

The background of the cover is a dynamic space battle scene. A large, grey, angular Starliner is the central focus, angled towards the bottom right. It has a prominent cockpit and various sensor or weapon ports. To its left, a massive, dark, cylindrical structure, possibly a part of a planet's defense or a large freighter, looms. Several green laser beams crisscross the scene. In the upper right, a smaller, more complex ship with multiple engines is visible. The bottom of the image shows the blue and white horizon of a planet. The overall style is a detailed, painterly illustration typical of Star Wars book covers.

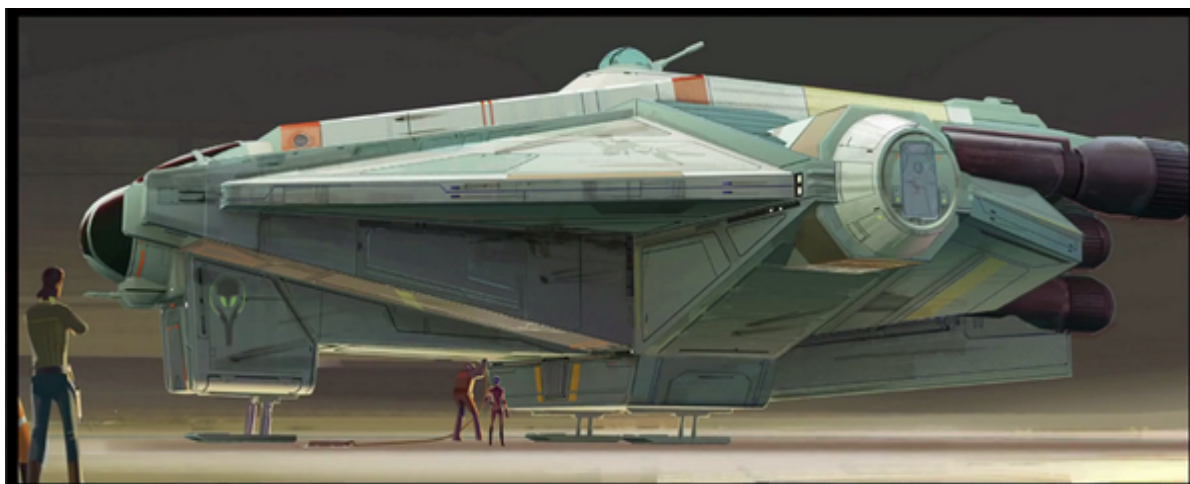
STAR WARS

CLEAR SKIES

Stock Freighters
for *Star Wars: The Roleplaying Game*
First Edition

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CLEAR SKIES



A Supplement for
The Star Wars Roleplaying Game
First Edition

Original Published by



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Introduction

"She may not look like much, but she's got it where it counts."

-Han Solo

War isn't the only path to freedom for some. While the Galactic Empire and Rebel Alliance continue to wage brutal galactic civil war across the galaxy, smugglers, couriers and interstellar traders slip between the battle lines aboard battered freighters and transports. The only place they call home is their beloved starship and loyalty is as much a commodity as cold, hard credits.

But life amid the stars is not easy. Weeks or even months are spent traveling the long hyperspace lanes of the galaxy and are often done so alone or with just a co-pilot for company. Their beloved freighters need constant updates, repairs and modifications. Pirates, local law enforcement and the Imperial Fleet pose more aggressive threats and most independent traders don't have the credits necessary to stand up to serious interstellar combat – not that such weapons are even legal for most civilian vessels.

This doesn't stop these independent-minded travelers and traders. While its unlikely they'll ever get rich making what seems to be blue milk runs and smuggling tends to draw unwanted attention or

complications, still they ply the darkness between the stars. Traveling from planet to planet, never calling a starport home, they live on the edge of the galactic society with their beloved ship serving as the cornerstone of their livelihood.

A ship is freedom. A ship is home. A ship is all things to these few – worth far more than the credits it costs to obtain and maintain such a vessel.

Clear Skies is a supplement for *The Star Wars Roleplaying Game, First Edition*. It draws upon previously published material from *Galaxy Guide 6: Tramp Freighters*, *Stock Ships*, *Platt's Smuggler's Guide* and the *d6 Holocron* website and compiles it into a single sourcebook which focuses on freighter pilots, smugglers and free trader player characters. Featuring equipment, ships, and templates with this in mind *Clear Skies* can be used to run a campaign that focuses on a freebooting, independent lifestyle outside of the traditional Rebels versus Imperial campaign or to supplement such a game with more information and options for Rebel player characters who often share similar traits with such characters.



Chapter One

Simple Tricks and Nonsense

"You've got a lot of nerve coming here, after what you pulled."

-Lando Calrissian

So your character has decided to take up the life of a free trader. You're going to travel among the stars, see exotic worlds and meet fantastic creatures. You're also going to spend countless hours repairing polarized power couplings, eating synthetic food paste for days on end, and hauling heavy crates full of mundane cargo. But for some galactic citizens its more than a fair trade. With no planetary or political ties, they are free to live the life they choose – even if it is one aboard a battered starship in the infinite void.

As a player, when you decide to play a character who lives life as a free trader its important to ask yourself a few questions. What made your character choose this life over a more mundane or safe profession? In a time of galactic civil war and atrocities, why didn't they throw in with the Rebel Alliance? Have they experienced the oppression of the Empire first hand or do they regard them as just another government determined to get in the way of a simple being trying to make their living in a galaxy full of promise?

The Crew's Ship

A crew is nothing without their ship and the material presented in *Clear Skies* assumes that the player characters, either as a group or one individual within the group, owns a ship. Of the templates introduced in *Star Wars: The Roleplaying Game* only the Smuggler begins play with a ship. In addition to that ship, the Smuggler is also saddled with a 25,000 debt to a loan shark. This reinforces that ships are an

expensive and valuable resource that come with their own obligations.

In a campaign built around a freighter crew, it is absolutely necessary that the player characters have regular access to a ship. This is the lynch pin upon which the entire campaign is centered. This means that the player characters will need one. But that doesn't mean that a ship comes without obligations, as is shown in the Smuggler template.

So, how does the Game Master determine what kind of ship the player characters receive? Using the Smuggler template as a basis for this, several guidelines can be assumed. The stock light freighter the player characters begin play with should have a total value of approximately 100,000 credits – as is shown in the original Stock Light Freighter. However, this ship comes with a 25,000 obligation on top of it. More over, an obligation to a loan shark is likely to become *more* expensive as the campaign progresses.

When determining what ship to provide to your player characters, Game Masters should remember that the ship is as vital a part of the campaign as any of the characters. It's a vehicle (literally and figuratively) to tell exciting stories in the *Star Wars* universe. Consult with your players and work with them to provide a ship that suits the needs of the campaign but doesn't make life too easy for the player characters.

The second chapter of this book provides a plethora of stock ships that can

be provided to a party. However, several of them are very powerful and instead of beginning play with such a ship the Game Master might use them as a goal for enterprising star traders. As a general guideline, the Game Master should allow the player characters to begin the campaign with a freighter worth no more than 100,000 credits. This should always be valued at the “new” price, unless the ship is only available as a used vessel based on the listing. If the ship is worth less than 100,000

credits, the player characters do not receive the “left over” credits as extra cash. It is lost. The Game Master and player characters should work together to decide how the group came to own the vessel. It didn't come off the assembly line into their hands, after all.

The Game Master is encouraged to give the ship a quirk or two and the chart below can be used to offer some interesting quirks or unique traits for the ship the player characters own.

2D	Unique Ship Traits
2	Every time the ship jumps to hyperspace a burnt and oily smell fills the interior.
3	The ship's computer is temperamental and tends to argue with programmers and droids.
4	Whenever the ship's weapons fire, the interior lights flicker and dim.
5	An annoying, barely audible beep sounds every minute in the cockpit, its source unknown.
6	The cargo hold has a pungent smell that no amount of cleaning will remove.
7	The pilot or co-pilot's chair was sized for a wookiee, not a human.
8	One of the passenger cabins has its environment calibrated for moist environment species.
9	The ship vents an unusual amount of exhaust upon take off.
10	The food dispenser provides only exotic, bizarre tasting cuisine.
11	When the shields are up a low hum echoes through the ship.
12	The ship's gangplank screeches loudly when being lowered or raised.

Boons and Flaws

Boon and flaws were introduced in *Classic Heroes*. They are used to express aspects of a character not directly associated with Attributes, Skills, Force Points, Dark Side Points, Wound Status or Template. The boons and flaws featured in *Clear Skies* are designed with the free trader character in mind and may be taken in addition to those introduced in *Classic Heroes*. Boons are representative of something unique about the character that is a beneficial. Flaws are the opposite and showcase a negative aspect associated with the character. These types of traits aren't

associated with the normal statistics on a character sheet, so they fall under the purview of boons and flaws.

Both boons and flaws may only be taken at character creation. Boons provide a beneficial effect for a character who takes them, but a character must spend starting skill dice when they select a boon. Most boons cost 1D from a character's starting pool of 7D skill dice, but particularly powerful boons may cost 2D. This is known as a boon's *Cost*. Flaws work in the opposite fashion. They create a negative effect for a character who takes them, but that character receives additional skill dice when they select a flaw. Most flaws grant a

bonus of 1D to a character's starting 7D pool of skill dice, but particularly troubling boons may grant 2D. This is known as a flaw's *Bonus*.

Bonus skill dice earned from flaws are spent with exactly as other starting skill dice. The player may spend them as they wish, but may not increase any skill by more than 2D above its associated attribute at character creation.

No character can spend more than 3D from their starting skill dice on boons and they may not take more than 3D worth of flaws. After all, they're just beginning to make their way in the galaxy and their experiences are going to be somewhat limited. In addition, no boon or flaw may be taken more than once.

Both boons and flaws may be restricted and thus unavailable to certain templates. Each boon and flaw has a *Restricted Templates* listing notating templates that cannot take that specific boon or flaw. Conversely, some boons and flaws have a *Recommended Templates* listing which notates templates that to which a particular boon or flaw is likely to be applicable. No template is ever required to take a specific boon or a specific flaw.

Boons

Clean Record

Cost: 1D

Restricted Templates: Rebel Smuggler.

Recommended Templates: Freighter Technician, Sullustan Navigator.

Your character has never had a run in with the any local law enforcement, Imperial agents, nor have they run afoul of any criminal syndicates. You're not on the run from anyone or owing anyone a favor or a debt. In short, you're as free as a free trader can get.

She May Not Look Like Much

Cost: 1D

Restricted Templates: None.

Recommended Templates: Dashing Captain, Smuggler.

Your ship looks perfectly ordinary. On the surface, nothing stands out. She fades in and out of the crowd of millions of other ships across the galaxy regardless of any modifications or special features it has.

False Transponder Codes

Cost: 1D

Restricted Templates: None.

Recommended Templates: Any.

Your ship broadcasts the transponder code that identifies it as a perfectly legal civilian vessel. More over, you've got a handful of these codes, allowing your ship to masquerade under several identities – though never two of them at once, and never military vessels.

Free and Clear

Cost: 1D

Restricted Templates: Smuggler.

Recommended Templates: Any.

You own your ship outright. You don't owe so much as a single credit on her. No loans, no leases, no bad deals cut with loan sharks – she's all yours. Maintenance, well... that's another matter entirely.

Over My Dead Body

Cost: 2D

Restricted Templates: None.

Recommended Templates: Dashing Captain, Retired Military Pilot, Smuggler.

You love your ship like he's family and will do anything to protect her. You receive +1D to any action taken to protect her. This could include disarming an explosive wired to the hyperdrive, fighting off a shipjacker bent on taking her as their own, or not intimidated by a bounty hunter threatening to take her in lieu of payment.

Special Modifications

Cost: 1D or 2D

Restricted Templates: Plucky Stowaway.

Recommended Templates: Droid Co-Pilot, Freighter Technician, Jawa Grease Monkey.

Your ship is anything but a “stock” light freighter. You’ve made extensive modifications to her since taking ownership. If you took this benefit at 1D select two of your ship’s statistics: Sublight Speed, Maneuverability, Shields, the Fire Control of a single weapon or Damage of a single weapon. Increase the value of those selected by +1D. If you took this benefit at 2D you may increase Sublight Speed, Maneuverability, Shields and the Fire Control on a single weapon by +1D in addition to increasing your ship’s Hyperdrive Multiplier by one category (from x3 to x2, x2 to x1, or x1 to x1/2).

You Old Smoothy

Cost: 1D

Restricted Templates: Jawa Grease Monkey, Plucky Stowaway.

Recommended Templates: Dashing Captain, Gambler.

There’s something about you that’s just irresistible to beings who are attracted

to your species and gender. Maybe you’ve got a winning smile or you just carry yourself with a special kind of swagger. While no one can quite put their finger on it, there’s no denying it – you’ve got charm. You receive +2D to all *Con* and *Gambling* rolls made when interacting with beings who find your character sexually attractive.

Flaws

Bad Reputation

Bonus: 2D

Restricted Templates: None.

Recommended Templates: Academy Dropout, Gambler.

Everybody whose anybody traveling the stars as a trader, whether legal or otherwise, has heard of you – and what they heard wasn’t good. You’re regarded as untrustworthy, a double-crosser, slithering out of agreements, and generally being a despicable person.. This makes finding work hard and getting a decent pay even harder. Whether or not this reputation is well-earned or not doesn’t matter – the galactic rumor mill did its work long ago. The difficulty of all *Bargain*, *Con*, and *Command* rolls made with other spacers, potential clients or anyone else who knows about your reputation is increased by +10.

Hunk of Junk

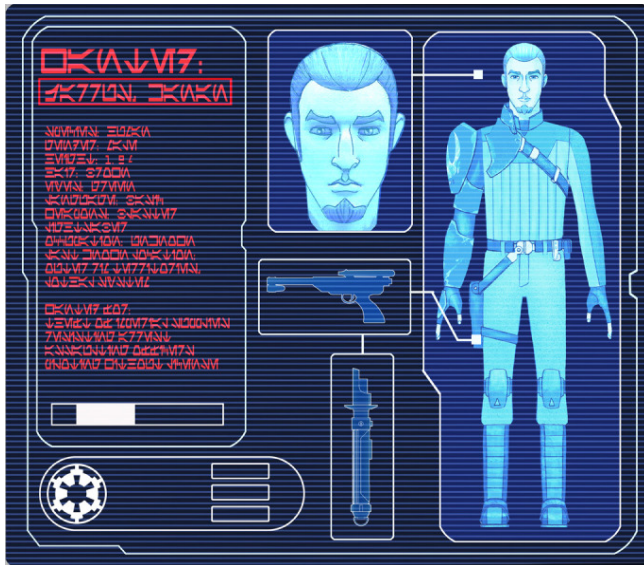
Bonus: 2D

Restricted Templates: None.

Recommended Templates: Gifted Natural, Retired Military Pilot.

Your ship is a beaten old rust bucket who barely flies. Reduce her Sublight Speed and Maneuverability by -1D. This cannot reduce your Sublight Speed below 1D and cannot be selected if your ship has a Sublight Speed of 1D or less and it *can* reduce your ship’s Maneuverability to as low as -1D. Also increase the ship’s Hyperdrive Multiplier by one category (x1/2 to x1, x1 to x2, x2 to x3, or x3 to x4).





Imperial Record

Bonus: 1D

Restricted Templates: None.

Recommended Templates: Academy Dropout, Rebel Smuggler.

You're not actively wanted by the Empire, but you've had run-ins with them in the past and have a documented criminal record. It's likely you've even served time in an Imperial penal colony. Any Imperial official who identifies you or your ship will have immediate access to your criminal history and is likely to make your life very difficult.

The Wrong Place at the Wrong Time

Bonus: 2D

Restricted Templates: None.

Recommended Templates: Any.

Maybe you were born under a bad star. Maybe a jilted lover's curse actually took. Who knows? Whatever it is, things always seem to go wrong for you and always at the absolutely worst moment. Once per session the Game Master bring this bad luck down upon you by ruling one of your successful skill rolls to automatically be a failure. What's worse, not only is it a failure – but its a catastrophic failure. Not only did your blaster suddenly run out of charge, but the power pack somehow overloaded and the thing is about to explode in your hand. Just when you think you've escaped the Empire with some fancy flying, your ship's primary engine floods and cuts out. There's no getting around it, bad luck follows you like a shadow.

