STAR WARS
THE ROLEPLAYING GAME
NON-PLAYER CHARACTERS

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Every adventure needs a cast of characters. Everyone from a friendly bartender the characters turn to for information, to the stories villain and his henchmen need their own set of stats. Some people have no problem putting together a quick NPC for their adventures, while other people will agonize over a single NPC for hours. This article is to make things a little easier for the second group.

While I pick on the Army Trooper throughout this entire article, these kinds of changes can be made to any NPC. The following covers four ways to create fresh new NPC’s for your game!

The Cosmetic NPC “The Man of Many Faces”

The Cosmetic NPC is probably the simplest way to bring a new NPC to your game. To create a “Cosmetic” NPC, you need a pre-existing NPC, then make one or more cosmetic changes to the character.

We will be using the following template as a starting point.

Name: Army Trooper
Race: Human
Gender: Male
DEXTERITY: 2D
PERCEPTION: 2D
PE  
Search 3D, Sneak 2D+2
Dodge 3D+1, Firearms 3D+1,
Grenade 3D
KnowledgE: 2D
Survival 2D+2
Knowledge: 2D
Brawling 3D, Climbing/Jumping
Energy: 2D
3D, Stamina 3D
Mechanical: 2D
Ground Vehicle Operation 3D
Technical: 2D
First Aid 2D+2
Equipment: Rifle & Combat Vest

Option 1. Species Change. The simple act of changing an NPC’s species can provide you with new options for existing templates. A Human Trooper becomes a Rodian Soldier or Wookiee Freedom Fighter by simply changing the NPC’s species.

Option 2. Gear Change: Another option would be to change the gear the character is carrying. Instead of a Rifle and Combat Armor, give the character a Pistol and a flak vest to create a local thug, or police officer.

Option 3. Description Change: Just changing the character’s description or gender can have a huge affect on the way your players will perceive a character. Instead of wearing an Army Uniform, the character could be wearing a tattered old pair of work clothes, making the character a grumpy old laborer who lives in a dangerous part of town.

The 1UP! NPC

This is another simple method for making quick NPCs. Do your players need just a little more of a challenge? Are your enemies falling just a little short? One of the quickest ways to give your characters a little more fight is to add +1D to every skill in the stat block. By doing this, your Army Trooper becomes an experienced soldier instead of a green recruit. By adding +1D to every skill again, your experienced trooper becomes a grizzled veteran. If you don’t want to give the character such a rapid progression, add just +1 or +2, if you want the character to progress faster, add +1D+1 or +1D+2. Also, if you have a little extra time, raising less important skills slower will help define your character even further.

The Leader NPC

So, you have your foot troops completed, but you want someone to lead them into battle? For example, your squad of Army Troopers lacks a competent commander. You already know that you want your Squad Leader to be more dangerous than the troopers serving under him, so you have already boosted all his skills, but just having slightly better skills doesn’t make a person a leader. In this case, giving 4D to Command and Tactics puts this character firmly in command of the troops serving under him. By adding another +2D or +3D to Command and Tactics, your slightly upgraded character becomes the unquestioned leader of almost any group.

The “Specialist” NPC

It’s easy to turn a generic NPC into a specialist. Do you want to turn your Army Trooper into an Army Scout? An Army Sniper? An Army Mechanic? An Army Demolitions expert? Think about 2-4 Skills that are important to that job. If your NPC already has them, add +1D to +2D. If the NPC doesn’t have the skill it needs, give him +2D to +3D to the base Attribute.

The Army Scout. By boosting Survival, Search, and Sneak, your Scout can easily vanish behind enemy lines.

The Army Sniper. Giving your Sniper a specialty in Firearms: Sniper Rifles at +2D and adding +1D to both Search and Sneak will make him a lethal addition to any force.

The Army Mechanic. All you need to do is give your Army Trooper “Ground Vehicle Repair 4D” to turn him into a competent Mechanic.

The Army Demolitions Expert. Giving your Army Trooper Demolitions 4D, and Security 4D will not only allow your Demolitions Expert to blow things up, but he can do so without triggering hidden alarms.
**Rebel Soldier**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 5D+2, Grenade 4D+2  
**KNOWLEDGE** 1D  
**MECHANICAL** 1D+2  
Move: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)  
Reference: R&E p209

**Rebel Soldier (Experienced)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 6D+1, Grenade 5D+1  
**KNOWLEDGE** 1D  
**MECHANICAL** 1D+2  
Move: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**Rebel Soldier (Veteran)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 7D, Grenade 6D  
**KNOWLEDGE** 1D  
**MECHANICAL** 1D+2  
Move: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**Rebel Soldier (Elite)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 7D+2, Grenade 6D+2  
**KNOWLEDGE** 1D  
**MECHANICAL** 1D+2  
Move: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**Rebel Soldier Squad Leader**

Species: Any  
**DEXTERITY** 3D+2  
**PERCEPTION** 1D+2  
**STRENGTH** 3D  
**KNOWLEDGE** 2D  
**MECHANICAL** 1D+2  
**TECHNICAL** 1D+2  
**Move**: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**Rebel Soldier Squad Leader (Veteran)**

Species: Any  
**DEXTERITY** 3D+2  
**PERCEPTION** 1D+2  
Blaster 7D, Grenade 6D  
**KNOWLEDGE** 2D  
**MECHANICAL** 1D+2  
**TECHNICAL** 1D+2  
**Move**: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**Rebel Soldier Squad Leader (Elite)**

Species: Any  
**DEXTERITY** 3D+2  
**PERCEPTION** 1D+2  
Blaster 7D+2, Grenade 6D+2  
**KNOWLEDGE** 2D  
**MECHANICAL** 1D+2  
**TECHNICAL** 1D+2  
**Move**: 10  
**Equipment**: Blaster Pistol (4D), Grenades (5D), Microbinoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
**REBEL HOTH TROOPER**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 5D+2, Blaster Artillery  
Sneak 2D+1  
4D, Dodge 4D, Grenade 4D+2  
**STRENGTH 3D**  
**KNOWLEDGE 1D**  
Brawling 4D, Stamina 4D+2  
**MECHANICAL 1D+1**  
**PERCEPTION 1D+1**  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack  
**Reference:** Trilogy Sourcebook SE p37

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**REBEL AIRSPEEDER PILOT**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blasters 4D, Dodge 3D  
**PERCEPTION 1D+2**  
**STRENGTH 2D+1**  
**KNOWLEDGE 1D**  
Planetary Systems 2D+1  
**TECHNICAL 2D**  
**MECHANICAL 3D**  
Astrogation 3D+2, Repulsorlift  
Operation: Airspeeder 6D,  
Starfighter Piloting: X-Wing  
5D+1  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink, Flight Suit  
**Reference:** Trilogy Sourcebook SE p37

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**REBEL HOTH TROOPER (EXPERIENCED)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 6D+1, Blaster Artillery  
Sneak 3D  
4D+2, Dodge 4D+2, Grenade 5D+1  
**STRENGTH 3D**  
**KNOWLEDGE 1D**  
Brawling 4D+2, Stamina 5D+1  
**MECHANICAL 1D+1**  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack

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**REBEL AIRSPEEDER PILOT (EXPERIENCED)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 6D+2, Dodge 3D+2  
**PERCEPTION 1D+2**  
**STRENGTH 2D+1**  
**KNOWLEDGE 1D**  
Planetary Systems 2D+2  
**TECHNICAL 2D**  
**MECHANICAL 3D**  
Astrogation 4D, Repulsorlift  
Operation: Airspeeder 7D,  
Starfighter Piloting: X-Wing  
6D  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink, Flight Suit

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**REBEL HOTH TROOPER (VETERAN)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 7D, Blaster Artillery  
Sneak 3D+2  
4D+2, Dodge 4D+2, Grenade 5D+1  
6D  
**STRENGTH 3D**  
**KNOWLEDGE 1D**  
Brawling 5D+1, Stamina 5D+1  
**MECHANICAL 1D+1**  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack

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**REBEL AIRSPEEDER PILOT (VETERAN)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 5D+1, Dodge 4D+1  
**PERCEPTION 1D+2**  
**STRENGTH 2D+1**  
**KNOWLEDGE 1D**  
Planetary Systems 3D  
**TECHNICAL 2D**  
**MECHANICAL 3D**  
Astrogation 4D+1, Repulsorlift  
Operation: Airspeeder 8D,  
Starfighter Piloting: X-Wing  
6D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink, Flight Suit

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**REBEL HOTH TROOPER (ELITE)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 7D+2, Blaster Artillery  
Sneak 4D+1  
6D, Dodge 6D, Grenade 6D+2  
**STRENGTH 3D**  
**KNOWLEDGE 1D**  
Brawling 6D, Stamina 5D+2  
**MECHANICAL 1D+1**  
**PERCEPTION 1D+1**  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Grenades (5D), Comlink, Macro Binoculars (+1D to search over 50 meters), Medpack

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**REBEL AIRSPEEDER PILOT (ELITE)**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blasters 6D, Dodge 5D  
**PERCEPTION 1D+2**  
**STRENGTH 2D+1**  
**KNOWLEDGE 1D**  
Planetary Systems 3D+1  
**TECHNICAL 2D**  
**MECHANICAL 3D**  
Astrogation 4D+2, Repulsorlift  
Operation: Airspeeder 9D,  
Starfighter Piloting: X-Wing  
7D+1  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink, Flight Suit
**REBEL COMMANDO**

*Species*: Any  
*Sex*: Any  

**DEXTERITY 3D**  
Blaster 4D, Blaster Artillery  
3D+2, Dodge 4D+1  

**KNOWLEDGE 3D**  
Survival: Forest 4D  

**MECHANICAL 1D+1**  
Move: 10

**Equipment**: Blaster Pistol (4D), Comlink, Macrobinoculars (+1D to search greater than 50 meters), Low-Feedback Scanner (Uses sensors, detects movement at ranges 0-1 /2 /5 km), Sensor Scramblers (+2D to detect with sensors), Camouflage Fatigues (+2D to sneak in Forest at ranges over 35+ meters)

Reference: Trilogy Sourcebook SE p38

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**REBEL SEA COMMANDO**

*Species*: Any  
*Sex*: Any  

**DEXTERITY 3D**  
Blaster 5D+2, Dodge 5D,  
4D+1, Missile Weapons 5D  

**KNOWLEDGE 2D**  
Planetary Systems 4D, Survival:  
Aquatic 5D, Willpower 6D  

**MECHANICAL 3D**  
Beast Riding 5D,  
Repulsorlift Operations 6D

**Move**: 10

**Equipment**: Blaster Rifle (5D), 3 Concussion Grenades (5D), 3 Stun Grenades (7D Stun), Grapple Gun (missiles weapons, magnetic grapple w/100 meter cable), Blast Helmet (1D+2 physical, +2 energy), Blast Armor (+2D physical, +1D energy), Waterproof Uniform, Survival Kit, Military Headset Comlink

Reference: Hideouts & Strongholds p71

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**GLITTERFALL REBEL SOLDIER**

*Species*: Human  
*Sex*: Any  

**DEXTERITY 3D**  
Blaster 5D+2, Grenade 4D+2  

**KNOWLEDGE 3D**  
Survival: Forest 5D+1  

**MECHANICAL 3D**  
Demolitions 4D+2

**Move**: 10

**Equipment**: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Helmet (+1 energy, +1D physical), Medpac.

Reference: Dark Empire Sourcebook p30

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**GLITTERFALL REBEL SQUAD LEADER**

*Species*: Human  
*Sex*: Any  

**DEXTERITY 3D**  
Blaster 7D+2, Grenade 6D  

**KNOWLEDGE 3D**  
Tactics: GlitterFall Rebels  

**MECHANICAL 3D**  
Blaster 7D, Demolitions 4D+2

**Move**: 10

**Equipment**: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Helmet (+1 energy, +1D physical), Medpac.
**Delgeer’s Rim Base Rebel Soldier**

Species: Any  
Sex: Any  
DEXTERITY 3D+2  
- Blaster 5D+2, Grenade 4D+2  
KNOWLEDGE 1D  
MECHANICAL 1D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.  
Reference: Hideouts & Strongholds p136

**Delgeer’s Rim Base Rebel Soldier (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 3D+2  
- Blaster 7D+2, Grenade 6D  
KNOWLEDGE 1D  
MECHANICAL 1D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.

**Delgeer’s Rim Base Squad Leader**

Species: Any  
Sex: Any  
DEXTERITY 3D+2  
- Blaster 7D+2, Grenade 6D  
KNOWLEDGE 1D  
Tactics: Delgeer’s Rim Base Rebels 3D  
MECHANICAL 1D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.

**DVL-181 Rebel Soldier**

Species: Human  
Sex: Any  
DEXTERITY 3D+2  
- Blaster 5D+2, Grenade 4D+2  
KNOWLEDGE 1D  
STRENGTH 3D  
MECHANICAL 1D+1  
TECHNICAL 1D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.  
Reference: Hideouts & Strongholds p95

**DVL-181 Rebel Soldier (Veteran)**

Species: Human  
Sex: Any  
DEXTERITY 3D+2  
- Blaster 7D+2, Grenade 6D  
KNOWLEDGE 1D  
STRENGTH 3D  
MECHANICAL 1D+1  
TECHNICAL 1D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.

**DVL-181 Rebel Squad Leader**

Species: Human  
Sex: Any  
DEXTERITY 3D+2  
- Blaster 7D+2, Grenade 6D  
KNOWLEDGE 1D  
Tactics: DVL-181 Rebels 3D  
STRENGTH 3D  
MECHANICAL 1D+1  
TECHNICAL 1D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Grenade (5D), Macro binoculars (+1D search on greater than 50 meters), Comlink, Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.
New Republic Trooper

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D
Repulsorlift Operation 3D
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

New Republic Trooper (Experienced)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 5D+2, Grenade 5D, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 3D+1
MECHANICAL 2D
Repulsorlift Operation 3D+1
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

New Republic Trooper (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 5D+1, Vehicle Blasters 5D+1
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D
Repulsorlift Operation 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

New Republic Trooper (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Dodge 7D+2, Grenade 6D+1, Vehicle Blasters 6D
KNOWLEDGE 2D
Survival 4D
MECHANICAL 2D
Repulsorlift Operation 4D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

New Republic Trooper Squad Leader

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 5D+2, Grenade 5D, Vehicle Blasters 4D+2
KNOWLEDGE 2D
Survival 3D+1, Tactics: Squad 3D
MECHANICAL 2D
Repulsorlift Operation 3D+1
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

New Republic Trooper Squad Leader (Veteran)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 6D+2, Grenade 5D+2, Vehicle Blasters 5D+1
KNOWLEDGE 2D
Survival 3D+2, Tactics: Squad 3D+2
MECHANICAL 2D
Repulsorlift Operation 3D+2
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

New Republic Trooper Squad Leader (Elite)

Species: Any
Sex: Any
DEXTERITY 3D+2
Blaster 8D, Dodge 7D+2, Grenade 6D+1, Vehicle Blasters 6D
KNOWLEDGE 2D
Survival 4D, Tactics: Squad 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D
Move: 10
Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)
**New Republic Scout**

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<tr>
<th>Species: Any</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
<td><strong>PERCEPTION 2D+1</strong></td>
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<tr>
<td>Blaster 5D, Dodge 4D+2,</td>
<td>Hide 3D+2, Search 4D, Sneak</td>
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<tr>
<td>Grenade 4D+1, Vehicle</td>
<td>3D+1</td>
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<tr>
<td>Blasters 4D</td>
<td><strong>STRENGTH 3D</strong></td>
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<td><strong>KNOWLEDGE 2D</strong></td>
<td>Brawling 4D, Climbing/Jumping</td>
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<tr>
<td>Survival 3D</td>
<td>3D+2</td>
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<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
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<tr>
<td>Beast Riding 3D+1,</td>
<td>First Aid 3D, Security 3D</td>
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<td>Repulsorlift Operation 3D+2</td>
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<tr>
<td><strong>Equipment:</strong> Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro</td>
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<tr>
<td>binoculars (+1D to search greater than 50 meters, Speeder Bike,</td>
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<tr>
<td>Comlink, Blast Vest (+1D physical, +1 energy)</td>
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<tr>
<td><strong>New Republic Scout</strong></td>
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<td><strong>(Experienced)</strong></td>
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<td><strong>DEXTERITY 3D+2</strong></td>
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<td>Blaster 5D+2, Dodge 5D+2,</td>
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<td>Grenade 4D+2, Vehicle</td>
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<td>Blasters 4D+1</td>
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<td>Beast Riding 4D, Repulsorlift</td>
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<td>Operation 4D+1</td>
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<td><strong>Move:</strong> 10</td>
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<td><strong>Equipment:</strong> Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro</td>
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<td>binoculars (+1D to search greater than 50 meters, Speeder Bike,</td>
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<tr>
<td>Comlink, Blast Vest (+1D physical, +1 energy)</td>
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<td><strong>New Republic Scout</strong></td>
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<td><strong>Species: Any</strong></td>
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<td><strong>DEXTERITY 3D+2</strong></td>
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<td>Blaster 6D+1, Dodge 6D+2,</td>
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<td>Grenade 5D, Vehicle Blasters</td>
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<td>5D+1</td>
</tr>
<tr>
<td>Brawling 5D+1, Climbing/Jumping</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
</tr>
<tr>
<td>Beast Riding 4D+2,</td>
</tr>
<tr>
<td>Repulsorlift Operation 5D</td>
</tr>
<tr>
<td><strong>Move:</strong> 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro</td>
</tr>
<tr>
<td>binoculars (+1D to search greater than 50 meters, Speeder Bike,</td>
</tr>
<tr>
<td>Comlink, Blast Vest (+1D physical, +1 energy)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>New Republic Scout</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>New Republic Scout</strong></td>
</tr>
<tr>
<td><strong>(Elite)</strong></td>
</tr>
<tr>
<td><strong>Species: Any</strong></td>
</tr>
<tr>
<td><strong>Sex: Any</strong></td>
</tr>
<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
</tr>
<tr>
<td>Blaster 7D, Dodge 7D+2,</td>
</tr>
<tr>
<td>Grenade 5D+1, Vehicle</td>
</tr>
<tr>
<td>Blasters 5D</td>
</tr>
<tr>
<td>Hide 6D+2, Search 7D, Sneak</td>
</tr>
<tr>
<td>6D+1</td>
</tr>
<tr>
<td>Brawling 6D, Climbing/Jumping</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
</tr>
<tr>
<td>Beast Riding 5D+1,</td>
</tr>
<tr>
<td>Repulsorlift Operation 5D+2</td>
</tr>
<tr>
<td><strong>Move:</strong> 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro</td>
</tr>
<tr>
<td>binoculars (+1D to search greater than 50 meters, Speeder Bike,</td>
</tr>
<tr>
<td>Comlink, Blast Vest (+1D physical, +1 energy)</td>
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</tbody>
</table>

**New Republic Demolitions Trooper**

<table>
<thead>
<tr>
<th>Species: Any</th>
<th>Sex: Any</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
<td><strong>PERCEPTION 2D+1</strong></td>
</tr>
<tr>
<td>Blaster 5D, Dodge 4D+2,</td>
<td>Hide 3D+2, Search 4D, Sneak</td>
</tr>
<tr>
<td>Grenade 5D, Vehicle Blasters</td>
<td>3D+1</td>
</tr>
<tr>
<td>Blasters 4D</td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Brawling 4D, Climbing/Jumping</td>
<td>3D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Survival 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Beast Riding 3D+1,</td>
<td>First Aid 3D, Security 3D</td>
</tr>
<tr>
<td>Repulsorlift Operation 3D+2</td>
<td></td>
</tr>
<tr>
<td><strong>Move:</strong> 10</td>
<td></td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro</td>
<td></td>
</tr>
<tr>
<td>binoculars (+1D to search greater than 50 meters, Speeder Bike,</td>
<td></td>
</tr>
<tr>
<td>Comlink, Blast Vest (+1D physical, +1 energy)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>New Republic Demolitions Trooper</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>New Republic Demolitions</strong></td>
</tr>
<tr>
<td><strong>Trooper (Veteran)</strong></td>
</tr>
<tr>
<td><strong>Species: Any</strong></td>
</tr>
<tr>
<td><strong>Sex: Any</strong></td>
</tr>
<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
</tr>
<tr>
<td>Blaster 6D, Dodge 5D+2,</td>
</tr>
<tr>
<td>Grenade 7D, Vehicle Blasters</td>
</tr>
<tr>
<td>5D+1</td>
</tr>
<tr>
<td>Hide 5D, Search 6D, Sneak</td>
</tr>
<tr>
<td>5D+1</td>
</tr>
<tr>
<td>Brawling 5D, Climbing/Jumping</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
</tr>
<tr>
<td>Beast Riding 4D+2,</td>
</tr>
<tr>
<td>Repulsorlift Operation 4D+1</td>
</tr>
<tr>
<td><strong>Move:</strong> 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro</td>
</tr>
<tr>
<td>binoculars (+1D to search greater than 50 meters, Speeder Bike,</td>
</tr>
<tr>
<td>Comlink, Blast Vest (+1D physical, +1 energy), Detonite</td>
</tr>
</tbody>
</table>
**New Republic Assault Troop**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 5D, Blaster Artillery 5D,  
Dodge 4D+2, Grenade 4D+1,  
Missile Weapons 4D+2,  
Vehicle Blasters 4D  
**STRENGTH 3D**  
Brawling 4D, Climbing/Jumping  
3D+2, Lifting 4D, Stamina 3D+2  
**KNOWLEDGE 2D**  
Survival 3D  
**MECHANICAL 2D**  
Repulsorlift Operation 3D  
**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Assault Troop (Experienced)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 6D, Blaster Artillery 6D,  
Dodge 5D+2, Grenade 5D+1,  
Missile Weapons 5D+2,  
Vehicle Blasters 5D  
**STRENGTH 3D**  
Brawling 5D, Climbing/Jumping  
4D+2, Lifting 4D+2 Stamina  
**KNOWLEDGE 2D**  
Survival 3D+2  
**MECHANICAL 2D**  
Repulsorlift Operation 3D+2  
**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Assault Troop (Veteran)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 7D, Blaster Artillery 7D,  
Dodge 6D+2, Grenade 6D+1,  
Missile Weapons 6D+2,  
Vehicle Blasters 6D  
**STRENGTH 3D**  
Brawling 6D, Climbing/Jumping  
5D+2, Lifting 5D+1, Stamina 5D  
**KNOWLEDGE 2D**  
Survival 4D+1  
**MECHANICAL 2D**  
Repulsorlift Operation 4D+1  
**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Assault Troop (Elite)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 8D, Blaster Artillery 8D,  
Dodge 7D+2, Grenade 7D+1,  
Missile Weapons 7D+2,  
Vehicle Blasters 7D  
**STRENGTH 3D**  
Brawling 7D, Climbing/Jumping  
6D+1, Lifting 6D, Stamina 5D+2  
**KNOWLEDGE 2D**  
Survival 5D  
**MECHANICAL 2D**  
Repulsorlift Operation 5D  
**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Commando**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 6D, Brawling Parry  
7D+1, Dodge 7D+2, Grenade  
6D+1, Melee Combat 7D,  
Melee Parry 7D, Thrown Weapons 6D, Vehicle Blasters 6D+2  
**STRENGTH 3D**  
Brawling 7D, Climbing/Jumping  
7D+1, Stamina 6D, Swimming  
**KNOWLEDGE 2D**  
Planetary Systems 3D+1,  
Survival 4D+2  
**MECHANICAL 2D**  
Beast Riding 4D, Repulsorlift Operation 4D  
**Equipment:** Varies greatly by mission.

