

# STAR WARS

## ROLEPLAYING GAME

REVISED ■ EXPANDED ■ UPDATED



# PLAYER SECTION

# PLAYER HANDOUT

If you're new to the *Star Wars Roleplaying Game*, this section will get you ready to play in a couple of minutes.

You'll be playing a *character* a person who lives in the *Star Wars* universe. While playing, you pretend to be that character.

There is no board to move tokens around on. Instead, one of your friends will be the *gamemaster*. The gamemaster acts as storyteller and referee, describing each scene to you and the other players. Now, imagine how your character would react to the situation. Then, tell the gamemaster what your character is going to do.

When you describe what your character does, the gamemaster will tell you when to roll the dice, and tell you what happens as a result of how well (or poorly) you roll. In a way, you, the other players, and the gamemaster are creating your own *Star Wars* movie with your characters as the stars!

**Winning.** There are no winners and losers. Having fun is what counts. It is far more important to have a great story than it is to excel as the "best" character.

**Cooperate.** If the characters are to stand any chance of succeeding in their adventures, you and the other players have to work together.

**Be True to the Movies.** Remember, you're playing *Star Wars*! Be heroes. Use snappy one-liners. And above all else, have fun!

**Become Your Character.** Don't be afraid to ham it up a little! Speak like your character and adopt his mannerisms in your movements and actions. You can act out scenes — for example, if you're play a gambler, you could have fun trying to con the other characters.

**Use Your Imagination.** Your character can do whatever you can imagine someone in that situation doing. If you can imagine it in the real world (or the *Star Wars* universe), it can happen in the game!

**Keep Things Moving.** Don't worry about the rules. Simply tell the gamemaster what you want your character to do, and he'll tell you what to roll and when.

## GETTING STARTED

Select a *character template* that looks like it would be fun to play. Grab a pencil and a few six-sided ("normal") dice.

The right side of the character sheet describes your character's personality and background. You can change some of these elements, but make sure those changes are approved by the gamemaster. Each character has six *attributes*:

**Dexterity** — Your character's eye-hand coordination and agility.

**Knowledge** — Your character's knowledge of the galaxy.

**Mechanical** — Your character's "mechanical aptitude," or ability to pilot vehicles, starships and the like.

**Perception** — Your character's powers of observation, and ability to convince others to do things for him.

**Strength** — Your character's physical strength, health, and ability to resist damage.

**Technical** — Your character's "technical aptitude," or ability to fix, repair, and modify all kinds of technology, including starships, droids, and vehicles.

Each attribute has a *die code*. A typical die code could be 3D (pronounced "three dee"). That means roll three six-sided dice whenever the attribute is used.

**Example:** George is playing a kid, who he names Cev Rees. Cev has a *Mechanical* of 3D. When he jumps behind the controls of a landspeeder and tries to drive it on a busy highway, the gamemaster tells George to make a *Mechanical* roll. George rolls three dice and gets a 2, 3 and a 5 — Cev's *Mechanical* total is 10.

If there is a +1 or a +2 after the "D," add that number to your total.

**Example:** Cev's *Dexterity* is 3D+2. (Pronounced "three dee plus two.") When Cev throws a grenade, the gamemaster tells George to make a *Dexterity* roll. George rolls a 3, 4 and a 5 (for the 3D), but he also adds +2 to the total (for the +2) to get a total of 14.

A die code of 2D is about average; a die code of 4D is pretty good.

## SKILLS

*Skills* are things your character learns and they can get better over time. Skills include things like *blaster*, *dodge*, *starfighter piloting* and *brawling*.

A skill is listed under its attribute; each skill begins with the same die code as its attribute.

**Example:** Cev's *Dexterity* is 3D+2. Since *blaster* is a *Dexterity* skill, Cev's *blaster* skill starts at 3D+2.

You can add more dice to skills to get better at certain things. If you add one die to a skill, the number in front of the "D" increases by one.

**Example:** George decides to add one die to Cev's *blaster* skill (a *Dexterity* skill). Cev's *blaster* skill is now 4D+2.

You can add one or two dice to a skill, but you only have seven dice to spend on all your skills. (You can't improve every skill — you can only pick ones you think will be important!)

**Example:** Cev has the following attributes: *Dexterity* 3D+2, *Knowledge* 2D+2, *Mechanical* 3D, *Perception* 3D+2, *Strength* 2D+1, and *Technical* 20+2.

George has 7D for skills. He decides to place 1D in *blaster* (a *Dexterity* skill), so it's now 4D+2. He adds 1D to another *Dexterity* skill: *pick pocket*, which becomes 4D+2.

George thinks Cev has spent a lot of time on the streets and adds 1D to his *streetwise* skill (a *Knowledge* skill) to make it 3D+2. George adds 2D to Cev's *repulsorlift operation* skill: Cev's *Mechanical* is 3D, so his *repulsorlift operation* skill is now 5D. Cev's a really good driver — it's too bad no one will give him the chance to prove it!

George then spends 1D on *con*, a *Perception* skill. His *con* is 4D+2.

George spends his last 1D of skill dice on Cev's *sneak*; since it's also a *Perception* skill, it goes to 4D+2.

## IMPORTANT SKILLS

Here are some of the more important skills for characters in the *Star Wars* game. They cover your character's knowledge of a field or ability to do the following:

### Dexterity Skills.

*blaster*: Fire blasters.

*brawling parry*: Block someone else's unarmed (*brawling*) attack.

*dodge*: Get out of the way when people shoot at you.

*melee combat*: Fight with weapons in hand-to-hand combat.

*melee parry*: Block melee weapon attacks (only if you're holding a weapon).

### Knowledge Skills.

*alien species*: Knowledge of strange aliens anyone not of your species. (For example, if you're playing an Ewok, your *alien species* skill covers your knowledge of humans.)

*languages*: Speak and understand strange languages.

*planetary systems*: Knowledge of different planets and star systems.

*streetwise*: Knowledge of criminal groups and people in the Fringe and how to deal with them.

*survival*: Survive in harsh environments, like arctic wastes and deserts.

### Mechanical Skills.

*astrogation*: Plot hyperspace jumps.

*repulsorlift operation*: Fly vehicles like snowspeeders, airspeeders, landspeeders and cloud cars.

*space transports*: Fly freighters (like the *Millennium Falcon*) and any other ship that isn't a fighter and isn't a capital-scale (large) combat ship.

*starfighter piloting*: Fly space fighters like X-wings and Y-wings.

*starship gunnery*: Fire starship weapons.

### Perception Skills.

*bargain*: Make deals.

*con*: Fast-talk your way out of situations or talk people into doing things for you.

*gambling*: Gamble.

*search*: Look for things.

*sneak*: Sneak around without being seen.

### Strength Skills.

*brawling*: Fight with your bare hands.

*climbing/jumping*: Climb and jump.

*stamina*: Push your physical limits and resist disease.

### Technical Skills.

*computer programming/repair*: Used to repair & program computers.

*droid programming*: Program droids.

*droid repair*: Repair droids.

*first aid*: Knowledge of first aid techniques.

*space transports repair*: Repair freighters.

*starfighter repair*: Repair starfighters.

If you have any questions about skills and how they work, just ask the gamemaster. The gamemaster may also allow special or unique skills into the game. However, this is completely at the discretion of the gamemaster.

## HOW THE GAME WORKS

The gamemaster assigns a *difficulty number* when a character tries to do something and there's a chance of failure, such as shooting a blaster at stormtroopers, flying a starship, or fixing a busted droid. Roll the skill's die code; if you don't have the skill, roll the attribute's die code. If your roll is equal to or greater than the difficulty number, your character succeeds. If it's lower, your character fails.

**Example:** Cev is at the controls of an airspeeder — kind of like the snowspeeders in *The Empire Strikes Back* — racing through a canyon. Up ahead, the canyon narrows into a tight passage.

Cev's *repulsorlift operation* skill is 5D. The gamemaster decides that the difficulty number is 18. George rolls a 22; Cev races through the opening without a scratch!

If George had rolled a 17 or less, Cev would have failed. Maybe he only would have scraped the rocks, rocking the speeder for a second or two. If the roll was bad enough, maybe Cev would have crashed his speeder!

**Example:** Cev is going to ride a tauntaun for the first time. The gamemaster tells George to make a *beast riding* roll — *beast riding* is a *Mechanical* skill. Since Cev doesn't have any extra skill dice in *beast riding*, George just rolls his *Mechanical* attribute of 3D... and Cev hangs on for dear life.

## OPPOSED ROLLS

If your character is acting against another character, you are making an *opposed roll*: you roll your skill dice, while the other character rolls his skill dice. Whoever rolls higher succeeds.

**Example:** Cev is shooting at a stormtrooper. Cev rolls his *blaster* skill (4D+2) to hit; the stormtrooper *dodges* (skill of 4D) to get out of the way.

Cev rolls a 15. The stormtrooper rolls a 17 — the stormtrooper dodges out of the way of the incoming laser blast. If Cev had rolled a 17 or higher, the shot would have blasted the stormtrooper.

## ACTIONS IN A ROUND

The game is broken down into *rounds*; each round is about five seconds of game time.

Your character can perform one action in a round. Roll the skill or attribute die code for that action.

Characters can try to do more than one action in a round, but it's harder to do more than one thing at once.

If a character tries two things, lose one die (–1D) from every skill roll. If a character tries three things, lose two dice (–2D) from every skill roll. If a character tries four things, they lose three dice (–3D) from every skill roll, and so forth.

**Example:** Cev is racing through the streets while several thugs are shooting at him. George decides that Cev will fire his blaster twice — once at each thug — and *dodge* to try to get out of the way.

That's three actions in a round, so Cev loses –2D for all of his skill rolls. Cev's *blaster* skill is 4D+2, so he only rolls 2D+2 for each blaster shot. For his *dodge* he uses his *Dexterity*, which is 3D+2. After subtracting the –2D, Cev only gets to roll 1D+2 for his *dodge*.

## THE WILD DIE

One of the dice you roll should be of a different color than the others. This is called your "Wild Die." Anytime you roll skill or attribute dice, pay special attention to what you roll on the Wild Die.

If the Wild Die comes up as a 2, 3, 4 or 5, just add it to the total normally.

If the Wild Die comes up as a 6, you add the six to your score, but also tell the gamemaster. He will have you roll that die again — add the new roll to your score, too. If it comes up as a 6 again, add the six and roll the die *again* — and keep on doing so as long as you get sixes.

If the Wild Die comes up as a 1, tell the gamemaster. He will have you do one of three things:

- Just add it to the total normally
- Subtract that die and your *other highest die* from the total
- Add it to the total normally, but the gamemaster will warn you that a *complication* happened — something unusual (and probably bad) has happened that livens things up for your character.

## SPECIAL STATISTICS

Each character has some equipment, at least one *Force Point* (some characters start with two!) and five *Character Points*. You can spend these points in particularly difficult situations.

- **Character Points.** When you spend a Character Point, you get to roll one extra die when your character tries to do something. You can spend Character Points after you've tried a skill roll but you must do so *before* the gamemaster says whether your character succeeded at the task.

Character Points are also used to improve character skills between adventures, so don't spend all of them during an adventure.

- **Force Points.** When you spend a Force Point, that means your character is using all of his concentration to succeed — and whether he knows it or not, he is drawing upon the Force!

When you spend a Force Point, you get to roll *double* the number of dice you would normally roll in a round. You can only spend one Force Point per round and you have to say so *before* you roll any dice. You can't spend any Character Points in the same round when you spend a Force Point.

Using a Force Point in anger or fear calls upon the *dark side* — characters who use the Force for evil or for selfish goals risk going over to the dark side of the Force!

- **Dark Side Points.** Characters get Dark Side Points for doing evil. If a character gets enough Dark Side Points, he or she turns to the dark side of the Force and will likely become a gamemaster character; the player must create a new character.

- **Move.** This is how fast (in meters) your character moves in a round.

## THE ERAS OF PLAY

The *Star Wars Roleplaying Game* supports adventures and campaigns set in many different eras.

- **Rise of the Empire.** You can set your campaign in the time of the prequel movies (Episodes I-III). Known as the Rise of the Empire era, this is a period when the Republic's power is waning, war grips the galaxy, and the Jedi Council still holds sway over ten thousand Jedi Knights. This time period predates the Empire but includes the tumultuous Clone Wars.

- **Rebellion Era.** Or, you can go forward in time to the classic period of galactic civil war and play in the Rebellion era, when the power of the Empire is supreme and those capable of using the Force are few and far between. This is the time described in the original *Star Wars* films (Episodes IV-VI).

- **New Republic Era.** Step into the *Legends* (non-canon) universe and explore the post-Endor lives of your *Star Wars* heroes. Live the thrills and triumphs that took place during the Timothy Zahn novels, or delve into the political tumult that is the New Republic.

- **New Jedi Order Era.** Or, jump to a time twenty years after the Battle of Endor and participate in the events surrounding the invasion of the galaxy. Aliens from beyond the edge of known space have begun an incursion into the New Republic as forces conspire to threaten the hard-won peace in the era of The New Jedi Order (as described in the Del Rey Books novel series).

- **Other Eras.** In addition, the rules in this book can be used to support campaigns set in other eras. For example, in the distant past the Jedi and Sith warred for the fate of the galaxy, as described in Dark Horse Comics' *Tales of the Jedi* and *Knights of the Old Republic* series, as well as the *Knights of the Old Republic* video game series. Alternately, you may choose to set your game in the Legacy era, as popularized in Dark Horse Comics' *Legacy* series: Forty years after The New Jedi Order era, the Empire has once again risen to power and the Sith have regained control of the galaxy. Although these time periods are not explicitly covered in great detail in this book, the rules herein can be used as a basis for play in these eras.



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## CHAPTER TWO

# CHARACTERS

*Hi there! Shae asked me to tell you how to create your own characters. My name's Risha and I make my living sneaking cargoes under the noses of Imperial Customs inspectors. I like to call myself a "freelance entrepreneur," but most people just call me a smuggler. I'm not quite as famous as Han Solo, but then again, I don't have half the bounty hunters in the galaxy chasing after me.*

*On to business. If you want to play Star Wars, you're going to need a character. The best way to start is to flip to the back of the book and pick out a template that appeals to you. You can play a smuggler, a Rebel pilot, a mercenary (or "merc"), a Wookiee... whatever suits you.*

*Either make a copy of the template, or copy the game information — the attribute die codes, Move and equipment — onto a sheet of scratch paper or a blank character sheet.*

*(If none of the templates appeal to you, turn to "Creating a New Template" later in this chapter for rules for creating your own template.)*

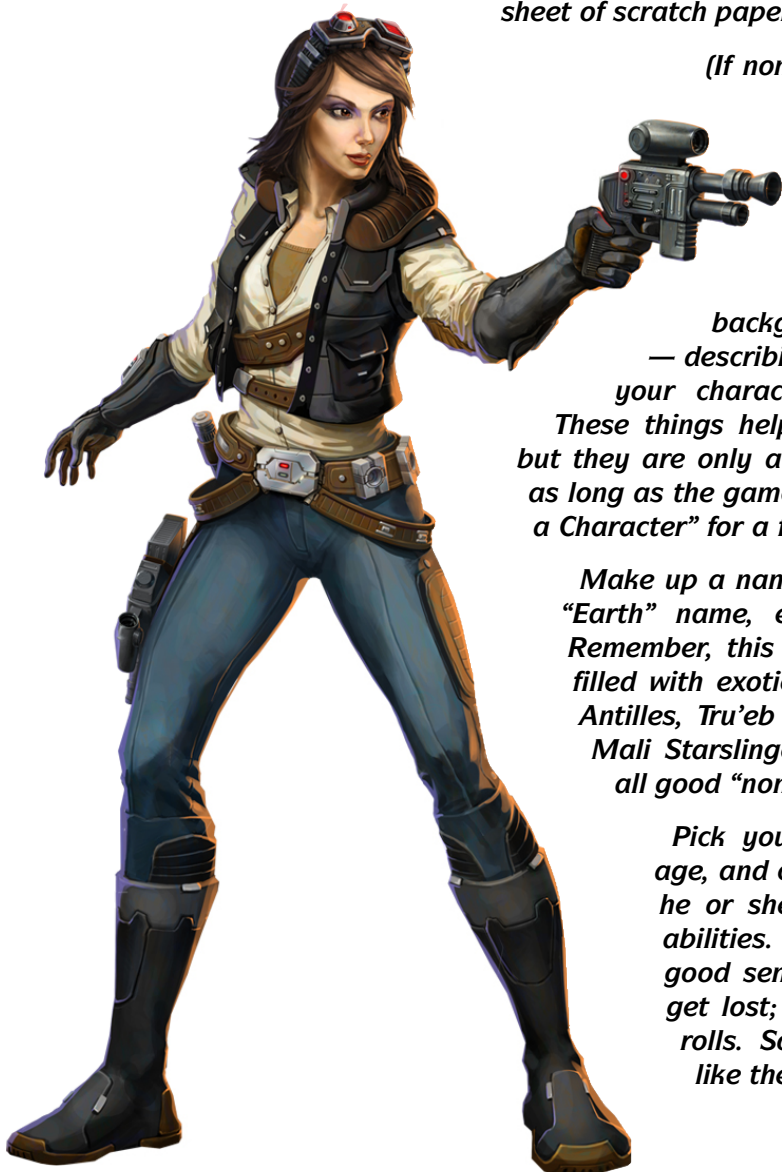
*So, you've picked a template.*

*Now what? Each template has background information — personality, background, objectives and things like that — describing your character. There's even a quote your character might say during an adventure.*

