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

Special Abilities

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

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

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

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

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

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

A Quote: "Put me in a cockpit—of any starship, mind you—and I'll fly it faster, better, and fancier than anyone else."
Character Name: Huumashaak
Type: Wookiee Co-Pilot
Gender/Species: __________
Age: _______ Height: _______ Weight: _______
Physical Description: ________________________________

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

**Move:** 10
**Force Sensitive?** No
**Force Points** 1
**Dark Side Points** 0
**Character Points** 5

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

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

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

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

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

Type: Klatooinan Mercenary

Gender/Species: __________________________

Age: _______ Height: _______ Weight: _______

Physical Description: ________________________________________________

Special Abilities: ________________________________________________

Move: _____________ 10

Force Sensitive?: Yes

Force Points: ______ 1

Dark Side Points: ______ 1

Character Points: ______ 5

Dexterity: ______ 4D+1

Blaster: _____________ 6D+1

Bowcaster: _____________

Brawling Parry: ______ 5D

Dodge: _____________ 5D+2

Grenade: _____________

Lightsaber: _____________

Melee Combat: ______ 5D+2

Melee Parry: ______ 5D

Pick Pocket: _____________

Knowledge: ______ 1D+2

Alien Species: _____________

Bureaucracy: _____________

Cultures: _____________

Intimidation: _____________

Languages: _____________

Planetary Systems: ______ 1D+2

Streetwise: _____________

Survival: _____________

Willpower: _____________

Mechanical: ______ 2D+2

Astrogation: _____________

Beast Riding: _____________

Communications: _____________

Repulsorlift Operation: _____________

Sensors: _____________

Space Transports: _____________

Starfighter Piloting: _____________

Starship Gunnery: ______ 3D+2

Starship Shields: _____________

Perception: ______ 3D+1

Bargain: _____________

Command: _____________

Con: _____________

Forgery: _____________

Gambling: _____________

Hide: _____________

Persuasion: _____________

Search: _____________

Sneak: _____________

Strength: ______ 4D

Brawling: _____________ 6D

Climbing/Jumping: ______ 5D

Lifting: _____________

Stamina: _____________

Swimming: _____________

Technical: ______ 2D

Computer Prog/Repair: _____________

Demolitions: _____________

Droid Programming: _____________

Droid Repair: _____________

First Aid: _____________

Repulsorlift Repair: _____________

Security: _____________

Space Transports Repair: _____________

Starfighter Repair: _____________

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

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

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


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

Another Quote: “Rogov tell joke: there were these three Gamorreans walking down the street...and they all died! Har, har, har, har...!”
Character Name: Ko'alar
Type: Twi'lek Outlaw
Gender/Species: 
Age: __________ Height: _______ Weight: __________
Physical Description: 

Dexterity: 3D
- Blaster: 5D
- Bowcast: 
- Brawling Parry: 
- Dodge: 4D
- Grenade: 
- Lightsaber: 
- Melee Combat: 
- Melee Parry: 
- Pick Pocket: 

Knowledge: 3D
- Alien Species: 4D
- Bureaucracy: 
- Cultures: 
- Intimidation: 
- Languages: 4D+2
- Planetary Systems: 
- Streetwise: 
- Survival: 
- Willpower: 

Mechanical: 2D+1
- Astrogation: 
- Beast Riding: 
- Communications: 
- Repulsorlift Operation: 
- Sensors: 
- Space Transports: 
- Starfighter Piloting: 
- Starship Gunnery: 
- Starship Shields: 3D+1

Perception: 3D+2
- Bargain: 
- Command: 
- Con: 
- Forgery: 
- Gambling: 
- Hide: 
- Persuasion: 
- Search: 4D+1
- Sneak: 

Strength: 3D
- Brawling: 4D
- Climbing/Jumping: 4D
- Lifting: 
- Stamina: 
- Swimming: 

Technical: 3D
- Computer Prog/Repair: 
- Demolitions: 
- Droid Programming: 
- Droid Repair: 
- First Aid: 
- Repulsorlift Repair: 
- Security: 
- Space Transports Repair: 
- Starfighter Repair: 

Move: 10
- Force Sensitive: No
- Force Points: 1
- Dark Side Points: 
- Character Points: 5

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

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

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

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

A Quote: "To be hunted is not a crime—even the greatest and most noble predators are hunted."
### Character Name: Omarian Sejell

**Type:** Scout  

**Gender/Species:**  

**Age**  

**Height**  

**Weight**  

**Physical Description:**  

---

**Move** 10  

**Force Sensitive?** No  

**Force Points** 1  

**Dark Side Points**  

**Character Points** 5  

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#### Special Abilities

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#### Equipment:

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

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#### Background:

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

---

#### Personality:

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

---

#### Objectives:

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

---

**A Quote:** "A simple mining charge can be an easy diversion or a deadly weapon."
**Character Name:** Jolloran Veen

**Type:** Gambler

**Gender/Species:**

**Age**

**Height**

**Weight**

**Physical Description**

**Special Abilities**

**Move**

**Force Sensitive?** No

**Force Points**

**Dark Side Points**

**Character Points**

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

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

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

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

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