

The **STAR WARS**

ROLEPLAYING GAME **CHARACTER TEMPLATES**

Second Edition • Revised and Expanded



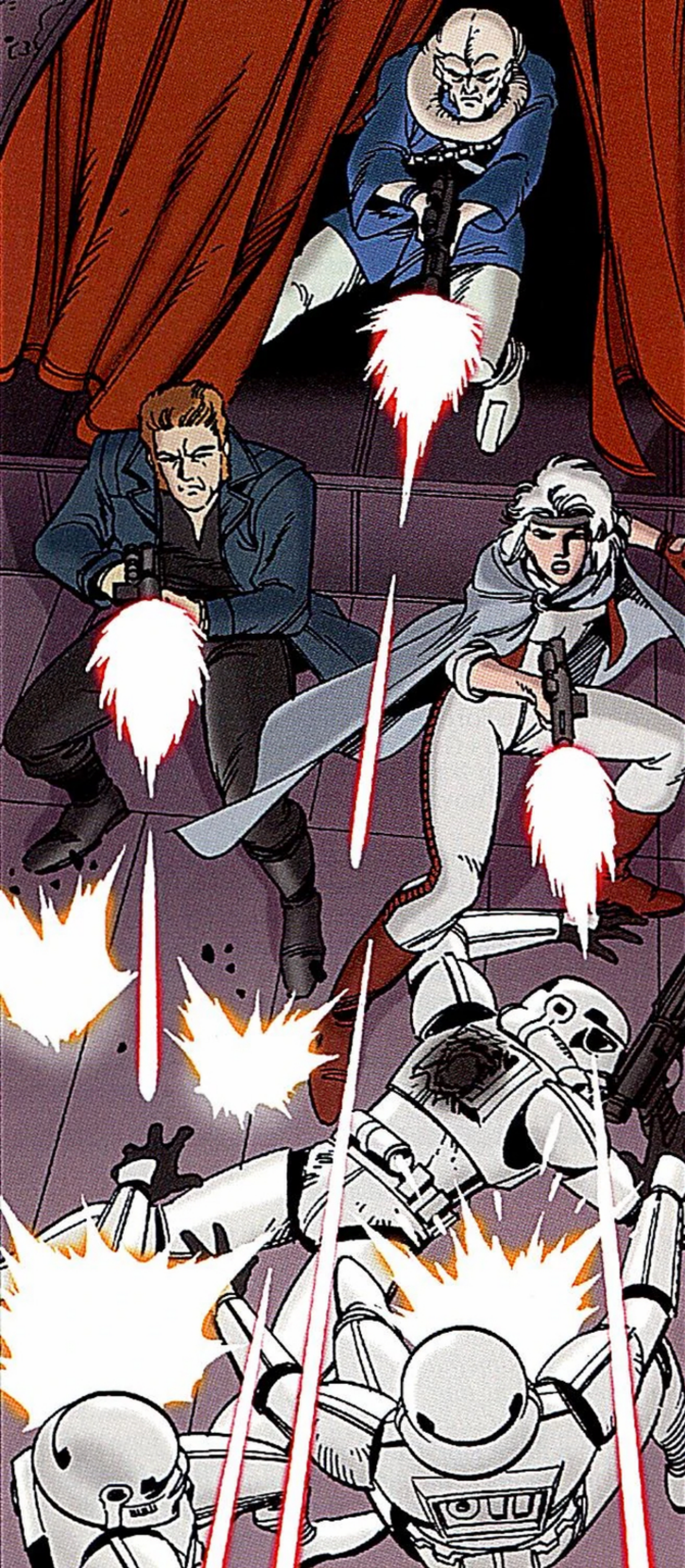


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Character Templates is a companion to, and requires the use of, West End Games' *The Star Wars Roleplaying Game, Second Edition, Revised and Expanded* or *Star Wars: The Roleplaying Game, Second Edition*. This is a player game aid for use with character creation rules in Chapter One of those books. The following 21 color pages of game statistics originated in the *Revised and Expanded* book and permission was granted to reproduce them for personal use. This fan compilation of those pages is not for sale. All aspects of this document are fairly used and remain in the domains of Lucasfilm, West End Games, and OpenD6 as applicable. No infringement is intended. The text in some of these character templates refers to character types not present in the original work, all of which are available in black-and-white in West End Games' *Star Wars Gamemaster Screen, Revised* (Loyal Retainer, Merc, Retired Imperial Captain, two Scouts, and another Senatorial). Some minor editing to some the original pages has occurred where warranted.

STAR WARS®

Player Name: _____

Character Name _____

Type _____

Gender/Species _____

Age _____ Height _____ Weight _____

Physical Description _____

Dexterity _____

Perception _____

Equipment _____

Special Abilities _____

Move _____

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

☐ Stunned

☐ Wounded

☐ Incapacitated

☐ Mortally Wounded

A Quote _____

Connection With Characters _____

STAR WARS

Character Name: _____

Type: Alien Student of the Force

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **2D+1**

Brawling parry _____

Dodge _____

Melee parry _____

Running _____

Perception ____ **2D+1**

Bargain _____

Command _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Knowledge ____ **3D+1**

Alien species _____

Cultures _____

Languages _____

Survival _____

Willpower _____

Strength ____ **3D**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical ____ **2D**

Beast riding _____

Space transports _____

Technical ____ **2D**

First Aid _____

Security _____

Special Abilities

Control 1D, sense 1D, alter 1D. You may select three Force powers.