*These things help you understand who you're playing, but they are only a starting point. You can make changes as long as the gamemaster approves them. (See "Selecting a Character" for a few suggestions.)*

*Make up a name for your character. Try not to use an "Earth" name, especially if you're playing an alien. Remember, this is the Star Wars galaxy here, and it's filled with exotic places and names. Han Solo, Wedge Antilles, Tru'eb Cholak, Biggs Darklighter, Vorrin Tal, Mali Starslinger, Casta Famib, and Leia Organa are all good "non-Earthly" names.*

*Pick your character's height, weight, sex and age, and come up with a brief description of what he or she looks like. Some aliens have special abilities. For example, Sullustans have such a good sense of direction that they almost never get lost; they also get a bonus for astrogation rolls. Some characters even have Force skills like the Jedi Knights.*



*If there's something on your character sheet you do not understand, just ask the gamemaster to explain it to you. If the gamemaster approves, you can change your character's species, but that may affect the game statistics, so turn to the "Creating a New Template" section later in this chapter.*

*You're probably wondering, "Do I have to read this whole chapter?" Not really. You'll notice several tan boxes — they highlight the rules you need to know. The rest of the text has examples, clarifications and detailed explanations, you can read these sections if you want to, but if you understand the highlighted ideas, just skip the rest.*

*The same applies to the rest of the rules chapters in this book, although only would-be gamemasters have to read those. The stuff that has to be read will be highlighted, and all the rest the reader can go back to at his leisure. You can basically learn the whole game just by reading the colored boxes.*

*Hey, we've made this game easier than bribing hungry Imperial Customs officers with a cargo hold filled with glazecakes. So go ahead, read on, play and enjoy.*

## SELECTING A TEMPLATE

*If you have already picked a template to play, skip ahead to "Finishing the Template." If you are still trying to pick one or want a few tips on how to make your character different, keep on reading this section.*

Think about what kind of person *you* want to play. Do you want to play a dashing smuggler like Han Solo? A cunning Jedi like Obi Wan Kenobi during the Clone Wars? An impressionable Jedi-in-training, like Luke Skywalker at the beginning of *A New Hope*? A headstrong diplomat like Padmé Amidala? A seedy con artist? An engineer who is more at home with droids than people? There are many, many different types of people in the galaxy and you can play almost anyone.

Before you pick a template, ask the gamemaster what type of adventure is being run. If the adventure features a group of Rebel freedom-fighters, almost anyone fits in as long as they are moral and decent at heart: the Rebels are the "good guys" after all.

However, if the adventure is for a bunch of ruthless bounty hunters, being a Wookiee or a Jedi Knight probably isn't going to work. Some gamemasters even run adventures for Imperial or Separatist player characters.

It is not a bad idea to ask the other players what kind of characters *they* will be playing. Normally, your game should have a diverse group of characters with a mix of skills — not everyone can be a pilot, a smuggler or a Jedi Knight.

## DETAILING A CHARACTER

A character template is a good starting point, but it is only a description of a *type* of character. There are thousands of smugglers in the galaxy — how do you make yourself different?

### Physical Description

What does your character look like? Appearance can say a lot about your character; spend some time thinking about this.

Figure out hair color, eye color, and other physical qualities. Is your character in shape or overweight? Attractive or plain? List anything unusual about your character's appearance, like bright blue hair, tattoos, facial scars or anything else that springs to mind.

Think about your character's presence, body language and mannerisms. Is he menacing? Shy? Outgoing and popular? Does he walk with a limp, or have a strange accent? Does he have a nervous twitch when he lies? What kind of impression does your character give people?

Write down how your character dresses: a smuggler dresses differently than a soldier or a wealthy business leader. For example, most of the time Han Solo wears a vest, boots, and a white tunic, and he *always* wears his heavy blaster pistol.

### Background

This tells you a little about what your character did up until you started playing him or her. The background is for you and the gamemaster only — you only have to tell the other players as much about your character as you want to. (One of the most interesting things about Han Solo is that you do not *really* know what he did before he joined up with Luke Skywalker or Princess Leia.)

Your character may want to hide things about his past, and perhaps there is even an old foe or two lurking in the background. Your character can even lie about his past! If your character is bitter and cynical, there is probably a good reason he is that way — so what happened to him?

You can develop a much more detailed background if you want to. What kind of odd jobs did your character hold? Where has he traveled and who does he know? What was his home planet like? Who were his parents, siblings, relatives and friends — and how does he get along with them?

A well-developed background can give the gamemaster plenty of ideas for adventures, while allowing for new developments during play. The gamemaster may "remind" you of things your character knows or introduce other people that "knew" your character in the past.

### Personality

This is how your character generally acts — he will not *always* act this way, but it is a good summary. You should spend a few minutes creating a personality that is interesting and fun for *you* to play.

Characters should have both good points and bad points. For example, Luke in *A New Hope* is a good pilot, has a strong sense of right and wrong, and is a pretty likable person — but he is also impatient, tends to rush into things without realizing what he is getting himself into, and is driven by revenge because of the deaths of Uncle Owen and Aunt Beru.

Detail your character's personality. Is he perpetually worried? Too eager to fight? Does he have an almost neurotic need to assert authority?

Think about your character's sense of morality. Some characters have very strong codes of behavior while others tend to "adapt" their ethics to fit the current situation. You can play heroes, like Luke Skywalker, or rogues and other "shady" characters, like Han Solo and Lando Calrissian. Would your character be willing to betray his friends for the sake of a few credits, or would he refuse to betray them no matter the cost?

### Objectives

This is what your character hopes to accomplish. What motivates your character? Greed (for money, power or something else)? Love? A sense of honor? A desire for adventure and excitement?

Objectives can be immediate, short-term, or long-term. Some characters do not care much about anything past their next paycheck, while others have long-term goals, like starting a shipping company or becoming a top officer in the Rebel Alliance. Goals can be noble or selfish, grandiose or modest... or whatever else you come up with.

Character objectives can also change during play — this is just what your character is interested in *now*.

### Connection With Other Characters

How did your character get involved with the other characters in the group? "Connections" give the characters a *reason* to risk their necks for each other. They also help the players figure out how the characters react to each other.

Here are a few possible connections that can be fleshed out with the other players and the gamemaster...

- **Friends.** The most obvious (and the most often overlooked) connection. Friends will do a lot to help each other even if they have been out of touch for years.
- **Relatives.** No one gets to choose who they are related to, but most people feel obligated to help out their relatives (even if they don't like them all that much). This can be particularly interesting if the characters would tend to be at odds — how does the egalitarian young Senatorial react to the seedy smuggler who happens to be her step-brother?
- **Employees.** One character may hire another for any number of reasons. Maybe the characters have worked together for a long time... or the adventure revolves around a one-time deal that gets more complicated along the way.
- **Joint Ownership of a Ship.** Starships are expensive. Two or more characters could jointly own a ship (and have to deal with the debts that go with it).
- **Traveling Companions.** Even the most unlikely pair might have traveled together for months or years before the game begins. "Fringe" characters might be buddies or partners in crime. Wealthy characters might be friends who have decided to "see the galaxy" in style.
- **Mentors.** Any older character can take a younger character under his or her wing. The younger character has a teacher or mentor while getting a chance to explore distant worlds.
- **Rivals.** Friendly competition can add a lot to an adventure (as long as it does not get out of hand). Han Solo and Lando Calrissian are rivals who continually strive to out-do each other.
- **Same Hometown.** Characters from the same planet share a few things in common even if they are very different types of people. Two characters from Corellia will invariably swap stories about home even if they have nothing else in common.

● **Classmates.** Characters of the same age could have attended the Imperial Academy or a university together. For example, Han Solo's old Academy friend Shug Ninx shows up when Han returns to Nar Shadda in *Dark Empire*.

● **Known by Reputation.** Even if characters have never met before, they may know of each other by reputation. A smuggler might have heard of other smugglers, pirates or bounty hunters. Senators might be well-known public figures.

● **Love.** A romantic interest can be difficult to play, but some players are comfortable with the idea. Let the players choose this kind of tie; gamemasters should *never* force this connection.

### MAKING CHANGES

What if you want to play a happy-go-lucky scout instead of a cynical old grump? Or a quiet and shy pilot instead of a brash one? That's no problem.

You can change the background and personality to create the character you want to play, but be sure to clear all your changes with the gamemaster.

Some things — like debts owed to crime lords — are adventure hooks and are supposed to make the character's life tougher. And not everyone can be a noble princess or the long-lost child of a famous Jedi...





## FINISHING THE TEMPLATE

Be sure to review the "Player Handout" on pages 14–17 for an explanation of attributes, die codes and other basic rules.

Make up a name, height, weight, sex, age and physical description for your character. (Your character does not have to look like the sample character shown on the template.)

All characters start the game with five *Character Points*. Write that down on your character sheet, but be sure to use a pencil since this number changes during game play.

You only have to do four things to finish a template:

1. **Pick Skills.**
2. **Decide if the character is Force-sensitive.**
3. **Spend credits on equipment.**
4. **Pick Force powers.**

### 1. PICK SKILLS

While attributes cover a character's inborn ability in certain areas, you must be wondering, "Can my character get better at anything?"

That is where skills come in. Each template has several skills listed under each attribute. The skills are explained in the chapter titled "Attributes and Skills."

A beginning character has 7D to spend on skills; you can add 1D or 2D to any of the skills shown on the template. All the skills listed beneath a given attribute begin with that attribute's die code.

With the gamemaster's permission, you can add other skills to the template.

If a character has any of the Force skills — *control*, *sense* or *alter* (they'll be listed under special abilities) — you may improve them, but you cannot add these skills to the template if they're not already listed.

**Example:** Greg decides he wants to play a bounty hunter; he names his character Thannik.

Greg decides to take 1D of his beginning 7D and put it in *blaster*. Thannik's *Dexterity* is 4D, so his new *blaster* skill is 5D (4D+1D); he's got 6D left over for other skills.

Then, he puts 2D in *dodge* (also a *Dexterity* skill) — his new *dodge* skill is 6D (4D+2D). He's got 4D left.

Greg then decides to put 2D in *space transports*, a *Mechanical* skill. Since Thannik's *Mechanical* attribute is 2D+2, the extra 2D bumps up his *space transports* to 4D+2.

Greg puts 1D in *search*, which is a *Perception* skill. That makes his *search* 4D (since his *Perception* is 3D).

That still leaves 1D of beginning skill dice... maybe it's time to see how specializations work.

"What happens if I don't improve a skill?" Simple — just roll the attribute. Remember, skills that are not improved still have the same die code as their attribute.

**Example:** Thannik has improved his *blaster* and *dodge*, which are *Dexterity* skills. He didn't improve a lot of other skills, like *grenade*, *melee combat* or *melee parry*. When he does anything covered by those skills (or uses any other part of *Dexterity*), he simply rolls his *Dexterity* of 4D.

### Specializations

You can spend 1D of your character's beginning skill dice to get three *specializations*; add 1D to each specialization.

Each skill in the "Attributes and Skills" section lists several specializations; you may create new specializations with the gamemaster's permission.

You roll the specialization's die code only when you use the specific item or knowledge covered by the specialization; otherwise, you roll the basic skill (or the attribute if you haven't improved the skill).

**Example:** Greg decides to use his remaining 1D of beginning skill dice to get three specializations.

Greg decides Thannik specializes in *blaster pistol* (a specialization of *blaster*), *Wookiees* (a specialization of *alien species*), and *Ghtroc freighter* (a specialization of *space transports*). He adds 1D for each specialization.

Thannik's *blaster* skill is 5D. Greg writes down the *blaster: blaster pistol* specialization, which is 6D.

Now, whenever Thannik uses a blaster pistol, Greg gets to roll 6D. Whenever Thannik uses any other type of blaster, Greg only rolls 5D.

Since Thannik doesn't have any skill dice in *alien species*, his *alien species: Wookiees* specialization is 3D+2 (1D plus his 2D+2 *Knowledge*).

Thannik's final specialization, 1D in *space transports: Ghtroc freighter*, makes his specialization die code 5D+2. Whenever Thannik pilots a Ghtroc freighter, Greg gets to roll 5D+2; when Thannik pilots any other starship that uses the *space transports* skill, Greg rolls his *space transports* die code of 4D+2.

Specializations are really useful when a character is going to be using the same item over and over. For example, Han Solo might specialize in *YT-1300 transports* (a *space transports* specialization) since most of the time he flies the *Millennium Falcon*, a modified YT-1300.

However, if Han piloted many different types of transports — Ghtroc freighters, YT-2400 freighters, bulk transports and more — he'd be better off not specializing and only using the *space transports* skill instead.

### Advanced Skills

If there is an "(A)" listed in front of a skill name, it's an "advanced skill". Advanced skills demand years of disciplined study to master and *cannot* be attempted unless a character has the skill. Some examples include (A) *medicine*, (A) *space transports engineering*, (A) *starfighter engineering* and (A) *droid engineering*.

A character may have an advanced skill listed on the template. If your character meets the "prerequisite skills" requirement, you may put beginning skill dice in the advanced skill. Check the skill's description in the "Attributes and Skills" chapter to find the prerequisite skills; you will probably have to put some of your beginning skill dice in the prerequisite skills.

**Example:** The prerequisite for the advanced skill of (A) *medicine* is *first aid* 5D. If your character has at least 5D in *first aid*, you can put 1D or 2D of your beginning skill dice in (A) *medicine*.

When a character purchases an advanced skill, it begins at 1D. Advanced skills *do not* begin at the same level as their corresponding attribute.

When a character uses one of the prerequisite skills, add the advanced skill to the prerequisite skill's roll.

If you don't place beginning skill dice in an advanced skill, cross it off the template.

**Example:** A character has *first aid* at 5D and (A) *medicine* at 1D. He rolls only 1D for (A) *medicine* checks, such as performing surgery or diagnosing an unusual disease. However, if the character makes a *first aid* check, he gets to roll 6D — 5D for *first aid* plus the 1D for (A) *medicine*.

## 2. FORCE SENSITIVITY

Only a rare few are sensitive to the Force. If the "Force-sensitive" line is blank, choose "Yes" or "No."

A character with a "Yes" on the Force-sensitive line starts the game with *two* Force Points.

A character with a "No" on the Force-sensitive line starts the game with *one* Force Point.

Force-sensitive characters feel the pull of both the light and the dark. They must be careful not to do evil or they risk being forever corrupted by the dark side.

Force-sensitive characters can't be as mercenary as Han Solo is at the beginning of *A New Hope*. They must be moral, honest and honorable, like Luke Skywalker and Obi-wan Kenobi, or the dark side will dominate them.

Guidelines for playing Force-sensitive characters are detailed in "The Rules" chapter.

## 3. SPEND CREDITS

A character starting with "credits" (that's money in the *Star Wars* universe) can buy more equipment or weapons. Turn to the "Weapons and Equipment" chapter for a list of items your character can purchase.

You can ask for more equipment, but be warned that most gamemasters will attach a few strings — nothing comes for free!

