

# STAR WARS®

## Classic Heroes

*A supplement for The Star Wars Roleplaying Game*



Optional Rules for use with  
*The Star Wars Roleplaying Game*

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## Classic Heroes



**A Supplement for**  
*The Star Wars Roleplaying Game*  
*First Edition*

**Originally Published by**



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# Introduction

*"They were in the wrong place at the wrong time. So, naturally, they became heroes."*

-Princess Leia Organa

Heroes are at the center of every story in the *Star Wars* saga. Whether they're classic heroes like farm boy-turned-Jedi Luke Skywalker, his father the fallen hero Darth Vader, or reluctant heroes like the rogue smuggler Han Solo – they're at the heart of a galaxy far, far away. In *The Star Wars Roleplaying Game* the role of the hero is taken up by the player characters. They are Rebels fighting against galactic tyranny and they're larger than life. Grim bounty hunters, taciturn interstellar scouts, wise Jedi, exotic aliens and countless other character options are available. Simply select a template and a player is ready to begin their adventure.

*Classic Heroes* offers players more options when it comes to creating and playing their hero. New species, new weapons, new

equipment, new starships, new Force powers, and new templates can be found within the pages of this book to help players find new and exciting options for their characters as well as add a bit of depth to the role they select.

All of the rules in *Classic Heroes* are optional. Before selecting anything found in the pages of this book players should get permission from their game master. Game masters are encouraged to allow or restrict the use of anything found in this book as well as use it flesh out the many non-player characters that might be encountered in a given campaign.

So strap yourself in and get ready to make the jump to light speed, because the galaxy is in turmoil and in need of a few *Classic Heroes*!



# Chapter One

## Character Options

*"There's no mystical energy field that controls my destiny. It's all a lot of simple tricks and nonsense."*  
-Han Solo

This chapter provides supplemental rules which allow players, with game master permission, a few additional options. Boons and flaws reflect unique aspects of a character, both beneficial and negative. Specializations allow a character to focus on a specific aspect of an individual skill, granting them a small bonus when focusing on that area of expertise.

### Boons and Flaws

Boon and flaws are used to express aspects of a character not directly associated with Attributes, Skills, Force Points, Dark Side Points, Wound Status or Template. Boons are representative of something unique about the character that is a beneficial. Perhaps the character is particularly strong in the Force or maybe they are owed a favor by a powerful crime boss who lives in the Outer Rim Territories. Flaws are the opposite and showcase a negative aspect associated with the character. Perhaps they're on the Empire's Most Wanted list or particularly inept when it comes to one particular skill. 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

#### Gifted Attribute

**Cost:** 2D

**Restricted Templates:** None.

**Recommended Templates:** Any.

Select one of the six attributes (Dexterity, Knowledge, Mechanical, Perception, Strength or Technical). Unlike other characters, you may spend Skill Points in the future in order to



permanently increase this attribute, up to an additional 1D. The cost in skill points to increase an attribute is 10 skill points per pip, and your gifted attribute may not be increased by more than one pip at a time between adventures.



## Hero of the Rebellion

**Cost:** 2D

**Restricted Templates:** Disgraced Dark Jedi, Retired Imperial Captain.

**Recommended Templates:** Brash Pilot, Mon Calamari.

You were critical in a great victory for the Rebel Alliance and your heroism is well known to members of the Rebellion. Whenever you interact with characters who are active members of the Alliance you receive a +2D bonus to all social skill rolls, such as *Con* or *Command*. This bonus is reduced to +1D when interacting with characters who are sympathetic to the Rebel Alliance, though not active members. A character who selects this boon is going to be expected to live up to his reputation and will often be given high profile and dangerous assignments from Alliance High Command.

## Hideout

**Cost:** 2D

**Restricted Templates:** None.

**Recommended Templates:** Bothan Spy, Bounty Hunter, Laconic Scout, Smuggler

You've got a secret hanger or bunker that only you know about. It's hidden away from the prying eyes of the Rebellion, the Empire and even the criminal organizations of the world. It's not likely to be more than an abandoned warehouse where you can park a ship or a hut on a remote Outer Rim planet, but in a pinch it's a great place to avoid being noticed. You and your allies can

retreat here to avoid detection if you're being pursued by an adversary. While laying low your adversary has a +10 to the difficulty of any *Search* skill roll made to find you. Attempts to communicate with the rest of the galaxy (such as using the Holonet or long range communication) can expose your hideout if you're not careful.

## Imperial Contact

**Cost:** 1D

**Restricted Templates:** Ewok, Exiled Tusken Raider, Hoojib, Tough Native.

**Recommended Templates:** Old Senatorial, Retired Imperial Captain.

You have a friend who is an Imperial officer or soldier. Perhaps you held onto a loyalty forged in childhood or they harbor secret sympathies for the Rebellion – either way they can *sometimes* provide information on Imperial activity in an area. Both you and your contact know the danger of your relationship and your contact is not always available, nor will he accept communication from unsecured transmissions.

## Skill Natural

**Cost:** 1D

**Restricted Templates:** None.

**Recommended Templates:** Any.

You have a natural aptitude when using a single skill. Only one skill may be selected and it may not be a Force skill. When spending Skill Points to increase this skill you pay 25% fewer points, rounded up.



## Strong With the Force

**Cost:** 2D

**Restricted Templates:** None.

**Recommended Templates:** Alien Student of the Force, Any Jedi template.

The Force is strong in you. You begin play with a two Force Points. In addition, at the beginning of any adventure if your character has less than two Force Points they instead begin the adventure with two Force Points. However, because of your deep connection to the Force, the Dark Side calls to you more often and you feel its power more easily. Whenever you gain a Dark Side Point, you roll 1D twice when determining if your character turns to the Dark Side and must take the worse of the two rolls.

## Underworld Contact

**Cost:** 1D

**Restricted Templates:** Ewok, Exiled Tusken Raider, Hoojib.

**Recommended Templates:** Bounty Hunter, Gambler, Merc, Smuggler.

You've got a friend in low places. Whether they're a skilled bounty hunter, a major domo to a crime lord, or a professional gambler, they're a one of the few wretched villains who genuinely believes in honor among thieves. They can be contacted to provide information regarding information and news in the more seedy aspects of the galactic life. Even though you trust them and they're your friend, they won't stick their neck out for you far enough to draw unwanted attention or draw the wrath of powerful crime lords in the galaxy.

## Wealthy

**Cost:** 1D

**Restricted Templates:** Ewok, Exiled Tusken Raider, Hoojib.

**Recommended Templates:** Arrogant Noble, Gambler, Old Senatorial.

Whether by hook or by crook, you came into some extra cash. You begin play with an additional 5000 credits to spend as you wish.

## Flaws

### Disabled Attribute

**Bonus:** 2D

**Restricted Templates:** None.

**Recommended Templates:** Any.

One of your attributes is considered disabled. Perhaps you were tortured at the hands of the Empire and have suffered permanent physical injury, rendering you weak and frail (Strength). You could be someone who is easily frustrated with technology (Technical). Select one of the six attributes (Dexterity, Knowledge, Mechanical, Perception, Strength or Technical). The difficulty for using any rolls associated with this attribute are increased by +10. This includes raw ability checks and Strength rolls made to resist damage.



## Death Mark

**Bonus:** 2D

**Restricted Templates:** None.

**Recommended Templates:** Gambler, Smuggler.

Some people have a bounty on their head. They're the lucky ones, because most bounty hunters want their prey alive. You're not so lucky. Not only are you wanted by a large underworld organization, such as the Hutts, but they want you dead. Bounty hunters and assassins are likely to plague you at every step.

## Destitute

**Bonus:** 1D

**Restricted Templates:** Ewok, Hoojib.

**Recommended Templates:** Jedi Hermit, Failed Jedi, Spice Mine Fugitive.

You're dirt poor and begin play with none of the normal starting equipment associated with your Template. If your Template provides any credits, you receive only 50 credits instead of the amount listed.

## Empire's Most Wanted

**Bonus:** 2D

**Restricted Templates:** Any Jedi template,

Ewok.

**Recommended Templates:** Brash Pilot, Mon Calamari, Wookiee.

Being a part of the Rebellion means you're a criminal by default – but when you're one of the Empire's Most Wanted, almost everyone in the Galactic Empire has heard stories of your criminal exploits. Anyone who sees you may make an Easy *Cultures* skill roll. If they are successful, they recognize who you are and loyal citizens of the Empire are likely to report you to the local authorities. Imperial military officials will attempt to apprehend or (more likely) use deadly force against you.

## Former Imperial

**Bonus:** 1D

**Restricted Templates:** Any Jedi template, any non-human template.

**Recommended Templates:** Arrogant Noble, Retired Imperial Captain, Old Senatorial.

Though you now serve the Alliance, you were once a well-known Imperial official and your loyalty is still in question with most other Rebels. When interacting with other members of the Rebellion, you are treated with distrust and often open hostility. Even your fellow player characters might treat you with a cold shoulder. Any social rolls made to interact with characters loyal to the Rebel Alliance (such as *Command*, *Con*, or even *Gambling* in the case of relaxing during down time) have their difficulty increased by +10.



## Hunted

**Bonus:** 1D

**Restricted Templates:** Ewok, Exiled Tusken Raider Hoojib.

**Recommended Template:** Bounty

Hunter, Gambler, Smuggler, Young Senatorial.

While you don't have a death mark, there is a large price on your head. Bounty hunters regularly come looking for you in hopes of collecting a substantial reward being offered by a major crime lord or other powerful underworld figure.

## Known Jedi

**Bonus:** 2D

**Restricted Templates:** Any non-Jedi template.

**Recommended Templates:** Any Jedi template.

Whether you've had a previous encounter with an Inquisitor or somehow survived Order 66, the Empire knows you're a Jedi. They have records of you as a Force-sensitive character and those who hunt Jedi (both Imperial and bounty hunters) are actively searching for you.

## Skill Inept

**Bonus:** 1D

**Restricted Templates:** None.

**Recommended Templates:** Any.

There's a skill you just can't get the hang of. Only one skill may be selected, it may not be a Force skill, and you may not have this flaw more than once. When making a skill roll using this skill, your difficulty is increased by +10.

## **New Skills**

Presented below are two new skills, *Sleight of Hand* and *Com-Scan*. They are entirely optional, and players should consult with their Game Master before spending starting skill dice or skill points in them or attempting to use them during an adventure.

### **Com-Scan**

**Attribute:** Technical

**Time to Use:** One Round

This skill is used to operate a starship's sensors. It can be used to get detailed information on starfighters, capital ships, starships trying to avoid notice, cloaked vessels, and other objects or



anomalies in space.

In most cases, a ship's sensors will automatically detect other ships, planets or other large objects in space at a reasonable range. Com-Scan is used to detect things like whether or not a planet has an active energy shield, whether or not a drifting vessel has any lifeforms aboard, the presence of a cloaked or hidden vessel, and other detailed information.

- *Very Easy*: Detect whether or not a planet has an active shield generator protecting it.
- *Easy*: Detect a capital scale ship on the far side of the star system.
- *Moderate*: Detect whether or not a ship has lifeforms aboard it, even when powered down or otherwise immobilized.
- *Difficult*: Detect a starfighter attempting to conceal itself inside the cavern of a large asteroid.
- *Very Difficult*: Detect a cloaked ship.

## Sleight of Hand

**Attribute:** Dexterity

**Time to Use:** One Round

This skill is used to pick pockets, palm objects, or perform other acts of legerdemain without being noticed.

- *Very Easy*: Palm a tiny object, such as a credit or key card.
- *Easy*: Pick a target's pocket who is completely unaware of your attempt and has no reason to suspect you. Palm a small object like a vibro-knife.
- *Moderate*: Pick a target's pocket who is distracted. Palm a reasonably sized object such as a hold out blaster or comlink.
- *Difficult*: Pick a target's pocket who is alert and aware. Palm a large object such as a blaster pistol.
- *Very Difficult*: Pick a target's pocket who is suspicious of your activity. Palm an over-sized object such as a heavy blaster pistol.

If an object is simply too large to be concealed it cannot be palmed or hidden. If the character fails their attempt to pick a target's pocket, the target

may make a *Perception* or *Search* check. If that roll is equal to or greater than the character's *Sleight of Hand* roll, they have been noticed in their criminal efforts.

## Skill Specialization

Skill Specialization reflects a character who has focused their training within a given skill and become particularly proficient in that area of focus. Perhaps when it comes to using their *Blaster* skill, they're particularly good with Heavy Blaster Pistols, or when using *Droid Programming/Repair*, they're really skilled when it comes to repairing Astromech Droids. They have become particularly adept at performing specific tasks associated with their specialization through dedicated focus and training.

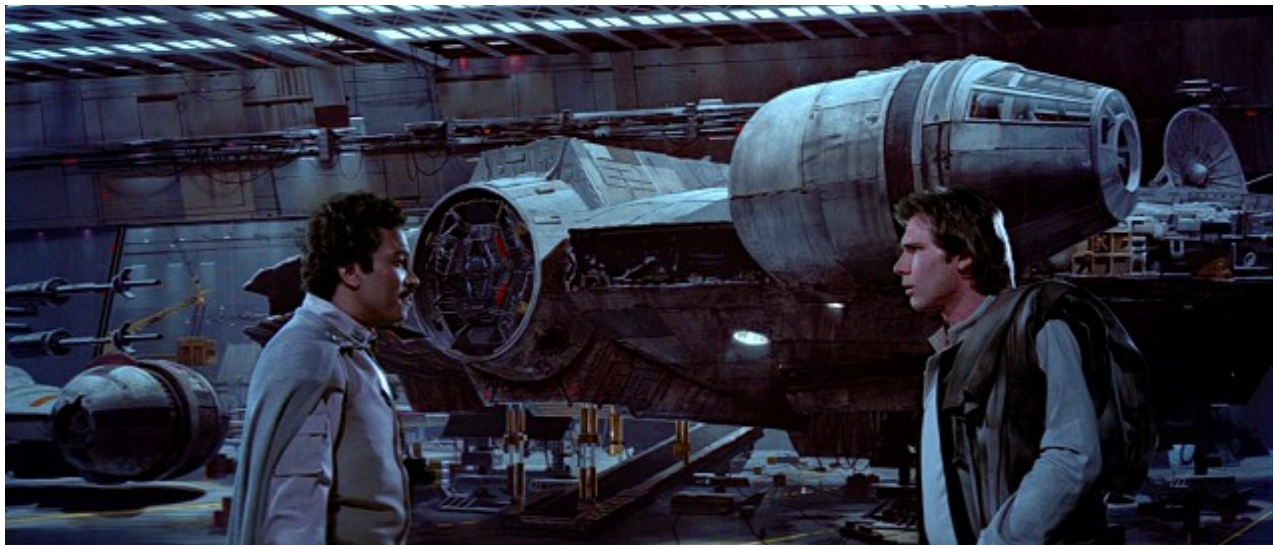
A player character may elect to spend 10 skill points and then select a specialization. When making a skill roll associated with their specialization, they receive an additional +2D to their roll. This is a bonus that does not effect skill point cost when increasing that skill and the Game Master has the final say over whether or not a specific specialization may be taken.

A character may only have one specialization per skill group associated with a single attribute and may not specialize in both *Blaster* (Heavy Blaster Pistols) and *Melee* (Vibro-knife), as both Blaster and Melee are Dexterity-based skills. Once a specialization has been selected, the player should notate it on their character sheet next to the associated skill.

