

STAR WARS

The Roleplaying Game



**WEST
END
GAMES**

Character Type _____



Character
Template

Character Name _____

Player Name _____

Height _____ Weight _____ Sex _____ Age _____

Physical Description _____

DEXTERITY _____

Blaster _____

Brawling Parry _____

Dodge _____

Grenade _____

Heavy Weapons _____

Melee Parry _____

Melee _____

PERCEPTION _____

Bargain _____

Command _____

Con _____

Gambling _____

Hide/Sneak _____

Search _____

STRENGTH _____

Brawling _____

Climbing/Jumping _____

Lifting _____

Stamina _____

Swimming _____

KNOWLEDGE _____

Alien Races _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary Systems _____

Streetwise _____

Survival _____

Technology _____

TECHNICAL _____

Comp. Prog./Repair _____

Demolition _____

Droid Prog./Repair _____

Medicine _____

Repulsorlift Repair _____

Security _____

Starship Repair _____

MECHANICAL _____

Astrogation _____

Beast Riding _____

Repulsorlift Op. _____

Starship Gunnery _____

Starship Piloting _____

Starship Shields _____

Control _____

Sense _____

Alter _____

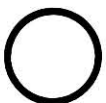
Equipment

Background: _____

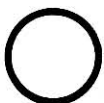
Personality: _____

A Quote: _____

Connection With Other Characters: _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Alien Student of the Force



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ___ 2D+1 **PERCEPTION** ___ 2D+1
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ___ 3D+1 **STRENGTH** ___ 3D
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____
Streetwise _____

TECHNICAL ___ 2D
Survival _____ Comp. Prog./Repair _____
Technology _____ Demolition _____
Droid Prog./Repair _____

MECHANICAL ___ 2D
Astrogation _____ Repulsorlift Repair _____
Beast Riding _____ Security _____
Repulsorlift Op. _____ Starship Repair _____
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____

Control (1D) _____
Sense (1D) _____
Alter (1D) _____



Force Points Dark Side Points Wound Status Skill Points

Arrogant Noble



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ___ 3D+1 **PERCEPTION** ___ 4D
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ___ 3D+1 **STRENGTH** ___ 2D+2
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____
Streetwise _____

TECHNICAL ___ 2D
Survival _____ Comp. Prog./Repair _____
Technology _____ Demolition _____
Droid Prog./Repair _____

MECHANICAL ___ 2D+2
Astrogation _____ Repulsorlift Repair _____
Beast Riding _____ Security _____
Repulsorlift Op. _____ Starship Repair _____
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Armchair Historian



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ___ 3D **PERCEPTION** ___ 3D+2
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ___ 4D **STRENGTH** ___ 2D+2
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____
Streetwise _____

TECHNICAL ___ 2D
Survival _____ Comp. Prog./Repair _____
Technology _____ Demolition _____
Droid Prog./Repair _____

MECHANICAL ___ 2D+2
Astrogation _____ Repulsorlift Repair _____
Beast Riding _____ Security _____
Repulsorlift Op. _____ Starship Repair _____
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Armchair Historian

Equipment

Rebel uniform
blaster
comlink
1000 credits standard

Background: You were a petty bureaucrat in a department (e.g., the Floater Vehicles Department) of the (Planet) government until (Planet) was occupied by Imperial stormtroopers. 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.

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 Clone Wars would be different!"

Connection With Other 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 the Outlaw's family. You have a real love/hate relationship with any military character (Merc, Retired Captain, etc.): you admire the character for his or her expertise, but you are convinced you know more about military strategy and can do better.

**STAR
WARS**

Arrogant Noble

Equipment

several changes of clothing in the latest styles
hold-out blaster
one melee weapon of choice
personal landspeeder
2000 credits standard

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 detestation for the swine.

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

There are some drawbacks to the Rebellion, of course. All this democracy bit 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 — *noblesse oblige* and all that. It is unfortunate, though, that you'll miss out on this year's social season at the galactic core.

Personality: Gracious with those who acknowledge themselves as your inferiors; slightly to insufferably arrogant with anyone else. You feel obligated to 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.

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

Connection With Other Characters: Another Senatorial — you're related, or a long-time political ally, or a long-time political enemy now united in hostility to the Empire. Loyal Retainer — he or she is your liegeman. Retired Captain — you know him or her by reputation. The Merc — you hired his or her Company once. Any other character — perhaps one or several come from your planet.

**STAR
WARS**

Alien Student of the Force

Equipment

one statuette, amulet or other trinket of obscure mystical import
250 credits standard

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 humans call the Force. You have what humans call Jedi powers in some small degree, as do others of your species.

Your race 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).

A 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 similar nature. Like Yoda, Kenobi or the fully-trained Luke Skywalker, you are calm, a little humble, and treat every living being with respect.

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

Connection With Other Characters: You might agree to accept a Brash Pilot or another character as a student. You might be eager to learn from a Failed or Minor Jedi. You might have befriended a Laconic Scout, Smuggler or Gambler in your travels.

