**Character Name:** Lieutenant Kirnan  
**Type:** SpecForce Team C.O.  
**Gender/Species:**  
**Age**  
**Height**  
**Weight**  
**Physical Description**  

<table>
<thead>
<tr>
<th>Dexterity</th>
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<td><strong>Character Points</strong></td>
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**Equipment:** Blaster carbine (5D), blast vest (+1D physical, +1 energy, torso only), concussion grenade (5D), headset comlink, high explosive charge, medpac

**Background:** You became a SpecForces team leader after long training...nothing official, simply struggling to maintain a small Rebel cell on an Imperial-occupied world. Every aspect of running a covert operation fell to you: gathering supplies, planning defenses and executing operations against Imperial forces. You quickly learned to fight, but it took time, and lots of mistakes, to learn how to lead others. When your cell was crushed by overwhelming Imperial opposition, you and your surviving freedom-fighters fled and joined the Rebel Alliance. Your combat and command skills were recognized and you were placed in charge of a SpecForces team.

**Personality:** You try to get along with all your troopers, but sometimes you must pull rank on them to pursue the course of action you believe to be the best. Although you're open to suggestions from your team leaders, once you've decided on a plan, you don't like your decision being challenged or rebuked. Despite these sometimes confrontational relationships, you value every team member and are genuinely concerned for their safety—a concern which is only slightly secondary to accomplishing the mission.

**Objectives:** Successfully carry out the mission with a minimum of casualties.

**A Quote:** "We decided on this approach before we left base. I suggest we follow the plan unless you have some valid concerns and a better plan."
Character Name: Master Sergeant Roovan  
Type: SpecForce Pathfinder  
Gender/Species:  
Age: Height: Weight:  
Physical Description:  

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<tr>
<th>Dexterity</th>
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<td>Persuasion</td>
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<td>Starship Shields</td>
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**Equipment:** Blaster rifle (5D), camouflage poncho (+1D to sneak), 2 grenades (5D), headset comlink, high explosive charge, medpac.  

**Background:** You came from a nondescript planet in the Colonies. As a youth you explored the rural areas of your world and traveled a good deal, acquiring basic navigation skills and a healthy interest in new places. After you joined the Alliance, these qualities got you assigned to SpecForce where you scout ahead of main forces and prepare the way for larger taskforces.  

**Personality:** Calm, cool and collected, you are very self-reliant and practical. You have little use for flash and thunder types who like to blast into every situation with heavy weapons blazing away. You'd rather work with Infiltrators or Wilderness fighters and prefer insertion-and-removal missions with low profiles and minimal contact with the enemy. You aren't a coward—you just prefer finesse to brute force.  

**Objectives:** Perform the mission well; mission success relies heavily on your unit's ability.  

**A Quote:** "All right, let's set the charges and get this operation rolling."
Character Name: Sergeant Thallar
Type: SpecForce Demolitions Specialist
Gender/Species
Age ___________ Height _________ Weight

Physical Description

Dexterity 3D+2
Blaster 5D+2
Bowcaster
Brawling Parry
Dodge 5D
Grenade 4D+2
Lightsaber
Melee Combat
Melee Parry
Pick Pocket

Knowledge 2D
Alien Species
Bureaucracy
Cultures
Intimidation
Languages
Planetary Systems
Streetwise
Survival
Willpower

Mechanical 3D
Astrogation
Beast Riding
Communications
Repulsorlift Operation
Sensors
Space Transports
Starfighter Piloting
Starship Gunnery
Starship Shields

Perception 3D
Bargain
Command
Con
Forgery
Gambling
Hide
Persuasion
Search 4D
Sneak 5D

Strength 2D
Brawling 5D
Climbing/Jumping 4D
Lifting
Stamina
Swimming

Technical 3D+1
Computer Prog/Repair
Demolitions 7D
Droid Programming
Droid Repair
First Aid
Repulsorlift Repair
Security 4D+1
Space Transports Repair
Starfighter Repair