Because specializations require Skill Points to acquire, they cannot be taken at character creation. There is no specific list of specializations provided. Instead, both the player and game master should discuss the potential specialization before selecting it. Skill specializations are meant to be very tightly focused. Specializations should not be too broad. So, for example, a character should not be permitted to select a *Starship Piloting* specialization of "Space Transports," but may

select “YT-1300 Transports.” A character wishing to select a specialization in *Gambling* might select “Sabacc” or “Pazaak” instead of the broader “Card Games.” A character wishing to specialize in *Planetary Systems* would want to select “Tatooine System” or “Hoth System” instead of the “Outer Rim Territories.”

Some skills are unique and already have a very tight focus (such as *Bowcaster*). The game master may forbid specialization in these already tightly defined skills. If specialization is allowed in them the character simply receives a +2D bonus to all rolls when using that skill.



# Chapter Two

## Alien Species

*"Where are you taking this... thing?"*

-Detention Block AA-23 Officer

The *Star Wars* galaxy is full of a myriad of strange creatures from countless exotic worlds. The Galactic Empire would have its citizens believe that humans are the paramount species in the galaxy, but that is one of its greatest faults. In turning its back on the diverse talents and gifts of nearly every species in the galaxy, they have pushed many of them into the arms of the Rebel Alliance.

Many of these species have sympathies with the Rebellion, while others simply want to be left alone to make their way in the galaxy. Quite a few wish to ignore the Galactic Civil War entirely and live their lives in peace. But as the war rages on, the consequences of conflict and the oppression of the Imperial war machine is brought to their very doorstep all too often.



### Bothan

Bothans are a species of furry humanoids who typically stand around one and a half meters tall. Their heads are a combination of equine and canine features with long, broad faces that end in extended, flat nasal structures capped framed by deep set eyes. This unique facial structure is framed by long fur that often accentuates a Bothan's emotional state, rippling or bristling when they are angered or resting when they are calm. The rest of their body is covered in a thinner layer of fur that does not react in the same fashion. Bothans are typically lean and not overly muscular and have a natural grace about them.

Bothan society places pragmatism and self-improvement above all things. They are, by nature, opportunists. This core belief of accomplishment through any means necessary has made them both necessary and distrusted in the eyes of the galaxy. The famous Bothan Spynet is said to know every secret in the galaxy from the greatest mysteries to the most trivial minutia. Whether or not this is true or not, the Bothans will not say – after all knowledge is a great advantage.

Because of their pragmatism, Bothans are often willing to work for whatever employer benefits them the most regardless of ethical concerns. The Bothan Spynet has, in the past, provided information to the Empire as well as the Rebellion – though with the rise of the Empire's distinctly pro-human ideology, the Bothans quickly realized that continuing to aid the Empire in any fashion would destroy them. As such, their spies most often provide information to the Rebel Alliance and though these secrets are often critical to the survival of the Rebellion the Bothans are none the less not well liked by many

members of the Alliance. These kinds of emotions do not bother most Bothans, as they look to the long term benefits that will come from supporting the Rebel cause. If the Rebellion is successful, it will, in great part, due to information gathered by the Bothan Spynet and thus allow them to quickly establish position of power in whatever government should arise in the wake of a defeated Galactic Empire.

Bothans hail from the mid-rim world of Bothawui. It is a temperate world with diverse terrain ranging from forests, plains, long spines of mountains and several major cities. Bothawui and its natives took a stance of neutrality during the Clone Wars and were nominal members of the Empire after Emperor Palpatine rose to power. A small detachment of stormtroopers and a figure-head governor watched over the world – but the Empire believed (foolishly so) that the planet was of little concern. Because it was located along several trade routes, it is the perfect base of operations for the Bothan Spynet, who were able to gather information from across the galaxy with relative ease. By providing the local Imperial government with the occasional “secret,” they were able to keep the Empire unaware of their greater support of the Rebellion and appear as loyal members of galactic society.

### Typical Bothan:

Dex 2D	Kno 2D	Mec 1D+1
Per 3D+2	Str 1D+1	Tec 1D+2



### Chadra-Fan

Chadra-Fan are a diminutive fur-covered humanoid race native to the watery world of Chad. Their fur covered heads most resemble that of a bat and their sense of sight extend into the infrared spectrum. The native tongue of the

Chadra-Fan (which is named for the race itself) is a combination of high-pitched squeaks, squeals and pheromones. Chadra-Fan are, by nature, somewhat nocturnal. Because of the constant evening storms and hurricanes that plague their home world many of them sleep during the day and are active at night.

But even living high in the bayou trees found in many of the swamps of Chad does not always keep them safe. Nine years after the founding of the Galactic Empire a cataclysmic event known among the Chadra-Fan as the “Death-Wave” killed or displaced countless. Because of this terrible loss, many Chadra-Fan left their home world and decided to make a new life in the galaxy at large. There they found that their natural talent for assembling and tinkering with technology served them well and quite a few found work as mechanics, co-pilots and droid repair specialists. After the “Death-Wave” many Chadra-Fan developed a terrible fear of drowning. As such, quite a few found comfort on arid worlds or those which did not have large bodies of water.

Chadra-Fan are both quick thinking and quick moving. They are often regarded as high strung or hyperactive by other species of the galaxy, but it is simply in their nature to always remain in motion. They are a very social species, enjoying the company of others for its own sake. In fact, it is known for some Chadra-Fan to fall into a potentially fatal depression if left alone for an extended period of time. This leads them to be less selective of the company they keep and as such, many can be found associating with less than reputable allies. Indeed, more than one Chadra-Fan has made a fast “friend,” only to find themselves sold into slavery or placed in other dire situation. Still, their quick wits and quick reflexes lends them well to more criminal enterprises and with the right companion, more than one Chadra-Fan has made a successful life for themselves in the galaxy – regardless of whether their endeavors were legal or not.

### Typical Chadra-Fan:

Dex 2D	Kno 2D	Mec 1D+2
Per 3D	Str 1D	Tec 2D+1





## Duros

Legend has it that Duros were among the first races to take to the stars and develop hyperdrive technology. They're natural pilots, at home among the stars and moving along the great space lanes of the galaxy. They're natural pilots, interstellar scouts and stellar cartographers. Indeed their presence is so common in galactic society that their native language of Duresse is a common language between galactic traders and many Duros take the honorific surname of "Traveler," regardless of their actual profession.

They stand almost two meters with humanoid bodies and hairless blue-green skin, large red eyes and lipless mouths. They are patient and detail-oriented. Because of they commonly interact with other species they are patient and highly value etiquette.

Their home world of Duro was polluted beyond habitation countless years ago and now the vast majority of Duros dwell in twelve massive space stations that orbit their ruined homeworld where many locals make their living working at the massive Duros shipyard. While the Duros shipyards were a potential resource for the Galactic Empire, they were not absorbed into it when the Emperor came to power. Instead the Empire used threat of military action and political maneuvering to force the Corellian Sector to adopt Duros as part of its own domain. This allowed the Empire to largely ignore the species and by providing this "gift" to the Corellian Sector they assured that the shipyards would not be used to construct ships that could be used

against the new regime lest Corellia's powerful presence in that sector be brought to bare.

## Typical Duros:

Dex 2D	Kno 1D+2	Mec 3D
Per 1D+2	Str 1D+2	Tec 2D



## Gungan

Gungans came to galactic prominence a decade before the Clone Wars when they rose from their watery cities near the core of their home world Naboo to reveal a Grand Army and break the blockade placed on their world in an alliance with the humans who lived on the planet's surface. As reward for their heroism, the Old Republic granted the Gungan people a place in the Galactic Senate where they became key in helping Emperor Palpatine rise to power. When the Empire was founded Gungans returned again to isolationism with the vast majority of them retreating to their underwater cities. During most of the Galactic Civil War they remained hidden, prisoners in these cities. Those few how did venture to the human capital of Theed on Naboo found themselves ostracized and more than a few fell into slavery at the hands of the Empire.

Gungans are tall species, standing nearly two meters tall with long faces, large floppy ears, eyes set upon stalks that top their heads and skin that shows an amphibious ancestry. They speak in a kind of pidgin basic that some species find annoying, sliding words together or adding vowel sounds at the end of a sentence. Gungans are remarkable swimmers who can breathe both air and water with ease. They are a proud people, fierce and honorable – in fact, many Gungans are obligated to swear a life debt to one who saves their life. When in battle they fight bravely, though they are prone to excitement and can



become rather agitated at times.

## Typical Gungan:

Dex 2D	Kno 2D	Mec 1D+2
Per 2D	Str 2D+2	Tec 1D+2



## Hoojib

These small lagomorphic species is unknown to galactic society. Content to remain forested on their home world of Arbra, they live quiet lives of simplicity devoid of technological advancement or conflict. Between these forest are long ranges of mountains which house great deposits of crystal which radiate energy similar to that of most galactic technology. Hoojibs do not need to eat and instead feed on the radiant energy from these crystals. They have no spoken language, but instead communicate via telepathy with one another.

Hoojibs rarely venture into the galaxy, doing so only when the rare visitor comes to Arbra and they find reason to join them on their galactic expeditions. They are calm to the point of

being pacifists, avoiding combat in almost all instances. Instead they prefer diplomacy and negotiation. Because of their rarity and the lack of modern civilizations present on their home world, most of the galaxy is unaware of their existence.

They appear as large-eyed lagomorphs whose heads are topped with a pair of curled antennae. They measure only half a meter in length and weighing little more than twenty kilograms. Because of their small size and lack of experience with galactic technology they have trouble operating most modern weapons and have do not often serve as pilots or mechanics.

However, because of their natural telepathic abilities it appears that all Hoojib have a natural connection to the Force – though they do not recognize it as such. It is simply how they are and to their mind it is simply the way of things. In fact, they regard other species as a bit odd for having to engage in verbal communication.

## Typical Hoojib:

Dex 2D	Kno 2D	Mec 1D
Per 3D	Str 1D	Tec 1D
Control 1D	Sense 1D	



## Kel Dor

The Kel Dor hail from the technologically advanced planet of Dorin, where their noble families live in metropolitan cities that dot the planet's surface. Dorin's atmosphere is composed primarily of chemicals which are toxic to most other species, though the native Kel Dor can breathe these gasses easily. It is only when they are forced into an oxygen-rich atmosphere that they must adopt their famous breath masks.

They are considered to be fearsome in appearance to most galactic societies, with large black eyes and short black tusks flanking their mouth. They have a porous skin that ranges in color from a light orange to rich crimson red.

In spite of their modern trappings, the Kel Dor live in a simple society where proud noble families have long meted out justice to citizens under their rule. The Force is strong among the Kel Dor, though most join the Baran Do Sages instead of the Jedi Order. The sages serve as advisers to noble families and are given a place of honor on their home world. With the rise of the Empire after the Clone Wars many of these Baran Do Sages went into hiding and the noble families quickly swore fealty to the Empire – though they continued to turn to the Baran Do Sages for guidance and only paid homage to the Empire as was necessary to maintain the security of their planet. Because Dorin is in the Expanse and was not near any major space lanes, nor did it have any resources the Empire could not easily acquire elsewhere, it was not difficult to avoid the full might of the Imperial war machine.

This did not mean the Kel Dor were idle during the Galactic Civil War. Their sense of honor and justice lead many to support the Rebel Alliance – often in secret. Indeed, more than one Baran Do Sage or Kel Dor noble offered critical support to the Rebellion.

#### Typical Kel Dor:

Dex 2D	Kno 2D	Mec 2D
Per 2D+1	Str 1D+2	Tec 2D

**Note:** Kel Dor can not breathe standard Type I atmospheres common to most planets. They require a special breath mask to filter oxygen atmospheres in order to survive. A Kel Dor who is caught in a Type I atmosphere without their breath mask begins to asphyxiate immediately, suffering 5D damage each round. This can potentially kill the Kel Dor, though if the breath mask is returned before they are slain all damage from suffocation is healed within 1D rounds.



#### Lasat

The arid world of Lasan was of little concern to the galaxy at large for countless years. Its native people, the Lasat, were among the countless aliens who populated the galaxy. Content to go about their business, the Lasat lived quietly in the region of the Outer Rim Territories known as the Slice. Their arid world had rolling plains and vast deserts. The tribes of Lasat often made war with one another, though never for extended periods. The men and women who protected these rulers, the Lasan Honor Guard, were respected by all citizens of the planet.

That was before the Empire came. The world of Lasan was deemed dangerous and the Emperor ordered that the planet be “pacified.” Using orbital bombardments and countless troops, the Empire brought their military might against the Lasat and very nearly exterminated the entire species. Those few who survived were either taken as slaves by the Empire or fled into new lives on the fringes of the galaxy.

Lasat are grim and aggressive, with little time for diplomacy or niceties. They prefer direction action and are quite skilled in battle. Their large frame and natural agility makes them power allies in battle. Their two-meter tall forms

are intimidating and muscular, covered with a thick layer of short fur that ranges in color from blonde to lavender. They have large yellow eyes with dark slits. Because of their size they are skilled brawlers and when combined with their nearly prehensile toes they show remarkable agility for their size.

Lasat are a rare sight in the galaxy and because of many similar physical features and a similar temperament, they are often mistaken for Wookiees. Like Wookiees the few who survived the Imperial attack on Lasat are slaves. The few who manage to avoid or escape slavery work as bodyguards, hired muscle or join the Rebellion in hopes of overthrowing the Empire and restoring their people and their planet to a place of honor.

### Typical Lasat:

Dex 2D+2	Kno 1D+1	Mec 1D+2
Per 1D+2	Str 3D	Tec 1D+2



### Squib

Squibs hail from the planet Skor II in the Outer Rim Territories. Skor II is a rare planet in the Outer Rim, with varied terrain and vast in resources. However these resources were not distributed well among the native Squibs, but were instead traded and re-traded between nomadic travelers and stationary merchants. Still, because of this vast trade many junk-filled cities dotted the planet's surface including the famous

Metrobig City.

The Squibs are a small rodent-like mammalian humanoid race, standing little more than one meter in height. Their fur can be a myriad of colors from white, gray, brown, black, blue and red. They have large, pointed ears on the sides of their head and keen senses of smell. They are gregarious and confident by nature, often appearing to other species as reckless and foolish. In truth, at the center of Squib society is the art of haggling and Squibs look to every social encounter as a change to make a new deal. Squibs love technology and trinkets, always eager to make a new acquisition – not for any true monetary gain, but for the art of the deal. Squibs regard anything they can get for free as a good deal and believe that bargaining is the highest form of communication and respect between two species. Once a squib has made a deal, they will go to great lengths to keep their end of the bargain. Breaking a deal is considered the mark of dishonor to a Squib.

Squibs love technology, especially unorthodox technology. More than one person has been impressed by the unique equipment squibs carry that they have acquired through trade or by tinkering. Though they maintained trade agreements with the Empire after the Clone Wars, when the Empire began to set unfair regulations on their people the Squibs began to support the Alliance more and more. By the time of the Battle of Hoth the Squib people had reached a firm agreement to support the Rebellion.

Squibs are found across the galaxy, most often as traders. They are endlessly energetic and curious, much to the annoyance of their companions. They cannot resist the opportunity to bargain and do not understand how other species regard this as excessive and often unnecessary. All trades are negotiable to a Squib.

### Typical Squib:

Dex 2D+2	Kno 2D	Mec 1D+2
Per 2D+2	Str 1D+1	Tec 1D+2



# Chapter Three

## Equipment

*“Hokey religions and ancient weapons are no match for a good blaster at your side, kid.”*

-Han Solo

Sometimes a hero needs to get by on more than the simple tricks and nonsense. The right gear can make the difference between a successful mission or a one-way trip to the Spice Mines of Kessel. This section includes all kinds of new equipment to aid a hero in their struggle against the Empire. From weapons to armor to droids and beyond, there are more than a few trinkets to aid them in their quest to restore peace and justice to the galaxy.