**New Republic Commando (Veteran)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 8D, Brawling Parry  
7D+1, Dodge 7D+2, Grenade  
6D+1, Melee Combat 7D,  
Melee Parry 7D, Thrown Weapons 6D, Vehicle Blasters 6D+2  
**STRENGTH 3D**  
Brawling 7D, Climbing/Jumping  
7D+1, Stamina 6D, Swimming  
**KNOWLEDGE 2D**  
Planetary Systems 4D+2,  
Survival 6D  
**MECHANICAL 2D**  
Beast Riding 5D+1, Repulsorlift Operation 6D  
**Equipment:** Varies greatly by mission.

**New Republic Commando (Elite)**

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 7D, Brawling Parry  
7D+1, Dodge 7D+2, Grenade  
6D+1, Melee Combat 7D,  
Melee Parry 7D, Thrown Weapons 6D, Vehicle Blasters 6D+2  
**STRENGTH 3D**  
Brawling 7D, Climbing/Jumping  
7D+1, Stamina 6D, Swimming  
**KNOWLEDGE 2D**  
Planetary Systems 4D+2,  
Survival 6D  
**MECHANICAL 2D**  
Beast Riding 5D+1, Repulsorlift Operation 6D  
**Equipment:** Varies greatly by mission.
### NEW REPUBLIC SNIPER

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 5D, Blaster: Sniper Rifle  
6D+1, Dodge 4D+2, Vehicle Blasters 4D  
**KNOWLEDGE 2D**  
Planetary Systems 3D, Survival 3D  
**MECHANICAL 2D**  
Repulsorlift Operation 3D  
**Equipment:** Sniper Blaster Rifle (5D, When using the rifle’s targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC SNIPER (EXPERIENCED)

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 6D, Blaster: Sniper Rifle  
7D+1, Dodge 5D+2, Vehicle Blasters 4D+2  
**KNOWLEDGE 2D**  
Planetary Systems 3D+2, Survival 3D+2  
**MECHANICAL 2D**  
Repulsorlift Operation 3D+2  
**Equipment:** Sniper Blaster Rifle (5D, When using the rifle’s targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC SNIPER (VETERAN)

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 7D, Blaster: Sniper  
Rifle 8D+1, Dodge 6D+2, Vehicle Blasters 5D+1  
**KNOWLEDGE 2D**  
Planetary Systems 4D+1, Survival 4D+1  
**MECHANICAL 2D**  
Repulsorlift Operation 4D+1  
**Equipment:** Sniper Blaster Rifle (5D, When using the rifle’s targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC SNIPER (ELITE)

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 8D, Blaster: Sniper  
Rifle 9D+1, Dodge 7D+2, Vehicle Blasters 6D  
**KNOWLEDGE 2D**  
Planetary Systems 5D, Survival 5D  
**MECHANICAL 2D**  
Repulsorlift Operation 5D  
**Equipment:** Sniper Blaster Rifle (5D, When using the rifle’s targeting scope, reduce all Long Range or precision shot difficulties to Moderate), Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC GROUND VEHICLE CREW

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle Blasters 4D+2  
**KNOWLEDGE 2D**  
Survival 3D  
**MECHANICAL 2D**  
Ground Vehicle Operation 3D+2, Hover Vehicle Operation 3D+2  
**Equipment:** Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC GROUND VEHICLE CREW (EXPERIENCED)

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2  
**KNOWLEDGE 2D**  
Survival 3D+1  
**MECHANICAL 2D**  
Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2  
**Equipment:** Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC GROUND VEHICLE CREW (VETERAN)

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle Blasters 6D+2  
**KNOWLEDGE 2D**  
Survival 3D+2  
**MECHANICAL 2D**  
Ground Vehicle Operation 5D+2, Hover Vehicle Operation 5D+2  
**Equipment:** Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

### NEW REPUBLIC GROUND VEHICLE CREW (ELITE)

**Species:** Any  
**DEXTERITY 3D+2**  
Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle Blasters 7D+2  
**KNOWLEDGE 2D**  
Survival 4D  
**MECHANICAL 2D**  
Ground Vehicle Operation 6D+2, Hover Vehicle Operation 6D+2  
**Equipment:** Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)
**New Republic Repulsorlift Crew**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 5D, Dodge 4D+2,  
Grenade 4D+1, Vehicle  
Blasters 4D+2  
**KNOWLEDGE** 2D  
Survival 3D  
**MECHANICAL** 2D  
Repulsorlift Operation 3D+2  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Airspeeder Crew**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 5D, Dodge 4D+2,  
Grenade 4D+1, Vehicle  
Blasters 4D+2  
**KNOWLEDGE** 2D  
Survival 3D  
**MECHANICAL** 2D  
Repulsorlift Operation 3D+2,  
Repulsorlift Operation:  
Airspeeder 4D+1  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Repulsorlift Crew (Experienced)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 5D+2, Dodge 5D+1,  
Grenade 5D, Vehicle  
Blasters 5D+2  
**KNOWLEDGE** 2D  
Survival 3D+1  
**MECHANICAL** 2D  
Repulsorlift Operation 4D+2  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Airspeeder Crew (Experienced)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 5D+2, Dodge 5D+1,  
Grenade 5D, Vehicle  
Blasters 5D+2  
**KNOWLEDGE** 2D  
Survival 3D+2  
**MECHANICAL** 2D  
Repulsorlift Operation 4D+1,  
Repulsorlift Operation:  
Airspeeder 5D+1  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Repulsorlift Crew (Veteran)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 6D+1, Dodge 6D,  
Grenade 5D+2, Vehicle  
Blasters 6D+2  
**KNOWLEDGE** 2D  
Survival 3D+2  
**MECHANICAL** 2D  
Repulsorlift Operation 5D+2  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Airspeeder Crew (Veteran)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 6D+1, Dodge 6D,  
Grenade 5D+2, Vehicle  
Blasters 6D+2  
**KNOWLEDGE** 2D  
Survival 4D+1  
**MECHANICAL** 2D  
Repulsorlift Operation 5D,  
Repulsorlift Operation:  
Airspeeder 6D+1  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Repulsorlift Crew (Elite)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 7D, Dodge 6D+2,  
Grenade 6D+1, Vehicle  
Blasters 7D+2  
**KNOWLEDGE** 2D  
Survival 4D  
**MECHANICAL** 2D  
Repulsorlift Operation 6D+2  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

**New Republic Airspeeder Crew (Elite)**

Species: Any  
**DEXTERITY** 3D+2  
Blaster 7D, Dodge 6D+2,  
Grenade 6D+1, Vehicle  
Blasters 7D+2  
**KNOWLEDGE** 2D  
Survival 5D  
**MECHANICAL** 2D  
Repulsorlift Operation 6D+2,  
Repulsorlift Operation:  
Airspeeder 7D+1  

Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
NEW REPUBLIC TANK CREW
Species: Any
DEXTERITY 3D+2
  Blaster 5D, Dodge 4D+2, Grenade 4D+1, Vehicle
  Blasters 4D+2
KNOWLEDGE 2D
  Survival 3D
MECHANICAL 2D
  Repulsorlift Operation 3D+2, Repulsorlift Operation: Repulsor Tank 4D+1
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

NEW REPUBLIC TANK CREW (EXPERIENCED)
Species: Any
DEXTERITY 3D+2
  Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle
  Blasters 5D+2
KNOWLEDGE 2D
  Survival 3D+2
MECHANICAL 2D
  Repulsorlift Operation 4D+1, Repulsorlift Operation: Repulsor Tank 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

NEW REPUBLIC TANK CREW (VETERAN)
Species: Any
DEXTERITY 3D+2
  Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle
  Blasters 6D+2
KNOWLEDGE 2D
  Survival 4D+1
MECHANICAL 2D
  Repulsorlift Operation 5D, Repulsorlift Operation: Repulsor Tank 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

NEW REPUBLIC TANK CREW (ELITE)
Species: Any
DEXTERITY 3D+2
  Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle
  Blasters 7D+2
KNOWLEDGE 2D
  Survival 5D
MECHANICAL 2D
  Repulsorlift Operation 5D+2, Repulsorlift Operation: Repulsor Tank 7D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

NEW REPUBLIC ARMOR SQUAD LEADER
Species: Any
DEXTERITY 3D+2
  Blaster 5D+2, Dodge 5D+1, Grenade 5D, Vehicle Blasters 5D+2
KNOWLEDGE 2D
  Survival 3D, Tactics: Armor 3D
MECHANICAL 2D
  Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Repair 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

NEW REPUBLIC ARMOR SQUAD LEADER (VETERAN)
Species: Any
DEXTERITY 3D+2
  Blaster 6D+1, Dodge 6D, Grenade 5D+2, Vehicle
  Blasters 6D+2
KNOWLEDGE 2D
  Survival 4D+2, Tactics: Armor 4D
MECHANICAL 2D
  Ground Vehicle Operation 5D+2, Hover Vehicle Operation 5D+2, Repulsorlift Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)

NEW REPUBLIC ARMOR SQUAD LEADER (ELITE)
Species: Any
DEXTERITY 3D+2
  Blaster 7D, Dodge 6D+2, Grenade 6D+1, Vehicle
  Blasters 7D+2
KNOWLEDGE 2D
  Survival 4D+1, Tactics: Armor 5D
MECHANICAL 2D
  Ground Vehicle Operation 6D+2, Hover Vehicle Operation 6D+2, Repulsorlift Repair 6D+2
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D physical, +1 energy)
**SPECFORCE MARINE (EXPER)***

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 4D+1, Brawling Parry  
4D, Dodge 4D, Grenade 4D+1,  
Melee Combat 5D, Melee  
Combat: Zero-G 6D+2  
**KNOWLEDGE 2D+1**  
Survival 3D, Survival: Space 5D  
**MECHANICAL 2D+2**  
Capital Ship Gunnery 3D+1,  
Starship Gunnery 3D+1,  
Powersuit Operation 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Light Repeating Blaster (6D), 2 Grenades (5D), Space Suit (+1D physical, +2 energy), Vibroknife (STR+1D)  
Reference: Rules of Engagement p84

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**SPECFORCE MARINE (VETERAN)***

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 5D+1, Brawling Parry  
5D, Dodge 5D, Grenade 5D+1,  
Melee Combat 6D, Melee  
Combat: Zero-G 7D+2  
**KNOWLEDGE 2D+1**  
Survival 4D, Survival: Space 6D  
**MECHANICAL 2D+2**  
Capital Ship Gunnery 4D+1,  
Starship Gunnery 4D+1,  
Powersuit Operation 5D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Light Repeating Blaster (6D) or Blaster Rifle (5D), 2 Grenades (5D), Space Suit (+1D physical, +2 energy), Vibroknife (STR+1D)

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**SPECFORCE MARINE (ELITE)***

Species: Any  
Sex: Any  
**DEXTERITY 3D+2**  
Blaster 6D+1, Brawling Parry  
6D, Dodge 6D, Grenade 6D+1,  
Melee Combat 7D, Melee  
Combat: Zero-G 8D+2  
**KNOWLEDGE 2D+1**  
Survival 5D, Survival: Space 7D  
**MECHANICAL 2D+2**  
Capital Ship Gunnery 5D+1,  
Starship Gunnery 5D+1,  
Powersuit Operation 6D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Light Repeating Blaster (6D) or Blaster Rifle (5D), 2 Grenades (5D), Space Suit (+1D physical, +2 energy), Vibroknife (STR+1D)

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**SPECFORCE PATHFINDER (EXPERIENCED)***

Species: Any  
Sex: Any  
**DEXTERITY 2D+2**  
Blaster 4D+2, Blaster: Blaster  
4D+2, Blaster Artillery  
4D, Dodge 4D, Grenade 4D+1,  
Vehicle Blasters 4D+2  
**KNOWLEDGE 2D**  
Alien Species 3D, Survival 3D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 2D+1  
Move: 10  
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.  
Reference: Rebel Alliance Sourcebook p28

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**SPECFORCE PATHFINDER (VETERAN)***

Species: Any  
Sex: Any  
**DEXTERITY 2D+2**  
Blaster 5D+2, Blaster: Blaster  
5D+2, Blaster Artillery  
5D, Dodge 5D, Grenade 5D+1,  
Vehicle Blasters 5D+2  
**KNOWLEDGE 2D**  
Alien Species 4D+1, Survival 5D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D+2  
Move: 10  
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.

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**SPECFORCE PATHFINDER (ELITE)***

Species: Any  
Sex: Any  
**DEXTERITY 2D+2**  
Blaster 6D+2, Blaster: Blaster  
6D+2, Blaster Artillery  
6D, Dodge 6D, Grenade 6D+1,  
Vehicle Blasters 6D+2  
**KNOWLEDGE 2D**  
Alien Species 5D, Survival 6D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 4D+1  
Move: 10  
Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.
**SPECFORCE URBAN GUERILLA**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Dodge 3D, Grenade 3D, Melee Combat 3D, Melee Parry 3D  
**KNOWLEDGE 2D+1**  
- Brawling 3D, Climbing/Jumping 2D+2, Stamina 3D  
**MECHANICAL 1D+1**  
- Repulsorlift Operations 2D  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)  
**Reference:** Rebel Alliance Sourcebook p29

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**SPECFORCE URBAN GUERILLA**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D+1**  
- Blaster 4D+1, Dodge 4D, Grenade 4D, Melee Combat 4D, Melee Parry 4D  
**KNOWLEDGE 2D+1**  
- Brawling 4D, Climbing/Jumping 3D+2, Stamina 3D+2  
**MECHANICAL 1D+1**  
- Repulsorlift Operations 2D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

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**SPECFORCE URBAN GUERILLA**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D+1**  
- Blaster 5D+1, Dodge 5D, Grenade 5D, Melee Combat 5D, Melee Parry 5D  
**KNOWLEDGE 2D+1**  
- Brawling 5D, Climbing/Jumping 4D+2, Stamina 4D+1  
**MECHANICAL 1D+1**  
- Repulsorlift Operations 3D+1  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

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**SPECFORCE URBAN GUERILLA**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D+1**  
- Blaster 6D+1, Dodge 6D, Grenade 6D, Melee Combat 6D, Melee Parry 6D  
**KNOWLEDGE 2D+1**  
- Brawling 6D, Climbing/Jumping 5D+2, Stamina 5D  
**MECHANICAL 1D+1**  
- Repulsorlift Operations 4D  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

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**SPECFORCE URBAN GUERILLA**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 2D+2, Dodge 3D  
**KNOWLEDGE 2D+1**  
- Command 3D+2, Hide 3D+2, Dodge 3D  
**MECHANICAL 2D**  
- Repulsorlift Operation 3D+1  
**Move:** 10  
**Equipment:** Blaster Pistol (5D), Technical Tool Kit  
**Reference:** Rebel Alliance Sourcebook p29

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**SPECFORCE TECHNICIAN**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 3D+1, Dodge 3D+2  
**KNOWLEDGE 2D+1**  
- Command 4D+2, Hide 4D+2, Dodge 4D+2  
**MECHANICAL 2D**  
- Repulsorlift Operation 4D  
**Move:** 10  
**Equipment:** Blaster Pistol (5D), Technical Tool Kit  
**Reference:** Rebel Alliance Sourcebook p29

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**SPECFORCE TECHNICIAN**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 4D, Dodge 4D+1  
**KNOWLEDGE 2D+1**  
- Command 5D+2, Hide 5D+2, Dodge 5D+2  
**MECHANICAL 2D**  
- Repulsorlift Operation 4D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (5D), Technical Tool Kit  
**Reference:** Rebel Alliance Sourcebook p29

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**SPECFORCE TECHNICIAN**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 5D, Dodge 5D+1  
**KNOWLEDGE 2D+1**  
- Command 6D+2, Hide 6D+2, Dodge 6D+2  
**MECHANICAL 2D**  
- Repulsorlift Operation 5D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (5D), Technical Tool Kit  
**Reference:** Rebel Alliance Sourcebook p29
### SpecForce Technician (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 4D+2, Dodge 5D  
**KNOWLEDGE 2D+1**  
Survival 5D  
**MECHANICAL 2D**  
Repulsorlift Operation 5D+1  
**TECHNICAL 2D+1**  
Armor Repair 6D+2, Blaster Repair 6D+2, Computer Program/Repair 6D+2, Demolition 5D, Droid Program/Repair 6D+2, Hover Vehicle Repair 6D+2, Ground Vehicle Repair 6D+2, Repulsorlift Repair 6D+2  
**PERCEPTION 1D+2**  
Command 4D+1, Hide 4D+1, Sneak 4D  
**STRENGTH 1D+2**  
Brawling 4D, Lifting 5D+2, Stamina 4D  
**KNOWLEDGE 2D**  
Survival 5D, Sneak 4D  
**MECHANICAL 2D**  
Brawling 4D, Lifting 5D+2, Stamina 4D  
**TECHNICAL 1D+2**  
Armor Repair 6D+2, Blaster Repair 6D+2, Computer Program/Repair 6D+2, Demolition 5D, Droid Program/Repair 6D+2, Hover Vehicle Repair 6D+2, Ground Vehicle Repair 6D+2, Repulsorlift Repair 6D+2  

**Move:** 10  
**Equipment:** Blaster Pistol (5D), Technical Tool Kit

### SpecForce Infiltrator

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 3D, Brawling Parry 3D, Con 3D+1, Hide 3D+2, Search  
**KNOWLEDGE 2D**  
Demolition 3D+2, Security 3D+2  
**MECHANICAL 1D+2**  
Repulsorlift Operation 3D  
**Equipment:** Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)  

**Reference:** Rules of Engagement p75

### SpecForce Infiltrator (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 4D, Brawling Parry 4D, Con 4D+2, Hide 4D+2, Search  
**KNOWLEDGE 2D**  
Demolition 4D+2, Security 4D+2  
**MECHANICAL 1D+2**  
Repulsorlift Operation 3D  
**Equipment:** Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)

### SpecForce Infiltrator (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 5D, Brawling Parry 5D, Con 5D+1, Hide 5D+2, Search  
**KNOWLEDGE 2D**  
Demolition 5D+2, Security 5D+2  
**MECHANICAL 1D+2**  
Repulsorlift Operation 3D+2  
**Equipment:** Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)

### SpecForce Infiltrator (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry 6D, Con 5D+1, Hide 6D+2, Search  
**KNOWLEDGE 2D**  
Demolition 5D+2, Security 5D+2  
**MECHANICAL 1D+2**  
Repulsorlift Operation 4D+1  
**Equipment:** Silenced Slugthrower Pistol (3D), Garotte (STR+1D), Vibroknife (STR+1D)
**SPECFORCE HEAVY WEAPONS CREWMAN**

Species: Any  
Sex: Any  
DEXTERITY 2D+2  
- Blaster 3D, Blaster: Repeating  
- Blaster 4D+2, Blaster Artillery  
- 3D+2, Vehicle Blasters 3D+2  
KNOWLEDGE 1D+2  
- Survival 2D  
MECHANICAL 2D  
- Capital Ship Gunnery 3D  
- Repulsorlift Operation 2D+1  
- Starship Gunnery 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)  
Reference: Rules of Engagement p76

**SPECFORCE HEAVY WEAPONS CREWMAN (EXPERIENCED)**

Species: Any  
Sex: Any  
DEXTERITY 2D+2  
- Blaster 4D, Blaster: Repeating  
- Blaster 5D+2, Blaster Artillery  
- 4D+2, Vehicle Blasters 4D+2  
KNOWLEDGE 1D+2  
- Survival 2D+2  
MECHANICAL 2D  
- Capital Ship Gunnery 4D  
- Repulsorlift Operation 3D  
- Starship Gunnery 4D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)

**SPECFORCE HEAVY WEAPONS CREWMAN (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 2D+2  
- Blaster 5D, Blaster: Repeating  
- Blaster 6D+2, Blaster Artillery  
- 5D+2, Vehicle Blasters 5D+2  
KNOWLEDGE 1D+2  
- Survival 3D+1  
MECHANICAL 2D  
- Capital Ship Gunnery 5D  
- Repulsorlift Operation 3D+2  
- Starship Gunnery 5D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)

**SPECFORCE HEAVY WEAPONS CREWMAN (ELITE)**

Species: Any  
Sex: Any  
DEXTERITY 2D+2  
- Blaster 6D, Blaster: Repeating  
- Blaster 7D+2, Blaster Artillery  
- 6D+2, Vehicle Blasters 6D+2  
KNOWLEDGE 1D+2  
- Survival 4D  
MECHANICAL 2D  
- Capital Ship Gunnery 6D  
- Repulsorlift Operation 4D+1  
- Starship Gunnery 6D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy Weapon or Repeating Blaster Emplacement (varies by mission)

**SPECFORCE DRIVER/PILOT**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 2D, Vehicle Blasters 3D  
KNOWLEDGE 1D+2  
- Search 3D  
MECHANICAL 2D  
- Hover Vehicle Operation 3D+2  
- Ground Vehicle Operation 3D+2, Repulsorlift Operation 3D+2, Space Transport 3D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Vehicle or Starship (As Mission Requires)

Reference: Rules of Engagement p77

**SPECFORCE DRIVER/PILOT (EXPERIENCED)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 2D+2, Vehicle Blasters 4D  
KNOWLEDGE 1D+2  
- Search 4D+1  
MECHANICAL 2D  
- Hover Vehicle Operation 4D+2, Ground Vehicle Operation 4D+2, Repulsorlift Operation 4D+2, Space Transport 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Vehicle or Starship (As Mission Requires)

**SPECFORCE DRIVER/PILOT (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 3D+1, Vehicle Blasters 5D  
KNOWLEDGE 1D+2  
- Search 5D  
MECHANICAL 2D  
- Hover Vehicle Operation 5D+2, Ground Vehicle Operation 5D+2, Repulsorlift Operation 5D+2, Space Transport 5D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Vehicle or Starship (As Mission Requires)

**SPECFORCE DRIVER/PILOT (ELITE)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 4D, Vehicle Blasters 6D  
KNOWLEDGE 1D+2  
- Search 6D  
MECHANICAL 2D  
- Hover Vehicle Operation 6D+2, Ground Vehicle Operation 6D+2, Repulsorlift Operation 6D+2, Space Transport 6D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Vehicle or Starship (As Mission Requires)
**SpecForce Scanner/Communications Specialist**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 3D, Dodge 3D+1  
**KNOWLEDGE 1D+2**  
**MECHANICAL 2D+2**  
- Communications 3D+2, Sensors 3D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)  

Reference: Rules of Engagement p78

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**SpecForce Scanner/Communications Specialist (Experienced)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 3D+2, Dodge 4D  
**KNOWLEDGE 1D+2**  
**MECHANICAL 2D+2**  
- Communications 4D+2, Sensors 4D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)

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**SpecForce Scanner/Communications Specialist (Veteran)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 4D+1, Dodge 4D+2  
**KNOWLEDGE 1D+2**  
**MECHANICAL 2D+2**  
- Communications 5D+2, Sensors 5D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)

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**SpecForce Scanner/Communications Specialist (Elite)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 5D, Dodge 5D+1  
**KNOWLEDGE 1D+2**  
**MECHANICAL 2D+2**  
- Communications 6D+2, Sensors 6D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comset or Scanner (As appropriate), Comlink (As appropriate)

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**SpecForce Interrogator**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
- Blaster 3D, Dodge 2D+2  
**KNOWLEDGE 2D+2**  
- Command 3D  
**MECHANICAL 1D+2**  
- Communications 2D  
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)

Reference: Rules of Engagement p78

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**SpecForce Interrogator (Experienced)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
- Blaster 3D+2, Dodge 3D+2  
**KNOWLEDGE 2D+2**  
- Command 4D  
**MECHANICAL 1D+2**  
- Communications 2D+2  
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)

