

When the Offworlders — the Empire, that is — took over, things got even worse. They cut your pay and worked you even harder; they killed you if you gave them any lip. All of the gains the miners had made over the years — the union, the better working conditions, the danger pay — were washed away when the first Imperial ship landed.

Everyone knew the south mines were unsafe; they had been closed for years, ever since the accident which killed your mother. But the Offworlders forced them opened again, forced you and your fellows to work there. It was only luck, pure, blind luck, that the water seal blew while you were off-shift. Fifty-seven of your brothers weren't so lucky. That's when you said "enough." That's when you decided that those murderers weren't fit to live. You and your brothers chased them off this planet; you'll not stop until they're erased from the galaxy.

Personality: Bitter, silent, consumed with hatred for the Empire, you have great loyalty to those you work with (though you can never express it with words). You don't shirk from hard work or danger, and you *never* give up.

Your one weakness is for drink; you go without for months, then, for no reason, you may go on a heroic binge which lasts for days. You're a mean drunk.

A Quote: "Give him a pickaxe, tell him there's ore down there, and a miner'll dig his way to hell. It may take him some time, but he'll get there, I promise you."

Connection With Other Characters: You might have met the Hustler in jail after one of your binges; you might have trained an Offworlder in deepmining techniques.

Quarren Street Hustler



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY _____ **3D+1**
 Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Heavy Weapons _____
 Melee Parry _____
 Melee _____

KNOWLEDGE _____ **3D+1**
 Alien Races _____
 Bureaucracy _____
 Cultures _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL _____ **2D+1**
 Astrogation _____
 Beast Ride _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Pilot _____
 Starship Shields _____

PERCEPTION _____ **3D+1**
 Bargain _____
 Command _____
 Con _____
 Gamble _____
 Hide/Sneak _____
 Search _____

STRENGTH _____ **3D**
 Brawl _____
 Climb/Jump _____
 Lift _____
 Stamina _____
 Swim _____

TECHNICAL _____ **2D+2**
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____
 Repulsorlift Repair _____
 Security _____
 Starship Repair _____

Equipment _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Quarren Street Hustler



Equipment
 blaster
 vibroblade
 500 credits standard

Background: You've been on the streets since you can remember. Never went to school; never had a job — never paid any taxes either, come to think of it. That was the life! You ran errands for the Underworld Big Fish, hustled the tourists — particularly the Mon Cals: you loved taking *their* money! — and, when unavoidable, did piece-work (information-selling, mainly) for the government.

Things got a whole lot less fun when the Imperials came, though. Suddenly, it became *illegal* to work the streets, and not having a job made you bait for any two-cred lieutenant who needed to up his arrest record for the month. You were no longer a hustler (an honorable profession, to be sure); now you were a hunted criminal. You took up the fight against the Empire not for any foolish cause: you fought them to survive.

Now that they're gone, you've tried to go back to your old way of life, but it's not the same, somehow. Though you'd never admit it, you *enjoyed* the struggle to drive the Empire off of your planet. You liked the danger, liked being part of something important.

As long as the war goes on, you can't be satisfied with taking money from Calamari. You're after bigger fish.

Personality: Bright, quick-witted, ready to take advantage of any opportunity. You're at home in the back-streets of any city in the universe. Easygoing and pliant on the surface, you're remarkably hard to push around. Getting even is second nature to you — getting ahead is first nature.

A Quote: "We'd better watch our step around here: not all the choarn live in the ocean."

Connection With Other Characters: You might have acted as tourguide to any Offworlder visiting a Quarren city; you might have worked with a Quarren or Mon Calamari character in the Resistance to the Empire's Occupation of Calamari.

STAR WARS

Character Name: _____

Type: Quarren Swindler

Gender/Species: /Quarren

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Pick pocket _____

Running _____

Knowledge _____ **3D**

Alien species _____

Business _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Mechanical _____ **2D**

Astrogation _____

Repulsorlift

operation _____

Space transports _____

Perception _____ **3D+2**

Bargain _____

Con _____

Forgery _____

Persuasion _____

Strength _____ **3D+2**

Brawling _____

Stamina _____

Swimming _____

Technical _____ **2D**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

Security _____

Special Abilities

Aquatic Survival: At the time of character creation only, characters may place 1D of skill dice in swimming and survival: aquatic and receive 2D in the skill.

Aquatic: Quarren can breathe both air and water and withstand extreme pressures found in ocean depths.

Move 9 (walk), 10 (swim)

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Player Name: _____

Equipment: Cloak, blaster pistol (4D), 750 credits

Background: Maybe it was the underwater environment you grew up in — where deception and camouflage are merely survival techniques — that led you to become a dealer in "synthetic dreams," always concealing the unattractive and worthless behind alluring veils just long enough to take some sucker's credits and fade from sight.

Nothing could be finer in life than matching wits with an opponent and coming out ahead. Of course, some would call your opponents "victims," but you give them more credit than that — anyone who falls for your cons just isn't alert enough. Fortunately for you, there are a lot of distracted folks out there.

You've always been able to maintain a comfortable lifestyle without ever seeking employment — at least, not employment as an honest citizen world would recognize it.

Personality: You're a likeable individual, usually leaving victims oblivious to your deceptive actions. Trickery never makes you feel guilty. After all, it's a fair game. Or would be, if these suckers were simply paying attention.

Objectives: To always gain the most with the least amount of effort.

A Quote: "Look, all you have to do to get the life you've always wanted is invest in my real estate firm. With my connections, we'll be swimming in money in no time..."

Connection With Characters: _____

STAR WARS

Character Name: _____

Type: Quixotic Jedi

Gender/Species: _____ / Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 3D+2

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ 2D+1

Planetary systems _____

Survival _____

Mechanical _____ 2D+2

Beast riding _____

Perception _____ 3D

Bargain _____

Con _____

Persuasion _____

Sneak _____

Strength _____ 3D

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Technical _____ 2D+1

Armor repair _____

First aid _____

Special Abilities

Sense 1D. You may select one Force power.

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Steve Bryant

Equipment: Old duelling sword (STR+1D+1), makeshift armor (+1 physical), 1,000 credits

Background: You claim to be a Jedi. Actually, you're not. You've read all about the exploits of the great Jedi Knights but you don't quite realize they no longer exist.

If truth be told, you're a little crazy. You've learned of the atrocities of the Empire and of Darth Vader, and have decided to leave your comfortable existence and venture forth into the galaxy on a great quest to restore the Jedi. You've read as much as you can about the Jedi training methods and their powers, and you've tried to train yourself as best you can.

You are a somewhat laughable figure, with your rusty, nicked old dueling sword. You wear "armor" cobbled together from various pieces of junk that somehow manage to provide a modicum of protection.

Everyone thinks you're crazy (and they are basically right). They think the Jedi were legendary, that it's all a bunch of hokey pseudo-religious nonsense.

But sometimes—just sometimes—you can feel the Force. Sometimes—when you're in great danger or when things are breaking your way—you swear you can use Jedi powers.

You try to right individual injustices whenever you come across them. You're basically a good fellow, so who cares if your a little touched?

Personality: Elaborately courteous, unfailingly cheerful, and (as your friends put it) "basically out of your ever-loving mind." You come up with complex, hare-brained schemes which invariably fail. You adhere to the Jedi Code as well as any reality-challenged crackpot can.

Objectives: To right the great wrongs of the galaxy, no matter the odds, until your dying breath.

A Quote: "I feel a ... disturbance in the Force. No, really. I swear I feel one this time. Guys? Guys? Where're you going?"

Connection With Characters: A failed Jedi might become a close friend and give you a few pointers. A smuggler or pirate might keep you around for amusement value.

Player Name: _____

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: Rebel Conspirator

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ 3D+1

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge ____ 3D+1

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Mechanical ____ 2D+2

Astrogation _____

Beast riding _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ 4D

Bargain _____

Con _____

Hide _____

Persuasion _____

Search _____

Strength ____ 2D+2

Brawling _____

Climbing/jumping _____

Stamina _____

Technical ____ 2D

Computer programming/

repair _____

Droid program-

ming _____

Droid repair _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Burdette

Player Name: _____

Equipment: Hold-out blaster (3D), comlink, protocol droid, luxury landspeeder, 5,000 credits

Background: You were born into one of Tapani sector's noble houses. As a child of the nobility, you grew up in a privileged household, wanting for nothing.

However, as you grew older and began traveling to other worlds, you discovered that life is much harder elsewhere—and that the Empire is much crueler. Unable to find happiness in an Empire that crushes everything that offends it, you began to look for ways to oppose it.

With some careful searching, you discovered like-minded people with connections to the Rebellion and convinced them to trust you. You attended a Rebel training camp under cover of a vacation, and after several weeks of basic espionage and military training, you are back in Tapani sector, ready to take the war to the Empire.

Personality: You are extremely sharp and resourceful, but you hide this side of yourself from your peers in the nobility—it wouldn't do for them to suspect you are capable of doing the sorts of things you plan to do to the Imperials in Tapani sector. You are unwilling to put the Cause ahead of individuals, however, and will never sacrifice a fellow operative for the sake of the greater good.

Objectives: To establish a viable Rebel presence in Tapani sector capable of gathering intelligence and engaging in limited paramilitary actions. To get the Empire out of Tapani sector once and for all.

A Quote: "There are no neutrals in the Empire—those who do not actively oppose it condone its evil."

Connection With Other Characters: As a noble, you might know Imperials, nobles, or senatorials. You might have a retainer. As a Rebel, you might know pilots, smugglers, or bounty hunters.

STAR WARS

Character Name: _____

Type: Rebel Saboteur

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ 3D+1

Blaster _____

Dodge _____

Grenade _____

Melee combat _____

Missile weapons _____

Running _____

Perception ____ 3D

Con _____

Forgery _____

Hide _____

Persuasion _____

Sneak _____

Knowledge ____ 2D+1

Alien species _____

Bureaucracy _____

Streetwise _____

Survival _____

Strength ____ 3D

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical ____ 2D+2

Ground vehicle _____

operation _____

Hover vehicle _____

operation _____

Repulsorlift _____

operation _____

Technical ____ 3D+2

Computer program-

ming/repair _____

Demolitions _____

Droid program-

ming _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Player Name: _____

Equipment: Civilian dress, forged identity papers, demolition charge (12D), mouse droid (equipped with spy camera and comlink), hold-out blaster (3D+1), 200 credits

Background: You were headed for the university when an Imperial press gang dragooned you right into the mighty Imperial Army. You developed a strong dislike for the formal, regimented lifestyle of the military, preferring the "free-wheeling" approach to life. The fact that your commanding officers often tried to purge your individualist tendencies from you didn't help; scrubbing latrines and forced marches aren't your idea of a good time.

Your instructors did teach you a good deal about demolitions and weaponry, which came in handy when you decided to desert your unit and join the Rebels. It was a while before the Alliance accepted you, but eventually you impressed them with your sincerity by sabotaging an entire row of TIE fighters parked on a spaceport landing apron.

Now you specialize in infiltrating Imperial facilities (of all sorts), and either directly sabotaging them, or recruiting others to do so for you.

Personality: Independent-minded and non-conformist, you firmly believe that one person can make a difference (or at least a *really big mess*).

Objectives: To take out the biggest tactical target of opportunity with the minimal amount of collateral damage.

A Quote: "Sure, I know it's risky, but, hey, I have a personal dislike for starchy uniforms."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Resistance Leader

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Grenade _____

Melee combat _____

Running _____

Thrown weapons _____

Knowledge _____ **3D**

Alien species _____

Intimidation _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ **2D+1**

Beast riding _____

Hover vehicle _____

operation _____

Repulsorlift _____

operation _____

Sensors _____

Swoop operation _____

Perception _____ **4D**

Bargain _____

Command _____

Con _____

Forgery _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Steve Bryant

Equipment: Outdoor gear, sporting blaster (3D+1), blaster pistol (4D), four homemade grenades (4D), knife (STR+1), medpac, 500 credits

Background: You've never been a particularly even-tempered person, which is why you took it rather personally when the Empire came and destroyed your way of life.

You quickly gathered survivors of the initial raid, and formed the nucleus of a resistance force. Together with your comrades, you sabotaged the new Imperial government to the point that it could no longer function.

You left your former home years ago, when the Alliance offered to train you in the art of guerilla warfare. In turn, you train others the skills necessary to survive a dirty, long-term fight. Now you travel from world to world, battling the Empire. Forging Rebel cells, leading strike forces, planning ambushes, carrying out hostage-taking raids ... it's just another day at the office.