**Example:** Thannik, Greg's bounty hunter, doesn't have a ship. Bill, the gamemaster, decides to help Greg out a bit.

"I'll give Thannik a ship. How about an old Ghtroc 720 freighter? He got it used and battered, but had some of his smuggler friends modify it. You still owe a loan shark on Celanon 5,000 credits for the ship. Be sure to keep your payments timely."

Bill gives Greg a sheet of paper listing the ship's game statistics. If Bill wanted to be really devious, he could have come up with something else; maybe Thannik's ship is stolen and Imperial Customs wants to confiscate it and Greg doesn't know the real story.

## 4. PICK FORCE POWERS

If your character is Force-sensitive and starts with any of the three Force skills (*control*, *sense* or *alter*), your character knows at least one Force power. Turn to "The Force" chapter, and have the gamester help choose your character's beginning Force powers.



## CREATING A NEW TEMPLATE

You're not limited to the templates provided here; you can create your own template. It takes a little bit of work, but you can create *exactly* the character you want to play.

First, decide what type of person you want to play and write up his or her background and personality. (Refer back to "Selecting A Template" for some hints.)

**Type.** Your template needs a "type": a short title that describes your character. Some of the types shown in this book's templates include the "smuggler," the "brash pilot" and the "failed Jedi" — your type should be just as descriptive. If you want to play an alien, the type can include your species, such as "Mon Calamari pilot" or "Wookiee bounty hunter."

Now, you can start defining your character in game terms.

**Example:** You'd like to play a smuggler and pilot type... not too unlike Han Solo or Dash Rendar. The smuggler template isn't quite what you want so you decide to create a new template. For "type," you write down "Freewheeling Smuggler."

**Select a Species.** Many characters are humans, but you can also choose to be an alien. Several aliens are described (with game statistics) in the chapter on "Aliens".

**Example:** You want to start simple and have your first character be a human.

**Attribute Dice.** Each alien species description has an "Attribute Dice" listing; your character begins with an extra 6D for attribute dice.

**Example:** Turning to "Aliens," you see that humans have 12D attribute dice. Your character gets an extra 6D, for a total of 18D attribute dice.

**Determine Attributes.** Each alien species description has a listing for each attribute. The left number is the minimum attribute die code; the right number is the maximum attribute die code.

### ■ HUMANS

Attribute Dice: 12D  
DEXTERITY 2D/4D  
KNOWLEDGE 2D/4D  
MECHANICAL 2D/4D  
PERCEPTION 2D/4D  
STRENGTH 2D/4D  
TECHNICAL 2D/4D  
Move: 10/12

Split up your attribute dice among the six attributes, making sure that each attribute is no less than the minimum and no more than the maximum die code.

You can split a die into three "pips." A +1 means "one pip," while a +2 means "two pips." (When you split a die, you either get three "+1"s or one "+2" and one "+1.") You'll never see a "+3" — instead, the die code increases to the next full die — 2D, 2D+1, 2D+2, then 3D, 3D+1, 3D+2, then 4D... and so on.

## CHANGING A TEMPLATE'S SPECIES

If you've picked a template but want to change the species, you may have to make a few changes.

Check to make sure everything fits within your species' rules for "Attribute Dice," "Determine Attributes," "Special Abilities" and "Move." (All of this is explained in detail in the chapter on "Aliens.")

Then go back to "Finishing a Template."

## DROID CHARACTERS

You're not limited to playing humans and aliens. If you'd like to play a droid, turn to the "Droids" chapter for complete rules.

**Example:** Your human character starts with 18D. The description of humans in "Aliens," notes the human minimum for all attributes is 2D, while the maximum for all of them is 4D.

You want a character who's good with a blaster and good at dodging out of the way so you put the maximum of 4D in *Dexterity*.

You decide your character is about average when it comes to *Knowledge*, so you put 2D in that attribute.

Next is *Mechanical*... you want a really good pilot, so you put 4D in *Mechanical*... you'd love to be able to put 5D in *Mechanical*, but that's above the human *Mechanical* maximum of 4D (You notice Rodians have a *Mechanical* maximum of 4D+2 ... maybe your next pilot will be a Rodian!)

You have 8D to split among *Perception*, *Strength* and *Technical*. For *Perception*, you put in 3D; that's a little better than average.

You want a high *Strength* for your character, but you also want him to have a half-way decent *Technical* skill so he can fix things. You put 2D in both *Strength* and *Technical*.

You have one attribute die left. You decide to split the die into three pips, and you add "+1" each to *Perception*, *Strength* and *Technical*. That gives your character a *Perception* of 3D+1, a *Strength* of 2D+1 and a *Technical* of 2D+1.

**Special Abilities.** Some alien species have special abilities that can be used during the game: write these down on your character sheet.

Some other special abilities only matter when you're creating a character — you may get bonuses when choosing skills, for example. You don't have to write them down on your character sheet, but pay attention to them when you choose skills.

**Example:** Your character is a human: humans don't have any special abilities.

Then you notice that Ewok characters have a *lot* of special abilities. The first two — *skill bonus* and *skill limits* — only matter when you create an Ewok character.

The final one — the Ewoks' highly-developed sense of smell — could come up during game play. Whenever an Ewok tries to track something by scent, the character gets to roll an extra +1D on his *search* skill. If you were creating an Ewok character, you'd want to write that down — "+1D to *search* when tracking by scent." You'd probably also want to write down the page number so you could check it during game play.

**Move.** Each alien species' Move has two numbers. The left number is the normal Move for an adult of the species; your character starts with this Move.

The right number is the maximum Move a member of the species can have — the section "Character Advancement" tells you how you can increase your character's Move rate.

(The Move rate is how many meters your character can move in a round — movement rules are discussed in the chapter on "Movement and Chases.")

**Example:** The human Move listing is 10/12. Your character's Move is a 10. The highest Move a normal human can have is a 12.

**Force-Sensitive.** Decide whether to make your character Force-sensitive. If the answer is "Yes," your character starts with two Force Points. A character who's not Force-sensitive only gets one Force Point. You can also leave this line blank and let each player choose for himself.

**Example:** You decide to leave the Force-sensitive line blank and decide later.

**Force Skills.** With the permission of the gamemaster, you may choose to give a Force-sensitive character Force skills. There are three Force skills: *control*, *sense* and *alter*. You can give your character 1D in a Force skill at a cost of 1D of attribute dice.

Force skills are very unusual, so a character needs a very good reason to start the game with them! You must also get permission from the gamemaster to have a Force-using character.

**Example:** If you make your character Force-sensitive and take 1D in both *control* and *sense*, the cost is 2D in attribute dice: you'll have to subtract the 2D from among your attributes.

You could choose to lower your *Dexterity* from 4D to 3D — that's 1D to go.

How about reducing that *Technical* attribute of 2D+1? Subtracting the 1D would leave the *Technical* at 1D+1, which is below the human *Technical* minimum of 2D; you can't do that.

Instead, you could lower your *Perception* from 3D+1 to 2D+1.

After some thought, you decide not to make your character a Force-user and you put his *Dexterity* and *Perception* back to their original totals.

**Dark Side Points.** A character particularly tainted by the dark side of the Force may start with a Dark Side Point or two. This is up to you and the gamemaster, but if your character starts with Dark Side Points, it means you have to be very

careful to make sure your character isn't pushed over the brink to embrace the dark side. Playing this type of character can be a real challenge! (Dark Side Points are fully explained in "The Rules.")

**List Skills.** List several skills under each attribute. There's no need to go overboard since a beginning character only has 7D for starting skills. (Your character can later learn a skill even if it's not listed on the template — only list the skills you want to pick *right now*.)

The gamemaster can eliminate any unusual or advanced skills from a template, so have a good explanation for how the character could know these types of skills.

**Example:** For *Dexterity*, you pick out *blaster* and *dodge* — those are skills you'll probably be using a lot.

For *Knowledge* skills, you'll need *planetary systems* (your character needs to know a lot about planets in the galaxy) and *streetwise... languages* and *survival* wouldn't hurt either.

Now *Mechanical* skills. Your smuggler is going to rely on some of these skills, so you'll choose carefully. He'll need *astrogation* to plot hyperspace jumps, *sensors* for scanning incoming ships and searching for hidden bases on planets, *space transports* for piloting your ship and *starship gunnery* for firing the ship's weapons. Of course, a smuggler should be good at piloting just about anything, so you decide to add *repulsorlift operation* for flying airspeeders and land-speeders and *starfighter piloting* in case your character ever has to fly an X-wing against the Empire.

Now *Perception* skills... *bargain* is good, and so is *con* for fast-talking your way out of trouble. *Search* and *sneak* can be handy too.

*Strength* skills... there aren't any you want to improve, so you skip down to *Technical*.

For *Technical* skills, you pick *first aid* and *space transports repair*.

You've narrowed the choices down and listed 18 "important" skills on the template... it's too bad you only have 7D for starting skill dice.

**Starting Credits.** At the gamemaster's discretion the player may roll 2D on the following table to determine how many credits their character has at the beginning of the game. The gamemaster should determine which "class" the character falls under. Wealthy characters are usually nobles, senators, or businessmen. Average characters are typically soldiers, spacers, or anyone with a regular job. Poor characters are generally Jedi, outlaws, or natives.

| Class   | Credits  |
|---------|----------|
| Poor    | 2D × 100 |
| Average | 2D × 250 |
| Wealthy | 2D × 400 |

**Starting Equipment.** List reasonable starting equipment for that character. If the gamemaster assigns a starting credit amount, or if you are rolling on the above "Starting Credits" table, additional equipment may be purchased for a starting character.



The gamemaster has final say over what's "reasonable," striking off any equipment, or assigning disadvantages (such as owing money to a crime lord for a ship, or your character's equipment is stolen and the original owner is trying to get it back.) The gamemaster isn't even required to tell you about disadvantages if the character wouldn't know about them.

**Example:** Your smuggler will definitely need a blaster — how about a heavy blaster pistol like Han Solo? You also pick out a comlink, a medpac (in case your character gets injured), a starship repair kit and 500 credits starting money.

You'll also need a ship, so you pick out a stock Ghtroc freighter like the one described in "Starships." Of course, ships are expensive and you know that the gamemaster will assign a real disadvantage if you don't pick a reasonable one yourself — you decide that you owe 10,000 credits on the ship and one "favor" to be specified later. Of course, you'll owe that money to a crime lord, but you'll leave the details up to the gamemaster.

When you're done, show your new template to the gamemaster for approval. The gamemaster can change or cross out anything that can unbalance play.

To finish the character, go back to "Finishing the Template."

## CHARACTER ADVANCEMENT

*Now it's time to talk about "Character Advancement." That's a fancy way of saying, "Your character gets better at things with practice." You can't just start off as this hot-shot smuggler — you have to work hard, make plenty of dangerous contraband runs, and dodge your share of stormtroopers and bounty hunters. Just as you learn from your experiences — good ones and bad ones — your character gets better at things by using his or her skills and practicing.*

*For a good example, think about Luke Skywalker. He's not real good at using his lightsaber when he's first given it by Obi-Wan Kenobi. How could he be? He's never even seen a lightsaber until Ben hands one to him. Luke's just starting out and that's why he trains with the remote aboard the Millennium Falcon.*

*Years later, when he saves Han Solo from the clutches of Jabba the Hutt, he's gotten a lot better with his lightsaber. He's good enough that he can block blaster bolts and reflect them back at people — now that's "advancement!"*

Characters receive Character Points after each adventure. (The better your character did during the game, the more Character Points awarded.) You can use Character Points to improve your character's skills and other abilities between adventures.



## IMPROVING SKILLS

**Skills.** It costs as many Character Points as the number before the "D" to improve a skill's die code by one pip.

(Increasing a skill from a "+2" to the next higher die — from 3D+2 to 4D for example — counts as a one pip improvement.)

A character can only improve a skill *one* pip between each adventure, although the character may improve more than one skill between adventures.

**Example:** Thannik has a *search* skill of 4D. It costs 4 Character Points to improve *search* to 4D+1.

At the end of an adventure, Thannik can improve his *search* skill from 4D to 4D+1 for four Character Points and his *space transports* skill from 4D+2 to 5D for four Character Points.

However, Thannik can't improve his *search* skill from 4D to 4D+2 in one jump because that would mean improving the skill more than one pip.

Characters normally improve skills *between* adventures. At the gamemaster's discretion, a character may also learn or improve a skill if there is a significant lull in the adventure, such as when Obi-Wan Kenobi taught Luke Skywalker the rudimentary Force skills while on Tatooine and during the journey to Alderaan.

**Specializations.** For specializations, the Character Point cost is one-half the number before the "D" (rounded up).

**Example:** Thannik wants to improve his *space transports: Ghtroc freighter* specialization from 5D+2 to 6D. The cost is three Character Points. (Five divided by two is 2.5; that rounds up to three.)

Specializations are separate skills. If a character improves the basic skill, the specialization doesn't improve; if the specialization is improved, the basic skill doesn't go up.

**Example:** Thannik has *space transports* at 4D+2 and *space transports: Ghtroc freighter* at 5D+2. When Greg improves Thannik's *space transports* skill from 4D+2 to 5D, his *space transports: Ghtroc freighter* stays at 5D+2; it does not improve. Later, if Greg improves Thannik's *space transports: Ghtroc freighter* from 5D+2 to 6D, his *space transports* skill stays at 5D.

**Training Time.** If the character used a skill or specialization in the last adventure, there is no "training time" requirement. The character can just spend the Character Points and the skill improves one pip.

If the character *didn't* use the skill or specialization in the last adventure, the character must spend time training. If the character has a "teacher" (see below), the training time is one day for every Character Point spent to improve the skill. If the character doesn't have a teacher and is training on his own, the training time is two days for every Character Point spent to improve the skill.

When training, a character must concentrate on improving the skill. A character cannot train in more than one skill at a time, nor can a character train while off adventuring. Only through dedicated study and practice can a character train to improve a skill.

**Example:** Thannik wants to increase his *blaster* skill from 5D to 5D+1 at a cost of five Character Points; he must train because he didn't use the skill in his last adventure. If he has a teacher, he must train for five days; if he doesn't have a teacher, he must train for 10 days.

The character's skill does not improve until training is completed.

Characters can reduce their training time by spending one additional Character Point per day cut from the training time. (The minimum training time is always one day.)

**Example:** Thannik finds a teacher to help him improve his *blaster* skill to 5D+1. After two days of training, he interrupts his mission to go track down a bounty.

When he returns, he needs three more days of training before his *blaster* skill improves. Thannik decides to spend two Character Points to cut two days from his training time — he only needs to complete one more day of training to improve his *blaster* skill.

**Teachers.** A teacher makes it much easier for a character to improve a skill. A "teacher's" skill must be at least equal to what the character's skill will be after completing training.

(If a character is improving a specialization, the teacher's skill or the *specific* specialization must be equal to what the character's specialization will be after completing training.)

Many teachers will be gamemaster characters. Sometimes a student will have to search for a teacher — the gamemaster is under no obligation to provide a teacher just because the player wants his character to be taught something. This is especially true for rare skills, those known only on primitive worlds, very unusual specializations, or advanced skills. Teachers may demand service, special favors, missions, or payment in exchange for their instruction.

**Example:** Thannik has *blaster* at 5D. His teacher is a marksman named Hist, who has *blaster* at 5D+1. At the end of his training, Thannik's new skill is 5D+1, matching Hist's skill level. Thannik has learned all he can from Hist and must find a new teacher for *blaster* or try to train by himself.

Later, Thannik wants to improve his *blaster: blaster pistol* specialization from 6D to 6D+1. He needs to find a teacher who has either *blaster* or *blaster: blaster pistol* at 6D+1 or higher.

**Advanced Skills.** The Character Point cost to improve an advanced skill is *two times* the number before the "D."

**Example:** A character has (A) *medicine* at 2D+2. It costs *four* Character Points to go from 2D+2 to 3D.

Advanced skills take much longer to improve because they are such complex subjects. A character *must* train to improve an advanced skill.

A character with a teacher must spend one week training for every Character Point spent to improve the skill. A character without a teacher must spend two weeks training for every Character Point spent to improve the skill.

Characters can reduce their training time by spending one Character Point per day cut from the training time. (The minimum training time for an advanced skill is always one week.)