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**SpecForce Interrogator (Veteran)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
- Blaster 4D+1, Dodge 4D+2  
**KNOWLEDGE 2D+2**  
- Command 5D  
**MECHANICAL 1D+2**  
- Communications 3D+1  
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)

---

**SpecForce Interrogator (Elite)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
- Blaster 5D, Dodge 5D+2  
**KNOWLEDGE 2D+2**  
- Command 6D  
**MECHANICAL 1D+2**  
- Communications 4D  
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Portable Uniform Fresher, Wash up Kit, Interpretation Droid (Occasionally)
### SPECFORCE TRANSLATOR

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
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<th>Blaster 3D, Dodge 2D+2</th>
<th>Bargain 3D, Command 3D, Persuasion 3D</th>
</tr>
</thead>
</table>
**KNOWLEDGE 2D+2**  
| Alien Species 4D, Bureaucracy | Strength 1D+2 |
| 3D+1, Cultures 3D+2, Languages 4D+1, Languages | Stamina 2D |
| (Choose One) 5D, Streetwise | Technical 1D+2 |
| 3D, Willpower 3D |
**MECHANICAL 1D+2**  
| Communications 2D |
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)

### SPECFORCE TRANSLATOR (EXPERIENCED)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
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<th>Blaster 3D+2, Dodge 3D+1</th>
<th>Bargain 3D+2, Command 3D+2, Persuasion 4D</th>
</tr>
</thead>
</table>
**KNOWLEDGE 2D+2**  
| Alien Species 5D, Bureaucracy | Strength 1D+2 |
| 4D+1, Cultures 4D+2, Languages 5D+2, Languages | Stamina 2D+2 |
| (Choose One) 6D+1, Streetwise | Technical 1D+2 |
| 3D+2, Willpower 3D+2 |
**MECHANICAL 1D+2**  
| Communications 3D |
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)

### SPECFORCE TRANSLATOR (VETERAN)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
<table>
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<th>Blaster 4D+1, Dodge 4D</th>
<th>Bargain 4D+1, Command 4D+1, Persuasion 5D</th>
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</thead>
</table>
**KNOWLEDGE 2D+2**  
| Alien Species 6D, Bureaucracy | Strength 1D+2 |
| 5D+1, Cultures 5D+2, Languages 7D, Languages | Stamina 3D+1 |
| (Choose One) 7D+2, Streetwise | Technical 1D+2 |
| 4D+1, Willpower 4D+1 |
**MECHANICAL 1D+2**  
| Communications 4D |
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)

### SPECFORCE TRANSLATOR (ELITE)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 1D+2**  
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<tr>
<th>Blaster 5D, Dodge 4D+2</th>
<th>Bargain 5D, Command 5D, Persuasion 6D</th>
</tr>
</thead>
</table>
**KNOWLEDGE 2D+2**  
| Alien Species 7D, Bureaucracy | Strength 1D+2 |
| 6D+1, Cultures 6D+2, Languages 8D+1, Languages | Stamina 4D |
| (Choose One) 9D, Streetwise | Technical 1D+2 |
| 5D, Willpower 5D |
**MECHANICAL 1D+2**  
| Communications 5D |
**Move:** 10  
**Equipment:** Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)
**SpecForce Medic**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Dodge 3D, Melee Combat 3D, Melee Parry 3D  
**KNOWLEDGE 2D+1**  
- Alien Species 3D, Languages 2D+2, Streetwise 3D+2  
**MECHANICAL 1D+1**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Medpack, Vibroknife (STR+1D)

**SpecForce Medic (Experienced)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+2, Dodge 3D+2, Melee Combat 3D+2, Melee Parry 4D  
**KNOWLEDGE 2D+1**  
- Alien Species 4D+1, Languages 3D+1, Streetwise 4D+1  
**MECHANICAL 1D+1**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Med Kit (Adds +1 to First Aid and Medicine rolls), Vibroknife (STR+1D)

**SpecForce Medic (Veteran)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 4D, Dodge 4D+1, Melee Combat 4D+1, Melee Parry 4D+1  
**KNOWLEDGE 2D+1**  
- Alien Species 4D+1, Languages 3D+1, Streetwise 4D+1  
**MECHANICAL 1D+1**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Med Kit (Adds +1 to First Aid and Medicine rolls), Vibroknife (STR+1D)

**SpecForce Medic (Elite)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 4D+1, Dodge 5D, Melee Combat 5D, Melee Parry 5D  
**KNOWLEDGE 2D+1**  
- Alien Species 5D, Languages 3D+2, Streetwise 4D+2  
**MECHANICAL 1D+1**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Med Kit (Adds +1 to First Aid and Medicine rolls), Vibroknife (STR+1D)

**SpecForce Officer**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Melee Combat 3D+2  
**KNOWLEDGE 2D+1**  
- Bureaucracy 3D+2, Streetwise 3D, Survival 3D, Tactics 3D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 3D  
**Equipment:** Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

**SpecForce Officer (Experienced)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 4D+1, Blaster Artillery 4D, Dodge 4D, Melee Combat 4D+2  
**KNOWLEDGE 2D+1**  
- Bureaucracy 4D+2, Streetwise 4D, Survival 4D, Tactics 4D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 4D  
**Equipment:** Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

**SpecForce Officer (Veteran)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Melee Combat 5D+2  
**KNOWLEDGE 2D+1**  
- Bureaucracy 5D+2, Streetwise 5D, Survival 5D, Tactics 5D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 5D  
**Equipment:** Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

**SpecForce Officer (Elite)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 6D+1, Blaster Artillery 6D, Dodge 6D, Melee Combat 6D+2  
**KNOWLEDGE 2D+1**  
- Bureaucracy 6D+2, Streetwise 6D, Survival 6D, Tactics 6D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 6D  
**Equipment:** Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)
**SPECFORCE WILDERNESS FIGHTER**

Species: Any  
Sex: Any  
Dexterity 2D+1  
- Blaster 3D+1, Blaster Artillery  
- 3D, Dodge 3D, Grenade 3D,  
- Melee Combat 3D+2, Vehicle  
- Blasters 3D  
Knowledge 2D+1  
- Survival 3D+2  
Mechanical 1D+1  
- Repulsorlift Operation 3D  
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife  
(STR+1D)  
Reference: Rebel Alliance Sourcebook p29

**SPECFORCE WILDERNESS FIGHTER (EXPERIENCED)**

Species: Any  
Sex: Any  
Dexterity 2D+1  
- Blaster 4D+1, Blaster Artillery  
- 4D, Dodge 4D, Grenade 4D,  
- Melee Combat 4D+2, Vehicle  
- Blasters 3D+2  
Knowledge 2D+1  
- Survival 4D+2  
Mechanical 1D+1  
- Repulsorlift Operation 3D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife  
(STR+1D)

**SPECFORCE WILDERNESS FIGHTER (VETERAN)**

Species: Any  
Sex: Any  
Dexterity 2D+1  
- Blaster 5D+1, Blaster Artillery  
- 5D, Dodge 5D, Grenade 5D,  
- Melee Combat 5D+2, Vehicle  
- Blasters 4D+1  
Knowledge 2D+1  
- Survival 5D+2  
Mechanical 1D+1  
- Repulsorlift Operation 4D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife  
(STR+1D)

**SPECFORCE WILDERNESS FIGHTER (ELITE)**

Species: Any  
Sex: Any  
Dexterity 2D+1  
- Blaster 6D+1, Blaster Artillery  
- 6D, Dodge 6D, Grenade 6D,  
- Melee Combat 6D+2, Vehicle  
- Blasters 5D  
Knowledge 2D+1  
- Survival 6D+2  
Mechanical 1D+1  
- Repulsorlift Operation 5D  
Move: 10  
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife  
(STR+1D)

**SPECFORCE WILDERNESS FIGHTER: AQUATIC**

Species: Any  
Sex: Any  
Dexterity 2D+1  
- Blaster 3D, Blaster Artillery  
- 3D, Dodge 3D, Firearms  
- 3D+1, Grenade 3D, Melee  
- Combat 3D+2, Missile  
- Weapons 4D+2, Vehicle  
- Blasters 3D  
Knowledge 2D+1  
- Technical 1D+1  
Move: 10  
Equipment: Blaster Speargun (Spear Damage 4D/2D/1D, Blaster  
5D/4D/3D+1), 3 Spears, 3 Concussion Grenades (5D), 3 Stun Grenades  
(7D Stun), Grapple Gun (missile weapons, magnetic grapple w/100  
meter cable), Blast Helmet (1D+2 physical, +1D energy), Blast Armor  
(+2D physical, +1D energy), Waterproof Uniform, Survival Kit, Military  
Headset Comlink

**SPECFORCE WILDERNESS FIGHTER: AQUATIC (VETERAN)**

Species: Any  
Sex: Any  
Dexterity 2D+1  
- Blaster 5D, Blaster Artillery  
- 5D, Dodge 5D, Firearms  
- 5D+1, Grenade 5D, Melee  
- Combat 5D+2, Missile  
- Weapons 6D+2, Vehicle  
- Blaster Blasters 5D  
Knowledge 2D+1  
- Technical 1D+1  
Move: 10  
Equipment: Blaster Speargun (Spear Damage 4D/2D/1D, Blaster  
5D/4D/3D+1), 3 Spears, 3 Concussion Grenades (5D), 3 Stun Grenades  
(7D Stun), Grapple Gun (missile weapons, magnetic grapple w/100  
meter cable), Blast Helmet (1D+2 physical, +2 energy), Blast Armor  
(+2D physical, +1D energy), Waterproof Uniform, Survival Kit, Military  
Headset Comlink
**SPECFORCE WILDERNESS FIGHTER: COLD**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle  
- Blasters 3D  
**KNOWLEDGE 2D+1**  
- Survival: Cold 4D  
**MECHANICAL 1D+1**  
- Beast Riding 3D, Repulsorlift Operation 3D+2  
**Equipment:** Blaster Rifle (5D), 3 Concussion Grenades, (5D), Survival Pack, Vibroknife (STR+1D), Cold Weather Uniform, Ice Climbing gear (+1D to Climb checks in frozen environments)

**SPECFORCE WILDERNESS FIGHTER: COLD (VETERAN)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle  
- Blasters 4D+1  
**KNOWLEDGE 2D+1**  
- Survival: Cold 6D  
**MECHANICAL 1D+1**  
- Beast Riding 4D+1, Repulsorlift Operation 5D  
**Equipment:** Blaster Rifle (5D), 3 Concussion Grenades, (5D), Survival Pack, Vibroknife (STR+1D), Cold Weather Uniform, Ice Climbing gear (+1D to Climb checks in frozen environments)

**SPECFORCE WILDERNESS FIGHTER: DESERT**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle  
- Blasters 3D  
**KNOWLEDGE 2D+1**  
- Survival: Desert 4D  
**MECHANICAL 1D+1**  
- Beast Riding 3D, Repulsorlift Operation 3D+2  
**Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Hot Weather Clothing, Vibroknife (STR+1D)

**SPECFORCE WILDERNESS FIGHTER: DESERT (VETERAN)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle  
- Blasters 4D+1  
**KNOWLEDGE 2D+1**  
- Survival: Desert 6D  
**MECHANICAL 1D+1**  
- Beast Riding 4D+1, Repulsorlift Operation 5D  
**Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Hot Weather Clothing, Vibroknife (STR+1D)

**SPECFORCE WILDERNESS FIGHTER: FOREST**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle  
- Blasters 3D  
**KNOWLEDGE 2D+1**  
- Survival: Forest 4D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 3D+2  
**Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

**SPECFORCE WILDERNESS FIGHTER: FOREST (VETERAN)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle  
- Blasters 4D+1  
**KNOWLEDGE 2D+1**  
- Survival: Forest 6D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 5D  
**Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

**SPECFORCE WILDERNESS FIGHTER: JUNGLE**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle  
- Blasters 3D  
**KNOWLEDGE 2D+1**  
- Survival: Jungle 4D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 3D+2  
**Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

**SPECFORCE WILDERNESS FIGHTER: JUNGLE (VETERAN)**

**Species:** Any  
**DEXTERITY 2D+1**  
- Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle  
- Blasters 4D+1  
**KNOWLEDGE 2D+1**  
- Survival: Jungle 6D  
**MECHANICAL 1D+1**  
- Repulsorlift Operation 5D  
**Equipment:** Blaster Pistol (4D), Survival Pack, Vibroknife (STR+1D)
**SpecForce Wilderness Fighter: Plains**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D+1**
  - Blaster 3D+, Blaster Artillery 3D, Dodge 3D+, Grenade 3D, Melee Combat 3D+, Running 4D, Vehicle Blasters 3D
- **KNOWLEDGE 2D+1**
  - Survival: Plains 4D
- **MECHANICAL 1D+1**
  - Beast Riding 3D, Repulsorlift Operation 3D+1
- **Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife

- **Move:** 10

**SpecForce Wilderness Fighter: Plains (Veteran)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D+1**
  - Blaster 5D+, Blaster Artillery 5D, Dodge 5D+, Grenade 5D, Melee Combat 5D+, Running 6D, Vehicle Blasters 4D+1
- **KNOWLEDGE 2D+1**
  - Survival: Plains 6D
- **MECHANICAL 1D+1**
  - Beast Riding 4D+, Repulsorlift Operation 5D
- **Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife

- **Move:** 10

**SpecForce Wilderness Fighter: Mountainous**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D+1**
  - Blaster 3D+, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+, Vehicle Blasters 3D
- **KNOWLEDGE 2D+1**
  - Survival: Mountainous 4D
- **MECHANICAL 1D+1**
  - Repulsorlift Operation 3D
- **Equipment:** Blaster Pistol (4D), Survival Pack, Mountain Climbing Gear (+1D to Climbing rolls), Vibroknife

- **Move:** 10

**SpecForce Wilderness Fighter: Mountainous (Veteran)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D+1**
  - Blaster 5D+, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+, Blasters 4D+1
- **KNOWLEDGE 2D+1**
  - Survival: Mountainous 6D
- **MECHANICAL 1D+1**
  - Repulsorlift Operation 4D+1
- **Equipment:** Blaster Pistol (4D), Survival Pack, Mountain Climbing Gear (+1D to Climbing rolls), Vibroknife

- **Move:** 10

**SpecForce Wilderness Fighter: Plains (Veteran)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D+1**
  - Blaster 3D+, Blaster Artillery 3D, Dodge 3D+, Grenade 3D, Melee Combat 3D+, Running 4D, Vehicle Blasters 3D
- **KNOWLEDGE 2D+1**
  - Survival: Plains 4D
- **MECHANICAL 1D+1**
  - Beast Riding 3D, Repulsorlift Operation 3D+1
- **Equipment:** Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife

- **Move:** 10

**Fighter Pilot (Novice)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster 3D+, Dodge 2D+1
- **KNOWLEDGE 1D**
  - Planetary Systems 1D+2
- **MECHANICAL 3D**
  - Starfighter Piloting 4D, Starship Gunnery 3D+1
- **Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit

- **Move:** 10

**Fighter Pilot (Experienced)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster 4D+, Dodge 3D+2
- **KNOWLEDGE 1D**
  - Planetary Systems 3D
- **MECHANICAL 3D**
  - Starfighter Piloting 5D, Starship Gunnery 5D
- **Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit

- **Move:** 10

**Fighter Pilot (Veteran)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster 5D+1, Dodge 3D+2
- **KNOWLEDGE 1D**
  - Planetary Systems 3D+2
- **MECHANICAL 3D**
  - Starfighter Piloting 7D, Starship Gunnery 6D
- **Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit

- **Move:** 10

**Fighter Pilot (Elite)**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster 6D, Dodge 4D+1
- **KNOWLEDGE 1D**
  - Planetary Systems 4D+1
- **MECHANICAL 3D**
  - Starfighter Piloting 8D, Starship Gunnery 7D
- **Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit

- **Move:** 10
**FIGHTER PILOT SQUADRON LEADER**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blaster 4D, Dodge 3D  
**KNOWLEDGE 1D**  
Planetary Systems 2D+1, Tactics: Starfighters 2D+2  
**MECHANICAL 3D**  
Starfighter Piloting 5D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 6D, Starship Gunnery 4D  
**Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit.

**FIGHTER PILOT SQUADRON LEADER (Veteran)**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blaster 5D+1, Dodge 3D+2  
**KNOWLEDGE 1D**  
Planetary Systems 3D+2, Tactics: Starfighters 3D+2  
**MECHANICAL 3D**  
Starfighter Piloting 7D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 8D, Starship Gunnery 6D  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit.

**FIGHTER PILOT SQUADRON LEADER (Elite)**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blaster 6D, Dodge 4D+1  
**KNOWLEDGE 1D**  
Planetary Systems 4D+1, Tactics: Starfighters 4D+2  
**MECHANICAL 3D**  
Starfighter Piloting 8D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 9D, Starship Gunnery 7D  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink, Sealed Flight Suit.

**SHUTTLE PILOT**

Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 4D, Dodge 4D  
**KNOWLEDGE 2D**  
Planetary Systems 3D  
**MECHANICAL 4D**  
Astrogation 4D, Sensors 5D, Space Transports 5D, Starship Gunnery 5D, Starship Shields 5D  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

**SHUTTLE PILOT (Experienced)**

Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 4D+2, Dodge 4D+2  
**KNOWLEDGE 2D**  
Planetary Systems 4D  
**MECHANICAL 4D**  
Astrogation 5D+2, Sensors 6D+1, Space Transports 6D, Starship Gunnery 6D, Starship Shields 5D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

**SHUTTLE PILOT (Veteran)**

Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 5D+1, Dodge 5D+1  
**KNOWLEDGE 2D**  
Planetary Systems 5D  
**MECHANICAL 4D**  
Astrogation 6D+2, Sensors 7D+1, Space Transports 7D, Starship Gunnery 7D, Starship Shields 6D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

**SHUTTLE PILOT (Elite)**

Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 6D, Dodge 6D  
**KNOWLEDGE 2D**  
Planetary Systems 6D  
**MECHANICAL 4D**  
Astrogation 7D+2, Sensors 8D+1, Space Transports 8D, Starship Gunnery 8D, Starship Shields 7D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
NAVAL TROOPER

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 4D+1, Brawling Parry  
Grenade 4D+1, Dodge 4D+1, 
Melee Combat 4D+1, 
Melee Parry 4D+1, Running  
3D+1  
PERCEPTION 3D  
Command 3D+1, Search 4D  
STRENGTH 2D+1  
Brawling 4D, Stamina 3D+2  
TECHNICAL 1D  
First Aid 2D, Security 2D  
KNOWLEDGE 1D+2  
Planetary Systems 2D+1  
MECHANICAL 1D+2  
Repulsorlift Operation 2D+2, Capital Ship Shields 2D+2  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

NAVAL TROOPER (EXPERIENCED)

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 5D, Brawling Parry  
Grenade 5D+1, Dodge 5D+1, 
Melee Combat 5D+1, 
Melee Parry 5D+1, Running 4D  
PERCEPTION 3D  
Command 4D, Search 5D  
STRENGTH 2D+1  
Brawling 5D, Stamina 4D+1  
TECHNICAL 1D  
First Aid 2D+2, Security 3D  
KNOWLEDGE 1D+2  
Planetary Systems 3D+1  
MECHANICAL 1D+2  
Repulsorlift Operation 3D+1, Capital Ship Shields 3D+1  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

NAVAL TROOPER (VETERAN)

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 6D+1, Brawling Parry  
Grenade 6D+2, Dodge 6D+1, 
Melee Combat 6D+1, 
Melee Parry 6D+1, Running 4D+2  
PERCEPTION 3D  
Command 4D+2, Search 6D  
STRENGTH 2D+1  
Brawling 6D, Stamina 5D+1  
TECHNICAL 1D  
First Aid 3D+1, Security 4D  
KNOWLEDGE 1D+2  
Planetary Systems 4D+1  
MECHANICAL 1D+2  
Repulsorlift Operation 4D, Capital Ship Shields 4D  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

NAVAL TROOPER (ELITE)

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 7D+1, Brawling Parry  
Grenade 7D+2, Dodge 7D+1, 
Melee Combat 7D+1, 
Melee Parry 7D+1, Running 5D+1  
PERCEPTION 3D  
Command 5D+1, Search 7D  
STRENGTH 2D+1  
Brawling 7D, Stamina 5D+2  
TECHNICAL 1D  
First Aid 4D, Security 5D  
KNOWLEDGE 1D+2  
Planetary Systems 5D+1  
MECHANICAL 1D+2  
Repulsorlift Operation 4D+2, Capital Ship Shields 4D+2  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

NAVAL TROOPER SQUAD LEADER

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 4D+1, Brawling Parry  
Grenade 4D+1, Dodge 4D+1, 
Melee Combat 4D+1, 
Melee Parry 4D+1, Running 4D  
PERCEPTION 3D  
Command 4D+2, Search 5D  
STRENGTH 2D+1  
Brawling 5D, Stamina 4D+1  
TECHNICAL 1D  
First Aid 2D+2, Security 3D  
KNOWLEDGE 1D+2  
Planetary Systems 3D+1, Tactics: Navy Troopers 3D  
MECHANICAL 1D+2  
Repulsorlift Operation 3D+1, Capital Ship Shields 3D+1  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

NAVAL TROOPER SQUAD LEADER (VETERAN)

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 5D+1, Brawling Parry  
Grenade 5D+2, Dodge 5D+1, 
Melee Combat 5D+1, 
Melee Parry 5D+1, Running 4D+2  
PERCEPTION 3D  
Command 5D+2, Search 6D  
STRENGTH 2D+1  
Brawling 6D, Stamina 5D  
TECHNICAL 1D  
First Aid 3D+1, Security 4D  
KNOWLEDGE 1D+2  
Planetary Systems 4D+1, Tactics: Navy Troopers 4D  
MECHANICAL 1D+2  
Repulsorlift Operation 4D, Capital Ship Shields 4D  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

NAVAL TROOPER SQUAD LEADER (ELITE)

Species: Any  
SEX: Any  
DEXTERITY 2D+1  
Blaster 6D+1, Brawling Parry  
Grenade 6D+2, Dodge 6D+1, 
Melee Combat 6D+1, 
Melee Parry 6D+1, Running 5D+1  
PERCEPTION 3D  
Command 6D+1, Search 7D  
STRENGTH 2D+1  
Brawling 7D, Stamina 5D+2  
TECHNICAL 1D  
First Aid 4D, Security 5D  
KNOWLEDGE 1D+2  
Planetary Systems 5D+1, Tactics: Navy Troopers 5D  
MECHANICAL 1D+2  
Repulsorlift Operation 4D+2, Capital Ship Shields 4D+2  
Move: 10  
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
**Astrogation Crewman**

Species: Any  
DEXTERITY 2D  
Blaster 3D, Brawling Parry 3D  
KNOWLEDGE 2D  
Planetary Systems 3D  
MECHANICAL 2D  
Astrogation 3D, Repulsorlift 3D  
Operation 3D  
Equipment: Computer Repair Kit, Chromometer Comlink, Datapad, Blaster Pistol (4D)

**Astrogation Crewman (Veteran)**

Species: Any  
DEXTERITY 2D  
Blaster 4D+1, Brawling Parry 5D  
KNOWLEDGE 2D  
Planetary Systems 5D  
MECHANICAL 2D  
Astrogation 4D+1, Repulsorlift 5D+1  
Operation 3D+1  
Equipment: Computer Repair Kit, Chromometer Comlink, Datapad, Blaster Pistol (4D)