Move ____ 10

Force Sensitive? ____ Yes

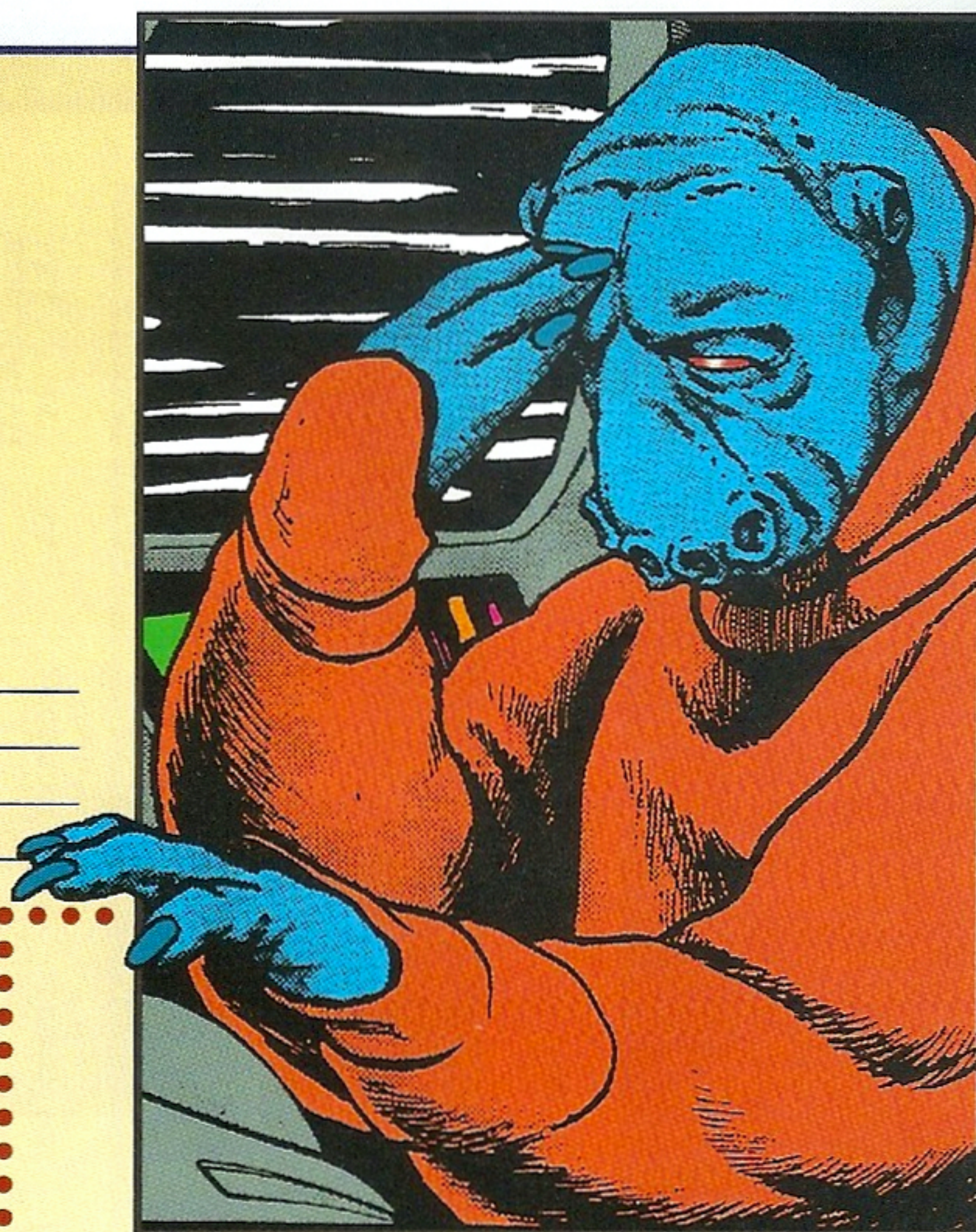
Force Points ____ 2

Dark Side Points ____

Character Points ____

Wound Status

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



Mike Vilardi

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

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

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

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

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

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

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

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

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

STAR WARS

Character Name:

Type: Arrogant Noble

Gender/Species:

Age:

Height:

Weight:

Physical Description: _____

Dexterity ____ **3D+1**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Perception ____ **4D**

Command _____

Gambling _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Knowledge ____ **3D+1**

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Planetary systems _____

Strength ____ **2D+2**

Brawling _____

Climbing/jumping _____

Swimming _____

Mechanical ____ **2D+2**

Beast riding _____

Repulsorlift _____

operation _____

Technical ____ **2D**

Computer program-

ming/repair _____

Droid _____

programming _____

Droid repair _____

First aid _____

Security _____

Special Abilities

None.

Move ____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Mike Vllardi

Player Name: _____

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

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

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

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

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

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

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

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

STAR WARS®

Character Name:

Type: Bounty Hunter

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Vehicle blasters _____

Knowledge _____ **2D+2**

Intimidation _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **2D+2**

Beast riding _____

Jet pack _____

operation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Swoop operation _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/

jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Armor repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____

Wound Status

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



Mike Jackson

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

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

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

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

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

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

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

And you fulfill your contracts.

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

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

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

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

Player Name: _____

STAR WARS®

Character Name: _____

Type: Brash Pilot

Gender/Species: _____ /Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Vehicle blasters _____

Knowledge _____ **2D**

Intimidation _____

Planetary _____

systems _____

Streewise _____

Survival _____

Value _____

Willpower _____

Mechanical _____ **4D**

Astrogation _____

Communications _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starfighter _____

piloting _____

Starship _____

gunnery _____

Perception _____ **3D**

Command _____

Con _____

Gambling _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **3D**

Brawling _____

Stamina _____

Swimming _____

Technical _____ **3D**

Blaster repair _____

Droid repair _____

Repulsorlift _____

repair _____

Starfighter _____

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



Mike Vilardi

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

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

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

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

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

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

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

Player Name: _____

STAR WARS

Character Name: _____

Type: Ewok

Gender/Species: _____ /Ewok

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+2**

Bows _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Thrown weapons _____

Knowledge ____ **2D**

Languages _____

Survival _____

Willpower _____

Mechanical ____ **2D+2**

Beast riding _____

Glider _____

Perception ____ **4D**

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Strength ____ **3D**

Climbing/jumping _____

Stamina _____

Swimming _____

Technical ____ **2D+2**

Demolition _____

First aid _____

Primitive

construction _____

Special Abilities

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

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

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

Move _____ **7**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



John Lona

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

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

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

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

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

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

A Quote: "Kaiya! Gyeesh?"

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

Background Note: If the films take place in the continuity of your game, then the Ewok would have to have left Endor either before the Empire moved the Death Star II construction project there or after the Battle of Endor.

Player Name: _____

STAR WARS

Character Name: _____

Type: Failed Jedi

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity ____ **2D+2**

Blaster _____
Dodge _____
Lightsaber _____
Running _____

Perception ____ **3D+1**

Bargain _____
Command _____
Investigation _____
Persuasion _____
Search _____
Sneak _____

Knowledge ____ **3D+1**

Alien species _____
Intimidation _____
Languages _____
Planetary systems _____
Survival _____
Willpower _____

Strength ____ **2D+2**

Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

Mechanical ____ **2D**

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

Technical ____ **2D**

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

Special Abilities

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

Move _____ **10**

Force Sensitive? ____ **Yes**

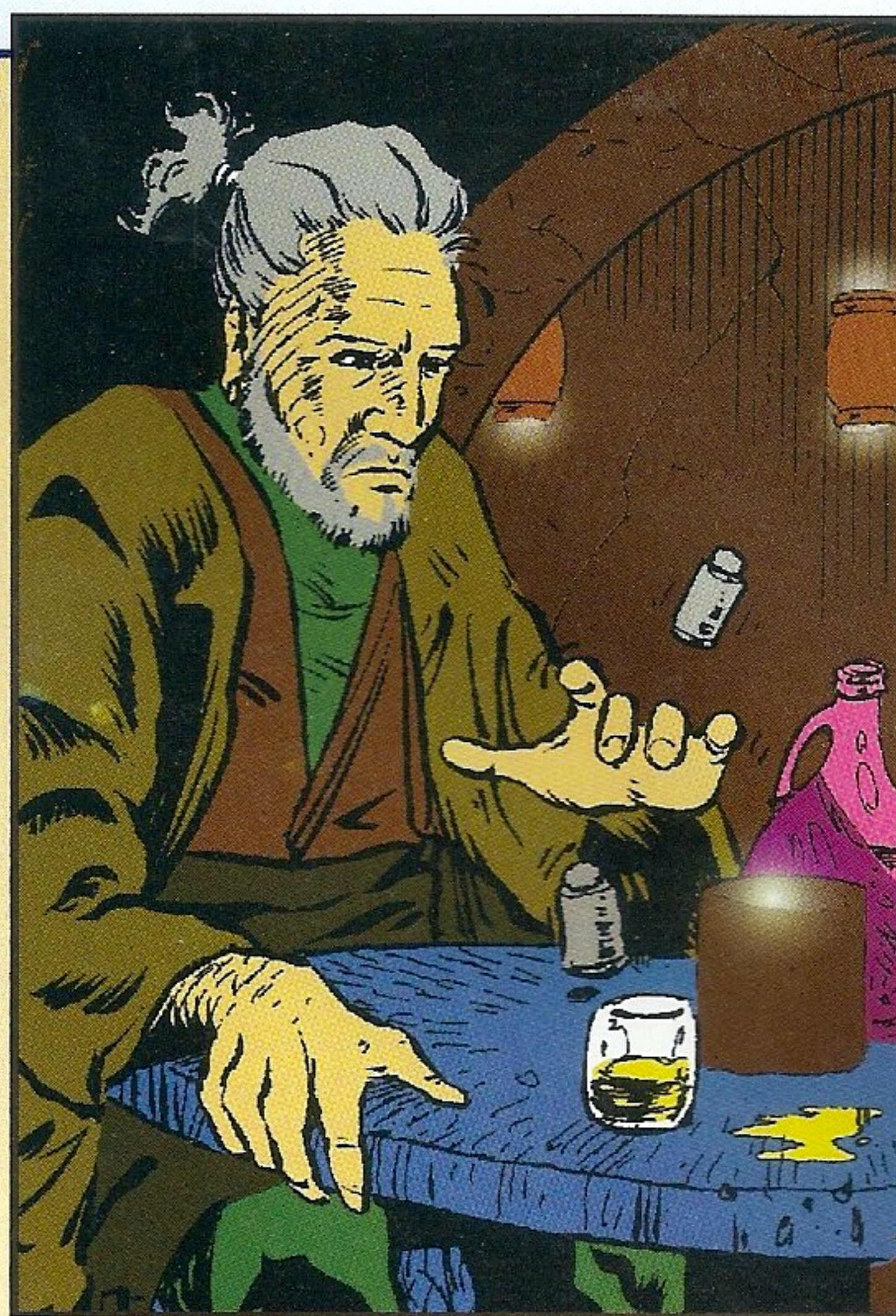
Force Points _____ **2**

Dark Side Points _____ **1**

Character Points _____

Wound Status

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



John Lona

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

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

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

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

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

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

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

Connection With Characters: Choose another character as your student (by mutual agreement). You could have met any of the other fringe characters.