Classic Heroes Boons & Flaws:

Hideout (Boon), Underworld Contact (Boon), Death Mark (Flaw), Empire's Most Wanted (Flaw), Hunted (Flaw).



Chapter Two

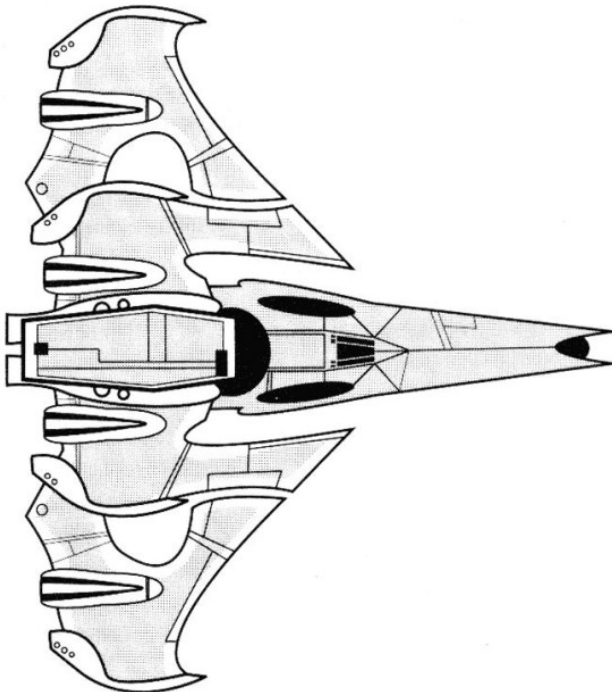
Hunks of Junk

"This thing's got a few surprises left in her, sweetheart."

-Han Solo

A freighter captain and their crew are only as good as the ship they operate. Detailed below are twenty-four stock freighters that can be found through out the galaxy. Ranging from the heavily armed and armored Arakyd Helix Light Freighter to the failed Dynamic-Class Reproduction, these ships provided her will allow players to step beyond the default YT-1300 light freighter and select a vessel that fits their style and specific needs a bit more specifically.

Arakyd Helix Light Freighter



Arakyd Industries is a widely recognized leader of starship weapon systems and associated technologies. In the past, they had been only a traditional components manufacturer, selling their stock and customized equipment to

industrial shipyards and private investors alike.

The Helix's superstructure emphasizes maneuverability in a vacuum. Thruster banks are located along each of the six curved trusses that run half the length of the starship. To the casual observer, these trusses might appear to be an afterthought, but by placing the thruster banks as far from the Helix's center of momentum as possible, each thruster rocket has a much greater effect on the turning acceleration.

However, these relatively weak hull trusses cannot be easily reinforced and are prey to forces found in an atmosphere, namely resistance and drag. To ensure safe operation while in an environment of 0.4 standard atmospheres or greater, the Helix must operate beneath its atmospheric performance envelope. This envelope is artificially set by Helix's LBE flight control computer. While they can be overridden in an emergency, it is likely that the maneuverability jet supports will be ripped asunder as they are buffeted by the atmosphere. All other hull plating is capable of withstanding up to 75 Gs without alluvial dampening effects.

Four H-L Block ion drives provide the Helix with its primary propulsion. These drives are prominently mounted along the transverse wings and are arranged in a staggered dorsal-ventral configuration for maximum maneuverability.

It is a small miracle how Arakyd Industries convinced the Bureau of Ship Services to classify the Helix as a transport

vessel. Its weapons load-out for a ship of its size is clearly illegal. The primary armament consists of a pair of fire-linked Plasmaburst laser cannons mounted amidships. They are mounted on the ventral hull section, one on each side of the cockpit module. Obviously, the thought of ground support had occurred to Arakyd designers, otherwise they would have positioned the laser cannons in a less obvious (and vulnerable) position.

A pair of fire-linked ion cannons are shouldered directly above the laser turrets. Their ionic discharge rate is consistent with military weapons of their class. A proton torpedo launcher lies directly amidships, with the capacity to hold up to up to five torpedoes. The launcher is located on the dorsal position of the entire starframe.

Six months after the first Arakyd Helix was delivered, the Bureau of Ship Services realized their critical mistake. An Imperial mandate was published that forbade the manufacture of further Arakyd Helixes or Helix-modified design types. Arakyd Industries, not willing to risk their corporation by challenging Imperial rule, complied with the order - but not before thousands of Helixes were shipped.

The Imperial mandate also demanded that Helix operators register their craft with the Imperial Security Bureau and modify their ship to ensure compliance with Safe Ship Regulations. These modifications included downgrading the shield generator and weapon armament. As most starship professionals predicted, the mandate was blatantly ignored by a wide variety of Helix owners. Most Imperial agents are aware of these facts, and are suspicious of any Helix they come into contact with. Most order an immediate inspection of the ship, and demand that all appropriate datawork and declarations be in perfect order. Naturally, the starship black market, and other treasonous parties, have developed a substantial industry in providing falsified

documents for the Helix and ships like it.

Although Arakyd publicly claimed the Helix was designed to be a freighter, it is curious to not the cargo section is notably small. The total space displacement of any payload cannot exceed 35 cubic meters. It has one of the lowest life support reserves in the freighter classification. Carrying only four weeks of supplies for a maximum of six occupants, the Helix would be required to recoup its consumables before its fuel cells reached maximum discharge.

Many veterans of the starlanes nod and smiling knowingly at the mention of the Arakyd Helix. While its defense (and offensive) capabilities are impressive, the Helix's high price tag and sophisticated systems force it out of the independent operators grasp. However, those fortunate enough to acquire a Helix are secure in their craft's ability to deliver on almost any contract.

Craft: Arakyd Industries Helix-class Light Freighter

Crew: 2

Passengers: 4

Cargo Capacity: 35 metric tons

Consumables: 1 month

Cost: 215,000 (new), 182,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 3D+1

Maneuverability: 2D+1

Hull: 3D+2

Shields: 1D+2

Weapons:

Dual Plasmaburst Laser Cannon

Fire Control: 2D+2

Combined Damage: 6D

Dual Ion Cannon

Fire Control: 1D

Damage: 4D

Proton Torpedo Launcher

Fire Control: 1D

Damage: 9D

Corellian Engineering Corporation *Barloz*-class Medium Freighter

The *Barloz*-class medium freighter was once one of the most popular vessels to travel the spaceways the YT-1300 or Ghtroc of its era. In the latter days of the Old Republic, a medium freighter was equivalent to the light freighter of the Imperial era. Long since supplanted by the YT series, modified Barlozs continue to compete against its descendants in the Outer Rim Territories.

The Barloz was developed roughly three decades before the Corellian Engineering Corporation unveiled the YT-series craft. Several of the "design innovations" touted by CEC pitchmen were in fact introduced aboard the older Barloz. However, CEC's aggressive marketing campaign for the YT-series spelled the end of the venerable Barloz.

One of the principal strengths of the *Barloz*-class freighter is its size: 41 meters long, 20 meters high and capable of storing over 100 metric tons of cargo. The size, coupled with the craft's durability, made it an ideal craft for cargo shippers ...and smugglers.

Barloz freighters are woefully under-armed, however (which is unusual given the amount of piracy that occurs in the Corellian sector, the home system of the Barloz's designers). A single laser cannon, fixed in a front-firing position, is the craft's primary defense system. In addition, the Barloz is not very maneuverable, making its only option in a fight a hasty retreat. Still, the craft has a thick, durable hull capable of resisting a fair amount of damage, allowing captains to pilot their craft out of a combat zone relatively unscathed.

The Barloz was equipped with a CEC NovaQuad-D Drive System, the precursor to the engines used in the YT-series craft. Like the YT-series, most pilots modified the existing system to coax better performance from the ship.

Craft: Corellian Engineering Corporation Barloz-class Freighter

Type: Medium Freighter

Length: 41 meters

Crew: 2

Passengers: 4

Cargo Capacity: 120 metric tons

Consumables: 2 months

Cost: 17,500 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D+1

Maneuverability: 1D

Hull: 4D

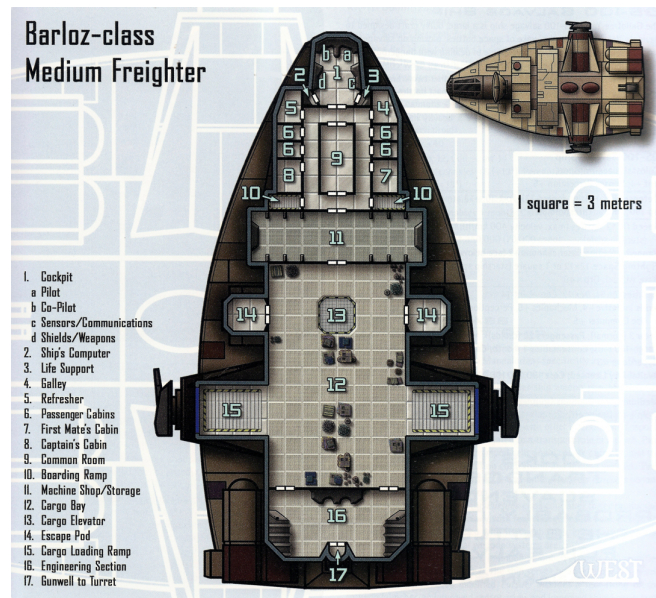
Shields: 1D

Weapons:

Laser Cannon

Fire Control: 1D

Damage: 3D



Corellian Engineering Corporation HT-2200 Medium Freighter

Coming off the huge success of the YT-1300 line, Corellian Engineering Corporation thought that the newly designed HT-2200 would be a big hit. Unfortunately, unfavorable reviews and poor word-of-mouth dried up the market for this medium freighter.

The HT-2200 has a low lift/mass ratio, lacks adequate maneuvering thrusters and is unable to deliver significant lightspeed. While this is somewhat mitigated by its higher ratings in hull durability, shielding, two pulse laser cannons and four environment-adaptable cargo bays, the HT-2200 has acquired a reputation as "pirate bait" and is generally considered a failure.

However, the basic design is sound and-with ample modification-the HT-2200 is clearly a solid and dependable freighter. One of the major drawbacks to the HT-2200 was its marketing; the HT-2200 was released after the wildly successful YT-1300 and did not receive the advertising and manufacturer's support it needed.

While the YT-1300 is arguably the most versatile and popular freighter in recent memory, it is not suited to the task of carrying some types of cargo. The YT-1300 is limited to 100 metric tons of cargo, and that cargo must be able to survive the environmental conditions of the rest of the ship. The HT-2200 was designed to rectify this problem.

The HT-2200 possess four massive cargo bays, each with a sealed and programmable environmental system. Each bay can be programmed for a specific gravity and temperature setting, allowing the freighter to carry perishable biomaterial in cryogenic stasis and zero-g crystal communication matrices in a single run. This, along with the HT-2200's high cargo capacity, allows higher profit margins per run. This factor that has encouraged many traders to acquire HT-2200s.

Craft: Corellian Engineering Corporation HT-2200

Type: Medium Freighter

Length: 54.8 meters

Crew: 2

Passengers: 8

Cargo Capacity: 800 metric tons

Consumables: 3 months

Cost: 240,000 (new), 110,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 1D+2

Maneuverability: 0D

Hull: 5D

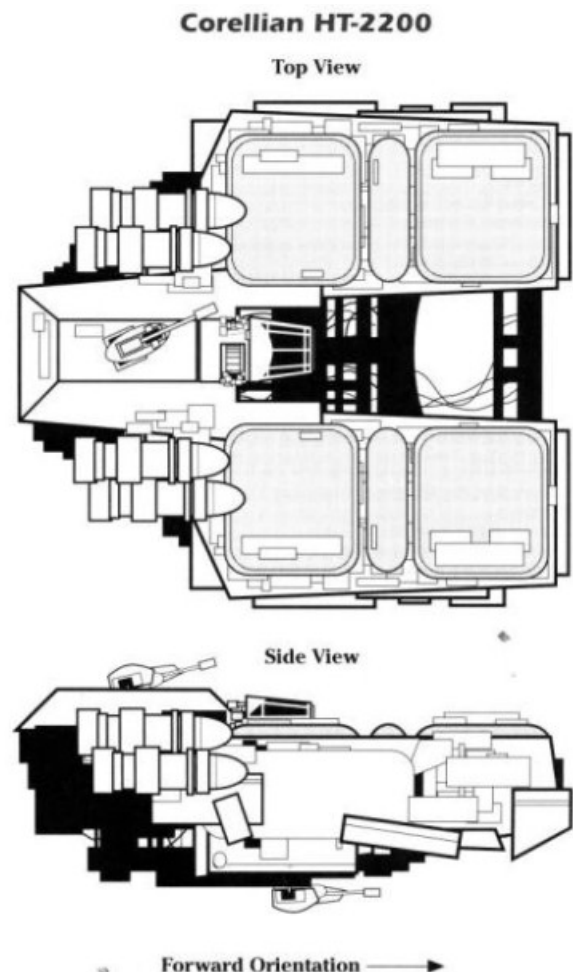
Shields: 1D

Weapons:

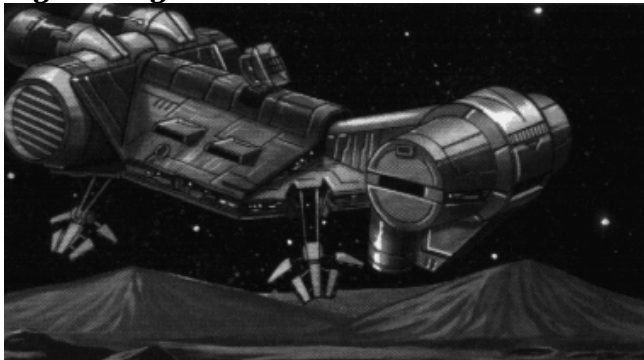
Two Pulse Laser Cannon

Fire Control: 2D

Damage: 4D



Corellian Engineering Corporation XS-800 Light Freighter



The XS-800 light freighter is one of the more recent designs introduced by Corellian Engineering Corporation. In many ways, the XS-800 is a smaller-scale version of the corvette CEC developed for military use. The sublight and hyperdrive assembly is almost identical in design to the Corellian corvette (though it is considerably smaller).

The XS-800—unlike other freighters of its type—was built with crew comfort in mind. Quarters are each equipped with a small refresher unit as well as an autochef and personal computer system. Each crew chamber is environmentally sealed, and the gravity, temperature and atmospheric configuration can be adjusted to suit the individual crewman. In order to conserve space, bunks fold out from the bulkhead, making for small but comfortable quarters.

XS-800s are equipped with two escape pods that can each seat five people. In addition, the cockpit is designed to break away as a sealed module in the event of an explosion in space. By activating a series of explosive bolts, the cockpit chamber can separate from the hull and maintain internal life support for three days. The cockpit has no guidance system, though an emergency repulsorlift allows the unit to land if it is pulled into the gravity well of a planet. Once the cockpit has separated from the hull, the ship is essentially destroyed.

Craft: Corellian Engineering Corporation XS-800 Light Freighter

Type: Light freighter

Length: 30.2 meters

Crew: 2

Passengers: 8

Cargo Capacity: 115 metric tons

Consumables: 2 months

Cost: 37,500 (new)

Hyperdrive Multiplier: x3

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 3D

Maneuverability: 2D

Hull: 3D

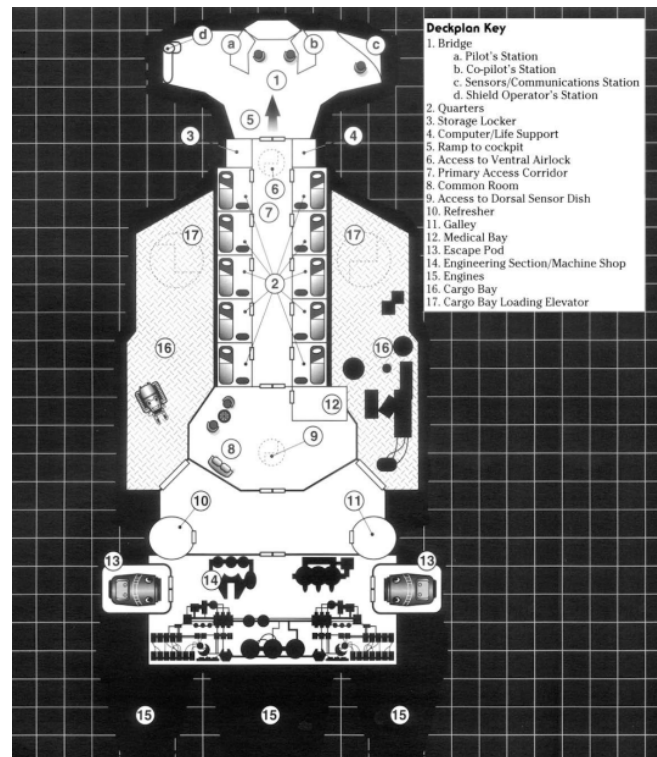
Shields: 1D

Weapons:

Double Laser Cannon (fire-linked)

Fire Control: 2D

Damage: 4D



Corellian Engineering Corporation YT-1210 Transport

By the time of the Galactic Civil War the YT-1210 was considered outdated by most traders in the galaxy. But it was reliable and, like other ships in the YT line, was easy to modify. These two features lead to countless numbers of beaten and battered models lingering in the galaxy for decades.