**Communications Crewman**

Species: Any  
DEXTERITY 2D  
Blaster 3D, Brawling Parry 3D  
KNOWLEDGE 2D  
Alien Species 3D, Languages 3D  
MECHANICAL 2D  
Communications 4D, Repulsorlift Operation 3D  
Equipment: Computer Repair Kit, Chromometer Comlink, Datapad, Blaster Pistol (4D)

**Communications Crewman (Veteran)**

Species: Any  
DEXTERITY 2D  
Blaster 4D+1, Brawling Parry 5D  
KNOWLEDGE 2D  
Alien Species 5D, Languages 5D  
MECHANICAL 2D  
Communications 6D, Repulsorlift Operation 3D+2  
Equipment: Computer Repair Kit, Chromometer Comlink, Datapad, Blaster Pistol (4D)

**Gunner**

Species: Any  
DEXTERITY 2D  
Blaster 3D+2, Blaster Artillery 3D+1  
4D+2, Dodge 3D+2, Thrown 3D+2, Vehicle 3D+2  
Weapons 4D+2  
KNOWLEDGE 10+2  
Planetary Systems 2D+2  
MECHANICAL 3D  
Capital Ship Gunnery 5D, Capital Ship Shields 4D, 
Communications 4D, Sensors 4D+1, Starship Gunnery 4D, 
Starship Shields 3D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to capital ship or starship gunnery: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)

**Gunner (Veteran)**

Species: Any  
DEXTERITY 2D  
Blaster 5D, Blaster Artillery 6D+2, Dodge 5D, Thrown 6D+2  
4D+1, Vehicle 4D+1, Weapons 6D+2  
KNOWLEDGE 10+2  
Planetary Systems 4D  
MECHANICAL 3D  
Capital Ship Gunnery 7D, Capital Ship Shields 5D+1, 
Communications 5D+1, Sensors 5D+1, Starship Gunnery 6D, Starship Shields 5D  
Move: 10  
Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to capital ship or starship gunnery: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)

**Capital Ship Pilot**

Species: Any  
DEXTERITY 2D+2  
Blaster 4D, Dodge 4D  
KNOWLEDGE 3D  
Astrogation 3D+2, Planetary Systems 4D  
MECHANICAL 3D+2  
Capital Ship Piloting 5D  
Equipment: Blaster Pistol (4D), Comlink  
Move: 10

**Capital Ship Pilot (Veteran)**

Species: Any  
DEXTERITY 2D+2  
Blaster 5D+1, Dodge 6D  
KNOWLEDGE 3D  
Astrogation 5D, Planetary Systems 6D  
MECHANICAL 3D+2  
Capital Ship Piloting 7D  
Equipment: Blaster Pistol (4D), Comlink  
Move: 10
**Shield Operation Crewman**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 3D  
KNOWLEDGE 2D  
Planetary Systems 2D+2  
MECHANICAL 2D  
Capital Ship Shields 4D, Repulsorlift Operation 3D  
Equipment: Computer Repair Kit, Chronometer, Comlink, Datapad, Blaster Pistol (4D)

**Shield Operation Crewman (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 4D+1  
KNOWLEDGE 2D  
Planetary Systems 3D+1  
MECHANICAL 2D  
Capital Ship Shields 6D, Repulsorlift Operation 4D+1  
Move: 10  
Equipment: Computer Repair Kit, Chronometer, Comlink, Datapad, Blaster Pistol (4D)

**Sensor Operation Crewman**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 3D  
KNOWLEDGE 2D  
Alien Species 3D, Planetary Systems 3D  
MECHANICAL 2D  
Sensors 4D  
Move: 10  
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Blaster Pistol (4D)

**Sensor Operation Crewman (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 4D+1  
KNOWLEDGE 2D  
Alien Species 5D, Planetary Systems 5D  
MECHANICAL 2D  
Sensors 6D  
Move: 10  
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Blaster Pistol (4D)

**Capital Ship Officer**

Species: Any  
Sex: Any  
DEXTERITY 2D+2  
Blaster 4D, Dodge 4D  
KNOWLEDGE 3D  
Bureaucracy 4D, Planetary Systems 3D+2, Tactics: Capital Ships 5D+1, Tactics: Fleets 6D+2  
MECHANICAL 3D+2  
Capital Ship Piloting 4D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink

**Capital Ship Officer (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D+2  
Blaster 5D+1, Dodge 5D+1  
KNOWLEDGE 3D  
Bureaucracy 6D, Planetary Systems 5D+2, Tactics: Capital Ships 7D+1, Tactics: Fleets 6D+2  
MECHANICAL 3D+2  
Capital Ship Piloting 5D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink
**MON CALAMARI CREWMAN**

Species: Mon Calamari  
DEXTERITY 2D  
KNOWLEDGE 2D  
- Planetary Systems 4D+1, Value 4D+1  
MECHANICAL 2D+1  
- Astroglon 5D+2, Capital Ship  
- Piloting 5D+2, Capital Ship  
- Shields 5D+1  

Special Abilities  
Moist Environments: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.  
Dry Environments: Mon Calamari receive a +1D bonus for all Dexterity, Perception, and Strength tasks.  
Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.

Move: 10  
Equipment: Comlink, Datapad  
Reference: Trilogy Sourcebook SE p37

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**MON CALAMARI CREWMAN (VETERAN)**

Species: Mon Calamari  
DEXTERITY 2D  
KNOWLEDGE 2D  
- Planetary Systems 4D+1, Value 4D+1  
MECHANICAL 2D+1  
- Astroglon 5D+2, Capital Ship  
- Piloting 5D+2, Capital Ship  
- Shields 5D+1  

Special Abilities  
Moist Environments: In moist environments, Mon Calamari receive a +1D bonus for all Dexterity, Perception, and Strength tasks.  
Dry Environments: In dry environments, Mon Calamari receive a -1D penalty for all Dexterity, Perception, and Strength tasks.  
Amphibious: Mon Calamari can breathe both air and water and can withstand the extreme pressures of the ocean depths.

Move: 10  
Equipment: Comlink, Datapad

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**STORMTROOPERS**

Stormtroopers were the elite soldiers of the Galactic Empire. Like Imperial-class Star Destroyers and TIE Fighters, stormtroopers served as ever present reminders of the Emperor's power, extensions of his will, and a method of keeping the Empire's thousands of star systems in line through fear.

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**STORMTROOPER**

Species: Human  
DEXTERITY 3D  
PERCEPTION 1D+1  
KNOWLEDGE 2D  
- Command 5D  
MECHANICAL 2D  
- Capital Ship Repair 4D,  
- Computer Program/Repair 3D+2

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**STORMTROOPER (EXPERIENCED)**

Species: Human  
DEXTERITY 3D  
PERCEPTION 2D+2  
KNOWLEDGE 2D  
- Brawling 6D, Stamina 5D  
MECHANICAL 2D+2  
- Repulsorlift Operation 4D+2  

Move: 10  
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)  
Reference: R&E p208

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**STORMTROOPER (VETERAN)**

Species: Human  
DEXTERITY 3D  
PERCEPTION 2D+2  
KNOWLEDGE 2D  
- Brawling 6D, Stamina 5D  
MECHANICAL 2D+2  
- Repulsorlift Operation 4D+2  

Move: 10  
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)  
Reference: Thrawn Trilogy Sourcebook p69

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**STORMTROOPER (ELITE)**

Species: Human  
DEXTERITY 3D+1  
PERCEPTION 2D+2  
KNOWLEDGE 2D+1  
- Brawling 6D, Stamina 5D  
MECHANICAL 2D+2  
- Repulsorlift Operation 4D+2  

Move: 10  
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
**Stormtrooper Squad Leader**

Species: Human  
Sex: Male  
DEXTERITY 3D: PERCEPTION 2D  
Blaster 4D, Brawling Parry 4D, Command 3D  
Dodge 4D, Grenade 4D+2  
STRENGTH 2D: Brawling 3D  
KNOWLEDGE 2D  
MECHANICAL 2D: TECHNICAL 2D  
Move: 10  
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D)  
Reference: Death Star: Tech Companion p91

**Stormtrooper Squad Leader (Veteran)**

Species: Human  
Sex: Male  
DEXTERITY 3D: PERCEPTION 2D+2  
Blaster 6D+1, Brawling Parry 6D, Dodge 6D+1, Grenade 5D+2  
STRENGTH 3D: Brawling 4D+2  
KNOWLEDGE 2D+1: TECHNICAL 2D+1  
Survival 4D  
MECHANICAL 2D+2  
Move: 10  
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D)

**Stormtrooper Colonel**

Species: Human  
Sex: Male  
DEXTERITY 3D: PERCEPTION 3D  
Blaster 5D, Brawling Parry 5D, Dodge 5D  
STRENGTH 3D: Brawling 4D  
Survival 4D  
MECHANICAL 3D: SECURITY 4D  
Repulsorlift Operation 4D  
Move: 10  
Equipment: Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Rifle (5D)  
Reference: Death Star: Tech Companion p91

**Stormtrooper Armor:**
- Protection: +2D physical, +1D energy, -1D to dexterity & related skills.  
- Helmet Comlink.  
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.  
- Climate Control Body Glove.

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**Aquatic Assault Stormtroopers**

Aquatic assault stormtroopers, also known as seatroopers or aquatic troopers, were a specialized branch of the Imperial stormtroopers. They were used by the Galactic Empire to maintain a presence on the many aquatic worlds under its rule.

**Seatrooper**

Species: Human  
Sex: Male  
DEXTERITY 2D: PERCEPTION 2D  
Blaster 4D, Brawling Parry 4D  
STRENGTH 2D+1  
KNOWLEDGE 2D: Brawling 3D+2, Swimming 4D+2  
MECHANICAL 3D: TECHNICAL 2D  
Move: 10 / 12 Swimming  
Equipment: Blaster Spear gun (5D), Spear gun (4D), Concussion Grenades, Seatrooper Armor (+1D physical and energy, increases swimming skill by +2D)  
Reference: Imperial Sourcebook p47

**Seatrooper (Veteran)**

Species: Human  
Sex: Male  
DEXTERITY 2D: PERCEPTION 2D  
Blaster 5D+2, Brawling Parry 5D+2  
STRENGTH 5D+2: Brawling 5D+1, Swimming 6D  
KNOWLEDGE 2D  
MECHANICAL 3D: DEMOLITIONS 2D+1  
Waveskimmer Operation 5D  
Move: 10 / 12 Swimming  
Equipment: Blaster Spear gun (5D), Spear gun (4D), Concussion Grenades, Seatrooper Armor (+1D physical and energy, increases swimming skill by +2D)

**Seatrooper Squad Leader**

Species: Human  
Sex: Male  
DEXTERITY 2D: PERCEPTION 2D  
Blaster 5D+2, Brawling Parry 5D+2  
STRENGTH 2D+1  
KNOWLEDGE 2D: Brawling 5D+1, Swimming 6D  
MECHANICAL 3D: TECHNICAL 2D  
Move: 10 / 12 Swimming  
Equipment: Blaster Spear gun (5D), Spear gun (4D), Concussion Grenades, Seatrooper Armor (+1D physical and energy, increases swimming skill by +2D)

**Seatrooper Armor:**
- Protection: +1D physical, +1D energy, -1D to dexterity & related skills.  
- Helmet Comlink.  
- Adds +2D to Swimming skill checks.  
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.  
- Climate Control Body Glove.  
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, spare rebreather, bubble tent
Bomb Squad Stormtroopers

Bomb Squad Stormtroopers, were an elite class of Imperial stormtroopers trained in the activation and deactivation of explosive charges.

**Bombtrooper**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
- Blaster 4D, Brawling Parry 4D, Search 2D+2  
- Dodge 4D, Grenade 3D+1  
**STRENGTH 2D**

**KNOWLEDGE 2D**  
- Brawling 3D

**MECHANICAL 2D**  
- Technical 2D+2

**Move:** 10  
**Equipment:** Bomb Squad Stormtrooper Armor (+3D physical, +1 energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), Sniffer (+2D to Search when looking for hazardous chemicals), Bomb Disarming Kit (+2D to Demolition checks when attempting to disarm.)

**Snowtrooper**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blaster 5D, Blaster Artillery 4D, Search 3D+1  
- Brawling Parry 4D, Dodge 3D

**STRENGTH 3D**

**KNOWLEDGE 2D**  
- Brawling 4D

**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), Survival kit.

Reference: Imperial Sourcebook p47

**Snowtrooper (Experienced)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blaster 6D, Blaster Artillery 5D, Search 4D  
- Brawling Parry 5D, Dodge 4D

**STRENGTH 3D**

**KNOWLEDGE 2D**  
- Brawling 5D

**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), Survival kit.

**Snowtrooper (Veteran)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blaster 7D, Blaster Artillery 6D, Search 4D+2  
- Brawling Parry 6D, Dodge 5D

**STRENGTH 3D**

**KNOWLEDGE 2D**  
- Brawling 6D

**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), Survival kit.

**Snowtrooper (Elite)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blaster 8D, Blaster Artillery 7D, Search 5D+1  
- Brawling Parry 7D, Dodge 6D

**STRENGTH 3D**

**KNOWLEDGE 2D**  
- Brawling 7D

**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), Survival kit.
**SNOWTROOPER SQUAD LEADER**

Species: Human  
Sex: Male

**DEXTERITY 2D**  
Blaster 6D, Blaster Artillery 5D, Command 3D, Search 4D  
Brawling Parry 5D, Dodge 4D

**STRENGTH 3D**  
Knowledge 2D
Survival: Arctic 4D+2  
Technical 2D

**MECHANICAL 2D**  
Move: 10

**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), Survival kit.

**SNOWTROOPER SQUAD LEADER (VETERAN)**

Species: Human  
Sex: Male

**DEXTERITY 2D**  
Blaster 7D, Blaster Artillery 6D, Command 4D+2, Search 4D+2  
Brawling Parry 6D, Dodge 5D

**STRENGTH 3D**  
Knowledge 2D
Survival: Arctic 5D+1  
Technical 2D

**MECHANICAL 2D**  
Move: 10

**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Ion Flares, Food & Water packs, Snowtrooper Armor (+1D physical and energy, -1D Dexterity and related skill rolls), terrain grip boots (+1D to climbing), Survival kit.

**SNOWTROOPER ARMOR:**

- Protection: +1D physical, +1D energy, -1D to dexterity and related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, thermal tent.

**DARKTROOPERS**

The dark troopers were advanced battle droids and infantry exoskeletons that featured heavy plating that resembled the armor of a stormtrooper, powerful weapons, and jumppacks for increased flexibility and tactical advantage.

**DARKTROOPER PHASE ZERO**

Species: Human/Cyborg  
Sex: Male

**DEXTERITY 3D+1**  
Blaster 7D, Blaster Artillery 4D, Search 6D+1  
Brawling Parry 7D, Dodge 7D,  
Grenade 6D  
Knowledge 2D+1  
Survival 5D+2  
Demolitions 5D+2, Security 4D  
Move: 10

**Technical 2D**

**Special Abilities:**
- Low-light vision (can see twice as far as a human in dim light)
- Magnetic feet (the droid’s feet are equipped with electromagnetic grippers)

**Equipment:** Darktrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), Helmet Comlink

**DARKTROOPER PHASE I**

Species: Human  
Sex: Male

**DEXTERITY 3D**  
Brawling 4D, Dodge 4D+2, Melee Parry 4D,  
Melee Weapons 4D+2  
Knowledge 1D  
Intimidation 3D  
Technical 1D  
Move: 12

**MECHANICAL 1D**

**Special Abilities:**
- Infrared vision (the droid can see in the dark up to 30 meters)
- Magnetic feet (the droid’s feet are equipped with electromagnetic grippers)

**Equipment:** Comlink, Forearm sword (STR+2D damage), Forearm shield (+1D to the droids brawling parry and melee parry skills), Reference: Rebellion Era Sourcebook (pages 104-105)

**DARKTROOPER PHASE II**

Species: Human  
Sex: Male

**DEXTERITY 3D**  
Dodge 5D, Missile Weapons 6D+1, Vehicle Blasters 7D  
Knowledge 2D  
Brawling 6D+2, Climbing/Jumping  
Intimidation 5D+2  
Technical 1D  
Repulsorlift Operation 5D+1  
Move: 10 (walking or flying)

**MECHANICAL 1D**

**Special Abilities:**
- Armored shell (+2D to Strength when resisting damage, –1D to Dexterity)
- Infrared vision (can see in the dark up to 30 meters)
- Magnetic feet (the droid’s feet are equipped with electromagnetic grippers)

**Equipment:** Assault cannon (plasma load damage is 6D, range 3-25/50/200), Comlink, Long-range rockets (fired from assault cannon; range: 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D), Maneuvering jets (+1D bonus to its repulsorlift operation skill), Repulsorlift unit (allows the droid to fly up to an altitude of 100 meters)

Reference: Rebellion Era Sourcebook (pages 104-105)
**DARKTROOPER PHASE III**

**DEXTERITY 2D**
- Dodge 5D+1, Missile Weapons 7D+1, Vehicle Blasters 7D+2

**PERCEPTION 2D**
- Search 5D+2, Sneak 3D+2

**STRENGTH 5D**
- Intimidation 6D+1

**KNOWLEDGE 2D**
- Brawling 9D, Climbing/Jumping 7D+2

**MECHANICAL 3D**
- Repulsorlift Operation 5D+1

**TECHNICAL 1D**
- Computer Programming/Repair 2D, Demolitions 2D

**Move:** 10

**Special Abilities:**
- Armored shell (+3D to Strength when resisting damage)
- Infrared vision (can see in the dark up to 30 meters)
- Low-light vision (can see twice as far as a human in dim light)
- Magnetic feet (the droid’s feet are equipped with electro-magnetic grippers)

**Equipment:**
- Assault cannon (plasma load damage is 6D, range 3-25/50/200), Comlink, Long-range rockets (fired from assault cannon: range 10-50/200/800, blast radius: 0-2/4/8/12, damage: 12D/9D/6D/3D), Seeker missile firing tubes (range: 5-30/100/300, damage: 6D, scale: Speeder)

**Notes:** The Phase Three Dark Trooper can also be worn as an exo-suit using the powersuit operation skill. The operator can take advantage of any of the droid’s accessories, but must use his own weapon skills to operate the droid’s armament. The operator must use the droid’s Dexterity and Strength scores while using the suit, but any damage that penetrates the suit is applied to the operator’s unmodified Strength score.

**Reference:** Rebellion Era Sourcebook (pages 104-105)

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**EVO TROOPERS**

The EVO Troopers (short for "Environmental") were among the Empire’s most specialized stormtroopers. Equipped with heavy enhanced armor with breathing tubes and undergoing special training, EVO troopers were able to survive and operate in the most hazardous conditions such as extreme heat, acid rivers, and lightning. They were equipped with FA-3 flechette launchers, although some utilized T-21 light repeating blasters. EVO troopers could be encountered wherever extreme environmental battlefield conditions existed and several were posted on the science ship ISS Empirical, Kashyyyk, Felucia, Raxus Prime, and even the unfinished Death Star. The bulk of EVO troopers were selected from groups of stormtroopers who expressed hatred towards non-humans, making them more aggressive toward the alien populace they encountered on harsh worlds.

**EVO TROOPER**

**Species:** Human  
**Sex:** Male

**DEXTERITY 3D**
- Blaster 5D, Blaster Artillery 4D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D, Running 2D+2

**PERCEPTION 2D+2**
- Search 4D+2

**STRENGTH 3D**
- Brawling 4D, Stamina 4D

**KNOWLEDGE 2D+1**
- Demolitions 3D+1

**MECHANICAL 2D+2**
- Repulsorlift Operation 4D+2

**Move:** 10

**Equipment:** EVO Stormtrooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flechette Launcher (6D/5D/3D anti-personnel, 5D/4D/3D speeder scale, anti-vehicle) or T-21 Light Repeater Blaster (6D), Blaster Pistol (4D)

**EVO TROOPER (VETERAN)**

**Species:** Human  
**Sex:** Male

**DEXTERITY 3D**
- Blaster 6D+2, Blaster Artillery 5D, Brawling Parry 6D+1, Dodge 6D, Missile Weapons 6D+2, Running 4D

**PERCEPTION 2D+2**
- Search 5D

**STRENGTH 3D**
- Brawling 6D, Stamina 6D

**KNOWLEDGE 2D+1**
- Armor Repair 3D, Blaster Repair 3D, Demolitions 5D

**MECHANICAL 2D+2**
- Repulsorlift Operation 4D+2

**Move:** 10

**Equipment:** EVO Stormtrooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flechette Launcher (6D/5D/3D anti-personnel, 5D/4D/3D speeder scale, anti-vehicle) or T-21 Light Repeater Blaster (6D), Blaster Pistol (4D)

**EVO TROOPER ARMOR:**

- Protection: +2D physical, +2D energy, -1D to dexterity and related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, survival tent
## EVO Trooper Squad Leader

**Species:** Human  
**Sex:** Male  
**DEXTERITY** 3D  
Blaster 6D+2, Blaster Artillery 5D, Brawling Parry 6D+1, Dodge 6D, Missile Weapons 6D+2, Running 4D  
**STRENGTH** 3D  
Brawling 6D, Stamina 6D  
**TECHNICAL** 2D+1  
Repulsorlift Operation 4D+2  
**KNOWLEDGE** 2D+1  
Armor Repair 3D, Blaster Repair 3D, Demolition 5D  
**MECHANICAL** 2D+2  
**Move:** 10  
**Equipment:** EVO Stormtrooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flechette Launcher (6D/5D/3D anti-personnel, 5D/4D/3D speeder scale, anti-vehicle) or T-21 Light Repeater Blaster (6D), Blaster Pistol (4D)

## Hazard Troopers

Hazard troopers wore a very heavy suit of body armor that offered complete immunity to temperature extremes, immunity to acidic damage, as well as invulnerability to small-arms fire. The armor was also a functioning space suit which could keep the wearer alive in a vacuum or underwater environment for up to three days. Hazard trooper armor was lightsaber resistant to a certain degree. Hazard troopers had similarities to Dark troopers in that they were cyborgs, since they had their limbs removed and replaced with mechanical versions of them, though they were biological beings and not droids. Hazard troopers were commonly equipped with either an Imperial heavy repeater or a Stouker concussion rifle, or, less commonly, a Merr-Sonn PLX-2M Portable Missile System. They were relatively slow moving, but had very heavily armored suits to compensate.

## Hazard Trooper

**Species:** Human  
**Sex:** Male  
**DEXTERITY** 3D  
Blaster 5D, Blaster Artillery 4D, Brawling Parry 5D, Dodge 4D, Missile Weapons 5D, Running 2D+2  
**STRENGTH** 3D  
Brawling 4D  
**TECHNICAL** 2D+1  
**KNOWLEDGE** 2D+1  
Survival 5D  
**MECHANICAL** 2D+2  
**Move:** 8  
**Equipment:** Hazard Trooper Armor (+4D physical, +3D energy, -1D to Dexterity and related skills), Heavy Repeater (8D) or Stouker Concussion Rifle (6D/4D/2D)

## Hazard Trooper (Veteran)

**Species:** Human  
**Sex:** Male  
**DEXTERITY** 3D  
Blaster 7D, Blaster Artillery 6D, Brawling Parry 7D, Dodge 6D, Missile Weapons 7D  
**STRENGTH** 3D  
Brawling 6D+2  
**TECHNICAL** 2D+1  
**KNOWLEDGE** 2D+1  
Survival 6D  
**MECHANICAL** 2D+2  
**Move:** 8  
**Equipment:** Hazard Trooper Armor (+4D physical, +3D energy, -1D to Dexterity and related skills), Heavy Repeater (8D) or Stouker Concussion Rifle (6D/4D/2D)
The Imperial Marines were a specialized branch of the Imperial Stormtrooper Corps that was active during the Galactic Civil War, presumably formed from the clone marines that preceded them within the Grand Army of the Republic. They were Imperial shock troopers used by the Galactic Empire to defend capital ships such as Imperial-class Star Destroyers. They were also used to sabotage or capture Rebel capital ships after being ferried over to them during a space battle.