### General Equipment

It's not always the fastest blaster or the strongest armor that determines survival. Sometimes you just need the right tool for the job at hand. Listed below are several pieces of new equipment that can aid a hero when things get tough and they need just the right trinket to get the job done.

#### Comlink (Encrypted)

Most civilian comlinks are not encrypted. Their signals can be listened to publicly or with minimal effort. An encrypted comlink has security measures built into which help prevent slicers and comm operators from listening in on sensitive transmissions. Encrypted comlinks are regularly used by the Empire, the Rebel Alliance and many criminal organizations. In short, they find service wherever someone is trying to keep a secret.

In order to listen into the transmission of an encrypted comlink, the slicer or comm operator must make a *Computer Programming/Repair* skill check. The difficulty of this roll is determined by the category of the encrypted comlink. Category I encrypted comlinks require a skill roll of fifteen (15), difficulty category Moderate, or higher. Category

II require a skill roll of twenty (20), difficulty category Difficult, or higher. Category III encrypted comlinks require a skill roll of twenty-five (25), difficulty category Very Difficult, or higher.

It is possible that even more advanced encryption programs exist to further protect transmissions from encrypted comlinks – but such encryption is likely reserved for the highest level and most secret transmissions of the Galactic Empire.



#### Comlink (Holographic)

Comlinks are, by an large, devices that transmit audio-only signals. However, some smaller hand-held comlinks do feature a holographic interface, though they are rarer and far more expensive. The technology to create a hand-held hologram comlink must be miniaturized and condensed, at great cost to the designers. Holographic comlinks are typically only found in the hands of high-ranking military

personnel or the very rich. Holographic comlinks can be encrypted, but this only compounds the cost of these devices.

## Kel Dor Breath Mask

The Kel Dor cannot breathe oxygen and must wear a specialized breath mask. In addition their unique facial structure means these devices must be constructed specifically to suit their species. Unlike standard breath masks, a Kel Dor breath mask does not provide an air supply, but instead filters toxins from the air that might otherwise kill them. Thus they require some atmosphere be present to operate.

## Lock Picks

Security codes, pass cards and identity scanners are the primary means to seal entry to a secure location in the galaxy, but sometimes it's just a simple mechanical lock preventing entry. In order to get past this tried and true security measure, one must have a set of lock picks. This simple pouch of tools, files, and picks is most often found in the Outer Rim Territories where advanced security measures are not as common.

## Quick-Draw Holster Belt

Blaster pistols, heavy blasters and sporting blasters can be kept in a low-slung and open topped quick-draw holster belt to allow the wearer quick access to their weapon if a gunfight breaks out in the blink of an eye. While not illegal in many of the Outer Rim Territories, they are sign that the wearer is likely a bounty hunter or other nefarious type. They are outlawed in some Core planets.

A character wearing a quick-draw holster belt may choose to draw and fire a blaster kept in their holster. If they do so, drawing the weapon does not count as an additional action.

Item	Availability	Cost (in credits)
Comlink (Encryption I)	2, R	1000
Comlink (Encryption II)	2, R	2500
Comlink (Encryption III)	2, X	5000
Comlink (Holographic)	2, F	500
Kel Dor Breath Mask	3	200
Lock Picks	2, X	350
Quick-Draw Holster	2, X	250

## Droids



### C1 Astromech Droid

The C1 astromech droid is regarded as an outdated antique by most galactic citizens. Initially designed to aid in astrogation and piloting duties aboard space transports and cargo vessels, the C1 was developed with a dynamic and experimental central processor to promote creative application of its programming. Unfortunately this lead to vast diversity in the C1's personality traits and many became temperamental and belligerent – even to their owners.



Like the more common R2-unit, the C1 has a meter-tall cylindrical body and walks using two legs, though unlike its Industrial Automaton counterpart it did not have a retractable third wheel to promote mobility. It did, however, have a pair of retractable heavy grapplers which it would use to great effect. The C1 speaks in low warbles and chirps and must be connected to a computer with a display screen to get a translation into Basic.

Because they were discontinued, easy to repair, and often over-looked by the Galactic Empire many Rebels favor using C1 astromech droids. A modular design makes them easy to upgrade, modify and repair. Adaptability alone has made them a valuable resource to the Rebellion.

**Type:** C1 Astromech Droid

**Availability:** 3

**Cost:** 750 credits (used)

**Height:** 1 meter

**Weight:** 32 kg

**Dexterity** 1D

**Knowledge** 1D

**Mechanical** 2D

Astrogation 4D

Starship Piloting 3D+2

**Perception** 1D

**Strength** 1D

**Technical** 2D

Computer Programming/Repair 3D+2

Starship Repair 4D

**Equipped With:**

- Two wheeled legs
- Two retractable heavy grasping arm (Lifting 3D)
- Video display screen
- Holographic projector/recorder
- Fire extinguisher
- Small arc welder (3D damage, 0.3 meter range)
- Internal thruster permitting short bursts of flight (typically 5D rounds)
- Small (20 cm by 8 cm) internal "cargo" area
- Some additional small tools and equipment



## MSE-6 Utility Droid

These small, box-shaped droids found service across the galaxy. They were not complex in either their programming or design. Instead the MSE-6 was designed to have an easily modified programming matrix that could be slotted with software updates to provide the droid with a myriad of functionality. The MSE-6 was limited, however, because it is only able to hold a single software update at a time. Still, its versatility and low cost to produce and sell made it ubiquitous across the galaxy.

**Type:** Rebaxan Columbi MSE-6 General Purpose "Mouse" Droid

**Availability:** 2, F

**Cost:** 350 credits (droid), 150 (per skill matrix software)

**Height:** 25 centimeters

**Weight:** 7 kg

**Dexterity** 2D

**Knowledge** 1D

**Mechanical** 1D

**Perception** 1D

**Strength** 1D

**Technical** 1D

**Equipped With:**

- Electro-photoreceptor
- Auditory sensors
- Holocam
- Treads
- Retractable manipulator (*Lifting* 2D)
- One skill matrix programmed with one of the following skills: *Bureaucracy* 3D, *Computer Programming/Repair* 3D, *Droid Programming/Repair* 3D, *Hide/Sneak* 3D, *Search* 3D, *Security* 3D, *Starship Repair* 3D.

## Weapons



### Blast Saber

In the years before the Battle of Yavin the Empire discovered that the Jedi were not as extinct as they once thought and their fugitives possessed a resourcefulness that knew no bounds. Force-sensitive individuals appeared on the edges of the galaxy and it was almost as if they were drawn to the few survivors of Emperor Palpatine's Order 66. To survive, these would-be Jedi learned to construct concealable or modified lightsabers. They broke down into multiple pieces, were concealed in the housing of larger tools, or in the case of the Blast Saber, served multiple functions.

The Blaster Saber is a custom designed lightsaber that draws a small amount of energy from a standard lightsaber's power cell and focuses it through an emitter in the blade to serve as a low-powered and short range energy weapon akin to a hold-out blaster. However, because it draws power from an energy self enhanced by the mysterious crystals used to create a lightsaber, the Blaster Saber is not limited in ammo capacity like a standard hold-out blaster. Because of the design, a Blast Saber inflicts slightly less damage than a standard lightsaber and is only capable of inflicting stun damage at range, but offers its wielder more versatility by also serving Jedi in melee. A Blaster Saber cannot have its blade activated while serving as a ranged weapon. In addition, Blaster Sabers are not easily recognized as lightsabers by most citizens of the galaxy until the blade itself is activated.

The Blast Saber was not used by the Jedi Order or the Sith, so there is no standard design schematic. Instead, each is designed individually by the wielder. This requires extensive time and attention to detail and is more difficult to create than the standard lightsaber.



**Model:** Custom-Designed Lightsaber

**Type:** Personal Ranged & Melee Weapon

**Skill:** *Blaster* (in ranged) or *Lightsaber* (in melee)

**Range:** 3-4/8/12 (Blaster)

**Availability:** 4, X

**Cost:** Not Available for Sale

**Damage:** 3D (Blaster) or 4D (Lightsaber)

**Special:** Designing a Blast Saber increases the difficulty of all *Technology* or *Lightsaber Repair* rolls by +5 during construction.



### Gungan Atlatl

The atlatl is a unique weapon to Gungan society. It is a meter-long stick that can be wielded as a club, as is often done by Gungan warriors in battle. However, more often is used to

launch energy balls at enemies over great distances. These energy balls are about the size of a human fist and are launched by attaching them via a coupler to the end of an atlatl and being launched by the wielder through a throwing motion that ends when the wielder deactivates the coupler with the press of a button at the height of the swing. These energy balls are encased in a fragile translucent casing that breaks on impact, releasing a burst of energy which damages any target struck.

**Model:** Gungan Atlatl

**Type:** Personal Ranged & Melee Weapon

**Skill:** *Melee* (in melee) or *Grenade* (in ranged)

**Range:** 3-7/25/50

**Availability:** 3, R

**Cost:** 250 credits (atlatl), 150 (energy ball)

**Damage:** Strength+1D (atlatl) or 5D (energy ball)



## Gungan Electropole

Like the atlatl, the Gungan electropole is rather unique. It does, however, share similarities to the more common force pike. The electropole is two meters in length, both sturdy and flexible. Skilled Gungan warriors were capable of wielding electropoles as both infantry and cavalry because it is a multipurpose weapon that can serve as a thrown javelin or a spear in melee combat. The tip of the electropole is charged and releases a burst of shocking energy to anyone struck with the weapon's already sharp tip.

**Model:** Gungan Electropole

**Type:** Melee Weapon

**Skill:** *Melee*

**Availability:** 3, R

**Cost:** 250 credits (atlatl)

**Damage:** Strength+1D+2



## Lasat Bo-Rifle

The bo-rifle is a weapon unique to the lasat. It is a weapon of both utility and honor, reserved specifically for the Lasan Honor Guard. For anyone else, lasat or otherwise, to wield such a weapon is regarded as an insult to the honor guard. It is capable of surviving as both a ranged and melee weapon. When collapsed it functions in a manner similar to a traditional blaster rifle, though it is larger than most common designs of that weapon – though they were powered by standard blaster packs. With the flip of a switch, a lasat can extend the weapon to a length of over two meters and each end becomes electrified. This allows skilled members of the Lasan Honor Guard to inflict devastating physical blows augmented with painful electrical discharge. This



makes it extraordinarily painful to be on the receiving end of a strike from such a weapon.



**Model:** AB-75 Lasan-Malamut Bo-Rifle  
**Type:** Personal Ranged and Melee Weapon  
**Skill:** *Blaster* (in ranged) or *Melee* (in melee)  
**Range:** 3-30/100/250  
**Availability:** 3, X  
**Cost:** Not Available For Sale.  
**Damage:** 5D (ranged) or Str+2D (melee)

## Armor

### Armored Space Suit

While not designed for combat application, armored space suits do provide ample protection against many threats. They are bulky, heavy and awkward – but to the miners on planets with hostile environments or those mining asteroids they are the only thing that stands between them and death.

Armored space suits are provide complete protection from hostile environments, ambient radiation and the vacuum of space. They are equipped with an twenty-four hour supply of oxygen along with an internal comlink and short-range distress beacon which can be triggered in the event of an emergency that has a broadcast range capable of reaching nearly half the length of most star systems. Finally, they have light

thrusters that allow them to maneuver in zero gravity environments and magnetic boots, though neither of these features is powerful enough to function in even light gravity.

If the wearer of an armored space suit is suffers an injury, such as becoming Wounded, the suit is considered to be breached and its environmental seal is broken. In addition, armored space suits are bulky and impose a significant penalty to movement when used in environments which sustain gravity.

**Model:** Trade Federation M-1 Armored Space Suit

**Type:** Protective Space Suit

**Cost:** 2,500

**Availability:** 2, F

**Game Notes:**

**Armor Protection:** +1D Armor Code, -1D+2 *Dexterity* and related skills.

**Comlink:** Tongue-activated helmet comlink, short range.

**Emergency Beacon:** When activated a distress signal is broadcast continuously capable of reaching across half a star system.

**Environmentally Sealed:** The wearer is protected from hostile environmental effects such as radiation, airborne pathogens, and the vacuum of space. If the wearer is *wounded* by an attack while wearing the suit, the environmental seal is breached.

**Internal Oxygen Supply:** Provides up to 24 hours of oxygen to its wearer.

**Magnetic Boots:** With the flick of a switch, the boots of an armored space suit can be magnetized, allowing the wearer to walk on most metal surfaces when in zero-gravity environments.

**Thrusters:** The wearer may fly at their standard movement rate when in zero gravity environments.



### Clone Trooper Armor

Predecessor to the ubiquitous white armor of the Imperial Stormtrooper, Clone Trooper Armor was worn by the clone soldiers who fought for the Old Republic during the days of the Clone Wars. It is almost identical in all ways to Stormtrooper Armor, save for its helmet design, which would later evolve as Stormtroopers took a more prominent role in Imperial law enforcement and clones ceased production.

Most suits found at the time of the Galactic Civil War are regarded as relics of the Old Republic. Possession of Clone Trooper Armor is considered illegal in all Imperial systems, thus it is only rarely seen or sold. Most often a suit will turn up every few years on the black market - sold by some enterprising arms dealer or crime lord for several thousand credits.

**Model** Republic Clone Trooper Armor

**Type:** Military armor

**Cost:** Not available for sale

**Availability:** 3, X

**Game Notes:**

**Armor Protection:** +1D Armor Code, -1D *Dexterity* and related skills.

**Comlink:** Tongue-activated helmet comlink, short range.

**Body Glove:** Climate controlled body glove allows operation in uncomfortably cold or warm climates. Clone Trooper Armor could environmentally seal, protecting the wearer for a brief time against the vacuum of space and providing 1D minutes of oxygen.

**MFTAS - Multi-Frequency Targeting**

**Acquisition System:** adds +1 pip to *Perception* checks in low-visibility situations, +1 pip to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.

**Utility Belt:** When full stocked contains high-tension wire, grappling hooks, four spare blaster power packs, ion flares, three days of concentrated rations, spare comlink, three days of water packs, 2 medpacs.



### Gungan Electroshield

Gungans often went into battle carrying large oval frames that when activated produced an energy shield contained within its framework that was capable of protecting them from oncoming blaster fire. It was extremely rare, even during the days of the Old Republic and is all but unseen by the time of the Galactic Civil War. Still, the few Gungan warriors who made their way into the galaxy at large often carried one into battle as a way to honor their martial heritage.



A character making use of a Gungan Electroshield can use their *Melee Parry* skill instead of *Dodge* when attempting to avoid being struck by a blaster bolt or other ranged energy attack. Indeed, the shield is large enough that when an electroshield is used in this fashion the defender receives a +1D bonus to their *Melee Parry* skill. Gungan electroshields can be used to parry any energy weapon in this manner and with this bonus, including lightsabers. They provide no protection against physical attacks of any kind.

**Model** Grand Army Electroshield

**Type:** Personal Shield

**Cost:** 750 Credits

**Availability:** 3, R

**Game Notes:**

A character making use of a Gungan Electroshield can use their *Melee Parry* skill instead of *Dodge* when attempting to avoid being struck by a blaster bolt or other ranged energy attack. The shield is large enough that when it is used in this fashion the defender receives a +1D bonus to their *Melee Parry* skill. Gungan electroshields can be used to parry any energy weapon in this manner and with this bonus, including lightsabers. They provide no protection against physical attacks of any kind.