**Example:** The character improving his (A) *medicine* from 2D+2 to 3D spends four Character Points. If he has a teacher — anyone with (A) *medicine* at 3D or higher — he must train for four weeks. If he can't find a teacher, he must train for eight weeks.

## LEARNING NEW SKILLS

**Skills and Specializations.** Characters can learn a new skill or specialization by paying enough Character Points to advance it one pip above the attribute.

There is no training time if the character “used the skill” in the last adventure (i.e., used the attribute when doing something that would be covered by the skill). Otherwise, use the normal rules for training time.

**Example:** Thannik wants to learn the *bargain* skill, which is based on his *Perception* (which is 3D). He pays three Character Points and gets *bargain* at 3D+1. If Thannik “bargained” in the last adventure — haggled with a merchant, for example — there’s no training time and the skill improves immediately.

If he didn’t *bargain* in the last adventure, he has to train. If he has a teacher (anyone with *bargain* at 3D+1 or higher), it takes three days of training to learn the skill. If he doesn’t have a teacher, he needs six days of training to learn the skill. He can reduce that time one day for each extra Character Point he spends.

The character must seek out an appropriate location and teacher for *unusual* skills. A character who wants to learn *archaic starship piloting* must find a willing teacher who has access to such a ship. Often, this will require going to a very primitive world, where such ships are still in common use.

**Advanced Skills.** A character may learn an advanced skill if he has the prerequisite skills and pays the Character Point cost to learn the skill at 1D. (It costs two Character Points to learn most advanced skills at 1D.) Use the normal rules for advanced skills to determine training time.

**Example:** (A) *medicine* has a prerequisite of *first aid* 5D. If the character has *first aid* 5D, the character can learn (A) *medicine* at 1D for two Character Points. A character with a teacher must train for two weeks; without a teacher, the character must train for four weeks.

## OTHER GAME STATISTICS

**Improving Attributes.** Characters may improve an attribute one pip at a time. The Character Point cost is the number before the “D” times 10.

The training time is one week per Character Point spent if the character has a teacher. Without a teacher, the training time is two weeks per Character Point. A character *must* train to improve an attribute, but the training time is reduced one day per additional Character Point spent (minimum of one week training).

When a character improves an attribute one pip, all skills under that attribute (except advanced skills) also increase by one pip.

**Example:** Thannik wants to improve his *Knowledge* attribute from 2D+2 to 3D. It costs 20 Character Points and takes 20 weeks of training if he has a teacher. When his *Knowledge* improves to 3D, all of his *Knowledge* skills also go up by one pip: *alien species: Wookiees*, goes from 3D+2 to 4D.

There is a limit to how high an attribute can go — a person can only be so smart or strong. At the end of the training time, the character rolls the new attribute die code. The gamemaster must roll the attribute’s maximum (as listed in the species description in “Aliens”).

If the character’s roll is equal to or less than the gamemaster’s die roll, the character’s attribute goes up.

If the character’s roll is higher, the attribute doesn’t go up and the character gets *half* of the Character Points back.

**Example:** A player’s human character has a *Dexterity* of 4D and wants to improve it to 4D+1. After spending 40 Character Points and training, the player rolls the new *Dexterity* of 4D+1 and gets a 17.

The gamemaster sees that the human maximum *Dexterity* is 4D; he rolls 4D and gets a 15.

The character’s *Dexterity* does *not* improve, but the character gets 20 Character Points back. If the player had rolled less than a 15, the *Dexterity* would have increased to 4D+1.

**Move.** Characters may improve their Move score one meter at a time. The Character Point cost is the character’s current Move.

The training time is one week per Character Point spent if the character has a teacher; the time is two weeks per Character Point without a teacher. A character *must* train to improve Move, but the training time is reduced one day per additional Character Point spent (minimum of one week training).

Characters may not improve their Move above their species’ maximum.

**Example:** A player wants to improve his human character’s Move from 11 to 12. The cost is 11 Character Points; with a teacher, the training time is 11 weeks.

Twelve is the human Move maximum, so the character can’t increase his Move again.

**Force-Sensitive.** A character who is not Force-sensitive may choose to become Force-sensitive for 20 Character Points. (There is no training time requirement.)

The character receives one extra Force Point immediately, and must now play under the guidelines for Force-sensitive characters. See the chapter on “The Rules,” for information on Force-sensitive characters.

It is much easier to begin with a Force-sensitive character rather than choose to become Force-sensitive after play has begun. A Force-sensitive character is in tune with the Force’s mystic ways.

If the character has closely followed the ideals of the Jedi code, the gamemaster may allow the character to become Force-sensitive at a reduced price.

Once a character becomes Force-sensitive, the character cannot “lose” that Force-sensitivity.

**Special Abilities.** Characters with special abilities may be able to improve them over time. The conditions, costs and training times will be listed with the special ability's description.

*That's the basics you need to know about creating and improving characters. If you want to add some detail to your character, check out a few optional rules below.*

*If you need to know how your skills work, look me up in the next chapter.*

*If you're a player, all you need now is a gamemaster to run the game. If you want to be a gamemaster, you need to read about “Attributes and Skills,” but you'll also need to read most of the other chapters in this book. Trust me — it's nothing like trying to read the 5,947-datapad Spacer's Information Manual the Imperial Navy publishes for us spacer-types. These rules may look like a lot of work, but hang in there... like smuggling, this game is a lot of fun once you figure everything out.*



## CHARACTER OPTIONS

The following rule systems contain methods of making a player character “unique”. If your gamemaster is *not* willing to use the following rules, you'll have to do without them. You can use a lot of other methods to develop a character's individuality on your own, but these “systems” are *optional* — they only count as long as your gamemaster is willing to use them. If he or she isn't hot on the idea of players using these, you're just out of luck.

### ADVANTAGES & DISADVANTAGES

Aside from determining a character's physical and mental capabilities, a player may or may not wish to define that character's personality — his history, his family, his beliefs, his quirks, etc. One option is to allow players to select *Advantages* and *Disadvantages*. The gamemaster should skim the list below and determine first, whether they want to use Advantages and Disadvantages, and second, which particular entries they want to include or exclude.

Each entry on the list described to the right, includes the name of the Advantage or Disadvantage, its description, and a die code, which may be positive or negative. When you select one of these items, write it on your character template and record the die code on a separate piece of paper. When you've finished, add up the die codes (the result may be positive or negative). The resulting die code tells you how many skill dice you must either take away or add to your character's starting skill dice (a positive die code result means add, while a negative die code result means subtract).

The gamemaster will tell the player whether any of the Advantages or Disadvantages listed in this chapter do not apply or are not allowed.

**Example:** A player chooses the following Advantages and Disadvantages for his smuggler character template.

| Advantage/Disadvantage | Die Code |
|------------------------|----------|
| Debt                   | +2D      |
| Quick Draw             | –2D      |
| Released Convict       | +1D      |
| Total: +1D             |          |

The smuggler gains an additional 1D (since the total was +1D) in starting skill dice.

### ADVANTAGES AND DISADVANTAGES

| Name                       | Starting Skill Dice Modifier    |
|----------------------------|---------------------------------|
| Addiction                  | +3D                             |
| Argumentative              | +1D                             |
| Blackouts                  | +2D                             |
| Center of Conversation     | +1D                             |
| Compulsive Tendencies      | +3D                             |
| Debt                       | +1D to +3D                      |
| Delusions of Grandeur      | –1D                             |
| Extraordinary Hearing      | –2D                             |
| Extraordinary Memory       | –1D                             |
| Extraordinary Sight        | –2D                             |
| Extremely Competitive      | +1D                             |
| Fallback Plan              | +2D                             |
| Fanatic                    | +3D                             |
| Hallucinations             | +3D                             |
| Low Self-esteem            | +2D                             |
| Manic Depressive           | +3D                             |
| Medical Problem            | +3D                             |
| Migraine Headaches         | +2D                             |
| Motion Sickness            | +1D                             |
| Nightmares                 | +1D                             |
| Noble Birth                | –1D                             |
| No Self-confidence         | +2D                             |
| Obsessive Tendencies       | +2D                             |
| Paranoia                   | +3D                             |
| Pathological Liar          | +1D                             |
| Phobia                     | +1D                             |
| Physically Impaired        | +3D                             |
| Poor Memory                | +1D                             |
| Procrastination            | +1D                             |
| Quick Draw                 | –2D                             |
| Released Convict           | +1D                             |
| Skeleton in the Closet     | +2D or more                     |
| Sworn Enemy                | +1D (creature)<br>+3D (species) |
| Targeted for Assassination | +3D                             |
| Wanted for a Crime         | +2D                             |



**Addiction (+3D).** The character cannot go more than one day without drinking, gambling, etc., i.e., satisfying his addiction. Failure to do so results in lowered metabolic rates, thereby reducing the character's attribute scores by 1 for each day he goes without the cause of his addiction (on the first day, an attribute of 4D would fall to 3D+1, and so on). After one week (more or less at the gamemaster's discretion), the character has defeated his addiction. If he ever partakes of the formally addictive activity in the future, he has a 50% (1-3 on a roll of 1D) chance of becoming addicted again.

**Argumentative (+1D).** This character constantly plays the devil's advocate. She rejoices when an exploitable situation arises, arguing though she sometimes agrees with her adversary. The argument becomes a game, a strategic contest of wills.

**Blackouts (+2D).** During high pressure situations, this character has a tendency to blackout for several minutes. She has no recollection of this lost time. In game terms, the character blacks out whenever she rolls a 1 on the Wild Die for 10 minutes.

**Center of Conversation (+1D).** This character feels the need to always be in the middle of every conversation. And why not. He always knows exactly what to say – at least, that's what he thinks.

**Compulsive Tendencies (+3D).** At any time, the character may decide to do or say something that she would not normally do or say under the circumstances. For example, during a conversation with a head of state, the character might blurt out, "Your wife is much fatter than I expected."

**Debt (+1D to +3D, depending on the debt).** This character either inherited this debt or borrowed a substantial amount of money. She has a time limit for repaying the loan.

**Delusions of Grandeur (+1D).** The best thing to ever happen to the world. That's how characters with this Disadvantage view themselves. No one can surpass their prowess – they shouldn't even bother trying.

**Extraordinary Hearing (-2D).** The construction of this character's sound collectors (ears, usually), has increased his ability to distinguish between similar sounds, determine the direction of the source of those sounds, and pick up whispers from a distance.

**Extraordinary Memory (-1D).** This character can recall long ago events or esoteric facts with ease. In game terms, she gains +1D to most Knowledge-based skill roll (gamemaster discretion is required for some exceptions to the rule).

**Extraordinary Sight (-2D).** The shape and genetic makeup of this character's eyes enable her to see three times as far as a normal member of her species.

**Extremely Competitive (+1D).** To this character everything is a competition. She always wants to race the other characters to the battle, put herself in more danger than anyone else, and slosh down the most drinks. She cannot turn down a challenge.

**Fallback Plan (+2D).** This character cannot function unless she has devised a backup plan for every situation she puts herself into. This applies to everything from combat to relationships.

**Fanatic (+3D).** This character holds to a philosophical ideal, the source of which may be a sect, a nation, or a person. She will always defend this ideal, even trading her life for its preservation.

**Hallucinations (+3D).** At random times, this character begins having delusions. He cannot tell when something is truly occurring or just a figment of his imagination. The gamemaster has full control over this Disadvantage.

**Low Self-esteem (+2D).** This character has a low opinion of herself. She constantly berates herself, harping on her bad qualities.

**Manic Depressive (+3D).** This character slips into deep, long-lasting depressions. He doesn't care about anything during these times. The player may decide when the character falls into depression and when he extricates himself from it. If the player never lets his character lapse into this state, the gamemaster should take the initiative.

**Medical Problem (+3D).** This character suffers from an ailment that requires she take medicine every day to treat the illness. The player and gamemaster should work together to develop the specifics of the problem, the appropriate medicine, and the ramifications of failing to take the medicine.

**Migraine Headaches (+2D).** The character has a 33% (1-2 on a roll of 1D) chance per day to suffer the unrelenting pain of a severe migraine headache. In game terms, the character receives a -1D penalty to all of his attributes for the remainder of that day.

**Motion Sickness (+1D).** Whenever this character rides a creature or a vehicle, she must make an Endurance check against an Easy difficulty or immediately begin to shake and vomit, giving her a -1D penalty to all actions undertaken while still riding.

**Nightmares (+1D).** Almost every night, this character suffers from horrible nightmares, usually related to an unsatisfied issue in his life, though not necessarily. As a result, the character needs 10 hours of sleep per day. Failure to get the required amount of rest results in a 1D penalty to all skill and attribute rolls for that day.

**Noble Birth (-1D).** This character fell into luxury – born into a wealthy, perhaps noble, family. She wanted for nothing, attending the best schools, ordering servants, and having everything she desired. The character begins play with double the amount of funds given to wealthy starting characters.

**No Self-confidence (+2D).** The character has no confidence in himself. Whenever he has to perform an important task (making an accurate shot, negotiating with a hostage, etc.), he has a 50% (1-3 on a roll of 1D) chance of losing confidence. If he fails this roll, he reduces his chance of success in the current endeavor by 2D.

**Obsessive Tendencies (+2D).** Whenever this character decides on a course of action, he cannot help but become totally focused on that action, ignoring all other issues in his life.

**Paranoia (+3D).** Everyone wants to destroy this character. At least, that's what she believes. She must constantly look over her shoulder, check every inch of her sleeping environment, and scrutinize every acquaintance. She never knows when her enemies will strike.

**Pathological Liar (+1D).** This character cannot stop himself from lying constantly. No matter what the situation, he is compelled to exaggerate, fib, and outright lie.

**Phobia (+1D to +3D).** The die code of this Disadvantage varies depending on the level of the character's fear (with a maximum of +3D). At +1D, the character avoids the object of his fear as often as possible, but has no problem dealing with it when the time comes. At +3D, the character will never put himself in a situation where he has to cope with his fear. If he does wind up in such a situation, he freezes and remains unmoving until the object of his fear subsides. Fears include heights, water, certain creatures, darkness, open spaces, cramped spaces, thunder, lightning, and so on.

**Physically Impaired (+3D).** The character suffers from a problem of the body. He may be blind, deaf, or mute (or any other impairment you can devise).

**Poor Memory (+1D).** Characters with this problem have trouble remembering. In game terms, whenever the character has to recall an important piece of information, her chances of doing so drop by 2D (for any *Knowledge*-based skill roll).

**Procrastination (+1D).** This character always puts everything off. Even when something cannot wait, he still lets it go until it's too late.

**Quick Draw (-2D).** The character may draw a type of weapon (lightsaber, vibroblade, blaster, and so forth) immediately, i.e. it does not count as an action during a combat round. Note that this factor applies only to a single weapon type. If you want your character to be able to quick draw a sword *and* a knife, he must take this factor twice (for a cumulative -4D penalty).

**Released Convict (+1D).** Sometime during this character's life he was convicted of a crime (which he may or may not have committed). After serving a jail sentence, he was released and now must battle the stigma against ex-convicts.

**Sixth Sense (2D).** This character has an innate danger sense. Fifty percent (1-3 on a roll of 1D) of the time an alarm goes off in her head when she comes within a few seconds of a dangerous situation. The gamemaster rolls this check secretly and alerts the player when it is successful.

**Skeleton in the Closet (+2D or more).** This character has elements of his past that he does not want anyone to unearth. The player should choose a specific "skeleton" to tie in with the character's history. No matter what, he must not reveal this secret. It may bring harm to him or those he loves.

**Sworn Enemy (+1D or +3D).** This character has for some reason targeted a specific person or creature (+1D) or a species (+3D) of creatures as her direct adversary. Whenever she comes in contact with such a being, she attacks.

**Targeted for Assassination (+3D).** Someone has put out a contract on this character's life. The assassin could be anyone and could strike at anytime.

**Wanted for a Crime (+2D).** A system, galactic government, or culture has declared this character a criminal. The character may or may not have committed the crime he has been charged with, but nevertheless, the authorities have begun their search for him.

## CONTACTS

Han Solo acquired quite a few friends and contacts in his galactic wanderings, among them Jessa and Doc, Lando, Roa, Cynabar, Badure, Salla, Bollux and Blue Max, and most of all, Chewbacca, Luke, and Leia. There isn't any reason your character can't have a bunch of pals too. Just remember that sometimes the pals come to your character for favors...