Personality: You are grim and coldly calculating. You've no mercy for the Empire and no time to spare for those who have. The way you see things, it's "them" versus "us." You intend to make sure you and yours are the last one's standing.

Objectives: To carry the war to the enemy and make them suffer for the terrible things they've done. And if they regard you as equally terrible, well, you've done your job.

A Quote: "They can't take anything else from us. We have nothing left to take. Now we start to take some back!"

Connection With Characters:

STAR WARS

Character Name:

Type: Retired Imperial Captain

Gender/Species: /Human

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

Physical Description:

Dexterity ____ **2D+2**

Blaster _____

Grenade _____

Melee combat _____

Vehicle blasters _____

Perception ____ **3D+1**

Command _____

Con _____

Hide _____

Search _____

Knowledge ____ **3D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Tactics _____

Value _____

Strength ____ **2D+1**

Brawling _____

Stamina _____

Mechanical ____ **3D+2**

Astrogation _____

Beast riding _____

Space transports _____

Starship shields _____

Technical ____ **3D**

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move ____ **10**

Force Sensitive? ____

Force Points ____

Dark Side Points ____ **1**

Character Points ____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Scott Neely

Equipment: Imperial Navy uniform (slightly out of date), blaster pistol (4D), 2,000 credits

Background: You gave your life to the service, and you gave it gladly. The Navy was your job, your life, and your passion. You rose through its ranks, from enlisted trooper to petty officer to command of a starship. You saw action several times and were highly decorated, but you remember the times of peace better than the times of war — the riotous shore leaves, the dangers of galactic exploration.

It was a sad day when you retired, but you were glad, in a way. Your spouse suffered during your frequent absences; your children grew up strangers. It was a shock to discover upon your retirement how people thought of the Empire; something had gone very wrong, and you hadn't noticed. Things have gone from bad to worse and now that madman Vader is running things.

Your spouse is dead now, and you're getting bored. You can only sit and read in your garden for so long. You've got a few years left, and you'd like to do something worthwhile. Maybe the Rebellion can find a use for this old soldier.

Personality: Soft-spoken, intelligent in command. You're knowledgeable about antiquated military equipment, somewhat less so about modern weapons systems. You cannot abide low efficiency or needless waste (particularly in regards to those under your command; you do not consider your troops expendable).

Objectives: To restore the Navy's image of respectability and honor. To use the Rebellion as a means of instilling in young people a sense of moral patriotism that is sadly lacking in the Emperor's New Order.

A Quote: "Orders of the day, gentlemen!"

Connection With Characters: You may have seen action with a merc, or have sponsored a brash pilot for the Naval Academy. You may know any noble or senatorial by reputation or socially. You may be irritated by an armchair historian.

Player Name: _____

STAR WARS®

Character Name:

Type: Revvien Tyia Adept

Gender/Species: /Revvien

Age: Height: Weight:

Physical Description:

Dexterity ____ 2D+1

Blaster ____
Dodge ____
Melee combat ____
Running ____
Thrown weapons ____

Knowledge ____ D+1

Alien species ____
Intimidation ____
Languages ____
Survival ____

Mechanical ____ 2D

Beast riding ____
Repulsorlift operation ____
Space transports ____
Swoop operation ____

Perception ____ 2D+1

Bargain ____
Hide ____
Investigation ____
Persuasion ____
Sneak ____

Strength ____ 3D

Brawling ____
Stamina ____

Technical ____ 2D

Droid programming ____
Droid repair ____
First aid ____

Special Abilities

Tyia: Control ID, sense ID, alter ID. You know the Force way known as Tyia. You may select three Force powers in accordance with the rules for the Tyia (see the chapter on "The Force" for more information).

Move ____ 10

Force Sensitive? ____ Yes

Force Points ____ 2

Dark Side Points ____

Character Points ____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Vilardi

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

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 sensed great power in you.

When the star 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 Tyia abilities and use them for peace.

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

Connection With Characters: You could have left your homeworld with a smuggler, cynical scout or laconic scout. You could be studying with an alien student of the Force, failed Jedi, minor Jedi or young Jedi.

Player Name:

STAR WARS

Character Name:

Type: Rodian Dramatist

Gender/Species: /Rodian

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

Physical Description:

Dexterity 4D

Blaster

Brawling parry

Dodge

Melee combat

Melee parry

Knowledge 3D

Alien species

Business

Cultures

Intimidation

Languages

Law enforcement

Streetwise

Mechanical 2D+2

Astrogation

Repulsorlift

operation

Space transports

Perception 3D+2

Bargain

Command

Con

Hide

Investigation

Persuasion

Sneak

Strength 2D+1

Brawling

Climbing/jumping

Stamina

Technical 2D+1

Blaster repair

Computer program-

ming/repair

Demolition

Droid program-

ming

First aid

Security

Special Abilities

None.

Move 10

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Tim E. Kirt

Player Name:

Equipment: Make-up kit, black clothing, datapad, heavy blaster pistol (5D), 500 credits

Background: Acting has always been a hallmark of your culture, but you've found a unique application for your talents: staging high-profile *fake* assassinations. They are elaborate productions, always staged in public and always with a target of the most distinguished stature (who pays equally distinguished fees, naturally).

The blaster shot flashes out of the dark, the victim topples, witnesses scream and recoil in shock and horror, but the blasters are nothing but harmless light beams, the impact explosion nothing more than a carefully timed micro-charge, and — if all goes well — the target walks away without a scratch.

Your clients are surprisingly varied, but they all have one thing in common: they have realized that a well staged — and extremely public — assassination is sometimes the best solution to the problems of wealth.

Personality: Between jobs, you are content to relax in luxury resorts, but while a job is on, no one can match your drive for perfection.

Objectives: To mount increasingly complicated and elaborate productions which earn you enough money to subsequently throw increasingly complicated and elaborate parties.

A Quote: "Die well and you only die once," act 14, scene 27, *The Unquiet Spirit Arises From the Swamp*, Veerdo Veerone, author.

Connection With Characters:

STAR WARS

Character Name:

Type: Rodian Gunner

Gender/Species: /Rodian

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

Physical Description: _____

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.

Player Name: _____

STAR WARS

Character Name:

Type: Rodian Pacifist

Gender/Species: /Rodian

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

Physical Description:

Dexterity _____ **3D**

Blaster _____

Dodge _____

Melee parry _____

Running _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Willpower _____

Mechanical _____ **2D+2**

Astrogation _____

Communications _____

Sensors _____

Space transports _____

Starship shields _____

Special Abilities

None.

Perception _____ **3D+1**

Bargain _____

Con _____

Hide _____

Investigation _____

Persuasion _____

Sneak _____

Strength _____ **3D+2**

Climbing/jumping _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Space transports

repair _____

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Tim Eldred

Player Name:

Equipment: Stun pistol (4D stun), comlink, 2 medpacs, 3,000 credits

Background: Your fellow Rodians have always considered you a bit strange (and more than a little insane). You didn't like hunting games as a child. The violent drama of your school years bored you. You felt a strong compulsion to find peaceful resolutions to all conflicts.

After sending you to counselors for years without results, your parents finally threw up their hands in disgust and banned you from their household. Sadly, your attempts to make peace with them only made matters worse.

You left Rodia not long after, to seek your fortunes elsewhere, willing to do whatever it took to promote peace and happiness. When the Ithorians wouldn't have you, you decided to join the Rebel Alliance. True, they tend to be just a bit violent themselves, but they promise that peace will reign once they defeat the Empire. You're still waiting for that to happen.

Personality: Frankly, you're a little nuts. You see the galaxy only in terms of black and white, right and wrong. To you, all conflict is wrong, no matter what the reason. That is not to say that you are a coward. Quite the opposite. A coward would not stand, unarmed, in the middle of a scout walker's path in an attempt to save a comrade. A little crazy? Definitely. Cowardly? No.

Objectives: To bring peace and a little kindness, to this war-torn galaxy.

A Quote: "Oh, your weapon won't fire because I took the liberty of removing the energy cell. Perhaps now that you can't resort to violence as a means of resolving this issue, we can establish a constructive dialogue with those charging stormtroopers ... no, I'm *not* kidding!"

Connection With Characters:

STAR WARS

Character Name:

Type: Rookie New Republic Pilot

Gender/Species: /Human

Age: Height: Weight:

Physical Description:

Dexterity 3D

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Vehicle blasters _____

Perception 3D

Command _____
Con _____
Gambling _____
Persuasion _____
Search _____

Knowledge 2D

Intimidation _____
Planetary systems _____
Value _____
Willpower _____

Strength 3D

Brawling _____
Stamina _____
Swimming _____

Mechanical 4D

Astrogation _____
Communications _____
Sensors _____
Space transports _____
Starfighter piloting _____
Starship gunnery _____

Technical 3D

Blaster repair _____
Droid repair _____
Repulsorlift repair _____
Starfighter repair _____

Special Abilities

None.

Move 10

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Minkley

Equipment: New Republic uniform, medpac, vacuum suit, 1,000 credits, blaster pistol (4D), X-wing Starfighter (see the "Starships" chapter).

Background: Your brother joined the Rebel Alliance in its early days, fighting against the Empire. By all reports he was as brash and cocky as they come, but he was one of the best the Alliance could field, capable of flying rings around the average TIE jockey. You were just a kid when he jumped to the Rebels, and you idolized him like he was a hero out of a holo-thriller. Then word came that he was blown up in his A-wing over Endor.

You joined the New Republic military to fly a starfighter. You're good at it. You love it. And it seemed the only way to truly honor your brother's memory. Sometimes it feels like he's flying with you: when things look their worst and there is no way out, you manage to come up with the last-minute solution to desperate problems. You are still pretty green, but your flight instructors have all commented that you have raw talent. (Of course, all this has made you feel somewhat indestructible.)

Now all that remains is to sweep Palpatine's crumbling forces under the rug, and you're just the guy to do it ...

Personality: Enthusiastic, energetic and idealistic. You are sure that the New Republic will bring peace to the 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! (And if you get to lead an A-wing squadron in the process, well that's just fine with you ...)

A Quote: "Six TIE fighters? No problem — I'll be back in a minute!"

Connection With Characters: Anybody who hates the Empire is okay with you; a smuggler, brash pilot or failed Jedi may have taken you under their wing.

STAR WARS LORDS OF THE EXPANSE

Character Name: _____

Type: Saber Rake

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Lightsaber _____

Melee combat _____

Melee parry _____

Knowledge _____ **3D+1**

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Willpower _____

Mechanical _____ **2D+1**

Astrogation _____

Beast riding _____

Repulsorlift _____

operation _____

Space transports _____

Swoop operation _____

Perception _____ **3D+1**

Bargain _____

Con _____

Gambling _____

Persuasion _____

Search _____

Strength _____ **2D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

First aid _____

Lightsaber repair _____

Repulsorlift repair _____

Special Abilities

Dueling Honor: A saber rake who is insulted or challenged must make a Moderate *willpower* check to resist the powerful urge to challenge the offending party to a duel (if a noble; he'll just attack a commoner with whatever non-lethal weapon is handy and seems appropriate).

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Bondellito

Player Name: _____

Equipment: Fine clothes and cloak, comlink, lightfoil (3D), sporting blaster (3D+1), swoop, 5,000 credits

Background: Being a third son in a lesser family in your house did not exactly mark you for greatness. Resentful that most of your parents' attention focused on your older brothers and bored with your life, you looked elsewhere for a sense of belonging, pride, and excitement.

You found your niche among the small and exclusive band of young nobles called the saber rakes. As a saber rake, you dress as dashing as you can afford, amuse yourself with your companions, and practice the art of dueling with the lightfoil—a small and petite (and banned) version of the classic lightsaber.

Personality: You are headstrong, flamboyant, romantic, and rather insecure. You haven't really discovered who you are yet and resort to an exaggerated sense of honor to hide your confusion. You look for constant affirmation of your worth from your peers, and lash out at anyone critical of you or your actions. Commoners are the only people you are sure are beneath you, and you make a point of reminding them of that fact. You do respect bravery and honor in others, however, and those displaying such attributes can overcome your prejudices.

Objectives: Defend the honor of your house and yourself. Pursue fame and glory to better your standing in your house and among your peers.

A Quote: "Did he just insult us? I think he just insulted us!"