Some features of the YT-1210 would be the basis of the YT-1300 light freighter. The ship had the familiar saucer-shaped hull of the YT-1300, but lacked the forward cargo loading mandibles that gave that ship its familiar outline. It also included two sensors protruding from the bow, which could be big, tempting targets for anyone attacking the YT-1210.

The YT-1210 was 28 meters in length, and the standard crew consisted of a pilot and a gunner. The stock YT-1210 could carry up to 100 metric tons of cargo, and was armed with a single laser cannon. The ship had a small cabin for the captain, and it came equipped with a small refresher station. Of course, individual YT-1210 could be, and were modified by their owners.

YT-1210 was the main production light freighter from Corellian Engineering Corporation, until the YT-1300 arrived. Unfortunately, once sales of the YT-1300 took off at some point before the Clone Wars, the highly capable YT-1210 freighter had a shortened production run. The YT-1210 was not a poor design, but it was not on par with the speed of YT-1300 and it lacked some of the amenities that the YT-1300 had. Still, the YT-1210, like its more popular successor was a galactic workhorse for traders for years after its production ended.

Craft: Corellian Engineering Corporation YT-1210 Transport

Type: Light freighter

Length: 28 meters

Crew: 2

Passengers: 4

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 20,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: Yes

Nav Computer: Yes

Maneuverability: 1D

Sublight Speed: 2D

Hull: 4D

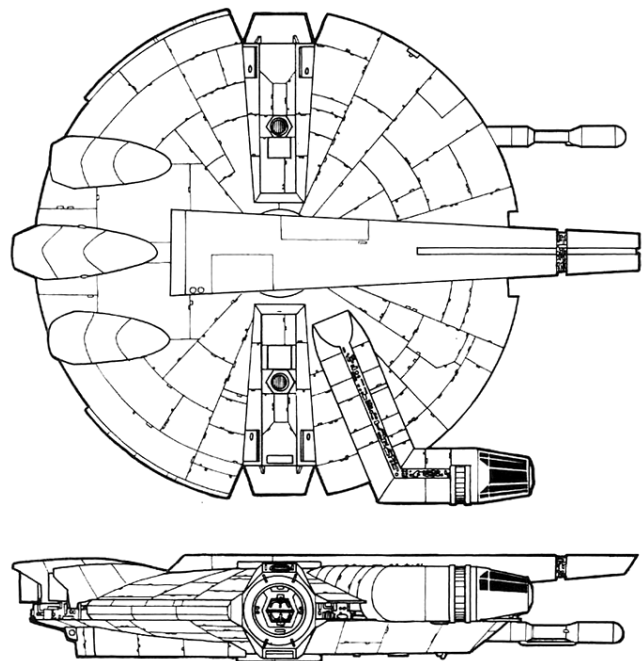
Shields: 1D

Weapons:

Laser Cannon

Fire Control: 1D

Damage: 4D



Corellian Engineering Corporation YT-1300 Transport

Conceived by a panel of Corellian Engineering Corporation shipbuilding experts with help from Narro Sienar, the YT series went on to become one of the most popular space transport hulls ever produced, revolutionizing the interstellar shipping industry with its unparalleled application of modular design. Whole sections could be mass-produced and arranged into new configurations as needed without extensive retooling. This saved CEC enormous amounts of credits by allowing the starships to be brought to market at extremely competitive prices.

The YT-1300 model exemplified this concept with a circular main corridor and modular compartments that could be mounted around it, all radiating outwards from a central core inside a saucer-shaped hull making for both a convenient and economic design. It was considered an equivalent of its time to the Galactic Republic Barloz cargo freighter.

The appeal of the YT-1300 transport was not its basic equipment, but in its ability to take an extraordinary amount of modifications and alterations. In short, the YT-1300 was reliable, durable, and easy to modify, hence its popularity among freighter captains throughout the galaxy.

Like the rest of the YT series, it featured a saucer-shaped hull with external cockpit. The YT-1300 came in three different configurations: a port-mounted cockpit, a starboard-mounted cockpit, and a centrally mounted cockpit (the last of which became standard in the YT-1930 design). YT-1300s used fuel cells powered by liquid metal fuel.

Almost every YT-1300 that was sold was later customized with extra components, from underfloor storage space to a new hyperdrive and added firepower. The features the YT-1300 was given on the production line were necessary but basic: the off-center cockpit; two escape pods,

located on the port and starboard side of the freighter; a laser cannon mounted atop the craft; and about 100 tons of cargo space.

Craft: Corellian Engineering Corporation YT-1300 Transport

Type: Stock light freighter

Length: 26.7 meters

Crew: 2

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 100,000 (new), 25,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 0D

Hull: 4D

Shields: 0D

Weapons:

Laser Cannon

Fire Control: 2D

Damage: 4D



Corellian Engineering Corporation YT-2400 Transport

The rugged YT-2400 light transport, easily piloted by a single pilot, was designed with the small-scale independent freighter captain in mind.

While other new models produced by Corellian Engineering Corporation incorporate the latest technological advances, the integrated systems of the YT-2400 are at least 10 years behind the times. While some spacers may view this as a disadvantage, the very simplicity of these designs is a strength in a starship which can be expected to travel far afield of well stocked repair facilities with a very small crew. Parts are easily found (since most are also used in much older models like the venerable YT-1300), and the ship is easily maintained and serviced in the field.

The YT-2400 retains the distinctive saucer hull design of earlier designs (e.g., the YT-1300), but has many new features which improve on the classic design. It has a reinforced hull, which makes it more durable than previous models, and the stock engines are quite powerful. The primary escape pod is located immediately aft of the cockpit for easy access by the flight crew.

There are number of standard optional packages available for the YT-2400-hull extensions, kits to convert the cargo holds into passenger space, and so on – but most owners prefer to make their modifications using third-party parts and kits, or adapt parts made for other types of ships.

The YT-2400-built with a sturdy hull and plenty of expansion space-is an excellent starting point for cargo haulers who want to load their ship down with enhanced weapons, shields, and various modifications of questionable legality. The most common modifications are upgrades to the weapon and propulsion systems.

The YT-2400 has two hard points

suitable for weapon mounts on the top and bottom of the saucer hull. The stock model comes with a single turret laser gun mounted on the upper hull, but more powerful weapons can be mounted on both hard points. Either of the hard points may also be used to mount a sensor dish.

The YT-2400 can accept starship engines designed for much larger ships. More significantly, its mountings can be easily modified to house military-grade engines, a big selling point for certain independent captains with underground connections and a thirst for speed.

Its holds, situated in the main hull, make excellent expansion bays for large sensor suites, weapons systems, shield generators, and so on. Because the YT-2400 is so commonly modified in the interior, constructing hidden smuggling compartments is a simple matter.

Craft: Corellian Engineering Corporation YT-2400 Transport

Type: Stock light freighter

Length: 21 meters

Crew: 1

Passengers: 7

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: 130,000 (new), 32,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 0D

Hull: 5D

Shields: 2D

Weapons:

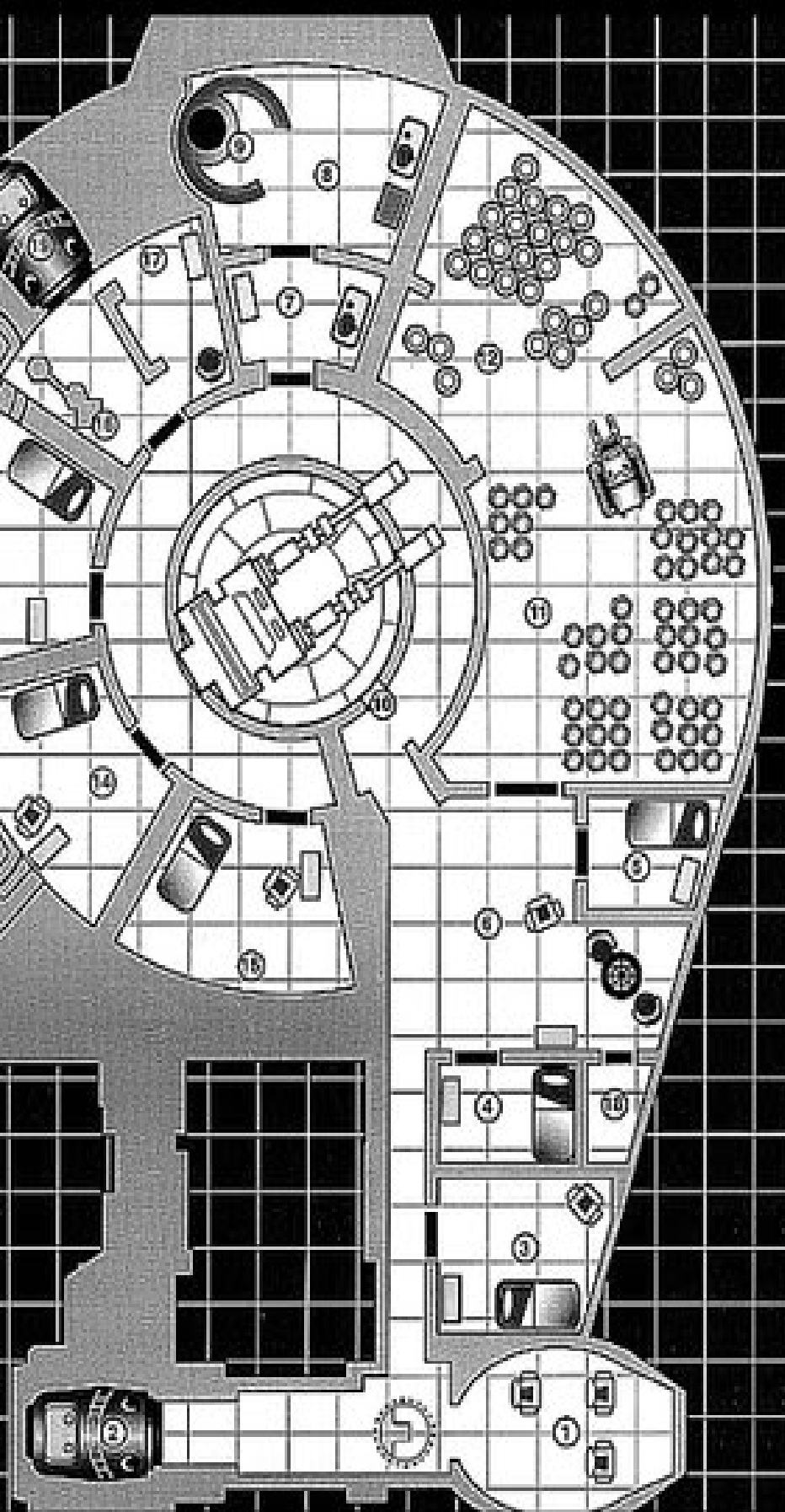
Laser Cannon

Fire Control: 2D

Damage: 4D

Deckplan Key

1. Cockpit
2. Primary Escape Pod
3. Captain's Suite
4. First Mate's Cabin
5. Second Mate's Cabin
6. Living Suite
7. Galley
8. Head
9. Refresher
10. Turret Access
11. Primary Cargo Hold
12. Secondary Cargo Hold
13. Cabin A
14. Cabin B
15. Cabin C
16. Machine Shop
17. Engine Room
18. Storage
19. Secondary Escape Pod



***DeepWater*-Class Light Freighter**

One of the earliest examples of Mon Calamari ship design-predated only by the similar (and plainly named) Mon Calamari Light Freighter-is the *DeepWater*-class freighter. Mon Cal shipwrights developed the vessel as a commercial shipping craft, the backbone of a proposed planetary trading service. The Mon Calamari Commercial Expeditionary Service was eventually-and abruptly-dissolved by the Empire and the fleet of light freighters were sold at auction to private owners. Roughly 10,000 such vessels were produced.

Like most Mon Calamari designs, individual *DeepWater* freighters are slightly different, crafted as unique works of art rather than a mass-produced homogeneous ships. However, most *DeepWaters* are roughly similar in size, shape and internal construction; the exterior differences are largely cosmetic.

The *DeepWater* is a fairly standard light freighter, with a small crew complement, modest cargo space and durable engines. A single top mounted laser turret and better than average hull armor and shielding supply the craft's main defenses. A civilian-grade sensor package is housed in a deployment dome on the *DeepWater's* underside. In addition, the craft has different types of landing gear that can be deployed as needed: a landing claw (to stabilize the ship when docking with another vessel or an asteroid), standard landing gear and inflatable puncture-proof pontoons for landing on water.

The *DeepWater* has one other unique feature: it is submersible, capable of landing on ocean floors or sea beds up to a depth of one kilometer. While underwater, the ship's primary thrust and maneuverability are supplied by a magnetohydrodynamic engine.

Before traveling underwater, a *DeepWater* must repressurize the interior atmosphere and reconfigure the shield

system. When traveling in space, the vessel's design is intended to keep pressure and atmosphere in; when underwater, the interior air pressure and hull bracing must be altered to keep water and pressure out. The shield system must be adjusted to withstand the awesome pressures of ocean depth (and to prevent water from entering and damaging key electronic systems). This configuration cannot withstand blaster bolts and only a minuscule amount of physical damage, and thus must be altered again for space travel.

Craft: *DeepWater*-class Light Freighter

Type: Light freighters

Length: 45 meters

Crew: 2 (can coordinate)

Passengers: 6

Cargo Capacity: 85 metric tons

Consumables: 2 months

Cost: 99,000 (new)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 3D

Maneuverability: 1D

Hull: 3D

Shields: 2D

Weapons:

Laser Turrent

Fire Control: 2D

Damage: 5D



Dynamic-Class Light Freighter

With the phenomenal sales of Corellian Engineering Corporation's YT-1300 many smaller companies hoped to emulate their success by manufacturing ships that seemed to offer the same features at a fraction of the cost.

Executives at Nova-Drive attempted to do just that with the release of what they called the "Classic Dynamic." Built on archaic designs of some of the earliest starships in the history of the Republic, the Dynamic was sleek, sexy and stylish. It, unfortunately, lacked the substance to match. A cheap hyperdrive, reduced cargo capacity, and poor lateral controls made it a pale shadow of the YT-1300 it hoped to emulate. Its only assets were the highly accurate targeting systems for its double laser cannon and the fact that it could be easily modified.

Nostalgia and style weren't enough to overcome the Dynamic's many flaws and after a few thousand came off the line at the Nova-Drive factories, the Dynamic was discontinued.