### Friends and Acquaintances

Contacts are characters from your past who may be in a position to help you some day. They might be close friends destined to sacrifice their careers to rescue you from certain death, or merely casual acquaintances who will do you one or two minor favors and then vanish.

There are two types of contacts: *friends* and *acquaintances*. Friends are people who will, for whatever reason, risk a great deal for the character, while acquaintances may be counted on for a few occasional favors if the risk is not too great. Friends can usually be expected to be more reliable and trustworthy than acquaintances, though there are no guarantees; Lando Calrissian fell into both categories in *The Empire Strikes Back*.

As an *optional* rule of thumb, the gamemaster can choose to allow up to three starting contacts: one friend and two acquaintances. Once the character enters the campaign, contacts will come along in the time-honored manner: through adventures and gamemaster fiat.

### Developing Contacts

You probably have quite a few eligible candidates already if you think about it, just having gone through the exercises in this chapter — parents, host families, co-workers, old flames, former students, and so on.

Try to stick to appropriate contacts. It is probably unlikely that two-bit grifters will have any Imperial Moffs owing them favors. Certainly, any attempt to establish such a relationship will have to pass the scrutiny of a dubious gamemaster (so the reasons behind this relationship had better be *good*).

Rather than list a whole bunch of contact ideas here, we'll break contacts up into a number of broad categories and approach them that way.

**Family Contacts.** Family contacts are those which, obviously, are members of the character's family. Often, these are individuals who had a hand in raising the character. In other cases, contacts can come from members of an extended family group (wealthy cousins, stepbrothers, clan members, etc.) who may be favorably disposed to aid the character now and then. Close family friends can fall into this category as well.



**Conditional Contacts.** Conditional contacts come into play only when certain circumstances are in effect. Acquisition of conditional contacts are dependent on location, timing, situation, and random events.

Conditional contacts may be one-shot affairs (i.e., "I'll get you that security pass, but then we're square!").

They may likewise be long-term situations where the character possesses vital information used to ensure (read: *coerce*) a contact's assistance. At other times, aid from a conditional contact will come with a heavy price tag.

**Examples:** A minor bureaucrat in the Imperial government might be willing to falsify an important document, for example, but only once, and then only for a large amount of credits. A slaver might be willing to help a character locate a missing person, but only if the player can arrange a fellow slaver's release from jail first.

Another type of contact may be more personal: a friend from the character's Academy days now works for Sienar Fleet Systems, and may help the character in a time of need. Or how about characters who were born in the same hometown and run into each other half-way across the galaxy? Or even someone who is a friend of your character's parents (or even just a "friend of a friend")?

The key in using this type of contact is that they should be of limited help; the assistance they can offer may be vital but the character should still have to work to achieve his or her goal.

Sometimes conditional contacts are individuals the character would not normally seek out.

**Example:** The character saves a person from a burning speeder wreck only to find out afterward that the victim is the most notorious contract assassin in the star system. The character who would never willingly go out looking for such a contact now finds he has acquired a new "friend" who insists on paying back his debt of honor).

**Professional Contacts.** Professional contacts are those with whom the character has had business-related dealings. These can include a wide range of people. While professionals are normally thought of as trained personnel, specialists, or "career" individuals, they can also be relatively obscure persons with specialized knowledge relating to a little known subject matter. ("We need someone who understands the binary language of Verossian computers, huh? Say, I think I know who might be able to help!")

Academicians can have professional contacts in similar fields of academic or scientific pursuit. Military personnel who might have once served with the character also fall into this category. These may now be favorably (or even negatively) disposed depending on the results of previous missions together.

**Influential Contacts.** Influential contacts refer to special personages in position of power who, for reasons of their own, may be willing to help the character in times of need. These can include business persons and customs officials who are secretly Rebel sympathizers.

Not surprisingly, the real identity of these contacts may not be known to the character. In each case, however, what makes these contacts special is a clearly defined area of authority or level of power that can be used to intervene on the character's behalf. Ironically, while the most powerful type of contact available, by virtue of their position and high visibility, they may be the most infrequent type "tapped" for assistance. ("I can't possibly help you today. I would be exposed in a minute. Maybe next week. Don't call me again. I'll contact you when it's safe!")

**Example:** Selas Ferr is a member of the Rebel underground on Jastro III. He is in love with the daughter of the local planetary governor whom he met as a young man. She returns his affection but is unable to aid him in any way because of the presence of so many CompForce personnel.

Instead, she puts Ferr and his companions in contact with a mysterious person known only as "Alexan." Alexan's true identity is a secret. He is known, however, to be someone in the Governor's hierarchy with considerable influence.

In the course of events, two of Ferr's men are captured in an abortive sabotage operation. Ferr contacts Alexan to see if he can help. Alexan reluctantly agrees but only if Ferr takes the governor's daughter away with his men. Puzzled but with no other choice available, Ferr agrees.

At the appointed time Alexan delivers Ferr's battered men and Ferr's unconscious love. Before safe passage can be negotiated, however, Imperial troopers arrive and an intense firefight breaks out.

Ferr and his companions survive but Alexan is mortally wounded. Only after reaching safety is it revealed that Alexan was, in fact, the Governor himself in disguise.

## ENEMIES AND RIVALS

Han Solo has about as many enemies as he does friends and contacts: Greedo, Skorr, Hirken, Gallandro, Jabba, Ploovo Two-far-One, Vader, the Emperor, his own cousin...

Enemies are in many ways the inverse of contacts. Like contacts, they fall into two types: enemies and rivals.

Enemies are as interested in foiling your character's goals and interests as friends are in advancing them. They may or may not want you dead, but they will never knowingly do anything to assist you. They are villains: former students who blame you for their failures, jilted lovers, people you've betrayed, members of rival Houses, and so on.

Rivals are not nearly as serious a threat, though they may grow to be so. They may even be friends or occasional allies. Rivals are competitors — you and they are competing for the same limited resource. This may be the hand of a lover, a coveted promotion, the desire to be the best pilot on Bespin, the loyalty of the same underlings, the recognition or patronage of the same superior, or maybe even just competition over an office with a door.

Develop enemies and rivals as you did contacts, using the same methods. For example, families can be a source of opposition as well as support, especially if the character has chosen the side of the civil war opposed by his or her parents.



# CHARACTER TEMPLATE

## ■ ALIEN STUDENT OF THE FORCE ■

Character Name: \_\_\_\_\_

Type: Alien Student of the Force \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

### DEXTERITY 2D+1 PERCEPTION 2D+1

|                |               |
|----------------|---------------|
| Brawling parry | Bargain       |
| Dodge          | Command       |
| Melee parry    | Investigation |
| Running        | Persuasion    |
|                | Search        |
|                | Sneak         |
|                |               |
|                |               |
|                |               |
|                |               |

### KNOWLEDGE 3D+1 STRENGTH 3D

|               |                  |
|---------------|------------------|
| Alien species | Climbing/jumping |
| Cultures      | Lifting          |
| Languages     | Stamina          |
| Survival      | Swimming         |
| Willpower     |                  |
|               |                  |
|               |                  |
|               |                  |
|               |                  |

### MECHANICAL 2D TECHNICAL 2D

|                  |           |
|------------------|-----------|
| Beast riding     | First aid |
| Space transports | 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 ☐



**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.





# CHARACTER TEMPLATE

■ ARMCHAIR HISTORIAN ■

Character Name: \_\_\_\_\_

Type: Armchair Historian \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 3D PERCEPTION 3D+2

Dodge \_\_\_\_\_

Running \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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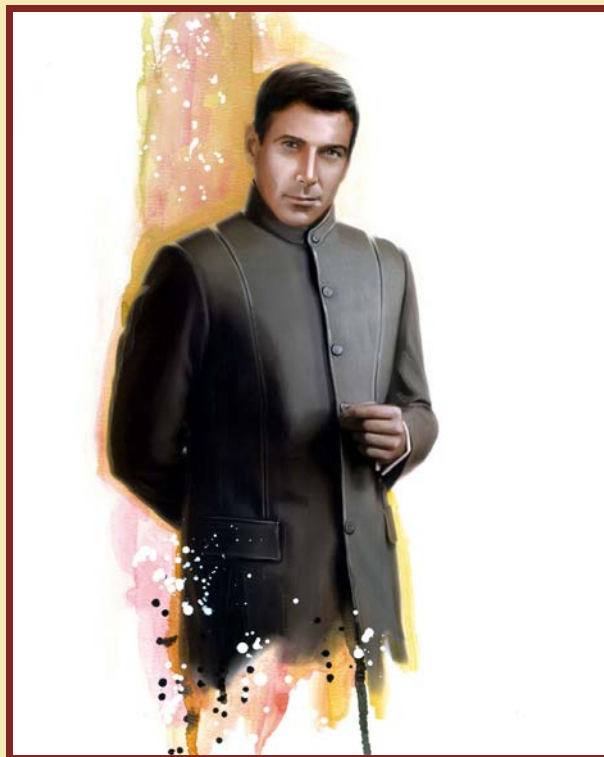
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**Equipment:** Rebel uniform, blaster pistol (4D), comlink, 1,000 credits.

**Background:** You were a petty bureaucrat in a minor department of your planet's government until the planet was occupied by Imperial (or Separatist) forces, a typical post might have been the Repulsor Vehicles Department. The Imperials purged the planetary government of anyone whose loyalty was tainted – including you, although you can't imagine why. You barely got warning in time to flee.

You're a military hobbyist. You've never seen action, but you've read everything on military history you could get your hands on, you've viewed all the popular holos on military affairs, and you've followed naval procurement policies closely. In your daydreams, you've always seen yourself as a leader of soldiers – a major contrast to the mundane dreariness of life in an overgrown bureaucracy. You're not particularly excited about the Rebellion – it doesn't look to you like they've got much of a chance – but, well, any port in a storm.

**Personality:** Dry, a little dull. Although deficient in weapons skills, you're likely to keep your head under fire, and may eventually become a useful soldier.

**Objectives:** You are floundering, wavering between your desire to be a leader and your fear of failure. You want to earn a place of leadership in the Alliance.

**A Quote:** "If Kreuge had only swept farther with the right wing at Salvara instead of turning when he did, the whole history of the Tenuutta Skirmishes would be different!"

**Connection With Characters:** You might have been a citizen of any noble's or senatorial's planet. You might have suspended a brash pilot's landspeeder license. You might have known an outlaw's family. You have a real love/hate relationship with any military individual, such as a merc or retired captain: you admire the person for his or her expertise, but you are sure you know more about military strategy and can do better.

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐

**Connection With Characters:** Another 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.



# CHARACTER TEMPLATE

■ BOUNTY HUNTER ■

Character Name: \_\_\_\_\_

Type: Bounty Hunter \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 4D PERCEPTION 3D

|                  |            |
|------------------|------------|
| Blaster          | Bargain    |
| Dodge            | Con        |
| Melee combat     | Forgery    |
| Melee parry      | Hide       |
| Thrown weapons   | Persuasion |
| Vehicle blasters | Search     |
| _____            | Sneak      |
| _____            | _____      |
| _____            | _____      |

## KNOWLEDGE 2D+2 STRENGTH 3D+2

|                   |                  |
|-------------------|------------------|
| Intimidation      | Brawling         |
| Law enforcement   | Climbing/jumping |
| Planetary systems | Lifting          |
| Streetwise        | Stamina          |
| Survival          | Swimming         |
| _____             | _____            |
| _____             | _____            |
| _____             | _____            |

## MECHANICAL 2D+2 TECHNICAL 2D

|                        |                |
|------------------------|----------------|
| Beast riding           | Armor repair   |
| Jet pack operation     | Blaster repair |
| Repulsorlift operation | Demolitions    |
| Sensors                | First aid      |
| Space transports       | Security       |
| Swoop operation        | _____          |
| _____                  | _____          |
| _____                  | _____          |

### SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? No

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

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

Character Points: \_\_\_\_\_

### WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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'll only 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.



# CHARACTER TEMPLATE

■ BRASH PILOT ■

Character Name: \_\_\_\_\_

Type: Brash Pilot \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

| DEXTERITY              | 3D | PERCEPTION          | 3D |
|------------------------|----|---------------------|----|
| Blaster                |    | Command             |    |
| Brawling parry         |    | Con                 |    |
| Dodge                  |    | Gambling            |    |
| Melee combat           |    | Persuasion          |    |
| Vehicle blasters       |    | Search              |    |
|                        |    | Sneak               |    |
|                        |    |                     |    |
|                        |    |                     |    |
|                        |    |                     |    |
| KNOWLEDGE              | 2D | STRENGTH            | 3D |
| Intimidation           |    | Brawling            |    |
| Planetary systems      |    | Stamina             |    |
| Streetwise             |    | Swimming            |    |
| Survival               |    |                     |    |
| Value                  |    |                     |    |
| Willpower              |    |                     |    |
|                        |    |                     |    |
|                        |    |                     |    |
|                        |    |                     |    |
| MECHANICAL             | 4D | TECHNICAL           | 3D |
| Astrogation            |    | Blaster repair      |    |
| Communications         |    | Droid repair        |    |
| Repulsorlift operation |    | Repulsorlift repair |    |
| Sensors                |    | Starfighter repair  |    |
| Space transports       |    |                     |    |
| Starfighter piloting   |    |                     |    |
| Starship gunnery       |    |                     |    |
|                        |    |                     |    |

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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.





# CHARACTER TEMPLATE

■ EWOK ■

Character Name: \_\_\_\_\_

Type: Ewok \_\_\_\_\_

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

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 3D+2 PERCEPTION 4D

|                |         |
|----------------|---------|
| Bows           | Bargain |
| Brawling parry | Con     |
| Dodge          | Hide    |
| Melee combat   | Search  |
| Melee parry    | Sneak   |
| Thrown weapons |         |
| _____          | _____   |
| _____          | _____   |
| _____          | _____   |

## KNOWLEDGE 2D STRENGTH 3D

|           |                  |
|-----------|------------------|
| Languages | Climbing/jumping |
| Survival  | Stamina          |
| Willpower | Swimming         |
| _____     | _____            |
| _____     | _____            |
| _____     | _____            |
| _____     | _____            |

## MECHANICAL 2D+2 TECHNICAL 2D+2

|              |                        |
|--------------|------------------------|
| Beast riding | Demolition             |
| Glider       | 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 ☐



**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.



# CHARACTER TEMPLATE

▪ FAILED JEDI ▪

Character Name: \_\_\_\_\_  
 Type: Failed Jedi \_\_\_\_\_  
 Gender/Species: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

| DEXTERITY              | 2D+2 | PERCEPTION            | 3D+1 |
|------------------------|------|-----------------------|------|
| Blaster                |      | Bargain               |      |
| Dodge                  |      | Command               |      |
| Lightsaber             |      | Investigation         |      |
| Running                |      | Persuasion            |      |
|                        |      | Search                |      |
|                        |      | Sneak                 |      |
|                        |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
| KNOWLEDGE              | 3D+1 | STRENGTH              | 2D+2 |
| Alien species          |      | Brawling              |      |
| Intimidation           |      | Climbing/jumping      |      |
| Languages              |      | Stamina               |      |
| Planetary systems      |      | Swimming              |      |
| Survival               |      |                       |      |
| Willpower              |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
| MECHANICAL             | 2D   | TECHNICAL             | 2D   |
| Astrogation            |      | Computer prgm./repair |      |
| Beast riding           |      | Droid prgm.           |      |
| Repulsorlift operation |      | Droid repair          |      |
| Space transports       |      | First aid             |      |
| Starship shields       |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |
|                        |      |                       |      |

## 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: \_\_\_\_\_

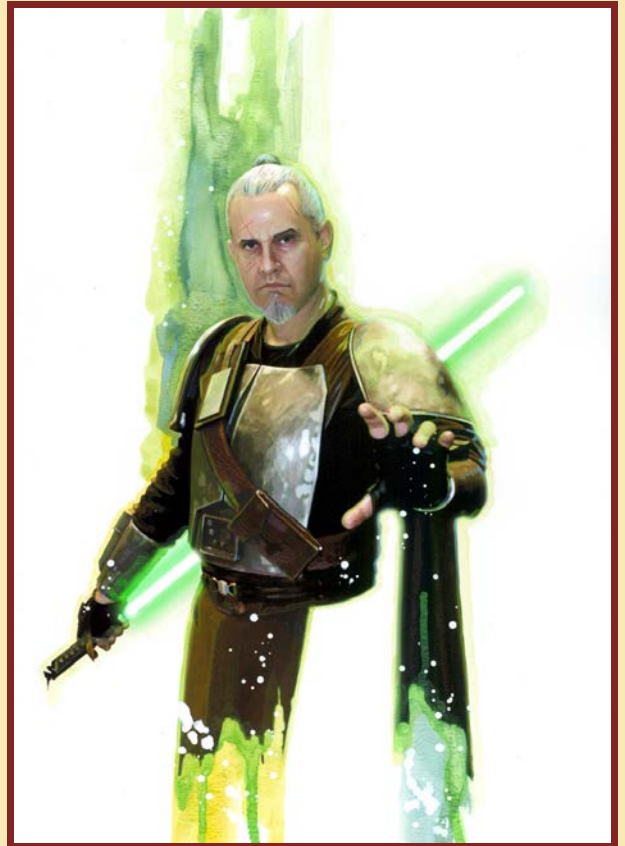
## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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 player character as your student (by mutual agreement).