Stats Option: If you would like your Failed Jedi to also start with the third Force skill of *alter*, then add "alter 1D" and the Force power of "telekinesis" to **Special Abilities**, and adjust the following attributes as indicated: **Knowledge 3D**, **Perception 3D**, and **Strength 2D+1**.

Player Name: _____

STAR WARS

Character Name: _____

Type: Gambler

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Knowledge ____ **3D**

Alien species _____

Bureaucracy _____

Business _____

Languages _____

Streetwise _____

Value _____

Mechanical ____ **2D+1**

Astrogation _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Perception ____ **4D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Persuasion _____

Strength ____ **2D+2**

Brawling _____

Lifting _____

Stamina _____

Technical ____ **2D+1**

Droid program-

ming _____

Droid repair _____

First aid _____

Repulsorlift repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



John Lona

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

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

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

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

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

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

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

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

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

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

Player Name: _____

STAR WARS®

Character Name: _____

Type: Kid

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Missile weapons _____

Pick pocket _____

Knowledge ____ **2D+2**

Languages _____

Streetwise _____

Survival _____

Mechanical ____ **3D**

Beast riding _____

Ground vehicle

operation _____

Repulsorlift

operation _____

Perception ____ **3D+2**

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Strength ____ **2D+1**

Climbing/jumping _____

Stamina _____

Swimming _____

Technical ____ **2D+2**

Droid program-

ming _____

Droid repair _____

First aid _____

Repulsorlift

repair _____

Special Abilities

None.

Move _____ 8

Force Sensitive? _____

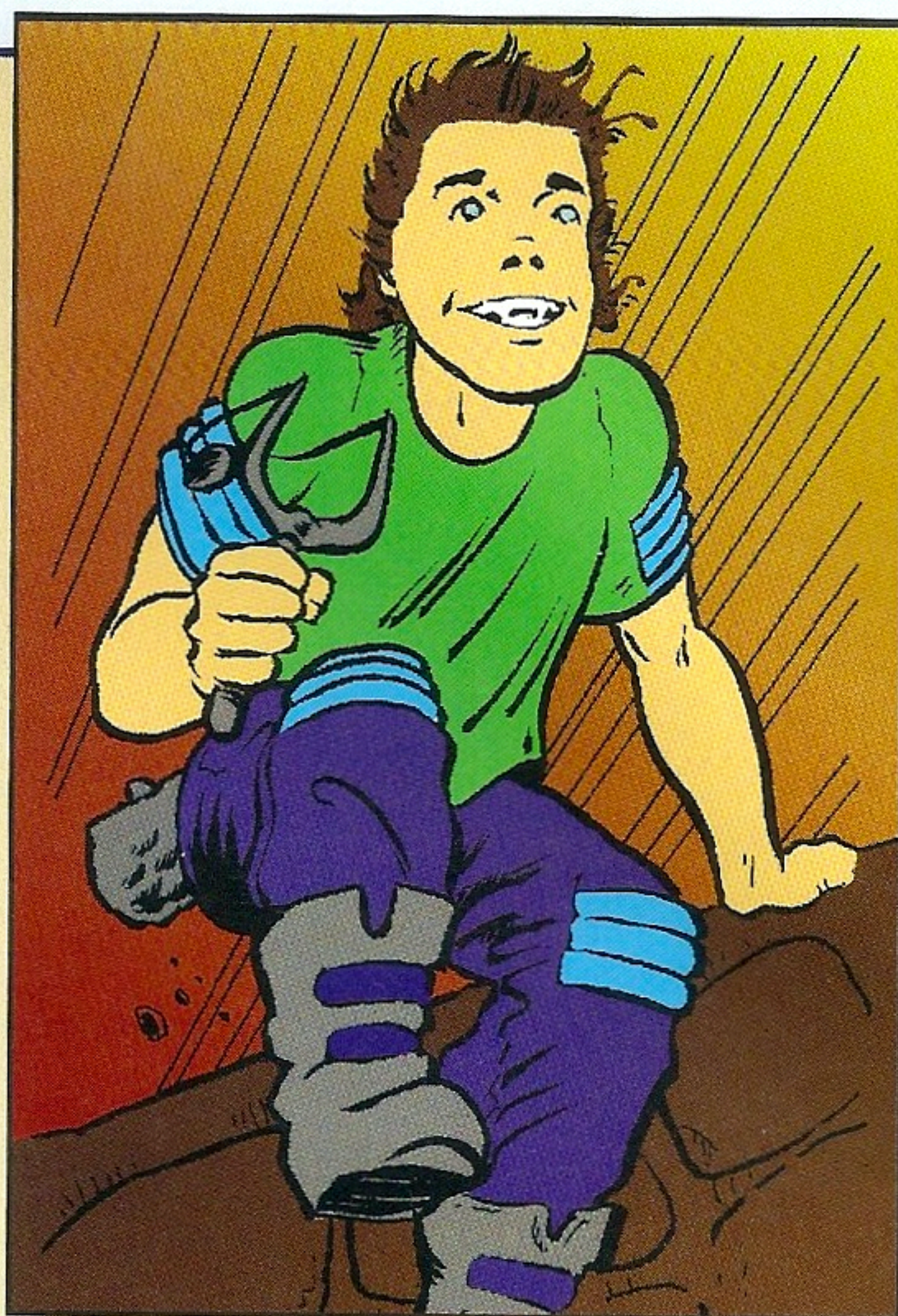
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



John Lona

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

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

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

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

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

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

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

Player Name: _____

STAR WARS

Player Name: _____

Character Name: _____

Type: Minor Jedi

Gender/Species: _____ /Human

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Knowledge _____ **3D+2**

Cultures _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **2D**

Astrogation _____

Repulsorlift

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D+1**

Bargain _____

Con _____

Gambling _____

Hide _____

Sneak _____

Strength _____ **2D+2**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D+1**

Computer program-

ming/repair _____

Droid program-

ming _____

Droid repair _____

First aid _____

Special Abilities

Control 1D. You may select one Force power.