## Jedi Battle Armor

During the height of the Clone Wars Jedi Generals lead clone trooper battalions into battle – often from the vanguard. Their heightened reflexes and amazing skill with a lightsaber protected them well in battle, but many chose to

wear a light and mobile version of the more commonly found clone trooper armor known as Jedi battle armor.

Jedi battle armor consisted of shin and forearm bracers as well as shoulder guards and a gorget. These protective pieces were made of the same reinforced plasteel as clone armor, but were typically equipped with tools to aid a Jedi in battle. The forearm bracers were usually equipped with a short range holo-comlink that could be linked to a ship in low orbit to permit long range communication across vast star systems. Some Jedi also carried gas-powered magnetic grappling hooks with lightweight fiber cord that could be fired with the press of a button, allowing Jedi to scale great heights and rappel down sheer surfaces.

Particularly skilled Jedi would even use the bracers of their armor to deflect blaster bolts, though because such protection was imprecise compared to the more traditional lightsaber it was impossible to deflect them back at their adversaries. A rare few Jedi wore full clone trooper armor with only a loose brown robe over it to identify their rank in battle.

During the Galactic Civil War some particularly reckless members of the Rebel Alliance who knew the truth of the Jedi during the Clone Wars would wear piece mail stormtrooper armor in a similar fashion to honor the fallen order. It was only seen among members of the Rebellion who claimed to be Jedi initiates and was most commonly found among the few mad Force-users known as Quixotic Jedi seeking to emulate what they called “knightly raiment.”

**Model:** Republic Jedi Armor

**Type:** Jedi Battle Armor

**Cost:** Not available for sale

**Availability:** 4, X

**Game Notes:**

**Armor Protection:** +2 pips Armor Code.

**Holo-comlink:** A short-range holo-comlink is installed in the forearm bracer of Jedi battle armor. It allows the wearer to communicate on frequencies within the planetary system. It can be linked with the long range communication devices of capital scale ships and space stations in orbit to allow for long-range communications.

**Magnetic Grappler:** Jedi Battle Armor is equipped with 100 meters of light weight fibercord and a magnetic grappling hook, which can be fired via compressed air. It can hold up to 250 kg of weight.

**Deflect Blaster Bolts:** A Jedi character may use their *Sense Force* skill to parry blaster bolts, per rules found on page 16 of *The Star Wars Roleplaying Game*, though they cannot reflect them back on their target when using the Jedi Battle Armor in this fashion.

**Mobile:** Wearing Jedi Battle Armor imposes no penalty to *Dexterity*-based skills.

## Synth-Armor Long Coat

This long duster is sewn with layers of composite armor that has been stitched between layers of synthetic or bantha leather. It is favored by gunslingers and bounty hunters who favor agility over heavy armor, allowing for mobility and quick movement. Though not as blaster resistant as bounty hunter armor, it does provide limited protection from blaster fire and concussive force.

**Model:** CorSec Armaments Armored Long Coat

**Type:** Synth-Armor Long Coat

**Cost:** 750 Credits

**Availability:** 2, F

**Game Notes:**

**Armor Protection:** +2 pips Armor Code.

**Mobile:** Wearing Jedi Battle Armor imposes no penalty to *Dexterity*-based skills.



# Chapter Four

## Starships & Vehicles

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

-Han Solo

### Vehicles



#### Repulsorboard

Incom hit it big with the success of the T-16 Skyhopper. Would-be bush pilots who fancied themselves the next big hotshot bought them all across the Outer Rim Territories. Hoping to keep these daredevils eager for new and more dangerous technology, marketers and engineers introduced the H-15 Repulsorboard. Marketed as a portable swoop for urban youth on the edge of the galaxy, it was remarkably dangerous and when it reached high speeds lead to more than a few untrained flyers being left as nothing more than a smear on a canyon wall.

But the H-15 was easy to modify and many juvenile delinquents from Tatooine to the lower levels of Coruscant took advantage of this. When combined with their portability and affordable price tag, the H-15 was a recipe for success. But when the Galactic Civil War broke out, Incom reduced funding to many of their less profitable repulsor projects in favor of a new experimental space superiority fighter: the X-wing. The H-15 was unceremoniously discontinued. Ironically, many young daredevils who earned their wings on an H-15 Repulsorboard would go on to become some of the best snub fighter pilots in the Rebel Alliance.

It is now most commonly found on the Outer Rim Territories, where its combination of repulsor-based lift and combustion thrust make it a rival for even the fastest speeder bikes currently on the market. Unfortunately its fragility makes it extraordinarily dangerous to untrained pilots.

**Craft:** Incom H-15 Repulsorboard

**Skill:** Repulsorlift Operations

**Crew:** 1

**Passengers:** None

**Cargo Capacity:** None

**Speed Code:** 3D+2

**Maneuverability:** 4D

**Body Strength:** 0D+2

**Weapons:** None

**Flight Ceiling:** 25 meters

**Cost:** 2500 (new), 1000 (used)

**Note:** Optionally, the game master may allow templates that begin play with a speeder bike, swoop, or landspeeder to select a repulsorboard instead. Also, at the game master's discretion, the Kid template may begin play with a repulsorboard for free.



#### Cracian Thumper

Originally bred on a few planets in the Craci system, the Cracian Thumper has over the years one of the most common work beasts in the galaxy. Their name comes from the fact that in



spite of the fact that they measure almost two meters at the shoulder and weigh approximately 350 kilograms, the Cracian Thumper makes almost no sound when running due to its natural light step and agility.

Easily domesticated, intelligent, loyal and highly obedient, Cracian Thumpers are trained as mounts and beasts of burden on many planets across the galaxy. They can be taught to follow vocal and touch commands as well as learning to distinguish between friend and foe. When they do become aggressive, the Cracian Thumper attack with wicked claws found at the end of their forearms and hind legs. They also possess a powerful tail which they will sometimes whip about in combat. However, Cracian Thumpers are not aggressive by nature. They are herbivores and their bite is not particularly dangerous.

**Creature:** Cracian Thumper

**Dexterity:** 3D

**Perception:** 3D+2

**Strength:** 3D

**Orneriness:** 1D

**Speed Code:** 3D+2

**Size:** Between 1 and 2 meters at the shoulder.

**Claws:** Str+1 Damage

**Tail:** Str+1D+2 Damage

**Notes:** Cracian Thumpers can move silently in a manner similar to the *Hide/Sneak* skill with an equivalent skill rating of 4D.



## ETA-2 *Actis*-class Interceptor

The ETA-2 *Actis*-class Interceptor was put into service in the last years of the Clone Wars. Designed by Kuat Systems Engineering, it

featured a unique combination of design features from both the Delta-7 *Aethersprite*-class Interceptor and several new innovations that would be implemented in both the TIE fighter and the X-wing.

The ETA-2 was more commonly known as the Jedi Interceptor, as the vast majority of its pilots were Jedi in the service of the Republic. It suited their instinctive piloting skills, favoring maneuverability and speed over heavy armament and shielding. The ETA-2 became a symbol of Jedi skill in space combat during the Clone Wars, but would become a symbol of tyranny when Dark Lord of the Sith Darth Vader took one as his personal starfighter in the early days of the Galactic Empire.

Like the Naboo N-1 Starfighter, it featured a socket which allowed full interface with an astromech droid, though the ETA-2 required the use of a hyperspace ring in order to achieve faster-than-light travel. To keep the ship's size and weight down, an R2-unit could interface with an attached hyperspace ring, uploading up to ten pre-programmed sets of hyperspace coordinates.

Few ETA-2 fighters survived the Clone Wars. Most were destroyed during the Jedi Purge because of their close association with the Jedi Order. Those that survived were used by smugglers, pirates, or saw service as battered stunt fighters for a fledgling Rebel Alliance.

Designed for short range dog fights and capital ship support, all ETA-2 fighters are equipped with dual laser cannons. Most also have a light ion cannon, though these are sometimes swapped out for a concussion missile launcher in rare instances.

**Craft:** ETA-2 Actis-class Interceptor

**Crew:** 1

**Passengers:** None

**Cargo Capacity:** 60 kilograms

**Consumables:** 2 Days

**Cost:** 50,000 (used)

**Hyperdrive Multiplier:** None

**Nav Computer:** None

**Hyperdrive Backups:** None

**Sublight Speed:** 4D+2

**Maneuverability:** 3D

**Hull:** 3D+2

**Shields:** None

**Weapons:**

**Dual Laser Cannons**

*Fire Control:* 2D

*Combined Damage:* 5D

**Light Ion Cannon**

*Fire Control:* 3D

*Damage:* 3D



## VCX-100 Light Freighter

The VCX-100 light freighter was released after the phenomenal success of Corellian Engineering Corporation's YT line of light freighters. In the aftermath of the Clone Wars free traders feared for their safety and the security of their cargo in spite of Imperial promises of protection. In response, Corellian Engineering Corporation released the VCX-100. It sacrificed the larger cargo bays found on the YT line in favor of and improved armament and a special detachable auxiliary starfighter that could dock directly with the VCX-100. Though this was billed as a "personnel transport" by Corellian Engineering Corporation, the auxiliary starfighter, the extra laser cannons and the fact that the VCX

came with a shield generator as standard features caused the Empire to crack down on production of the ship soon after it rolled off the assembly line. As such, few made it into the galaxy at large and often did so under heavy Imperial regulation.

Those few who did make their way into the civilian market were quickly swept up by smugglers, blockade runners and other black market merchants. This only furthered to paint the VCX as a ship solely associated with criminals and brigands.

**Craft:** VCX-100 Light Freighter

**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

The VCX-Series Auxiliary Starfighter is a small craft capable of being operated by a single pilot. It would appear as little more than a simple orbital transport were it not for the large laser cannons mounted just below the ship's cockpit and the smaller companion laser set at its bow. The auxiliary starfighter can ferry up to six passengers and a small amount of cargo. While it does have an impressive array of weapons, it is not truly designed for extended travel or combat. Instead it is a companion to the VCX-100 light freighter. It can dock directly with the VCX-100,

via a special interface between itself and the space transport.

**Craft:** VCX-Series Auxiliary Starfighter

**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**

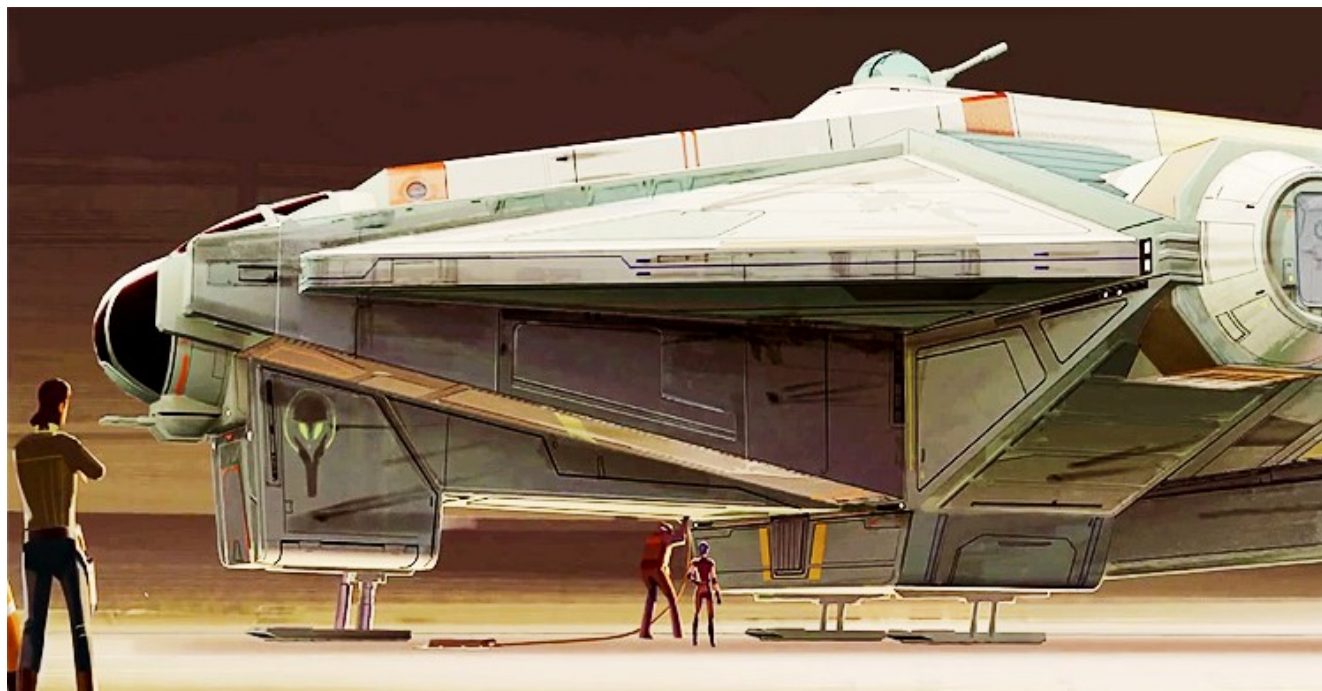
*Fire Control:* 2D

*Combined Damage:* 4D

**Light Laser Cannon**

*Fire Control:* 1D

*Damage:* 3D



# Chapter Five

## The Force

*"I feel the Force."  
"But you cannot control it."*

-Luke Skywalker and Obi-Wan Kenobi



The Force is a mysterious energy field that binds the galaxy together. Jedi Knights once protected the Old Republic, drawing upon the Force for guidance and power. Its fire has all but died out in the galaxy, with only a handful of fully trained Jedi Knights surviving the Jedi Purge that Emperor Palpatine implemented in the early days of the Galactic Empire. Those few who have survived live a life on the run, hiding from Darth Vader and his corp of dark Inquisitors. When they are found, the choice is simple: Submit to the will of the Empire and the power of the Dark Side or die.

But the Force finds a way. Some individuals strong in the Force have discovered an inner strength and even discovered lost Jedi knowledge. Though they are but a shadow of the Jedi Order that existed during the height of the Old Republic, it takes only a spark to kindle the fire of hope. These few would-be Jedi Knights struggle in secret, aiding those who stand against

galactic tyranny while trying to somehow go unseen by the vile forces of the Dark Side.

This chapter includes a collection of new Force powers as well as expanded and optional rules regarding lightsaber combat and construction.

### New Force Powers

Listed below are two new Force powers. They should only be used with permission from the Game Master.

#### Control Powers



#### Jedi Acrobatics

*Control Difficulty:* 15 (moderate).

*Effects:* This power allows a Force-user to perform amazing acrobatic maneuvers and extraordinary leaps. If the character succeeds in a *Control* skill roll (difficulty 15, moderate), they may add their *Control* skill dice to any *Climbing/Jumping* skill rolls made in the same round this power is activated. Penalties for multiple actions still apply.

**Obi-Wan Kenobi:** It's over, Anakin! I have the high ground!

**Anakin Skywalker:** You under estimate my power!

## Sense Powers



### Instinctive Piloting

*Sense Difficulty:* 15 (moderate).

*Effects:* By relying on their instincts and trusting in the Force, a Jedi is able to react with split-second timing that borders on precognition while piloting a starship or vehicle. If the character succeeds in a *Sense* skill roll (difficulty 15, moderate), they may reduce the difficulty of all *Repulsorlift Operations*, *Starship Piloting* and *Starship Shields* skill rolls by one difficulty category, to a minimum of Very Easy (difficulty 5) while this power is active. Their *Sense* skill replaces the Fire Control rating of any weapon they operate which uses the *Starship Gunnery* skill.

This power may be kept-up, but penalties for multiple actions still apply.