**STAR
WARS**

Bounty Hunter



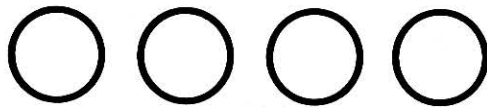
Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 4D **PERCEPTION** ____ 3D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE __ 2D+2 **STRENGTH** ____ 3D+2
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ____ 2D
 Streetwise _____ Comp. Prog./Repair _____
 Survival _____ Demolition _____
 Technology _____

MECHANICAL _ 2D+2
 Astrogation _____ Droid Prog./Repair _____
 Beast Riding _____ Medicine _____
 Repulsorlift Op. _____ Repulsorlift Repair _____
 Starship Gunnery _____ Security _____
 Starship Piloting _____ Starship Repair _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Brash Pilot



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 3D **PERCEPTION** ____ 3D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 2D **STRENGTH** ____ 3D
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ____ 3D
 Streetwise _____ Comp. Prog./Repair _____
 Survival _____ Demolition _____
 Technology _____

MECHANICAL ____ 4D
 Astrogation _____ Droid Prog./Repair _____
 Beast Riding _____ Medicine _____
 Repulsorlift Op. _____ Repulsorlift Repair _____
 Starship Gunnery _____ Security _____
 Starship Piloting _____ Starship Repair _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Ewok



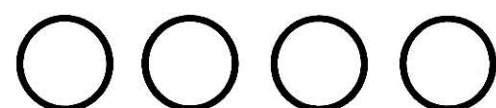
Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY __ 3D+2 **PERCEPTION** ____ 4D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 2D **STRENGTH** ____ 3D
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ____ 2D+2
 Streetwise _____ Comp. Prog./Repair _____
 Survival _____ Demolition _____
 Technology _____

MECHANICAL _ 2D+2
 Astrogation _____ Droid Prog./Repair _____
 Beast Riding _____ Medicine _____
 Repulsorlift Op. _____ Repulsorlift Repair _____
 Starship Gunnery _____ Security _____
 Starship Piloting _____ Starship Repair _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Ewok

Equipment

spear
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 fight bad people called the Empire. Humans seem to find Ewoks cute. This is very useful; you've never had any problem 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.

A Quote: "Kaiya! Gyeesh?"

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

**STAR
WARS®**

Brash Pilot

Equipment

blaster
Rebel uniform
medpac
vacuum suit
1000 credits standard

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 starship 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 your story is just beginning!

Personality: Enthusiastic, loyal, energetic and committed. Uses lots of exclamation points.

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

Connection With Other Characters: A Senatorial or the Retired Imperial Captain might have sponsored you for the Naval Academy. Almost anyone might be a brother or sister.

**STAR
WARS®**

Bounty Hunter

Equipment

heavy blaster	protective vest
hold-out blaster	jet pack
blaster pistol	two medpacs
thermal detonator	1000 credits standard
knife	
another knife	

Background: Blaster for hire. That's you. You're still young at this game, but already you've killed twenty-three people — but who's counting? The galaxy stinks, but a (wo)man's 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 business.

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'll play straight with them.

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

Connection With Other Characters: Anyone could have hired you once — or perhaps you're employed by another character at the moment. You could easily have met any of the other "lowlife" characters — Smugler, Gambler, Pirate, etc.

**STAR
WARS®**

Failed Jedi



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

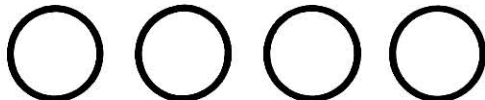
DEXTERITY ___ 2D+2 **PERCEPTION** ___ 3D+1
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ___ 3D+1 **STRENGTH** ___ 2D+2
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ___ 2D
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL ___ 2D
 Astrogation _____
 Beast Riding _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____

Control (1D) _____
Sense (1D) _____



Force Points Dark Side Points Wound Status Skill Points

Gambler



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ___ 3D+2 **PERCEPTION** ___ 4D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ___ 3D **STRENGTH** ___ 2D+2
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ___ 2D+1
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL ___ 2D+1
 Astrogation _____
 Beast Riding _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Kid



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ___ 3D+2 **PERCEPTION** ___ 3D+2
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ___ 2D+2 **STRENGTH** ___ 2D+1
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ___ 2D+2
 Streetwise _____
 Survival _____
 Technology _____

MECHANICAL ___ 3D
 Astrogation _____
 Beast Riding _____
 Repulsorlift Op. _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Kid

Equipment

two bottles of fizzyglug
one packet candy
a small stone
length of string
a small animal (dead or alive — your choice)
250 credits standard

Background: You're somewhere between 8 and 12. 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, and whenever the 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. You're 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.

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

A Quote: "Oh, boy! Let's get 'em. C'mon guys!"

Special Rule: 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 for the character — who likes having a kid brother or sister tag along?

**STAR
WARS**

Gambler

Equipment

deck of cards
hold-out blaster
two sets of flashy clothes
1000 credits standard

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 an 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 thirty planets. Tough to handle.

Well, why not? The Rebellion looks pretty hopeless right now, but it's always got a chance. . . Hey, you're a gambler, right?

Personality: Charming, unfailingly polite, insouciant, and insincere. You do extremely well with members of the opposite sex.

A Quote: "Anyone for an honest game of chance?"

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

**STAR
WARS**

Failed Jedi

Equipment

lightsaber
robes
bottle of rotgut
250 credits standard

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.

Okay. 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.

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

Special Rule: Choose another player character as your student (by mutual agreement).

**STAR
WARS**

Laconic Scout



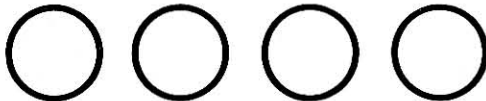
Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 2D+2 **PERCEPTION** ____ 2D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 4D **STRENGTH** ____ 3D
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____
 Streetwise _____

TECHNICAL ____ 3D+1
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____

MECHANICAL ____ 3D
 Astrogation _____ Repulsorlift Repair _____
 Beast Riding _____ Security _____
 Repulsorlift Op. _____ Starship Repair _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Loyal Retainer



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 3D **PERCEPTION** ____ 3D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 2D+2 **STRENGTH** ____ 3D+1
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____
 Streetwise _____

TECHNICAL ____ 3D
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____

MECHANICAL ____ 3D
 Astrogation _____ Repulsorlift Repair _____
 Beast Riding _____ Security _____
 Repulsorlift Op. _____ Starship Repair _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

