

STAR WARS®

Character Name: Karner Kerentes
 Type: Brash Pilot
 Gender/Species _____
 Age _____ Height _____ Weight _____
 Physical Description _____



Dexterity _____ 3D	Perception _____ 3D
Blaster _____ 4D	Bargain _____
Bowcaster _____	Command _____
Brawling Parry _____	Con _____
Dodge _____ 4D	Forgery _____
Grenade _____	Gambling _____
Lightsaber _____	Hide _____
Melee Combat _____	Persuasion _____
Melee Parry _____	Search _____
Pick Pocket _____	Sneak _____
Knowledge _____ 2D	Strength _____ 3D
Alien Species _____	Brawling _____ 4D
Bureaucracy _____	Climbing/Jumping _____
Cultures _____	Lifting _____
Intimidation _____	Stamina _____
Languages _____	Swimming _____
Planetary Systems _____ 3D	_____
Streetwise _____	_____
Survival _____	_____
Willpower _____	_____
Mechanical _____ 4D	Technical _____ 3D
Astrogation _____ 5D	Computer Prog/Repair _____
Beast Riding _____	Demolitions _____
Communications _____	Droid Programming _____
Repulsorlift Operation _____	Droid Repair _____
Sensors _____	First Aid _____
Space Transports _____ 5D	Repulsorlift Repair _____
Starfighter Piloting _____ 6D	Security _____
Starship Gunnery _____ 5D	Space Transports Repair 4D
Starship Shields _____	Starfighter Repair _____

Equipment: Blaster pistol (4D), flight suit, 1,000 credits _____

Background: If it's got an ion drive and some maneuver jets, you can fly it--or at least that's what you claim. From freighters to starfighters, you've flown them all. And you've pushed every vessel to its redline capabilities. Whether it's flying a YT-1300 through the Spindles of Wroona to assaulting Imperial Customs cruisers with a Z-95 Headhunter, you've done it all in style.

You've always been possessed by a wanderlust. As a child, your parents were wealthy guild members on Brentaal--they helped run an immense shipping conglomerate, but never took to space themselves. You've forsaken a good job and wealthy life to make your own mark on the galaxy, traveling to distant worlds, making some deals here and there, avoiding Imperial entanglements, and doing what you do best: flying starships. _____

Personality: You're not shy about telling everyone you meet about your flying exploits, both real and make-believe. An all-around friendly kind of guy, you have a real soft spot for those who are oppressed, especially aliens: Mon Calamari, Twi'leks, and Wookiees. _____

Objectives: To prove you're the best pilot to everyone you meet, and to help those who are oppressed whenever possible. _____

A Quote: "Put me in a cockpit--of any starship, mind you--and I'll fly it faster, better, and fancier than anyone else." _____

Special Abilities _____

Move _____ 10
 Force Sensitive? _____ No
 Force Points _____ 1
 Dark Side Points _____
 Character Points _____ 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

STAR WARS®

Character Name: Huumashaak
 Type: Wookiee Co-Pilot
 Gender/Species _____
 Age _____ Height _____ Weight _____
 Physical Description _____



Dexterity _____ 2D+2	Perception _____ 2D
Blaster _____	Bargain _____
Bowcaster _____ 4D+2	Command _____
Brawling Parry _____ 3D+2	Con _____
Dodge _____	Forgery _____
Grenade _____	Gambling _____
Lightsaber _____	Hide _____
Melee Combat _____	Persuasion _____
Melee Parry _____	Search _____
Pick Pocket _____	Sneak _____
Knowledge _____ 2D	Strength _____ 5D
Alien Species _____	Brawling _____ 6D
Bureaucracy _____	Climbing/Jumping _____ 5D+1
Cultures _____	Lifting _____ 5D+2
Intimidation _____	Stamina _____
Languages _____	Swimming _____
Planetary Systems _____	_____
Streetwise _____	_____
Survival _____	_____
Willpower _____	_____
Mechanical _____ 3D	Technical _____ 3D+1
Astrogation _____	Computer Prog/Repair _____
Beast Riding _____	Demolitions _____
Communications _____	Droid Programming _____
Repulsorlift Operation _____	Droid Repair _____
Sensors _____ 4D	First Aid _____
Space Transports _____ 4D+2	Repulsorlift Repair _____
Starfighter Piloting _____	Security _____
Starship Gunnery _____	Space Transpt. Repair _____ 4D+1
Starship Shields _____ 4D+1	Starfighter Repair _____