**Imperial Marine**

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 4D, Brawling Parry 4D,</td>
<td>Search 3D, Sneak 3D</td>
</tr>
<tr>
<td>Dodge 4D</td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Brawling 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Move: 10</td>
<td>Security 2D+1</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)</td>
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**Imperial Marine (Experienced)**

<table>
<thead>
<tr>
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<th>Sex: Male</th>
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</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 5D, Brawling Parry 5D,</td>
<td>Search 4D, Sneak 4D+1</td>
</tr>
<tr>
<td>Dodge 5D, Missile Weapons 5D</td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Security 3D+2</td>
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<tr>
<td>Move: 10</td>
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</tr>
<tr>
<td><strong>Equipment:</strong> Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)</td>
<td></td>
</tr>
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</table>

**Imperial Marine (Veteran)**

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 6D, Brawling Parry 6D,</td>
<td>Search 5D+2, Sneak 6D</td>
</tr>
<tr>
<td>Dodge 6D, Missile Weapons 6D</td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Security 5D</td>
</tr>
<tr>
<td>Move: 10</td>
<td></td>
</tr>
<tr>
<td><strong>Equipment:</strong> Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)</td>
<td></td>
</tr>
</tbody>
</table>

**Imperial Marine Armor:**

- Protection: +2D physical, +2D energy, -1D to dexterity and related skills.
- Helmet Comlink.
- MFAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
### ISB Stormtroopers

The Imperial Security Bureau has its own stormtroopers that operated outside the command structure of the Stormtrooper Corps. As they wear identical armor to that of regular stormtroopers, they are sometimes used to infiltrate standard units of stormtroopers to ensure their loyalty and the execution of their orders.

#### ISB Stormtrooper

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 4D, Brawling Parry 4D, Dodge 6D, Grenade 5D+2</td>
<td>Hide 4D, Investigation 4D+1, Search 5D+2, Sneak 5D+1</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Alien Species 3D, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D</td>
<td>Brawling 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Move: 10</td>
<td>Alien Species 3D+1,</td>
</tr>
<tr>
<td><strong>Equipment:</strong></td>
<td><strong>Technical 2D+1</strong></td>
</tr>
<tr>
<td>Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)</td>
<td>Security 4D+2</td>
</tr>
</tbody>
</table>

**Stormtrooper Armor:**
- Protection: +2D physical, +1D energy, -1D to dexterity & related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

### ISB Stormtrooper (Veteran)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2</td>
<td>Hide 4D, Investigation 4D+2, Search 5D+2, Sneak 5D+1</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Alien Species 3D+1, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D</td>
<td>Brawling 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Move: 10</td>
<td>Alien Species 3D+1,</td>
</tr>
<tr>
<td><strong>Equipment:</strong></td>
<td><strong>Technical 2D+1</strong></td>
</tr>
<tr>
<td>Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)</td>
<td>Security 4D+2</td>
</tr>
</tbody>
</table>

**Stormtrooper Armor:**
- Protection: +2D physical, +1D energy, -1D to dexterity & related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

### Jumptrooper

The jumptroopers were an air-to-ground attack unit that was trained to engage airborne, entrenched, or otherwise inaccessible enemies. They were also trained in the use of hit-and-run attacks in which they ambushed the enemy from above. They often provided stormtrooper units with air cover during pitched battles.

#### Jumptrooper

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 3D+2, Missile Weapons 4D</td>
<td>Hide 4D, Investigation 4D+1, Search 5D+2, Sneak 5D+1</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Alien Species 3D, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D</td>
<td>Brawling 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Move: 10</td>
<td>Alien Species 3D+1,</td>
</tr>
<tr>
<td><strong>Equipment:</strong></td>
<td><strong>Technical 2D+1</strong></td>
</tr>
<tr>
<td>Jumptrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)</td>
<td>Security 4D+2</td>
</tr>
</tbody>
</table>

**Jumptrooper Armor:**
- Protection: +2D physical, +1D energy, -1D to dexterity & related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, survival tent

### Jumptrooper Squad Leader

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D+2</strong></td>
</tr>
<tr>
<td>Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2, Missile Weapons 6D</td>
<td>Hide 4D, Investigation 4D+2, Search 5D+2, Sneak 5D+1</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Alien Species 3D+1, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D</td>
<td>Brawling 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Jet Pack Operation 6D+1</td>
<td>Alien Species 3D+1,</td>
</tr>
<tr>
<td><strong>Equipment:</strong></td>
<td><strong>Technical 2D+1</strong></td>
</tr>
<tr>
<td>Jumptrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)</td>
<td>Security 4D+2</td>
</tr>
</tbody>
</table>

**Jumptrooper Armor:**
- Protection: +2D physical, +2D energy, -1D to dexterity & related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
## Magma Troopers

Magma troopers were a specialized division of Imperial stormtroopers. They were responsible for quelling revolts and other actions on volcanic mining planets such as Mustafar.

### Magma Trooper

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 4D+2</td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Brawling 4D</td>
</tr>
<tr>
<td>Survival: Volcano 4D+2</td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
</tr>
</tbody>
</table>

**Equipment:** Magma Trooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flame Rifle (5D first round, 4D for next 10 rounds unless extinguished), 4 Frag Grenades (5D/4D/3D/2D)

### Magma Trooper (Veteran)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 6D+1</td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Brawling 5D+1</td>
</tr>
<tr>
<td>Survival: Volcano 6D</td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
</tr>
</tbody>
</table>

**Equipment:** Magma Trooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flame Rifle (5D first round, 4D for next 10 rounds unless extinguished), 4 Frag Grenades (5D/4D/3D/2D)

### Magma Trooper Armor:

- Protection: +2D physical, +2D energy, -1D to dexterity and related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Advanced Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, ration packs, spare comlink, water packs, 2 med packs, survival tent

## NovaTroopers

Nova troopers were stormtrooper honor guards, who wore distinctive black and gold reinforced stormtrooper armor. As stormtrooper honor guards, Nova troopers were assigned to either historically significant locations such as the Sith burial grounds, or to guard captured enemy starships. Also used as commandos in special missions, such as infiltrating enemy bases, Nova troopers were trained better than most stormtroopers, though their equipment was the same.

### NovaTrooper

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2</td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td>Law Enforcement 2D, Survival 4D</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D+1</strong></td>
<td>Armor Repair 2D, Blaster Repair 2D+1, Demolitions 4D+1, Security 3D+1</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td>Move: 10</td>
</tr>
</tbody>
</table>

**Equipment:** NovaTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)

### NovaTrooper (Veteran)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 8D, Brawling Parry 8D, Dodge 8D, Grenade 7D+1</td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td>Law Enforcement 3D, Survival 5D</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D+1</strong></td>
<td>Armor Repair 4D, Blaster Repair 4D+1, Demolitions 5D, Security 4D+2</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td>Move: 10</td>
</tr>
</tbody>
</table>

**Equipment:** NovaTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)

### NovaTrooper Squad Leader

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 8D, Brawling Parry 8D, Dodge 8D, Grenade 7D+1</td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td>Law Enforcement 4D, Survival 5D</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D+1</strong></td>
<td>Armor Repair 4D, Blaster Repair 4D+1, Demolitions 5D, Security 4D+2</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td>Move: 10</td>
</tr>
</tbody>
</table>

**Equipment:** NovaTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)
Radiation Zone Assault Troopers

Radiation zone assault troopers, also known as radiation troopers or simply radtroopers, were elite members of the Imperial Stormtrooper Corps. They were well equipped to operate in one of the deadliest terrain types: heavy radiation zones. While spacetrooper suits were able to provide ample protection against radiation, they were too cumbersome to operate within planetary gravities.

**Radtrooper**

- Species: Human
- Sex: Male

**DEXTERITY 3D**
- Blaster 4D, Brawling Parry 4D, Dodge 4D, Grenade 4D, Melee Combat: Force Pike 7D, Melee Combat: Vibroblade 6D+1, Melee Parry 6D+2

**PERCEPTION 3D**
- Hide 4D, Search 4D+2

**STRENGTH 3D+1**
- Brawling 6D, Stamina 4D+1

**TECHNICAL 3D**
- Armor Repair 5D, Blaster Repair 5D, First Aid 3D+2 Demolitions

**KNOWLEDGE 3D**
- Survival: Radiation Zones 6D 4D+2

**MECHANICAL 2D**
- Move: 10

**Equipment:** Radtrooper Armor (+3D physical, +1D energy, -1D to Dexterity and related skills), Stormtrooper Two Blaster Carbine (6D+2), 2 Concussion Grenades (5D/4D/3D/2D), Vibroblade (STR+3D), Force Pike (STR+4D), Helmet Comlink, Utility Belt

---

**Radtrooper (Veteran)**

- Species: Human
- Sex: Male

**DEXTERITY 3D**
- Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 6D, Melee Combat: Force Pike 8D+1, Melee Combat: Vibroblade 7D+2, Melee Parry 8D

**PERCEPTION 3D**
- Hide 6D, Search 6D+2

**STRENGTH 3D+1**
- Brawling 8D, Stamina 6D+1

**TECHNICAL 3D**
- Armor Repair 5D, Blaster Repair 5D, First Aid 4D+1 Demolitions

**KNOWLEDGE 3D**
- Survival: Radiation Zones 7D 5D+1

**MECHANICAL 2D**
- Move: 10

**Equipment:** Radtrooper Armor (+3D physical, +1D energy, -1D to Dexterity and related skills), Stormtrooper Two Blaster Carbine (6D+2), 2 Concussion Grenades (5D/4D/3D/2D), Vibroblade (STR+3D), Force Pike (STR+4D), Helmet Comlink, Utility Belt

---

**Radtrooper Squad Leader**

- Species: Human
- Sex: Male

**DEXTERITY 3D**
- Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 5D, Melee Combat: Force Pike 7D+2, Melee Combat: Vibroblade 7D, Melee Parry 7D+1

**PERCEPTION 3D**
- Command 3D, Hide 5D, Search 5D+2

**STRENGTH 3D+1**
- Brawling 7D, Stamina 5D+1

**TECHNICAL 3D**
- Armor Repair 5D, Blaster Repair 5D, First Aid 3D+2, Demolitions

**KNOWLEDGE 3D**
- Survival: Radiation Zones 6D 4D+2

**MECHANICAL 2D**
- Move: 10

**Equipment:** Radtrooper Armor (+3D physical, +1D energy, -1D to Dexterity and related skills), Stormtrooper Two Blaster Carbine (6D+2), 2 Concussion Grenades (5D/4D/3D/2D), Vibroblade (STR+3D), Force Pike (STR+4D), Helmet Comlink, Utility Belt
Imperial riot troopers were a type of trooper used by the Galactic Empire. They were armed with electrostaffs made from lightsaber-resistant Cortosis and wore armor similar to that of stormtroopers. They were created by the Empire in response to the birth of the Rebel Alliance, and were trained in the Imperial Academy of Yinchorr. Upon graduating from the Academy, riot troopers were required to swear the Oath of Obedience as a sign of unquestioning loyalty and devotion to Emperor Palpatine and his Galactic Empire until death.

**RIOTTROOPER**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 3D**  
- Blaster 4D, Brawling Parry 4D,  
- Dodge 4D, Grenade 3D, Melee Combat 4D, Melee Parry 4D,  
- Electrostaff 5D, Melee Parry 4D+1  

**KNOWLEDGE 2D**  
- Intimidation 2D+2, Law Enforcement 2D+2, Streetwise 2D  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** RiotTrooper Armor (+2D physical, +1D energy to Dexterity and related skills), Blaster Pistol (4D), Cortosis Electro staff (STR+3D, Max 6D), 2 Stun Grenades (6D/5D/3D/2D Stun), 2 Smoke Grenades (+2 to shooter’s blaster difficulty)

**RIOTTROOPER SQUAD LEADER**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 3D**  
- Blaster 5D, Brawling Parry 5D,  
- Dodge 5D, Grenade 4D, Melee Combat 4D+2, Melee Parry 5D+1  

**KNOWLEDGE 2D**  
- Intimidation 2D+2, Law Enforcement 4D, Streetwise 3D  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** RiotTrooper Armor (+2D physical, +1D energy to Dexterity and related skills), Blaster Pistol (4D), Cortosis Electro staff (STR+3D, Max 6D), 2 Stun Grenades (6D/5D/3D/2D Stun), 2 Smoke Grenades (+2 to shooter’s blaster difficulty)

**RIOTTROOPER ARMOR:**
- Protection: +2D physical, +1D energy, -1D to Dexterity and related skills.  
- Helmet Comlink.  
- MFTAS: +2D to Perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.  
- Climate Control Body Glove.

**SANDBROOPER**

A sandtrooper, or desert trooper, was an Imperial stormtrooper equipped with modified armor and equipment to withstand the harsh climates of desert planets like Tatooine.

**SANDBROOPER (VETERAN)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D**  
- Blaster 6D, Brawling Parry 6D,  
- Dodge 6D, Grenade 5D+2, Vehicle Blasters 5D+1  

**KNOWLEDGE 2D**  
- Survival 4D  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack

**SANDBROOPER (EXPERIENCED)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D**  
- Blaster 5D, Brawling Parry 5D,  
- Dodge 5D, Vehicle Blasters 5D+2  

**KNOWLEDGE 2D**  
- Survival 4D  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack

**SANDBROOPER (ELITE)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D**  
- Blaster 7D, Brawling Parry 7D,  
- Dodge 7D, Grenade 6D, Vehicle Blasters 6D  

**KNOWLEDGE 2D**  
- Survival 5D  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack
**Sandtrooper Officer**

Species: Human  
Sex: Male  
**DEXTERITY 2D**  
Blaster 4D+2, Brawling Parry 4D, Dodge 5D, Vehicle  
**PERCEPTION 2D**  
Command 4D, Search 3D+2  
**STRENGTH 2D**  
Blasters 4D  
**KNOWLEDGE 2D**  
Intimidation 5D, Survival 5D  
**MECHANICAL 2D**  
Beast Riding 4D+1  
**Equipment:** Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack  
**Reference:** Trilogy Sourcebook, SE p55

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**Sandtrooper Officer (Veteran)**

Species: Human  
Sex: Male  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 3D+2, Vehicle Blasters 5D+1  
**PERCEPTION 2D**  
Command 5D, Search 5D  
**STRENGTH 2D**  
**KNOWLEDGE 2D**  
Brawling 5D+1  
**MECHANICAL 2D**  
Beast Riding 5D+2  
**Move:** 10  
**Equipment:** Heavy Blast Armor (+1D to Strength to resist damage, -1 to Dexterity and all related actions), Blaster Pistol (4D), Heavy Blaster Rifle (6D), Long-range comlink, food/water pack  
**Reference:** Imperial Sourcebook p48

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**Sandtrooper Armor:**

- Protection: +1D physical, +1D energy, -1D to dexterity and related skills.  
- Long Range Helmet Comlink.  
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.  
- Climate Control Body Glove.  
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, cooling tent

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**Scout Troopers**

A scout trooper was a member of the Imperial Stormtrooper Corps specially trained for scouting, reconnaissance, combat survival, and most times, sniping.

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**Scout Trooper**

Species: Human  
Sex: Male  
**DEXTERITY 2D**  
Blaster 4D, Brawling Parry 4D, Dodge 4D  
**PERCEPTION 2D**  
**STRENGTH 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 3D**  
Repulsorlift Operation: Speeder Bike 3D+2  
**Move:** 10  
**Equipment:** Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Survival Gear  
**Reference:** Thrawn Trillogy Sourcebook p71

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**Scout Trooper (Experienced)**

Species: Human  
Sex: Male  
**DEXTERITY 3D**  
Blaster 5D+2, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D  
**PERCEPTION 2D**  
**STRENGTH 2D**  
**KNOWLEDGE 2D+1**  
Brawling 5D+1, Stamina 5D+1  
**MECHANICAL 3D+1**  
Repulsorlift Operation: Speeder Bike 4D+2  
**Move:** 10  
**Equipment:** Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Stun Grenades  
**Reference:** Thrawn Trillogy Sourcebook p71

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**Scout Trooper (Veteran)**

Species: Human  
Sex: Male  
**DEXTERITY 3D**  
Blaster 6D+2, Brawling Parry 6D+2, Dodge 7D+1, Grenade 6D  
**PERCEPTION 2D**  
**STRENGTH 2D**  
**KNOWLEDGE 2D+1**  
Brawling 6D, Stamina 6D+1  
**MECHANICAL 3D+1**  
Repulsorlift Operation: Speeder Bike 5D  
**Move:** 10  
**Equipment:** Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Stun Grenades

---

**Scout Trooper (Elite)**

Species: Human  
Sex: Male  
**DEXTERITY 3D**  
Blaster 7D+2, Brawling Parry 7D+2, Dodge 8D+1, Grenade 7D+2  
**PERCEPTION 2D**  
**STRENGTH 2D**  
**KNOWLEDGE 2D+1**  
Brawling 7D+1, Stamina 7D+1  
**MECHANICAL 3D+1**  
Repulsorlift Operation: Speeder Bike 6D  
**Move:** 10  
**Equipment:** Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D), Blaster Rifle (5D), Concussion Grenades, Stun Grenades
SCOUT TROOPER: URBAN

Species: Human  Sex: Male
DEXTERITY 2D  PERCEPTION 2D
  Blaster 4D, Brawling Parry 4D,  Investigation 3D+1
  Dodge 4D
KNOWLEDGE 2D  STRENGTH 2D
  Law Enforcement 4D,  Brawling 3D
MECHANICAL 3D
  Repulsorlift Operation:  Move: 10
  Speeder Bike 3D+2
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D)

Reference: Shadows of the Empire Planets Collection p75

SCOUT TROOPER: URBAN (VETERAN)

Species: Human  Sex: Male
DEXTERITY 2D  PERCEPTION 2D
  Blaster 6D, Brawling Parry 6D,  Investigation 4D+2
  Dodge 6D
KNOWLEDGE 2D  STRENGTH 2D
  Law Enforcement 5D,  Brawling 5D
MECHANICAL 3D
  Repulsorlift Operation:  Move: 10
  Speeder Bike 4D+2
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D)

SCOUT TROOPER SQUAD LEADER: URBAN

Species: Human  Sex: Male
DEXTERITY 2D  PERCEPTION 2D
  Blaster 6D, Brawling Parry 6D,  Command 3D, Investigation
  Dodge 6D  4D+2
KNOWLEDGE 2D  STRENGTH 2D
  Law Enforcement 5D+2,  Brawling 5D
  Streetwise 5D
MECHANICAL 3D
  Repulsorlift Operation:  Move: 10
  Speeder Bike 4D+2
Equipment: Hold-Out Blaster (3D+2), Scout Armor (+2 physical and energy), Blaster Pistol (4D)

SCOUTTROOPER ARMOR:
- Protection: +2 Physical, +2D Energy
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, camo tent, water purifier.

SHADOWTROOPERS

Shadowtroopers were armed with lightsabers powered by synthetic Sith crystals. An Artisan crystal was embedded in the armor’s chest plate to enhance the power granted from the valley. Shadow armor also had limited optical stealth capabilities, similar to an Imperial Saboteur, although a translucent bluish silhouette was visible when the trooper moved. Their artificial empowering of the Force enabled them to use the basics of Force Grip and Force lightning, but not to a very high standard, and saber combat was their preferred choice. Unlike the Reborn warriors, shadowtroopers did not taunt their enemies, preferring instead to remain quiet and concentrate on physical combat. The shadowtroopers were competent duelists, possessing more skill than their Reborn counterparts. This allowed them to put up better fights against Jedi.

SCOUTTROOPER ARMOR:
- Protection: +2 Physical, +2D Energy, -1D to Dexterity and related skills.
- Long Range Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Stealth Optics: +1D to sneak and hide rolls
Imperial shock troopers were trained to fulfill various battlefield roles and carried a wide variety of equipment. Some, equipped with rocket launchers and thermal detonators, acted as anti-vehicle units on the battlefield. Others, equipped with DC-15 blaster rifles and DC-17 hand blasters used by clone troopers during the Clone Wars, acted as security on strategic locations throughout the Empire.

**Shocktrooper**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 5D, Brawling Parry 5D, Dodge 5D  
**KNOWLEDGE 2D+1**  
Survival 3D+1  
**MECHANICAL 2D+2**  
Repulsorlift Operation 4D+2  
**Move:** 10  
**Equipment:** Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), BlasTech DC-15 Blaster Pistol (3D), BlasTech DC-17 Blaster Rifle (5D)

**Shocktrooper (Veteran)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 3D+1  
**KNOWLEDGE 2D+1**  
Survival 4D  
**MECHANICAL 2D+2**  
Repulsorlift Operation 4D+2  
**Move:** 10  
**Equipment:** Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), BlasTech DC-15 Blaster Pistol (3D), BlasTech DC-17 Blaster Rifle (5D)

**Heavy Shocktrooper**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 5D, Missile Weapons 5D  
**KNOWLEDGE 2D+1**  
Survival 3D+1  
**MECHANICAL 2D+2**  
Repulsorlift Operation 4D+2  
**Move:** 10  
**Equipment:** Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), Rocket Launcher (6D), BlasTech DC-15 Blaster Pistol (3D), 4 Thermal Detonators (10D/8D/5D/2D)

**Heavy Shocktrooper (Veteran)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 6D+2, Missile Weapons 7D  
**KNOWLEDGE 2D+1**  
Survival 4D  
**MECHANICAL 2D+2**  
Repulsorlift Operation 4D+2  
**Move:** 10  
**Equipment:** Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), Rocket Launcher (6D), BlasTech DC-15 Blaster Pistol (3D), 4 Thermal Detonators (10D/8D/5D/2D)

**Shocktrooper Squad Leader**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 7D, Brawling Parry 7D, Dodge 7D, Grenade 3D+1  
**KNOWLEDGE 2D+1**  
Survival 4D  
**MECHANICAL 2D+2**  
Repulsorlift Operation 4D+2  
**Move:** 10  
**Equipment:** Shocktrooper Armor (+3D physical, +2D energy, -1D to Dexterity and related skills), BlasTech DC-15 Blaster Pistol (3D), BlasTech DC-17 Blaster Rifle (5D)

**Shocktrooper Armor**

- Protection: +3D physical, +2D energy, -1D to dexterity and related skills.
- Long Range Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, Spare Comlink, water packs, 2 med packs, survival tent.
The storm commandos, also known as Imperial commandos or shadow scouts, were elite members of a branch of the Imperial Stormtrooper Corps. One task for storm commandos was to instill uprisings on enemy systems or to subdue insurrections on Imperial-held worlds. They also served as second-wave attackers in the battlefield, tasked with holding territory won by the first wave.