Move _____ **10**

Force Sensitive? _____ **Yes**

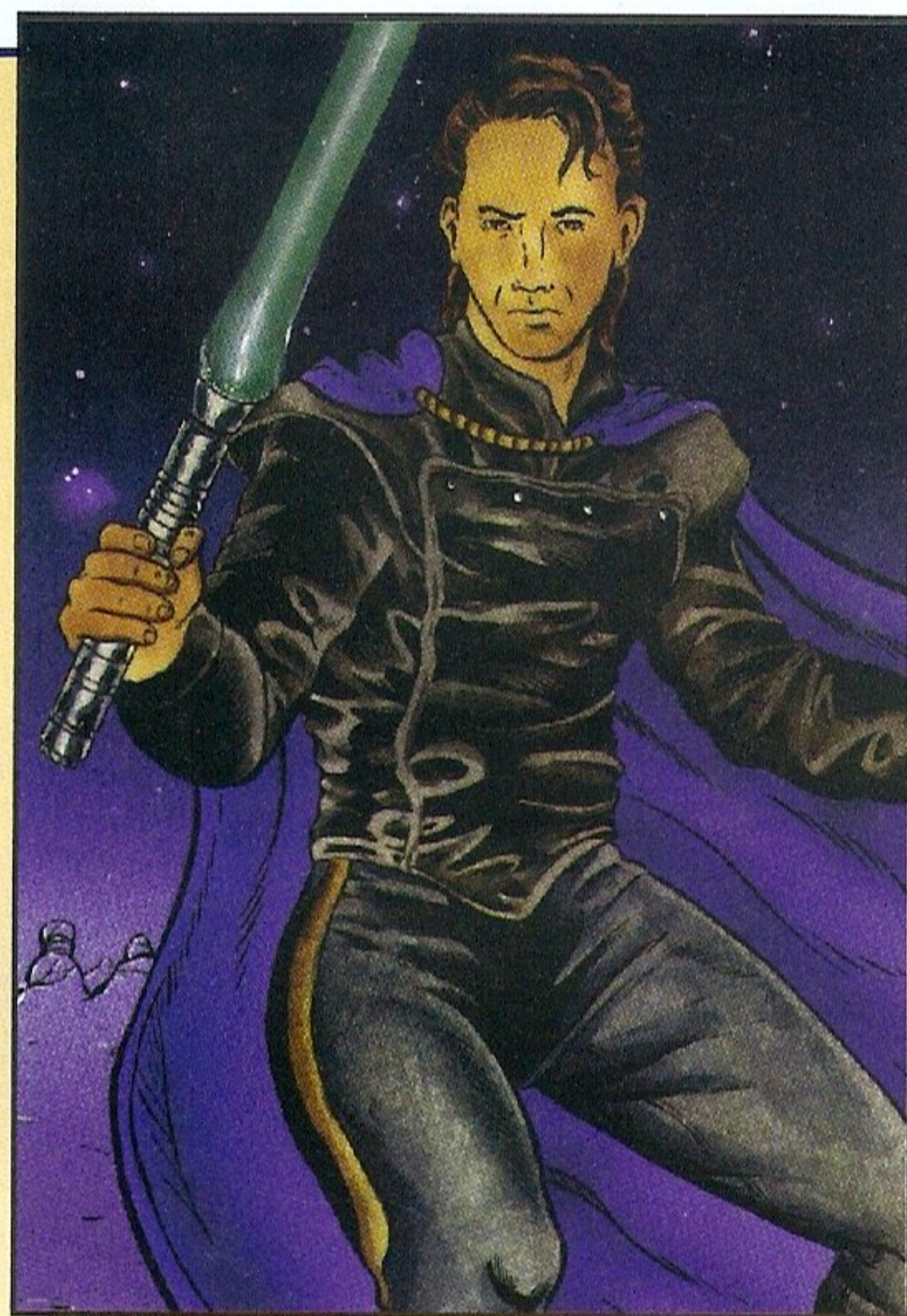
Force Points _____ **2**

Dark Side Points _____

Character Points _____

Wound Status

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



Steve Bryant

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

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

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

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

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

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

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

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

STAR WARS®

Character Name: _____

Type: Mon Calamari

Gender/Species: _____ /Mon Calamari

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

Physical Description: _____

Dexterity ____ **3D+1**

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

Knowledge ____ **3D+1**

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

Mechanical ____ **2D+1**

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

Perception ____ **2D+1**

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

Strength ____ **3D**

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

Technical ____ **3D+2**

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

Special Abilities

Moist Environments: In moist environments, +1D to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Dry Environments: In dry environments, Mon Calamari seem depressed and withdrawn. They suffer a -1D penalty to all *Dexterity*, *Perception* and *Strength* attribute and skill checks.

Aquatic: Mon Calamari

can breathe both air and water.

Move _____ **9**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



Al Williamson

Player Name: _____

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

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

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

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

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

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

Objectives: To free other enslaved worlds from the grip of the Empire and to help prove that all species and peoples can live together in peace.

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

Connection With Characters: You could have seen action with any of the other characters. A gambler, smuggler or other marginal operator might have visited your planet before or during the Imperial occupation.

STAR WARS

Character Name: _____

Type: Outlaw

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **4D**

Archaic guns _____

Blaster _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge _____ **3D**

Alien species _____

Bureaucracy _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **2D**

Bargain _____

Con _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D+1**

Brawling _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Computer programming/repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



John Lona

Equipment: Heavy blaster pistol (5D), 1,000 credits

Background: Your family was wiped out during a raid — by the Imperials, by criminals, by pirates, you're not sure. But the weight of evidence points to some seriously evil folks.

And those folks are going to pay. You swore to your family that you'd *make* them pay.

Gathering what few weapons you possessed, you hopped the first transport off-planet, searching for the elusive killers that ruined your life. You've spent the intervening time honing your skills and preparing for the day when you face those responsible for the deaths of your loved ones. And only you are going to walk away ...

Personality: You're deadly, dangerous and driven. You have no fear and no pity; you have nothing to live for and no reason not to risk your life. As far as you're concerned, no one will miss you when you're gone, but when you go, you sure as blazes aren't going alone.

Objectives: Revenge — pure, simple and ugly — but revenge nonetheless.

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

Connection With Characters: You've hooked up with the other characters because you think they can bring you closer to the people who killed you family. Along the way, you've come to care about them (as much as you are still capable of caring). If there's any emotion you can still feel, it's parental love. Younger characters (kids or brash pilots, for example) may be adopted as surrogate children. You may feel a bleak kinship with similarly driven characters like a merc or bounty hunter; in time it might ripen into true trust and affection.

Player Name: _____

STAR WARS

Character Name: _____

Type: Pirate

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Blaster artillery _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Perception ____ **3D**