Equipment: Wookiee bowcaster (4D), 250 credits _____

Background: You left your homeworld of Kashyyyk to fight against the Imperial tyranny which allowed your family to be enslaved. You travel the space lanes searching for signs of you family and exacting revenge on Imperial forces everywhere. Your starship skills help you get around--you've worked your way throughout the Outer Rim as crew aboard light and medium freighters. You've worked for some mean spacers, but the crew you're with now is pretty good...and they seem to have sympathies with the Rebel Alliance, a group dedicated to freedom for all alien species. _____

Personality: You're big and intimidating, especially when protecting your friends and fighting off the Empire. You value your crewmates above all else, especially since they're your ticket to the next star system. _____

Objectives: To keep searching for your lost family and help the cause of Wookiees and other enslaved aliens. _____

A Quote: "Roooarrgh ur roo." (Translation: "I have a bad feeling about this...") **Note:** Be sure you can make all those Wookiee grunts, growls and howls. Choose one of the other characters to be your buddy. This person can understand everything you say (although a protocol droid will be okay, too). If this person isn't around when you want to communicate with other players, you must try to speak using the Wookiee language and whatever hand signals and gestures you can. _____

Special Abilities:
Climbing Claws: +2D to climbing rolls.
Berserker Rage: if enraged, add +2D to *Strength* for brawling damage, but all other skills are -2D. Moderate *Perception* roll at -1D calms the berserk Wookiee.

Move _____ 10
 Force Sensitive? _____ No
 Force Points _____ 1
 Dark Side Points _____
 Character Points _____ 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

STAR WARS®

Character Name: Rogov _____
 Type: Klatooinan Mercenary _____
 Gender/Species _____
 Age _____ Height _____ Weight _____
 Physical Description _____



Dexterity _____ 4D+1	Perception _____ 3D+1
Blaster _____ 6D+1	Bargain _____
Bowcaster _____	Command _____
Brawling Parry _____ 5D	Con _____
Dodge _____ 5D+2	Forgery _____
Grenade _____	Gambling _____
Lightsaber _____	Hide _____
Melee Combat _____ 5D+2	Persuasion _____
Melee Parry _____ 5D	Search _____
Pick Pocket _____	Sneak _____
Knowledge _____ 1D+2	Strength _____ 4D
Alien Species _____	Brawling _____ 6D
Bureaucracy _____	Climbing/Jumping _____ 5D
Cultures _____	Lifting _____
Intimidation _____	Stamina _____
Languages _____	Swimming _____
Planetary Systems _____	_____
Streetwise _____	_____
Survival _____	_____
Willpower _____	_____
Mechanical _____ 2D+2	Technical _____ 2D
Astrogation _____	Computer Prog/Repair _____
Beast Riding _____	Demolitions _____
Communications _____	Droid Programming _____
Repulsorlift Operation _____	Droid Repair _____
Sensors _____	First Aid _____
Space Transports _____	Repulsorlift Repair _____
Starfighter Piloting _____	Security _____
Starship Gunnery _____ 3D+2	Space Transports Repair _____
Starship Shields _____	Starfighter Repair _____

Equipment: Ammo bandolier, force pike (STR+2D), heavy blaster pistol, 250 credits _____

Background: You fight well. You like to sneak up on things and blast them. Somebody noticed this, then sold you to the Hutts as a mercenary. The Hutts were cool--they let you beat things up, hunt things down and blast them. This was good. The Hutts were also not so cool--they got angry all the time, yelled at you, sent you into dangerous battles, and blew up your fellow mercenaries when they messed up. This made you worried: you might be blown up next. So you decided to run far, far away. You found a pilot who took you to many planets in exchange for helping him blast people who didn't like him. You liked seeing different places, so you decided to stay with the pilot and his friends. Now and then they run into trouble. You help them by sneaking up on their enemies and blasting them. They like that...

Personality: You're not too smart, but your friends like you just the same. You're loyal to them. They help you and you help them. You like it even more when helping them means blasting things.

Objectives: Avoid the Hutts. Help your friends. Blast things.

A Quote: "Rogov tell joke: there were these three Jawas walking down the street...and they all died! Har, har, har, har...!"