Connection With Other Characters: You might know Imperials, senatorials, or other nobles socially. A loyal retainer might be your servant. You might be slumming with commoner lowlives like smugglers, bounty hunters, or pirates. You might be drawn to a Jedi to improve your lightfoil skills.

Corporate Scout

Character Name: _____



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

Background: You found a way to the fast track in the Karflo Corporation as a corporate scout. You fly the spaceways searching for readily exploitable worlds. A couple of big discoveries and before you know it, you'll be a junior V.P. in the exploration division.

Personality: You are a little new at this scouting thing, but how hard can it be? You've seen those other scouts and

you know you're smarter and luckier than those losers.

Objectives: Be involved in a big discovery, and get yourself noticed by your bosses.

A Quote: "So there are natives; if they don't want to live next to a Tiroxin processing plant, I guess they'll have to move."

Connection With Other Characters: _____

DEXTERITY	3D	STRENGTH	2D
Blaster	_____	Climbing/Jumping	_____
Dodge	_____	Stamina	_____
Running	_____	Swimming	_____
Melee Parry	_____		_____

PERCEPTION	3D	MECHANICAL	3D+2
Bargain	_____	Astrogation	_____
Con	_____	Sensors	_____
Hide	_____	Space transports	_____
Persuasion	_____	Starship gunnery	_____
Search	_____		_____

KNOWLEDGE	3D+2	TECHNICAL	2D+2
Alien Species	_____	Computer Prog/Rpr	_____
Business	_____	Droid Programming	_____
Languages	_____	First Aid	_____
Planetary Systems	_____	Space Transports Rpr	_____
Survival	_____	Starship/Weapon Rpr	_____

Special Abilities: None.

Move: 10

Force Points:

Force Sensitive: ☐ Yes ☐ No

Dark Side Points:

Character Points: 5

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Equipment: Karflo Corporate Scoutship (Gamemaster assigns ship similar to Sienar's Lone Scout), comlink, 250 credits, 2000 credits in snappy wardrobe and scout equipment.

Prospector

Character Name: _____



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

Background: Making a fortune in the human-dominated Known Galaxy has never been easy for an alien, but you've earned and spent more money than most people will ever see. Searching out and finding the claim's the fun; taking the rewards and living high is the gravy.

Personality: You've been called an old cool, a lunatic, and a fool, but you don't value

what "civilized" people think. All you care about is the claim. Just you and your old mule Droid against the galaxy.

Objectives: To live out life searching for that one "big score."

A Quote: "Lotta 'spectors crack up, can't handle the loneliness. But not me. Heh, heh, heh. Nope, not me. Hee, hee."

Connection With Other Characters: _____

DEXTERITY	2D+2	STRENGTH	2D
Blaster	_____	Brawling	_____
Brawling Parry	_____	Climbing/Jumping	_____
Dodge	_____	Lifting	_____
Pick Pocket	_____		_____

PERCEPTION	3D+1	MECHANICAL	3D+1
Bargain	_____	Astrogation	_____
Con	_____	Powersuit Operation	_____
Hide	_____	Sensors	_____
Investigation	_____	Space Transports	_____
Search	_____	Starship Gunnery	_____

KNOWLEDGE	3D+1	TECHNICAL	3D+1
Alien Species	_____	Demolition	_____
Languages	_____	Droid Programming	_____
Planetary Systems	_____	Droid Repair	_____
Streetwise	_____	Space Transports Rpr	_____
Survival	_____		_____
Value	_____		_____

Special Abilities: None

Move: 10

Force Points:

Force Sensitive: ☐ Yes ☐ No

Dark Side Points:

Character Points: 5

☐ Wounded

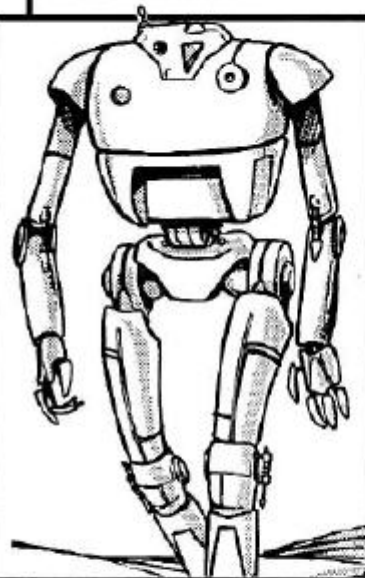
☐ Incapacitated

☐ Mortally Wounded

Equipment: Vangaard Pathfinder (very old); datapad, comlink; prospector equipment; MULE Droid on which you owe 500 credits; 300 credits in negotiable minerals

Scout Droid

Character Name: _____



Player: _____

Model: Smitroo Industries Explorer Mk. V

Height: 1.8m **Weight:** _____

Physical Description: Bigger and more resilient than other Droids, you have a pacifying effect on those who don't know you. Your master finds this useful; you find it interesting.

Background: Only 500 of your model were created and sent out with scouts to find new worlds for the Smitroo Corporation before it fell into bankruptcy. Since then, you have passed from owner to owner, hoping to find a scout who will help you fulfill your primary mission (the Smitroo Board of Directors *must* be out there).

Personality: You are programmed for exploration and loyalty — to the Smitroo Corporation.

Objectives: To seek out new worlds and new civilizations ... and find out what rathole your creators ran down.

A Quote: "Greetings primitive organic lifeforms, I contact you as a representative of the... Put down that jawbone!"

Connection With Other Characters: _____

DEXTERITY	1D	STRENGTH	3D
Brawling Parry	_____	Lifting	_____
Dodge	_____	Stamina	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
PERCEPTION	2D	MECHANICAL	2D
Bargain	_____	Astrogation	_____
Investigation	_____	Communications	_____
Persuasion	_____	Repulsorlift Ops	_____
Search	_____	Sensors	_____
_____	_____	Starship Shields	_____
KNOWLEDGE	2D	TECHNICAL	2D
Alien Species	_____	Computer Prog/Rpr	_____
Bureaucracy	_____	First aid	_____
Business	_____	Starship repair	_____
Cultures	_____	Security	_____
Languages	_____	_____	_____
Planetary Systems	_____	_____	_____

Special Abilities: Due to the nature of your programming, you have some skills or abilities that you are unaware of and unable to use ... until the proper time.

Skills: You start with 10D to allocate to skills

Story Factors: See section 8.2 in Star Wars 2nd edition.

Equipped With: Chest Storage Case (.5 cu meter), analysis kit (internal; used with storage case — +2D to *investigation* and *value* of minerals only), long-range sensor (+2D to *search* for objects 25–30 meters away), atmosphere sensor determines air content in 1 hr. and type (I, II, III, or IV) in 5 minutes.

Move: 7

Force Points: _____

Force Sensitive: ☐ Yes ☐ No

Dark Side Points: _____

Character Points: 5

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Ex-Imperial Scout

Character Name: _____



Player: _____

Species: Human

Sex: _____ **Age:** _____

Height: _____ **Weight:** _____

Physical Description: _____

Background: You were taken from your home and forced into life as an Imperial conscript. Managing your way into scouting, it never satisfied your need for freedom. Now that the Empire has fallen you can do as you wish, and what you want to do now is spend time on the fringe exploring the wonders of nature and making peace with yourself.

Personality: You were forced to work for the wrong side most of your life, but you're too sick of conflict to "atone."

Objectives: Find peace within yourself.

A Quote: "I'll never forget what they did to me, or what they made me do. But I'm sure gonna try."

Connection With Other Characters: _____

DEXTERITY	3D	STRENGTH	2D+1
Blaster	_____	Brawling	_____
Brawling Parry	_____	Climbing/Jumping	_____
Dodge	_____	Swimming	_____
Melee Combat	_____	_____	_____
Vehicle Blaster	_____	_____	_____
PERCEPTION	3D+2	MECHANICAL	3D+1
Command	_____	Astrogation	_____
Hide	_____	Communications	_____
Investigation	_____	Sensors	_____
_____	_____	Space Transports	_____
_____	_____	Starship Shields	_____
KNOWLEDGE	3D+1	TECHNICAL	2D+1
Alien Species	_____	Blaster Repair	_____
Bureaucracy	_____	Droid Programming	_____
Intimidation	_____	Droid Repair	_____
Planetary Systems	_____	Space Transports Rpr	_____
_____	_____	_____	_____
_____	_____	_____	_____

Special Abilities: None

Move: 10

Force Points: _____

Force Sensitive: ☐ Yes ☐ No

Dark Side Points: _____

Character Points: 5

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

Equipment: Modified Sienar Lone Scout (LSA-1) — use stats for two, but the LSA-1 is much more recognizable as an Imperial craft; Imperial service uniform (stashed away); heavy blaster pistol

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Security Specialist

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D+2** **Perception** _____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Vehicle blasters _____

Bargain _____

Command _____

Hide _____

Investigation _____

Search _____

Sneak _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Marshall Andrews III

Equipment: Business suit, hold-out blaster (3D+2), two bacta geltabs, light blast vest, datapad, headset comlink, 1,000 credits

Background: You once had a desire to be a bounty hunter in the Outer Rim Territories, chasing down the scum of the spaceways and pocketing a healthy profit. After a very brief stint as a guild-allied hunter you quickly became disenchanted with the low profits, squalid conditions and violent clashes with rival vigilantes.

You decided to make a name for yourself as a security specialist, protecting wealthy clients from the criminals and villains that you once hunted...at a very high price. For now, you are willing to charge a little less, taking a slight profit loss just to make a name for yourself among the rich nobles of Tapani sector. Once you've proven how good you are, the stars are the limit.

Personality: Professionalism is your watchword, and your brook no interference from anyone who would interfere with your ability to perform your duties. You rarely consider yourself "off-duty."

Objectives: To protect your clients at the cost of your life, if necessary. One day, you hope to retire—fabulously wealthy—after making a name for yourself as one of the best protection agents in the sector.

A Quote: "Get behind me. Do exactly what I say—when I say it—and I'll get you out of here alive, my lord."

Connection With Other Characters: Your services may have been retained by a noble fearing an assassination or kidnapping attempt. You may have been in contact with House Guard officers while coordinating protection activities. You may be employed by one of the sector's many corporations as a protection officer for a corporate executive.

Player Name: _____

TALES OF THE JEDI COMPANION

Character Name: _____

Type: Shadow

Gender/Species: _____ / Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D Perception _____ 3D

Dodge _____ Con _____

Grenade _____ Forgery _____

Lightsaber _____ Hide _____

Missile weapons _____ Persuasion _____

Pulse-wave weapons _____ Search _____

_____ Sneak _____

Knowledge _____ 2D+1 Strength _____ 2D

Languages _____ Climbing/jumping _____

Planetary systems _____

Streetwise _____

Survival _____

Willpower _____

Mechanical _____ 2d+2 Technical _____ 3D

Astrogation _____ Computer programming/repair _____

Repulsorlift operation _____ Demolitions _____

Sensors _____ Lightsaber repair _____

Space transports _____ Repulsorlift repair _____

Starship gunnery _____ Security _____

Swoop operation _____

Special Abilities:

Force skills: Control 1D, sense

1D, alter 1D.

Control: Enhance attribute

Sense: Life detection

Control, Sense, and Alter:

Affect mind

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

WOUND STATUS

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



PLAYER NAME: _____

Equipment: Lightsaber (4D), auto-caster (3D, ammo 2D), code slicer, fibra-rope, gyro-grappler, PTP link, med-aid, infra-goggles, stow bag.

Background: The Jedi Shadows are a secretive band of Jedi Knights who devote most of their time to gathering information on the activities of those who ascribe themselves to the dark side of the Force, most notably the Sith. Often these Jedi must steal into the heart of enemy territory under cover of darkness or disguise. Though most operations last barely a few hours, some may run a week or more, as the Jedi gets nearer to the leaders of the dark-side organization.

You were selected for membership in the Shadows, but were at first trepidatious about such duty. After learning of the returning darkness, however, you eagerly accepted the charge set before you.

Personality: Though many call you aloof, if not apathetic, you have an unquenchable desire to hunt down the dark side at every opportunity. Your work has made you somewhat suspicious of others, however, since you have discovered the dark side in places you never would have dreamed, even in the midst of the Jedi Knights.

Objectives: To track down as many dark-side devotees as you can.