Bargain _____

Command _____

Con _____

Forgery _____

Gambling _____

Knowledge ____ **2D**

Business _____

Intimidation _____

Languages _____

Streetwise _____

Value _____

Strength ____ **2D+2**

Brawling _____

Stamina _____

Mechanical ____ **3D+2**

Astrogation _____

Capital ship

gunnery _____

Repulsorlift

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical ____ **3D**

Armor repair _____

Blaster repair _____

Demolition _____

Droid repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

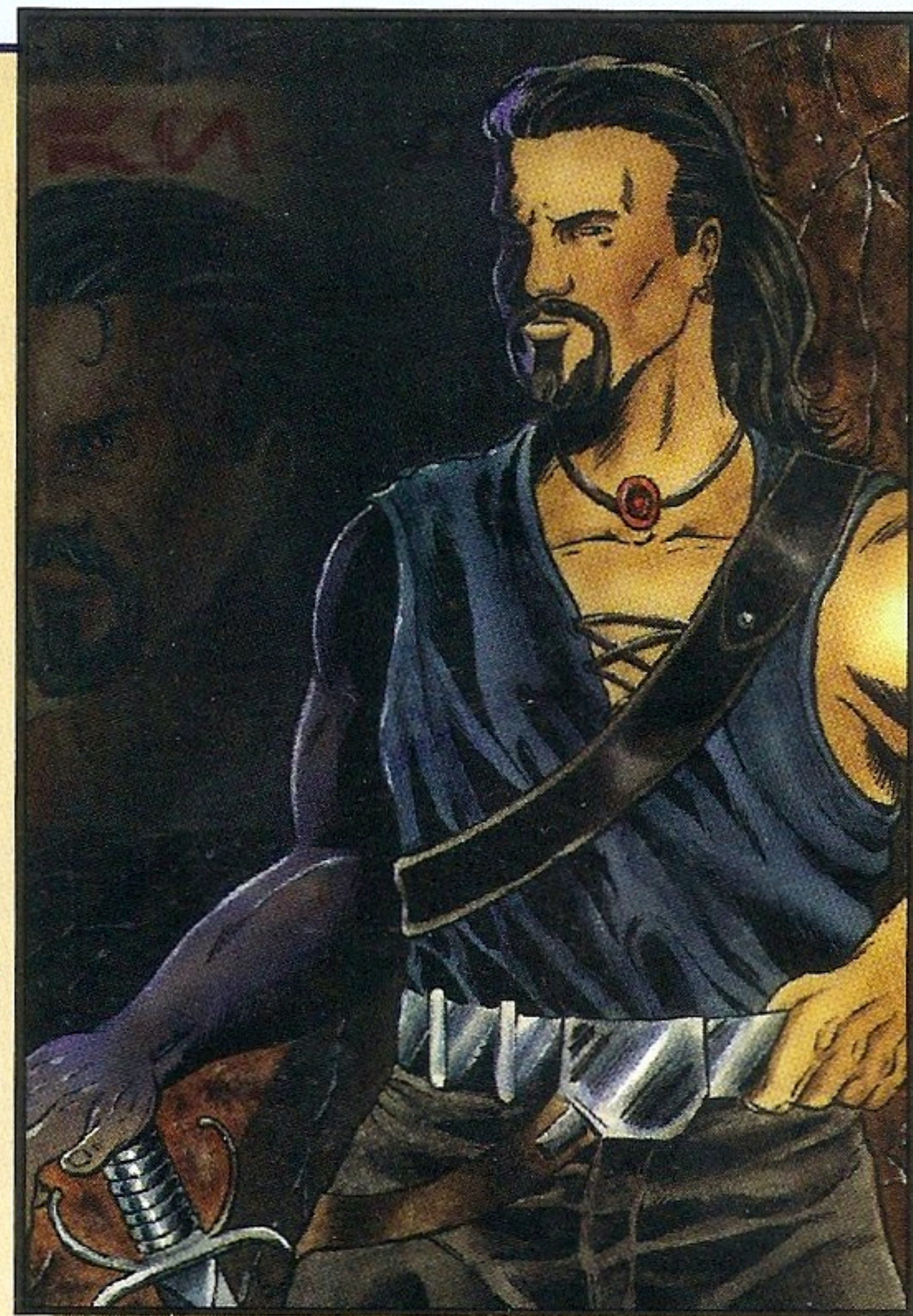
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



Steve Bryant

Player Name: _____

Equipment: Flashy clothes, lots of rings and things, blaster pistol (4D), saber (STR+1D+1), comlink, vacuum suit, 2,000 credits

Background: You were just a kid when you were offered a position aboard a starship; you jumped at the chance. Finally, a way off the hick planet where you grew up! You realized the ship was a little disreputable, but you hadn't realized you were hooking up with the genuine article — desperate, grizzled pirates thirsting for gold and the blood of innocents. "Arrr, matey" indeed.

Well, it isn't quite like that, actually; pirates are not much like the vidshow stereotype. No one actually says, "Arrr, matey." Certainly no one wears an eyepatch or a plastic leg. And you've never known a pirate who made anyone "walk the airlock." After all, the point of piracy is to make a profit, not cause bloodshed. Atrocities might make a captured ship's crew resist.

Imperial oppression has driven most of the small traders out of business. Independent spacers don't have many options: bankruptcy, retirement or ... piracy.

The Empire creates pirates — and then destroys them. Most of your shipmates are in the spice mines of Kessel now. You barely escaped by the skin of your teeth. You plan to avenge them, somehow. You hope that one day you'll be the captain of your own ship — a privateer in the service of the Rebellion.

Personality: You wear colorful clothes and enjoy the notoriety of being a pirate. You like to laugh and carouse in a cheerfully amoral way. You're not exactly what people would call a role model ... but you never volunteered for that job.

Objectives: To make a profit first and foremost, but undermining the Empire suits you just fine.

A Quote: "Arr, matey. Make 'em walk the airlock. (Chuckle.) Seriously now, just give me your valuables."

Connection With Characters: You might once have raided the ship of any of the other characters. A retired Imperial captain or bounty hunter might once have pursued you. A smuggler might have out-run you. You might be related to a brash pilot or kid — or you might be the black sheep of a senatorial's family.

STAR WARS

Character Name: _____

Type: Protocol Droid

Model: 3JL Protocol Droid

Age: _____

Height: 1.7 m

Weight: _____

Physical Description: _____

Dexterity _____ 1D

Brawling parry _____

Dodge _____

Melee parry _____

Running _____

Knowledge _____ 3D

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Mechanical _____ 1D

Astrogation _____

Communications _____

Repulsorlift operation _____

Sensors _____

Starship shields _____

Perception _____ 1D

Bargain _____

Investigation _____

Persuasion _____

Search _____

Strength _____ 1D

Stamina _____

Technical _____ 1D

Computer programming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Special Abilities

Skills: You start with 17D to allocate to skills, but may not place more than 2D in any one skill.

Life Preservation Programming: Your programming prevents you from injuring a sentient being, even in self-defense.

Move _____ 7

Force Sensitive? _____

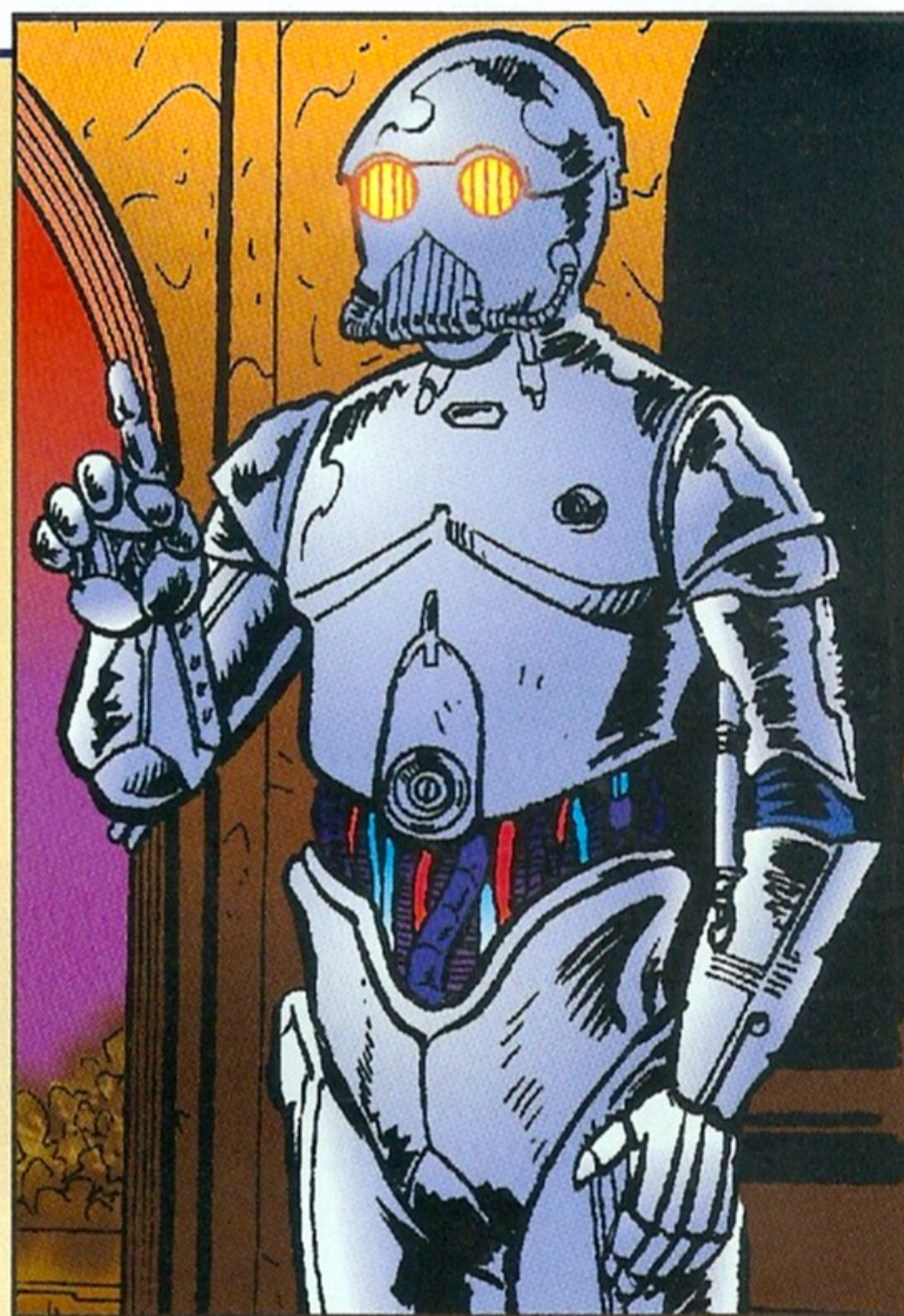
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



John Lona

Equipment: Comlink, datapad

Background: You still can't understand humans. They are very illogical, and seem to want to be exposed to danger. Nonetheless, you continue on, despite the thankless nature of your task. Your most recent owner is flamboyant and temperamental, but treats you like a real person.