**Obi-Wan Kenobi:** Use the Force, Luke. Let go, Luke. Luke, trust me.

**Darth Vader:** The Force is strong with this one.

**Comm Operator:** His computer's off! Luke, you switched off your targeting computer. What's wrong?

**Luke Skywalker:** Nothing. I'm alright.

## The *Lightsaber* Skill

*Lightsaber* is a *Dexterity*-based skill that is typically only taken by Jedi characters or, in rare cases, other Force-using traditions. Making a basic attack when wielding a lightsaber requires a *Lightsaber* skill check of 20 (Difficult). When parrying while wielding a lightsaber the character can use either their *Melee Parry* skill or, in the case of most Force-using wielders, their *Sense* Force skill.

### Lightsaber Damage

Lightsabers inflict 5D damage and are considered energy weapons. While a Jedi may add his *Control Force* skill to the damage of his lightsaber, the Game Master may wish to limit the use of this bonus to no more than +3D, in order to maintain balance with non-Jedi party members. Therefore a Jedi receives a number of dice equal to his *Control Force* skill, up to +3D. Anything beyond that is lost.

### Blocking and Reflecting Blaster Bolts

Jedi are known for their ability to deflect and even redirect blaster bolts fired at them with their lightsaber. To do so the character must declare that they are committing a parry reaction skill and make a *Sense Force* skill roll. If their roll meets or exceeds the *Blaster* skill roll made to hit them, they have successfully deflected the blaster bolt. They can also attempt to reflect a blaster bolt back on either their attacker or any other target within range of the blaster. To do so they simply make a *Sense Force* skill roll as if they were making a ranged attack with the blaster. If the attack is successful, they have hit their target with the blaster bolt and inflict damage equal to the weapon.

Parrying is a combat action, as is reflecting the blaster bolt and if done in combination with other actions, the wielder of the lightsaber suffers a -1D penalty to all rolls (including those made to block or reflect the attack) for every action beyond the first taken in a combat round for each parry or reflect attempt made.

### Jedi and Initiative

In most cases, a character makes a *Dexterity* attribute roll to determine who goes first in combat when there is a question with the higher roller going first. Characters with the *Sense* skill may, allocate dice from their *Sense Force* skill to their *Dexterity* roll in order to reflect the Jedi's intuition and ability to sense danger.

So, for example, Galen, who has a *Sense* skill of 3D, may declare before initiative is rolled



that he's reducing his *Sense* skill by 2D to increase his *Dexterity* by 2D. This bonus to *Dexterity* applies to initiative only. His *Sense Force* skill would remain at 1D for the remainder of the combat round until a new initiative rolls is called for by the game master.

## Lightsaber Skill Specializations

Jedi may select one of the many lightsaber forms as a specialization. Doing so requires extensive practice and training. Selecting a lightsaber for as a specialization costs 20 skill points and not the normal 10 skill points. But instead of granting the standard bonus to their chosen area of focus, the wielder selects a specific lightsaber form which gives the character several benefits listed below.

### Form I: Shii-Cho

Shii-Cho is the earliest and most basic lightsaber form. It is taught to all would-be Jedi Knights and its techniques are the basis for many other styles of lightsaber combat. A character who specializes in Shii-Cho receives a +1D bonus to all *Lightsaber* skill rolls made to attack and a +2D bonus to all *Melee Parry* rolls made to parry a melee attack.



### Form II: Makashi

This elegant form was designed specifically to defend against a lightsaber wielding foe in a one-on-one dueling situation. It is simple and fluid, focusing on jabs and light thrusts while executing simple parries. A character who specializes in Makashi can choose to apply up to half of their *Control* skill dice (rounded down) to any *Melee Parry* roll made to parry an attack from a lightsaber instead of applying those *Control* dice to their lightsaber damage.

### Form III: Soresu

This highly defensive style was created specifically to protect the practitioner from ranged attacks as well as protect from blaster fire. When using their *Sense Force* skill to block (but not reflect) ranged attacks they receive a +3D bonus.

### Form IV: Ataru

This fast-paced, acrobatic style of lightsaber combat was designed to be both aggressive and mobile. Specialists receive a +1D bonus to their *Lightsaber* skill when attacking, as well as a +2D bonus to any *Climbing/Jumping* skill checks they make while wielding a lightsaber.

### Form V: Shien/Djem So

Similar to Form III: Soresu, but more aggressive, Shien/Djem So focused on maintaining a strong defensive front and countering with aggressive attacks at the first opportunity. Specialists receive a +1D bonus to their *Lightsaber* skill when making melee attacks as well as +1D to *Melee Parry* when defending themselves. They also receive a +1D bonus to their *Sense Force* skill when blocking and deflecting blaster bolts.

### Form VI: Niman

Form VI: Niman is a relaxed style that combines elements of all previous forms of lightsaber combat as well as adding hand-to-hand elements and telekinetic maneuvers to keep an opponent off balance. Specialists receive +1D to *Brawling* and *Brawling Parry* rolls, as well as +1D to all *Alter Force* skill rolls when attempting



to use Telekinesis on an opponent to push them away.



## ***Form VII: Juyo/Vapaad***

This very aggressive form of lightsaber combat skirts the Dark Side of the Force, but is both brutal and effective in combat. A specialist receives +2D to both their *Lightsaber* skill when attacking and a +2D to the damage of their lightsaber. However, each round of combat where they take advantage of this benefit they must roll 1D. On the roll of a 1 (for characters not currently possessing any Dark Side Points) or a number equal to their current number of Dark Side Points they have drawn too close to the Dark Side and gain a Dark Side Point.

## ***Sokan***

Less a form and more a philosophy of applied tactics, Sokan seeks to use the environment against an opponent to gain the advantage. Whenever a specialist in this style would receive bonus dice due to a situation or environmental advantage (not a penalty from being *Wounded*), they receive an additional +1D bonus to any applicable rolls. When they are in combat with an opponent who is suffering an environmental or situation penalty, that opponent suffers an additional -1D penalty to any applicable rolls.

## ***Jar'Kai***

This style of lightsaber combat focused on dual-wielding blades. Specialists in this style who are wielding two lightsabers reduce their penalty for making multiple attacks by 1D.

## ***Trakata***

Trakata is a style that makes use of the lightsaber's unique ability to be turned on and off during combat. This makes it extraordinarily difficult to parry in melee combat. When an opponent facing a Trakata specialist attempts to parry their attack with either *Melee Parry* they suffer a -2D penalty.

## **The Lightsaber Duel**

Fewer things are more elegant and deadly than Jedi and Sith locked in a duel. Each wields their lightsaber with deadly precision and lightning speed – their abilities enhanced by a deep connection to the Force. Several optional rules are given below, which may be used when engaged in a lightsaber duel.

## ***The Ebb and Flow of Battle***

A lightsaber is more than a physical conflict, it is a dual of spirit and will – a clash between the Dark Side and the Light. Before initiative is determined in the first round of a dual between two Force-practitioners wielding lightsabers, each character should make a *Sense Force* skill roll.

The character who rolls higher has established their connection to the Force as the dominant one and receive +1D to all *Lightsaber* and *Melee Parry* rolls made during the battle. They also receive +1D to all *Sense Force* skill rolls made to parry attacks. This roll is made only during the first round of combat and remains in effect during the entire scene. If a Dark Side character has established that the Dark Side of the Force is dominant during the battle, their Light Side adversary can choose to accept a Dark Side Point to cancel this effect, though they gain no other benefit.

## ***Enraging Your Foe***

Dark Jedi are quite skilled at drawn feelings of anger, fear and aggression out of their opponent. Whether it's taunting them for their weaknesses, threatening their loved ones, or commenting on the failure of the Jedi, these tactics often serve to mire their opponent in the negative energy of the Dark Side of the Force.

A Dark Side character who possesses the *Sense Force* skill can attempt to draw upon their opponent's fear and anger in hopes of bringing them closer to turning away from the light. They must spend one round talking to their adversary and this is considered an action and then make a *Sense Force* skill roll. Their opponent makes an opposing *Sense Force* skill roll. If the Dark Side character's roll is higher than their opponent, then the Light Side character begins to feel fear and anger creep into their actions.

The Light Side character suffers -1D to all attacks against their Dark Jedi opponent for a number of combat rounds equal to their opponent's Dark Side Point total. The Light Side character can end this penalty at any time by choosing to gain a Dark Side Point.

## ***Centering Yourself***

Jedi are taught to be mindful of their feelings and remain at peace with their emotions, even when engaged in a life or death battle. While engaged in a lightsaber duel with a Dark Side character, the Jedi can spend one round attempting to center himself and keep his mind clear. During that round he may not attack his foe, though is still free to defend himself.

The Jedi then attempts a difficulty 15 (moderate) *Sense* skill check. If successful, they are able to center themselves and more easily react to their opponent's attacks. They receive a +1D bonus to all *Melee Parry* skill rolls made to defend against their opponent's attacks.



## ***Severing a Limb***

Whenever a character inflicts a Mortal Wound with a lightsaber, they can choose to severe a limb instead. Because the wound is cauterized, the Mortally Wounded character will not die, per normal rules. Instead they are considered to be defeated and unable to take aggressive actions against their foe. The character's will has been broken and they are at the mercy of their opponent.

Particularly vengeful characters may attempt to continue the fight, but such actions are most certainly fueled by rage and any attacks made during that time will cause the attacker to gain a Dark Side Point. In addition, because the character is deeply wounded, they suffer a -2D to all rolls.

## ***Constructing a Lightsaber***

All potential Jedi Knights must construct their own lightsaber in order to complete their training. This is no small task and the knowledge to do so has been lost in the wake of the Jedi Purge. In order to construct their own lightsaber a character must be Force-sensitive and possess as least 1D in *Control*, *Sense* and *Alter*.

The character will then need to begin researching the details of how exactly a lightsaber is constructed. The would-be Jedi will need to spend an extended period of time attempting to locate a repository of information on the subject. Because this information has either been concealed or destroyed by the Empire, the game master should make even finding this information a major accomplishment in their campaign. It will often take many sessions of scouring the galaxy for such elusive information. Typically such knowledge is found in lost books of Jedi knowledge or a Jedi Holocron.

Once the potential Jedi has discovered this information they must spend at least one month studying and make a difficulty 15 (moderate) *Technology* skill check. If the roll is successful, the Jedi knows the necessary steps and components to construct their own lightsaber. If

the roll fails, the Jedi must spend another two weeks studying before making another attempt.

Now the Jedi will need to find the components necessary to construct a lightsaber. Most of these items (such as a power source and focusing crystal) can be easily obtained for a few hundred credits. However, the rarest and most necessary item is a kyber crystal. They were once harvested by Jedi Knights on the planet of Ilum, but in the era of the Galactic Empire that information is known only to Emperor Palpatine, Darth Vader and the rare Jedi that survived Great Purge. Other kyber crystals may be found scattered through out the galaxy, though hunting for such an item is a long and difficult process that is likely to draw Imperial attention or the notice of enterprising black marketeers who can sell kyber crystals for an outrageous sum.

Once all the necessary components have been gathered, the Jedi may begin construction on their lightsaber. This task typically takes one month, though the character can decrease this time by increasing the difficulty of the rolls necessary to construct the lightsaber.

First, the Jedi must make a difficulty 15 (moderate) *Technology* roll to assemble the mundane parts into a functioning lightsaber handle. Then they must attune themselves to the kyber crystal they have retrieved and build a connection in the Force between themselves and the crystal. This requires a both *Control* and *Sense* rolls at a difficulty of 15 (moderate).

In addition, if a Jedi takes the full month to construct their lightsaber and succeeds in all the necessary rolls he may choose to spend a

Force Point to establish a bond with their lightsaber. This is neither an inherently good or evil act and doing so means the Force Point is lost. However, doing so gives the Jedi +1D to their *Lightsaber* skill when attacking and +1D to their to *Melee Parry* and *Sense*, respectively, when parrying both other melee weapons and blaster bolts.

A Jedi may elect to build their lightsaber at an increased rate, but doing so increases the difficulty of all rolls associated with weapon's construction. A Jedi who attempts to construct their lightsaber in two weeks increases the difficulty of *Technology*, *Control* and *Sense* rolls by +5. Particularly powerful or reckless Jedi may even attempt to construct a lightsaber in only one week, but doing so increases the difficulty of *Technology*, *Control* and *Sense* rolls by +10. A Jedi who chooses to construct a lightsaber at an accelerated rate may not invest a Force Point in their lightsaber, as they are not taking the time necessary to establish that bond.



# Appendix One

## Templates

*“Short help’s better than no help at all, Chewie.”*

-Han Solo

Listed below are twenty-five new templates for use with *The Star Wars Roleplaying Game*. All of them are optional and should only be selected by players who receive permission from the Game Master to do so. Each of the templates is presented to be easily integrated into a *Star Wars* campaign. The background of each template provides opportunities for the character to be in the service of the Rebel Alliance and ways to connect the character with existing

players.

Several of the new templates are Force-using or Jedi characters, expanding upon the four templates found in *The Star Wars Roleplaying Game*. This is not meant to imply that there are a greater number of Jedi in the galaxy at large, but instead simply provide players with new options when choosing to play a Force-using or Jedi character.





**Name:** \_\_\_\_\_

**Template:** Acolyte of the Maker

**Species/Gender:** Human/\_\_\_\_\_

**Background:** Growing up in the heart of the galaxy, you spent your childhood surrounded by fantastic technology from a thousand worlds. Nothing fascinated you more than the myriad of droids found across the galaxy. You studied them obsessively and showed a gift when it came to technology and engineering. You studied every droid you could find, even the illegal ones. By the time the Empire caught you studying illegal assassin and battle droids, you were already half mad. You'd even begun to augment your senses with cybernetic enhancements regarded as invasive by most other species of the galaxy. But you know the perfection at the heart of all droids and you seek to both emulate and create it. Your talents have made you useful to the Rebel Alliance, who looks past your eccentricity because it so desperately needs your talents.

**Personality:** You're high-strung, and tend to ramble in an agitated manner laced with scientific terminology. You have little patience with organics and prefer the company of droids and machines over living beings. You often get frustrated with the necessity of your basic biological needs, such as the requirement to eat and sleep.

**A Quote:** "I didn't have time to take an oil bath – I mean use the refresher! Now hand me that coupler!"

**Connection With Other Characters:** You might be the mechanic to a Smuggle or Brash Pilot's ship. You could have a Tongue-Tied Engineer as an apprentice. You might believe and empathize with a Quixotic Jedi who is always dismissed and accused of being mad.

<b>Dexterity</b>	<b>2D+1</b>	<b>Perception</b>	<b>4D</b>
Blaster	_____	Bargain	_____
Brawling Parry	_____	Command	_____
Dodge	_____	Con	_____
Grenade	_____	Gambling	_____
Heavy Weapons	_____	Hide/Sneak	_____
Melee Parry	_____	Search	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____
_____	_____	_____	_____

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

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

**Notes:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Cybernetic Eye (+1D to *Search*), Tool Kit, Hold Out Blaster (3D), Datapad, Dirty Coveralls, Comlink, MSE-6 Utility Droid, 250 credits.

**Force Skills:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Asteroid Miner

**Species/Gender:** Human/ \_\_\_\_\_

**Background:** You were just an honest worker, making your way in the galaxy. In the void of space you mined asteroids for their precious metals. Imperial sanctions grew and grew over the years and before you knew what happened, you were a criminal for just doing your job. Now the only place left to hide in the Rebel Alliance. You help them find resource rich planets and asteroid fields so that ore can be refined into weapons and supplies. It's not an honest living these days, but at least its honorable.

**Personality:** A simple being with simple tastes. You're a bit weary from the constant conflict of the Galactic Civil War, but you press on and look forward to the day when you can return to a simple, honest living. Until then, your simple wisdom and dedication serve a cause worth believing in.