The Merc



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 3D+2 **PERCEPTION** ____ 2D+1
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 2D+2 **STRENGTH** ____ 3D+2
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____
 Streetwise _____

TECHNICAL ____ 3D
 Comp. Prog./Repair _____
 Demolition _____
 Droid Prog./Repair _____
 Medicine _____

MECHANICAL ____ 2D+2
 Astrogation _____ Repulsorlift Repair _____
 Beast Riding _____ Security _____
 Repulsorlift Op. _____ Starship Repair _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

The Merc

Equipment

uniform of your unit	comlink
blaster rifle	backpack
melee weapon of your choice	protective helmet
	2000 credits standard

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 thought it would be. You fought with the Company through two grueling battles, surviving more by luck and with the help of friends than by skill. Blooded in combat, you became a full-fledged member of the finest body of men and women in the galaxy — loyal, dependable, and true. 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. Men and women died. Again and again the call went out for reinforcements. They never came.

Later, you learned you'd been betrayed. They never planned to rescue you. Mercenaries, they figured, were expendable.

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). You get along well with just about everyone.

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

Connection With Other Characters: You might have been hired by the family of any Senatorial or Noble at some time. You might have helped occupy the planet of the Armchair Historian, Brash Pilot, Outlaw, or Mon Calamari. Your Company may have hired the Smuggler or Bounty Hunter at one time, or have been swindled by the Gambler.

**STAR
WARS®**

Loyal Retainer

Equipment

several changes of clothing for just about any occasion
hold-out blaster
comlink
1000 credits standard

Background: For centuries, your family has served the House of (Demesne). The (Lords) of (Demesne) have ruled your planet for as long or longer, and they have been good to their people. The planet has achieved prosperity, peace and plenty under their wise and beneficent rule. Yet evil has fallen upon the galaxy; an evil man has usurped the Imperial throne, and both peace and the nobility are endangered. Your liege has chosen to join the Rebellion. Your whole planet may suffer for that choice, yet you know it is the correct one — and you know your planet will loyally stand with their (Lord) when the shooting begins.

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.

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

Special Rule: Ask the gamemaster for the name of the family to which you are loyal and their title ("Demesne" and "Lord" are just examples). 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®**

Laconic Scout

Equipment

2 medpacs	knife
blaster pistol	1000 credits standard
backpack	
week's concentrated rations	

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, dangerous beasts and 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 an artifact of a 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.

Okay. So 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."

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

Connection With Other Characters: Anyone from a recently-settled planet (like the 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 lowlife characters (Gambler, Merc, Smuggler, Pirate, Bounty Hunter) between jobs.

**STAR
WARS®**

Minor Jedi



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 3D **PERCEPTION** ____ 3D+1
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 3D+2 **STRENGTH** ____ 2D+2
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ____ 2D+1
 Streetwise _____ Comp. Prog./Repair _____
 Survival _____ Demolition _____
 Technology _____ Droid Prog./Repair _____

MECHANICAL ____ 2D **Control (1D)** _____
 Astrogation _____ Repulsorlift Repair _____
 Beast Riding _____ Security _____
 Repulsorlift Op. _____ Starship Repair _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Mon Calamari



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 3D+1 **PERCEPTION** ____ 2D+1
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 3D+1 **STRENGTH** ____ 3D
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ____ 3D+2
 Streetwise _____ Comp. Prog./Repair _____
 Survival _____ Demolition _____
 Technology _____ Droid Prog./Repair _____

MECHANICAL ____ 2D+1
 Astrogation _____ Repulsorlift Repair _____
 Beast Riding _____ Security _____
 Repulsorlift Op. _____ Starship Repair _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Old Senatorial



Character Name _____
 Player Name _____
 Height _____ Weight _____
 Sex _____ Age _____
 Physical Description _____

DEXTERITY ____ 3D **PERCEPTION** ____ 4D
 Blaster _____ Bargain _____
 Brawling Parry _____ Command _____
 Dodge _____ Con _____
 Grenade _____ Gambling _____
 Heavy Weapons _____ Hide/Sneak _____
 Melee Parry _____ Search _____
 Melee _____

KNOWLEDGE ____ 4D **STRENGTH** ____ 2D
 Alien Races _____ Brawling _____
 Bureaucracy _____ Climbing/Jumping _____
 Cultures _____ Lifting _____
 Languages _____ Stamina _____
 Planetary Systems _____ Swimming _____

TECHNICAL ____ 2D
 Streetwise _____ Comp. Prog./Repair _____
 Survival _____ Demolition _____
 Technology _____ Droid Prog./Repair _____

MECHANICAL ____ 3D
 Astrogation _____ Repulsorlift Repair _____
 Beast Riding _____ Security _____
 Repulsorlift Op. _____ Starship Repair _____
 Starship Gunnery _____
 Starship Piloting _____
 Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Old Senatorial

Equipment

hold-out blaster
spartan clothing
comlink
2000 credits standard

Background: You're getting too 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. It seems like 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, still . . . you yearn for the old days, for men like Talon, Kenobi, and (heaven help us) Skywalker. There 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. Your stamina isn't what it used to be, and you have no stomach for violence — but you never display weakness.

A Quote: "And snap to it, young man!"

Connection With Other Characters: You may know the Retired Captain or other Senatorials or Nobles socially and politically. You may know the Bounty Hunter or Merc as a former employee. Practically any character might come from the planet you represented as Senator.

**STAR
WARS®**

Mon Calamari

Equipment

blaster pistol	uniform
comlink	1000 credits standard

Background: It was the Empire that taught your people the meaning of war. The Mon Calamari are a peaceful and gentle race. Your civilization stretches back thousands of years, back to the first beginnings of agriculture in your native swamplands. Over the centuries, you gradually built a technical civilization and a high culture. Exploration of nearby stars was well underway — and then the Empire came.

