

Kira Lar, Human Rebel Soldier

By JD Wiker

Kira Lar has been a Rebel since the destruction of Alderaan. She heard the news on Corellia, while waiting in line for a shuttle that would take her and several others to the Imperial Military Academy on Carida. She and the other cadets that very moment pledged their loyalty to the Rebel Alliance, and when the shuttle arrived, convinced the pilot to take them to an Alderaanian refugee camp on Agamar. From there, they made their way to the Rebel base on Yavin 4, just in time to act as ground crew during the destruction of the first Death Star.

Kira managed to be on the spot nearly every time something dramatic happened with the Rebel Alliance. After serving aboard the Rebel fleet as it escaped Yavin 4, she was promoted to corporal just in time for the Battle of Hoth. Escaping aboard one of the first transports, she was assigned to fly shuttles between the Rebel ships, carrying vital supplies and occasionally important personnel -- including various members of Rogue Squadron, Princess Leia Organa, and once, the Jedi Knight Luke Skywalker. When the Rebel Alliance staged its assault on the second Death Star at Endor, Kira Lar was assigned to General Madine's personal staff, where she continues to serve with distinction.

Kira Lar : 1st Level Soldier

Ability	Score	Modifier	Skills:	
Strength	12	+1	Intimidate:	+3
Dexterity	13	+1	Knowledge (Rebellion)	+4
Constitution	12	+1	Listen	+1
Intelligence	11	+0	Pilot	+5
Wisdom	8	-1	Read/Write	Basic
Charisma	9	-1	Speak	Basic
Initiative Modifier:	+1		Spot	+1
Speed:	10m		Treat Injury	+3
Defense:	15		Feats:	
Vitality Points:	11		Armor Proficiency (light)	
Wound Points:	12		Dodge	
Saving Throws:			Point Blank Shot	
Fortitude:	+3		Weapon Group Proficiency (blaster pistols)	
Reflex:	+1		Weapon Group Proficiency (blaster rifles)	
Will:	-1		Weapon Group Proficiency (heavy weapons)	
Equipment:			Weapon Group Proficiency (simple weapons)	
Blaster pistol (with 1 extra clip)			Weapon Group Proficiency (vibro weapons)	
Blast vest (with helmet)				
Medpac				

Kira Lar :4th Level Soldier

Ability	Score	Modifier
Strength	12	+1
Dexterity	14	+2
Constitution	12	+1
Intelligence	11	+0
Wisdom	8	-1
Charisma	9	-1
Initiative Modifier:	+2	
Speed:	10m	
Defense:	16	
Vitality Points:	31	
Wound Points:	12	

Saving Throws:

Fortitude:	+5
Reflex:	+3
Will:	+0

Equipment:

Blaster rifle
Blaster pistol (with 1 extra clip)
Blast vest (with helmet)
Medpac
Comlink

Skills:

Climb:	+3
Jump:	+2
Intimidate:	+4
Knowledge (Rebellion)	+4
Listen	+1
Pilot	+6
Read/Write	Basic
Speak	Basic
Spot	+1
Treat Injury	+3
Survival	+1

Feats:

Armor Proficiency (heavy)
Armor Proficiency (medium)
Armor Proficiency (light)
Dodge
Point Blank Shot
Precise Shot
Weapon Focus (blaster rifle)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (vibro weapons)

Kira Lar : 8th Level Soldier

Ability	Score	Modifier
Strength	12	+1
Dexterity	14	+2
Constitution	12	+1
Intelligence	11	+0
Wisdom	8	-1
Charisma	9	-1
Initiative Modifier:	+2	
Speed:	10m	
Defense:	16	
Vitality Points:	59	
Wound Points:	12	

Saving Throws:

Fortitude:	+7
Reflex:	+4
Will:	+1

Equipment:

Blaster rifle
Blaster pistol
Blast vest (with helmet)
Medpac
Comlink
Field Kit
Electrobinoculars

Skills:

Climb:	+5
Jump:	+4
Intimidate:	+5
Knowledge (Rebellion)	+6
Listen	+1
Pilot	+6
Read/Write	Basic
Speak	Basic
Spot	+3
Treat Injury	+4
Survival	+4

Feats:

Armor Proficiency (heavy)
Armor Proficiency (medium)
Armor Proficiency (light)
Dodge
Point Blank Shot
Multishot
Rapid Shot
Precise Shot
Weapon Focus (blaster rifle)
Weapon Group Proficiency (blaster pistols)
Weapon Group Proficiency (blaster rifles)
Weapon Group Proficiency (heavy weapons)
Weapon Group Proficiency (simple weapons)
Weapon Group Proficiency (vibro weapons)
Heroic Surge