**A Quote:** "I'm picking up a heavy deposit in sector 2.54 of the Rishi Maze. Better prep my suit."

**Connection With Other Characters:** You may have worked with a Laconic Scout on the edge of space, or helped colonize a Tough Native's planet. A Tongue-Tied Engineer could have been a former co-worker.

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

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

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

**Notes:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Armored Space Suit, Tool Kit, Comlink, 1000 credits.

**Force Skills:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Baran Do Sage

**Species/Gender:** Kel Dor/ \_\_\_\_\_

**Background:** The Jedi were not the only ones who suffered with the rise of the Empire. Your order, the Baran Do, were hunted down as well. But the Baran Do Sages are not an order of warriors. You desire only peace and calm, so that you might better understand the galaxy. You joined the Rebel Alliance because though you see no war, you have reluctantly realized that perhaps this is the only road to peace. Through insight and meditation, perhaps you can harness the Baran Do gift of foresight and prepare both yourself and your new allies for any dangers the future might hold.

**Personality:** You speak softly, preferring to listen to others before voicing your own insights. You calculate every word and deed with soft wisdom and look upon death and lethal violence as a terrible tragedy. You seek understanding in all things.

**A Quote:** "Please, let us all step back and look upon the conflict with calm hearts and open eyes."

**Connection With Other Characters:** A Minor or Quixotic Jedi may have mistakenly come to you for Jedi training or a Smuggler may have helped you escape the Empire. You could have been an adviser to a senator or noble, helping them find peaceful resolutions to conflicts.

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

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

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



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Staff (Str+1D), Kel Dor Breath Mask, Robes, 250 credits.

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Notes:** Kel Dor can not breathe standard Type I atmospheres common to most planets. They require a special breath mask to filter oxygen atmospheres in order to survive. A Kel Dor who is caught in a Type I atmosphere without their breath mask begins to asphyxiate immediately, suffering 5D damage each round. This can potentially kill the Kel Dor, though if the breath mask is returned before they are slain all damage from suffocation is healed within 1D rounds.

**Force Skills**  
 Control 1D  
 Sense 1D  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Bothan Spy

**Species/Gender:** Bothan/\_\_\_\_\_

**Background:** While technically part of the Rebel Alliance, you recognize that being an agent of the Rebellion serves your best interest at the moment. As part of the Bothan Spynet, you gather intelligence for the Alliance, knowing that if they win the Galactic Civil War your people will undoubtedly be owed a great debt. You have trained long and hard to see that you, and your people, are there to collect that debt. Your skills in subterfuge and misdirection are without measure, and you put them to good use to ensure that you are always a necessary asset to the Rebel High Command and those who fight for a freedom that will ultimate benefit your people.

**Personality:** You are pragmatic and opportunistic, you come off to most as draconian and callous. Truth be told, you are very passionate – but in defense of your people first and foremost. Still, you maintain the demeanor of detached professionalism.

**A Quote:** “Secrets are the universal currency of the galaxy, friend. Priceless, yet easily traded.”

**Connection With Other Characters:** You might have learned the dirty secrets of an Old Senatorial, Failed Jedi or almost any other character. Perhaps you have information on a the crime lord currently pursuing a Smuggler.

<b>Dexterity</b>	<b>2D+2</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>4D+2</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____



<b>Knowledge</b>	<b>3D</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>2D+1</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

<b>Mechanical</b>	<b>2D+2</b>
Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

<b>Technical</b>	<b>2D+2</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____

**Equipment:** Blaster Pistol (4D),  
Inconspicuous Clothing, Cloak,  
Encrypted Comlink, 500 credits.

**Notes:** \_\_\_\_\_  
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**Force Skills:**  
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**Name:** \_\_\_\_\_

**Template:** Chadra-Fan Street Thief

**Species/Gender:** Chadra-Fan/ \_\_\_\_\_

**Background:** You lived alley to alley, street to street, stealing to survive. It wasn't all bad – at least you were free. But as you further and further from the Core Worlds it felt like the Empire was right on your heels. You were used to dodging local authorities, but Stormtroopers and ISB agents are a whole different matter. With no place left to hide, you've finally decided to throw in with the Rebel Alliance. You're not sure if you believe in all this high-minded talk of justice – but it sure is cool to be freedom fighter sticking it to the Emperor and his cronies.

**Personality:** You try had to come off as cool and confident, but every time you see those white armored troops the fear wells up in you. Sticking to the shadows is your game, and when the Rebels get too brazen you can't help but feel a little nervous.

**A Quote:** “That ISB agent is an easy mark, guys. By the time he knows its gone, it'll be too late.”

**Connection With Other Characters:** A Bounty Hunter might have previously tried to track you down, or a Gambler might have been your partner in crime.

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

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

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

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Hold Out Blaster (3D), Knife (Str+1), Lock picks, 500 credits.  
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**Force Skills:**  
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**Name:** \_\_\_\_\_

**Template:** Clone Wars Veteran

**Species/Gender:** Human (Clone)/\_\_\_\_\_

**Background:** You fought and sacrificed for the honor of the Galactic Republic. You saw your brothers killed by the hundreds as the Clone Wars raged on. When Order 66 came down, you realized your entire life was a lie. You fled. Hiding in the Outer Rim you buried yourself in grief and shame. Years passed, two for everyone one for a clone like you. Then you learned of the Alliance to Restore the Republic. The Rebellion was your chance to serve again – this time for a real cause, an honest cause. Perhaps this time your life, and if necessary your death, can have meaning and you can make up for a lifetime as nothing more than a living, breathing lie.

**Personality:** Stern and strict, you are the consummate soldier. You serve the Rebellion honorably and with all the dedication and discipline of a military man. You're battle hardened and try to protect those with whom you serve. You want to make the Empire pay for all the lives they destroyed, all their lies.

**A Quote:** "Two clicks north. There's three squads of Stormtroopers. Take position delta and wait for my signal. Keep your head down and remember your training, boys."

**Connection With Other Characters:** You may have served with an Old Senatorial or a Failed Jedi during the Clone Wars. Perhaps a Young Senatorial convinced you to come out of retirement.

<b>Dexterity</b>	<b>3D+2</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>3D</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____



<b>Knowledge</b>	<b>2D+1</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>3D+2</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

**Force Points:** \_\_\_\_\_

**Dark Side Points:** \_\_\_\_\_

**Wound Status:** \_\_\_\_\_

**Skill Points:** \_\_\_\_\_

<b>Mechanical</b>	<b>2D+2</b>
Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

<b>Technical</b>	<b>2D+2</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____
_____	_____

**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Grenade (5D), Clone Trooper Armor, Comlink, 500 credits.

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**Notes:** \_\_\_\_\_

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**Force Skills:**

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**Name:** \_\_\_\_\_

**Template:** Cracian Wrangler

**Species/Gender:** Human/ \_\_\_\_\_

**Background:** The Empire took your land, your herd, your life. You spent your best years in the wild parts of the Outer Rim, raising more than just Cracian Thumpers. You raised a family, a community, and built a life. But when your land was annexed and your herd destroyed under suspicion of your home world housing Rebel sympathizers. They took everything you ever had, except your blaster pistol and your last and best Cracian Thumper. It may not be much, but it might be just enough to take it all back for you and the rest of the galaxy.

**Personality:** Taciturn and tight-lipped, you don't have much to say except for the occasional piece of homestead wisdom. You're simple, but tough. Truth be told, you're a bit intimidated by the Galactic Civil War and the galaxy at large – but you'll do what needs be done to restore freedom to the galaxy.

**A Quote:** “C'mon girl, let's ride! There's work needs doin'! Yee-haw!”

**Connection With Other Characters:** You and a Tough Native might be from the same planet. Perhaps a Laconic Scout or even Retired Imperial Captain discovered your planet.

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

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

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

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Blaster Rifle (5D), (5D), Macrobinoculars, Knife (Str+1), Rugged Clothing, Cracian Thumper, 500 credits.

**Force Skills:** \_\_\_\_\_  
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**Name:** \_\_\_\_\_

**Template:** Disgraced Dark Apprentice

**Species/Gender:** Human/\_\_\_\_\_

**Background:** You were discovered by one of Lord Vader's Inquisitors a few years ago and through their harsh training and your desire to amass more power your eyes were opened to the ways of the Dark Side of the Force. But you were deemed a waste, not worthy the Empire or your master's time. You barely escaped your former master's attempt to end your life and spent time on the run, just like a pathetic Jedi. But you'll show Lord Vader and his cronies. You have the will and the untapped power to become a Dark Lord of the Sith, and you'll show the Emperor himself the true strength of your power. For now you're working with the Rebel Alliance, for the enemy of your enemy is your ally – for now.

**Personality:** You're bitter and angry at your rejection. Frustration that you cannot use your powers as freely as you once did plagues you. Patience does not come easily to you. You watch the petty Rebels around you – their dedication and compassion. Outwardly, you express disgust at your reluctant allies. Yet when you are alone, you remember the almost forgotten days when peace was your friend.

**A Quote:** "Galactic Civil War or not, I shall have my revenge."

**Connection With Other Characters:** You may have worked with a Retired Imperial Captain or hired a Bounty Hunter during your time in the Empire. You may have once hunted a Minor Jedi.

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

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

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

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_ 2 \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Lightsaber (5D),  
 Dark Robes, 1000 credits.  
 \_\_\_\_\_  
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**Force Skills:**  
 Control 1D  
 Sense 1D  
 Alter 1D



**Name:** \_\_\_\_\_

**Template:** Duros Gunslinger

**Species/Gender:** Duros/ \_\_\_\_\_

**Background:** There's fast and then there's faster-than-light. You're faster-than-light. Able to draw and fire your pistols in the blink of an eye. You put your talents to good use too, traveling the galaxy and taking jobs as a hired gun where you could. Corporate security, bodyguard duty, even a bit of wet work when the credits were a bit low. Eventually you got the attention of the Empire and things went south faster than even you could react. On the run, the Rebellion was the only place you had to hide. Besides, they seem to have a number of uses for a gun hand like you.

**Personality:** Cool, calm and always in control. You have the walk of a man who knows no fear. You don't say a whole lot and when you talk you use as few words as possible. You prefer to let your blasters do the talking. Still, when you give your word you keep it – and you gave your word to the Rebel Alliance.

**A Quote:** "I'll make this quick."

**Connection With Other Characters:** You could have worked with a Bounty Hunter or Merc on any number of jobs. You might have been the bodyguard for an Arrogant Noble, or even helped rescue a Wookiee.

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

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

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

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Heavy Blaster  
 Pistols (2, 5D), Synth-Armor  
 Long Coat, Quick Draw Holster  
 Belt, 1000 credits.  
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**Force Skills:**  
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 \_\_\_\_\_  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Ewok Stowaway

**Species/Gender:** Ewok/ \_\_\_\_\_

**Background:** You sneaked aboard a Rebel transport that crash landed on Endor. When they unexpectedly took off, you were trapped aboard the star cruiser. You spent weeks hiding in the hold, crawling the ducts, and most all learning the innards of this great metal bird. It was surprisingly similar to your own technology, simple knowledge of basic flight like that of a glider. When the crew slept, you'd sneak out and study the controls and interior. During the day, you'd listen and learn their language. When you were finally discovered, your new friends were surprised to find that you weren't so primitive as you seemed. They realized just how talented you were when you climbed into the cockpit. Since that day you've been happily helping your new friends – and the Rebel Alliance.

**Personality:** Eager and excitable. You're fascinated by all things technological and sometimes your curiosity gets the best of you and creates trouble for your companions. Still, you're loyal and willing to stand by them through thick and thin. You're happiest when you're in the cockpit, flying the great shining bird between the stars.

**A Quote:** “Two birds in the black sky, preparing for hyperspace! Yub nub!”

**Connection With Other Characters:** You could have stowed away on a Smuggler's ship or received some training from a Brash Pilot. You could have made fast friends with a Kid or Quixotic Jedi.

<b>Dexterity</b>	<b>3D+2</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>4D</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

<b>Knowledge</b>	<b>2D</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>2D</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

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

<b>Technical</b>	<b>2D+2</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____

**Equipment:** Spear (Str + 1D), Tool Kit, Satchel (full of spare parts and shiny trinkets), Flight Suit, 50 credits.  
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**Notes:** \_\_\_\_\_  
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**Force Skills:**  
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**Name:** \_\_\_\_\_

**Template:** Exiled Tusken Raider

**Species/Gender:** Tusken Raider/\_\_\_\_\_

**Background:** Once you were proud. Once you were a warrior. Once you were a Tusken. But you shamed your tribe and were cast into the Jundland Wastes. A Tusken with no Bantha, and you were left with only gaffi stick to survive. You wandered for days, coming upon settlements and moisture farms you longed to raid to show your glory to the stars. But there was no glory in your life anymore. To your surprise, a local moisture farmer took pity upon you when he came upon your nearly dehydrated body in the desert wastes. The night you were to leave his homestead was attacked by your old tribe and your new friend was slain. When the Empire came to investigate, your tribe was hunted down and destroyed. Only you survived. You went from wandering the wastes to wandering the stars. You have a new tribe now: The Rebel Alliance. They do not ask of your past. They only see your aid as a warrior. So it shall be.

**Personality:** Aggressive and taciturn, you are quick to draw your weapons at any slight. You speak little and judge others by their deeds, assuming they are weak until they prove otherwise.

**A Quote:** "Hrrr, yrrr grnn." ["Prove your words with deeds, weak one."]

**Connection With Other Characters:** You may have an odd respect for a Wookiee or seen a Bounty Hunter or Merc prove his prowess in battle.

<b>Dexterity</b>	<b>3D+1</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>3D</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____

<b>Knowledge</b>	<b>3D</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>4D+2</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

<b>Mechanical</b>	<b>2D</b>
Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

<b>Technical</b>	<b>2D</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Blaster Carbine (5D), Gaffi Stick (Str+1D), Tusken Robes, 50 credits.  
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**Notes:** \_\_\_\_\_  
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**Force Skills:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Gungan Warrior

**Species/Gender:** Gungan/ \_\_\_\_\_

**Background:** Your people used to be great warriors who lived deep in the watery core of the planet Naboo. The Gungan Grand Army was an awe-inspiring to behold and fierce in battle. But when the Empire took control Naboo, your people felt the peace established during the Clone Wars had been betrayed. You've engaged in a few skirmishes against the legions of Imperial troops that now occupy Naboo – but you know there is a larger war than the one for your beloved underwater cities. You have left your homeworld, hoping to strike the very heart of galactic tyranny so the humans might remember again the strength of Gungan people and their prowess in battle.

**Personality:** You're distrustful of humans, whom you believe are prone to deception and manipulation. You speak plainly and directly, caring very little for diplomacy or niceties. You're a bit impatient and think that actions speak louder than words – and that they are more effective.

**A Quote:** “Mesa no liken dis human. Hesa thinkin heesa so smarten. Mesa show him diffrent.”

**Connection With Other Characters:** You might respect a Wookiee's definition of honor and their battle prowess. Perhaps a Jedi character has shown his honor and you fight beside him without prejudice.