Another Quote: "Rogov tell joke: there were these three Gamorreans walking down the street...and they all died! Har, har, har, har...!"

Special Abilities _____

Move _____ 10
 Force Sensitive? _____ No
 Force Points _____ 1
 Dark Side Points _____
 Character Points _____ 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

STAR WARS®

Character Name: **Ko'alar** _____
 Type: **Twii'lek Outlaw** _____
 Gender/Species _____
 Age _____ Height _____ Weight _____
 Physical Description _____



Dexterity _____ 3D	Perception _____ 3D+2
Blaster _____ 5D	Bargain _____
Bowcaster _____	Command _____
Brawling Parry _____	Con _____
Dodge _____ 4D	Forgery _____
Grenade _____	Gambling _____
Lightsaber _____	Hide _____
Melee Combat _____	Persuasion _____
Melee Parry _____	Search _____ 4D+1
Pick Pocket _____	Sneak _____
Knowledge _____ 3D	Strength _____ 3D
Alien Species _____ 4D	Brawling _____ 4D
Bureaucracy _____	Climbing/Jumping _____ 4D
Cultures _____	Lifting _____
Intimidation _____	Stamina _____
Languages _____ 4D+2	Swimming _____
Planetary Systems _____	_____
Streetwise _____	_____
Survival _____	_____
Willpower _____	_____
Mechanical _____ 2D+1	Technical _____ 3D
Astrogation _____	Computer Prog/Repair _____
Beast Riding _____	Demolitions _____
Communications _____	Droid Programming _____
Repulsorlift Operation _____	Droid Repair _____
Sensors _____	First Aid _____
Space Transports _____	Repulsorlift Repair _____
Starfighter Piloting _____	Security _____
Starship Gunnery _____	Space Transports Repair _____
Starship Shields _____ 3D+1	Starfighter Repair _____

Equipment: Heavy blaster pistol (5D), 500 credits _____

Background: Political intrigue and blackmail forced you to flee your home city of Kala'uun on Ryloth to take refuge in the stars. Unfortunately, a rival from Ryloth has posted a bounty on you, so you have been fleeing from one system to another, hoping to evade every bounty hunter you meet. _____

Personality: You are quick to draw your blaster in a tense situation, but you are still careful in choosing your targets. You consider yourself a good shot, but you don't brag about it. Pride is something an outlaw cannot afford. Since you are always on the run, you find it hard to make friends and maintain trust with others. You never know when somebody is going to betray you. However, you admire those few people who helped you in the past, and attempt to repay them in whatever way you are able. _____

Objectives: To find a group of spacers you can trust to keep you moving through the spacelanes. To avoid any bounty hunters and prove you're not the criminal everyone thinks you are... _____

A Quote: "To be hunted is not a crime--even the greatest and most noble predators are hunted." _____

Special Abilities: _____
Tentacles: Twii'leks can use their head-tails to communicate with each other in a secret language all Twii'leks are fluent in. _____

Move _____ 10
 Force Sensitive? _____ No
 Force Points _____ 1
 Dark Side Points _____
 Character Points _____ 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

STAR WARS®

Character Name: **Omarian Sejell** _____

Type: **Scout** _____

Gender/Species _____

Age _____ Height _____ Weight _____

Physical Description _____



Dexterity _____ 2D+2	Perception _____ 2D
Blaster _____ 4D+2	Bargain _____
Bowcaster _____	Command _____
Brawling Parry _____	Con _____
Dodge _____ 3D+2	Forgery _____
Grenade _____	Gambling _____
Lightsaber _____	Hide _____
Melee Combat _____	Persuasion _____
Melee Parry _____	Search _____ 4D
Pick Pocket _____	Sneak _____ 3D
Knowledge _____ 4D	Strength _____ 3D
Alien Species _____	Brawling _____
Bureaucracy _____	Climbing/Jumping _____ 4D
Cultures _____	Lifting _____
Intimidation _____	Stamina _____
Languages _____	Swimming _____
Planetary Systems _____ 5D	_____
Streetwise _____	_____
Survival _____ 5D	_____
Willpower _____	_____
Mechanical _____ 3D	Technical _____ 3D+1
Astrogration _____	Computer Prog/Repair _____
Beast Riding _____	Demolitions _____ 4D+1
Communications _____	Droid Programming _____
Repulsorlift Operation _____	Droid Repair _____
Sensors _____	First Aid _____
Space Transports _____	Repulsorlift Repair _____
Starfighter Piloting _____	Security _____
Starship Gunnery _____	Space Transports Repair _____
Starship Shields _____	Starfighter Repair _____