A Quote: "You never know where the dark side may be at work, so you must search everywhere, even in those places that seem bright with the light side."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Ship's Gunner

Gender/Species: _____ /Human

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

Physical Description: _____

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**

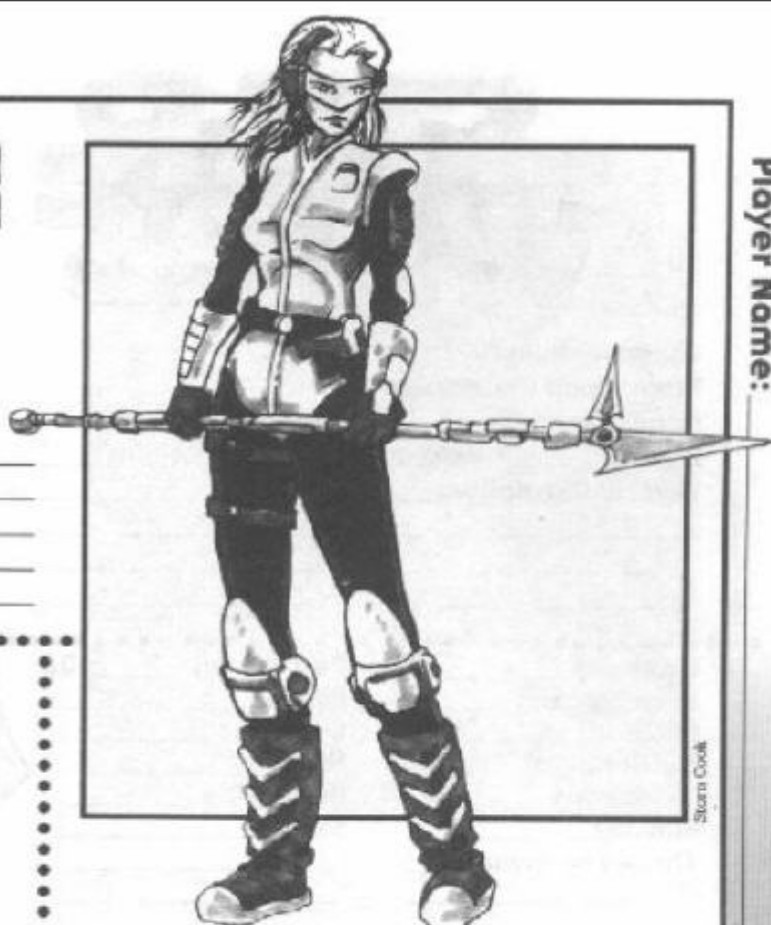
Force Points _____ **1**

Dark Side Points _____

Character Points _____ **10**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Player Name: _____

Equipment: Blaster pistol (4D), force pike (STR+2D) with starfighter kills notched into shaft, headset com-link, 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.

STAR WARS

Character Name: _____

Type: Slicer

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **2D+2**

Blaster _____

Dodge _____

Pick pocket _____

Running _____

Knowledge _____ **3D+2**

Business _____

Streetwise _____

Value _____

Mechanical _____ **2D**

Repulsorlift operation _____

Sensors _____

Swoop operation _____

Perception _____ **3D+2**

Bargain _____

Con _____

Forgery _____

Hide _____

Sneak _____

Strength _____ **2D**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **4D**

Computer programming/repair _____

Droid programming _____

Droid repair _____

Repulsorlift repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vilardi

Equipment: Street clothing, DimSim holographic projector (see *Galaxy Guide 11: Criminal Organizations*, page 85), electronic lockpicking kit, hold-out blaster (3D), drogue repulsorlift skill (see *Galaxy Guide #11*, page 86)

Background: You've always had a knack for coaxing electronics and computer nets to do your bidding. When you were in school, you began to test your budding slicing talents by tapping into local corporate networks, reprogramming community droids, and placing virastacks into newsnet circulation.

When you graduated, you drifted into freelance slicing as a matter of course. Having already made a name for yourself in some syndicate and corporate circles, you had no trouble getting work. Your biggest worry is not getting caught, but getting silenced by a worried employer who fears you may have learned something that threatens them while performing your duties ...

Personality: You're fascinated with gadgetry. You enjoy applying technology to your trade. "The right tool for the right theft" is your motto.

Objectives: Retire in comfort long before the authorities get wise to you.

A Quote: "If it's out there, I can get it."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Sludir Crate-Buster

Gender/Species: _____ /Sludir

Age: _____ Height: _____ Weight: _____

Physical Description: _____

.....

Dexterity _____ **4D** **Perception** _____ **3D**

Brawling parry _____ Bargain _____

Dodge _____ Command _____

Melee combat _____ Hide _____

Melee parry _____ Persuasion _____

Running _____ Search _____

Thrown weapons _____

Knowledge _____ **3D** **Strength** _____ **5D**

Alien species _____ Brawling _____

Cultures _____ Climbing/jumping _____

Intimidation _____ Lifting _____

Languages _____ Stamina _____

Planetary systems _____ Swimming _____

Survival _____

Willpower _____

Mechanical _____ **2D** **Technical** _____ **2D**

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

.....

Special Abilities **Move** _____ **10**

Natural Armor: A Sludir's tough skin adds +1D against physical attacks. **Force Sensitive?** _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **10**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Storm Cook

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 responsibility: 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.

STAR WARS

Character Name:

Type: Smuggler

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity 3D+1

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Vehicle blasters _____

Knowledge 2D+1

Alien species _____
Languages _____
Planetary systems _____
Streetwise _____
Value _____

Mechanical 3D+2

Astrogation _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

Perception 3D

Bargain _____
Con _____
Gambling _____
Hide _____
Search _____
Sneak _____

Strength 3D

Brawling _____
Stamina _____
Swimming _____

Technical 2D+2

Computer programming/repair _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Player Name: _____

Equipment: Stock YT-1300 light freighter (see the "Starships" chapter), heavy blaster pistol (5D), comlink, 2,000 credits, 25,000 credits owed to a crime boss

Background: Your parents called it "gallivanting around the galaxy," but as far as you're concerned there's no better life than a free-trader's. Travelling as your fancy takes you, trading a little here and a little there, looking for a sharp deal, bargaining and selling ... new worlds to see, always a new planet at the end of the journey.

That's how it's supposed to be, anyway. But ... the Empire is more and more restrictive by the day. Goods that used to be legal are now contraband. Even contraband is harder and harder to come by. Customs inspectors are like bloodhounds. Bribes have become your major expense. You keep on dreaming of making one big killing and getting out ... but you don't want to get out. To you, your ship is home, transportation, and freedom, all in one package. The idea of losing it kills you.

But you may very well lose it. To keep on operating, you had to borrow money from a mobster, a real slimeball crime king. You're pretty deep in debt now, and they keep on making nasty jokes about breaking your kneecaps. Curse the Empire, anyway! It's their laws and their corruption that brought this all about.

Personality: You're tough, smart, good-looking and cynical. You're a fine pilot, and a good businessman. Mostly you want to hit it big and be left alone by scum, both criminal and official.

Objectives: To pay off your ship ... then you can take on the cargoes you want to.

A Quote: "I don't have the money *with* me."

Connection With Characters: You need at least one other person to run your ship, a partner. This could be an alien student of the Force, brash pilot, gambler, merc, minor Jedi, Mon Calamari, Wookiee, or anyone with decent mechanical skills. You could have encountered virtually any of the other characters in the course of your frequently shady business dealings.

STAR WARS

Character Name:

Type: Snivvian Artist

Gender/Species: /Snivvian

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

Physical Description:

Dexterity **2D+2**

Blaster

Dodge

Running

Perception **4D+1**

Bargain

Hide

Persuasion

Search

Knowledge **4D**

Alien species

Artist

Cultures

Languages

Planetary systems

Strength **3D**

Brawling

Climbing/jumping

Stamina

Mechanical **2D**

Astrogration

Beast riding

Repulsorlift

operation

Space transports

Technical **2D**

Computer program-

ming/repair

Droid repair

First aid

Space transports

repair

Special Abilities

Adaptive Skin: Snivvians can survive in temperature extremes from -30 to +45 degrees standard without harm or protective clothing. Snivvian skin gives a +1D armor bonus for physical damage.

Move **10**

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Equipment: Datapad (with epic play or poem), holorecorder, sporting blaster (3D+1), 500 credits.

Background: Your people, the Snivvians, have had it rough. Global insurrections, genetic mutations and slavery have all dotted your history in some way. That's why the Snivvians are so introspective, so insightful.

Some of the galaxy's finest artists have been Snivvians, and you're determined to add your name to their ranks. You're working on the finest manuscript in existence, a tale of galactic wonder, full of planet-shattering subtext. To that end, you're traveling from sector to sector, soaking in life experience.

Personality: Insightful, and constantly agonizing to finish your masterpiece. You are smart and cultured, but you never look down on those not as refined. They're simply expressing themselves *differently*.

Objectives: To finish your masterpiece. To travel the galaxy and share your experiences in your work.

A Quote: "Shields? Shields? But is it *right* to raise the shields?"

Connection With Characters:

STAR WARS

Character Name: _____

Type: Space Rescue Corps Officer

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **2D**

Blaster _____

Dodge _____

Missile weapons _____

Perception _____ **3D**

Command _____

Persuasion _____

Search _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Planetary systems _____

Survival _____

Value _____

Willpower _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Mechanical _____ **4D**

Archaic starship

 piloting _____

Astrogation _____

Capital ship piloting _____

Powersuit

 operation _____

Repulsorlift

 operation _____

Sensors _____

Space transports _____

Starfighter piloting _____

Technical _____ **3D**

Computer program-

 ming/repair _____

Demolitions _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports

 repair _____

Starfighter repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Tan Eickel

Equipment: Space Rescue Corps uniform (black with crimson trim) or vacuum environmental suit, emergency suit sealant pack, emergency comlink, blaster pistol (4D), stock EVA rescue pod

Background: Nothing is so welcome to spacers in distress than the sight of a bright red and black Space Rescue cutter. The Space Rescue Corps has changed very little from the days of the Old Republic, which suits you fine — you're in this business to help people, not shoot at them or search their cargo holds.

Your parents were spacers and you were jockeying cargo pods when you were just a kid. It only seemed natural to become a member of the Corps when you got out of school. You know all there is to know about the dangers of deep spacetravel. You also know there aren't nearly enough trained personnel to go around when something goes wrong.

Personality: You know your own limitations and like depending on your own abilities to get you through another hitch. You like the thought of being a life-saver. Each rescue operation is a personal contest between you and the galaxy.

Objectives: To rack up the highest rescue total ever.

A Quote: "In this business, there's no medals for second place ... only corpses."

Connection With Characters:

Player Name: _____

STAR WARS

Character Name:

Type: SpaceOps Trooper

Gender/Species:

Age:

Height:

Weight:

Physical Description:



Player Name:

Jacek Burrows

Dexterity ____ **3D+2**

Blaster ____

Brawling parry ____

Dodge ____

Grenade ____

Melee combat ____

Melee combat:

zero-g ____

Knowledge ____ **2D+1**

Survival ____

Survival: space ____

Mechanical ____ **2D+2**

Capital ship

gunnery ____

Starship gunnery ____

Powersuit

operation ____

Perception ____ **3D+2**

Command ____

Search ____

Strength ____ **3D+2**

Brawling ____

Stamina ____

Technical ____ **2D**

Capital ship repair ____

First aid ____

Security ____

Space transports

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), blaster carbine (5D), 2 grenades (5D), space suit (+1D physical, +2 energy), vibroknife (STR+1D)

Background: You've always been around ships or spaceports or maybe you've spent most of your life in space. You are accustomed to the confinement and boredom that comes with space travel, but you never developed many of the piloting or astrogation skills people expect. You're a fighter down to the core and when you joined the Alliance you were assigned ship duty. Later you transferred to SpecForce and became a SpaceOps grunt, one of the toughest troopers in space.

Personality: You're hard, thick-skinned (and some say thick-headed...but not to your face). Life in space is rough enough without regular combat, and life in a SpaceOps regiment is only for the toughest, strongest and bravest soldiers in the Alliance.

Objectives: Keep alive, keep your buddies alive, execute the current mission, and make it to the next shore leave with life and limb intact.