**Storm Commando**

**Species:** Human  
**Sex:** Male

**DEXTERITY 3D**  
Blaster 7D, Brawling Parry  
5D+2, Dodge 5D+2, Grenade  
5D, Melee Combat 5D+2,  
Melee Parry 5D+2

**KNOWLEDGE 3D**  
Survival 6D

**MECHANICAL 2D**  
Beast Riding 5D, Hover Vehicle  
Operation 5D+1, Repulsorlift  
Operation 5D

**Equipment:** Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to Blaster if retractable stock is used.), Blaster Pistol (4D), 2 Concussion Grenades (5D), Storm Commando Armor (+1D physical and energy)

**Reference:** Rules of Engagement p102

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**Storm Commando (Assault)**

**Species:** Human  
**Sex:** Male

**DEXTERITY 3D**  
Blaster 7D, Brawling Artillery  
4D+2, Brawling Parry 5D+2,  
Dodge 5D+2, Grenade 5D,  
Melee Combat 5D+2, Melee  
Parry 5D+2, Vehicle Blasters  
5D+2

**KNOWLEDGE 3D**  
Survival 6D

**MECHANICAL 2D**  
Beast Riding 5D, Hover Vehicle  
Operation 5D+1, Repulsorlift  
Operation 5D

**Move:** 10

**Equipment:** Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to Blaster if retractable stock is used.), Blaster Pistol (4D), 2 Concussion Grenades (5D), Storm Commando Armor (+1D physical and energy)

**Reference:** Rules of Engagement p102

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**Storm Commando (Saboteur)**

**Species:** Human  
**Sex:** Male

**DEXTERITY 3D**  
Blaster 7D, Brawling Parry  
5D+2, Dodge 5D+2, Grenade  
5D, Melee Combat 5D+2,  
Melee Parry 5D+2

**KNOWLEDGE 3D**  
Streetwise 5D, Survival 6D

**MECHANICAL 2D**  
Beast Riding 5D, Hover Vehicle  
Operation 5D+1, Repulsorlift  
Operation 5D

**Move:** 10

**Equipment:** Stormtrooper One Blaster Carbine (5D+2) (Adds +1D to Blaster if retractable stock is used.), Blaster Pistol (4D), 9 Cubes Detonite, Storm Commando Armor (+1D physical and energy)

**Reference:** Rules of Engagement p102

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**Storm Commando Armor:**

- **Protection:** +1D physical, +1D energy.  
- **Helmet Comlink.**  
- **MFTAS:** +3D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.  
- **Climate Control Body Glove.**  
- **Viewplate:** Microbinocular imaging set (100-250/500/1000 range) with UV night vision (See MFTAS above)  
- **Stealth Coating:** Hides wearer from sensor scans, +1D to hide and search.  
- **Utility Belt:** High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, additional supply pouches.
Trained to operate for extended periods in marshy environments, these specialized soldiers were deployed to dense, swamp theaters and wore upgraded, green armor that allowed for easier operations in humid and poisonous environments. While training aided the swamp troopers in navigating the swamps, a sealed suit and body glove, custom rebreather, emergency flotation package, and enhanced viewfinder provided a greater chance of survival in the often dangerous swamps in which they operated. Each swamp troopers was armed with the Golan Arms FC-1 flechette launcher, except for the squad leaders, who carried Imperial Heavy Repeaters.

**Swamptrooper**

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY</strong> 3D</td>
<td><strong>PERCEPTION</strong> 2D</td>
</tr>
<tr>
<td>Blaster 4D, Brawling Parry</td>
<td>Search 3D+1, Sneak 3D+1</td>
</tr>
<tr>
<td>4D+1, Dodge 4D, Missile</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Weapons: Flechette Launcher 5D</td>
<td>Brawling 3D+2, Stamina 4D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong> 2D+1</td>
<td><strong>TECHNICAL</strong> 2D</td>
</tr>
<tr>
<td>Survival: Swamps 4D</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Flechette Launcher (6D), Swamptrooper Armor (+2 physical, +2 energy), Rebreather system (One hour air supply), Camouflage (+2 to sneak in swampy environments), Helmet Comlink, Sealed Body Glove, Multi-Frequency Targeting Acquisition System (+2D to Perception checks in low visibility situations, +2D to ranged weapons used against targets moving more than 10 per round, polarized lense prevents flash blinding), Utility Belt, Survival Gear.</td>
<td></td>
</tr>
<tr>
<td><strong>Reference:</strong> Rebellion Era Campaign Guide p124</td>
<td></td>
</tr>
</tbody>
</table>

**Swamptrooper Squad Leader**

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>PERCEPTION</strong> 2D</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Blaster 5D+1, Brawling Parry</td>
<td>Command 3D, Search 4D+2, Sneak 4D+2</td>
</tr>
<tr>
<td>5D+2, Dodge 5D+1, Missile</td>
<td><strong>TECHNICAL</strong> 2D</td>
</tr>
<tr>
<td>Weapons: Flechette Launcher 6D</td>
<td>Brawling 4D+2, Stamina 4D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong> 2D+1</td>
<td></td>
</tr>
<tr>
<td>Survival: Swamps 5D+2</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Repeating Blaster (7D), Swamptrooper Armor (+2 physical, +2 energy), Rebreather system (One hour air supply), Camouflage (+2 to sneak in swampy environments), Helmet Comlink, Sealed Body Glove, Multi-Frequency Targeting Acquisition System (+2D to Perception checks in low visibility situations, +2D to ranged weapons used against targets moving more than 10 per round, polarized lense prevents flash blinding), Utility Belt, Survival Gear.</td>
<td></td>
</tr>
</tbody>
</table>

**Swamptrooper Armor:**
- Protection: +1D physical and +1D energy, -1D Dexterity and related skills.
- Helmet comlink.
- Climate controlled body glove
- Breath Mask
- Viewplate: Telescopic sight (moves target up one range level or gives +1D to Perception-based skills) with infrared vision, allowing full vision up to 100 meters regardless of light.
- Utility Belt: High-tension wire, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs, two spare grappling hook.

**Swamp Trooper (Veteran)**

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY</strong> 3D</td>
<td><strong>PERCEPTION</strong> 2D</td>
</tr>
<tr>
<td>Blaster 5D+1, Brawling Parry</td>
<td>Search 4D+2, Sneak 4D+2</td>
</tr>
<tr>
<td>5D+2, Dodge 5D+1, Missile</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Weapons: Flechette Launcher 6D</td>
<td>Brawling 4D+2, Stamina 4D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong> 2D+1</td>
<td><strong>TECHNICAL</strong> 2D</td>
</tr>
<tr>
<td>Survival: Swamps 5D+2</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Move: 10</td>
</tr>
</tbody>
</table>
| **Equipment:** Flechette Launcher (6D), Swamptrooper Armor (+2 physical, +2 energy), Rebreather system (One hour air supply), Camouflage (+2 to sneak in swampy environments), Helmet Comlink, Sealed Body Glove, Multi-Frequency Targeting Acquisition System (+2D to Perception checks in low visibility situations, +2D to ranged weapons used against targets moving more than 10 per round, polarized lense prevents flash blinding), Utility Belt, Survival Gear.
Zero-G Assault Stormtroopers

The Zero-G assault stormtroopers, commonly known as spacetroopers, were members of a specialized branch of the Imperial Stormtrooper Corps equipped and trained to capture enemy vessels intact. Their loyalty and skill were second only to that of the Emperor’s Royal Guards.

Zero-G Assault Stormtrooper

Species: Human

Sex: Male

**DEXTERITY 3D**
- Blaster 4D, Brawling Parry 5D,
- Dodge 4D, Grenade 5D,
- Missile Weapons 5D

**KNOWLEDGE 2D**
- Survival 5D+1

**MECHANICAL 3D**
- Astrogation 4D+2, Powersuit Operation: Spacetrooper
- Operation 5D+2, Space Transports 5D+2, Starship Gunnery 4D, Starship Gunnery: Proton Torpedo Launcher 5D+2

**Move:** 11

**Equipment:** Spacetrooper Armor

Reference: Imperial Sourcebook p48

Zero-G Assault Stormtrooper (Veteran)

Species: Human

Sex: Male

**DEXTERITY 3D**
- Blaster 5D, Brawling Parry 5D,
- Dodge 4D, Grenade 5D,
- Missile Weapons 5D+1

**KNOWLEDGE 2D**
- Survival 5D+1

**MECHANICAL 3D**
- Astrogation 4D+2, Powersuit Operation: Spacetrooper
- Armor 6D, Repulsorlift Operation 5D+2, Space Transports 5D+2, Starship Gunnery 5D+2, Starship Gunnery: Proton Torpedo Launcher 5D+2

**Move:** 11

**Equipment:** Spacetrooper Armor

Reference: Thrawn Trilogy Sourcebook p70

Spacetrooper Armor:

**Weapons:**
- **Grenade Launcher**
  - **Scale:** Character
  - **Skill:** missile weapons
  - **Range:** 5-50/100/200 (space: 0/1/2)
  - **Game Notes:** Fires concussion grenades and gas/stun grenades.
- **Concussion Grenades**
  - **Ammo:** 30
  - **Blast Radius:** 0-2/4/6/10
  - **Damage:** 5D/4D/3D/2D
- **Gas/Stun Grenades**
  - **Ammo:** 30
  - **Blast Radius:** 0-2/4/6/8
  - **Damage:** 5D/4D/3D/2D (stun),
- **Mini-Proton Torpedo Launcher**
  - **Scale:** Character
  - **Skill:** Starship gunnery
  - **Range:** 25-100/300/700 (space: 1/3/7)
  - **Ammo:** 6
  - **Damage:** 6D
- **Blaster Cannon**
  - **Scale:** Character
  - **Skill:** Blaster
  - **Range:** 10-50/100/150
  - **Damage:** 6D
- **Laser Cutters**
  - **Scale:** Starfighter
  - **Skill:** Blaster
  - **Range:** 0.3 meters
  - **Damage:** 3D

**Game Notes:**
- **Basic Suit:** Four hours of power and 10 hours of oxygen. Has a Space Move of 1; in normal gravity, Move is only 8.
- **Armor Protection:** +4D physical, +3D energy to resist damage, reduces Dexterity and related skills by -1D.
- **Magnetic couplers:** Allow adherence to any metal surface.
- **Internal Environment:** Climate-controlled powersuit allows operation in uncomfortably cold or warm climates.
- **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +2D to Perception checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.
**IMPERIAL ARMY TROOPER**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 4D+1, Dodge 4D+1,  
Grenade 3D+2, Vehicle Blaster  
3D+2  
**KNOWLEDGE 1D+1**  
Survival 2D+1  
**MECHANICAL 1D+1**  
Repulsorlift Operation 2D+1  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.  
**Reference:** R&E p209

**IMPERIAL ARMY TROOPER (EXPERIENCED)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 5D+1, Dodge 5D+1,  
Grenade 4D+1, Vehicle Blaster  
4D+1  
**KNOWLEDGE 1D+1**  
Survival 3D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**IMPERIAL ARMY TROOPER (VETERAN)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 6D+1, Dodge 6D+1,  
Grenade 5D, Vehicle Blaster  
5D  
**KNOWLEDGE 1D+1**  
Survival 3D+2  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D+2  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**IMPERIAL ARMY TROOPER (ELITE)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 7D+1, Dodge 7D+1,  
Grenade 5D+2, Vehicle Blaster  
5D+2  
**KNOWLEDGE 1D+1**  
Survival 4D+1  
**MECHANICAL 1D+1**  
Repulsorlift Operation 4D+1  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**IMPERIAL ARMY SOLDIER (BESH SQUAD)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 4D+1, Dodge 5D,  
Grenade 3D+2, Vehicle Blaster  
Brawling 4D+2, Stamina 4D+1  
3D+2  
**KNOWLEDGE 3D**  
Survival 3D+1, Survival: Mountainous Terrain 5D  
**MECHANICAL 3D**  
Repulsorlift Operation 3D+2, Walker Operation: AT-ST 4D  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.  
**Reference:** Hideouts & Strongholds p78

**IMPERIAL ARMY SQUAD LEADER**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 5D+1, Dodge 5D+1,  
Grenade 4D+1, Vehicle Blaster  
4D+1  
**KNOWLEDGE 1D+1**  
Technical 1D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D+2  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**IMPERIAL ARMY SQUAD LEADER (VETERAN)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 6D+1, Dodge 6D+1,  
Grenade 5D, Vehicle Blaster  
5D  
**KNOWLEDGE 1D+1**  
Technical 1D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D+2  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**IMPERIAL ARMY SQUAD LEADER (ELITE)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 7D+1, Dodge 7D+1,  
Grenade 5D+2, Vehicle Blaster  
5D+2  
**KNOWLEDGE 1D+1**  
Technical 1D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 4D+1  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
### Imperial Army Scout (Veteran)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
<th>PERCEPTION 2D</th>
<th>Dexterity 3D</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Hide 4D+1, Search 4D+1, Sneak 4D+1</td>
<td>Blaster 6D+1, Dodge 6D+1, Grenade 5D, Vehicle</td>
</tr>
</tbody>
</table>

**Knowledge 1D+1**
- Survival 5D

**Mechanical 1D+1**
- Beast Riding 3D+2, Repulsorlift Operation 5D+1

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

### Imperial Army Scout (Experienced)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
<th>PERCEPTION 2D</th>
<th>Dexterity 3D</th>
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<td>Hide 4D+1, Search 4D+1, Sneak 4D+1</td>
<td>Blaster 5D+1, Dodge 5D+1, Grenade 4D+1, Vehicle</td>
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</tbody>
</table>

**Knowledge 1D+1**
- Survival 4D

**Mechanical 1D+1**
- Beast Riding 3D, Repulsorlift Operation 4D+1

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

### Imperial Army Demolitions Trooper (Veteran)

<table>
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<th>PERCEPTION 2D</th>
<th>Dexterity 3D</th>
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<td>Hide 4D+1, Search 4D+1, Sneak 4D+1</td>
<td>Blaster 7D+1, Dodge 6D+1, Grenade 5D, Vehicle</td>
</tr>
</tbody>
</table>

**Knowledge 1D+1**
- Survival 3D

**Mechanical 1D+1**
- Repulsorlift Operation 3D

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.

### Imperial Army Demolitions Trooper (Experienced)

<table>
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<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
<th>PERCEPTION 2D</th>
<th>Dexterity 3D</th>
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<td>Hide 4D+1, Search 4D+1, Sneak 4D+1</td>
<td>Blaster 5D+1, Dodge 5D+1, Grenade 4D+1, Vehicle</td>
</tr>
</tbody>
</table>

**Knowledge 1D+1**
- Survival 3D

**Mechanical 1D+1**
- Repulsorlift Operation 3D

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.
**IMPERIAL ARMY ASSAULT TROOPER**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 4D+1, Blaster Artillery  
4D+2, Dodge 4D+1, Grenade  
3D+2, Missile Weapons 4D+1,  
Vehicle Blaster 4D+1  
**KNOWLEDGE 1D+1**  
Survival 2D+1  
**MECHANICAL 1D+1**  
Repulsorlift Operation 2D+1  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**IMPERIAL ARMY ASSAULT TROOPER (EXPERIENCED)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 5D+1, Blaster Artillery  
5D+2, Dodge 5D+1, Grenade  
4D+1, Missile Weapons 5D+1,  
Vehicle Blaster 5D  
**KNOWLEDGE 1D+1**  
Survival 3D  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**IMPERIAL ARMY ASSAULT TROOPER (VETERAN)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 6D+1, Blaster Artillery  
6D+2, Dodge 6D+1, Grenade  
5D, Missile Weapons 6D+1,  
Vehicle Blaster 5D+2  
**KNOWLEDGE 1D+1**  
Survival 3D+2  
**MECHANICAL 1D+1**  
Repulsorlift Operation 3D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**IMPERIAL ARMY ASSAULT TROOPER (ELITE)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 7D+1, Blaster Artillery  
7D+2, Dodge 7D+1, Grenade  
5D+2, Missile Weapons 7D+1,  
Vehicle Blaster 6D+1  
**KNOWLEDGE 1D+1**  
Survival 4D+1  
**MECHANICAL 1D+1**  
Repulsorlift Operation 4D+1  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**IMPERIAL ARMY SHARPSHOOTER**

**Species:** Human  
**Sex:** Male  
**PERCEPTION 2D**  
Blaster 5D+2, Blaster: Blaster  
Rifle 7D+1, Blaster: Repeating  
Blaster 6D+2, Blaster Artillery  
4D+2, Brawling Parry 3D+2,  
Dodge 4D+1, Grenade 3D+2,  
Melee Combat 3D+2, Melee  
Parry 3D+2, Running 3D+2,  
Vehicle Blaster 5D+2  
**KNOWLEDGE 1D**  
Intimidation 3D, Streetwise  
2D, Survival 3D  
**MECHANICAL 3D+2**  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) 3 Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.  
Reference: Rules of Engagement p96

**IMPERIAL ARMY SHARPSHOOTER (VETERAN)**

**Species:** Human  
**Sex:** Male  
**PERCEPTION 2D+1**  
Blaster 7D+2, Blaster: Blaster  
Rifle 9D+1, Blaster: Repeating  
Blaster 8D+2, Blaster Artillery  
6D+2, Brawling Parry 4D+1,  
Dodge 6D+1, Grenade 5D,  
Melee Combat 4D+1, Melee  
Parry 4D+1, Running 5D,  
Vehicle Blaster 7D  
**KNOWLEDGE 1D**  
Intimidation 4D, Streetwise  
3D, Survival 4D+1  
**MECHANICAL 3D+2**  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) 3 Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.  
**Reference:** Rules of Engagement p96
**SPECIAL MISSIONS ENGINEER**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blasters 5D, Brawling Parry 5D, Dodge 4D+2, Grenade 4D+2, Melee Combat 3D+2, Melee Parry 3D+2, Running 3D+2, Vehicle Blasters 5D+2  
**KNOWLEDGE 1D+1**  
- Streetwise 2D, Survival 3D  
**MECHANICAL 1D**  
- Communications 2D+2, Ground Vehicle Operation 2D+2, Hover Vehicle Operation 2D+2, Repulsorlift Operation 2D+2  
**TECHNICAL 3D+2**  
- Armor Repair 4D, Blaster Repair 5D, Demolitions 5D+2, First Aid 4D, Ground Vehicle Repair 5D+2, Repulsorlift Repair 5D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D+2), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Detonite, Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Toolkit

**Reference:** Rules of Engagement p96

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**SPECIAL MISSIONS ENGINEER (VETERAN)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blasters 6D+1, Brawling Parry 5D, Dodge 6D, Grenade 6D, Melee Combat 5D, Melee Parry 5D, Running 5D, Vehicle Blasters 7D  
**KNOWLEDGE 1D+1**  
- Streetwise 3D+1, Survival 4D+1  
**MECHANICAL 1D**  
- Communications 3D+1, Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+2  
**TECHNICAL 3D+2**  
- Armor Repair 6D, Blaster Repair 7D, Demolitions 7D+2, First Aid 5D+1, Ground Vehicle Repair 7D+2, Hover Vehicle Repair 7D+2, Repulsorlift Repair 7D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D+2), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Detonite, Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Toolkit

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**IMPERIAL ARMY COMMANDO (ASSAULT)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
- Blaster 6D+1, Brawling Parry 4D+1, Blaster Artillery 4D, Demolitions 3D+2, First Aid 4D, Ground Vehicle Repair 4D, Imperial Commando 4D, Survival 4D+1, Security 3D+2  
**KNOWLEDGE 2D+1**  
- Armor Repair 4D, Blaster Repair 5D, Demolitions 5D+2, First Aid 4D, Ground Vehicle Repair 5D+2, Repulsorlift Repair 5D+2, Survival 5D, Vehicle Blasters 5D+1  
**MECHANICAL 2D**  
- Beast Riding 4D, Hover Vehicle Repair 4D+1, Repulsorlift Repair 4D+1  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Rifle & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Heavy Weapon (Varies by Mission)

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**IMPERIAL ARMY COMMANDO (SABOTEUR)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
- Blaster 6D+1, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D  
**KNOWLEDGE 2D+1**  
- Armor Repair 4D, Blaster Repair 5D, Demolitions 5D+2, First Aid 4D, Ground Vehicle Repair 5D+2, Repulsorlift Repair 5D+2  
**MECHANICAL 2D**  
- Beast Riding 4D, Hover Vehicle Repair 4D+1, Repulsorlift Repair 4D+1  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Rifle & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite
**Imperial Army Commando (Tech)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 3D+1**  
- Blaster 6D+1, Brawling Parry  
- 5D+2, Dodge 6D+1, Grenade  
- 5D+2, Melee Combat 5D, Melee Parry 5D  

**KNOWLEDGE 2D+1**  
- Survival 4D+1  

**MECHANICAL 2D**  
- Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 5D+1  

**MOVE:** 10  

**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Communication Equipment, Tool Kit.

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**Imperial Ground Vehicle Pilot**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D+1**  
- Blaster 4D+1, Vehicle Blasters  
- 5D+2  

**KNOWLEDGE 1D**  
- Ground Vehicle Operation 5D, Hover Vehicle Operation 5D  

**MECHANICAL 3D**  
- Ground Vehicle Repair 4D, Hover Vehicle Repair 4D  

**MOVE:** 10  

**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

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**Ground Vehicle Pilot (Experienced)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D+1**  
- Blaster 4D+2, Vehicle Blasters  
- 5D+1  

**KNOWLEDGE 1D**  
- Ground Vehicle Operation 6D, Hover Vehicle Operation 6D  

**MECHANICAL 3D**  
- Ground Vehicle Repair 4D+2, Hover Vehicle Repair 4D+2  

**MOVE:** 10  

**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

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**Ground Vehicle Pilot (Veteran)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D+1**  
- Blaster 5D, Vehicle Blasters  
- 5D+1  

**KNOWLEDGE 1D**  
- Ground Vehicle Operations 7D, Hover Vehicle Operation 7D  

**MECHANICAL 3D**  
- Ground Vehicle Repair 5D+1, Hover Vehicle Repair 5D+1  

**MOVE:** 10  

**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

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**Ground Vehicle Pilot (Elite)**

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D+1**  
- Blaster 5D+1, Vehicle Blasters  
- 5D+2  

**KNOWLEDGE 1D**  
- Ground Vehicle Operation 8D, Hover Vehicle Operation 8D  

**MECHANICAL 3D**  
- Ground Vehicle Repair 6D, Hover Vehicle Repair 6D  

**MOVE:** 10  

**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
GROUND VEHICLE GUNNER

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+1**  
  - Blaster 4D+1, Vehicle Blasters  
  - 6D  
**KNOWLEDGE 1D**  
- Ground Vehicle Repair 3D, Hover Vehicle Repair 3D  
**MECHANICAL 2D+1**  
  - Ground Vehicle Operation 3D+1, Hover Vehicle Operation 3D+1  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

GROUND VEHICLE GUNNER (EXPERIENCED)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+1**  
  - Blaster 4D+2, Vehicle Blasters  
  - 7D  
**KNOWLEDGE 1D**  
- Ground Vehicle Repair 4D, Hover Vehicle Repair 4D  
**MECHANICAL 2D+1**  
  - Ground Vehicle Operation 3D+2, Hover Vehicle Operation 3D+2  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

GROUND VEHICLE GUNNER (VETERAN)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+1**  
  - Blaster 5D, Vehicle Blasters  
  - 8D  
**KNOWLEDGE 1D**  
- Ground Vehicle Repair 5D, Hover Vehicle Repair 5D  
**MECHANICAL 2D+1**  
  - Ground Vehicle Operation 4D, Hover Vehicle Operation 4D  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

GROUND VEHICLE GUNNER (ELITE)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+1**  
  - Blaster 5D+1, Vehicle Blasters  
  - 9D  
**KNOWLEDGE 1D**  
- Ground Vehicle Repair 6D, Hover Vehicle Repair 6D  
**MECHANICAL 2D+1**  
  - Ground Vehicle Operation 4D+1, Hover Vehicle Operation 4D+1  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

IMPERIAL REPULSORLIFT PILOT

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+1**  
  - Blaster 4D+1, Vehicle Blasters  
  - Command 3D+2  
**KNOWLEDGE 1D**  
- Stamina 3D  
**MECHANICAL 3D**  
- Repulsorlift Operation 6D+2, Repulsorlift Repair 4D+1  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