Move 10
Force Sensitive? No
Force Points 1

Dark Side Points
Character Points 5

Equipment: 2 grenades (5D), headset comlink, heavy blaster pistol (5D); 2 high explosive charges, medpac

Background: Electronic devices have always fascinated you. As a child, you tore apart your toys and tried to reassemble them...often in rather unorthodox ways. Sometimes you rigged them to short circuit or overburn on their power sources. As you grew up, you spent more time figuring out how to destroy things. The bigger the explosion, the better. When the Empire stepped in, you put your skills to work opposing their iron-fisted oppression of your homeworld. Eventually you joined the Rebel Alliance SpecForces. With the help of these elite teams, you could penetrate the most secure Imperial installations and wreak havoc on them.

Personality: You're always eager to practice your trade, sometimes too eager. Your team mates are often reminding you to quiet and calm down. It's not that you jeopardize the mission...you just let your enthusiasm get the better of you.

Objectives: Blow things up. Make sure you reign in your enthusiasm and don't give away your team's position or plans.

A Quote: "Don't worry...you concentrate on getting me inside the compound undetected and I'll worry about setting all the charges where they'll do the most damage."
Character Name: Trooper Glaav
Type: SpecForces Heavy Weapons Specialist
Gender/Species
Age Height Weight

Physical Description

Dexterity 3D+2
Blaster 5D+2
Blaster: repeating blaster 6D+2
Brawling Parry 4D+2
Dodge
Grenade
Melee Combat
Melee Parry
Pick Pocket
Knowledge 2D+2
Alien Species
Bureaucracy
Cultures
Intimidation 3D+2
Languages
Planetary Systems
Streetwise
Survival 3D+2
Willpower

Mechanical 3D
Astrogation
Beast Riding
Communications
Repulsorlift Operation
Sensors
Space Transports
Starfighter Piloting
Starship Gunnery
Starship Shields

Perception 2D+2
Bargain
Command
Con
Forgery
Gambling
Hide
Persuasion
Search 4D+2
Sneak

Strength 3D
Brawling 5D
Climbing/Jumping 4D
Lifting 4D
Stamina
Swimming

Technical 3D
Computer Prog/Repair
Demolitions 4D
Droid Programming
Droid Repair
First Aid 4D
Repulsorlift Repair
Security 4D
Space Transports Repair
Starfighter Repair

Equipment: Blaster pistol (4D), blast vest (+1D physical, +1 energy, torso only), headset comlink, light repeating blaster (6D), medpac

Background: You were a school athlete as a youth and developed your body more than your mind. You’re not stupid, though; you realized what the Empire stood for early on and joined the Alliance as soon as you could. Your athletic training led to your posting as a heavy weapons specialist. They don’t call them “heavy” weapons for nothing; it takes muscle to halt them and coordination to fire accurately. You seem to be doing well at it, since you’ve avoided getting wounded even with all the fire that comes the way of any heavy gunner.

Personality: There’s no point in being subtle with a heavy weapon, and you’re as bold and brash as any three regular Rebel troopers. You believe that there are few military problems that can’t be solved with enough firepower.

Objectives: To get them before they get you.

A Quote: Primed and ready to fire! Get ready to duck, troops!”
Character Name: Trooper Savris
Type: SpecForces Field Medic

**Dexterity** | 3D
---|---
Blaster | 5D
Bowcaster | 5D
Brawling Parry | 4D
Dodge | 5D
Grenade | 5D
Lightsaber | 5D
Melee Combat | 5D
Melee Parry | 5D
Pick Pocket | 5D

**Knowledge** | 3D
---|---
Alien Species | 4D
Bureaucracy | 4D
Cultures | 4D
Intimidation | 4D
Languages | 4D
Planetary Systems | 4D
Streetwise | 4D
Survival | 4D
Willpower | 4D

**Mechanical** | 2D+2
---|---
Astrogation | 4D
Beast Riding | 4D
Communications | 4D
Repulsorlift Operation | 4D
Sensors | 4D
Space Transports | 4D
Starfighter Piloting | 4D
Starship Gunnery | 4D
Starship Shields | 4D