## Dexterity

3D

Blaster \_\_\_\_\_  
Brawling Parry \_\_\_\_\_  
Dodge \_\_\_\_\_  
Grenade \_\_\_\_\_  
Heavy Weapons \_\_\_\_\_  
Melee Parry \_\_\_\_\_  
Melee \_\_\_\_\_  
Lightsaber \_\_\_\_\_  
Sleight of Hand \_\_\_\_\_  
\_\_\_\_\_

## Perception

3D

Bargain \_\_\_\_\_  
Command \_\_\_\_\_  
Con \_\_\_\_\_  
Gambling \_\_\_\_\_  
Hide/Sneak \_\_\_\_\_  
Search \_\_\_\_\_  
\_\_\_\_\_

## Knowledge

3D

Alien Races \_\_\_\_\_  
Bureaucracy \_\_\_\_\_  
Cultures \_\_\_\_\_  
Languages \_\_\_\_\_  
Planetary Systems \_\_\_\_\_  
Streetwise \_\_\_\_\_  
Survival \_\_\_\_\_  
Technology \_\_\_\_\_  
\_\_\_\_\_

## Strength

3D+2

Brawling \_\_\_\_\_  
Climbing/Jumping \_\_\_\_\_  
Lifting \_\_\_\_\_  
Stamina \_\_\_\_\_  
Swimming \_\_\_\_\_  
\_\_\_\_\_



**Force Points:** \_\_\_\_\_

**Dark Side Points:** \_\_\_\_\_

**Wound Status:** \_\_\_\_\_

**Skill Points:** \_\_\_\_\_

## Mechanical

2D+2

Astrogation \_\_\_\_\_  
Beast Riding \_\_\_\_\_  
Repulsorlift Op. \_\_\_\_\_  
Starship Gunnery \_\_\_\_\_  
Starship Piloting \_\_\_\_\_  
Starship Shields \_\_\_\_\_  
\_\_\_\_\_

## Technical

2D+2

Com-Scan \_\_\_\_\_  
Comp. Prog./Repair \_\_\_\_\_  
Demolition \_\_\_\_\_  
Medicine \_\_\_\_\_  
Repulsorlift Repair \_\_\_\_\_  
Security \_\_\_\_\_  
Starship Repair \_\_\_\_\_  
\_\_\_\_\_

**Equipment:** Gungan Atlatl

(Str+1D or 5D), Gungan  
Electropole (Str+1D+2), .  
Electroshield, 250 credits.

**Notes:** \_\_\_\_\_

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**Force Skills:**

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\_\_\_\_\_  
\_\_\_\_\_



**Name:** \_\_\_\_\_

**Template:** Hoojib

**Species/Gender:** Hoojib/\_\_\_\_\_

**Background:** Your people are quiet and content to be left on their own world to tend their own affairs. But when the Rebel Alliance came to the planet Arbra, you knew there were greater dangers in the galaxy. They were searching for a place to hide from the Galactic Empire, and when you saw the horrors of war you couldn't just sit idly by like the rest of your people. So you swallowed your fear and reluctantly slipped aboard the Rebel transport in one of the crew's rucksack. Since then, you've beheld countless wonders of the galaxy, heard countless thoughts and seen a universe worth fighting for – even for one so small as you.

**Personality:** You can only speak telepathically and stand barely half a meter high, but inside your tiny lagomorph body beats the heart of a warrior – albeit a reluctant one. You're constantly intimidated by the vastness of the galaxy at large and constantly inspired by the bravery of your companions.

**A Quote:** “Even the smallest sentient creature can make a difference. We have to try.”

**Connection With Other Characters:** You could have slipped aboard a Smuggler or Laconic Scout's ship. Perhaps a Wookiee has taken you under their protection. You might be masquerading as the inconspicuous pet of a Kid.

Dexterity	4D	Perception	5D
Blaster	_____	Bargain	_____
Brawling Parry	_____	Command	_____
Dodge	_____	Con	_____
Grenade	_____	Gambling	_____
Heavy Weapons	_____	Hide/Sneak	_____
Melee Parry	_____	Search	_____
Melee	_____	_____	_____
Lightsaber	_____	_____	_____
Sleight of Hand	_____	_____	_____

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

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

**Notes:** Hoojibs cannot speak and must use *Receptive Telepathy* and *Projective Telepathy* to communicate with other species.

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**Force Points:** \_\_\_\_\_

**Dark Side Points:** \_\_\_\_\_

**Wound Status:** \_\_\_\_\_

**Skill Points:** \_\_\_\_\_

**Equipment:** Some small trinket from your home world of Arbra.

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**Force Skills:**

Control 1D

Sense 1D

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**Name:** \_\_\_\_\_

**Template:** Jawa Demolitions Expert

**Species/Gender:** Jawa/\_\_\_\_\_

**Background:** You don't talk much about your old sandcrawler, but that's mainly because there's not much left. Technically, it wasn't your fault – but the rest of your clan didn't see it that way. The incident with the thermal detonator was the last straw, and they dropped you off on the edge of a community of settlers and never looked back. It's not your fault you always found explosives more interesting than droids. Besides, with your enterprising mind and ballistic theories, you're going to revolutionize the galaxy! Even though everyone thinks you're crazy, you found allies in the Rebel Alliance. They're just desperate enough to let you near the ordinance and you're going to show them just what a Jawa with a detonator and six pounds of destabilized thermal explosives is capable of!

**Personality:** You're excitable, eager and more than a little bit reckless. You love tinkering with machines, especially technology. You have difficulty grasping concepts like safety and caution. Instead you rely on guts and a keen intellect.

**A Quote:** “Tinni, utin ah tun ee!” [“Stand back, this is going to be a beauty!”]

**Connection With Other Characters:** You may have sneaked aboard a smuggler's ship or paired up with a Tongue tied Engineer. A Merc or Bounty Hunter might be your reluctant partner, given your panache with explosives.

**Dexterity** **2D+2**

Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

**Perception** **3D**

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

**Knowledge** **2D+2**

Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

**Strength** **2D**

Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

**Mechanical** **3D**

Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

**Technical** **4D+2**

Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Brown robes, Ion Rifle (4D), Grenades (3, 5D) Thermal Detonator (10D), Tool Kit, 250 credits.

**Notes:** \_\_\_\_\_  
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**Force Skills:** \_\_\_\_\_  
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**Name:** \_\_\_\_\_

**Template:** Jedi Hermit

**Species/Gender:** Human/ \_\_\_\_\_

**Background:** You have lived in exile since the fall of the Old Republic. Alone, studying the ways of the Force, you have remained invisible to the Empire. Solitary and contemplative, you hoped to gain a deeper understanding of the Force – though fear of the Empire lingered in the back of your mind. You have felt the will of the Force calling to you and can no longer resist. Finally, you have stepped from the shadows and returned to the galaxy. You still hide your identity, masquerading as a simple hermit but secretly hope you can see the Old Republic and Jedi Order returned to their former glory.

**Personality:** You are stoic, often speaking in riddles. You actively cultivate an air of mystery, perpetually maintaining the guise of a simple hermit. Moments of passion and hope come to you, and in those moments you feel young again.

**A Quote:** “The Force is strong and subtle. If you quiet your mind, you can hear it speaking to you.”

**Connection With Other Characters:** A Minor or Quixotic Jedi could have sought you out in hopes of finding a master. You may have worked with an Arrogant Noble or Old Senatorial during the days of the Old Republic.

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

Knowledge	3D+2	Strength	2D
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	_____	Medicine	_____
Starship Piloting	_____	Repulsorlift Repair	_____
Starship Shields	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Lightsaber (5D),  
 Tattered Jedi Robes, 250 credits.

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**Force Skills:**  
 Control 1D  
 Sense 1D  
 Alter 1D

**Name:** \_\_\_\_\_

**Template:** Jedi Investigator

**Species/Gender:** Human/ \_\_\_\_\_

**Background:** You don't wear robes and you're adequate at best when wielding a lightsaber. But that's not what makes you different from other Jedi. You're not so high-minded and proud. You're not afraid to look where others won't and go places they'd rather avoid. You use the Force to find the truth, especially when it's a hidden, dirty secret. Those are the ones that need to be exposed the most. You know the Empire's got secrets beyond count and you're going to find every single one of them so the galaxy can know the truth. It doesn't matter if it takes you to the bowels of Coruscant or the Jundland Wastes – you'll follow every lead – walking in the will of the Force.

**Personality:** Sarcastic and smug, few would suspect you're a Jedi – and that's just the way you like it. Sure, you come off as callous – but underneath it all you still believe in doing the right thing and following the Jedi Code.

**A Quote:** “I don't need the Force to know that he's spitting lies faster than a Hutt on Death Sticks.”

**Connection With Other Characters:** A Smuggler, Gambler or Bounty Hunter might be a contact of yours with whom you trade information. You might have been hired by an Arrogant Noble, Old Senatorial, or Young Senatorial to gather secrets on a rival.

<b>Dexterity</b>	<b>2D+2</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>4D</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____



<b>Knowledge</b>	<b>3D+2</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>2D+1</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

<b>Mechanical</b>	<b>2D</b>
Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

<b>Technical</b>	<b>2D+1</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____

**Equipment:** Lightsaber (5D),  
 Hold Out Blaster (3D), Casual  
 Clothes, 500 credits.  
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**Notes:** \_\_\_\_\_  
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**Force Skills:**  
 Sense 1D  
 \_\_\_\_\_  
 \_\_\_\_\_



**Name:** \_\_\_\_\_

**Template:** Jedi Pilot

**Species/Gender:** Human/\_\_\_\_\_

**Background:** You never felt more at home than in the cockpit. Your senses sharpen and your reflexes quicken whenever you get behind the stick. You spent some time training under one of the last of the Jedi before your master was hunted down and slain by the Empire. Now you're on your own, just you and your ship. But that's where you feel the strongest connection to the Force. Your pride won't permit you to just run and hide from the Galactic Empire, so you've joined up with Rebel Alliance. Perhaps with your meager training and raw talent you can be of service to the Rebellion.

**Personality:** You're energetic and talk tough, never showing any fear to your friends and allies. When you get behind the stick you often become downright reckless, flying full-throttle at enemy ships heedless of danger. You're a being of action, not as contemplative as other Jedi.

**A Quote:** "Turn to point-oh-six and go full throttle, Red Eight. Trust me, I've got a feeling."

**Connection With Other Characters:** A Brash Pilot could be your squadmate or you could have a friendly rivalry with a Smuggler. A Tongue-Tied Engineer might service your ship.

Dexterity	3D	Perception	2D+2
Blaster	_____	Bargain	_____
Brawling Parry	_____	Command	_____
Dodge	_____	Con	_____
Grenade	_____	Gambling	_____
Heavy Weapons	_____	Hide/Sneak	_____
Melee Parry	_____	Search	_____
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	4D	Technical	2D+2
Astrogation	_____	Com-Scan	_____
Beast Riding	_____	Comp. Prog./Repair	_____
Repulsorlift Op.	_____	Demolition	_____
Starship Gunnery	_____	Medicine	_____
Starship Piloting	_____	Repulsorlift Repair	_____
Starship Shields	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Lightsaber (5D),  
 Starfighter (ETA-2 Jedi  
 Interceptor or X-Wing), Flight  
 Suit, Comlink, 250 credits.

**Force Skills:**  
 Sense 1D  
 \_\_\_\_\_  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Jedi Veteran

**Species/Gender:** Human/\_\_\_\_\_

**Background:** You fought bravely in the Clone Wars. As a Jedi you were given command of a detachment of Clone Troopers and when Order 66 was issued, you somehow survived or were left for dead. Hidden in the shadows, you watched the Jedi Order die and the birth of the Empire in a single speech from Emperor Palpatine. You've remained hidden long enough. The time has come to put the guerrilla tactics you learned during the war to use. Yet, in your desire for justice the pull of the Dark Side lingers and whether you'll admit it to yourself or not a small part of you wants revenge. You've joined the Rebel Alliance, hoping your experience can aid them in the Galactic Civil War.

**Personality:** Gritty and hard-nosed, you put up a hard front and show no fear. Yet, you genuinely care for those under your command, whether they be soldiers or ragtag rebels fighting for galactic freedom.

**A Quote:** "Move two clicks north and wait for my signal. May the Force be with you."

**Connection With Other Characters:** You could have fought with a Merc during the Clone Wars or been friends with an Old Senatorial. Perhaps you fought alongside a Failed Jedi in the past.

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

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

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

**Notes:** \_\_\_\_\_  
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**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Lightsaber (5D),  
 Jedi Battle Armor, Robes, 250  
 credits.  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_

**Force Skills:**  
 Control 1D  
 Sense 1D  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Lasan Honor Guard

**Species:/Gender** Lasat/ \_\_\_\_\_

**Background:** You were once a member of the Lasan Honor Guard, noble warriors charged with the defense and protection of the Lasat people and their homeworld of Lasan. When the Empire began a brutal occupation of your world, nearly all your brethren were slain – dying to protect their world and hold to the oaths they swore. You were one of the few survivors who escaped Lasan and took up a life of exile in the galaxy. Eventually you decided to join the Rebellion, in hopes of avenging your fallen brethren. You serve the Rebel Alliance with loyalty and valor, though sometimes the rage and guilt you feel over the loss of your world and your people gets the best of you and shows in your reckless aggression in battle.

**Personality:** Like many lasat, you are gruff with little time for niceties or diplomacy. Nevertheless, you are honorable in your own fashion and see yourself as one of the last heralds of a legacy now lost to galactic tyranny.

**A Quote:** “Karabast! Get behind me before these bucket heads blast your head off!”

**Connection With Other Characters:** You may have taken an Arrogant Noble under your protection, or have a friendly rivalry with a Smuggler. Perhaps you've formed a bond with a Failed Jedi over a shared sense of loss and exile.

<b>Dexterity</b>	<b>3D+2</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>2D+2</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____

<b>Knowledge</b>	<b>2D+1</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>4D</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

<b>Mechanical</b>	<b>2D+2</b>
Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

<b>Technical</b>	<b>2D+2</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____



**Equipment:** Lasat Bo-Rifle (5D or Str+2D), 250 credits.

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**Notes:** \_\_\_\_\_

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**Force Skills:**

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\_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Outer Rim Scavenger

**Species/Gender:** Human/\_\_\_\_\_

**Background:** The Outer Rim isn't the easiest place to make a living – but you've learned to turn what others consider useless junk into salvageable tech. Scouting battlefields, pod racing tracks, swoop wrecks, and abandoned homesteads, you find forgotten and broken equipment and turn it to good use. Sometimes you sell it for a few credits, but most of the time you use it for your own survival. When you came upon what you thought was an abandoned Imperial base only to come face-to-face with white armored stormtroopers you were suddenly branded a criminal. In spite of your independent streak, you fled and took up with the Alliance. Your ability to modify and kit-bash their already thin stock of supplies has made you a useful ally in the Galactic Civil War.

**Personality:** You prefer to rely on yourself for survival and are solitary by nature. Still, you take pride in your abilities and when others see how you can turn rusted hydrosappers and broken comlinks into life-saving technology you're grateful for their praise and glad you could do something to make a difference.

**A Quote:** “A crashed Interdictor-Class Star Destroyer? Where? The power couplings alone have hundreds of uses when combined with the right components.”

**Connection With Other Characters:** You and a Brash Pilot might come from the same world, or perhaps you served as ship's mechanic for a Laconic Scout. You might be friends with a Wookiee, sharing a bond of silence and strength.