REPULSORLIFT PILOT (EXPERIENCED)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+1**  
  - Blaster 5D+2, Vehicle Blasters  
  - Command 3D+2  
**KNOWLEDGE 1D**  
- Stamina 3D  
**MECHANICAL 3D**  
- Repulsorlift Operation 6D, Walker Repair 4D+2  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

REPULSORLIFT PILOT (VETERAN)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+1**  
  - Blaster 5D+1, Vehicle Blasters  
  - Command 4D+1  
**KNOWLEDGE 1D**  
- Stamina 3D  
**MECHANICAL 3D**  
- Repulsorlift Operation 6D, Walker Operation 7D+2  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

REPULSORLIFT PILOT (ELITE)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+1**  
  - Blaster 5D+2, Vehicle Blasters  
  - Command 5D  
**KNOWLEDGE 1D**  
- Stamina 3D  
**MECHANICAL 3D**  
- Repulsorlift Operation 8D+2, Repulsorlift Repair 5D  
**Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
**Repulsorlift Gunner**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 4D+1, Vehicle Blasters  
- STRENGTH 2D  
- Stamina 3D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 2D+1  
- Repulsorlift Repair 3D+2  
- Repulsorlift Operation 3D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Repulsorlift Gunner (Experienced)**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 4D+2, Vehicle Blasters  
- STRENGTH 2D  
- Stamina 3D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 2D+1  
- Repulsorlift Repair 4D+2  
- Repulsorlift Operation 4D  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Repulsorlift Gunner (Veteran)**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 5D, Vehicle Blasters  
- STRENGTH 2D  
- Stamina 3D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 2D+1  
- Repulsorlift Repair 5D+2  
- Repulsorlift Operation 4D+1  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Repulsorlift Gunner (Elite)**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 5D+1, Vehicle Blasters  
- STRENGTH 2D  
- Stamina 3D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 2D+1  
- Repulsorlift Repair 6D+2  
- Repulsorlift Operation 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Imperial Walker Pilot**

Species: Human  
Sex: Male  
DEXTERITY 2D+1  
- Blaster 4D+1, Vehicle Blasters  
- STRENGTH 2D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 3D  
- Repulsorlift Operation 4D+2, Walker Repair 4D  
- Walker Operation 5D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Walker Pilot (Experienced)**

Species: Human  
Sex: Male  
DEXTERITY 2D+1  
- Blaster 4D+2, Vehicle Blasters  
- Command 3D  
- STRENGTH 2D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 3D  
- Repulsorlift Operation 5D+1, Walker Repair 4D+1  
- Walker Operation 6D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Walker Pilot (Veteran)**

Species: Human  
Sex: Male  
DEXTERITY 2D+1  
- Blaster 5D, Vehicle Blasters  
- Command 4D+1  
- STRENGTH 2D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 3D  
- Repulsorlift Operation 6D, Walker Repair 4D+2  
- Walker Operation 7D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Walker Pilot (Elite)**

Species: Human  
Sex: Male  
DEXTERITY 2D+1  
- Blaster 5D+1, Vehicle Blasters  
- Command 5D  
- STRENGTH 2D  
KNOWLEDGE 1D  
- TECHNICAL 1D  
MECHANICAL 3D  
- Repulsorlift Operation 6D+2, Walker Repair 5D  
- Walker Operation 8D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
**Walker Gunner**

- Species: Human
- **DEXTERITY 3D+1**
  - Blaster 4D+1, Vehicle Blasters
  - STRENGTH 2D
  - Stamina 3D
  - KNOWLEDGE 1D
  - TECHNICAL 1D
  - MECHANICAL 2D+1
    - Walker Operation 3D+2
- **Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Walker Gunner (Experienced)**

- Species: Human
- **DEXTERITY 3D+1**
  - Blaster 4D+2, Vehicle Blasters
  - STRENGTH 2D
  - Stamina 3D
  - KNOWLEDGE 1D
  - TECHNICAL 1D
  - MECHANICAL 2D+1
    - Walker Operation 4D
- **Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Walker Gunner (Veteran)**

- Species: Human
- **DEXTERITY 3D+1**
  - Blaster 5D, Vehicle Blasters
  - STRENGTH 2D
  - Stamina 3D
  - KNOWLEDGE 1D
  - TECHNICAL 1D
  - MECHANICAL 2D+1
    - Walker Operation 4D+1
- **Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Walker Gunner (Elite)**

- Species: Human
- **DEXTERITY 3D+1**
  - Blaster 5D+1, Vehicle Blasters
  - STRENGTH 2D
  - Stamina 3D
  - KNOWLEDGE 1D
  - TECHNICAL 1D
  - MECHANICAL 2D+1
    - Walker Operation 4D+2
- **Equipment:** Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Imperial Armor Squad Leader**

- Species: Human
- **DEXTERITY 2D**
  - Blaster 5D, Dodge 5D, Vehicle
  - STRENGTH 2D
- **KNOWLEDGE 3D**
  - Survival 3D+2, Tactics: Ground
  - Assault 4D
- **MECHANICAL 1D+1**
  - Repulsorlift Operation 3D
  - Move: 10
- **Equipment:** Blaster Pistol (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Imperial Armor Squad Leader (Veteran)**

- Species: Human
- **DEXTERITY 2D**
  - Blaster 6D, Dodge 6D, Vehicle
  - STRENGTH 3D+1
- **KNOWLEDGE 1D+1**
  - Survival 3D+2, Tactics: Ground
  - Assault 5D
  - Repulsorlift Repair 3D+2
- **MECHANICAL 1D+1**
  - Repulsorlift Operation 4D
  - Move: 10
- **Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Imperial Armor Squad Leader (Elite)**

- Species: Human
- **DEXTERITY 3D**
  - Blaster 7D, Dodge 7D, Vehicle
  - STRENGTH 3D+1
- **KNOWLEDGE 1D+1**
  - Survival 4D+1, Tactics: Ground
  - Assault 6D
  - Repulsorlift Repair 3D+2
- **MECHANICAL 1D+1**
  - Repulsorlift Operation 6D
  - Move: 10
- **Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
<table>
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<th>TECHNICAL 2D</th>
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**Equipment:** Nav Computer linkup Helmet (comlink, +1D to sensors), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear

**Reference:** R&E p209

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**Equipment:** Nav Computer linkup Helmet (comlink, +1D to sensors), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear

**Reference:** R&E p209
**Imperial Shuttle Pilot (Elite)**

Species: Human  
Sex: Male  
**DEXTERITY 3D+1**  
Blaster 4D+1, Dodge 4D+1  
**KNOWLEDGE 2D**  
Planetary Systems 3D  
**MECHANICAL 4D**  
Astrogation 4D+1, Space Transports 5D, Starship  
Gunnery 5D, Starship Shields 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear  
Reference: Supernova p19

**Imperial Shuttle Pilot (Veteran)**

Species: Human  
Sex: Male  
**DEXTERITY 3D+1**  
Blaster 4D+2, Dodge 4D+2  
**KNOWLEDGE 2D**  
Planetary Systems 4D  
**MECHANICAL 4D**  
Astrogation 5D+1, Space Transports 6D, Starship  
Gunnery 5D+2, Starship Shields 5D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

**Imperial Shuttle Pilot (Experienced)**

Species: Human  
Sex: Male  
**DEXTERITY 3D+1**  
Blaster 5D, Dodge 5D  
**KNOWLEDGE 2D**  
Planetary Systems 5D  
**MECHANICAL 4D**  
Astrogation 6D, Space Transports 7D, Starship  
Gunnery 6D+1, Starship Shields 6D  
Move: 10  
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

**Imperial Captain**

Species: Human  
Sex: Male  
**DEXTERITY 2D+2**  
Blaster 4D+2, Dodge 3D+2, Command 5D+1  
**KNOWLEDGE 3D**  
Bargain 4D+1, Command 5D, Space Transports Repair 4D  
**MECHANICAL 3D**  
Astrogation 4D+1, Space Transports 4D  
Move: 10  
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)  
Reference: Death Star p91

**Imperial Major**

Species: Human  
Sex: Male  
**DEXTERITY 2D**  
Blaster 3D+1, Melee Combat 3D  
**KNOWLEDGE 4D**  
Bureaucracy 4D+1, Planetary Systems 5D  
**MECHANICAL 3D**  
Astrogation 4D+1, Space Transports 4D  
Move: 10  
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)  
Reference: Death Star p91

**Imperial Colonel**

Species: Human  
Sex: Male  
**DEXTERITY 2D**  
Blaster 3D, Melee Combat 3D  
**KNOWLEDGE 4D**  
Bureaucracy 5D, Languages 5D  
**MECHANICAL 3D**  
Astrogation 4D, Space Transports 4D  
Move: 10  
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)  
Reference: Death Star p90

**Imperial Lieutenant**

Species: Human  
Sex: Male  
**DEXTERITY 2D+2**  
Blaster 4D+2, Dodge 4D  
**KNOWLEDGE 3D**  
Bureaucracy 4D, Planetary Systems 3D+1  
**MECHANICAL 3D**  
Space Transports 4D  
Move: 10  
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)  
Reference: Death Star p91
### Imperial Pilot

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### Capital Ship Pilot

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### Capital Ship Pilot (Veteran)

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<td>Climbing/Jumping 3D, Stamina 3D+1</td>
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### Astrogation Crewman

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### Astrogation Crewman (Veteran)

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### Communications Crewman

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### Communications Crewman (Veteran)

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### Equipment

- Blaster Pistol (4D)
- Flight Suit
- Navigational Computer
- Linkup Helmet (Internal Comlink, +1D to sensors)
- Survival Gear
- Computer Repair Kit
- Chronometer
- Datapad
- Blaster Pistol (4D)
**Imperial Gunner (Veteran)**

**Species:** Human  
**DEXTERITY 2D+2**  
- Blaster 4D+2, Blaster Artillery  
- 6D, Dodge 4D+2, Thrown  
- Weapons 4D+2, Vehicle  
- Capital Ship Gunnery 7D, Capital Ship Shields 5D, Capital Ship Gunnery 6D, Starship Shields 4D+2  
- Move: 10  

**Equipment:**  
- Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *shield operation gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)  

**Reference:** Imperial Sourcebook p43

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**Imperial Gunner**

**Species:** Human  
**DEXTERITY 2D**  
- Blaster 3D+2, Blaster Artillery  
- 4D+2, Dodge 3D+2, Thrown  
- Weapons 3D+2, Vehicle  
- Capital Ship Gunnery 5D, Capital Ship Shields 4D, Communications 4D, Sensors  
- Move: 10  

**Equipment:**  
- Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *shield operation gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)  

**Reference:** Imperial Sourcebook p43

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**Sensor Operation Crewman (Veteran)**

**Species:** Human  
**DEXTERITY 2D**  
- Blaster 3D, Dodge 4D  
- Capital Ship Gunnery 4D, Capital Ship Shields 4D, Repulsorlift Operation 3D  
- Move: 10  

**Equipment:**  
- Blaster Pistol (4D), Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)  

**Reference:** Death Star p91

---

**Sensor Operation Crewman**

**Species:** Human  
**DEXTERITY 2D**  
- Melee Combat 3D, Melee  
- Capital Ship Piloting 4D, Tactics: Capital Ships 5D, Tactics: Fleets 4D  
- Move: 10  

**Equipment:**  
- Blaster Pistol (4D), Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)  

**Reference:** Galaxy Guide 3 p47

---

**Sensor Operation Crewman**

**Species:** Human  
**DEXTERITY 2D**  
- Melee Combat 3D, Melee  
- Capital Ship Piloting 4D, Tactics: Capital Ships 5D, Tactics: Fleets 4D  
- Move: 10  

**Equipment:**  
- Blaster Pistol (4D), Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)  

**Reference:** Death Star p91

---

**Sensor Operation Crewman (Veteran)**

**Species:** Human  
**DEXTERITY 2D**  
- Melee Combat 4D+1, Melee  
- Capital Ship Piloting 4D+1, Tactics: Capital Ships 6D, Tactics: Fleets 4D  
- Move: 10  

**Equipment:**  
- Blaster Pistol (4D), Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)  

**Reference:** Galaxy Guide 3 p47
### DEATH STAR CREWMEN

#### BRIDGE PIT CREWMAN

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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
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<td>Stamina 3D</td>
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**KNOWLEDGE 2D**
- Alien Species 3D, Bureaucracy 3D, Languages 3D, Planetary Systems 3D, Value 3D

**MECHANICAL 2D**
- Astrogation 3D, Battle Station
- Piloting: Death Star 5D, Capital Ship Gunnery 3D, Capital Ship Shields 3D

**Equipment:** Comlink, Chronometer, Pocket Computer

**Reference:** Death Star p91

#### BRIDGE PIT CREWMAN (VETERAN)

<table>
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<td>Blaster 3D+2, Dodge 4D+1</td>
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**KNOWLEDGE 2D**
- Alien Species 5D, Bureaucracy 5D, Languages 5D+1, Planetary Systems 5D, Value 4D

**MECHANICAL 2D**
- Astrogation 5D, Battle Station
- Piloting: Death Star 7D, Capital Ship Gunnery 5D+1, Capital Ship Shields 5D

**Equipment:** Comlink, Chronometer, Pocket Computer

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### DEATH STAR GUNNER

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<td>Blaster 3D+2, Blaster Artillery 4D+2, Vehicle Blasters 4D+2</td>
<td>Strength 1D+1</td>
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</table>

**KNOWLEDGE 1D+1**
- Capital Starship Weapon Repair 4D

**MECHANICAL 3D**
- Capital Ship Gunnery 5D, Capital Ship Shields 4D

**Equipment:** Navigation Computer Linkup Helmet (+2D fire control, capital ship weapons only), Blaster Pistol (4D), Protective Armor (+1D physical, +2 energy), Tool Kit.

**Reference:** Death Star p92

#### DEATH STAR GUNNER (VETERAN)

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**KNOWLEDGE 1D+1**
- Capital Starship Weapon Repair 5D

**MECHANICAL 3D**
- Capital Ship Gunnery 7D, Capital Ship Shields 6D

**Equipment:** Navigation Computer Linkup Helmet (+2D fire control, capital ship weapons only), Blaster Pistol (4D), Protective Armor (+1D physical, +2 energy), Tool Kit.

---

### DEATH STAR TROOPER

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D+1</strong></td>
<td><strong>PERCEPTION 4D</strong></td>
</tr>
<tr>
<td>Blaster 4D, Blaster: Blaster 4D+2, Vehicle Blasters 4D+2</td>
<td>Strength 3D+2</td>
</tr>
</tbody>
</table>

**KNOWLEDGE 2D+1**
- Streetwise 3D+1

**MECHANICAL 2D+2**
- Move: 10

**Equipment:** Blaster Pistol (4D), Blaster Artillery 5D, Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)

**Reference:** Death Star p92

#### DEATH STAR TROOPER (VETERAN)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D+1</strong></td>
<td><strong>PERCEPTION 4D</strong></td>
</tr>
<tr>
<td>Blaster 6D, Blaster: Blaster 6D+2, Vehicle Blasters 6D+2</td>
<td>Strength 3D+2</td>
</tr>
</tbody>
</table>

**KNOWLEDGE 2D+1**
- Streetwise 4D+2

**MECHANICAL 2D+2**
- Move: 10

**Equipment:** Blaster Pistol (4D), Blaster Artillery 7D, Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)

#### DEATH STAR TROOPER (ELITE)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Male</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D+1</strong></td>
<td><strong>PERCEPTION 4D</strong></td>
</tr>
<tr>
<td>Blaster 6D, Blaster: Blaster 6D+2, Vehicle Blasters 6D+2</td>
<td>Strength 3D+2</td>
</tr>
</tbody>
</table>

**KNOWLEDGE 2D+1**
- Streetwise 4D+2

**MECHANICAL 2D+2**
- Move: 10

**Equipment:** Blaster Pistol (4D), Blaster Artillery 7D, Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
<table>
<thead>
<tr>
<th>Character</th>
<th>Species</th>
<th>Sex</th>
<th>DEXTERITY 3D+1</th>
<th>PERCEPTION 4D</th>
<th>STRENGTH 3D+2</th>
<th>KNOWLEDGE 2D+1</th>
<th>MECHANICAL 2D+2</th>
<th>Equipment</th>
<th>Move</th>
<th>Reference</th>
</tr>
</thead>
<tbody>
<tr>
<td>Death Star Trooper</td>
<td>Human</td>
<td>Male</td>
<td>Blaster 5D, Blaster: Blaster</td>
<td>Command 5D, Search 5D+2</td>
<td>Brawling 5D+2</td>
<td>Demolition 3D</td>
<td>Demolition 3D</td>
<td>Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)</td>
<td>10</td>
<td>Death Star p92</td>
</tr>
<tr>
<td>Death Star Trooper Squad</td>
<td>Human</td>
<td>Male</td>
<td>Blaster 5D, Blaster: Blaster</td>
<td>Command 5D, Search 5D+2</td>
<td>Brawling 5D+2</td>
<td>Demolition 3D</td>
<td>Demolition 3D</td>
<td>Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies</td>
<td>10</td>
<td>Death Star p92</td>
</tr>
<tr>
<td>Death Star Officer</td>
<td>Human</td>
<td>Male</td>
<td>Blaster 5D, Blaster: Blaster</td>
<td>Command 5D, Search 5D+2</td>
<td>Brawling 5D+2</td>
<td>Demolition 3D</td>
<td>Demolition 5D</td>
<td>Blaster Pistol (4D), Comlink, Rank Command Cylinder</td>
<td>10</td>
<td>Trilogy Sourcebook SE p53</td>
</tr>
<tr>
<td>Death Star Officer (Veteran)</td>
<td>Human</td>
<td>Male</td>
<td>Blaster 5D, Blaster: Blaster</td>
<td>Command 5D, Search 5D+2</td>
<td>Brawling 5D+2</td>
<td>Demolition 3D</td>
<td>Security 5D</td>
<td>Blaster Pistol (4D), Comlink, Rank Command Cylinder</td>
<td>10</td>
<td>Death Star p92</td>
</tr>
<tr>
<td>Death Star Officer (Veteran)</td>
<td>Human</td>
<td>Male</td>
<td>Blaster 5D, Blaster: Blaster</td>
<td>Command 5D, Search 5D+2</td>
<td>Brawling 5D+2</td>
<td>Demolition 3D</td>
<td>Security 5D</td>
<td>Blaster Pistol (4D), Comlink, Rank Command Cylinder</td>
<td>10</td>
<td>Death Star p92</td>
</tr>
</tbody>
</table>
NAVAL TROOPERS

IMPERIAL NAVAL TROOPER

Species: Human
Sex: Male

DEXTERITY 2D+1
- Blaster 3D+1, Blaster: Blaster
- Rifle 4D+2, Brawling Parry
- 3D+1, Dodge 3D+1, Grenade
- 3D+1, Melee Combat 3D+1, Melee Parry 3D+1, Running 3D+2

PERCEPTION 3D
- Command 4D, Search 4D

STRENGTH 2D+2
- Brawling 4D+2, Stamina 3D+2

TECHNICAL 1D
- Security 2D

KNOWLEDGE 1D+1
- Intimidation 2D+1, Streetwise 2D+1

MECHANICAL 1D+2
- Repulsorlift Operation 2D+2, Capital Ship Shields 2D+2
  Move: 10

Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

Reference: R&E p209

IMPERIAL NAVAL TROOPER (EXPERIENCED)

Species: Human
Sex: Male

DEXTERITY 2D+1
- Blaster 4D+1, Blaster: Blaster
- Rifle 5D+2, Brawling Parry
- 4D+1, Dodge 4D+1, Grenade
- 4D+1, Melee Combat 4D+1, Melee Parry 4D+1, Running 4D

PERCEPTION 3D
- Command 4D+1, Search 4D+2

STRENGTH 2D+2
- Brawling 5D+1, Stamina 4D

TECHNICAL 1D
- Security 3D

KNOWLEDGE 1D+1
- Intimidation 2D+2, Streetwise 2D+2

MECHANICAL 1D+2
- Repulsorlift Operation 3D+2, Capital Ship Shields 3D+1
  Move: 10

Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

IMPERIAL NAVAL TROOPER (VETERAN)

Species: Human
Sex: Male

DEXTERITY 2D+1
- Blaster 5D+1, Blaster: Blaster
- Rifle 6D+2, Brawling Parry
- 5D+1, Dodge 5D+1, Grenade
- 5D+1, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D+1

PERCEPTION 3D
- Command 4D+2, Search 5D+1

STRENGTH 2D+2
- Brawling 6D, Stamina 4D+1

TECHNICAL 1D
- Security 4D

KNOWLEDGE 1D+1
- Intimidation 3D, Streetwise 3D

MECHANICAL 1D+2
- Repulsorlift Operation 4D+2, Capital Ship Shields 4D
  Move: 10

Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

IMPERIAL NAVAL TROOPER (ELITE)

Species: Human
Sex: Male

DEXTERITY 2D+1
- Blaster 6D+1, Blaster: Blaster
- Rifle 7D+2, Brawling Parry
- 6D+1, Dodge 6D+1, Grenade
- 6D+1, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2

PERCEPTION 3D
- Command 5D, Search 6D

STRENGTH 2D+2
- Brawling 6D+2, Stamina 4D+2

TECHNICAL 1D
- Security 5D

KNOWLEDGE 1D+1
- Intimidation 3D+1, Streetwise 3D+1

MECHANICAL 1D+2
- Repulsorlift Operation 5D+2, Capital Ship Shields 4D+2
  Move: 10

Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink
Imperial Naval Trooper
Squad Leader
Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 4D+1, Blaster: 4D+1
Rifle 5D+2, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D+1, Melee Combat 4D+1, Melee Parry 4D+1, Running 4D+1
PERCEPTION 3D
Command 5D+1, Search 4D+2
STRENGTH 2D+2
Brawling 5D+2, Stamina 4D+2
TECHNICAL 1D
Security 3D
KNOWLEDGE 1D+1
Intimidation 2D+2, Streetwise 2D+2
MECHANICAL 1D+2
Repulsorlift Operation 3D+2, Capital Ship Shields 3D+1
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

Imperial Naval Trooper (Veteran)
Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 5D+1, Blaster: 5D+1
Rifle 6D+2, Brawling Parry 5D+1, Dodge 5D+1, Grenade 5D+2, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D+1
PERCEPTION 3D
Command 6D+2, Search 5D+1
STRENGTH 2D+2
Brawling 6D, Stamina 4D+1
TECHNICAL 1D
Security 4D
KNOWLEDGE 1D+1
Intimidation 3D, Streetwise 3D
MECHANICAL 1D+2
Repulsorlift Operation 4D+2, Capital Ship Shields 4D
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

Imperial Naval Trooper (Elite)
Species: Human
Sex: Male
DEXTERITY 2D+1
Blaster 6D+1, Blaster: 6D+1
Rifle 7D+2, Brawling Parry 6D+1, Dodge 6D+1, Grenade 6D+2, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2
PERCEPTION 3D
Command 7D+1, Search 6D
STRENGTH 2D+2
Brawling 6D+2, Stamina 4D+2
TECHNICAL 1D
Security 5D
KNOWLEDGE 1D+1
Intimidation 3D+1, Streetwise 3D+1
MECHANICAL 1D+2
Repulsorlift Operation 5D+2, Capital Ship Shields 4D+2
Move: 10
Equipment: Blast Helmet (+1D physical, +1 energy), Blaster Pistol (4D), Comlink

Imperial Marines
The Imperial Marines were a specialized branch of the Imperial Stormtrooper Corps that was active during the Galactic Civil War, presumably formed from the clone marines that preceded them within the Grand Army of the Republic. They were Imperial shock troopers used by the Galactic Empire to defend capital ships such as Imperial-class Star Destroyers. They were also used to sabotage or capture Rebel capital ships after being ferried over to them during a space battle.