Equipment: Blast vest (+1D physical, +1 energy, torso only), headset comlink, heavy blaster pistol (5D), 1 block detonite with timer detonator (5D), 500 credits _____

Background: You joined the Rebel Alliance to see new places and scout out new regions of space. Now you mostly participate in commando or undercover missions for the Rebellion, putting your scouting skills to good use. They figured your knowledge about terrain, other planets, climbing, and mining survey detonator charges would come in handy. You've seen your share of new planets, but you're also familiar with the more hospitable regions of the galaxy. Before joining the Alliance, you worked as a scout for a large mining corporation. But when you found out most of the pristine planets you discovered were later blasted into submission and strip mined, you began thinking that something was wrong. Now you fight the Imperially sponsored corporate tyranny which is plowing through the galaxy. _____

Personality: Whether you're scouting out a new system or walking through a strange starport, you're always cautious and observant of your surroundings. You never know when someone or something might become a threat--a good scout assumes everything has the potential to become dangerous, even if it doesn't seem so at first. _____

Objectives: Help the Rebel Alliance by using your scouting skills. Fight corporate tyranny, and preserve the beautiful and good things you find. _____

A Quote: "A simple mining charge can be an easy diversion or a deadly weapon." _____

Special Abilities _____	Move _____ 10
_____	Force Sensitive? _____ No
_____	Force Points _____ 1
_____	Dark Side Points _____
_____	Character Points _____ 5

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

STAR WARS®

Character Name: Jolloran Veen

Type: Gambler

Gender/Species _____

Age _____ Height _____ Weight _____

Physical Description _____

Dexterity _____ 3D+2

Blaster _____ 4D+2

Bowcaster _____

Brawling Parry _____

Dodge _____ 5D

Grenade _____

Lightsaber _____

Melee Combat _____

Melee Parry _____

Pick Pocket _____ 4D+2

Knowledge _____ 3D

Alien Species _____

Bureaucracy _____ 4D

Cultures _____

Intimidation _____

Languages _____

Planetary Systems _____

Streetwise _____ 4D+2

Survival _____

Willpower _____

Mechanical _____ 2D+1

Astrogration _____

Beast Riding _____

Communications _____

Repulsorlift Operation _____

Sensors _____

Space Transports _____

Starfighter Piloting _____

Starship Gunnery _____

Starship Shields _____

Perception _____ 4D

Bargain _____ 5D

Command _____

Con _____ 5D

Forgery _____

Gambling _____ 6D

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength _____ 2D+2

Brawling _____

Climbing/Jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ 2D+1

Computer Prog/Repair _____

Demolitions _____

Droid Programming _____

Droid Repair _____

First Aid _____

Repulsorlift Repair _____

Security _____

Space Transports Repair _____

Starfighter Repair _____

Special Abilities _____

Move _____ 10

Force Sensitive? _____ No

Force Points _____ 1

Dark Side Points _____

Character Points _____ 5

Wound Status

Stunned

Wounded

Incapacitated

Mortally Wounded



Equipment: Deck of sabacc cards, week's worth of expensive clothes, hold-out blaster (3D), 1,000 credits _____

Background: As a gambler, you've been working the glamorous casinos of the Core Worlds: Corulag, Brentaal, Spira... Then you ran into some trouble on Spira--it seems the security folks at the planet's fanciest gambling house accused you of dealing under the table. Now you're here in the Outer Rim Territories, where you're safe from several people you conned in the Core Worlds. Out here there's little excitement for you except for playing the occasional low-stakes sabacc game or running a simple con on a bunch of the local idiots. Then there's group you recently joined. Now *there's* some promise for excitement, high risks and a few credits. _____

Personality: High stakes and low cons are just your style. If it's got money, you can fleece it; if it's got cards, you can win against its odds. You're a fast-talking, high style, card-dealing gambler who has no qualms about helping out the Rebel Alliance...as long as there's some money to be made and a few Imperial bureaucrats to scam. You're used to high society, but for now you'll have to take whatever society you can get. _____

Objectives: Run some games, run some scams, make lots of credits along the way. _____

A Quote: "Anyone interested in an honest game of chance?" _____