Craft: Nova-Drive Dynamic-Class Reproduction Freighter

Type: Light Transport

Length: 24 meters

Crew: 1

Passengers: 6

Cargo Capacity: 60 metric tons

Consumables: 2 months

Cost: 80,000 (new), 30,000 (used)

Hyperdrive Multiplier: x3

Nav Computer: Yes

Hyperdrive Back-up: Yes

Maneuverability: 0D

Sublight Speed: 2D

Hull: 3D+2

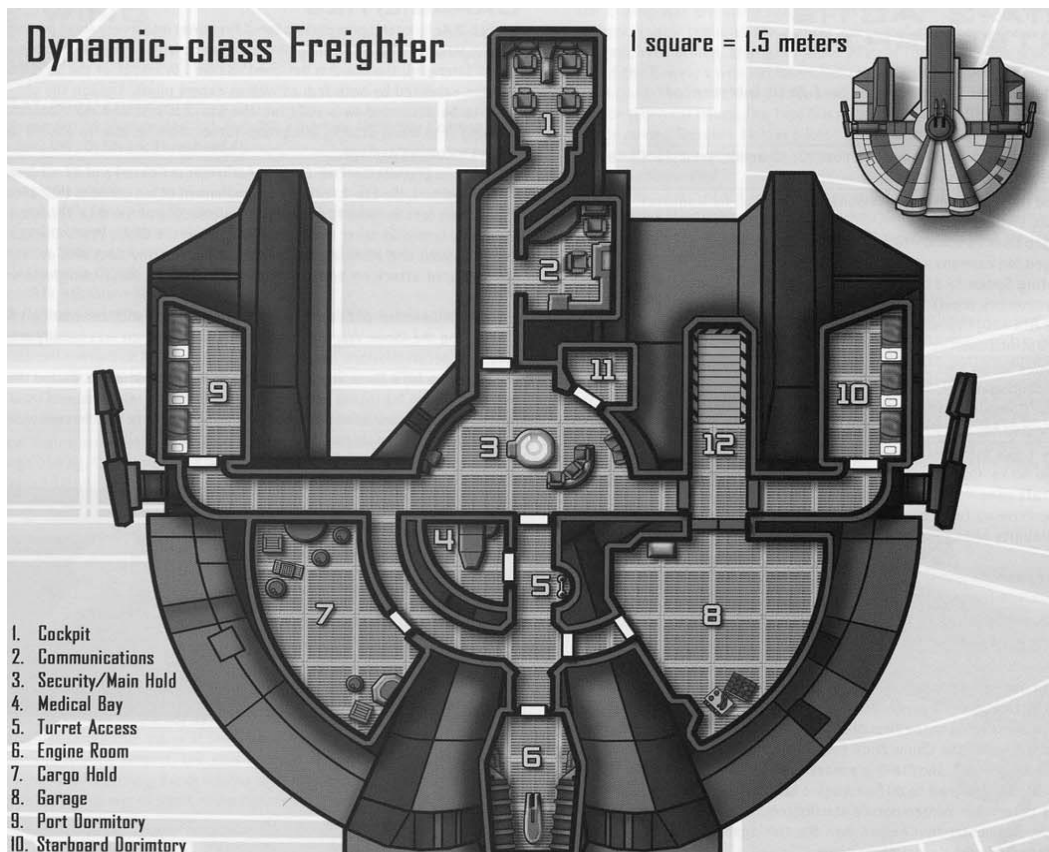
Shields: 0D

Weapons: None

Double Laser Cannon

Fire Control: 3D

Damage: 4D



Firespray-Class Patrol Craft

While not designed to be a freighter or cargo hauler, the Firespray nevertheless saw service with many smugglers, traders and galactic travelers. It was initially designed to serve as a short range patrol and prisoner transport vessel often used by local law enforcement. But its lack of heavy firepower and short range gave it limited capabilities in even that capacity. After a few years of production many Firesprays were sold off by local governments and inevitably found their way into the hands of mechanics and pilots who immediately set to modifying them for transport.

The Firespray has a smaller cargo hold, slower hyperdrive and fewer comforts than even the most common stock light freighters in the galaxy. This left many tinkerers with an uphill climb when it came to making them suitable for long distance galactic travel. Still, their unique design combined with a pair of highly accurate blaster cannons drew some more nefarious smugglers and even a few slavers. The ship's natural design was for prisoner transport and this meant that slave traders found quick use for the Firespray's cell block and strong armament.

Craft: Kuat Systems Firespray Class Patrol Craft

Type: Patrol Craft

Length: 21.5 meters

Crew: 1

Passengers: 6 (2 Guards, 4 Prisoners)

Cargo Capacity: 70 metric tons

Consumables: 1 month

Cost: 120,000 (new), 45,000 (used)

Hyperdrive Multiplier: x3

Nav Computer: Yes

Hyperdrive Back-up: Yes

Maneuverability: 1D

Sublight Speed: 2D+2

Hull: 4D

Shields: 1D

Weapons:

Two Twin-Mounted Blaster Cannons

Fire Control: 2D

Damage: 4D



Ghtroc 720 Freighter

The Ghtroc Industries 720 is not as popular as the YT-1300. It was extensively used in the Outer Rim Territories, where the now dissolved starship company was based. Ghtroc Industries designed the 720 to upgrade the systems on its 580 light freighter, and to compete with Corellian Engineering's transport. It comes close in some areas while slightly deficient in others.

The 720 was widely used to haul essential goods from the Outer Rim's commerce centers to outlying colonies. Free-traders found the ships to be affordable and well-suited for small-scale cargo runs to backwater settlements. Though the manufacturer has since gone out of business, several thousand Ghtrocs are still in service throughout the galaxy. Parts for the ship are still plentiful, and just as easily jury-rigged as those for Corellian transports.

Craft: Ghtroc Industries class 720 Freighter

Type: Light freighter

Length: 35 meters

Crew: 1

Passengers: 10

Cargo Capacity: 135 metric tons

Consumables: 2 months

Cost: 98,500 (new), 23,000 (used)

Hyperdrive Multiplier: x2

Hyperdrive Backup: Yes

Nav Computer: Yes

Maneuverability: 1D

Sublight Speed: 1D+2

Atmosphere: 260; 750 kmh

Hull: 3D+2

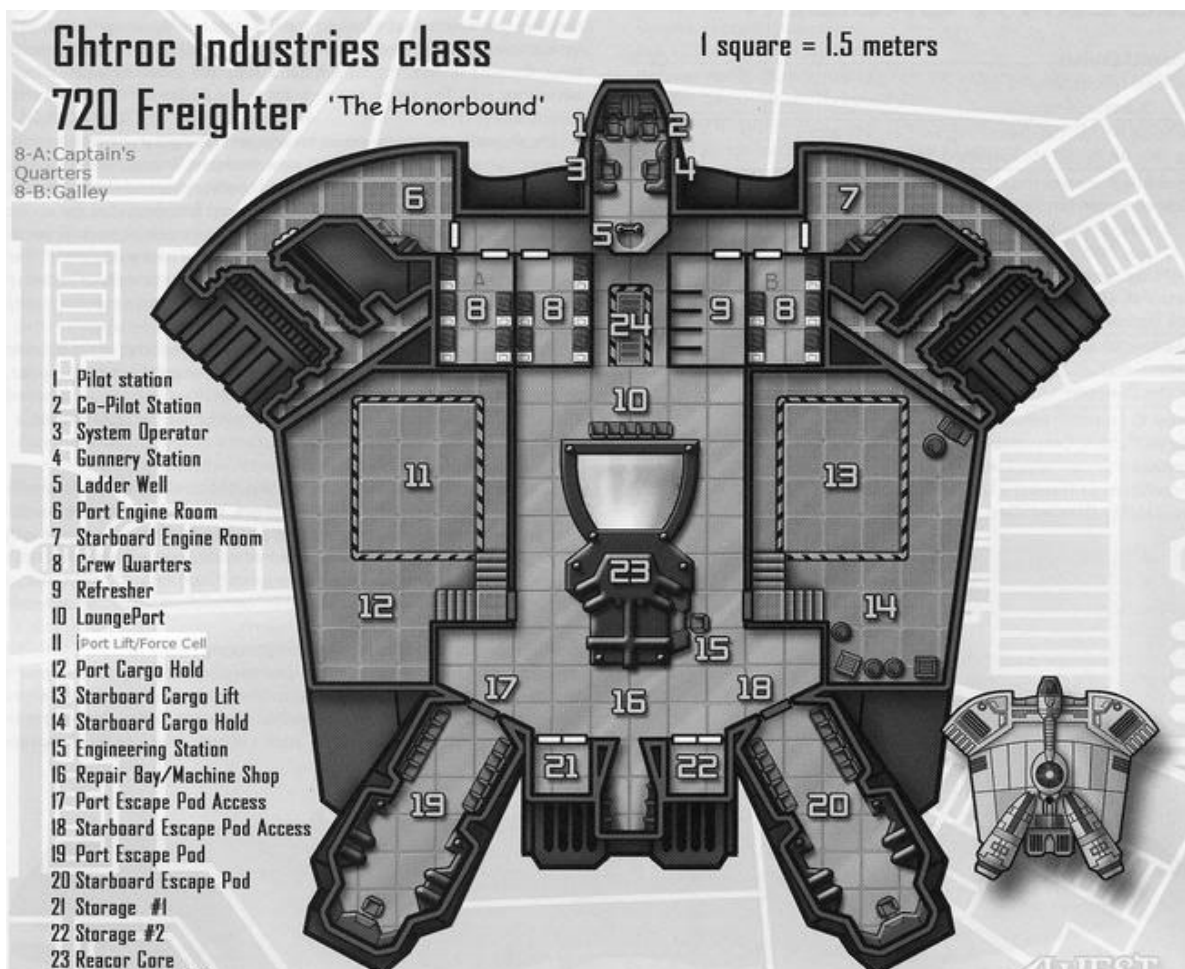
Shields: 1D

Weapons:

Double Laser Cannon

Fire Control: 1D+2

Damage: 4D



HWK-290 Light Transport



During the decadent years preceding the Clone Wars, Corellian Engineering Corporation hoped to attract wealthy merchants, nobles and politicians with the manufacture of the sleek HWK-290 light freighter. In spite of its appealing design, it did not feature many of the amenities that the targeted clientele would come to expect. This space was instead given over to extra passenger cabins and a large cargo hold. This meant the HWK-290 wasn't quite appealing enough for its target audience by the time Corellian Engineering Corporation realized their mistake, the board of directors had already pulled the plug on any further production. With the Clone Wars just beginning, CEC was more focused on acquiring military contracts from the Republic than trying to save a light freighter that was never going to rival the success of their flagship line: the YT freighter.

Still, the HWK lives on. Used models can still be found across the galaxy in use as tramp freighters or courier ships. Their combination of a large cargo hold and maneuverability makes them appealing to smugglers who appreciate the rare combination of speed and transport capacity in favor of weaponry, durability and heavy shielding. More than one HWK has found its way into the service of the Rebellion - their massive cargo holds being converted to allow the swift little transport to serve as a makeshift bomber.

Craft: Corellian Engineering Corporation Hawk-series 290 Transport

Type: Light Transport

Length: 29 meters

Crew: 2

Passengers: 6

Cargo Capacity: 150 metric tons

Consumables: 6 months

Cost: 135,000 (new), 55,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Back-up: Yes

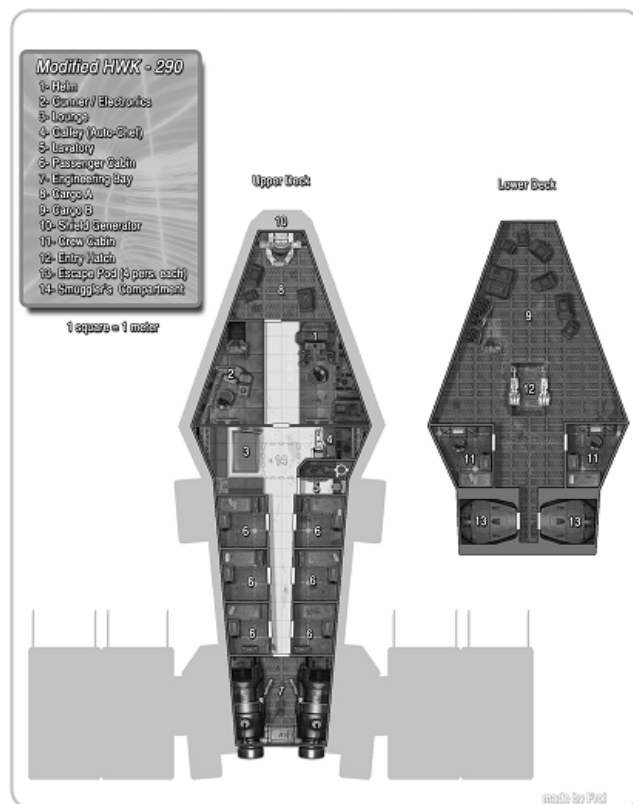
Maneuverability: 2D+2

Sublight Speed: 3D

Hull: 3D

Shields: 1D

Weapons: None



Hyrotil *Crescent*-class Transport



The *Crescent*-class light transport is the Hyrotil Corporation's first and so far only foray into the field of light freighter design. Hyrotil designed the *Crescent*-class Transport to appeal to affluent young beings who desired to travel among the stars.

The *Crescent* has all the features that people have come to expect from a Hyrotil luxury craft: sleek, streamlined hull design, luxuriously appointed interiors with the latest food-preparation technology in the galley and the latest in holo-entertainment units in the lounge area.

The stock Hyrotil is available in two varieties: one with a hyperdrive, and one without a hyperdrive, but which features a larger lounge area and cargo bay (designated by the manufacturer as *Crescent*-class and *Crescent*-class Mark II). Both varieties come with minimal shielding—just enough to withstand impacts from small meteors and other space debris—and a light laser cannon for armaments. The sensors are likewise at the minimal levels required by BoSS regulations. However, the control panels in the cockpit look very impressive, and that's what most purchasers of *Crescent*-class vessels are interested in. The craft is equipped with a three-person escape pod which is located at the front of the vessel, under the cockpit.

Though the *Crescent* has a small cargo capacity and limited upgrade options, some spacers - mostly those who make their living through con games or out-and-out robbery - find it an attractive vessel because of its widespread use among the

children of the rich: customs officials and patrol vessels are far less likely to hassle someone who may be the son of a Moff or corporate vice president than the spacer who is clearly up to no good—as his souped-up YT-1300 shows.

Despite its limitations, there are several ways to upgrade the *Crescent*. Many captains have turned the escape pod into a weapons housing; others have converted cabins into space for extra shield generators, upgraded sensors, or other upgraded electronic suites. The ship's power couplings run along its central passage, which means it is particularly easy to reroute the power systems into the cabins. Sensor jamming equipment - which consumes a great deal of power and is very difficult to successfully install in most light freighters - fits into a *Crescent*-class vessel like a hand in a glove. It may be difficult to add more speed to one of these vessels, but it is not difficult to turn a common *Crescent* Transport into a smuggler's dream.