They saw only an undefended prize — an advanced technology 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 — and the brutal efficiency with which the Empire went about its task left no time to learn. You tried to appease the invaders, but nothing worked. Eventually, 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 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, and 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.

Personality: In general, Calamari are gentle, reasonable, and soft-spoken, but there is as much variety among them as among humans.

A Quote: "Our people have a saying: do not dive before testing the depths."

Connection With Other Characters: You could have seen action with any of the other characters before the game begins. A Gambler, Smuggler or other low-lives might have visited your planet before or during the Imperial occupation.

**STAR
WARS®**

Minor Jedi

Equipment

lightsaber
1000 credits standard

Background: You'd like to call yourself a Jedi Knight, but you are not, really. 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 that the Empire, Darth Vader in particular, is hunting you fiercely. At others, you're convinced they've decided you aren't worth the trouble. In a way, not being hunted would be as bad as being hunted — because that would mean that the Empire has such contempt for your abilities that they don'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 (see page 69). You're a little paranoid about being pursued by the Empire.

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

Connection With Other Characters: You're happy to serve the Rebellion in whatever capacity. You'd gladly accept a Brash Pilot or another character as a student. You'd be fascinated by the Alien Student of the Force's alien view of the Force, and be eager to learn from the Failed Jedi. You could easily have become friends with any of the other characters.

**STAR
WARS®**

The Outlaw



Character Name _____

Player Name _____

Height _____ Weight _____

Sex _____ Age _____

Physical Description _____

DEXTERITY ____ 4D **PERCEPTION** ____ 2D

Blaster _____ Bargain _____

Brawling Parry _____ Command _____

Dodge _____ Con _____

Grenade _____ Gambling _____

Heavy Weapons _____ Hide/Sneak _____

Melee Parry _____ Search _____

Melee _____

KNOWLEDGE ____ 3D **STRENGTH** ____ 3D+1

Alien Races _____ Brawling _____

Bureaucracy _____ Climbing/Jumping _____

Cultures _____ Lifting _____

Languages _____ Stamina _____

Planetary Systems _____ Swimming _____

Streetwise _____ **TECHNICAL** ____ 3D

Survival _____ Comp. Prog./Repair _____

Technology _____ Demolition _____

MECHANICAL _ 2D+2 Droid Prog./Repair _____

Astrogation _____ Medicine _____

Beast Riding _____ Repulsorlift Repair _____

Repulsorlift Op. _____ Security _____

Starship Gunnery _____ Starship Repair _____

Starship Piloting _____

Starship Shields _____



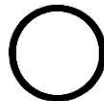
Force Points



Dark Side Points



Wound Status



Skill Points

Pirate



Character Name _____

Player Name _____

Height _____ Weight _____

Sex _____ Age _____

Physical Description _____

DEXTERITY ____ 3D+2 **PERCEPTION** ____ 3D

Blaster _____ Bargain _____

Brawling Parry _____ Command _____

Dodge _____ Con _____

Grenade _____ Gambling _____

Heavy Weapons _____ Hide/Sneak _____

Melee Parry _____ Search _____

Melee _____

KNOWLEDGE ____ 2D **STRENGTH** ____ 2D+2

Alien Races _____ Brawling _____

Bureaucracy _____ Climbing/Jumping _____

Cultures _____ Lifting _____

Languages _____ Stamina _____

Planetary Systems _____ Swimming _____

Streetwise _____ **TECHNICAL** ____ 3D

Survival _____ Comp. Prog./Repair _____

Technology _____ Demolition _____

MECHANICAL _ 3D+2 Droid Prog./Repair _____

Astrogation _____ Medicine _____

Beast Riding _____ Repulsorlift Repair _____

Repulsorlift Op. _____ Security _____

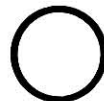
Starship Gunnery _____ Starship Repair _____

Starship Piloting _____

Starship Shields _____



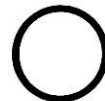
Force Points



Dark Side Points



Wound Status



Skill Points

Quixotic Jedi



Character Name _____

Player Name _____

Height _____ Weight _____

Sex _____ Age _____

Physical Description _____

DEXTERITY ____ 3D+2 **PERCEPTION** ____ 3D

Blaster _____ Bargain _____

Brawling Parry _____ Command _____

Dodge _____ Con _____

Grenade _____ Gambling _____

Heavy Weapons _____ Hide/Sneak _____

Melee Parry _____ Search _____

Melee _____

KNOWLEDGE _ 2D+1 **STRENGTH** ____ 3D

Alien Races _____ Brawling _____

Bureaucracy _____ Climbing/Jumping _____

Cultures _____ Lifting _____

Languages _____ Stamina _____

Planetary Systems _____ Swimming _____

Streetwise _____ **TECHNICAL** ____ 2D+1

Survival _____ Comp. Prog./Repair _____

Technology _____ Demolition _____

MECHANICAL _ 2D+1 Droid Prog./Repair _____

Astrogation _____ Medicine _____

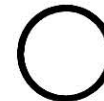
Beast Riding _____ Repulsorlift Repair _____

Repulsorlift Op. _____ Security _____

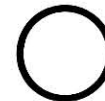
Starship Gunnery _____ Starship Repair _____

Starship Piloting _____ **Sense (1D)** _____

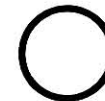
Starship Shields _____



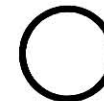
Force Points



Dark Side Points



Wound Status



Skill Points

Quixotic Jedi

Equipment

duelling sword (it'll have to do until you find a real lightsaber — damage code is strength+1D+1)
1000 credits standard

Background: You claim to be a Jedi. Actually, you're not. You've read all about the exploits of the great Jedi Knights — so much so that 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.