A Quote: "Squad: Let's party!" (in combat and on leave)

Connection With Other Characters:

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Jason Burruss

Player Names:

STAR WARS

Character Name:

Type: SpecForce Heavy Weapon Specialist

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity ____ 3D+2

Blaster _____

Blaster: repeating
blaster _____

Blaster artillery _____

Missile weapons _____

Vehicle blasters _____

Knowledge ____ 2D+2

Survival _____

Mechanical ____ 3D

Capital ship _____

gunnery _____

Repulsorlift _____

operation _____

Starship gunnery _____

Perception ____ 2D+2

Search _____

Special Abilities

None.

Move _____ 10

Force Sensitive? ____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____ 10

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Jacek Burrows

Equipment: Blaster pistol (4D), comlink, vibroknife (STR+1D), heavy weapon (varies by mission)

Background: You were a school athlete as a youth and developed your body more than your mind. You're not stupid though; you realized what the Empire stood for early on and joined the Alliance as soon as you could. Your athletic training led to your posting as a Heavy Weapons Specialist—they don't call them *heavy* weapons for nothing and it takes muscle to heft them and coordination to fire accurately. You seem to be doing well at it, since you've avoided getting wounded even with all the fire that comes the way of any gunner.

Personality: There's no point in being subtle with an E-Web or a Plex, and you're as bold and brash as any three SpaceOps troops. You believe that there are few military problems that can't be solved with enough firepower.

Objectives: To get them before they get you.

A Quote: "Primed and ready to fire! Get ready to duck, troops!"

Connection With Other Characters:

STAR WARS

Character Name: _____

Type: SpecForce Infiltrator

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Firearms _____

Melee combat _____

Melee combat: vibroknife _____

Melee parry _____

Perception _____ **3D**

Con _____

Hide _____

Search _____

Sneak _____

Knowledge _____ **3D**

Streetwise _____

Survival _____

Strength _____ **3D**

Brawling _____

Mechanical _____ **2D+2**

Repulsorlift operation _____

Technical _____ **2D+2**

Demolitions _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____ 10

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Jason Burrows

Equipment: Silenced slugthrower pistol (3D, ammo: 10), garrote (STR+1D), vibroknife (STR+1D), sound-baffled headstrap comlink (covers face, allows communication with other team members, allows normal speech with no *stealth* penalties)

Background: The Empire destroyed everything you held dear. You will help destroy the Empire in turn. After the tragedy that befell you, you didn't wallow in self-pity...you found the Alliance and signed on. Your dedication and performance got you into the SpecForce program, and your personality put you in the Infiltrators. You trained in stealth operations until you sharpened your skills to a razor's edge. Now you are the terror of Imperial soldiers.

Personality: Quiet, sharp, focused, and highly disciplined, you have no energy for useless actions or interest in that which does not bring the Empire injury.

Objectives: To repeatedly harm the Empire until it is completely shattered.

A Quote: (whispered) "Sentries One through Ten eliminated. Moving to second position."

Connection With Other Characters:

STAR WARS

Character Name:

Type: SpecForce Pathfinder

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity ____ **3D+2**

Blaster _____

Blaster: blaster rifle ____

Blaster artillery _____

Dodge _____

Grenade _____

Vehicle blasters _____

Perception ____ **3D+2**

Command _____

Hide _____

Search _____

Sneak _____

Knowledge ____ **3D**

Alien species _____

Survival _____

Strength ____ **3D+1**

Brawling _____

Climbing/jumping ____

Stamina _____

Mechanical ____ **2D+1**

Repulsorlift _____

operation _____

Technical ____ **2D**

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



Jacek Barrows

Equipment: Blaster rifle (5D), 2 grenades (5D), camouflage poncho (+1D to *sneak*), survival pack

Background: You come from a nondescript planet in the Colonies. As a youth you explored the rural areas of your world and traveled a good deal, acquiring basic navigation skills and a healthy interest in new places. After you joined the Alliance these qualities got you assigned to SpecForce where you scout ahead of main forces and prepare the way for larger taskforces.

Personality: Calm, cool, and collected, you are very self-reliant and practical. You have little use for flash and thunder types, like HWSs, SpaceOps or starfighter pilots. You'd rather work with Infiltrators or Wilderness fighters and prefer insertion-and-removal missions with low profiles and minimal contact with the enemy. You aren't a coward...you just prefer finesse to brute force.

Objectives: Perform the mission well; mission success relies heavily on your unit's abilities.

A Quote: "All right, let's set the beacons up and get this operation rolling."

Connection With Other Characters:

STAR WARS

Character Name: _____

Type: SpecForce Scanner/Communications Operators

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ 3D

Perception _____ 2D+2

Blaster _____

Dodge _____

Strength _____ 3D

Special Abilities

None.

Move _____ 10

Force Sensitive? _____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____ 10

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Jason Barrows

Equipment: Blaster pistol (4D), comset or scanner, comlink

Background: You thought you had a fairly safe position in the Alliance, but it turns out that your combat scores were high enough to assign you to a frontline unit where you've gotten a very clear idea of how bad the battle actually is. You joined SpecForce after your first tour—they need your expertise and you've decided that if you're in combat, you're in all the way.

Personality: A little nervous, since you get a clearer picture of the situation than most of the troopers do. You know that you're a critical team member, and determined to get the job done.

Objectives: Serve the unit to the best of your abilities.

A Quote: "I've got a signal! North by northwest...50 meters."

Connection With Other Characters:

STAR WARS

Character Name: _____

Type: SpecForce Technician/Engineer/Medic

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Knowledge _____ **3D+1**

Survival _____

Mechanical _____ **3D**

Repulsorlift _____

operation _____

Perception _____ **2D+2**

Command _____

Hide _____

Sneak _____

Strength _____ **2D+2**

Brawling _____

Lifting _____

Stamina _____

Technical _____ **2D+1**

Armor repair _____

Blaster repair _____

Computer program-

ming/repair _____

Demolitions _____

Droid programming _____

Droid repair _____

First aid _____

Hover vehicle repair _____

Ground vehicle

repair _____

Repulsorlift 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



Jacen Burrows

Equipment: Repair techs equipped with: heavy blaster pistol (5D), appropriate technical tool kit. Combat engineers equipped with: heavy blaster pistol (5D), cube of detonite, datapad with technical manuals. Medic equipped with: blaster pistol (4D), five medpacs, advanced medical kit.

Background: You were a student at a technical university when the Empire cracked down on your world. You found yourself on a list of political undesirables—who knows why, since you had no interest in politics—and stumbled into the arms of the Alliance. You found yourself of considerable use to them, and wound up in their military. After a couple tours you got sent to SpecForce training and assigned to a unit of rough-and-ready troopers...and you're pretty much one yourself.

Personality: A couple years ago you were a tech-head without much confidence. Today you're a tech-head with a lot of experience. It's toughened you up and given you an edge you would have never expected, but you're still a techie at heart.

Objectives: To help the unit out and get through your mission alive.

A Quote: "Don't worry. I can fix this."

Connection With Other Characters:

STAR WARS

Character Name:

Type: SpecForce Urban Combat Specialist

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity ____ **3D+1**

Blaster ____

Dodge ____

Grenade ____

Melee combat ____

Melee parry ____

Knowledge ____ **3D+1**

Streetwise ____

Mechanical ____ **2D+1**

Repulsorlift
operation ____

Perception ____ **3D+2**

Command ____

Hide ____

Sneak ____

Strength ____ **3D**

Brawling ____

Climbing/jumping ____

Stamina ____

Technical ____ **2D+1**

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: Blaster pistol (4D), 2 grenades (5D), vibroknife (STR+1D)

Background: You are from a heavily urbanized world. After growing up in a bad neighborhood, you entered military service to get out of the area. As luck would have it, the Alliance had need of your particular skills; you found yourself trained for combat in the urban terrain you're familiar with. Once you joined the Alliance, you were quickly assigned to an urban unit to pursue the war on the streets. You've seen your share house-to-house fighting and hit-and-fade campaigns, and figure your unit will be at the front of any drive on the urban Core Worlds.

Personality: You don't like wild areas with lots of open sky and growing things; it just feels too unnatural to you. You're a brash and tough streetwise soldier with common sense and an intuitive grasp of how cities are organized. Maybe after the war you'll go into construction or civil engineering.

Objectives: To be part of the push on the Core.

A Quote: "The turboshaft to level 31A is blown...we'll head down the shaft, then cross to block 129 and set up a position there."

Connection With Other Characters:

Player Name:

Jason Burrows

STAR WARS

Character Name:

Type: SpecForce Wilderness Fighter

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity ____ 3D+1

Blaster _____

Blaster artillery _____

Dodge _____

Grenade _____

Melee combat _____

Vehicle blasters _____

Perception ____ 3D+2

Command _____

Hide _____

Sneak _____

Knowledge ____ 3D+1

Survival _____

Strength ____ 3D

Brawling _____

Climbing/jumping _____

Mechanical ____ 2D+1

Repulsorlift _____

operation _____

Technical ____ 2D+1

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



Jacek Barrows

Equipment: Blaster pistol (4D), speeder bike, survival pack, vibroknife (STR+1D)

Background: You were raised on a backwater world with little technology and more than its fair share of clawed, fanged wildlife. You're used to living off the land and surviving on your own. These talents were put to good use when you joined the Alliance. Although you've been trained to survive in any wild area, you specialize in the terrain type you grew up in, and when the unit is operating in that terrain you're breveted to lead trooper for the duration.

Personality: Quiet, rugged, self-reliant, and disciplined, you have little use for people who think their addiction to high technology makes them superior.

Objectives: To retire and return to your homeworld once the Empire is defeated.

A Quote: "What, you can't eat meat that ain't been though a processing plant, troopy?"

Connection With Other Characters:

STAR WARS

Character Name: _____

Type: Speeder Racer

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Vehicle blasters _____

Perception _____ **2D**

Bargain _____

Command _____

Gambling _____

Knowledge _____ **2D**

Business _____

Planetary _____

systems _____

Strength _____ **2D+2**

Brawling _____

Lifting _____

Stamina _____

Mechanical _____ **4D**

Astrogation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starfighter _____

piloting _____

Starship shields _____

Swoop operation _____

Technical _____ **4D**

Armor repair _____

Blaster repair _____

First aid _____

Repulsorlift repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Racing airspeeder (maneuverability 3D, move 140; 400 kmh, body strength 2D, 2 stun blasters (fire control 1D, damage 2D stun)), blaster pistol (4D), flight suit, crash vest (+1 energy, +1D physical), crash helmet (+ energy, +1D physical), 500 credits

Background: Swoop racing is for adolescents; star rallies are playgrounds for dilettantes; but the *real* racing—where the action is most exciting—is speeder racing. Only the best belong here. That's you.

The "criterium" races are always most popular with the crowds, who will stand for hours, watching the groups of speeders circle, jockeying for position as they speed past the pylons. When racers want to settle scores among themselves, they always turn to the time trials, a mixture of obstacle course and shooting gallery that challenges every skill a pilot can develop.

It's a rough life. You spend most of your time in space transports, traveling from venue to venue, but when you see the racing course you realize that it is all worth it.

You can fly and you can shoot. You're not the best at either—no speeder racer is—but you could well be the best at both, if your blasters stay hot, and your speeder keeps dodging the poles.

Personality: You're quiet and level-headed, more interested in improving yourself and your equipment than in bragging. You're good at what you do—bad speeder racers end up as wet smudges on a canyon wall—but there is no call to brag. Your actions speak for themselves.

Objectives: To gain fame and respect among the other speeder racers, and to find a sponsor with deep pockets.