Personality: You are very proper, concerned with doing things the "right" way. You have a persecution complex and tend to think that people are making fun of you. Humans get upset with you, even if you are just following your programming.

Objectives: To serve your master faithfully and loyally.

A Quote: "Mistress, they believe that you are some sort of ... deity. Oh my!"

Connection With Characters: You are probably owned by the wealthiest player character, or are on loan from an acquaintance or employer.

STAR WARS

Character Name: _____

Type: Quixotic Jedi

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge _____ **2D+1**

Planetary systems _____

Survival _____

Mechanical _____ **2D+2**

Beast riding _____

Perception _____ **3D**

Bargain _____

Con _____

Persuasion _____

Sneak _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Armor repair _____

First aid _____

Special Abilities

Sense 1D. You may select one Force power.

Move _____ **10**

Force Sensitive? _____ **Yes**

Force Points _____ **2**

Dark Side Points _____

Character Points _____

Wound Status

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



Steve Bryant

Equipment: Old duelling sword (STR+1D+1), makeshift armor (+1 physical), 1,000 credits

Background: You claim to be a Jedi. Actually, you're not. You've read all about the exploits of the great Jedi Knights but you don't quite realize they no longer exist.

If truth be told, you're a little crazy. You've learned of the atrocities of the Empire and of Darth Vader, and have decided to leave your comfortable existence and venture forth into the galaxy on a great quest to restore the Jedi. You've read as much as you can about the Jedi training methods and their powers, and you've tried to train yourself as best you can.

You are a somewhat laughable figure, with your rusty, nicked old dueling sword. You wear "armor" cobbled together from various pieces of junk that somehow manage to provide a modicum of protection.

Everyone thinks you're crazy (and they are basically right). They think the Jedi were legendary, that it's all a bunch of hokey pseudo-religious nonsense.

But sometimes — just sometimes — you can feel the Force. Sometimes — when you're in great danger or when things are breaking your way — you swear you can use Jedi powers.

You try to right individual injustices whenever you come across them. You're basically a good fellow, so who cares if your a little touched?

Personality: Elaborately courteous, unfailingly cheerful, and (as your friends put it) "basically out of your ever-loving mind." You come up with complex, hare-brained schemes which invariably fail. You adhere to the Jedi Code as well as any reality-challenged crackpot can.

Objectives: To right the great wrongs of the galaxy, no matter the odds, until your dying breath.

A Quote: "I feel a ... disturbance in the Force. No, really. I swear I feel one this time. Guys? Guys? Where're you going?"

Connection With Characters: A failed Jedi might become a close friend and give you a few pointers. A smuggler or pirate might keep you around for amusement value.

Player Name: _____

STAR WARS

Character Name:

Type: Revvien Tyia Adept

Gender/Species: /Revvien

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

Physical Description: _____

Dexterity ____ **2D+1**

Blaster _____

Dodge _____

Melee combat _____

Running _____

Thrown weapons _____

Knowledge ____ **3D+1**

Alien species _____

Intimidation _____

Languages _____

Survival _____

Mechanical ____ **2D**

Beast riding _____

Repulsorlift _____

operation _____

Space transports _____

Swoop operation _____

Perception ____ **2D+1**

Bargain _____

Hide _____

Investigation _____

Persuasion _____

Sneak _____

Strength ____ **3D**

Brawling _____

Stamina _____

Technical ____ **2D**

Droid program-

ming _____

Droid repair _____

First aid _____

Special Abilities

Tyia: Control 1D, sense 1D, alter 1D. You know the Force way known as Tyia. You may select three Force powers in accordance with the rules for the Tyia (see the chapter on "The Force" for more information).

Move _____ 10

Force Sensitive? ____ Yes

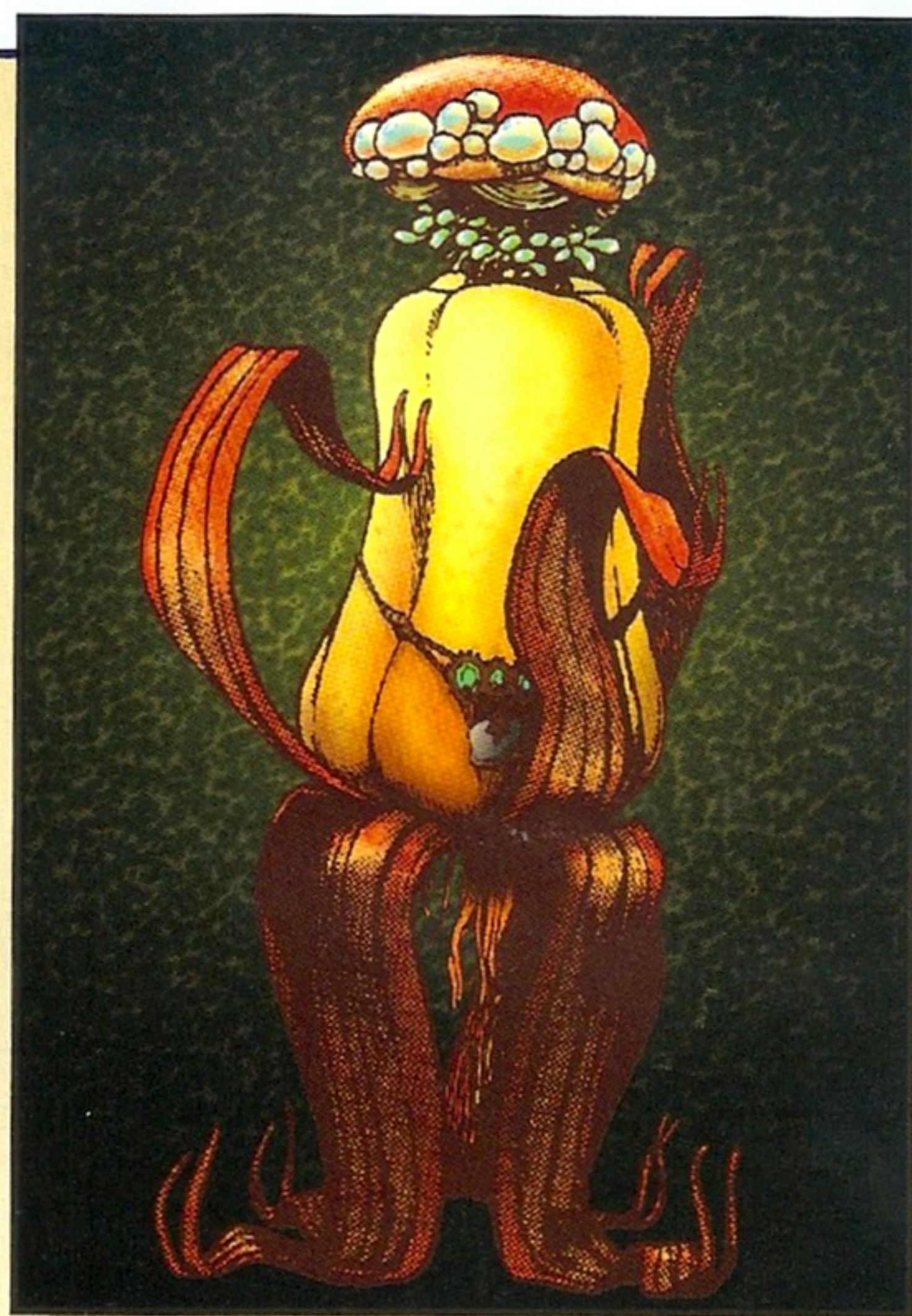
Force Points ____ 2

Dark Side Points ____

Character Points ____

Wound Status

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



Mike Vilardi

Equipment: Amulet (representative of Tyia philosophy), 250 credits

Background: You were among the brightest students of your generation — you learned the amazing powers of Tyia faster than anyone your teachers had ever instructed. They sensed great power in you.