Craft: Hyrotil *Crescent*-class Transport

Type: Light freighter

Length: 30 meters

Crew: 1

Passengers: 8

Cargo Capacity: 80 metric tons

Consumables: 2 months

Cost: 200,000 (new), 125,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D+2

Maneuverability: 2D

Hull: 3D

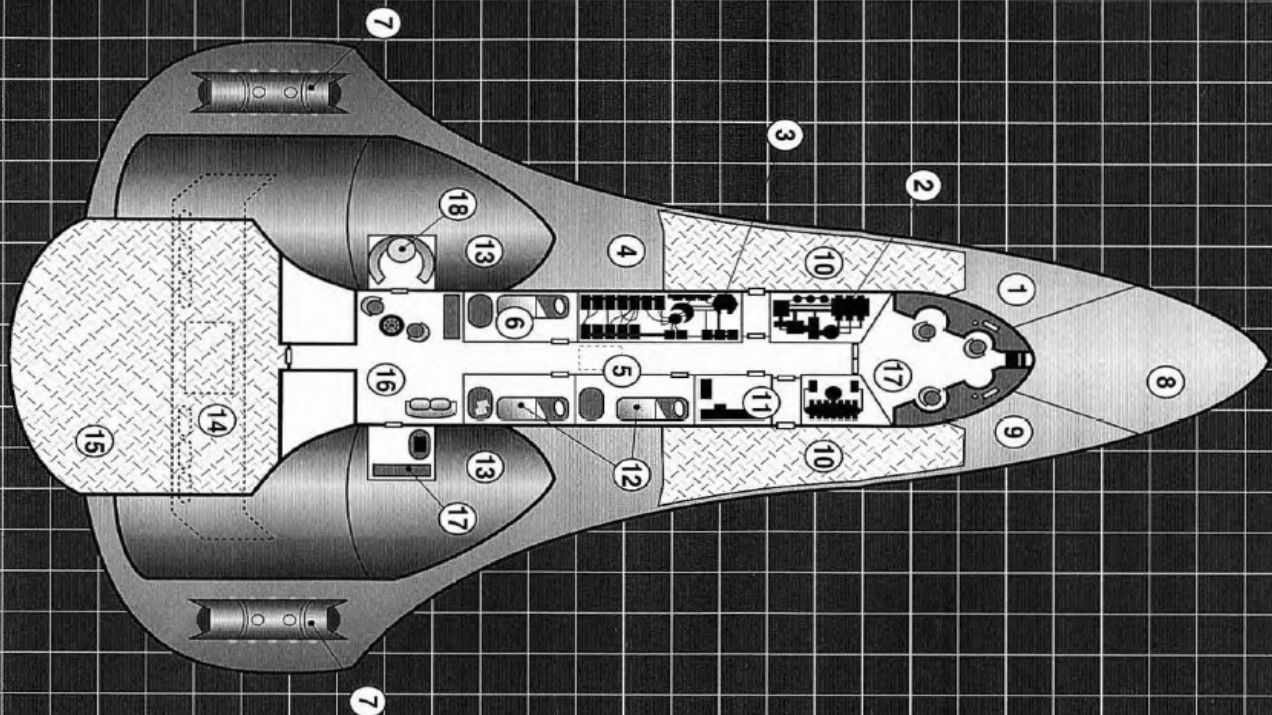
Shields: 1D

Weapons:

Light Blaster Cannon

Fire Control: 1D

Damage: 1D



... Crescent-class Transport

Deckplan Key

(Note: Crescent-class Mark II Deckplan shown)

1. Communications Station
 - a. Pilot's Station
 - b. Co-pilot's Station
 - c. Communications/Shield Station
 - d. Access to Escape Pod
2. Main Computer
3. Internal Power Routing Conduits
4. Hull Armor
5. Entry Ramp
6. Captain's Bunk
7. Deflector Shield Generator
8. Active Sensors
9. Passive Sensors
10. Secure Equipment Storage (with magnetic seals that are controlled from the cockpit)
11. Armory
12. Crew Barracks (with double bunks)
13. Main Engines
14. Rollbar S-Foil (above hull)
15. Cargo Bay
16. Crew Lounge
17. Galley
18. Refresher

Kazellis Corporation Light Freighter

Kazellis Corporation, a small manufacturing company in the remote Kathol sector, was founded as a joint venture between human and Twi'lek manufacturers. It was dedicated to providing customers living in isolated areas with reliable and easily-maintained craft. The Kazellis light freighter is representative of Kazellis' lower end models.

In keeping with the company's philosophy, most ship systems are easily upgraded and replaced. Many parts are fitted with universal joints and interfaces, allowing mechanics to use parts from other manufacturers to repair ship systems.

The line proved to be very popular along the Rimma Trade Route, and Kazellis Corporation expanded its production facilities and opened showrooms and retail outlets on Kal'Shebbol and Eriadu, the capital world of Seswenna Sector. The intention was to launch a mass-market program with the light freighter, and follow up with a larger, more-powerful model named the "Heavy Hauler." However, despite the success of the retail program—over one hundred of light freighters were sold in the first year alone—the program was never expanded or continued because Kazellis Corporation was driven out of business with the arrival of the Empire in the Kathol Sector.

Kazellis management refused requests by Moff Kentor Same to provide him with ships, repairs and shipping for a cheaper rate than the company's already generous discounts for bulk orders generated from within the Kathol Sector; Kazellis had never given the galactic government preferential treatment and they weren't about to start now. They failed to understand the ruthlessness of the New Order.

Kazellis Corporation was taken over by the Empire and all members of its senior staff and board of directors were either

executed or driven into hiding. As the Empire seized the company's assets, employees—in one of the earliest acts of widespread resistance destroyed all the assembly lines and wiped all the data storage devices, effectively assuring that no more Kazellis models would ever be manufactured again.

Craft: Kazellis Corporation Light Freighter

Type: Light freighter

Length: 28 meters

Crew: 1

Passengers: 8

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 23,000 (new)

Hyperdrive Multiplier: x3

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D+1

Maneuverability: 2D

Hull: 4D

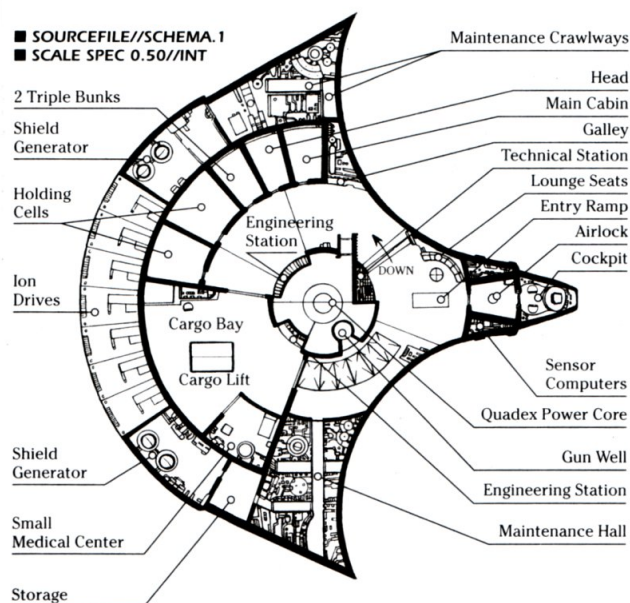
Shields: 2D

Weapons:

Quad Laser Canon

Fire Control: 2D

Damage: 4D



Kuat Drive Yards *Starwind-class* Pleasure Yacht

The Kuat Drive Yards' *Starwind-class* Pleasure Yacht is based on a light freighter design originally intended to challenge Corellia Engineering's popular YT series. In mid-design, the craft was altered to compete with Hyrotill's *Crescent-class* luxury cruisers.

The attempt was moderately successful. With a price tag that is five times that of the *Crescent-class*, the *Starwind* is truly a space yacht that is a rich being's trophy. However, unlike the *Crescent-class* light freighter, the *Starwind-class* vessels tend to appeal more to those with more ready credits than common sense.

While the *Starwind-class* has a stronger hull than most ships constructed for civilian recreational use, its sublight engines are underpowered, its power systems are ill-equipped to be adapted to even the most common modifications-such as laser cannons and stronger shields-and must frequently be replaced with another power system should any upgrades be desired. Further, the ship's architecture is such that virtually any upgrade performed will cost either passenger or cargo space.

In fact, many of those who make their living building or working in starships say that the only thing the *Starwind* has going for it is its revolutionary escape pod. In order to protect their wealthy buyers from potential kidnapping by pirates, KDY engineers adapted the technology used for the detachable cargo holds of the *Star Galleons*.

The escape pod of the *Starwind-class* can be jettisoned while the ship is in hyperspace (where it immediately - and roughly - reverts back into realspace). If the pod is released in normal space, it starts performing random hyperspace jumps once an onboard, automated nav computer (using software licensed from Industrial Automaton) has guided the pod to the

nearest well-traveled spacelane. A subspace transceiver broadcasts automatically on both common distress channels and on select high-priority military frequencies. Rescue vessels are then able to converge on the escape pod and retrieve it between jumps. (This feature of the stock *Starwind* is yet another of the privileges that money can buy.)

Craft: Kuat Drive Yards *Starwind-class* Pleasure Yacht

Type: Space Yacht

Length: 50 meters

Crew: 5

Passengers: 10

Cargo Capacity: 20 metric tons

Consumables: 2 months

Cost: 1,000,000 (new), 450,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: Yes

Hyperdrive Backups: Yes

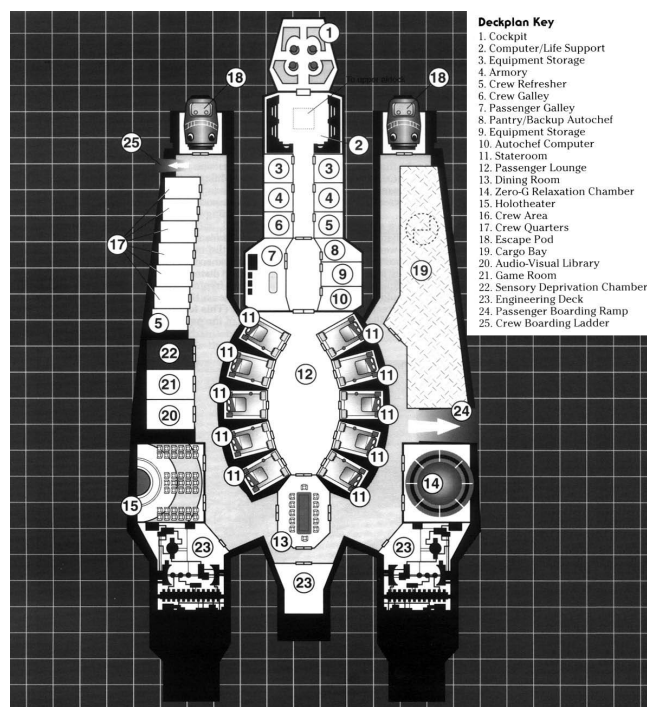
Sublight Speed: 2D

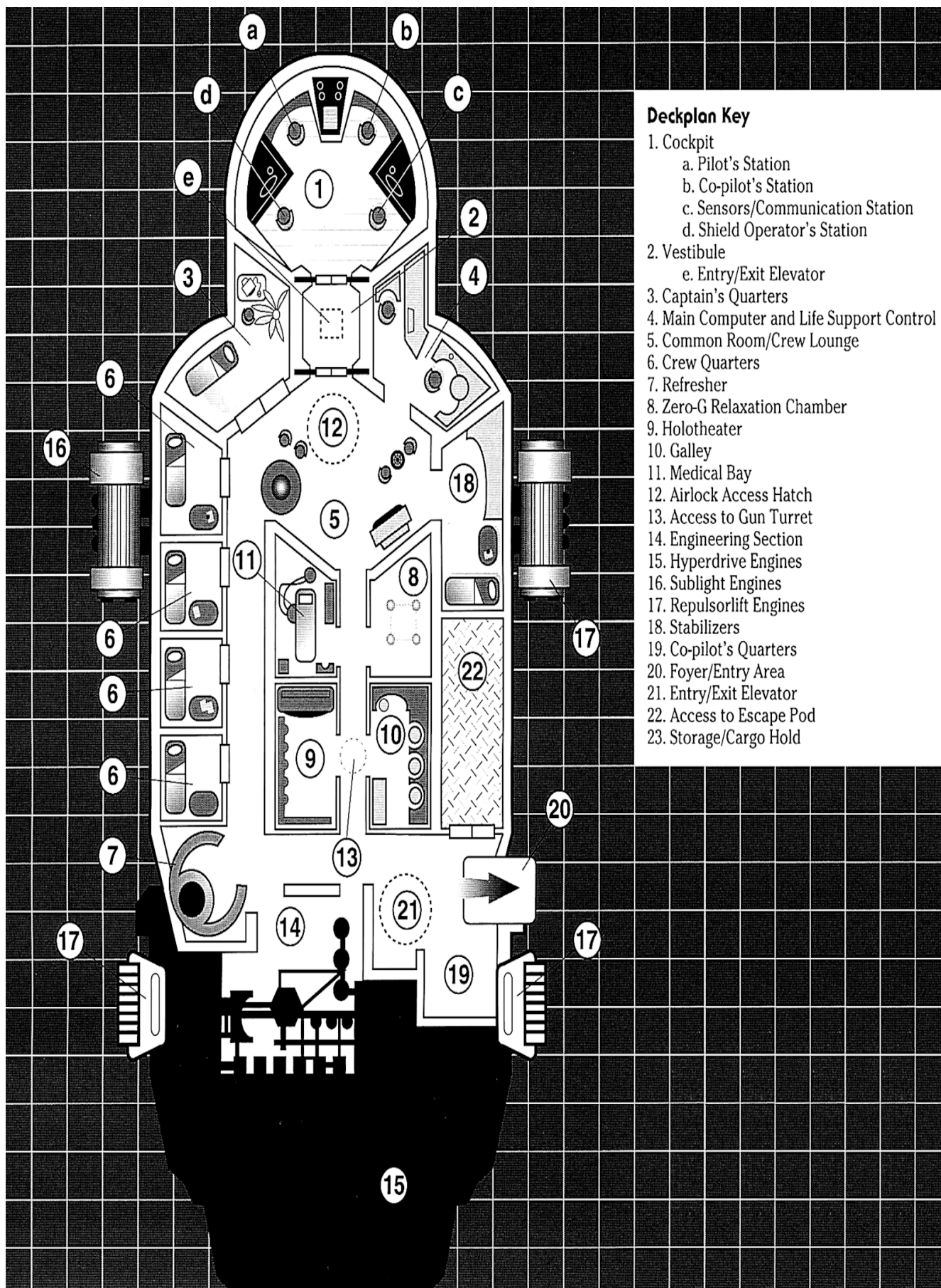
Maneuverability: 1D

Hull: 3D

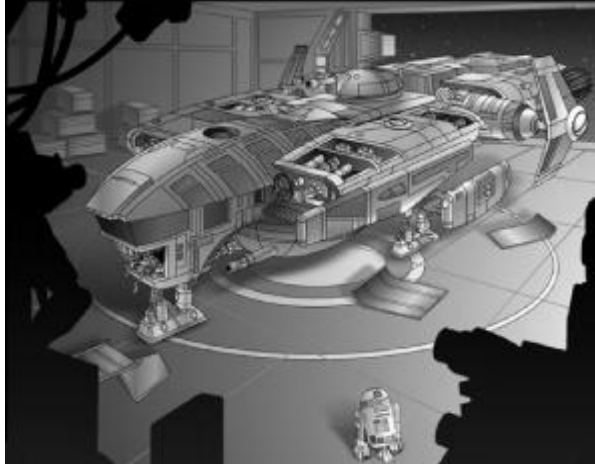
Shields: 1D

Weapons: None





Lantillian ShipWrights GX1 Short Hauler



The Lantillian Short Hauler - a rugged, well-engineered craft-was originally designed for affluent retirees interested in piloting a pleasure craft but not in paying the exorbitant price commanded by a star yacht.

The Short Hauler was developed by a team of engineers working for Lantillian ShipWrights. The design team was led by Engineer Shil Tervo, a friend and collaborator of Walex Blissex (the designer of the *Victory-class* Star Destroyer). Ironically, Lantillian ShipWrights intended to fashion a freighter to compete with the wildly successful models produced by the Corellian Engineering Corporation. Instead, the small shipbuilding firm produced one of the first luxury pleasure craft that was still within the financial reach of the average citizen.

Shortly after the Battle of Yavin, Lantillian ShipWrights was absorbed by TaggeCo. The new parent company fired many of the designers (though Tervo eventually found work with Kuat Drive Yards and developed many of the key subsystems for the *Eclipse-class* Star Destroyer project). The Short Hauler GX1 is the basic model available, equipped with a civilian-grade turbolaser cannon, modest shielding, a Fabritech 7Y4 Sensor Suite, Cybot Galactica NavMaster navigational computer, and Lantillian ShipWrights Class Four sublight engines. In addition, the Short

Hauler possess a number of amenities: a well-designed galley, a holothheater and fairly large living quarters.

One complaint is common among Short Hauler captains: the landing gear assembly is extremely complex and is prone to malfunction unless maintained regularly. Dust, corrosion and other such obstructions can prevent the gear from retracting or deploying properly and, since the dissolution of Lantillian ShipWrights, parts are difficult (and expensive) to locate.

While the Lantillian Short Hauler never took the freighter market by storm, it has performed well as a cargo vessel. A number of enterprising smugglers and shippers have purchased the inexpensive and reliable vessels and modified them to serve as cargo haulers. By removing amenities-such as the holothheater and adding cargo bays, Short Haulers are effective freighters. However, most shippers augment the vessel's shielding and weaponry, as the stock Short Hauler possesses inadequate defenses against pirate attacks.

Craft: Lantillian ShipWrights GX1 Short Hauler

Type: Pleasure craft

Length: 27 meters

Crew: 2

Passengers: 6

Cargo Capacity: 85 metric tons

Consumables: 1 month

Cost: 20,500 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 1D

Hull: 4D

Shields: 1D

Weapons:

Laser Cannon

Fire Control: 1D

Damage: 3D

Nova-Drive 3-Z Light Freighter

Nova-Drive is a small Mid-Rim ship manufacturer that sells most of its small range of freighters in systems along the Rimma Trade Route. It does not design its own models, instead licensing or purchasing designs from other firms and manufacturing modified versions for niche markets.