A Quote: "I can beat that time, no prob."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Spoiled Debutante

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Perception ____ **4D**

Bargain _____

Command _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Knowledge ____ **2D+1**

Allen species _____

Cultures _____

Languages _____

Planetary systems _____

Value _____

Strength ____ **2D**

Brawling _____

Stamina _____

Swimming _____

Mechanical ____ **3D+2**

Astrogation _____

Beast riding _____

Repulsorlift _____

operations _____

Space transports _____

Starship gunnery _____

Technical ____ **2D+2**

Computer program-

ming/repair _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

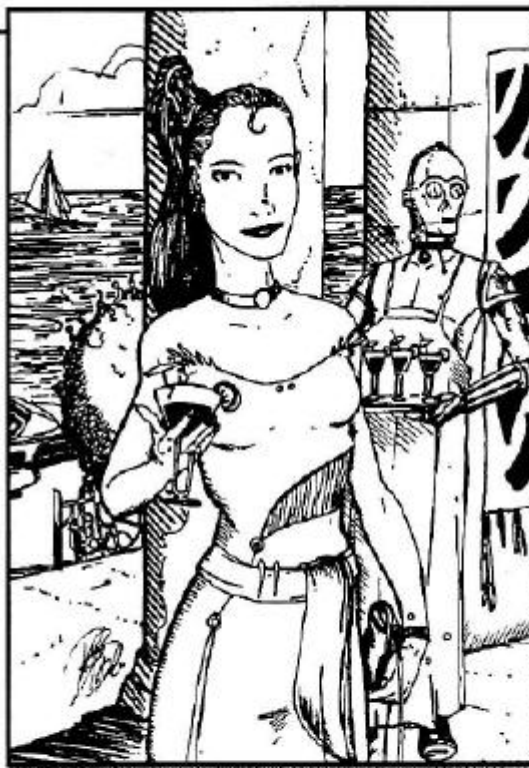
Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Player Name: _____

Equipment: Sporting blaster (3D+1), 3PO protocol droid, 3,000 credits

Background: Daddy can be such a *pain* sometimes! He insists that you follow family tradition and throw in your lot with those awful Rebels. You've been to some of their training camps, and it just isn't you: the Rebels are out in that horrid Outer Rim, and all the greatest stores and nightclubs are in the Core. Being in the Rebellion is not at all cool, and you'd just *die* if your friends found out.

You'd rather be swathed in off-the-rack clothes than follow Daddy out to some shack on a mud ball planet. But he *does* have your money, and your account isn't going to last forever. Thank goodness you talked him into letting you wander around for a few years first!

Personality: Insufferably arrogant and materialistic, you can be extremely tiresome at times, but people just don't understand the pressures you face from day to day.

Objectives: To show Daddy you're right. To make it on your own (although these objectives are rarely voiced).

A Quote: "That's a rather bold thing to say for a *waiter*."

Connection With Characters:

STAR WARS

Character Name: _____

Type: Squib Trader

Gender/Species: _____/Squib

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

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Dodge _____

Pick pocket _____

Running _____

Perception _____ **4D**

Bargain _____

Con _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Knowledge _____ **2D+1**

Alien species _____

Business _____

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Value _____

Strength _____ **2D+1**

Brawling _____

Climbing/jumping _____

Stamina _____

Special Abilities

None.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



The Illlred

Equipment: Hold-out blaster (3D), datapad, tool belt, Squib scout ship (armed only with a single tractor beam).

Background: Not long ago, you decided to leave Skorr II in pursuit of the "One Good Deal." After getting your bearings, you're ready to make some decisions.

You've heard that the Empire sometimes hires Squibs to dispose of the refuse and junk on board their ships. That may be a way to go, because what the Empire considers junk, you consider treasure. Or you could follow after this Rebellion. There's a lot of salvage after a battle, after all, and the Rebels get involved in quite a lot of those.

You're not really concerned with which side to work for as long as you get the better end of the deal.

Personality: Overconfident and overbearing, and too curious for your own good. You examine everything you can regardless of the possibility of danger, because you'd hate to miss something of value.

Objectives: To find the "One Good Deal," and make as much profit as possible.

A Quote: "Got nice go-go vehicle here, pal, still work good, sorta, but it's a classic. Trade for new talkie-talk shiny man. Good deal. Wanna trade?"

Connection With Characters:

STAR WARS

Character Name:

Type: Sullustan Engineer

Gender/Species: /Sullustan

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

Physical Description: _____

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 visited.

Move _____ **10**

Force Sensitive? ____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **10**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Storm Cook

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 putting 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 engineering spaces. You'd probably join up with any spacer type whom you think has an aptitude for getting into adventures.

STAR WARS

Character Name:

Type: Sullustan Trader

Gender/Species: /Sullustan

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

Physical Description:



Mike Vilardi

Player Name:

Dexterity ____ **2D+1**

Blaster ____

Dodge ____

Running ____

Vehicle blasters ____

Perception ____ **3D**

Bargain ____

Con ____

Hide ____

Persuasion ____

Search ____

Sneak ____

Knowledge ____ **2D+2**

Alien species ____

Bureaucracy ____

Languages ____

Planetary ____

systems ____

Streetwise ____

Survival ____

Strength ____ **2D**

Brawling ____

Climbing/jumping ____

Lifting ____

Stamina ____

Mechanical ____ **4D+1**

Astrogation ____

Repulsorlift ____

operation ____

Sensors ____

Space transports ____

Starfighter piloting ____

Starship gunnery ____

Starship shields ____

Technical ____ **3D+2**

Computer program- ____

ming/repair ____

Droid program- ____

ming ____

Droid repair ____

First aid ____

Space transports ____

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 visited.

Move ____ **10**

Force Sensitive? ____

Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

STAR WARS

Character Name: _____

Type: Svivreni Mineralogist

Gender/Species: _____ /Svivreni

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

Physical Description: _____

Dexterity _____ **2D+2**

Blaster _____

Brawling parry _____

Dodge _____

Perception _____ **3D+2**

Bargain _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Mechanical _____ **3D**

Beast riding _____

Repulsorlift

operation _____

Sensors _____

Space transports _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Demolition _____

Droid program-

ming _____

Droid repair _____

First aid _____

Special Abilities

Stamina: Svivreni receive a +2D bonus whenever they roll their *stamina* and *willpower* skills.

Value Estimation: Svivreni receive a +1D bonus to *value* skill checks involving ores, gems and other mined materials.

Move _____ **4**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Robert Duchéne

Equipment: Field coveralls, comlink, datapad, mining gear, 1,000 credits

Background: You have a good eye for ores and gems, even for someone from a species that has natural talents involving mineralogy and mining. At an early age you left your homeworld, scouting for a minor corporation, traveling the galaxy and getting field experience to compliment your trade school learning.

Several years ago, shortly after the rise of the New Republic, you severed your corporate ties and went into business for yourself. As a freelance mineralogist you work for who you choose (and being as good as you are, set your own price).

Personality: You, like many of your species, are very stubborn. Many find you too resolved, and in your younger days you got into more than a few fights over your positions. Now, while you are still stubborn (and even less likely to back down than in your youth) you have gained wisdom enough in the last few years that you can manage to at least keep out of a fight. Sometimes.

Objectives: To prove that you are, hands down, the best mineralogist in the galaxy.

A Quote: "No, Executive D'gaat, your mine will produce only Level-001 quality Vendusil Crystals, of that there is absolutely no doubt."

Connection With Characters: _____

STAR WARS

Character Name: _____

Type: TIE Fighter Pilot

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Missile weapons _____

Perception _____ **3D**

Bargain _____

Command _____

Gambling _____

Search _____

Mechanical _____ **4D**

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starfighter piloting _____

Starship gunnery _____

Starship shields _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

First aid _____

Starfighter repair _____

Starship weapons

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Robert Duchilland

Player Name: _____

Equipment: Navigational computer linkup helmet (internal comlink, +1D to sensors), high gravity stress flight suit with life support equipment, suit sealant pack, medpac, light blaster pistol (3D), survival pack

Background: You were born in the urban jungle of a major city. Despite what some people apparently think, there are poor people in the Core. Your family is living proof.

You fought your way out of the slums before the swoop gangs could claim you and managed to discover a love of flying that is still with you today. Your passion took you through school and all the way up into the elite corp of TIE pilots flying for the mightiest Empire in existence.

You don't have much sympathy for fellow pilots who complain about their ships' vulnerability. If they were better pilots, they'd have less to worry about. One day you may make the wrong move at the wrong time, but, until then, life has never been better. And if you do make a mistake, well, you'll be the last to complain — you know your job is dangerous.

Personality: You have little time to waste with politics. The Rebels are just one more target of opportunity in a long list of opponents.

Objectives: Enjoy what life has to offer and don't complain when your number comes up before you're through enjoying it.

A Quote: "I figure better him than me. Oh, and by the way, Hail to the Emperor, I got another one! Engaging secondary target ..."

Connection With Characters:

STAR WARS

Character Name:

Type: Tongue-Tied Engineer

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity ____ 2D+1

Blaster ____

Dodge ____

Melee combat ____

Melee parry ____

Perception ____ 2D+1

Bargain ____

Command ____

Gambling ____

Search ____

Knowledge ____ 4D

Languages ____

Planetary ____

systems ____

Streetwise ____

Value ____

Strength ____ 2D+2

Climbing/jumping ____

Lifting ____

Stamina ____

Mechanical ____ 2D+2

Astrogation ____

Repulsorlift ____

operation ____

Space transports ____

Starship gunnery ____

Starship shields ____

Technical ____ 4D

Capital ship repair ____

Computer program- ____

ming/repair ____

Droid program- ____

ming ____

Droid repair ____

Repulsorlift repair ____

Security ____

Space transports ____

repair ____

Special Abilities

None.

Move ____ 10

Force Sensitive? ____

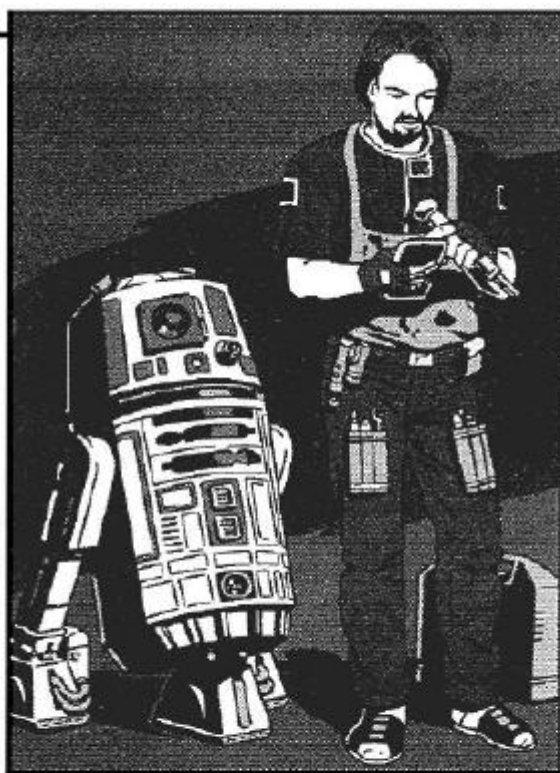
Force Points ____

Dark Side Points ____

Character Points ____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Jackson

Equipment: Pocket computer, tool kit, 1,000 credits, R5 unit (all stats 1D except: *computer programming/repair* 4D, *space transports repair* 4D. Same equipment as standard R2 unit. Move: 5).

Background: You carry a pocket computer at all times. Your clothes always look bulky and awkward. You're clumsy and drop things a lot. The idea of shooting a blaster at someone makes you distinctly nervous. You have difficulty holding a conversation — any conversation — unless it is about math, machines or computers. You find it easier to deal with droids than with humans — droids are predictable and stable. People don't pay much attention to you — until something needs to be fixed, or they need to know something, or they need someone to break into a computer. You can do that in nothing flat.

Personality: Clumsy, awkward, painfully shy, but with a flair for technology.

Objectives: To do your job well and hopefully get along with everyone ... even if you get really nervous when dealing with people.

A Quote: "The integral over the surface rho with respect to v is, umm, let's see, del cross negative B, plus the partial derivative of ... oh, just pass me the hydrosappers, would you?"

Connection With Characters: You might be related to a brash pilot or kid. A smuggler, merc, laconic scout, or outlaw might have taken you in tow. You can have fallen (secretly and inarticulately) in love with any of the younger and more glamorous characters (young senatorial). One of the characters with Force powers might have decided to train you.

Player Name: _____

STAR WARS®

Character Name:

Type: Tough Native

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity ____ **3D+2**

Archaic guns _____

Bows _____

Dodge _____

Firearms _____

Melee combat _____

Melee parry _____

Running _____

Perception ____ **3D+2**

Con _____

Search _____

Sneak _____

Knowledge ____ **2D**

Cultures _____

Intimidation _____

Survival _____

Mechanical ____ **2D+1**

Beast riding _____

Ground vehicle _____

operation _____

Strength ____ **4D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Mike Vilardi

Equipment: Sword (STR+1D+1), black powder pistol (2D+2), powder horn, large, floppy hat, extravagant clothing, 500 credits

Background: Your native planet was settled a thousand years ago by shipwrecked spacers. It lost contact with the galaxy, and its technology regressed. Only a few years ago, your planet was rediscovered by free-traders — smugglers, actually. You're a little dazzled by all these starships and blasters and such — you're much more at home with honest technologies that normal people can understand, like sailing ships, rifles, zeppelins and gas lamps.