**Perception** | 3D
---|---
Bargain | 4D
Command | 4D
Con | 4D
Forgery | 4D
Gambling | 4D
Hide | 4D
Persuasion | 4D
Search | 4D
Sneak | 4D

**Strength** | 2D+1
---|---
Brawling | 4D+1
Climbing/Jumping | 3D+1
Lifting | 4D
Stamina | 4D
Swimming | 4D

**Technical** | 4D
---|---
Computer Prog/Repair | 4D
Demolitions | 4D
Droid Programming | 4D
Droid Repair | 4D
First Aid | 7D
Repulsorlift Repair | 4D
Security | 5D
Space Transports Repair | 4D
Starfighter Repair | 4D

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

**Equipment:** Blaster pistol (4D), blast vest (+1D physical, -1 energy, torso only), headset comlink, high explosive charge, 5 medpacs.

**Background:** As a medical student at a prominent Core Worlds university, you pursued studies with the ultimate goal of saving lives. But you didn't always agree with the Empire's policies, and found yourself on a list of Imperial "undesirables." You fled with your medical instruments and a meager bag of personal effects. Luckily you managed to escape with the help of Rebel operatives. You joined the Alliance to stay out of the Empire's grasp and do your job: saving lives. You proved you were cool under pressure, so Command assigned you to a SpecForce unit. You manage to stay focused during missions, but the grizzly death of the battlefield still unnerves you at times.

**Personality:** You follow orders without question, especially since this often means you're at the rear of the formation, in a fairly protected spot. Still, you're quick to take the initiative and leap to a fellow trooper's rescue when needed.

**Objectives:** Follow orders, accomplish the mission, and make sure everyone in your team comes back alive.

**A Quote:** "Just give me cover, I'm going to drag the sergeant out of that fire zone."
Character Name: Trooper Varrik
Type: SpecForce Wilderness Fighter
Gender/Species

Age Height Weight

Physical Description

Dexterity 3D+1
Blaster 6D
Bowcaster
Brawling Parry
Dodge
Grenade
Lightsaber
Melee Combat 5D+1
Melee Parry 4D+1
Pick Pocket
Knowledge 3D+1
Alien Species
Bureaucracy
Cultures
Intimidation
Languages
Planetary Systems
Streetwise
Survival 4D+2
Willpower

Mechanical 2D+1
Astration
Beast Riding
Communications
Repulsorlift Operation 4D+1
Sensors
Space Transports
Starfighter Piloting
Starship Gunnery
Starship Shields

Perception 3D+2
Bargain
Command
Con
Forgery
Gambling
Hide
Persuasion
Search 4D+2
Sneak 5D+2

Strength 3D
Brawling 5D
Climbing/Jumping 4D
Lifting
Stamina
Swimming

Technical 2D+1
Computer Prog/Repair 4D+1
Demolitions 4D+1
Droid Programming
Droid Repair
First Aid
Repulsorlift Repair
Security 4D+2
Space Transports Repair
Starfighter Repair

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

Equipment: Blast vest (+1D physical, +1 energy, torso only), headset comlink, heavy blaster pistol (5D), knife (STR+1D), medpac

Background: You were raised on a backwater world with little technology and more than its fair share of clawed, fanged wildlife. You're used to living off the land and surviving on your own. You enjoyed exploring new areas and facing the survival challenges they presented. Then the Empire stepped in and ravaged your homeworld's natural resources. They turned the wild areas into tame Imperial facilities or gutted wastelands. You fled your homeworld, determined to put your survival talents to good use helping the Rebel Alliance fight the Empire's tyranny. Now you've been trained to survive in any wild area, regardless of the terrain. And you're ready to inflict your own brand of damage on the Empire.

Personality: Quiet, rugged, self-reliant and disciplined, you have little use for people who think their addiction to high technology makes them superior.

Objectives: To retire and help rebuild your homeworld once the Empire is defeated.

A Quote: "What, you can't eat meat that ain't been through a processing plant, troopy?"