When the star traders came to your planet, your teachers told you to seek out the masters of the Tyia — their name is Jedi, and they call it the Force.

Personality: You are impressionable and easily excited. You find technology ... interesting. You are a mystic. You seek peace and harmony for yourself, your people and the galaxy.

Objectives: To learn many Tyia abilities and use them for peace.

A Quote: "Think of peace and honor — and act upon that only!"

Connection With Characters: You could have left your homeworld with a smuggler, cynical scout or laconic scout. You could be studying with an alien student of the Force, failed Jedi, minor Jedi or young Jedi.

Player Name: _____

STAR WARS

Character Name: _____

Type: Rookie New Republic Pilot

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Vehicle blasters _____

Perception _____ **3D**

Command _____

Con _____

Gambling _____

Persuasion _____

Search _____

Knowledge _____ **2D**

Intimidation _____

Planetary systems _____

Value _____

Willpower _____

Strength _____ **3D**

Brawling _____

Stamina _____

Swimming _____

Mechanical _____ **4D**

Astrogation _____

Communications _____

Sensors _____

Space transports _____

Starfighter _____

Starfighter piloting _____

Starship gunnery _____

Technical _____ **3D**

Blaster repair _____

Droid repair _____

Repulsorlift _____

Starfighter repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



Mike Manley

Equipment: New Republic uniform, medpac, vacuum suit, 1,000 credits, blaster pistol (4D), X-wing starfighter (see the "Starships" chapter)

Background: Your brother joined the Rebel Alliance in its early days, fighting against the Empire. By all reports he was as brash and cocky as they come, but he was one of the best the Alliance could field, capable of flying rings around the average TIE jockey. You were just a kid when he jumped to the Rebels, and you idolized him like he was a hero out of a holo-thriller. Then word came that he was blown up in his A-wing over Endor.

You joined the New Republic military to fly a starfighter. You're good at it. You love it. And it seemed the only way to truly honor your brother's memory. Sometimes it feels like he's flying with you: when things look their worst and there is no way out, you manage to come up with the last-minute solution to desperate problems. You are still pretty green, but your flight instructors have all commented that you have raw talent. (Of course, all this has made you feel somewhat indestructible.)

Now all that remains is to sweep Palpatine's crumbling forces under the rug, and you're just the guy to do it ...

Personality: Enthusiastic, energetic and idealistic. You are sure that the New Republic will bring peace to the galaxy. You volunteer for the craziest, most dangerous missions. You are a talented kid with a lot of growing up to do.

Objectives: To fly among the stars and into history! (And if you get to lead an A-wing squadron in the process, well that's just fine with you ...)

A Quote: "Six TIE fighters? No problem — I'll be back in a minute!"

Connection With Characters: Anybody who hates the Empire is okay with you; a smuggler, brash pilot or failed Jedi may have taken you under their wing.

Player Name: _____

STAR WARS

Character Name: _____

Type: Smuggler

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Vehicle blasters _____

Knowledge ____ **2D+1**

Alien species _____

Languages _____

Planetary _____

systems _____

Streetwise _____

Value _____

Mechanical ____ **3D+2**

Astrogation _____

Repulsorlift _____

operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ **3D**

Bargain _____

Con _____

Gambling _____

Hide _____

Search _____

Sneak _____

Strength ____ **3D**

Brawling _____

Stamina _____

Swimming _____

Technical ____ **2D+2**

Computer program-

ming/repair _____

First aid _____

Repulsorlift _____

repair _____

Security _____

Space transports _____

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



John Lona

Equipment: Stock YT-1300 light freighter (see the "Starships" chapter), heavy blaster pistol (5D), comlink, 2,000 credits, 25,000 credits owed to a crime boss

Background: Your parents called it "gallivanting around the galaxy," but as far as you're concerned there's no better life than a free-trader's. Travelling as your fancy takes you, trading a little here and a little there, looking for a sharp deal, bargaining and selling ... new worlds to see, always a new planet at the end of the journey.

That's how it's supposed to be, anyway. But ... the Empire is more and more restrictive by the day. Goods that used to be legal are now contraband. Even contraband is harder and harder to come by. Customs inspectors are like bloodhounds. Bribes have become your major expense. You keep on dreaming of making one big killing and getting out ... but you don't want to get out. To you, your ship is home, transportation, and freedom, all in one package. The idea of losing it kills you.

But you may very well lose it. To keep on operating, you had to borrow money from a mobster, a real slimeball crime king. You're pretty deep in debt now, and they keep on making nasty jokes about breaking your kneecaps. Curse the Empire, anyway! It's their laws and their corruption that brought this all about.

Personality: You're tough, smart, good-looking and cynical. You're a fine pilot, and a good businessman. Mostly you want to hit it big and be left alone by scum, both criminal and official.

Objectives: To pay off your ship ... then you can take on the cargoes you want to.

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

Connection With Characters: You need at least one other person to run your ship, a partner. This could be an alien student of the Force, brash pilot, gambler, merc, minor Jedi, Mon Calamari, Wookiee, or anyone with decent mechanical skills. You could have encountered virtually any of the other characters in the course of your frequently shady business dealings.

Player Name: _____

STAR WARS

Character Name: _____

Type: Wookiee

Gender/Species: _____ /Wookiee

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

Physical Description: _____

Dexterity _____ **2D+2**

Bowcaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge _____ **2D**

Alien species _____

Cultures _____

Languages _____

Streetwise _____

Survival _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Space transports _____

Starship shields _____

Perception _____ **2D**

Bargain _____

Command _____

Search _____

Sneak _____

Strength _____ **5D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Technical _____ **3D+1**

Droid program-

ming _____

Droid repair _____

First aid _____

Space transports

repair _____

Starship gunnery

repair _____

Special Abilities

Berserker Rage: If a Wookiee becomes enraged, +2D to *Strength* for brawling damage. -2D to all non-*Strength* attribute and skill checks. Must make a Moderate *Perception* total to calm down (only -1D penalty to *Perception* for this check)

Climbing Claws: +2D to climbing while using claws.