You grew up as an honest farmer's child, taught to love your parents, and serve your monarch. You joined the Queen's Own Grenadiers as a youth, and saw a little action on one campaign. Your Queen sent you (and others of her servants) to find out more about the galaxy and what contact with it might mean. You send her reports weekly — but you're increasingly worried. The Empire would crush your planet like an insect. Joining the Rebellion may be your planet's only hope.

Personality: Loyal to your Queen; pious; and more than a little flamboyant. You get into fights frequently, which you enjoy. You also enjoy drinking others under the table.

Objectives: To help your Queen make the best decision possible about the fate of your planet.

A Quote: "En garde!"

Connection With Characters: A smuggler or pirate might have visited your planet, or transported you from it. Any noble or senatorial might have visited it on a diplomatic mission. You might have met any of the fringe characters — gambler, bounty hunter, smuggler, or pirate, for example — in a bar. A cynical scout or laconic scout might have discovered your planet. You might be nobility on your planet, and a loyal retainer might owe his or her allegiance to you.

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.

STAR WARS

Character Name: _____

Type: Twi'lek Co-Pilot

Gender/Species: _____ /Twi'lek

Age: _____ Height: _____ Weight: _____

Physical Description: _____

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 _____

Starship gunnery _____

Starship shields _____

Starship weapon _____

Swoop operation _____

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



Sham Cook

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—especially 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 Klattotoonian roustabout.

Player Name: _____

STAR WARS®

Character Name: _____

Type: Unemployed Imperial Bureaucrat

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **2D+1**

Blaster _____

Dodge _____

Running _____

Perception _____ **4D**

Bargain _____

Command _____

Con _____

Forgery _____

Investigation _____

Persuasion _____

Mechanical _____ **2D+2**

Communications _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Technical _____ **2D+2**

Computer program-

ming/repair _____

Droid program-

ming _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Miles Vitarill

Equipment: Datapad (containing a multitude of official-looking forms), recording rod

Background: You were born into a society where bribery and blackmail were an accepted — even necessary — facet of dealing with the government. You learned your lessons well, placed the right bribes, blackmailed the right clerks, and secured an administrative position on a planet in the outer systems of the Empire. You assumed that you would be left alone in your little corner of nowhere, plundering and pillaging the populace in the name of the Empire, filling your pockets while you placed all the blame on the Emperor and his minions.

This all changed with the Battle of Endor. You quickly found yourself destitute, with little more than the clothes on your back, and the datapad at your side.

Though the New Republic has absorbed many systems, there are still bastions of Imperial might. Where there is the Empire, there is bureaucracy, and where there is bureaucracy you will find wealth and security.

Personality: You want power and wealth, but no responsibility and no danger, so you're constantly looking for easier and more lucrative jobs. Your formula for success involves making others feel that they can depend on you and that you are indispensable to them. It's not true, but they never discover this until it's too late and you're far away, with your pockets full of gold and your accounts full of credits, searching for another position in another unwieldy bureaucracy.

Objectives: To make a fortune while doing almost nothing.

A Quote: "Tell you what: for 2,000 credits, I can ensure that your application is first on the governor's list; for 10,000 credits, I can ensure that your application is the only one on the governor's list."

Connection With Characters:

STAR WARS

Character Name:

Type: Wealthy Physician

Gender/Species:

Age:

Height:

Weight:

Physical Description:

Dexterity _____ **3D**

Blaster _____

Dodge _____

Running _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Mechanical _____ **2D**

Repulsorlift

operation _____

Perception _____ **4D**

Command _____

Con _____

Persuasion _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **4D**

Computer program-

ming/repair _____

Droid program-

ming _____

First aid _____

(A) Medicine _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded



Steve Bryant

Equipment: Fine clothes, 3,000 credits, landspeeder (move 105; 300 kmh, body strength 3D, maneuverability 2D), medpac, medical tools, datapad (with diagnostic database, cataloging treatments for over 20,000 diseases and injuries)

Background: When the Empire was at its peak, you were in your glory. There was no shortage of cash-rich upper class bureaucrats and New Order adherents who clamored to be your patron, to take advantage of your medical skills. Certainly, most of their complaints were either imaginary or cosmetic, but that suited you just fine. Placating such fools is child's play, and they paid so well for your services.

Unfortunately, with the fall of the Empire, the medical profession has seen many of its wealthy patrons evaporate, as the line between the "haves" and "have-nots" grows less distinct. Now you are reduced to following your patrons from world to world as the Imperial sphere of influence shrinks. Alas, many of these worlds are not what you'd call "top drawer."

You have been forced a number of times to evacuate a world along with your patrons just as your practice was settling down. This is growing very tiresome. You have augmented your income by surgically altering the features of wanted Imperials, though you are now considered an "Imperial sympathizer" by the New Republic.

Personality: You are a dedicated and skilled physician, but part of you misses the grandeur and pomp of the Old Empire.

Objectives: You wish to maintain or improve your standard of living and you long for a noble title.

A Quote: "I can perform that procedure, of course, but it is very expensive."

Connection With Characters:

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Weapons Instructor

Gender/Species: /Human

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

Physical Description:

Dexterity _____ **4D**

Archaic guns _____

Blaster _____

Brawling parry _____

Dodge _____

Firearms _____

Grenade _____

Melee combat _____

Melee parry _____

Missile weapons _____

Knowledge _____ **3D**

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Tactics _____

Willpower _____

Mechanical _____ **2D**

Beast riding _____

Communications _____

Sensors _____

Starfighter piloting _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Command _____

Con _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **4D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Armor repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Marshall Andrews III

Equipment: Two heavy blaster pistols (5D), hold-out blaster (3D), sword (STR+1D), stun baton (4D stun damage), cloak, 1,500 credits

Background: You served in the House Guards for many years, after a stint in the Imperial Army. You've seen your share of combat and you are very good at what you do. You attracted the notice of a noble during your time in the Guard, and were hired to train the noble's children in the art of self defense.

The noble's family was not easy to train, but you did your duty and were well rewarded: the family has kept you on retainer, training bodyguards, sentries and other members of the House in the various forms of combat in which you are skilled.

Personality: You are boisterous, good-natured and wild-spirited in general, but coldly professional when it comes to doing your job.

Objectives: To continue to instruct young nobles in the arts of combat—and perhaps teach them a thing or two about honor in the process.

A Quote: "No, no! Keep your guard up higher, lad! Otherwise, your whole side is exposed! Remember: the best way to defeat an opponent is to out-think him!"

Connection With Other Characters: You could be assigned by the head of a family to protect a young noble. You may have served with members of the House Guard or Navy.

Player Name: _____

STAR WARS

Character Name: _____

Type: Weary Ship's Tech

Gender/Species: _____ /Human

Age: _____ Height: _____ Weight: _____

Physical Description: _____

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 program-

 ming/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



Player Name: _____

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

Background: All your life you've been crawling through starship maintenance ducts, repair hatches and engineering 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.

STAR WARS

Character Name: _____

Type: Whiphid Collector

Gender/Species: _____ /Whiphid

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Perception _____ **3D**

Bargain _____

Command _____

Con _____

Investigation _____

Persuasion _____

Search _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Business _____

Languages _____

Streetwise _____

Survival _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical _____ **3D**

Astrogration _____

Beast riding _____

Space transports _____

Technical _____ **2D**

Computer program-

ming/repair _____

First aid _____

Special Abilities

Claws: Do STR+1D damage.

Move _____ **9**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Vilardi

Equipment: Hold-out blaster (3D+1), knife (STR+1D), datapad, 2,000 credits

Background: Although most of your relatives are busy chasing arabores, snow demons and one another, you have gone on to hunt more exciting game. Your family's holdings allowed you to book passage off Toola many years ago, and you've done everything you could think of to avoid going back.

Your main business is collecting. Work is what you do to allow you to collect. What you collect varies, but what never wanes is the single-minded drive to possess what you do not yet have.

You tried your hand at bounty hunting to raise money, as do many of your folk that have left your homeworld, but you found it either too boring or too dangerous (mostly too dangerous). Now you just take whatever job comes to hand, or sell off bits of side collections you maintain just for that purpose (though it pains you to part with them).

Personality: You are obsessed with your collections and making enough money to support your obsessions. If that means circumventing others' laws, then so be it. Like other Whiphid collectors, the challenge of the chase is as much fun as the possession of a sought-after object. The more difficult it is for you to obtain objects for your collection, the more status you gain from other collectors and the more you prize that collection.

Objectives: You *must* add to and expand your collection.

A Quote: "I must have it, simple as that. What will it take to get it?"

Connection With Characters:

STAR WARS

Character Name: _____

Type: Wookiee

Gender/Species: _____ /Wookiee

Age: _____ Height: _____ Weight: _____

Physical Description: _____

Dexterity _____ 2D+2

Bowcaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge _____ 2D

Alien species _____

Cultures _____

Languages _____

Streetwise _____

Survival _____

Mechanical _____ 3D

Astrogation _____

Beast riding _____

Space transports _____

Starship shields _____

Perception _____ 2D

Bargain _____

Command _____

Search _____

Sneak _____

Strength _____ 5D

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ D+1

Droid program-

ming _____

Droid repair _____

First aid _____

Space transports

repair _____

Starship gunnery

repair _____

Special Abilities

Berserker Rage: If a Wookiee becomes enraged, +2D to Strength for brawling damage. -2D to all non-Strength attribute and skill checks. Must make a Moderate Perception total to calm down (only -1D penalty to Perception for this check).

Climbing Claws: +2D to climbing while using claws.

Move _____ 11

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Bowcaster (4D), 250 credits

Background: You're one of the biggest and strongest aliens in the galaxy. Most people fear and respect you and tend to give you a wide berth ... except for those Imperial stormtroopers, who are known to lose limbs if they get too close.

Personality: You're extremely loyal to your comrades. You get frustrated sometimes and bang things. Since you don't realize the full extent of your strength, this can be a problem. Someday you'd like to return to your home planet and your mate, but until the Imperials are forced off your homeworld of Kashyyyk you'll stick with your friends.

Objectives: To free your homeworld. To help the Rebels eliminate the Empire so you and your people need not fear slavers' collars.

A Quote: "Rooooarrgh ur roo." (Translation: "I have a bad feeling about this.") Note: The player should be able to do a good impersonation of a Wookiee — sounding like Chewbacca is pretty important to successfully playing this character. Next, see if any of the characters speaks Wookiee — if you have a close friendship with one of the other characters, such as a smuggler, they can probably understand you pretty well. A protocol droid will almost always be able to understand you. If no one around speaks Wookiee, the characters will have to make *language* rolls to understand you (the easier the idea or concept, the lower the *language* difficulty). 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 some more and play charades.

Connection With Characters: You might be a loyal companion of a smuggler, a trader or scout. You might have adventured with any fellow Rebel, particularly a Mon Calamari. You tend not to think too highly of bounty hunters, meres, or retired Imperials ... but they're amusing when you threaten them.

Player Name: _____

STAR WARS

Character Name: _____

Type: Wookiee Bounty Hunter

Gender/Species: _____ /Wookiee

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

Physical Description: _____

Dexterity _____ **3D+1**

Bowcaster _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Knowledge _____ **2D+1**

Alien species _____

Intimidation _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **2D+1**

Astrogation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **2D+1**

Investigation _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **5D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ **2D+2**

Blaster repair _____

Bowcaster repair _____

Demolitions _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports _____

repair _____

Special Abilities

Berserker Rage: Enraged Wookiees receive a +2D to *Strength* for brawling damage. Also suffers -2D to all non-*Strength* attribute and skill checks. To calm down, the character must make a Moderate *Perception* roll (at only -1D, minimum roll of 1D).

Climbing Claws: +2D to climbing rolls, but cannot be used honorably in combat.

Move _____ **11**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Steve Bryant

Equipment: Wookiee bowcaster (4D), datapad with current bounty postings, New Republic Bounty Hunter License, vibroblade (STR+1D+1), hunting knife (STR+1D), 1,500 credits

Background: Slavers, sanctioned by the Empire, enslaved hundreds of thousands of your species. Selling Wookiees across the galaxy to perish in hellish work camps, they made a profit from your people's suffering. Now with the Empire shattered, the slaving has stopped, but the pain remains.