# CHARACTER TEMPLATE

■ GAMBLER ■

Character Name: \_\_\_\_\_

Type: Gambler \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 3D+2 PERCEPTION 4D

|                |            |
|----------------|------------|
| Blaster        | Bargain    |
| Brawling parry | Con        |
| Dodge          | Forgery    |
| Melee combat   | Gambling   |
| Melee parry    | Persuasion |
| _____          | _____      |
| _____          | _____      |
| _____          | _____      |
| _____          | _____      |

## KNOWLEDGE 3D STRENGTH 2D+2

|               |          |
|---------------|----------|
| Alien species | Brawling |
| Bureaucracy   | Lifting  |
| Business      | Stamina  |
| Languages     | _____    |
| Streetwise    | _____    |
| Value         | _____    |
| _____         | _____    |
| _____         | _____    |
| _____         | _____    |

## MECHANICAL 2D+1 TECHNICAL 2D+1

|                        |                     |
|------------------------|---------------------|
| Astrogation            | Droid prgm.         |
| Repulsorlift operation | Droid Repair        |
| Space transports       | First Aid           |
| Starship gunnery       | Repulsorlift repair |
| _____                  | _____               |
| _____                  | _____               |
| _____                  | _____               |
| _____                  | _____               |

### SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

### WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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 insecure. 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.



# CHARACTER TEMPLATE

▪ KID ▪

Character Name: \_\_\_\_\_

Type: Kid \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

| DEXTERITY       | 3D+2  | PERCEPTION | 3D+2  |
|-----------------|-------|------------|-------|
| Blaster         | _____ | Bargain    | _____ |
| Dodge           | _____ | Con        | _____ |
| Melee Combat    | _____ | Hide       | _____ |
| Melee parry     | _____ | Search     | _____ |
| Missile weapons | _____ | Sneak      | _____ |
| Pick pocket     | _____ |            | _____ |
|                 | _____ |            | _____ |
|                 | _____ |            | _____ |
|                 | _____ |            | _____ |

| KNOWLEDGE  | 2D+2  | STRENGTH         | 2D+1  |
|------------|-------|------------------|-------|
| Languages  | _____ | Climbing/jumping | _____ |
| Streetwise | _____ | Stamina          | _____ |
| Survival   | _____ | Swimming         | _____ |
|            | _____ |                  | _____ |
|            | _____ |                  | _____ |
|            | _____ |                  | _____ |
|            | _____ |                  | _____ |

| MECHANICAL               | 3D    | TECHNICAL           | 2D+2  |
|--------------------------|-------|---------------------|-------|
| Beast riding             | _____ | Droid programming   | _____ |
| Ground vehicle operation | _____ | Droid repair        | _____ |
| Repulsorlift operation   | _____ | 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 ☐



**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.





# CHARACTER TEMPLATE

■ LACONIC SCOUT ■

Character Name: \_\_\_\_\_

Type: Laconic Scout \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 2D+2 PERCEPTION 2D

Blaster \_\_\_\_\_

Brawling parry \_\_\_\_\_

Dodge \_\_\_\_\_

Melee combat \_\_\_\_\_

Melee parry \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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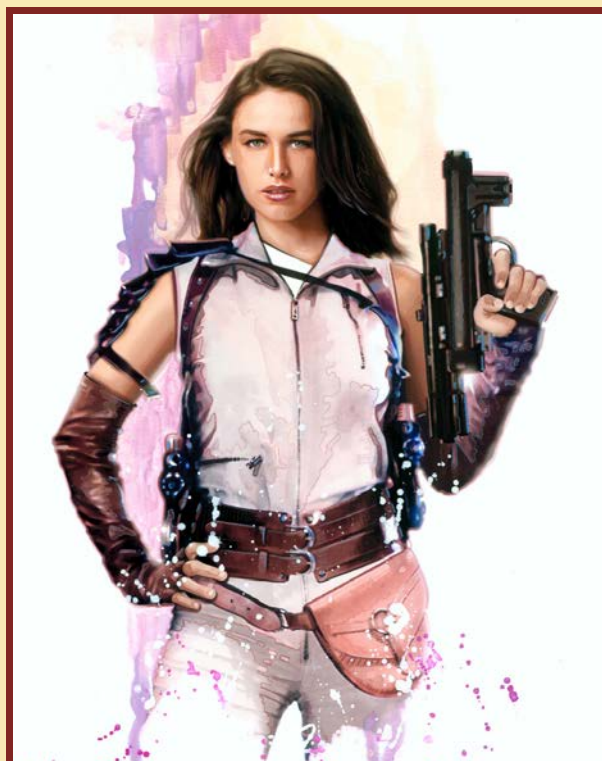
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\_\_\_\_\_



**Equipment:** Two medpacs, blaster pistol (4D), backpack, one week's concentrated rations, knife (STR+1D), 1000 credits

**Background:** Never talked much. Never seen much reason to. Fact is, most of the time you don't have anyone to talk to. You're out under the high, wide skies of a virgin planet, pitting yourself against the wilderness. After you come the settlers, the big corporations and the traders — civilization. But you're the one to open planets. You find out what the dangers are and deal with them. You find out how to survive the strange weather, the dangerous beasts and the rugged terrain of a whole new world.

You'd be doing that still. But they won't let you. The Empire has cut back on exploration; says it's too expensive. You know the truth, though; freedom is part of the frontier. You can't control people when they can always up and move. If, say, one wanted to impose tyranny on a galaxy, there's only one way to do it; stop them from upping and moving. Close the frontier.

The Emperor wants to destroy your livelihood. He doesn't leave you with any alternative but joining the Rebellion, does he? You'll be an asset, you hand, and you know how to survive — in comfort — anywhere. Need to set up a base on, say, an ice planet? You know how.

**Personality:** You're laconic. Close-mouthed. You have a strong sense of humor, which shows through frequently. You're tough. Proud of your abilities. You take a perverse delight in tormenting "greenies."

**Objectives:** To blaze trails and open worlds from here to the end of space.

**A Quote:** "You call these bugs? Back on Danos V, they got sting-insects the size of a house."

**Connection With Characters:** Anyone from a recently-settled planet (like a brash pilot) might know you as the scout who opened his or her world for settlement. You might have met and made friends with any of the fringe characters — gambler, merc, smuggler, pirate, or bounty hunter, for example.

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



# CHARACTER TEMPLATE

▪ LOYAL RETAINER ▪

Character Name: \_\_\_\_\_

Type: Loyal Retainer \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 3D PERCEPTION 3D

|                |         |
|----------------|---------|
| Blaster        | Bargain |
| Brawling parry | Con     |
| Dodge          | Hide    |
| Melee combat   | Search  |
| Melee parry    | Sneak   |
| _____          | _____   |
| _____          | _____   |
| _____          | _____   |

## KNOWLEDGE 2D+2 STRENGTH 3D+1

|                   |                  |
|-------------------|------------------|
| Bureaucracy       | Brawling         |
| Cultures          | Climbing/jumping |
| Languages         | Lifting          |
| Planetary systems | Stamina          |
| Streetwise        | Swimming         |
| Value             | _____            |
| _____             | _____            |
| _____             | _____            |

## MECHANICAL 3D TECHNICAL 3D

|                        |                         |
|------------------------|-------------------------|
| Astrogation            | Computer prgm./repair   |
| Repulsorlift operation | Droid programming       |
| Space transports       | First aid               |
| Starship gunnery       | Repulsorlift repair     |
| Starship shields       | 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 ☐



**Equipment:** Several changes of clothing for just about any occasion, hold-out blaster (3D), comlink, 1000 credits.

**Background:** For centuries, your family has served the royal house of your planet. The royal family has been good to your people. The planet has achieved prosperity, peace and plenty under their wise and beneficent rule.

Yet evil has fallen upon the galaxy; an evil man has usurped the throne of the once mighty Republic, and both peace and the nobility are endangered. Your liege has chosen to join the Rebellion. Your whole planet may suffer for that choice, yet you know it is the correct one — and you know your planet's citizens will loyally stand with their leaders when the shooting begins.

**Personality:** Hard-headed, sensible about money matters, loyal unto death, and sometimes a bit overprotective. Your loyalty is to your lord, not to the Rebellion. Your part valet, part bodyguard; if your lord asks, you obey.

**Objectives:** To serve your lord to the best of your abilities, no matter what demands may be put upon you.

**A Quote:** "Certainly, m'lord. Yes, m'lord. As you say, m'lord.

**Connection With Characters:** Ask the gamemaster for the name of the family to which you are loyal and their title ("Demesne" and "Lord" are just examples). If another player character is a noble, you may be his or her personal servant. Otherwise you are on detached duty, under orders from your lord to serve the Rebellion.



# CHARACTER TEMPLATE

▪ MERC ▪

Character Name: \_\_\_\_\_

Type: Merc \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DEXTERITY 3D+2 PERCEPTION 2D+1

|                  |          |
|------------------|----------|
| Blaster          | Command  |
| Brawling parry   | Con      |
| Dodge            | Gambling |
| Grenade          | Hide     |
| Melee combat     | Search   |
| Melee parry      | Sneak    |
| Vehicle blasters |          |
| _____            | _____    |
| _____            | _____    |

## KNOWLEDGE 2D+2 STRENGTH 3D+2

|                   |                  |
|-------------------|------------------|
| Alien species     | Brawling         |
| Languages         | Climbing/jumping |
| Planetary systems | Stamina          |
| Streetwise        | Swimming         |
| Survival          |                  |
| _____             | _____            |
| _____             | _____            |
| _____             | _____            |

## MECHANICAL 2D+2 TECHNICAL 3D

|                          |                       |
|--------------------------|-----------------------|
| Beast riding             | Computer prgm./repair |
| Ground vehicle operation | Demolitions           |
| Repulsorlift operation   | First aid             |
| Starship gunnery         | Security              |
| Walker operation         |                       |
| _____                    | _____                 |
| _____                    | _____                 |
| _____                    | _____                 |

### SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

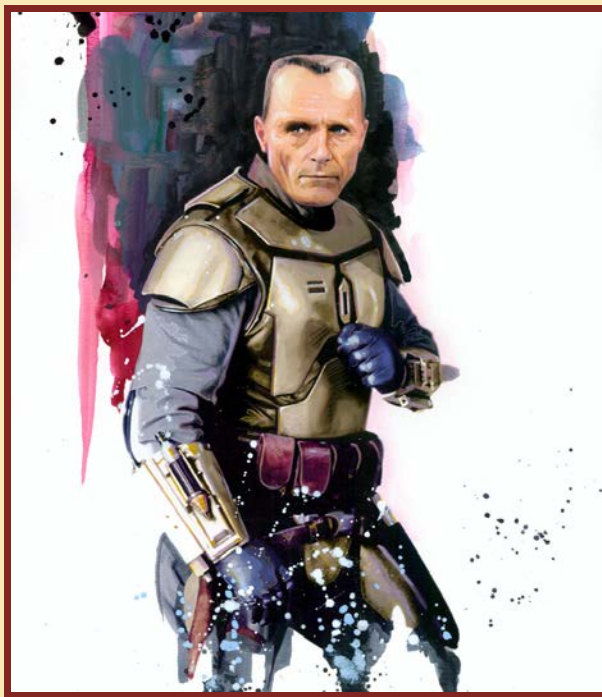
### WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**Equipment:** Uniform of your unit, blaster rifle (5D), melee weapon of your choice, comlink, backpack, protective helmet (+1D physical, +1 energy), 2000 credits

**Background:** The Company meant everything to you. You joined up as a kid, raw off the farm, eager to find the camaraderie you'd only known from vidshows. It was everything you'd thought it would be. Some called them mercenaries, but they were your only friends.

You fought with the Company through two grueling battles, surviving more by luck than by skill. You became a full-fledged member of the finest body of men and women in the galaxy. Someday, you hoped to be everything that they were.

Then came the battle. The Empire hired you to defend a base and told you there'd be reinforcements if there was trouble.

Then the Rebels came. You fought desperately. Again and again the call went out for reinforcements. They never came.

Later, you learned you'd been betrayed. The Imperials never planned to rescue you. Mercenaries were expendable. Your unit was considered too dangerous to run around loose. So they told you that another company of mercs was a group of Rebels. They gave the same orders to the other squad — that your company was a Rebel unit. And you cut each other to ribbons.

So many friends gone. So much lost forever. Your whole future — destroyed. This time, you won't fight for pay. This time, you'll fight for revenge.

**Personality:** Inclined to depression and nostalgia for lost comrades. You're an individualist (the Company taught you that), but you work smoothly as part of an organization (the Company taught you that, too).

**Objectives:** You're too busy dwelling on getting even with the Empire to think about what you want out of life.

**A Quote:** "Sergeant Harbon told me something about a time like this on Ferton."

**Connection With Characters:** You might have been hired by the family of any senatorial or noble. You might have helped occupy any other character's homeworld or been hired by a smuggler or bounty hunter.



# CHARACTER TEMPLATE

■ MINOR JEDI ■

Character Name: \_\_\_\_\_  
 Type: Minor Jedi \_\_\_\_\_  
 Gender/Species: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

|                  |           |                   |             |
|------------------|-----------|-------------------|-------------|
| <b>DEXTERITY</b> | <b>3D</b> | <b>PERCEPTION</b> | <b>3D+1</b> |
| Blaster          |           | Bargain           |             |
| Brawling parry   |           | Con               |             |
| Dodge            |           | Gambling          |             |
| Grenade          |           | Hide              |             |
| Melee combat     |           | Sneak             |             |
| Melee parry      |           |                   |             |
|                  |           |                   |             |
|                  |           |                   |             |

|                   |             |                  |             |
|-------------------|-------------|------------------|-------------|
| <b>KNOWLEDGE</b>  | <b>3D+2</b> | <b>STRENGTH</b>  | <b>2D+2</b> |
| Cultures          |             | Brawling         |             |
| Languages         |             | Climbing/jumping |             |
| Planetary systems |             | Stamina          |             |
| Streetwise        |             |                  |             |
| Survival          |             |                  |             |
|                   |             |                  |             |
|                   |             |                  |             |

|                        |           |                       |             |
|------------------------|-----------|-----------------------|-------------|
| <b>MECHANICAL</b>      | <b>2D</b> | <b>TECHNICAL</b>      | <b>2D+1</b> |
| Astrogation            |           | Computer prgm./repair |             |
| Repulsorlift operation |           | Droid prgm.           |             |
| Space transports       |           | Droid repair          |             |
| Starship gunnery       |           | First aid             |             |
| Starship shields       |           |                       |             |
|                        |           |                       |             |
|                        |           |                       |             |

## 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 ☐



**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 eager to learn from the failed Jedi. You could easily have become friends with any of the player characters.