Move _____ **11**

Force Sensitive? _____

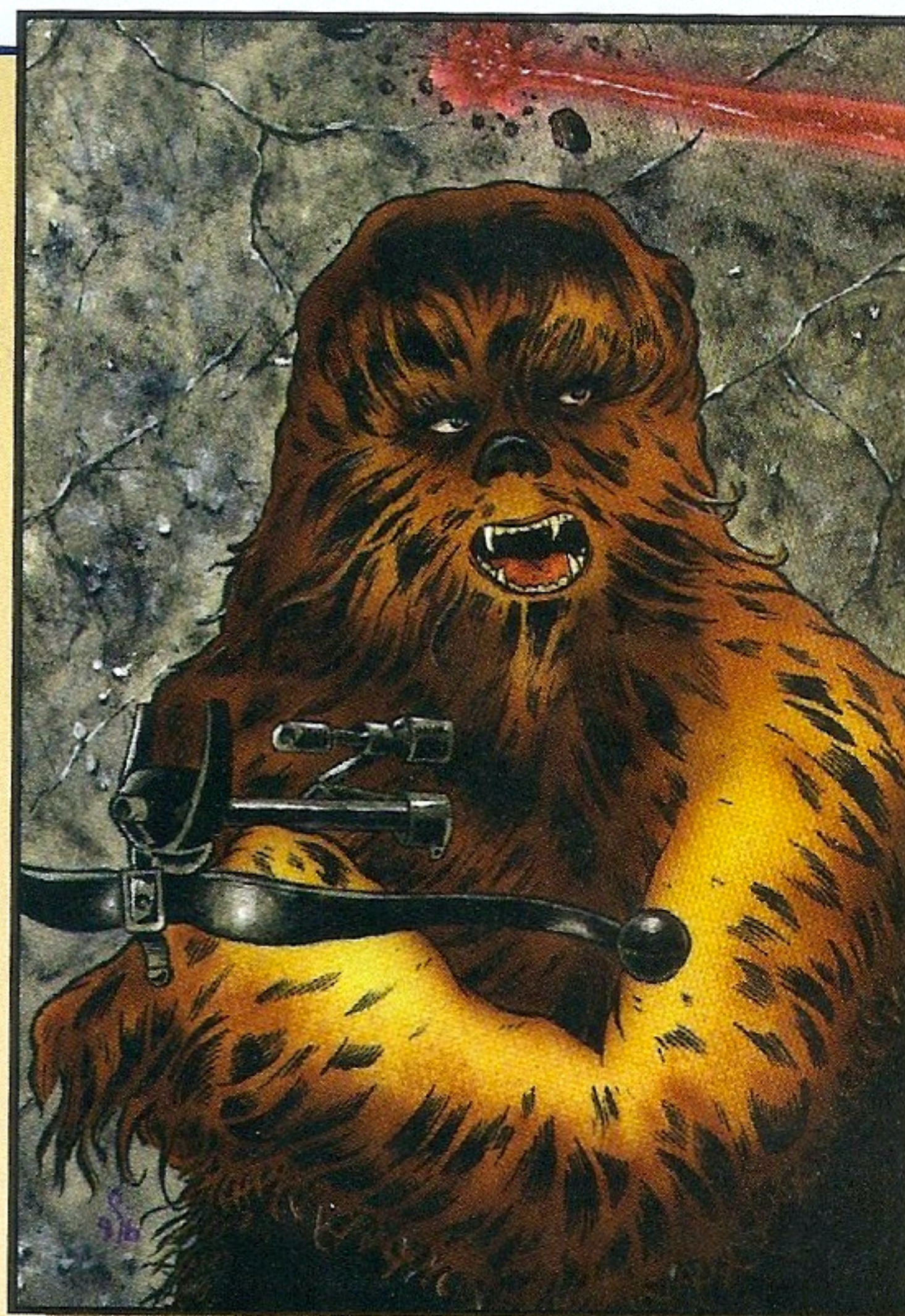
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

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



Steve Bryant

Equipment: Bowcaster (4D), 250 credits

Background: You're one of the biggest and strongest aliens in the galaxy. Most people fear and respect you and tend to give you a wide berth ... except for those Imperial stormtroopers, who are known to lose limbs if they get too close.

Personality: You're extremely loyal to your comrades. You get frustrated sometimes and bang things. Since you don't realize the full extent of your strength, this can be a problem. Someday you'd like to return to your home planet and your mate, but until the Imperials are forced off your homeworld of Kashyyyk you'll stick with your friends.

Objectives: To free your homeworld. To help the Rebels eliminate the Empire so you and your people need not fear slavers' collars.

A Quote: "Rooooarrgh ur roo." (Translation: "I have a bad feeling about this.") **Note:** The player should be able to do a good impersonation of a Wookiee — sounding like Chewbacca is pretty important to successfully playing this character. Next, see if any of the characters speaks Wookiee — if you have a close friendship with one of the other characters, such as a smuggler, they can probably understand you pretty well. A protocol droid will almost always be able to understand you. If no one around speaks Wookiee, the characters will have to make *language* rolls to understand you (the easier the idea or concept, the lower the *language* difficulty). To say something, growl and have each character roll to see if they understand you. If they succeed, tell them what your character just said; if they fail, growl some more and play charades.

Connection With Characters: You might be a loyal companion of a smuggler, a trader or scout. You might have adventured with any fellow Rebel, particularly a Mon Calamari. You tend not to think too highly of bounty hunters, mercs, or retired Imperials ... but they're amusing when you threaten them.

Player Name: _____

STAR WARS®

Character Name: _____

Type: Young Jedi

Gender/Species: _____/Human

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

Physical Description: _____

Dexterity _____ 3D

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

Knowledge _____ 2D

Aliens species _____
Languages _____
Planetary systems _____
Survival _____
Willpower _____

Mechanical _____ 2D

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

Perception _____ 4D

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

Strength _____ 2D

Brawling _____
Climbing/jumping _____
Stamina _____
Swimming _____

Technical _____ 2D

Blaster repair _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Security _____

Special Abilities

Force skills: Control 1D, sense 1D, alter 1D. You may select three Force powers.

Move _____ 10

Force Sensitive? _____ Yes

Force Points _____ 2

Dark Side Points _____

Character Points _____

Wound Status

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



Mike Vilardi

Equipment: 500 credits, two sets of clothing, R2 astromech droid (see the "Droids" chapter), blaster pistol (4D)

Background: You were always fascinated by the tales of the Jedi Knights. Somehow you learned to naturally manipulate the Force. You know that the Force is strong, and you can use it to restore peace.

Personality: You are energetic and very dedicated to the ideals of the Jedi Knights. You are also very youthful, and sometimes lack maturity. Torn between your own base instincts — like anger — and your responsibilities, it is tough growing up while being able to call upon such awesome powers.

Objectives: To restore the Jedi Knights to their position of honor. To find your own lightsaber or learn how to build one.

A Quote: "The Force is strong ... use it for good!"

Connection With Characters: You may have been befriended by a smuggler or brash pilot, who likes your youthful spirit but is skeptical of your claims about the Force. A minor Jedi or failed Jedi may have agreed to train you.

STAR WARS

Character Name:

Type: Young Senatorial

Gender/Species: /Human

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

Physical Description:

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Perception _____ **3D+1**

Bargain _____

Command _____

Con _____

Persuasion _____

Search _____

Knowledge _____ **4D**

Alien species _____

Bureaucracy _____

Culture _____

Intimidation _____

Value _____

Willpower _____

Strength _____ **3D**

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Mechanical _____ **2D+2**

Communications _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Technical _____ **2D**

Computer program-

ming/repair _____

First aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Chris Gossett

Equipment: Stylish clothing, hold-out blaster (3D), comlink, 1,000 credits

Background: For three centuries your family served the Republic. Innumerable Senators have borne your name. For centuries, your family has selflessly sacrificed for the good of the state and society. You have served loyally and well, and because of it, the citizens of your planet are loyal to your house. Since the Empire was established, your family has tried to fend off its evil ways and to hold the Emperor to his promise to promote the public good. Even now, you are reluctant to turn against the galactic government which your family supported for so long ago.

Yet you have no choice. The Empire has truly become a tyranny. Your home planet is occupied by stormtroopers. If civilization is to be saved, you must act now. Your family will provide leadership to the Rebellion, as it did to the Republic.

Personality: Intelligent, confident and energetic. You are more interested in getting things done than in discussing government theory. Sometimes others are awed by your lineage, and you are proud if it, yet you do not consider yourself class conscious. Great men and women come from all walks of life, and everyone can contribute to the Rebel Alliance.

Objectives: To topple the Empire so the freedoms and glories of the past can be restored to the people of the galaxy.

A Quote: "Here's the plan."

Connection With Characters: You could know any senatorial, noble or retired Imperial captain socially or by reputation. Since you're well known in the Alliance, a Mon Calamari or merc might have served with you before. Since you're attractive, intelligent and rich, people have an annoying habit of falling in love with you, but you haven't found anyone for whom such feelings are reciprocal.

Player Name: _____