You were once a slave yourself, but were rescued from captivity by fellow Wookiees who had managed to avoid capture. You now consider all enslaved Wookiees to be members of your clan. You are sworn to restore all enslaved Wookiees to freedom and hunt down those responsible for their captivity. They will answer for their crimes.

Personality: You will accept any job involving a slaver. Relentless in your pursuit, even to the point of going into debt, you let nothing stand in your way once you've picked up the trail. You abide by the New Republic's rules concerning the capture and treatment of those you pursue, but you can't help it if they resist. In fact, sometimes you hope they do.

Objectives: To find the slavers and their allies who profited by enslaving Wookiees.

A Quote: (Growl a lot, thump the table violently.) Translation: "Don't lie to me! Where're the rest of your slaving buddies hiding out?"

Connection With Characters: _____

STAR WARS

Character Name: _____

Type: Wookiee First Mate

Gender/Species: _____ /Wookiee

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

Physical Description: _____

Dexterity _____ **2D+2**

Bowcaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ **2D**

Alien species _____

Intimidation _____

Planetary _____

systems _____

Streetwise _____

Survival _____

Value _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **2D**

Bargain _____

Con _____

Persuasion _____

Search _____

Strength _____ **5D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D+1**

Blaster repair _____

Droid program-

ming _____

Droid repair _____

First aid _____

Repulsorlift _____

repair _____

Space transports _____

repair _____

Special Abilities

Berserker Rage: If a Wookiee becomes enraged, +2D to Strength for brawling damage. -2D to all non-Strength attribute and skill checks. Must make a Moderate Perception total to calm down (only -1D penalty to Perception for this check)

Climbing Claws: +2D to climbing while using claws.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Mike Ward

Equipment: 250 credits, Wookiee bowcaster (4D)

Background: You were enslaved by the Empire and headed for a horrible fate when some young hotshot decided to save you. You decided he was a decent guy and signed on as his co-pilot. Since then you've had a lot of rough-and-tumble adventures, but you two have never turned your backs on each other — he's someone you can count on.

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: "Grrrr ...!" (Growl some.) **Note:** The player should be able to do a good impersonation of a Wookiee — sounding like Chewbacca is pretty important to successfully playing this character. Next, see if any of the characters speaks Wookiee — if you have a close friendship with one of the other characters, such as a smuggler, he or she can probably understand you pretty well. A protocol droid will almost always be able to understand you. If no one around speaks Wookiee, the characters will have to make language rolls to understand you (the easier the idea or concept, the lower the language difficulty). 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 some more and play charades.

Connection With Characters: You may have a life debt with a smuggler or brash pilot, or agreed to help a merc hunt down Imperials or slavers. Any player character with a ship will be able to use a co-pilot.

Player Name: _____

STAR WARS

Character Name: _____

Type: Wroonian Captain

Gender/Species: _____ /Wroonian

Age: _____ Height: _____ Weight: _____

Physical Description: _____

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. _____

Special Abilities

None.

Perception 3D

Bargain _____

Command _____

Con _____

Gambling _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength 3D

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical 2D

Computer program-
ming/repair _____

Demolitions _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports
repair _____

Starfighter repair _____

Starship weapon
repair _____

Move _____ 10

Force Sensitive? _____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____ 10

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Storm Cook

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.

STAR WARS

Character Name: _____

Type: Xenoarchaeologist

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Archaic guns _____

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Knowledge _____ **4D**

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Science _____

Scholar _____

Survival _____

Mechanical _____ **2D+2**

Archaic starship _____

piloting _____

Astrogation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Perception _____ **3D+1**

Bargain _____

Command _____

Investigation _____

Persuasion _____

Search _____

Strength _____ **3D**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

First aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- ☐ Stunned
- ☐ Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded



Tim Bredt

Player Name: _____

Equipment: Outdoor hiking gear, syntherope, datapad, terrain charts, sensor pack, blaster pistol (4D), rations pack, pick axe, 1,200 credits

Background: Throughout the ages, every society records in myth and history the stories of lost civilizations, ancient worlds and fabulous treasures. Not content to just read about such wonders, you are one of the few who actively seeks them out.

The secrets of the ages are yours to uncover. All it takes is a little research, a little backing and *lots* of luck. The competition is tight and often not very well mannered. If you're not quick enough or smart enough they'll take your head along with the prize.

You hand-pick your associates and share in your good fortunes when you make the find. When someone beats you to the site you know the adventure has just begun. You know that there's always an opportunity to turn the tables.

Personality: You have a driving need to preserve as much of the past as possible, and sometimes you have to be pretty rough to do so. Part of this compulsion is due to a reverence for history, and partly for a desire to game fame and fortune.

Objectives: To beat the competition, the curio collectors and the Empire to the treasures of the ages — before these artifacts are lost forever.

A Quote: "Do you know what you're holding? Do you realize the significance of this find? We'll be famous!"

Connection With Characters:

STAR WARS

Character Name:

Type: Young Jedi

Gender/Species: /Human

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

Physical Description:

Dexterity 3D

Blaster _____
Dodge _____
Melee combat _____
Melee parry _____
Running _____
Vehicle blasters _____

Knowledge 2D

Aliens species _____
Languages _____
Planetary systems _____
Survival _____
Willpower _____

Mechanical 2D

Astrogation _____
Beast riding _____
Repulsorlift operation _____
Space transports _____
Starship shields _____

Perception 4D

Bargain _____
Command _____
Hide _____
Investigation _____
Persuasion _____
Search _____
Sneak _____

Strength 2D

Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

Technical 2D

Blaster repair _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Security _____

Special Abilities

Force skills: Control 1D, sense 1D, alter 1D. You may select three Force powers.

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Mike Vilardi

Equipment: 500 credits, two sets of clothing, R2 astromech droid (see the "Droids" chapter), blaster pistol (4D)

Background: You were always fascinated by the tales of the Jedi Knights. Somehow you learned 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 ideals of the Jedi Knights. You are also very youthful, and sometimes lack maturity. Torn between your own base instincts—like anger—and your responsibilities, 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 Characters: You may have been befriended by a smuggler or brash pilot, who likes your youthful spirit but is skeptical of your claims about the Force. A minor Jedi or failed Jedi may have agreed to train you.

Player Name:

STAR WARS

Character Name:

Type: Young Senatorial

Gender/Species: /Human

Age: Height: Weight:

Physical Description:

Dexterity 3D

Blaster

Brawling parry

Dodge

Melee combat

Melee parry

Perception 3D+1

Bargain

Command

Con

Persuasion

Search

Knowledge 4D

Alien species

Bureaucracy

Culture

Intimidation

Value

Willpower

Strength 3D

Brawling

Climbing/jumping

Stamina

Swimming

Mechanical 2D+2

Communications

Repulsorlift

operation

Sensors

Space transports

Technical 2D

Computer program-

ming/repair

First aid

Special Abilities

None.

Move 10

Force Sensitive?

Force Points

Dark Side Points

Character Points

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Chris Gossett

Equipment: Stylish clothing, hold-out blaster (3D), comlink, 1,000 credits

Background: For three centuries your family served the Republic. Innumerable Senators have borne your name. For centuries, your family has selflessly sacrificed for the good of the state and society. You have served loyally and well, and because of it, the citizens of your planet are loyal to your house. Since the Empire was established, your family has tried to fend off its evil ways and to hold the Emperor to his promise to promote the public good. Even now, you are reluctant to turn against the galactic government which your family supported for so long ago.

Yet you have no choice. The Empire has truly become a tyranny. Your home planet is occupied by stormtroopers. If civilization is to be saved, you must act now. Your family will provide leadership to the Rebellion, as it did to the Republic.

Personality: Intelligent, confident and energetic. You are more interested in getting things done than in discussing government theory. Sometimes others are awed by your lineage, and you are proud of it, yet you do not consider yourself class conscious. Great men and women come from all walks of life, and everyone can contribute to the Rebel Alliance.

Objectives: To topple the Empire so the freedoms and glories of the past can be restored to the people of the galaxy.

A Quote: "Here's the plan."

Connection With Characters: You could know any senatorial, noble or retired Imperial captain socially or by reputation. Since you're well known in the Alliance, a Mon Calamari or merc might have served with you before. Since you're attractive, intelligent and rich, people have an annoying habit of falling in love with you, but you haven't found anyone for whom such feelings are reciprocal.

STAR WARS

Player Name: _____

Character Name _____

Type _____

Gender/Species _____

Age _____ Height _____ Weight _____

Physical Description _____

Dexterity _____

Perception _____

Knowledge _____

Strength _____

Mechanical _____

Technical _____

Special Abilities _____

Move _____

Force Sensitive ? _____

Force Points _____

Dark Side Points _____

Character Points _____

Equipment _____

Background _____

Objectives _____

A Quote _____

Weapons _____

Damage Short Medium Long Ammo

STAR WARS

Character Name _____
 Type Brash Smuggler
 Gender/Species _____
 Age _____ Height _____ Weight _____
 Physical Description _____



Player Name: _____

Dexterity 2D+2
 Blaster _____
 Brawling Parry _____
 Dodge _____
 Grenade _____
 Vehicle Blasters _____

Perception 4D
 Bargain _____
 Con _____
 Gambling _____
 Hide _____
 Search _____
 Sneak _____

Knowledge 3D+1
 Alien species _____
 Languages _____
 Planetary _____
 systems _____
 Streetwise _____
 Value _____

Strength 2D
 Brawling _____
 Stamina _____
 Swimming _____

Mechanical 4D
 Astrogation _____
 Repulsorlift _____
 operations _____
 Space Transports _____
 Starship Gunnery _____
 Starship Shields _____

Technical 2D
 Computer Programming/ _____
 Repair _____
 First Aid _____
 Repulsorlift repair _____
 Security _____
 Space transport _____
 repair _____

Special Abilities _____

Move 10
Force Sensitive ? _____
Force Points _____
Dark Side Points _____
Character Points 5
 Heavy Blaster Pistol _____

Equipment Heavy Blaster Pistol (5D), Com-link, astromech droid, modified light freighter, 4,000 credits standard, 55,000 credits in debt to a loan-shark

Background "There's money to be made out in space." That's all your father ever told you as a kid. Sure, he'd gone broke years ago, but he wanted you to be the famous and successful freighter captain he never was.

Personality Brash, cocky and ready to take on anything. You're old enough to know better and daring enough to go for broke anyway. Someday you'll make it rich for that kind of attitude - or die trying!

Objectives _____

A Quote _____

Weapons					
Damage	Short	Medium	Long	Ammo	
5D	3-7	25	50	25	

STAR WARS

Character Name _____
 Type Faithful Co-pilot
 Gender/Species _____
 Age _____ Height _____ Weight _____
 Physical Description _____

Dexterity 2D

Blaster
 Brawling Parry
 Dodge
 Grenade
 Melee Combat

Perception 1D+2

Bargain
 Con
 Persuasion
 Search

Knowledge 4D

Alien species
 Planetary systems
 Streetwise
 Survival
 Value

Strength 2D+1

Brawling
 Climbing/jumping
 Lifting
 Stamina
 Swimming

Mechanical 3D+1

Astrogation
 Beast riding
 Repulsorlift ops
 Sensors
 Space transports
 Starship gunnery
 Starship shields

Technical 4D+2

Blaster repair
 Droid Programming
 Droid repair
 First Aid
 Repulsorlift repair
 Space transports repair

Special Abilities

Move 10

Force Sensitive ? _____

Force Points _____

Dark Side Points _____

Character Points 5

Heavy blaster pistol



Equipment Heavy blaster pistol (5D), tool kits, utility belt, flares, 500 credits, datapad

Background Space was all you ever dreamed about. You wanted to explore the stars and meet unusual people. You wanted to have no home other than the ship beneath your feet, and no allegiance beyond your captain. In time, you learned that while you were a fair pilot - pretty good by most people's standards - your true abilities lie in fixing and tinkering with ships. You may not be able to fly full tilt through an asteroid field, but when it comes to patching together a busted hyperdrive with only tape and 20-year old patch circuits, you're the best.

Personality You are in many ways the opposite of your captain. He is flashy, bold and over-confident - you are reserved and more cautious. He can always fly his way out of any trouble, and you specialize in keeping him out of it in the first place. Still, the two of you are a great team and best friends. You have a partnership that will last until the day you retire or strike it rich. Neither of which seems to be happening any time soon.

Weapons

Damage	Short	Medium	Long	Ammo
5D	3-7	25	50	25