# CHARACTER TEMPLATE

■ MON CALAMARI ■

Character Name: \_\_\_\_\_

Type: Mon Calamari \_\_\_\_\_

Gender/Species: \_\_\_\_\_ /Mon Calamari

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 3D+1 PERCEPTION 2D+1

|                  |          |
|------------------|----------|
| Blaster          | Bargain  |
| Brawling parry   | Command  |
| Dodge            | Con      |
| Grenade          | Gambling |
| Melee combat     | Hide     |
| Melee parry      | Search   |
| Vehicle blasters | Sneak    |

## KNOWLEDGE 3D+1 STRENGTH 3D

|                   |                  |
|-------------------|------------------|
| Alien species     | Brawling         |
| Bureaucracy       | Climbing/jumping |
| Cultures          | Lifting          |
| Languages         | Stamina          |
| Planetary systems | Swimming         |
| Streetwise        |                  |
| Survival          |                  |
| Value             |                  |

## MECHANICAL 2D+1 TECHNICAL 3D+2

|                        |                         |
|------------------------|-------------------------|
| Astrogation            | Computer prgm./repair   |
| Beast riding           | Demolitions             |
| Repulsorlift operation | Droid programming       |
| Space transports       | Droid repair            |
| Starship gunnery       | Repulsorlift repair     |
| Starship shields       | Security                |
|                        | Space transports repair |

### SPECIAL ABILITIES

*Moist Environments:* In moist environments, +1D to all *Dex*, *Per* and *Str* attribute and skill checks.

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

*Aquatic:* Mon Calamari can breath both air and water.

Move: 9

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

### WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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.



# CHARACTER TEMPLATE

▪ OLD SENATORIAL ▪

Character Name: \_\_\_\_\_  
 Type: Old Senatorial \_\_\_\_\_  
 Gender/Species: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

|                  |           |                   |           |
|------------------|-----------|-------------------|-----------|
| <b>DEXTERITY</b> | <b>3D</b> | <b>PERCEPTION</b> | <b>4D</b> |
| Blaster          |           | Bargain           |           |
| Dodge            |           | Command           |           |
| Melee combat     |           | Gambling          |           |
| Melee parry      |           | Search            |           |
|                  |           |                   |           |
|                  |           |                   |           |
|                  |           |                   |           |
|                  |           |                   |           |

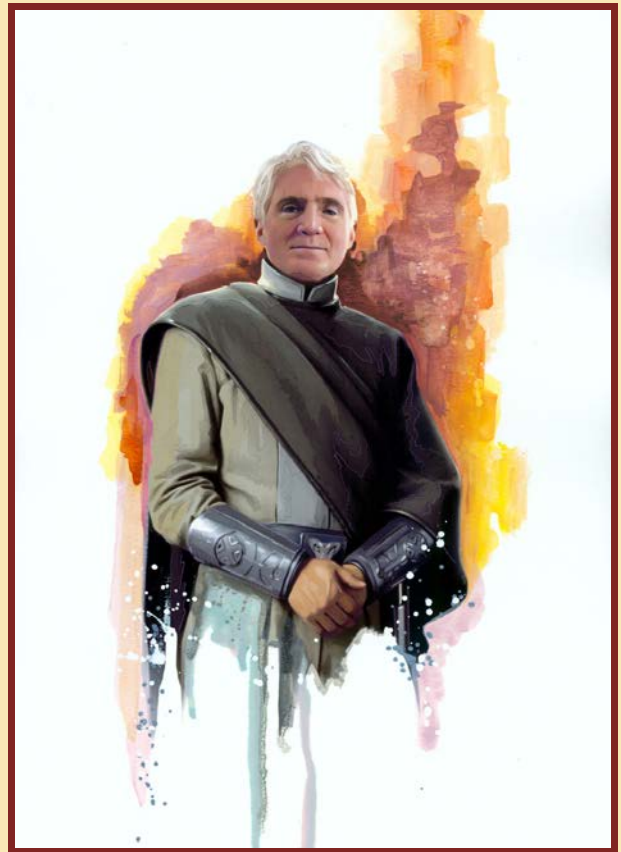
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|------------------|-----------|------------------|-----------|
| <b>KNOWLEDGE</b> | <b>4D</b> | <b>STRENGTH</b>  | <b>2D</b> |
| Alien species    |           | Brawling         |           |
| Bureaucracy      |           | Climbing/jumping |           |
| Cultures         |           | Stamina          |           |
|                  |           |                  |           |
|                  |           |                  |           |
|                  |           |                  |           |
|                  |           |                  |           |

|                        |           |                       |           |
|------------------------|-----------|-----------------------|-----------|
| <b>MECHANICAL</b>      | <b>3D</b> | <b>TECHNICAL</b>      | <b>2D</b> |
| Astrogation            |           | Computer prgm./repair |           |
| Beast riding           |           | Droid programming     |           |
| Repulsorlift operation |           | First aid             |           |
|                        |           |                       |           |
|                        |           |                       |           |
|                        |           |                       |           |
|                        |           |                       |           |

**SPECIAL ABILITIES**  
 None.

Move: 10  
 Force Sensitive? \_\_\_\_\_  
 Force Points: \_\_\_\_\_  
 Dark Side Points: \_\_\_\_\_  
 Character Points: \_\_\_\_\_

**WOUND STATUS**  
 Stunned ☐  
 Wounded ☐ ☐  
 Incapacitated ☐  
 Mortally Wounded ☐



**Equipment:** Hold-out Blaster (3D), Spartan Clothing, Comlink, 2000 Credits.

**Background:** You're getting too old — too old — for this nonsense. You've been a Senator for more years than you care to count; you've gotten white-haired and dried up in that time. It seems like your struggle with Palpatine and his henchmen has gone on forever. A never-ending struggle for the very soul of the Senate and the galaxy, a struggle which consumed the years of youth like butterflies in a flame.

You'll not give up yet! The fight has passed beyond the Senate chamber into the hard vacuum of space. You can't fly a starship or fire a laser cannon, but determination, an understanding of your adversaries, and an ability to command still counts for something. Still, still...you yearn for the old days, for men like Talon, Kenobi, and (heaven help us) Skywalker. There were giants in those days...

**Personality:** You're no-nonsense, brisk, brusque and capable. You can talk your way past a barricade and have stormtroopers saluting the "August Senator" in no time. Your stamina isn't what it used to be, and you have no stomach for violence — but you never display weakness.

**Objectives:** To re-establish the republic as it was in it's glory years before Palpatine.

**A Quote:** "And snap to it, young man!"

**Connection With Characters:** You may know the Retired Captain or other Senatorials or Nobles socially and politically. You may know the Bounty Hunter or Merc as former employees. Practically any character might come from the planet you represented as Senator.



# CHARACTER TEMPLATE

■ OUTLAW ■

Character Name: \_\_\_\_\_

Type: Outlaw \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

| DEXTERITY        | 4D | PERCEPTION | 2D |
|------------------|----|------------|----|
| Archaic weapons  |    | Bargain    |    |
| Blaster          |    | Con        |    |
| Dodge            |    | Hide       |    |
| Grenade          |    | Search     |    |
| Melee combat     |    | Sneak      |    |
| Melee parry      |    |            |    |
| Vehicle blasters |    |            |    |
|                  |    |            |    |
|                  |    |            |    |

| KNOWLEDGE         | 3D | STRENGTH | 3D+1 |
|-------------------|----|----------|------|
| Alien species     |    | Brawling |      |
| Bureaucracy       |    | Lifting  |      |
| Planetary systems |    | Stamina  |      |
| Streetwise        |    | Swimming |      |
| Survival          |    |          |      |
| Value             |    |          |      |
|                   |    |          |      |
|                   |    |          |      |

| MECHANICAL             | 2D+2 | TECHNICAL             | 3D |
|------------------------|------|-----------------------|----|
| Astrogation            |      | Computer prgm./repair |    |
| Beast riding           |      | Demolitions           |    |
| Repulsorlift operation |      | First aid             |    |
| Space transports       |      | Security              |    |
| Starship gunnery       |      |                       |    |
| Starship shields       |      |                       |    |
|                        |      |                       |    |
|                        |      |                       |    |

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

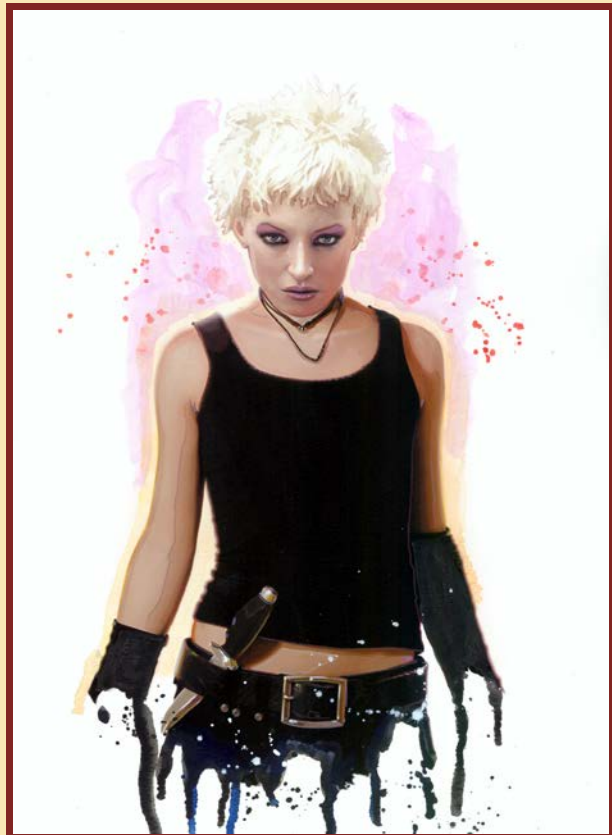
## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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 your 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.



# CHARACTER TEMPLATE

▪ PIRATE ▪

Character Name: \_\_\_\_\_

Type: Pirate \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

| DEXTERITY         | 3D+2 | PERCEPTION | 3D |
|-------------------|------|------------|----|
| Blaster           |      | Bargain    |    |
| Blaster artillery |      | Command    |    |
| Brawling parry    |      | Con        |    |
| Dodge             |      | Forgery    |    |
| Grenade           |      | Gambling   |    |
| Melee combat      |      |            |    |

| KNOWLEDGE    | 2D | STRENGTH | 2D+2 |
|--------------|----|----------|------|
| Business     |    | Brawling |      |
| Intimidation |    | Stamina  |      |
| Languages    |    |          |      |
| Streetwise   |    |          |      |
| Value        |    |          |      |

| MECHANICAL             | 3D+2 | TECHNICAL      | 3D |
|------------------------|------|----------------|----|
| Astrogation            |      | Armor repair   |    |
| Capital ship gunnery   |      | Blaster repair |    |
| Repulsorlift operation |      | Demolition     |    |
| Space transports       |      | Droid repair   |    |
| Starship gunnery       |      | Security       |    |
| Starship shields       |      |                |    |

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

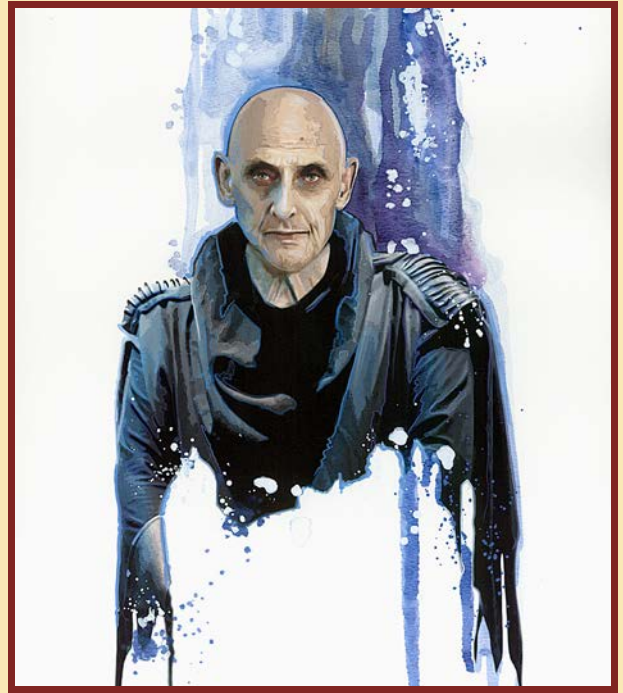
## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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.





# CHARACTER TEMPLATE

■ PROTOCOL DROID ■

Character Name: \_\_\_\_\_

Type: Protocol Droid \_\_\_\_\_

Model: 3PO Human-Cyborg Relations Droid \_\_\_\_\_

Age: \_\_\_\_\_ Height: 1.7 meters Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DEXTERITY

1D

Brawling parry

Dodge

Melee parry

Running

## PERCEPTION

1D

Bargain

Investigation

Persuasion

Search

## KNOWLEDGE

3D

Alien species

Bureaucracy

Cultures

Languages

Planetary systems

## STRENGTH

1D

Stamina

## MECHANICAL

1D

Astrogation

Communications

Repulsorlift operation

Sensors

Starship shields

## TECHNICAL

1D

Computer prgm./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 ☐



**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.



# CHARACTER TEMPLATE

■ QUIXOTIC JEDI ■

Character Name: \_\_\_\_\_  
Type: Quixotic Jedi \_\_\_\_\_  
Gender/Species: \_\_\_\_\_  
Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
Physical Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

| DEXTERITY    | 3D+2 | PERCEPTION | 3D |
|--------------|------|------------|----|
| Blaster      |      | Bargain    |    |
| Dodge        |      | Con        |    |
| Melee combat |      | Persuasion |    |
| Melee parry  |      | Sneak      |    |
| Running      |      |            |    |
|              |      |            |    |
|              |      |            |    |
|              |      |            |    |
|              |      |            |    |

| KNOWLEDGE         | 2D+1 | STRENGTH         | 3D |
|-------------------|------|------------------|----|
| Planetary systems |      | Brawling         |    |
| Survival          |      | Climbing/jumping |    |
|                   |      | Stamina          |    |
|                   |      | Swimming         |    |
|                   |      |                  |    |
|                   |      |                  |    |
|                   |      |                  |    |
|                   |      |                  |    |

| MECHANICAL   | 2D+2 | TECHNICAL    | 2D+1 |
|--------------|------|--------------|------|
| Beast riding |      | 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 ☐



**Equipment:** Old dueling 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, harebrained 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.



# CHARACTER TEMPLATE

▪ RETIRED CAPTAIN ▪

Character Name: \_\_\_\_\_

Type: Retired Captain \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 2D+2 PERCEPTION 3D+1

Blaster \_\_\_\_\_ Command \_\_\_\_\_

Grenade \_\_\_\_\_ Con \_\_\_\_\_

Melee combat \_\_\_\_\_ Hide \_\_\_\_\_

Vehicle blasters \_\_\_\_\_ Search \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## KNOWLEDGE 3D STRENGTH 2D+1

Alien species \_\_\_\_\_ Brawling \_\_\_\_\_

Bureaucracy \_\_\_\_\_ Stamina \_\_\_\_\_

Cultures \_\_\_\_\_

Languages \_\_\_\_\_

Planetary systems \_\_\_\_\_

Streetwise \_\_\_\_\_

Tactics \_\_\_\_\_

Value \_\_\_\_\_

\_\_\_\_\_

## MECHANICAL 3D+2 TECHNICAL 3D

Astrogation \_\_\_\_\_ Demolitions \_\_\_\_\_

Beast riding \_\_\_\_\_ First aid \_\_\_\_\_

Space transports \_\_\_\_\_ Security \_\_\_\_\_

Starship shields \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## SPECIAL ABILITIES

None. \_\_\_\_\_

Move: 10

Force Sensitive? \_\_\_\_\_

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

Dark Side Points: 1

Character Points: \_\_\_\_\_

## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**Equipment:** Blaster pistol (4D), Imperial Navy Uniform (slightly out of date), 2000 Credits.

**Background:** You gave your life to the service, and gave it gladly. The Navy was your job, your life, and your passion. You rose through its ranks, from enlisted trooper to petty officer to command of a starship. You saw action several times and were highly decorated, but you remember the times of peace better than the times of war — the riotous shore leaves, the dangers of galactic exploration.

It was a sad day when you retired, but you were glad, in a way. Your spouse had suffered during your frequent absences; and your children grew up strangers. It was a shock to discover upon your retirement how people thought of the Empire; something had gone very wrong, and you hadn't noticed. Things have gone from bad to worse and now, you hear, that madman Vader is running things. You wouldn't like to be under his command. Your spouse is dead now, and you're getting bored. You can only sit and read in your garden for so long. You've got a few years left, and you'd like to do something worthwhile — maybe something to fight the monster the Empire has become. Maybe the Rebellion can find a use for this old soldier.