Nova-Drive sub-licensed the manufacturing plans of Corellian Engineering Corporation's YT-1200 a few months after the latter company phased it out in favor of later production models. Though CEC deemed the line too dated for active production, Nova-Drive saw an opportunity to upgrade the design to make it competitive with current offerings in the independent spacer market.

The hull was stretched and reinforced, allowing for more powerful engines, larger cargo bays, and more spacious living quarters. The 3-Z is as fast at sublight speeds as a stock YT-1300, and features some moderate improvements over the YT-1300-the central-dorsal mounted sensor dish provides an excellent scanning radius; the standard port-starboard mounted laser cannons provides excellent forward-above-below-rear firing arcs; and the forward-opening cargo bay allows easy access to the cargo bays. Additionally, the cockpit featured a more open cockpit canopy than the YT-1300, and the primary escape pod is in the primary crew area.

Because Nova-Drive did not have to include R&D costs in the price tag, the Nova-Drive 3-Z is priced very competitively. CEC has been surprised to discover that its cast-off design, revamped and upgraded, is giving its current YT offerings a run for their money.

Craft: Nova-Drive 3-Z Light Freighter

Type: Light freighter

Length: 28 meters

Crew: 2

Passengers: 8

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: 60,000 (new), 20,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 1D

Hull: 4D+2

Shields: 1D

Weapons:

Two Laser Cannons

Fire Control: 1D

Damage: 3D



Rendill-Surron Starlight Freighter

The Surronians, an insectoid species of long-respected shipbuilders, fell upon difficult times and developed Surron StarTech, a firm to mass produce and distribute their vessels. Their lack of business savvy resulted in poor sales as ill-conceived marketing went unnoticed by a busy public. At the same time, Rendili StarDrive, long a military shipbuilding firm, was attempting to recoup financial losses with the introduction of a line of public-sector vessels for the interstellar professional. Rendili execs approached the ailing Surronians and after months of negotiations, an agreement was finalized.

The joint Rendili-Surron agreement would produce an attractive, sleek vessel with the Surronian reputation for design, aimed at the spacer market. The Surronians came up with some truly innovative designs which were discarded by the skittish and conservative Rendili management. Taking some basic Surronian concepts, the Rendili techs instead adapted older ideas (like the often copied Corellian cockpit design) and rushed to production of the Starlight.

The Rendili-Surron Starlight has a few of Surronian touches. The forward sweeping wing is definitely not the product of older military designers at Rendili. This wing contains the bulk of the Starlight's habitable volume, including the spacious cargo hold. A repulsorlift platform locked into the ventral surface of the wing allows cargo to be lowered and raised into the hold. Materials cutbacks forced a lighter-than-standard space-frame for the hold, so that while it is spacious, it is only rated at 50 metric tons capacity. The wing also mounts the communications and sensor array.

The Corellian Engineering Corporation knock-off cockpit and hallway tube lead to the primary lounge compartment. The no-frills interior features an autochef recycled from surplus models from Rendili's defunct *Vainglorious-class*

cruisers. The compartment features two rooms with triple bunks, also recycled military surplus. Even the joint 'fresher has a decidedly Academy drop-camp feel to it.

Sadly, the Rendili-Surron Starlight is the last Surronian vessel produced for the public. Burned by the megacorp reality of the starship industry, the Surronian artists retreated to their hives, content to produce their art only for Surronians. New vessels are now so alien in design that Rendili executives see little market for them.

Craft: Rendill-Surron Starlight freighter

Type: Light freighter

Length: 34 meters

Crew: 2

Passengers: 4

Cargo Capacity: 50 metric tons

Consumables: 3 weeks

Cost: 26,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 1D

Hull: 4D

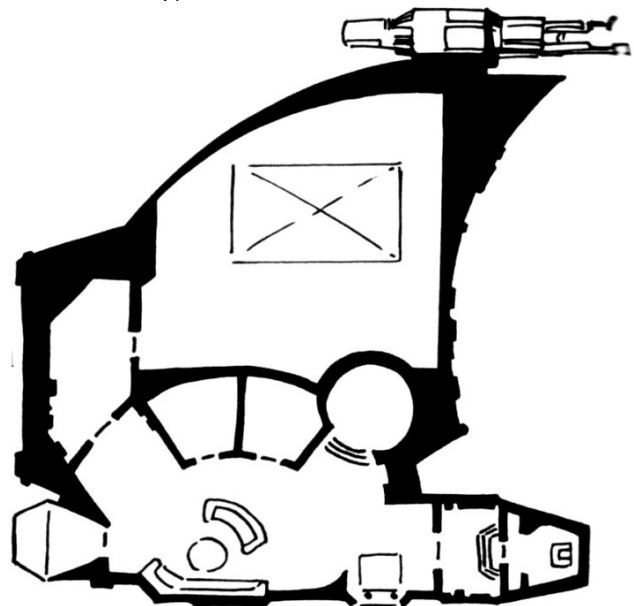
Shields: 1D

Weapons:

Blaster Cannon

Fire Control: 2D

Damage: 3D



Starfeld Industries Z-10 Seeker

The Z-10 Seeker was originally designed and marketed as a scouting/trade vessel, ideal for inexpensive expeditions into unexplored space. Because it didn't take off in that market, Starfeld Industries sold it elsewhere, and Z-10s can now be found pulling duty as small courier ships, high-speed delivery freighters, scouts, and blockade runners.

The Z-10's superior agility, high realspace and hyperspace speed, and low crew overhead make it an excellent choice for enterprising traders trying to maintain a tight schedule and avoid navigational and predatory delays. In addition, the Z-10 has an excellent sensor package, originally intended for the ship's scouting mission, but equally useful to the customers in its new niche markets.

The ship is hardly without flaws, however. Economy of design dictated that the only weapon, an autoblaster, run its targeting subroutine off the sensor package. If the sensor package is disabled, the gun loses all fire control, and if the guns are damaged, the sensor package tends to shut down due to targeting computer feedback. This is compounded by the mediocre hull strength and lack of shield generators. The Z-10 is not a combat vessel and best deals with trouble by avoiding it.

The Z-10 is what engineers refer to as a "tight design"- it makes the most of the space available and runs smoothly when regularly maintained properly. In other words, it breaks down if not habitually tended to, is difficult to repair with substitute parts, and doesn't take modification easily; perfect for keeping scouts from wandering off with property. This is aggravated by the ship's reliance on rare parts that ceased production two years after the Z-10 was released, and parts are increasingly rare. The weapons system is almost as proprietary, although the ion engines are only moderately uncommon.

The Z-10 cargo pods are of standard Starfeld design; two main pods slung off the fuselage carry the bulk of the cargo-20 tons to each pod. An additional five tons can be carried in the main body. The pods can be jettisoned from the cockpit to increase speed and maneuverability; many couriers operate using only the small main body cargo bay.

Craft: Starfeld Industries Z-10 Seeker

Type: Small scouting vessel

Length: 20.3 meters

Crew: 1

Passengers: 2

Cargo Capacity: 45 metric tons (5 without pods)

Consumables: 2 months

Cost: 86,000 (new), 69,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: None

Hyperdrive Backups: None

Sublight Speed: 3D+1 (4D+1 without cargo pods)

Maneuverability: 3D (4D+1 without cargo pods)

Hull: 3D

Shields: 0D

Weapons:

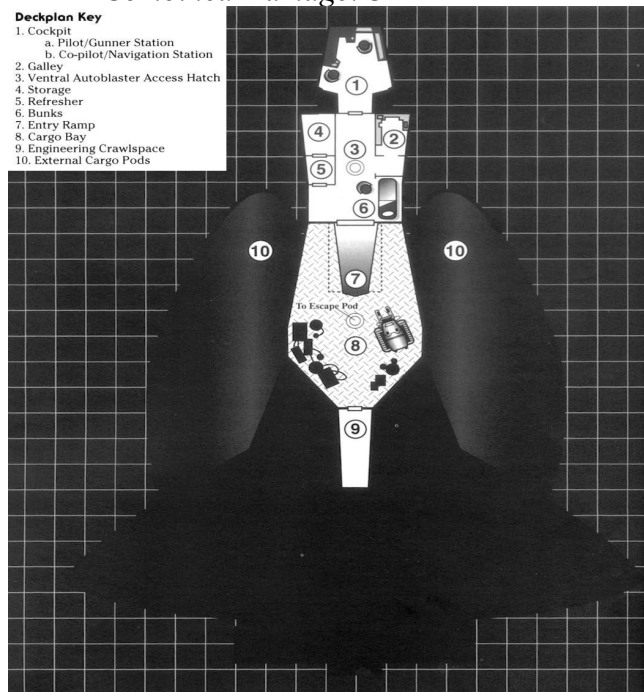
Autoblaster

Fire Control: 2D

Combined Damage: 3D+1

Deckplan Key

1. Cockpit
 - a. Pilot/Gunner Station
 - b. Co-pilot/Navigation Station
2. Galley
3. Ventral Autoblaster Access Hatch
4. Storage
5. Refresher
6. Bunks
7. Entry Ramp
8. Cargo Bay
9. Engineering Crawlspace
10. External Cargo Pods



Starfeld Industries ZH-25 Questor

When Starfeld realized that the Z-10 Seeker was going over big in the freighter market, it quickly designed a dedicated freighter using the Seeker as a model but eliminating most of the Seeker's flaws. The resulting ship was the ZH-25 Questor.

The ZH-25 uses the Z-10 fuselage with two additional hull sections, for extra room and a one hundred percent increase in cargo pod size. The additions increased the ship's mass by almost 300 percent, requiring the Novaldex JV-71 ion engines to be upgraded to more powerful JV-74s. In spite of this, the ZH-25 is still slower than the Z-10, and less maneuverable.

Arms and armor were a real shortcoming in the Z-10 parent model. The BlasTech Prm-3 lasers were completely replaced with Taim and Bak pulse lasers, a favorite in Corellian-designed ships, with independent targeting/firing computers, eliminating the sensor blackout problems that plagued the Z-10. Perhaps most significant is the inclusion of a Sirplex P-12 shield generator, greatly increasing the ship's durability.

The demise of Miradyne prevented the inclusion of an RCS flight computer (to the relief of the marketing staff), and the new, looser computer system allows greater leeway in flight performance. The ZH-25 is less of an engineering achievement in terms of simple efficiency, but is regarded as a more friendly ship by the tinker-happy freighter market.

The only deliberate decrease in system performance is the downgrade of the sensors system from an advanced Fabritech package to a cheaper and less effective SoroSuub package. This was primarily to cut production costs, and it is reasoned that the Questor can defend itself much better and thus needs less forewarning than the under-armed Seeker.

The ZH-10 entered the market strongly, in spite of its rather high price tag,

and has sold quite steadily. Starfeld's production plants are only just able to meet demand, and the Questor is not yet commonly available in second-hand ship lots.

Craft: Starfeld Industries ZH-25 Questor

Type: Light freighter

Length: 22.4 meters

Crew: 1

Passengers: 6

Cargo Capacity: 85 meters

Consumables: 3 months

Cost: 136,000 (new), 89,000 (used)

Hyperdrive Multiplier: x1

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 2D

Hull: 4D

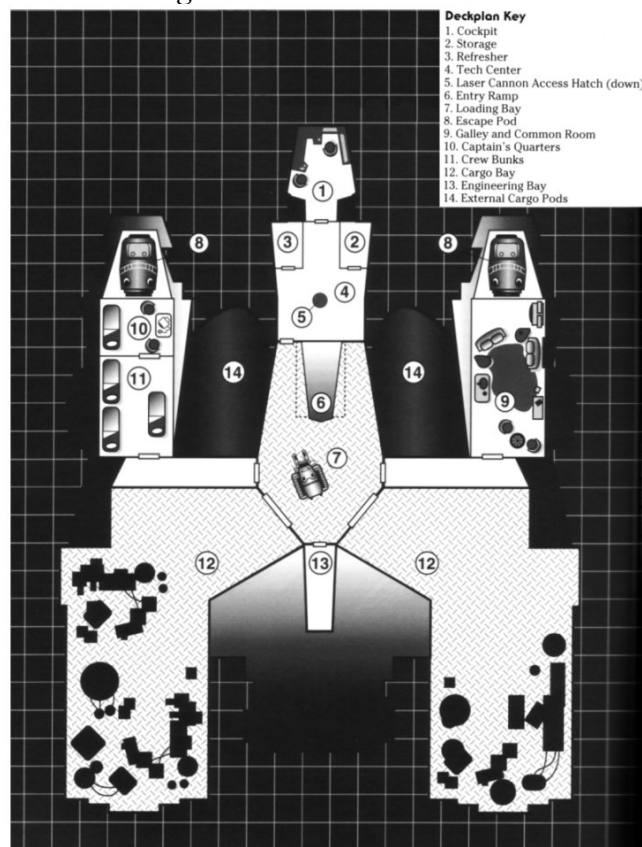
Shields: 1D

Weapons:

Twin Laser Cannon

Fire Control: 2D

Damage: 4D



Surronian L19 Heavy Freighter



Leave it to a jaded spacer to remark that the economic hardship hitting the Surronians has resulted in some of the most prized technologies finally hitting the open market. The vessels of the respected insectoid Surronians are viewed as expensive collectibles for exclusive and wealthy clients. Now that the Surronians have fallen upon difficult times, they have developed standard lines of their ships for open sale. Most of the vessels were beyond the price range of the average spacer, save for a much overlooked craft of the the "L" (limited edition) series, the L19 Heavy Freighter.

Fifty meters long, the L19 rests on the large end of the light transport spectrum. Its spacious holds can accommodate 150 metric tons in a total of five chambers. A single pilot can run the L19, but a crew of four is standard—a pilot, co-pilot, the communications and sensors operator, and the shield operator and astrogator. The communal Surronian hive mind crafted a roomy cockpit, with six additional seats for passengers. Just aft of the cockpit are living accommodations. The captain and first mate are usually awarded the larger suites, though the Surronian's overestimation of non-hive privacy has resulted in rather large single rooms for every passenger. Most spacers consider this space an unwarranted luxury, and have refitted half the rooms with double-bunks, converting the other rooms for medical facilities, a

larger lounge, or cargo space (hidden or otherwise).

Propelling the freighter through realspace are twin Surronian A1.50 grade ion engines. Slung below the ion drives are a pair of Carellian hyperdrives which the Surronians reverse-engineered to fit their designs. The hyperdrive is usually the easiest and most cost effective system of the entire ship to modify. The L19 comes standard with twin blaster cannons located atop the main passenger cabin. The ship does not accept new weapons easily because there are very few accessible hard points.

The L19 is in current production, and dealerships can be found throughout the galaxy (but most commonly in the Core). The initial production model, the L19a, was much more luxurious than later models. It is highly sought by enthusiasts, selling for over 400 percent of the typical asking price in the secondary market.

Craft: Surronian L19 Heavy Freighter

Type: Heavy freighter

Length: 50 meters

Crew: 1

Passengers: 10

Cargo Capacity: 150 metric tons

Consumables: 2 months

Cost: 75,000 (new), 28,500 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 3D

Maneuverability: 1D

Hull: 6D

Shields: 1D

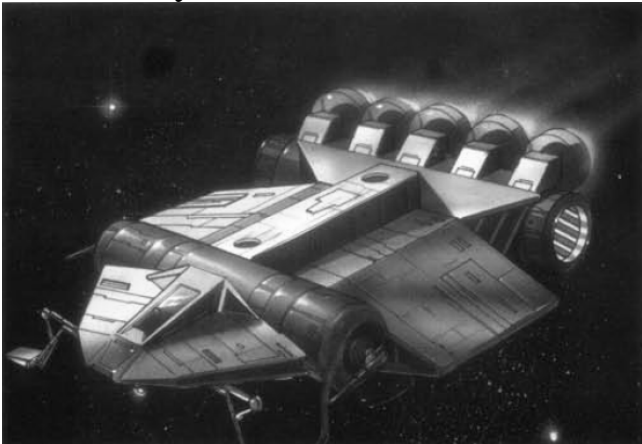
Weapons:

Twin Blaster Cannon

Fire Control: 2D

Damage: 5D

Suwantek Systems TL-1800



The Suwantek Systems TL-1800 transport is a 30 meter long vessel that has a flat, angular hull (with thick armor plating). The ship contains ample internal cargo space; in addition, exterior cargo pods can be linked the ship's hull. Cargo pods can be linked to one other, allowing the TL-1800 to carry up to 400 metric tons of material (in space only; in atmosphere, the craft cannot carry more than one cargo pod, increasing the cargo capacity by 100 metric tons).