Everyone thinks you're crazy. 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 can use Jedi powers.

In any event, you fight for the Rebellion and try to right individual injustices whenever you come across them. You're basically a good fellow, so who cares if you're a little touched?

Personality: Elaborately courteous, unfailingly cheerful, and basically nuts. You come up with complicated, hare-brained schemes which invariably fail. You adhere to the Jedi Code (see page 69).

A Quote: "I feel. . . a disturbance in the Force." (Yeah, sure, pal.)

Connection With Other Characters: A Brash Pilot or Tongue-Tied Engineer might actually believe in you. He'd apprentice himself to you, and fiercely defend you against the sarcasm and scepticism of others. An Alien Student might scoff, but offer to teach you. A Failed Jedi might become close friends, and may give you a few pointers. A Smuggler or Pirate might keep you around for amusement value.

**STAR
WARS**

Pirate

Equipment

flashy clothes	comlink
lots of rings & things	vacuum suit
blaster	2000 credits standard
saber (just for show — damage code is strength+1D+1)	

Background: You were just a kid, and when you were offered a position in the crew of the (Ship), you jumped at the chance. Finally, a way 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. Arrrr, matey.

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 wooden leg — give modern medicine some credit. 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.

Maybe piracy isn't the most honorable profession in the world, but Imperial oppression has driven most of the small traders out of business. Spacers who don't work for the big corporations 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 revenge them. You hope that one day, you'll be captain of your own ship — a privateer in the service of the Rebellion.

Personality: Wears colorful clothes, laughs a lot, likes to carouse, cheerfully amoral.

A Quote: "Arrr, matey. Make 'em walk the airlock, har har har. (Chuckle.)"

Connection With Other 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.

**STAR
WARS**

The Outlaw

Equipment

heavy blaster pistol
1000 credits standard

Background: They killed your family — clean wiped 'em out. They torched your house. They destroyed your life. You'll make them pay for what they done.

You killed those who did you dirt. But they're only a part. The whole rotten structure has got to fall. Ultimately, the Emperor is responsible. And you won't rest until he's dead — dead for what he done.

Personality: You're deadly, dangerous, and deranged. You're driven by revenge. You have no fear and no pity; you have nothing to live for and no reason not to risk your life.

A Quote: "The Empire made only one mistake. They didn't finish the job."

Connection With Other Characters: If there's any emotion you can still feel, it's parental love. Younger characters (Kids, Brash Pilots, etc.) may be adopted as surrogate children. You may feel a bleak kinship with similarly driven characters, like the Merc and the Bounty Hunter, which might ripen into true trust and affection.

**STAR
WARS**

Retired Imperial Captain



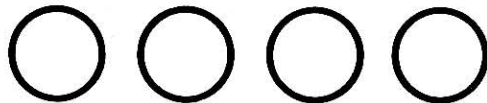
Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ___ 2D+2 **PERCEPTION** ___ 3D+1
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ___ 3D **STRENGTH** ___ 2D+1
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____

TECHNICAL ___ 3D
Streetwise _____
Survival _____
Technology _____
Droid Prog./Repair _____
Medicine _____

MECHANICAL ___ 3D+2
Astrogation _____
Beast Riding _____
Repulsorlift Op. _____
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Smuggler



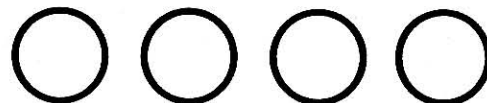
Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ___ 3D+1 **PERCEPTION** ___ 3D
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ___ 2D+1 **STRENGTH** ___ 3D
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____

TECHNICAL ___ 2D+2
Streetwise _____
Survival _____
Technology _____
Droid Prog./Repair _____
Medicine _____

MECHANICAL ___ 3D+2
Astrogation _____
Beast Riding _____
Repulsorlift Op. _____
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Tongue-Tied Engineer



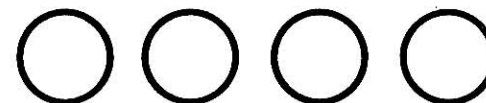
Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ___ 2D+1 **PERCEPTION** ___ 2D+1
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ___ 4D **STRENGTH** ___ 2D+2
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____

TECHNICAL ___ 4D
Streetwise _____
Survival _____
Technology _____
Droid Prog./Repair _____
Medicine _____

MECHANICAL ___ 2D+2
Astrogation _____
Beast Riding _____
Repulsorlift Op. _____
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Tongue-Tied Engineer

Equipment

pocket computer
1000 credits standard
R2 unit

Background: You carry a pocket computer at all time. 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's 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 any of that in nothing flat.

Personality: Clumsy, awkward, painfully shy, but with a flair for technology.

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 . . ."

Connection With Other Characters: You might be related to the 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, Smuggler, Brash Pilot, Gambler). One of the characters with Force powers might have decided to train you.

**STAR
WARS®**

Smuggler

Equipment

stock light freighter
heavy blaster pistol
comlink
2000 credits standard
25,000 credits in debt 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. Damn 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.

A Quote: "I don't have the money *with* me."

Connection With Other Characters: You need at least one other person to run your ship, a partner. This could be the Alien Student, the Brash Pilot, the Gambler, the Merc, the Minor Jedi, the Mon Calamari, the 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®**

Retired Imperial Captain

Equipment

Imperial Navy uniform (slightly out of date)
blaster
2000 credits standard

Background: You gave your life to the service, and gave it gladly. The Imperial Navy was your job, your life, and your passion. You rose through its ranks, from enlisted swab 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 calm routine of shipboard life, the riotous shore leaves, the hard study, the unexpected dangers of galactic exploration.