**Personality:** Soft-spoken, intelligent in command, you're knowledgeable about antiquated military equipment, somewhat less so about modern weapon systems. You cannot abide low efficiency or needless waste (particularly in regards to those under your command: you do not consider your troops expendable).

**Objectives:** To restore the Navy's image of respectability and honor. To use the Rebellion as a means of instilling in young people a sense of moral patriotism that is sadly lacking in the Emperor's New Order.

**A Quote:** "Orders of the day gentlemen!"

**Connection With Characters:** You may have seen action with a merc, or have sponsored a brash pilot for the Naval Academy. You may know any noble or senatorial by reputation or socially. You may be irritated by an armchair historian.



# CHARACTER TEMPLATE

■ SMUGGLER ■

Character Name: \_\_\_\_\_

Type: Smuggler \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

| DEXTERITY        | 3D+1 | PERCEPTION | 3D |
|------------------|------|------------|----|
| Blaster          |      | Bargain    |    |
| Brawling parry   |      | Con        |    |
| Dodge            |      | Gambling   |    |
| Grenade          |      | Hide       |    |
| Vehicle blasters |      | Search     |    |
|                  |      | Sneak      |    |
|                  |      |            |    |
|                  |      |            |    |
|                  |      |            |    |

| KNOWLEDGE         | 2D+1 | STRENGTH | 3D |
|-------------------|------|----------|----|
| Alien species     |      | Brawling |    |
| Languages         |      | Stamina  |    |
| Planetary systems |      | Swimming |    |
| Streetwise        |      |          |    |
| Value             |      |          |    |
|                   |      |          |    |
|                   |      |          |    |
|                   |      |          |    |

| MECHANICAL             | 3D+2 | TECHNICAL               | 2D+2 |
|------------------------|------|-------------------------|------|
| Astrogation            |      | Computer prgm./repair   |      |
| Repulsorlift operation |      | First aid               |      |
| Space transports       |      | Repulsorlift repair     |      |
| Starship gunnery       |      | Security                |      |
| Starship shields       |      | Space transports repair |      |
|                        |      |                         |      |
|                        |      |                         |      |
|                        |      |                         |      |

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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. Traveling 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 at business. 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.





# CHARACTER TEMPLATE

▪ TONGUE-TIED ENGINEER ▪

Character Name: \_\_\_\_\_

Type: Tongue-Tied Engineer \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

## DEXTERITY 2D+1 PERCEPTION 2D+1

Blaster \_\_\_\_\_ Bargain \_\_\_\_\_

Dodge \_\_\_\_\_ Command \_\_\_\_\_

Melee combat \_\_\_\_\_ Gambling \_\_\_\_\_

Melee parry \_\_\_\_\_ Search \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## KNOWLEDGE 4D STRENGTH 2D+2

Languages \_\_\_\_\_ Climbing/jumping \_\_\_\_\_

Planetary systems \_\_\_\_\_ Lifting \_\_\_\_\_

Streetwise \_\_\_\_\_ Stamina \_\_\_\_\_

Value \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## MECHANICAL 2D+2 TECHNICAL 4D

Astrogation \_\_\_\_\_ Capital ship repair \_\_\_\_\_

Repulsorlift operation \_\_\_\_\_ Computer prgm./repair \_\_\_\_\_

Space transports \_\_\_\_\_ Droid programming \_\_\_\_\_

Starship gunnery \_\_\_\_\_ Droid repair \_\_\_\_\_

Starship shields \_\_\_\_\_ Repulsorlift repair \_\_\_\_\_

\_\_\_\_\_ Security \_\_\_\_\_

\_\_\_\_\_ Space transport repair \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

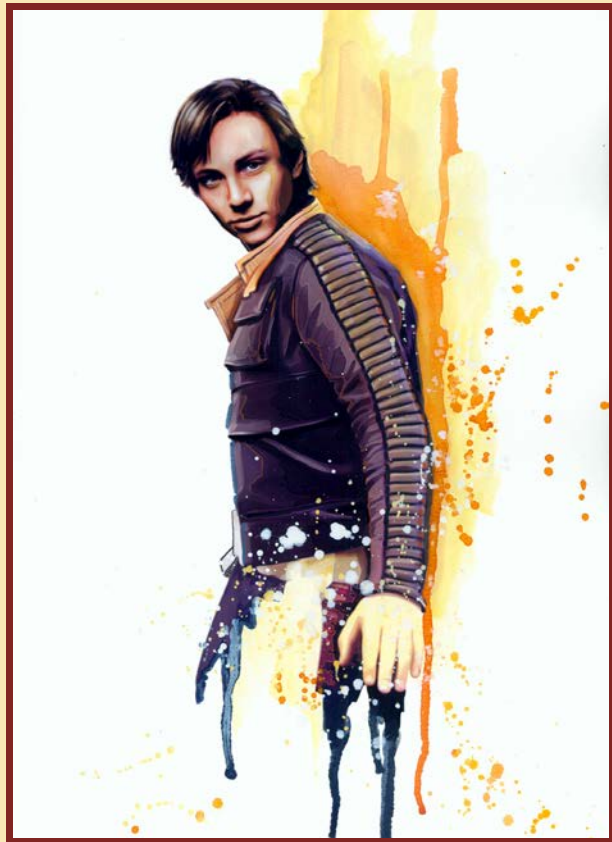
## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**Equipment:** Pocket Computer, tool kit, R5 Unit (all stats 1D except: *computer programming/repair* 4D, *space transports repair* 4D. Same equipment as standard R2 unit. Move: 5), 1000 credits

**Background:** You carry a pocket computer at all times. Your clothes always look bulky and awkward. You're clumsy and drop things a lot. The idea of shooting a blaster at someone makes you distinctly nervous. You have difficulty holding a conversation — any conversation — unless its about math, machines or computers. You find it easier to deal with Droids than with humans — droids are predictable and stable. People don't pay much attention to you — until something needs to be fixed, or they need to know something, or they someone to break into a computer. You can do any of that in nothing flat.

**Personality:** Clumsy, awkward, painfully shy, but with a flair for technology.

**Objectives:** To do your job well and hopefully get along with everyone... even if you get really nervous when dealing with people.

**A Quote:** "The integral over the surface rho with respect to v is, umm, let's see, del cross negative B, plus the partial derivative of... oh, just pass me the hydrospanners, would you?"

**Connection With Characters:** You might be related to the Brash Pilot or Kid. A Smuggler, Merc, Laconic Scout, or Outlaw might have taken you in tow. You can have fallen (secretly and inarticulately) in love with any of the younger and more glamorous characters (Young Senatorial, Smuggler, Brash Pilot, Gambler). One of the characters with Force powers might have decided to train you.



# CHARACTER TEMPLATE

▪ TOUGH NATIVE ▪

Character Name: \_\_\_\_\_  
 Type: Tough Native \_\_\_\_\_  
 Gender/Species: \_\_\_\_\_  
 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

|                              |                               |
|------------------------------|-------------------------------|
| <b>DEXTERITY</b> <b>3D+2</b> | <b>PERCEPTION</b> <b>3D+2</b> |
| Archaic weapons              | Con                           |
| Bows                         | Search                        |
| Dodge                        | Sneak                         |
| Firearms                     |                               |
| Melee combat                 |                               |
| Melee parry                  |                               |
| Running                      |                               |
|                              |                               |

|                            |                           |
|----------------------------|---------------------------|
| <b>KNOWLEDGE</b> <b>2D</b> | <b>STRENGTH</b> <b>4D</b> |
| Cultures                   | Brawling                  |
| Intimidation               | Climbing/jumping          |
| Survival                   | Lifting                   |
|                            | Stamina                   |
|                            | Swimming                  |
|                            |                           |
|                            |                           |

|                               |                              |
|-------------------------------|------------------------------|
| <b>MECHANICAL</b> <b>2D+1</b> | <b>TECHNICAL</b> <b>2D+1</b> |
| Beast riding                  | First aid                    |
| Ground vehicle operation      | Security                     |
|                               |                              |
|                               |                              |
|                               |                              |
|                               |                              |

**SPECIAL ABILITIES**  
 None.

Move: 10  
 Force Sensitive? \_\_\_\_\_  
 Force Points: \_\_\_\_\_  
 Dark Side Points: \_\_\_\_\_  
 Character Points: \_\_\_\_\_

**WOUND STATUS**  
 Stunned ☐  
 Wounded ☐ ☐  
 Incapacitated ☐  
 Mortally Wounded ☐



**Equipment:** Sword (damage code is *Strength*+1D+1), Black-powder pistol, Powder Horn, Extravagant Clothing, 500 Credits.

**Background:** Your native planet was settled a thousand years ago by shipwrecked spacers. It lost contact with the galaxy, and its technology regressed. Only a few years ago, your planet was rediscovered by free traders — smugglers, actually. You're a little dazzled by all these starships and rayguns and such — you're much more at home with honest technologies that normal human beings can understand, like sailing ships, rifles, zeppelins and gas lamps.

You grew up as an honest farmer's child, taught to fear the deity, love your parents, and serve your monarch. You joined the Queen's Own Grenadiers as a youth, and saw a little action on one campaign. Your Queen sent you (and others of her servants) to find out more about the galaxy and what contact with it might mean. You send her reports weekly — but you're increasingly worried. The Empire would crush your planet like an insect. Joining the Rebellion may be your planet's only hope.

**Personality:** Loyal to your Queen; pious; and more than a little flamboyant. You get into fights frequently, which you enjoy, and also enjoy drinking others under the table.

**Objectives:** To help your Queen make the best decision possible for the fate of your planet.

**A Quote:** "En garde!"

**Connection With Characters:** A Smuggler or Pirate might have visited your planet, or transported you from it. Any noble or senatorial might have visited it on a diplomatic mission. You might have met any of the lowlife characters (Gambler, Bounty Hunter, Smuggler, Pirate, etc) in a bar. The Laconic Scout might have discovered your planet. You might be nobility on your planet, and the Loyal Retainer yours.



# CHARACTER TEMPLATE

■ WOOKIEE ■

Character Name: \_\_\_\_\_

Type: Wookiee \_\_\_\_\_

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

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DEXTERITY 2D+2 PERCEPTION 2D

|                  |         |
|------------------|---------|
| Bowcaster        | Bargain |
| Brawling parry   | Command |
| Dodge            | Search  |
| Melee combat     | Sneak   |
| Melee parry      |         |
| Vehicle blasters |         |
| _____            | _____   |
| _____            | _____   |
| _____            | _____   |

## KNOWLEDGE 2D STRENGTH 5D

|               |                  |
|---------------|------------------|
| Alien species | Brawling         |
| Cultures      | Climbing/jumping |
| Languages     | Lifting          |
| Streetwise    | Stamina          |
| Survival      |                  |
| _____         | _____            |
| _____         | _____            |
| _____         | _____            |

## MECHANICAL 3D TECHNICAL 3D+1

|                  |                         |
|------------------|-------------------------|
| Astrogation      | Droid prgm.             |
| Beast riding     | Droid repair            |
| Space transports | First aid               |
| Starship shields | Space transports repair |
| _____            | Starship weapon 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: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

### WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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:** "Rooaarrrh 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, meres, or retired Imperials... but they're amusing when you threaten them.



# CHARACTER TEMPLATE

▪ YOUNG JEDI ▪

Character Name: \_\_\_\_\_  
Type: Young Jedi \_\_\_\_\_  
Gender/Species: \_\_\_\_\_  
Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
Physical Description: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

| DEXTERITY        | 3D | PERCEPTION    | 4D |
|------------------|----|---------------|----|
| Blaster          |    | Bargain       |    |
| Dodge            |    | Command       |    |
| Melee combat     |    | Hide          |    |
| Melee parry      |    | Investigation |    |
| Running          |    | Persuasion    |    |
| Vehicle blasters |    | Search        |    |
|                  |    | Sneak         |    |
|                  |    |               |    |
|                  |    |               |    |

| KNOWLEDGE         | 2D | STRENGTH         | 2D |
|-------------------|----|------------------|----|
| Alien species     |    | Brawling         |    |
| Languages         |    | Climbing/jumping |    |
| Planetary systems |    | Stamina          |    |
| Survival          |    | Swimming         |    |
| Willpower         |    |                  |    |
|                   |    |                  |    |
|                   |    |                  |    |

| MECHANICAL             | 2D | TECHNICAL           | 2D |
|------------------------|----|---------------------|----|
| Astrogation            |    | Blaster repair      |    |
| Beast riding           |    | Droid repair        |    |
| Repulsorlift operation |    | Repulsorlift repair |    |
| Space transports       |    | Security            |    |
| Starship shields       |    |                     |    |
|                        |    |                     |    |
|                        |    |                     |    |

## 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: \_\_\_\_\_

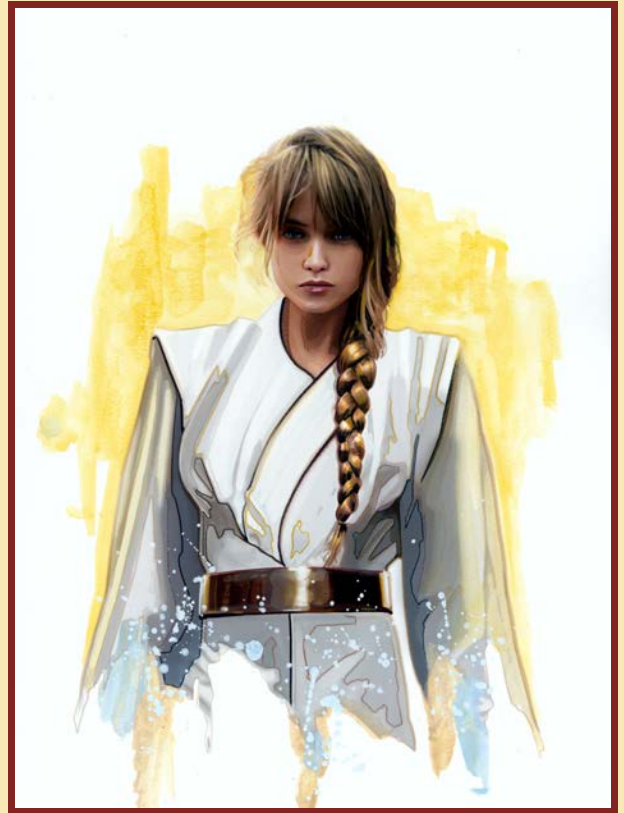
## WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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.





# CHARACTER TEMPLATE

## ■ YOUNG SENATORIAL ■

Character Name: \_\_\_\_\_

Type: Young Senatorial \_\_\_\_\_

Gender/Species: \_\_\_\_\_

Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_

### DEXTERITY

3D

### PERCEPTION

3D+1

Blaster

Brawling parry

Dodge

Melee combat

Melee parry

Bargain

Command

Con

Persuasion

Search

### KNOWLEDGE

4D

### STRENGTH

3D

Alien species

Bureaucracy

Culture

Intimidation

Value

Willpower

Brawling

Climbing/jumping

Stamina

Swimming

### MECHANICAL

2D+2

### TECHNICAL

2D

Communications

Repulsorlift operation

Sensors

Space transports

Computer prgm./repair

First aid

### SPECIAL ABILITIES

None.

Move: 10

Force Sensitive? \_\_\_\_\_

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

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

Character Points: \_\_\_\_\_

### WOUND STATUS

Stunned ☐

Wounded ☐ ☐

Incapacitated ☐

Mortally Wounded ☐



**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 mere 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.



| Type | AV | Notes |
|------|----|-------|
|------|----|-------|

| Type | AV | Notes |
|------|----|-------|
|------|----|-------|

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| Type | Dmg. | Range: S/M/L |
|------|------|--------------|
|------|------|--------------|

| Type | Dmg. | Range: S/M/L |
|------|------|--------------|
|------|------|--------------|

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**Ammo:**

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**Ammo:**

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Ammo: [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

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[illegible]

### FORCE POWERS / OTHER INFORMATION

[illegible]

| Type | Notes |
|------|-------|
|------|-------|

| Type | Notes |
|------|-------|
|------|-------|

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### Personality:

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### Objectives:

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## Languages:

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### Contacts/Enemies:

[illegible]

# STAR WARS

## ROLEPLAYING GAME

REVISED ■ EXPANDED ■ UPDATED

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The Star Wars roleplaying game plunges you into the breakneck thrills and pulse-pounding excitement of the greatest space adventure of all time!

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