<b>Dexterity</b>	<b>2D+1</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>3D</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____

<b>Knowledge</b>	<b>2D+2</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>2D+2</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

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

<b>Technical</b>	<b>3D+2</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____



**Force Points:** \_\_\_\_\_

**Dark Side Points:** \_\_\_\_\_

**Wound Status:** \_\_\_\_\_

**Skill Points:** \_\_\_\_\_

**Equipment:** Blaster Pistol (4D), Tool Kit, Old Landspeeder, Macrobinoculars, Rugged Clothing, 250 credits.

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**Notes:** \_\_\_\_\_

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\_\_\_\_\_

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\_\_\_\_\_

**Force Skills:**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



**Name:** \_\_\_\_\_

**Template:** Padawan Survivor

**Species/Gender:** Human/ \_\_\_\_\_

**Background:** Whether in nightmares or visions, you cannot block out the images of that terrible day when a battalion of Clone Troopers stormed the Jedi Temple and began mercilessly slaughtering Jedi. Across the galaxy a noble order that stood for a thousand generations was snuffed out. Except for you. Whether you were somehow overlooked, escaped, or your master sacrificed their life so you could survive, you somehow lived through what has become known as the Jedi Purge. You were still a Padawan Learner then, not a full-fledged Jedi Knight. Since that dark day you've been hiding your identity. But the spark of rebellion and guidance by the Force brought you into the service of the Rebel Alliance. Maybe now, by dedicating yourself to a noble cause after years of cowering in the shadows, you can somehow earn the right to call yourself a Jedi Knight and restore peace and justice to the galaxy.

**Personality:** Pensive and a little jaded. You have hope that the Jedi Order can be restored, but it waivers. Fear, the path to the Dark Side, is ever present in the back of your mind. You're a bit unsure in your own abilities and fear that because you are only half-trained that your attempts to restore hope to the galaxy will most certainly fall short in the face of Darth Vader and the forces of the Empire.

**A Quote:** "As long as one Jedi remains in the galaxy, the order endures."

**Connection With Other Characters:** You may have reluctantly taken a Minor or Quixotic Jedi as an apprentice. A Wookiee or other character could have befriended you after saving your life in the Purge.

<b>Dexterity</b>	<b>3D+2</b>
Blaster	_____
Brawling Parry	_____
Dodge	_____
Grenade	_____
Heavy Weapons	_____
Melee Parry	_____
Melee	_____
Lightsaber	_____
Sleight of Hand	_____
_____	_____

<b>Perception</b>	<b>3D</b>
Bargain	_____
Command	_____
Con	_____
Gambling	_____
Hide/Sneak	_____
Search	_____
_____	_____
_____	_____
_____	_____



<b>Knowledge</b>	<b>2D+2</b>
Alien Races	_____
Bureaucracy	_____
Cultures	_____
Languages	_____
Planetary Systems	_____
Streetwise	_____
Survival	_____
Technology	_____
_____	_____

<b>Strength</b>	<b>2D+2</b>
Brawling	_____
Climbing/Jumping	_____
Lifting	_____
Stamina	_____
Swimming	_____
_____	_____
_____	_____
_____	_____

**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

<b>Mechanical</b>	<b>2D</b>
Astrogation	_____
Beast Riding	_____
Repulsorlift Op.	_____
Starship Gunnery	_____
Starship Piloting	_____
Starship Shields	_____
_____	_____
_____	_____

<b>Technical</b>	<b>2D</b>
Com-Scan	_____
Comp. Prog./Repair	_____
Demolition	_____
Medicine	_____
Repulsorlift Repair	_____
Security	_____
Starship Repair	_____
_____	_____

**Equipment:** Lightsaber (5D),  
Memento of the Jedi Order, 500  
credits.  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Notes:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**Force Skills:**  
Control 1D  
Sense 1D  
\_\_\_\_\_  
\_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Reluctant Jedi

**Species/Gender:** Human/\_\_\_\_\_

**Background:** You never asked for this. Not this war, not these powers. All you ever wanted was her. But the Empire took her away. You were consumed with sorrow and had given up all hope when a Jedi in exile found you. He helped guide you in the Force and showed you a hint of peace that might be found in its mastery. But you never could get the visions of her death out of your mind and you saw her over and over again in your dreams. Eventually you grew weary of your mentor telling you let go of your negative emotion and you parted ways. With nothing but a sliver of hope left and a few feeble skills, you've joined the Rebel Alliance. You've secretly got a death wish in a vain hope that you might be with her in whatever comes after death. Still, seeing so many who fight past their loss inspires you in rare moments. Your mentor had warned you that vengeance in the name of justice was the path to the Dark Side, but in the end you would see the Empire suffer as you have suffered before you finally lay down your life to be with her.

**Personality:** Your demeanor is cold and grim. You are pragmatic and many accuse you of apathy. But your connection to the Force means you feel things more deeply than anyone can ever know. You'll show them all just how powerful you really are before it's all over.

**A Quote:** "The Dark Side? The Light? Does it matter as long as we make the Empire pay for what they've done?"

**Connection With Other Characters:** A Failed Jedi may have fought along side your estranged mentor. You might have an unlikely friendship with a Brash Pilot or Gambler. A Kid might look up to you as an surrogate older sibling.

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

Knowledge	2D	Strength	3D
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	_____	Medicine	_____
Starship Piloting	_____	Repulsorlift Repair	_____
Starship Shields	_____	Security	_____
_____	_____	Starship Repair	_____
_____	_____	_____	_____

**Notes:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_1\_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Lightsaber (5D),  
 Cloak, Two sets of clothing,  
 Datapad, 500 credits.  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Force Skills:**  
 Control 1D  
 Sense 1D  
 Alter 1D

**Name:** \_\_\_\_\_

**Template:** Spice Mine Fugitive

**Species/Gender:** Human/\_\_\_\_\_

**Background:** You'll never forget the sound of the Imperial Prefect's voice: "Guilty." With one word, you were sentenced to the spice mines of Kessel. The length of the sentence and the crime didn't matter. It was a death sentence. Few species lasted more than a year, but you managed to survive for longer than expected. You became tough, cold and plodded on hopelessly. That was until a guerrilla attack by Rebels near your cell block. You escaped in the explosion and quickly took up arms against your oppressors. You even managed to aid the Rebels in their own mission that day. Impressed with your grit, you were offered a place in the Alliance. The idea of the Empire making anyone suffer back on Kessel was something you couldn't stomach, so now you help bring freedom to the galaxy as a member of the Rebellion.

**Personality:** You're quiet, distant and pessimistic. You always expect the worst outcome and tend to point out flaws and weaknesses you see in others with little regard for their feelings. Still, deep down inside, there's a spark of hope left – it's the only thing left keeping you alive these days.

**A Quote:** "Never mind your damned fool ideals – this kind of stupidity will get us all killed."

**Connection With Other Characters:** You might have served time with a Wookiee or Gambler. Perhaps a Brash Pilot or Smuggler commanded the operation which lead to your freedom.

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

<b>Knowledge</b>	<b>2D</b>	<b>Strength</b>	<b>4D</b>
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

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

**Notes:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Blaster Pistol (4D),  
 Casual Clothes, 500 credits.

**Force Skills:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Name:** \_\_\_\_\_

**Template:** Squib Negotiator

**Species/Gender:** Squib/\_\_\_\_\_

**Background:** Even though you were always good at making friends, unlike most squibs you weren't particularly interested in trading. You learned to apply your glib tongue as a negotiator and diplomat. With silver words and a winning smile you managed to negotiate trade deals, peace accords and arms deals. Then one day, one of your deals went sour and the Empire stepped in. Still, you always managed to come out on top. You turned to the Rebel Alliance for help, offering your services as a negotiator and diplomat and now use your keen social skills to make deals that are worth more than credits. You broker alliances and planetary support for the Rebellion now. Trading secrets and promises instead of scrap, you know the art of the deal as well as any squib.

**Personality:** Gregarious and friendly to everyone you encounter, you view a stranger as a friend you never met. This has gotten you into trouble more than a few times, but you've always come out on top – thanks to some friends you've made along the way. You're endlessly cheerful and always eager to talk, much to the annoyance of your companions.

**A Quote:** “Greetings, my friend! Oh, of course we're here to help. We want what's in the best interest of everyone – honest!”

**Connection With Other Characters:** You could have had negotiations with a Young or Old Senatorial. Perhaps you helped a Gambler talk his way out of trouble once.

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

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

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

**Notes:** \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Hold Out Blaster (3D), Stylish Clothing, Datapad, 1000 credits.

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Force Skills:**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Name:** \_\_\_\_\_

**Template:** Wookiee Jedi

**Species/Gender:** Wookiee/ \_\_\_\_\_

**Background:** When the Empire took control of the galaxy and your people were reduced to little more than property, you felt a rage well up in you. You wanted to make the Empire pay for slavery and genocide. You almost gave in to your anger, until a mysterious stranger came to you. He told you that you were rare among your kind and possessed a strong connection to the Force. You saw the combination of peace and determination in the stranger's eyes and knew the truth of his words. He taught you a few details regarding the ways of the Force – but eventually you both were discovered by the Empire and separated. You've since joined the Rebel Alliance, knowing they are the best chance for both discovering your former master and bringing justice to your people.

**Personality:** You are proud of your strength in the Force, but maintain a stoic and fierce demeanor. In spite of appearances, you are a gentle giant most of the time. Only when you see grave injustice – particularly when it comes to exploiting the weak and matters of slavery, does the burning spirit of your people threaten to take hold.

**A Quote:** “Hrrn, hurrra grrrawr.” [“If we are to restore justice to the galaxy, we too must be just.”]

**Connection With Other Characters:** You may have been hunted by a Bounty Hunter or Retired Imperial Captain who you have since befriended. You may have taken a Kid or Ewok under your protection.

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

<b>Knowledge</b>	<b>2D</b>	<b>Strength</b>	<b>5D</b>
Alien Races	_____	Brawling	_____
Bureaucracy	_____	Climbing/Jumping	_____
Cultures	_____	Lifting	_____
Languages	_____	Stamina	_____
Planetary Systems	_____	Swimming	_____
Streetwise	_____	_____	_____
Survival	_____	_____	_____
Technology	_____	_____	_____
_____	_____	_____	_____

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

**Notes:** \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_



**Force Points:** \_\_\_\_\_  
**Dark Side Points:** \_\_\_\_\_  
**Wound Status:** \_\_\_\_\_  
**Skill Points:** \_\_\_\_\_

**Equipment:** Bowcaster (4D),  
 Lightsaber (5D), 250 credits.

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_

**Force Skills:**  
 Control 1D  
 \_\_\_\_\_  
 \_\_\_\_\_

# Appendix Two

## The Force Simplified

### Variant Force Rules

*“You must unlearn what you have learned.”*

-Yoda

### The Force Skill

This variant presents an alternate rules system for characters who have the Force skills *Control*, *Sense* and *Alter*. Instead being either having three individual Force skills, a character with a strong connection to the Force possesses an attribute simply called *Force*. A character with a *Force* skill of 1D is considered to be Force-Sensitive. They have a strong connection to the Force, with minimal or no formal training.

A character with dice in their *Force* skill does not learn powers. Instead they can freely learn any powers listed in the *Star Wars Classic Adventures* core rules, using their *Force* skill dice in place of *Control*, *Sense*, or *Alter*.

When attempting to use a power that would normally require two traditional Force Skills (such as *Projective Telepathy* which requires both *Control* and *Sense*, or *Affect Mind* which requires *Control*, *Sense* and *Alter*) the character splits their *Force* skill dice into a number of pools equal to the number of traditional Force Skills (*Control*, *Sense* and *Alter*) required to use that power. So, if that character were attempting to use *Projective Telepathy*, they would split their *Force* skill dice into two pools and in the case of *Affect Mind* they would split their *Force* skill dice into three pools. A character must be able to commit at least one *Force* skill die to each pool in order to use a power. So a character with a *Force* of 2D cannot attempt to *Affect Mind*. Regardless of whether the *Force* skill dice pool is split twice or three times, using any Force power is considered one action.

The character then declares which pool is

their *Control* pool, their *Sense* pool and their *Alter* pool – as is applicable based on the power they are using. They roll these dice pools and attempt to meet or exceed the difficulty required to successfully use the power. If all pools meet or exceed their required difficulties, the power is a success.

### Lightsaber Combat

A character with the Force skill may, at the beginning of each round, choose to lower their *Force* skill -1D or more, up to their rating in their *Force* Skill. They may then distribute these allocated dice to the damage dice of their lightsaber, or add them to their *Lightsaber* skill. A character who allocates dice to their *Lightsaber* skill also receives that number of allocated dice when attempting to parry both melee and ranged energy attacks against them. These parries are considered to be reactions, but they do incur the normal penalties associated with multiple actions in a combat round.

The Jedi rolls the number of dice they have allocated to as a bonus to their *Lightsaber* skill when parrying a blaster bolt. If that number equals or exceeds the attack roll made to hit them, they have successfully deflected the bolt. If the attempt to parry the bolt yields a result that exceeds the attacker's roll made to hit by a difficulty equal to or above the range category separating the Jedi and their attacker, the Jedi has successfully deflected the bolt back at their enemy and the enemy suffers damage equal to the blaster bolt's damage. This means that while many Jedi can deflect a blaster bolt, only very talented or well trained Jedi are able to deflect a

bolt back at their opponent.

So for example, Galen has a *Force* skill of 6D and a *Lightsaber* skill of 4D+2. He allocates 2D to his *Lightsaber* skill and 1D to his lightsaber damage for the round. For the remainder of the round, he rolls 6D+2 (4D+2 *Lightsaber* skill + 2D allocated *Force* skill) for his *Lightsaber* skill and 6D (5D base damage + 1D allocated from his *Force* skill) for damage. If he attempts to parry a blaster bolt shot at him, he may roll 2D in an attempt to parry it. If their opponent (who is attacking from point blank range in this example) only rolled a 5 to hit Galen, he would automatically be allowed to roll 2D to parry the bolt. If his roll of 2D was 5 or higher, he has successfully deflected the bolt. If Galen rolled 10 or higher, he would have successfully deflect the bolt back on his attacker, since the base difficulty to hit an opponent with a ranged weapon at point-blank range is Very Easy.

A Jedi who allocates dice to their *Lightsaber* skill and lightsaber damage may not use those dice when attempting to use Force powers for the remainder of the round.

### ***The Dark Side***

A Jedi may choose to embrace the Dark Side. They gain a Dark Side Point by doing so, but gain a bonus for the remainder of the entire combat equal to the total sum of their Dark Side Points to their *Force* skill. So a Jedi who embraces the Dark Side and has 3 Dark Side Points gains a +3D bonus to their *Force* skill for the remainder of the combat.

This may only be done once per combat.

### ***Increasing Your Force Skill***

Characters may spend Skill Points to increase their *Force* skill permanently, but it is very

expensive. A character who has formal instruction from a mentor who has a *Force* skill of at least 3D may increase their *Force* skill at a cost of their current dice pool times two per pip (rounded up). That means if the character has a *Force* skill of 3D and wishes to increase it to 3D+1, they must pay six Skill Points.

An instructor must always have a *Force* skill higher than his student, even if it is over 3D. A student cannot learn from a master who is less proficient than themselves in the ways of the Force. A character can increase their *Force* skill without an instructor, but the cost is extraordinary. It costs five times the character's current rating in their *Force* skill per pip (rounded up). This means that a character with a *Force* skill of 3D would need to pay fifteen Skill Points to increase their Force skill from 3D to 3D+1 if they did not have an instructor.

### ***Template Modifications***

When using these alternate rules a character begins play with a *Force* skill equal to the sum of their *Control*, *Sense* and *Alter* skills as shown on the template. Characters can spend starting skill dice to increase this, but no character can begin play with a Force skill higher than 3D.

So, for example a Failed Jedi normally begins play with 1D in both *Control* and *Sense*. So using these variant rules, he would begin play with a *Force* skill of 2D. He could spend up to 1D of his starting skill dice to increase their *Force* skill to 3D.

### ***Force Powers***

All Force powers function exactly as described in *The Star Wars Roleplaying Game*, unless otherwise described above. The difficulties and modifier still apply, per the normal rules.

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