It was a sad day when you retired, but you were glad, in a way. Your spouse had suffered for your frequent absences, and your children grew up strangers. It was a shock to discover upon your retirement how people thought of the Empire; something that had been clean and virtuous in your youth had gone very wrong, and you hadn't noticed. Things have gone from bad to worse and now, you hear, that madman Vader is running things. You wouldn't like to be under his command.

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 something to fight the monster the Empire has become. Maybe the Rebellion can find a use for this old soldier.

Personality: Soft-spoken, intelligent in command. You're extremely knowledgeable about antiquated military equipment, somewhat less so about modern weapon systems.

A Quote: "Orders of the day, gentlemen?"

Connection With Other Characters: You may have seen action with the Merc, or have sponsored the Brash Pilot for the Naval Academy. You may know any Noble or Senatorial by reputation, or socially. You may be irritated by the Armchair Historian. You may have been outrun by the Smuggler or Pirate.

**STAR
WARS®**

Young Senatorial



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ____ 3D **PERCEPTION** __ 3D+1
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____

KNOWLEDGE ____ 4D **STRENGTH** ____ 3D
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____
Streetwise _____

TECHNICAL ____ 2D
Survival _____ Comp. Prog./Repair _____
Technology _____ Demolition _____
Droid Prog./Repair _____
MECHANICAL _ 2D+2 **STRENGTH** ____ 3D
Astrogation _____ Medicine _____
Beast Riding _____ Repulsorlift Repair _____
Repulsorlift Op. _____ Security _____
Starship Gunnery _____ Starship Repair _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Wookiee



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ____ 2D+2 **PERCEPTION** ____ 2D
Blaster _____ Bargain _____
Brawling Parry _____ Command _____
Dodge _____ Con _____
Grenade _____ Gambling _____
Heavy Weapons _____ Hide/Sneak _____
Melee Parry _____ Search _____
Melee _____
Wookie Bowcaster _____

KNOWLEDGE ____ 2D **STRENGTH** ____ 5D
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____
Streetwise _____

TECHNICAL ____ 3D+1
Survival _____ Comp. Prog./Repair _____
Technology _____ Demolition _____
Droid Prog./Repair _____
MECHANICAL ____ 3D **STRENGTH** ____ 5D
Astrogation _____ Medicine _____
Beast Riding _____ Repulsorlift Repair _____
Repulsorlift Op. _____ Security _____
Starship Gunnery _____ Starship Repair _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Tough Native



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY ____ 3D+2 **PERCEPTION** __ 3D+2
Black-Powder Pistol _____ Bargain _____
Blaster _____ Command _____
Brawling Parry _____ Con _____
Dodge _____ Gambling _____
Grenade _____ Hide/Sneak _____
Heavy Weapons _____ Search _____
Melee Parry _____
Melee _____

KNOWLEDGE ____ 2D **STRENGTH** ____ 4D
Alien Races _____ Brawling _____
Bureaucracy _____ Climbing/Jumping _____
Cultures _____ Lifting _____
Languages _____ Stamina _____
Planetary Systems _____ Swimming _____
Streetwise _____

TECHNICAL ____ 2D+1
Survival _____ Comp. Prog./Repair _____
Technology _____ Demolition _____
Droid Prog./Repair _____
MECHANICAL _ 2D+1 **STRENGTH** ____ 4D
Astrogation _____ Medicine _____
Beast Riding _____ Repulsorlift Repair _____
Repulsorlift Op. _____ Security _____
Starship Gunnery _____ Starship Repair _____
Starship Piloting _____
Starship Shields _____



Force Points Dark Side Points Wound Status Skill Points

Tough Native

Equipment

sword (damage code is strength+1D+1)
black-powder pistol (see page 52)
powder horn
large, floppy hat
extravagant clothing
500 credits standard

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 rayguns and such — you're much more at home with honest technologies that normal human beings can understand, like sailing ships, rifles, zeppelins and gas lamps.

You grew up as an honest farmer's child, taught to fear the deity, 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, and also enjoy drinking others under the table.

A Quote: "En garde!"

Connection With Other 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 lowlife characters (Gambler, Bounty Hunter, Smuggler, Pirate, etc.) in a bar. The Laconic Scout might have discovered your planet. You might be nobility on your planet, and the Loyal Retainer yours.

**STAR
WARS**

Wookiee

Equipment

bowcaster (see page 52)
250 credits standard

Background: You're big. You're furry. You talk in grunts and stuff. Your race lives a long time — centuries, even. You hate to lose. You like to rip the heads off stormtroopers (heh, heh).

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 mate, but in the meantime you'll stick with your friends.

A Quote: "Roooarrgh ur roo." (Translation: "I have a bad feeling about this.")

Special Rule: Choose one other player character as your friend and partner. He or she speaks your language. When he's around, you can talk with the other players freely (assume that your friend is translating). Protocol Droids (like C-3PO) can also translate. When no translator is handy, follow this procedure:

1. Make a noise like Chewbacca. ("GRRRRRwun. Hun-uck-chuh!")

2. That's a sign to the other players that you're trying to say something. Anyone who wants to can make a Languages skill roll. The gamemaster assigns a difficulty number — normally this is 15, but the gamemaster can increase or decrease the difficulty number if you're trying to say something simple (like "Watch out!" or "Ouch!") or complex (like "the lateral thrusters need servicing").

3. If anyone makes a successful language roll, you can tell him (in English) what you're trying to say. If everyone fails, too bad.

Incidentally, before you choose to play a Wookiee, please try saying "Ooorarrgh" or something a couple of times. If you sound really lame as a Wookiee, we suggest you play a different character. A player who sounds like Chewbacca contributes to the game's atmosphere — but one who sounds like a malfunctioning carburetor just makes everyone wince.