The TL-1800 is typical of commercial freighters lightly armed, poorly shielded and slow. (Many freighter captains call the TL-1800 a "waddle," referring to the craft's sluggish handling.) Still, the ship's cargo capacity, hull armor and overall reliability offset the TL1800's drawbacks.

The TL-1800's engine design is excellent. Though the 1800's Y-v-6 sublight drives do not provide a great deal of speed, they require less maintenance than other craft. Y-v-6 engines require overhaul and adjustment only once per standard year (compared to the three to five times a year recommended for most other freighter types). In addition, the hyperdrive – Suwantek's StarBurn 4 Hyperdrive - similar performance: adequate speed and minimal maintenance (usually once per standard year as well).

The ship's primary weapon system is a front-firing pair of laser cannons, which may be fire-linked to inflict maximum

damage. Unlike most civilian craft, the TL-1800 possesses a cannon system designed by Sienar Fleet Systems (Suwantek's parent company). The weapons and firing system are comparable to those found on the TIE interceptor.

One flaw is readily apparent in the TL-1800: the nav computer is somewhat unreliable. Suwantek (which normally subcontracted such systems to Fabritech or Industrial Automaton) attempted to develop their own nav computer system. The result was the Portal Delta nav computer, a glitch-prone system that requires almost constant maintenance. Early production model TL-1800 possess this type of computer, though later models carry a more-reliable Fabritech unit.

Craft: Suwantek Systems TL-1800 Transport

Type: Light freighter

Length: 30 meters

Crew: 2

Passengers: 7

Cargo Capacity: 110 metric tons (400 metric tons with cargo pods)

Consumables: 3 months

Cost: 41,500 (new), 30,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D

Maneuverability: 1D+2

Hull: 4D

Shields: 2D

Weapons:

Dual Laser Cannon

Fire Control: 2D

Damage: 5D

VCX-100 Light Freighter



With the success of the Corellian Engineering Corporation's YT-1300 light freighter executives hoped lightning could strike twice. Over eager for the success that had come from the YT line, they launched the new VCX line of light freighters. It was billed as lighter, faster and more heavily armed – but the first model of VCX was its last due to board room arrogance and tightening Imperial law.

The VCX was indeed lighter, faster and more heavily armed than most of its YT counterparts. Featuring both nose and dorsal laser cannons and an auxiliary starfighter that was capable of docking with the VCX-100, it seemed like the perfect successor to the greatest success CEC had ever seen. Unfortunately, the addition of the auxiliary starfighter drove the ship's alright considerable price to twice that of a YT-1300 and thus out of the price range of its target market: independent traders.

After a few months of production were followed up by poor sales the VCX, in spite of its plethora of features and ability to be easily modified, was discontinued. The high price was problematic enough, but when the ship's armament was declared by Imperial law to be to exceed civilian limits (mostly due to the weaponry of the auxiliary starfighter), production of the VCX was promptly discontinued. The remainder lingered on showroom floors before eventually being sold or scrapped for parts.

The few that remained in service often found use by their intended clientele. Smugglers, free traders and even a few Rebel agents made use of the freighter for the duration of the Galactic Civil War and decades after.

Craft: VCX-100 Light Freighter

Type: Stock light freighter

Length: 28.5 meters

Crew: 1

Passengers: 7

Cargo Capacity: 60 metric tons

Consumables: 1 month

Cost: 120,000 (new), 65,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Yes

Hyperdrive Backups: Yes

Sublight Speed: 2D+1

Maneuverability: 0D

Hull: 3D+2

Shields: 1D

Weapons:

Nose Laser Cannons

Fire Control: 1D

Damage: 4D

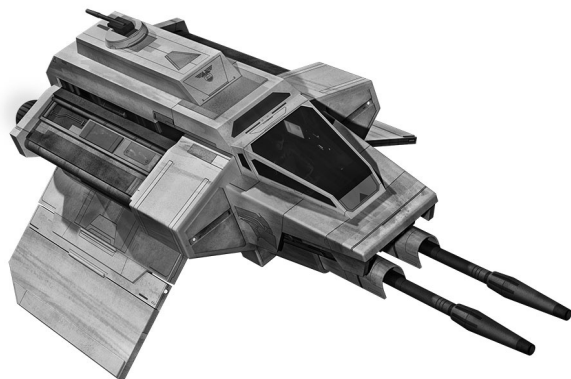
Dorsal Laser Cannons

Fire Control: 1D

Damage: 4D



VCX-Series Auxiliary Starfighter



Included standard with the purchase of with the VCX-100 Light Freighter (with the additional price of 80,000 credits), the VCX was billed as a “short range cargo hauler.” The truth of the matter was that it was a thinly veiled starfighter. While it lacked the speed or truly heavy weapons of a real starfighter, its ability to work in tandem with the VCX-100 with extreme effectiveness made it more than the sum of its parts.

Craft: VCX-Series Auxiliary Starfighter

Type: Short range shuttle

Length: 10 meters

Crew: 1

Passengers: 4

Cargo Capacity: 2 metric tons

Consumables: 2 Days

Cost: 80,000 (new), 35,000 (used)

Hyperdrive Multiplier: None

Nav Computer: None

Hyperdrive Backups: None

Sublight Speed: 3D

Maneuverability: 1D+2

Hull: 2D+2

Shields: None

Weapons:

Laser Cannon

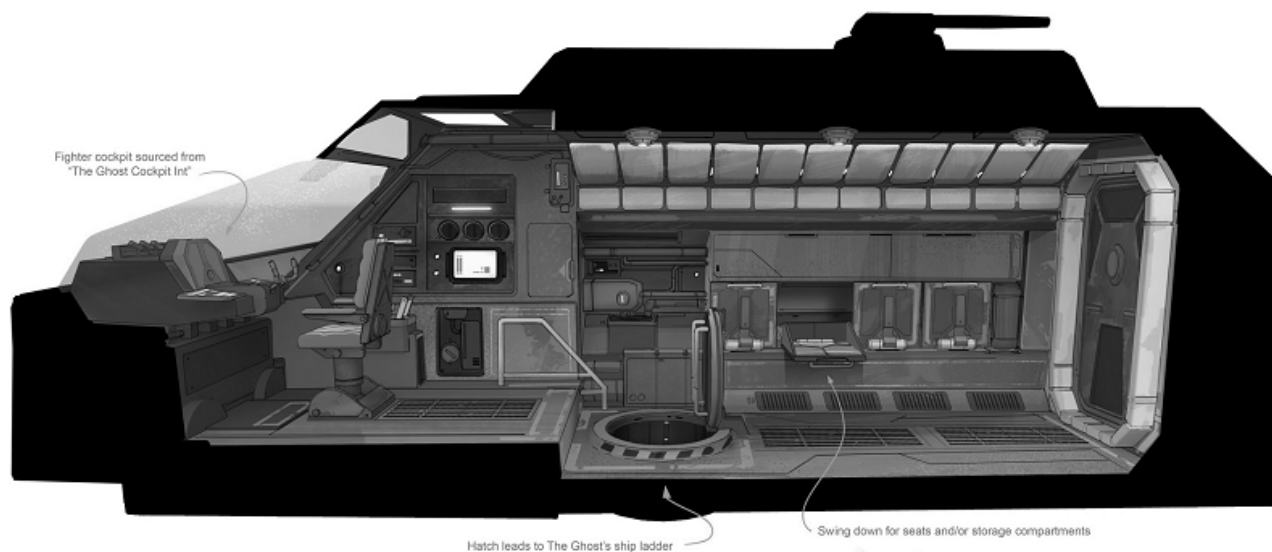
Fire Control: 2D

Damage: 4D

Light Laser Cannon

Fire Control: 1D

Damage: 3D



Chapter Three

A Good Blaster At Your Side

"I like this thing!"

-Han Solo

Contrary to what many independent freighter captains would have others believe, they rely on more than a fast ship and luck. Many smugglers use specialized or unorthodox equipment to help them get by on the raggedy edge of the Outer Rim. From unique blasters to specialized tools to exotic droids, it takes every trick in the book (and a few that aren't) to avoid the wrath of the Empire and the cross hairs of enterprising bounty hunters.

Weapons & Armor

BlasTech CK-13 Blaster Pistol

Marketed as a blaster pistol for the "rugged homesteader on the edge of the galaxy," the BlasTech CK-13 was unique in that it combined both primitive slugthrower powder and modern blaster technology. Each time the CK (commonly called the Crackerjack Blaster, or simply the Crackerjack) it made the same loud noise of a slugthrower, but propelled a blaster bolt. Designed on unique frame which housed each of the the individual powder chambers were visible, BlasTech executives hoped the Crackerjack would become the sidearm of choice for settlers in the Outer Rim Territories.

Unfortunately its ridiculously low ammunition capacity, its short range and lack of reliability killed these dreams. The combination of slugthrower powder and blaster technology was seen as gimmicky and the the fact that BlasTech chose to design the weapon as a pistol instead of a rifle combined with the explosive sound when fired made it useless as a hunting weapon.

Now the Crackerjack is most often found in the hands of backwater criminals and drifters who can't find something better. Because the weapon requires specialized cartridges that must be

removed, recharged and then have their powder replaced, the Crackerjack is expensive to maintain even after an inexpensive purchase. Still, a few hot shot gunslingers and star pilots favor them, claiming they only need six shots to make it count.



Model: BlasTech CK-13 Blaster Pistol

Type: Combustion Enhanced Blaster Pistol

Skill: *Blaster*

Range: 3-4/25/50

Availability: 3, R

Cost: 550 credits (new) 275 credits (used)

Damage: 4D+2

Notes: The Crackerjack can only be fired six times before needing to have it specialized explosive cartridges recharged or replaced. A set of six cartridges costs 50 credits and is very difficult to find.

Shock Knife

Appearing as nothing more than small mono-knives balanced for throwing,

these small blades are packed with a shocking surprise. Inside the handle of each Shock Knife is a tiny ion capacitor that charges the blade with electrical energy immediately after impact. While no more or less deadly than any other throwing knife, the shock they deliver is capable of incapacitating their target.

Because knives are legal on planets with all but the most restrictive laws, they are typically ignored by security personnel and Imperial officials. This, combined with their ease of concealability, makes them ideal weapons for those who wish to protect themselves without drawing the attention of law enforcement or thugs who would otherwise make short work of them.

Model: Custom Shock Knife
Type: Ionized Throwing Knife
Skill: *Grenade*

Range: 3-4/5-8/9-12

Availability: 2, X

Cost: 75 credits

Damage: Str+1

Notes: Immediately after suffering a *Wound* (or worse) level of damage from a Shock Knife, the victim suffers 3D Stun Damage (only).

Kinetic Fistload

Less a formally produced weapon and more something kit-bashed together by brawlers and thugs, the kinetic fistload is a round metal cylinder approximately ten centimeters in length that can be easily held in the palm and clasped by the wielder.

When the wielder throws a punch, the kinetic fistload amplifies the force of the blow exponentially, creating a punch of normally impossible force. It is favored by those who love a good sucker punch and in the hands of species known for their great strength (such as Gamoreans, who favor the weapon) is capable of bending durasteel and cracking armor. This kinetic field generated by the fistloads also protects the wearer from breaking their own hand while using the weapon.

Because of it can be easily concealed and is not likely to be detected by modern weapon scanners the kinetic fistload is illegal in Imperial star systems. They still find their way into the hands of many criminals and thugs across the Outer Rim.

Type: Kinetic Fistload

Skill: *Brawling*

Availability: 3, X

Cost: 200 credits

Damage: Str+1D

Armored Vambrace

This informal piece of armor is commonly worn by bounty hunters and mercenaries who favor mobility but seek protection against attacks that could injure their gun arm.



The armored vambrace provides limited protection to the right arm and shoulder from targeted attacks that might otherwise immobilize that limb.

The armored vambrace can also be worn with a standard blast vest for additional protection, though still not quite as effective as full body armor. It is often painted with distinctive imagery by those who wear it or in some cases decorated with gruesome trophies of war such as the scalps of those slain in battle or the teeth of fearsome predators.

Model: Customized Armored Vambrace

Type: Light Armor

Cost: 300 credits

Availability: 2

Game Notes:

Armor Protection: +1 pip Armor Code.

Piece Mail: An armored vambrace can be worn with a Blast Vest and Blast Helmet. When any two pieces are worn together the wearer receives +2 pips Armor Code. If all three are worn together, the character receives +1D Armor Code.

Droids

Pit Droids

Pit droids are 5th-degree service and repair droids who gained popularity in the waning days of the Republic as podracing rose in popularity in the Outer Rim Territories. They were cheap, durable and capable of basic maintenance and repairs on hundreds of models of repulsorlift vehicles.

Their low price point came from the fact that pit droids were notoriously simple-minded – bordering on stupid. Because they had to regularly interact with sentient beings, they were programmed with crude personalities – though cheaply produced personality matrix chips often caused them to develop “quirks.” Often pit droids would grow argumentative and high-strung if they went too long without a memory wipe. This meant that they could not retain information from personal experience and gave them limited usefulness.

By the time Industrial Automaton released its R5 model, which specifically catered to the repulsor repair market, pit droids had ceased production by almost all major manufacturers and were found most often in second hand shops and junk yards.

Serv-O-Droid Inc. saw an opening on the droid market. They released the Diagnostic Utility Mechanics series of repair droids – commonly called the DUM-Series. Built on humanoid chassis that could be collapsed with a press of their optic port (known to most as their “nose”), this unique design made them able to perform diverse tasks as well being highly portable. The owner of a DUM unit could stash it under the seat of their speeder when not in use.

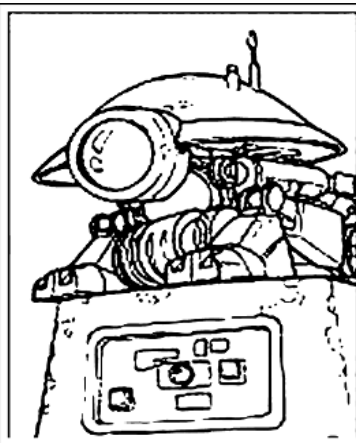
The DUM series was not particularly intelligent. They would follow basic programming functions and simple instructions, but due to cheaply

manufactured parts and cost-cutting measures they did not learn or adapt as more popular Astromech droids such as the R5 units produced by Industrial Automation. In fact, even though the DUM series was designed to work well with other repair droids, its poor programming often led to DUM droids actually arguing among one another instead of working in tandem at their assigned task. Still, the DUM series was a moderate success due to its low price point and the fact that most of the clientele

were able to easily modify the droid's programming to suit their needs. As the popularity of pod racing waned during the outbreak of the Clone Wars and was later declared illegal by the Galactic Empire, DUM droids became all but forgotten in favor of the R-Series.

Still, a few did find service among smugglers, scoundrels, swoop jockeys and Rebel Alliance technicians. These

units were often heavily modified by their owners, programmed to repair more than just now-defunct pod racing technology. Instead they found service repairing land and air speeders and in rare cases, even starfighters or transports.



Type: Serv-O-Droid Inc. Repulsor Repair Droid

Dexterity 1D

Knowledge 1D

Mechanical 1D

Perception 1D

Strength 1D+2

Lifting 3D+2

Technical 2D

Repulsorlift Repair 4D

Equipped With:

Humanoid Body (two arms, two legs, head)

Reinforced chassis (+1D Armor Code)

Activation Switch

Size: 1.12 meters

Cost: 750 credits (new), 300 credits (used)

Chapter Four

Card Players, Gamblers & Scoundrels

"We need a pilot!"

"We've got one!"

-Finn and Rey

Listed below are eleven new character templates designed specifically for campaigns that focus on independent traders and galactic travelers. They can easily be adapted to fit a traditional Rebel Alliance themed game, or they can be combined with some of the more

independent-minded templates from the original *Star Wars* core book or *Classic Heroes* (like the Chadra-Fan Street Thief, Gambler, Outer Rim Scavenger, or Smuggler) to give you even more player character options.