**STAR
WARS**

Young Senatorial

Equipment

stylish clothing
hold-out blaster
comlink
1000 credits standard

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 home planet are loyal to your house. Since the Empire was established, your family has tried to fend off its evil ways, 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 helped establish so many years 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 once it did to the Republic.

Personality: Intelligent, confident, and energetic. You are more interested in getting things done than in 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.

A Quote: "Here's the plan."

Connection With Other Characters: You could know any Senatorial or Noble socially or by reputation (the Retired Imperial Captain as well). 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 with whom the feelings are reciprocal.

**STAR
WARS**

WEAPON CHART

	Damage Code	Range in Meters		
		Short	Medium	Long
hold-out blaster	3D+1	3-4	5-8	9-12
sporting blaster	3D+1	3-10	11-30	31-120
blaster pistol	4D	3-10	11-30	31-120
heavy blaster pistol	5D	3-7	8-25	26-50
hunting blaster	4D	3-30	31-100	101-300
blaster rifle	5D	3-30	31-100	101-300
blaster carbine	5D	3-25	26-60	61-250
repeating blaster	6D	3-50	51-120	121-300
medium repeat blaster	7D	3-60	61-150	151-400
heavy repeat blaster	8D	3-75	76-200	201-500

Archaic Weapons

crossbow	2D+2	3-10	11-30	31-50
longbow	2D+2	3-10	11-30	31-100
black-powder pistol	2D+2	3-4	5-8	9-12
musket	3D	3-10	11-30	31-100
rifle	3D+1	3-30	31-100	101-300
submachinegun	4D	3-10	11-50	51-100
Wookiee bowcaster	4D	3-10	11-30	31-50

Grenades

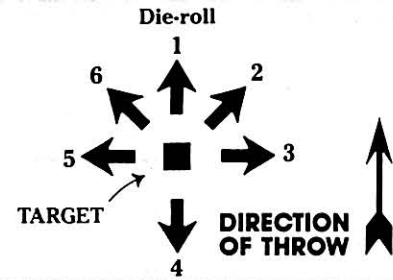
grenade		3-7	8-20	21-40
(hitting)		3-4	5-6	7-10
(damage)	5D*	4D	3D	2D
thermal detonator		3-4	5-7	8-12
(hitting)		3-8	9-12	13-20
(damage)	10D*	8D	5D	2D

Melee Weapons

	Damage	Difficulty
hands	str	5
club	str+1D	5
gaderffii	str+1D	5
spear	str+1D+1	10
vibroaxe	str+2D	15
vibroblade	str+1D+2	15
lightsaber	5D**	20

* Damage at point-blank range (see page 47). ** Characters with the control skill add skill code damage. Anything less than 3 meters away is point-blank range for ranged weapons.

GRENADE SCATTER DIAGRAM



Roll 3D to determine distance scattered (in meters).

SKILL AND ATTRIBUTE CODE MODIFIERS

Running Characters	-1D
Crawling Characters	-1D
Wounded Characters	-1D
Multiple Declared Actions	-1D*
Using a Reaction Skill	-1D**
Setting a Blaster on Stun	-1D
Drawing a Weapon	-1D

* Per number of actions after the first.

** Additional each time used.

None of these modifications affect strength rolls made for damage purposes.

DAMAGE SUMMARY

	Personal Combat	Ship Combat
DR < SR	stun	lightly damaged (-1D shields or ionized)
DR ≥ SR	wound	heavily damaged
DR ≥ 2xSR	incapacitate	severely damaged
DR ≥ 3xSR	mortal wound	destroyed

DR = damage roll SR = target's strength roll

ARMOR CHART

Armor type	Armor code
Stormtrooper armor	1D
Protective helmet	+1
Protective vest	+1
Bounty Hunter armor	1D

The armor code is added to the wearer's strength code for damage purposes (only), and subtracted from wearer's dexterity attribute and skill codes for all purposes.

HEALING TABLE

Medpac Difficulty Numbers	
Wounded	10
Incapacitated	15
Mortally Wounded	20
Rejuve Tank Healing Times	
Wounded	2D hours
Incapacitated	2D days
Mortally Wounded	2D weeks
Natural Healing	
Strength Roll	Result
Wounded	
2-6	incapacitated
7-11	no change
12+	healed
Incapacitated	
2-8	dead
9-13	no change
14+	wounded

FORCE DIFFICULTY CHART

PROXIMITY

User and Target are:

in physical contact	—
in line of sight but not touching	+2
not in line of sight, 1-100 meters	+5
101m-10km away	+7
11-1000km away	+10
same planet but more than 1000km away	+15
same star system but not on the same planet	+20*
not in the same star system	+30*

RELATIONSHIP

User and Target are:

close relatives (married, siblings, parent and child, etc.)	—
close friends	+2
friends	+5
acquaintances	+7
slight acquaintances	+10
met once	+12
never met, but know each other by reputation	+15
complete strangers	+20
complete strangers and not of the same species	+30

*Applies only to Farseeing; other powers may not be used at these distances.

ASTROGATION GAZETTEER

	YAVIN	TATOOINE	ENDOR	DANTOOINE	DAGOBAB	CORELLIAN*	BESPIN
Alderaan	12	7	18	13	30	6	8
Bespin	22	16	32	22	27	6	
Corellian*	14	4	17	12	31		
Dagobah	30	28	25	32			
Dantooine	10	20	21				
Endor	31	24					
Tatooine	22						

Number is length of a standard duration journey in days.
*Corellian system.

ASTROGATION CHART

Duration	In Days
major trade route	3
commonly travelled route	7
lightly travelled route	14
infrequently travelled route	21
route last travelled more than 3 years ago	30
never travelled route	30+
Modifiers	
through gas cloud	+1-14 days
through star cluster or asteroid field	+1-14 days
ships hyperdrive multiplier	× multiplier
Difficulty	Difficulty No.
standard journey	15
no nav computer	30
hasty entry	× 2
light damage	+5
heavy damage	+10
each extra day taken	-1
each day saved	+1

ASTROGATION MISHAP TABLE

roll 2D	
2-3	hyperdrive cut-out — damage sustained
4	radiation fluctuations
5-6	hyperdrive cut-out — no damage
7	off course
8	Mynocks
9-10	close call
11-12	collision — heavy damage sustained

See page 59 for further explanation.

COST CHART

Item	Cost
Weapons and Armor	
Hold-out Blaster	300
Sporting Blaster	300
Blaster Pistol	500
Heavy Blaster Pistol	750
Hunting Blaster	500
Blaster Rifle	1000
Blaster Carbine	900
Repeating Blaster	2000
Medium Repeat Blaster	3000
Heavy Repeat Blaster	5000
Vibroblade	250
Vibroaxe	500
Flak Vest	300
Protective Helmet	300
"Bounty Hunter" Armor	2500
Thermal Detonator	2000
Grenade	200
Droids	
R2 unit	1000
3PO unit	2000
Miscellaneous	
Comlink	100
Macrobinoculars	100
Pocket Computer	100
Rations, 1 week, concentrate	200
Portable Fusion Generator	500
Autochef	500
Medpac	100
Vehicles	
Stock Light Freighter	100,000
used:	25,000
Landspeeder	10,000
used:	2,000
Speeder Bike	5,000
used:	1000
Passage	
Luxury Liner	1000
"No Frills" Liner	500
Steerage	100
Chartered Ship	10,000
Multiply Cost By	
Heavily-travelled Route	x 1
Common Route	x 2
Rarely-travelled Route	x 3
Uncommon Route	x 5
"You want to go where?"	Chartered Ships Only

DIFFICULTY NUMBER CHART

Very Easy	5
Easy	10
Moderate	15
Difficult	20
Very Difficult	30
Combat	
Point-Blank Range	5
Short Range	10
Medium Range	15
Long Range	20
Knowledge	
Everyone Knows	5
Common Knowledge	10
No Secret, But Not Widely Known	15
Specialized Knowledge	20
Expert Knowledge	30
General Knowledge	
Pretty Ignorant	5
Knows a Little	10
Broad General Knowledge	15
Specific, Detailed Knowledge	20
Truly Comprehensive Knowledge	30
Medpac Use	
Wounded	10
Incapacitated	15
Mortally Wounded	20

FALLING AND COLLISIONS TABLE

Distance Fallen (In meters):	3-6	7-12	13-18	19-30	31-50	51+
Velocity of Collision (In km/hour):	5-10	11-20	21-50	51-100	101-200	201+
Damage Code:	3D	4D	5D	6D	8D	10D

Procedure: Find the distance fallen or the velocity of collision at the top of the table. Read down to the bottom of the table to determine the damage code. Roll as many dice as indicated. Also roll the character's strength dice. Refer to the Damage Summary to determine the amount of damage suffered.

STARSHIP SYSTEM DAMAGE TABLE

die-roll	System
1	Ion Drives
2	Nav Computer
3	Hyperdrives
4	Weapon System
5	Shields
6	Lateral Thrusters

Results:
Ion Drives: Ship cannot move in normal space; no speed or maneuver rolls may be made.
Nav Computer: When a ship enters hyperspace, the astrogation difficulty number for a standard duration journey is 30, not 15.
Hyperdrives: The ship may not enter hyperspace until the drives are repaired.
Weapon System: One weapon system (of gamemaster's choice) is no longer working and cannot be fired.
Shields: The shields are no longer working; no shield rolls may be made.
Lateral Thrusters: The ship loses a great deal of maneuverability; evasion rolls may still be made, but the maneuverability code drops to zero (the pilot rolls just his skill dice when he evades).

OPTIONAL GRENADE MODIFIERS CHART

	Difficulty Number
Apertures	
Throwing Through Door Not Adjacent to Thrower	+2
Throwing Through Window or Slit Not Adjacent to Thrower	+5
Terrain	
Target Adjacent to Wall	-2
Target in Heavy Cover	+2
No Line of Sight to Target	+5
Gravity	
Thrower Not Familiar With Local Gravity	+2
Throwing in Variable Gravity Field	+5
Throwing from Rotating Object	+10

OPTIONAL FIRE MODIFIERS CHART

	Difficulty Number
Target Prone	+5
Target Protected	+5
Terrain	
Light Cover	+1
Medium Cover	+2
Heavy Cover	+5
Aperture adjacent to firer	+1
Door (otherwise)	+2
Window (otherwise)	+4
Slit (otherwise)	+6
Target Size	
less than 1cm tall	+20
1 - 10cm	+10
11 - 100cm	+5
101cm - 1m	+2
1 - 3m	-
3 - 10m	-5
10 - 100m	-10
100m or larger	-20

OPTIONAL GRENADE DAMAGE MODIFIERS

Character on other side of:	
Door or Window	-1D
Slit	-2D
Area Enclosed	+1D
Area in Vacuum	-1D

OPTIONAL MOVEMENT CHART

turning 45 degrees	1
falling down	0
standing up	4
Terrain	
Light Cover	×1½
Medium Cover	×2
Heavy Cover	×3
Door	+1
Window	+4
Slit	impassable
Gravity	
Heavy Gravity	×2
Very Light Gravity	×½
Variable Gravity Field	×1½