Name: _____

Template: Academy Dropout

Species/Gender: Human/_____

Background: All you ever wanted to do was see the stars. You joined the Imperial Academy as soon as you were eligible. But the reality of the Empire wasn't what the holotapes. It wasn't heroic, it was brutal. It wasn't fantastic, it was drudgery. A few weeks before graduation you realized you didn't want to spend your life serving for the "glory of the Emperor," and finally walked away. Since you've dropped out you've just drifted round from planet to planet, without a purpose or identity. You've taken odd jobs on various ships over the past few years and still long to find your true place in the galaxy.

Personality: Old beyond your years and a bit tired. When able to look past your own angst, your youthful energy returns and you're a dynamic and skilled pilot. These moments of confidence are rare, but they also offer hope that you might not be the waste of time the Empire thought you to be.

A Quote: "No, it'll be fine. Procedure dictates they'll only scan Sector seven. We should slip by unnoticed."

Connection With Other Characters: You might be a protege to a Retired Military Pilot or have been sponsored in the Academy by a Young Senatorial. A Pirate may have hired you to serve as an adviser on Imperial tactics.

Dexterity	3D+2	Perception	2D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	3D+1	Strength	2D+2
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	3D+2	Technical	2D+2
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Blaster Pistol (4D), Imperial Cadet Uniform, Medal of Commendation, 1000 credits.

Force Skills:

Name: _____

Template: Dashing Captain

Species/Gender: Human/_____

Background: A winning smile and a fast ship – that's the name of the game. Sure, a low-slung blaster is a great back-up when things turn to poodoo, but you prefer to charm your way into (and out of) jobs. Legal, illegal – it doesn't much matter. Short of slaves or spice, you'll transport just about anything and you've been doing it for decades. Sure, the Empire's a drag, but you're not so foolish as to throw in your lot with those idealistic fools who call themselves the Rebel Alliance. You're more at home on your ship than you ever were on that mudball planet you called home as a kid and if things go according to plan you'll never have to look back – but, then again, how often do things ever go according to plan?

Personality: You're confident, charming and carry yourself with a casual arrogance. You're fast to laugh, especially when things get dangerous. While you may act like nothing bothers you, you're loyal to your crew and anyone who tries to double-cross you or them will see that your blaster just as fast as your smile.

A Quote: “Never heard of my ship, eh? Sure you have. You just don't know it yet.”

Connection With Other Characters: You might have a Droid Co-Pilot or have taken a Plucky Stowaway as a protegee. You might have a regular sabbacc game with a Gambler or tried to charm a Young Senatorial.

Dexterity	3D+2	Perception	3D+2
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	2D	Strength	2D+2
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	3D+2	Technical	2D+1
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Sporting Blaster
 Pistol (3D+2), Casual Clothes,
 Datapad, Comlink, 1000 credits

Force Skills: _____

Name: _____

Template: Droid Co-Pilot

Species/Gender: Droid/ _____

Background: Programmed for starship operation and maintenance, you serve your master faithfully and help keep the ship in top working order. Nevertheless, you find some of your master's business choices to be less than optimal – but it is not your place to make such observations unless requested. Instead you focus on the task at hand most of the time. More and more you've voiced your concerns regarding the continued functioning of both your master and the ship, much to their annoyance. If your master would only realize that you only have the best interest of all parties involved then perhaps your advice might be taken a bit more seriously.

Personality: You're direct, with little understanding of the nuances of sentient emotions. When you do comment on these things, you're surprised to find that others often become downright cross with your observations. While you're curious about sentient nature, you find comfort in your programmed tasks are most at home when aboard the ship.

A Quote: “Master, I'm certain I don't understand. Why did that official record your name inaccurately when you handed him those credits? Yes, yes Master. Shutting up, sir.”

Connection With Other Characters: Another player character has purchased you and is your Master. Still they treat you well, like any other member of the crew. You are most often found in the service of a Smuggler, Dashing Captain, or other space trader.

Dexterity	1D	Perception	1D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	1D	Strength	1D
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	2D	Technical	2D
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Comlink, Datapad, Satchel, Tool Kit

Force Skills:

Notes: Co-Pilot Droids begin with 17D worth of skill dice instead of the standard 7D. They may spend up to 4D on any *Mechanical* or *Technical* from these skill dice, instead of the normal limit of 2D per skill.

Name: _____

Template: Freighter Technician

Species/Gender: Human/ _____

Background: You've always had a knack when it came to machines. You spent your early years hanging out in star ports and hangers and while you never had any formal education in engineering or mechanics, your natural curiosity and willingness to tinker meant you learned quickly. After a few years you signed on with a crew and left your homeworld behind. After a few years traveling the hyperspace lanes of the galaxy, you've managed to accomplish more with a hydrosponder and a few prayers than you ever thought possible. Sure, your repairs and modifications aren't always "regulation," but you know you're good at what you do and the crew you work with knows it.

Personality: You're curious about mechanics and always eager to tinker with the ship – sometimes to the frustration of your fellow crewmen. Sometimes you forget that it's not technically your ship, making modifications without telling the rest of the crew. Still, you're loyal to your crew and just want them to have the best ship in the galaxy.

A Quote: "Of course the regulator's safe! Ignore the warning light – it'll stop eventually."

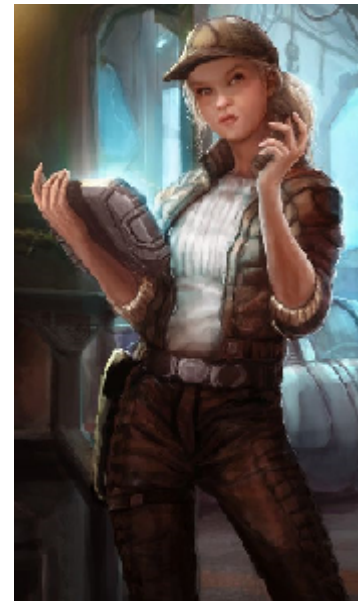
Connection With Other Characters: You could work with any character who owns a ship. Maybe you modified a Smuggler's ship or work alongside a Dashing Captain. A Tongue-Tied Engineer might always second-guess your work.

Dexterity	2D+1	Perception	3D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	3D+1	Strength	2D
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	3D+1	Technical	4D
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Hold-Out Blaster (3D), Datapad, Work Coveralls, Toolkit, Box full of "extra parts," 500 credits.

Force Skills: _____

Name: _____

Template: Gifted Natural

Species/Gender: Human/_____

Background: You've never been able to explain it, but whenever you climb into the cockpit everything falls into place. You're always able to react a little quicker, think a little faster and push your ship a little further than everyone else. At first you were surprised by these abilities, but over time you've come to accept them for what they are – raw talent. It's just something you *feel*. You don't need to read a flight manual or test yourself in a simulation. You're already the best and now that you've managed to get off that rock of a homeworld, you're going to show the rest of the galaxy what a real pilot can do!

Personality: Cocky, brash and supremely confident in your ability behind the stick. You take pride in the fact that you don't need the training or experience that others require. You're quick to take offense if someone challenges your abilities and on more than one occasion you've been baited into a race or even a brawl to prove how awesome you are. Still, there are times when you feel a strangeness associated with your abilities that you can't quite put your finger on.

A Quote: “Point-five past lightspeed? Is *that* all? Step aside and let me show you how its done.”

Connection With Other Characters: You might have a rivalry with a Brash Pilot or Smuggler. A Retired Military Captain might be trying to temper your arrogance with actual training.

Dexterity	2D+2	Perception	2D+1
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	2D+1	Strength	2D+2
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	4D	Technical	3D
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Blaster Pistol (4D),
 Comlink, 2000 credits.

Force Skills:
 Sense 1D

Name: _____

Template: Jawa Grease Monkey

Species/Gender: Jawa/ _____

Background: Sandcrawlers and droids just got too boring. Same old junk with every rising of the twin suns. You wanted something complex, something that really pushed you and let you test the ideas running around inside your mind. The rest of your clan thought you were crazy when you took your cut of the last big sale and bought a ticket off-planet, but after a few rough months you eventually convinced a freighter captain to hire you as a mechanic. Now you crawl around in the ducts and access hatches of something far better than a beaten old sandcrawler – now you've got a starship to tinker with, and you're loving every second of it.

Personality: Excitable and eager, you love any new technology you encounter. You have a constant desire to take something apart to see how it works – but sometimes you forget to put it back together before you're distracted by another piece of technology. While the galaxy at large is a bit intimidating, you try to swallow that fear in hopes of seeing what the next stop has offer – both at the trading posts and in the starport.

A Quote: “Nuttini, tee tah tee eye ya.” [“Oh, let me see that! I make it even better.”]

Connection With Other Characters: You might have been hired by a Smuggler or Dashing Captain, or maybe you're an assistant to a Freighter Technician. A Kid might work with you in the crawlspaces of your ship.

Dexterity	3D	Perception	3D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____

Knowledge	2D+1	Strength	2D
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____

Mechanical	3D	Technical	4D+2
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Ion Blaster (4D), Grease-Stained Brown Robes, Tool belt, 250 credits.

Force Skills: _____

Name: _____

Template: Plucky Stowaway

Species/Gender: Human/_____

Background: There was no way you were going to stay on your homeworld. After spending a few hours scouting the starports, you slipped into the first freighter you could and before long it blasted off for the stars. Unfortunately, soon after this you were discovered by the crew. You convinced them not to take you back and are now trouncing between the stars, eager to help out your new friends and show that you can be useful member of the crew. You're still not quite sure where you fit in, but soon you'll find your place on the crew and show that you're more than just a reckless kid.

Personality: Excited, impressionable and more than a bit naive. Your sense of wonder is evident with every new planet you visit and you're always impressed by what you find. When trouble does start, you spring into action – often without thinking things through. Sometimes this creates extra trouble for your new friends.

A Quote: “Wow! I've never seen an alien like that before! Let's go talk to it!”

Connection With Other Characters: An older character may have taken you under their wing or you might have chosen someone as a mentor. A Wookiee might be particularly protective of you.

Dexterity	3D+2	Perception	4D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	2D	Strength	2D+1
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	3D	Technical	3D
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Hold Out Blaster (3D), Flight Helmet, Satchel (full of randomly acquired trinkets), 50 credits.

Force Skills:

Name: _____

Template: Rebel Smuggler

Species/Gender: Human/_____

Background: When the Empire's trade regulations destroyed the livelihood of your home world, you threw in with the Rebel Alliance. You've been using your ship to smuggle goods past Imperial blockades to Rebel cells and citizens who need them. You're a great pilot and could probably make your living as an independent smuggler – but at your heart you're an idealist. If you could get by as a legitimate trader, you would. But as long as the Empire continues to oppress its people, you and your ship will keep flying under the radar and making sure the Rebel Alliance is well-stocked with blasters, bandages and beans.

Personality: Outspoken about the evils of the Empire, you genuinely believe in galactic freedom. Still, you're a bit overly cautious – often to the point of paranoia. Still, when faced with Imperial threats, your bravery and dedication shine through.

A Quote: “We've got to get past the blockade! Without these supplies, the cell on Raltir IV is doomed, and I can't let that happen.”

Connection With Other Characters: Any character with ties or sympathy to the Rebel Alliance could be your partner. A Retired Imperial Captain or Arrogant Noble might be feeding you information on Imperial fleet movements.

Dexterity	3D+1	Perception	3D+2
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	2D	Strength	2D+2
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	3D+2	Technical	2D+2
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Blaster Pistol (4D),
 Encrypted Comlink, 1000 credits.

Force Skills: _____

Name: _____

Template: Retired Military Pilot

Species/Gender: Human/_____

Background: You remember the last gasps of the Old Republic and the rise of the Galactic Empire. When Palpatine declared himself Emperor, you immediately resigned your commission and retired. For twenty years you've lived on the fringe of the galaxy – dourly watching the Empire bring the galaxy under its iron grip. You've seen war and know that the idealists with the Rebel Alliance are living in a dream – but that doesn't mean you have to just stand by and let the Empire rule your destiny. You work on an independent freighter, going from job to job – all the while restlessly watching the galaxy get worse by the day.

Personality: Cynical and curmudgeonly, the troubles of the galaxy have worn away the idealistic youth you used to be. You pretend you're content to let the Galactic Civil War pass you by, the atrocities of the Empire trouble you deeply – not only for the horrible acts themselves, but also because you feel they dishonor your military service in the past.

A Quote: “Rebel or Imperial, it's not a matter of who's right. War makes dead men of us all.”

Connection With Other Characters: You might know a Retired Imperial Captain or Old Senatorial. You might have fought along side a Wookiee during the days of the Old Republic or be currently working with a Freighter Technician.

Dexterity	2D+2	Perception	3D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	3D	Strength	2D+2
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	3D+2	Technical	3D
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Old-dated Blaster Pistol (3D+2), Old Republic Navy Uniform, Datapad, 1000 credits.

Force Skills: _____

Name: _____

Template: Shipjacker

Species/Gender: Human/_____

Background: You always liked getting into places you weren't allowed. It began as sneaking past bouncers at the local cantinas, but before long you had moved to full on breaking and entering. The problem was that most of these places were guarded and the getaway could be complicated. You realized one day that by stealing ships, flying them off world and then selling them you could fund a rather lucrative criminal lifestyle. You've taken up with a crew recently who tolerates your larceny, but only because you can get past any security system you find. Maybe one day you'll swipe their own ship out from under them – but this bucket's got a lot of upgrades before she'll be worth it. Until then, you'll stick by your partners. After all, they don't seem half bad.

Personality: You're sarcastic, with a sly smile always painted on your face. You assume you're the smartest guy in the room who has all the answers. When the time comes to utilize your considerable skill at cracking codes, breaking locks and slipping past security you're a consummate professional.

A Quote: “Level six encoded key reader with a retina scan? I thought you said this was going to be tough.”

Connection With Other Characters: You might have wired the security system on a Smuggler's ship or have been previously hunted by a Bounty Hunter. You could be hired previously to “acquire” the ship owned by any member of the party.

Dexterity	2D+2
Blaster	_____
Bowcaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

Perception	3D+2
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____
_____	_____

Knowledge	2D
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

Strength	2D
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

Technical	4D
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Droid Prog./Repair	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Blaster Pistol (4D), Datapad, Security Toolkit (+1D to *Security*), a Small Collection of security key cards, 500 credits.

Force Skills: _____

Name: _____

Template: Sullustan Navigator

Species/Gender: Sullistan/_____

Background: Your people have always had a natural sense of direction and you have taken that gift to the stars. After signing on with a crew, you have loyally served as the ship's navigator. The job isn't always the easiest, but when you are able to calculate a never before discovered hyperspace route it's all worth it. In the mean time, you keep your head down and try to avoid Imperials, bounty hunters and other troubles that inevitably arise on the jobs agreed upon by the rest of the crew. You always try to offer a reasonable alternative to these dangerous jobs, but your opinion often gets ignored in favor of the promise of a fast credit and a supposedly easy run.

Personality: You're soft spoken and calm most of the time, trying to remain reasonable and logical most of the time. When trouble and danger does rear its ugly head, you're reluctant to fight unless there are no other options. You take great pride in your job and when you use your intellect to make the job at hand easier for the entire crew.

A Quote: "I've calculated a jump that will reduce our travel time by 20% and avoid Hutt Space entirely, Captain."

Connection With Other Characters: You might own a Droid Co-Pilot or have a strong working relationship with a Freighter Technician. You could have a fast friendship with a Tongue-Tied Engineer or distrust a Shipjacker.

Dexterity	2D+1	Perception	3D
Blaster	_____	Bargain	_____
Bowcaster	_____	Command	_____
Brawling Parry	_____	Con	_____
Dodge	_____	Gambling	_____
Grenade	_____	Hide/Sneak	_____
Heavy Weapons	_____	Search	_____
Melee Parry	_____	_____	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

Knowledge	2D+2	Strength	2D+1
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

Mechanical	4D+1	Technical	3D+1
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Droid Prog./Repair	_____
Starship Piloting	_____	Medicine	_____
Starship Shields	_____	Repulsorlift Repair	_____
_____	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

Notes: _____



Force Points: _____
Dark Side Points: _____
Wound Status: _____
Skill Points: _____

Equipment: Hold Out Blaster (3D), Datapad with extensive star maps, 500 credits.

Force Skills: _____