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 4D, Brawling Parry 4D, 5D, Dodge 4D
PERCEPTION 2D
Search 3D, Sneak 3D
STRENGTH 2D
EQUIPMENT: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D
PERCEPTION 2D
Search 4D, Sneak 4D+1
STRENGTH 2D
Brawling 4D
EQUIPMENT: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)

Species: Human
Sex: Male
DEXTERITY 3D
Blaster 6D, Brawling Parry 6D, Dodge 6D, Missile Weapons 6D
PERCEPTION 2D
Search 5D+2, Sneak 6D
STRENGTH 2D
Brawling 5D+1
EQUIPMENT: Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)
**Imperial Marine Squad Leader**

- Species: Human
- Sex: Male
- **DEXTERITY 3D**
  - Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile 5D
- **PERCEPTION 2D**
  - Command 3D, Search 4D, Strength 2D
- **KNOWLEDGE 2D**
  - Brawling 3D
- **MECHANICAL 2D**
  - Technical 2D
- **Move:** 10
- **STRENGTH 2D**
  - Dodge 5D, Missile Sneak 4D+1

- **Weapons 5D**
  - Blaster 5D, Brawling Parry 5D

- **Equipment:** Imperial Marine Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D), MiniMag PTL Missile Launcher (5D)

**Imperial Marine Armor:**
- Protection: +2D physical, +2D energy, -1D to dexterity and related skills.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.

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**Imperial Navy Commando**

Naval commandos were lightly armored soldiers that were trained for patrol, guard and monitor duty. They were typically stationed at key Imperial facilities where they provided accurate covering fire for other units. Naval commandos wore roughly the same uniform as the Stormtroopers, though elements of the design were similar to that of the Scout troopers: their black body suit partially revealed and little leg armor shared the resemblance to the Scout troopers' own outfit. The Navy Commandos appeared to have temperature-controlled chestplates similar to that of Snowtroopers on their backplates, making them among the Empire's environmentally-specialized divisions of troopers. The helmets had wider visors than those of the Stormtrooper variant, similar to that of the Scout trooper, with comlink antennas attached to the right side of the helmet.

**Imperial Navy Commando**

- Species: Human
- Sex: Male
- **DEXTERITY 3D**
  - Blaster 6D, Brawling Parry 6D, Hide 5D+2, Search 5D+2, Dodge 6D, Grenade 5D+2
- **PERCEPTION 2D**
  - Sneak 6D
- **KNOWLEDGE 2D**
  - Survival 3D
- **MECHANICAL 2D**
  - Technical 2D
- **STRENGTH 2D**
  - Demolitions 4D, Security 5D
- **Move:** 10
- **Equipment:** Imperial Navy Commando Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D), Grenade (5D)

**Imperial Navy Commando (Veteran)**

- Species: Human
- Sex: Male
- **DEXTERITY 3D**
  - Blaster 7D, Brawling Parry 7D, Hide 6D+2, Search 6D+2, Dodge 7D, Grenade 6D+1
- **PERCEPTION 2D**
  - Sneak 7D
- **KNOWLEDGE 2D**
  - Survival 4D
- **MECHANICAL 2D**
  - Technical 2D
- **STRENGTH 2D**
  - Demolitions 5D, Security 6D
- **Move:** 10
- **Equipment:** Imperial Navy Commando Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D), Grenade (5D)

**Imperial Navy Commando (Elite)**

- Species: Human
- Sex: Male
- **DEXTERITY 3D**
  - Blaster 8D, Brawling Parry 8D, Hide 7D+2, Search 7D+2, Dodge 8D, Grenade 7D
- **PERCEPTION 2D**
  - Sneak 8D
- **KNOWLEDGE 2D**
  - Survival 5D
- **MECHANICAL 2D**
  - Technical 2D
- **STRENGTH 2D**
  - Demolitions 6D, Security 7D
- **Move:** 10
- **Equipment:** Imperial Navy Commando Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D), Grenade (5D)

**Imperial Navy Commando Armor:**
- Protection: +2D physical, +2D energy.
- Helmet Comlink.
- MFTAS: +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- Climate Control Body Glove.
The Special Navy Force troopers were the elite forces of the Imperial Navy that were incredibly secret; both the Alliance to Restore the Republic and even the majority of the Imperial Navy didn’t know of their existence. The group reportedly had only about 700 men in service. The successful project was a joint operation between the Ubiquitare of the Imperial Intelligence and the Imperial Navy to create mobile infantry that did not require the use of the Imperial Army. The navy’s aim was to eliminate their dependency on the army to establish beachheads on targeted planets, as the SpecNav Force troopers would be the first on the battlefield and serve as an advance force. The Ubiquitare aim was to have troopers with special training necessary to allow them to be assigned on a wide variety of missions. These elite troopers were trained at D8-Red Base base in the Ringali Nebula. They were typically organized into squads of ten. These troopers were hazardous, in addition to be deceptively quiet, crafty, and skilled. They were apparently trained in some form of hand-to-hand combat in addition to other weaponry, such as Blasters and Grenades.

**SPECNAV TROOPER**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D,  
Melee Combat 5D+2, Melee Parry 5D+2  
**KNOWLEDGE 3D**  
Alien Species 4D, Planetary Systems 5D, Streetwise 5D,  
Survival 5D  
**MECHANICAL 2D+2**  
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2,  
Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2,  
Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D,  
Space Transports 5D, Starfighter Piloting 6D,  
Starship Gunnery 5D, Starship Shields 5D  
**PERCEPTION 3D**  
Con 5D, Search 6D, Sneak 5D+2  
**STRENGTH 3D+1**  
Brawling 5D+1, Brawling: Martial Arts 7D  
**TECHNICAL 3D**  
Blaster Repair 4D, Computer Program/Repair 6D,  
Demolitions 6D, First Aid 6D,  
Security 5D  
**Special Abilities:**  
**Blindfighting:** If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.  
**Instant Knockdown:** If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.  
**Multiple Strikes:** The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.  
**Silent Strike:** Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.  
**Zero-G Combat Training:** +1D to dodge rolls in zero-g.  
**Move:** 10  
**Equipment:** Varies  
**Reference:** The Far Orbit Project p79

**SPECNAT TROOPER (SABOTEUR)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D,  
Melee Combat 5D+2, Melee Parry 5D+2  
**KNOWLEDGE 3D**  
Alien Species 4D, Planetary Systems 5D, Streetwise 7D,  
Survival 5D  
**MECHANICAL 2D+2**  
Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2,  
Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2,  
Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D,  
Space Transports 5D, Starfighter Piloting 6D,  
Starship Gunnery 5D, Starship Shields 5D  
**PERCEPTION 3D**  
Con 5D, Hide 4D, Search 6D,  
Sneak 6D+2  
**STRENGTH 3D+1**  
Brawling 5D+1, Brawling: Martial Arts 7D  
**TECHNICAL 3D**  
Blaster Repair 4D, Computer Program/Repair 8D,  
Demolitions 8D, First Aid 6D,  
Security 7D  
**Special Abilities:**  
**Blindfighting:** If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.  
**Instant Knockdown:** If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.  
**Multiple Strikes:** The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.  
**Silent Strike:** Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.  
**Zero-G Combat Training:** +1D to dodge rolls in zero-g.  
**Move:** 10  
**Equipment:** Varies  
**Reference:** The Far Orbit Project p79
**SpecNav Trooper (Tech)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
- Blaster 6D+2, Brawling Parry  
- 5D, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2  
**KNOWLEDGE 3D**  
- Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D  
**MECHANICAL 2D+2**  
- Astrogation 4D+2, Beast Riding  
- 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 6D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D  

**Special Abilities:**
- **Blindfighting:** If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.  
- **Instant Knockdown:** If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.  
- **Multiple Strikes:** The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.  
- **Silent Strike:** Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.  
- **Zero-G Combat Training:** +1D to dodge rolls in zero-g.  
**Move:** 10  
**Equipment:** Varies  
**Reference:** The Far Orbit Project p79

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**SpecNav Trooper (Assault)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D**  
- Blaster 8D+2, Blaster Artillery  
- 5D, Brawling Parry 7D, Dodge 5D+2, Grenade 7D, Melee Combat 7D+2, Melee Parry 7D+2, Vehicle Blasters 5D  
**KNOWLEDGE 3D**  
- Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D  
**MECHANICAL 2D+2**  
- Astrogation 4D+2, Beast Riding  
- 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D  

**Special Abilities:**
- **Blindfighting:** If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.  
- **Instant Knockdown:** If the trooper makes a successful Moderate Brawling: Martial Arts roll - and the attack is not dodged or parried – the target is immediately knocked to the ground.  
- **Multiple Strikes:** The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.  
- **Silent Strike:** Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.  
- **Zero-G Combat Training:** +1D to dodge rolls in zero-g.  
**Move:** 10  
**Equipment:** Varies  
**Reference:** The Far Orbit Project p79
SPECIAL TROOPER (COVERT)

Species: Human
Sex: Male
DEXTERITY 3D
- Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2
STRENGTH 3D+1
- Brawling 5D+1, Brawling: Martial Arts 7D
KNOWLEDGE 3D
- Alien Species 4D, Command 4D, Planetary Systems 5D, Streetwise 6D, Survival 5D
MECHANICAL 2D+2
- Astrogation 4D+2, Beast Riding 3D, Capital Ship Gunnery 4D+2, Capital Ship Piloting 4D+2, Capital Ship Shields 4D+2, Hover Vehicle Operation 5D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 6D, Starship Gunnery 5D, Starship Shields 5D

Special Abilities:
- Blindfighting: If the trooper makes a Very Difficult Brawling: Martial Arts roll - and is within striking distance of the target - the trooper can ignore the effects of blindness.
- Instant Knockdown: If the trooper makes a successful Moderate Brawling: Martial Arts roll and the attack is not dodged or parried – the target is immediately knocked to the ground.
- Multiple Strikes: The trooper can make a second attack with no multiple action penalties if he makes a Moderate Brawling: Martial Arts roll. The second attack inflicts 3D damage.
- Silent Strike: Providing the trooper can sneak up on an opponent, the trooper can instantly kill or render a target unconscious. A successful Difficult Brawling: Martial Arts roll indicates that the target is neutralized.

Zero-G Combat Training: +1D to dodge rolls in zero-g.
Move: 10
Equipment: Varies
Reference: The Far Orbit Project p79

ISB ENFORCEMENT OFFICER

Species: Human
Sex: Male
DEXTERITY 3D+2
- Blaster 4D+2, Blaster: Blaster 4D+2, Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D
STRENGTH 3D+2
KNOWLEDGE 2D
- Bureaucracy 3D, Streetwise 2D+2
MECHANICAL 3D
- Repulsorlift Operation 3D+1
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Supernova p9

ISB ENFORCEMENT OFFICER (EXPERIENCED)

Species: Human
Sex: Male
DEXTERITY 3D+2
- Blaster 5D+2, Blaster: Blaster 4D+2, Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1
STRENGTH 3D+2
KNOWLEDGE 2D
- Demolitions 3D+2, First Aid 3D+2, Security 4D
MECHANICAL 3D
- Repulsorlift Operation 3D+1
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 phys, +2 energy), Protective Helmet (+1D phys, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
Reference: Supernova p9

ISB ENFORCEMENT OFFICER (VETERAN)

Species: Human
Sex: Male
DEXTERITY 3D+2
- Blaster 6D+2, Blaster: Blaster 5D+2, Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1
STRENGTH 3D+2
KNOWLEDGE 2D
- Demolitions 4D+1, First Aid 4D+1, Security 5D
MECHANICAL 3D
- Repulsorlift Operation 4D
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 phys, +2 energy), Protective Helmet (+1D phys, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

ISB ENFORCEMENT OFFICER (ELITE)

Species: Human
Sex: Male
DEXTERITY 3D+2
- Blaster 7D+2, Blaster: Blaster 6D+2, Rifle 8D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+1
STRENGTH 3D+2
KNOWLEDGE 2D
- Demolitions 5D, First Aid 5D, Security 6D
MECHANICAL 3D
- Repulsorlift Operation 4D+2
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 phys, +2 energy), Protective Helmet (+1D phys, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
**ISB Investigator**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+2**  
Blaster 4D+2, Blaster: Blaster  
Rifle 4D+2, Dodge 4D, Melee Combat 4D, Melee Parry 4D  
**PERCEPTION 3D+2**  
Bargain 4D, Command 4D, Investigation 4D+2, Search 4D  
**KNOWLEDGE 2D**  
Alien Species 2D+1, Bureaucracy 3D, Intimidation 2D+1, Languages 2D+1, Law Enforcement 3D, Streetwise 3D  
**TECHNICAL 3D**  
Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

**ISB Investigator (Experienced)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+2**  
Blaster 5D+2, Blaster: Blaster  
Rifle 6D+2, Dodge 4D+2, Grenade 4D, Melee Combat 4D+2, Melee Parry 4D+1  
**PERCEPTION 3D+2**  
Bargain 4D+2, Command 4D+2, Investigation 5D+2, Search 5D  
**KNOWLEDGE 2D**  
Alien Species 3D, Bureaucracy 3D+2, Intimidation 3D, Languages 3D, Law Enforcement 4D, Streetwise 3D+2  
**TECHNICAL 3D**  
Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

**ISB Investigator (Veteran)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+2**  
Blaster 6D+2, Blaster: Blaster  
Rifle 7D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+1  
**PERCEPTION 3D+2**  
Bargain 5D+1, Command 5D+1, Investigation 6D+2, Search 6D  
**KNOWLEDGE 2D**  
Alien Species 3D+2, Bureaucracy 4D+1, Intimidation 3D+2, Languages 3D+2, Law Enforcement 5D, Streetwise 4D+1  
**TECHNICAL 3D**  
Move: 10  
**Equipment:** Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D+1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)
INTELLIGENCE TEAM MEMBER

Species: Human
SEX: Male
DEXTERITY 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D,
Brawling Parry 6D, Dodge 6D,
Firearms 6D+1, Grenade 5D,
Melee Combat 5D, Melee Parry 5D, Missile Weapons
5D, Thrown Weapons 6D,
Vehicle Weapons 5D+2
KNOWLEDGE 3D
Alien Species 5D, Intimination
5D+2, Languages 6D+1*, Law
Enforcement 6D, Planetary
Systems 6D*, Streetwise
6D+2, Survival 6D+2*
MECHANICAL 3D
Astrogation 4D+2, Beast
Riding 5D, Communications 4D,
Repulsorlift Operation 6D,
Space Transports 5D,
Starfighter Piloting 4D,
Swoop Operation 5D,
Walker Operation 5D 10 Move
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and
mnemiotic drugs.
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

INTELLIGENCE TEAM MEMBER

(HEAVY WEAPONS)

Species: Human
SEX: Male
DEXTERITY 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D,
Brawling Parry 6D, Dodge 6D,
Firearms 6D+1, Grenade 5D,
Melee Combat 5D, Melee Parry 5D, Missile Weapons
5D, Thrown Weapons 6D,
Vehicle Weapons 5D+2
KNOWLEDGE 3D
Alien Species 5D, Intimination
5D+2, Languages 6D+1*, Law
Enforcement 6D, Planetary
Systems 6D*, Streetwise 6D+2,
Survival 6D+2*
MECHANICAL 3D
Astrogation 4D+2, Beast Riding
5D, Communications 4D,
Repulsorlift Operation 6D,
Space Transports 5D,
Starfighter Piloting 4D,
Swoop Operation 5D,
Walker Operation 5D 10 Move
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and
mnemiotic drugs.
Equipment: Blaster Rifle (5D), Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

INTELLIGENCE TEAM MEMBER

(COMMUNICATIONS)

Species: Human
SEX: Male
DEXTERITY 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D,
Brawling Parry 6D, Dodge 6D,
Firearms 6D+1, Grenade 5D,
Melee Combat 5D, Melee Parry 5D, Missile Weapons
5D, Thrown Weapons 6D,
Vehicle Weapons 5D+2
KNOWLEDGE 3D
Alien Species 5D, Intimination
5D+2, Languages 6D+1*, Law Enforcement 6D, Planetary
Systems 6D*, Streetwise
6D+2, Survival 6D+2*
MECHANICAL 3D
Astrogation 4D+2, Beast Riding
5D, Communications 9D,
Repulsorlift Operation 6D, Space
Transports 5D, Starfighter
Piloting 4D, Swoop Operation 5D,
Walker Operation 5D 10 Move
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and
mnemiotic drugs.
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76

INTELLIGENCE TEAM MEMBER

(SCOUT)

Species: Human
SEX: Male
DEXTERITY 3D+1
Archaic Guns 3D+2, Blaster 5D+2, Blaster Artillery 5D,
Brawling Parry 6D, Dodge 6D,
Firearms 6D+1, Grenade 5D,
Melee Combat 5D, Melee Parry 5D, Missile Weapons
5D, Thrown Weapons 6D,
Vehicle Weapons 5D+2
KNOWLEDGE 3D
Alien Species 5D, Intimination
5D+2, Languages 6D+1*, Law
Enforcement 6D, Planetary
Systems 6D*, Streetwise 6D+2,
Survival 6D+2*
MECHANICAL 3D
Astrogation 4D+2, Beast Riding 6D,
Space Transports 5D
Starfighter Piloting 4D,
Swoop Operation 5D,
Walker Operation 5D 10 Move
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and
mnemiotic drugs.
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.
Reference: Thrawn Trilogy Sourcebook p76
**ISB FIELD COORDINATOR**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 5D+2, Blaster: Blaster  
Rifle 6D+2, Dodge 4D+2,  
Grenade 4D, Melee Combat  
4D+2, Melee Parry 4D+1  
KNOWLEDGE 2D  
Bureaucracy 4D, Law  
Enforcement 3D, Streetwise  
2D+2  
MECHANICAL 3D  
Repulsorlift Operation 3D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

**ISB FIELD COORDINATOR (VETERAN)**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 6D+2, Blaster: Blaster  
Rifle 7D+2, Dodge 5D+2,  
Grenade 5D, Melee Combat  
5D+2, Melee Parry 5D+1  
KNOWLEDGE 2D  
Bureaucracy 5D, Law  
Enforcement 4D, Streetwise  
3D+2  
MECHANICAL 3D  
Repulsorlift Operation 4D  
Move: 10  
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

**ISB FIELD COORDINATOR (ELITE)**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 7D+2, Blaster: Blaster  
Rifle 8D+2, Dodge 6D+2,  
Grenade 5D+2, Melee Combat  
6D+2, Melee Parry 6D+1  
KNOWLEDGE 2D  
Bureaucracy 6D, Law  
Enforcement 5D, Streetwise  
4D+2  
MECHANICAL 3D  
Repulsorlift Operation 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Knife (Str+2), Body Armor (+1D1 physical, +2 energy), Protective Helmet (+1D physical, +1 energy), 2 grenades (5D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break)

**ISB TECHNICIAN**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 4D+2, Blaster: Blaster  
Rifle 4D+2, Dodge 4D, Melee Combat  
4D+2, Melee Parry 4D+1  
KNOWLEDGE 2D  
Bureaucracy 2D+1  
MECHANICAL 3D  
Repulsorlift Operation 3D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Toolkit, Comlink

**ISB TECHNICIAN (EXPERIENCED)**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 5D+2, Blaster: Blaster  
Rifle 6D+2, Dodge 4D+2,  
Grenade 4D, Melee Combat  
4D+2, Melee Parry 4D+1  
KNOWLEDGE 2D  
Bureaucracy 3D, Streetwise  
2D+2  
MECHANICAL 3D  
Repulsorlift Operation 3D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Toolkit, Comlink

**ISB TECHNICIAN (VETERAN)**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 6D+2, Blaster: Blaster  
Rifle 7D+2, Dodge 5D+2,  
Grenade 5D, Melee Combat  
5D+2, Melee Parry 5D+1  
KNOWLEDGE 2D  
Bureaucracy 4D, Streetwise  
3D+2  
MECHANICAL 3D  
Repulsorlift Operation 4D  
Move: 10  
Equipment: Blaster Pistol (4D), Toolkit, Comlink

**ISB TECHNICIAN (ELITE)**

Species: Human  
SEX: Male  
DEXTERITY 3D+2  
Blaster 7D+2, Blaster: Blaster  
Rifle 8D+2, Dodge 6D+2,  
Grenade 5D+2, Melee Combat  
6D+2, Melee Parry 6D+1  
KNOWLEDGE 2D  
Bureaucracy 5D, Streetwise  
4D+2  
MECHANICAL 3D  
Repulsorlift Operation 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Toolkit, Comlink
### ISB Security Guard (Veteran)

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D**  
- Blaster 6D+1, Blaster: Blaster  
- Rifle 7D+1, Brawling Parry 6D, Dodge 5D, Melee Combat 5D+2, Melee Parry 6D  

**KNOWLEDGE 2D**  
- Alien Species 4D+1, Bureaucracy 4D+1, Streetwise 4D+2  

**MECHANICAL 2D**  
Move: 10  
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)

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### ISB Security Guard (Elite)

**Species:** Human  
**Sex:** Male  

**DEXTERITY 2D**  
- Blaster 7D+1, Blaster: Blaster  
- Rifle 8D+1, Brawling Parry 7D, Dodge 6D, Melee Combat 6D+2, Melee Parry 7D  

**KNOWLEDGE 2D**  
- Alien Species 5D, Bureaucracy 5D, Streetwise 5D+1  

**MECHANICAL 2D**  
Move: 10  
Equipment: Body armor (+1D physical, +1 energy), Helmet (+2 physical, +1 energy), Blaster Rifle (5D), Blaster Pistol (4D), Force Truncheon (Str + 2D), Comlink, Wrist Restraints X 2 (Str 6D)

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### ISB Solo Agent (Veteran)

**Species:** Human  
**Sex:** Male  

**DEXTERITY 3D+1**  
- Archaic Guns 5D+1, Blaster 7D+1, Blaster Artillery 6D, Brawling Parry 7D, Dodge 6D+2, Firearms 7D, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Missile Weapons 5D+2, Pick Pocket 5D+2, Thrown Weapons 6D, Vehicle Weapons 5D+2  

**KNOWLEDGE 3D**  
- Alien Species 5D, Bureaucracy 5D, Business 5D+2, Cultures 6D*, Intimidation 5D+2, Languages 7D*, Law Enforcement 6D, Planetary Systems 7D*, Streetwise 6D+2, Survival 6D+2*  

**MECHANICAL 3D**  
- Archaic Starship Piloting 3D+1, Astrogation 5D+2, Beast Riding 6D, Communications 5D, Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 7D, Space Transports 5D+2, Starfighter Piloting 3D+2, Swoop Operation 5D, Walker Operation 6D+2  

**Special Abilities:**  
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.*  

**Equipment:** Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

**Reference:** Thrawn Trilogy Sourcebook p76

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### ISB Solo Agent (Veteran)

**Species:** Human  
**Sex:** Male  

**DEXTERITY 4D**  
- Archaic Guns 4D+2, Blaster 6D+2, Blaster Artillery 5D+1, Brawling Parry 6D+1, Dodge 7D+1, Firearms 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Missile Weapons 5D+2, Pick Pocket 5D+2, Thrown Weapons 6D, Vehicle Weapons 5D+2  

**KNOWLEDGE 3D**  
- Alien Species 5D, Bureaucracy 6D, Business 5D+2, Cultures 6D*, Intimidation 5D+2, Languages 7D*, Law Enforcement 6D, Security 7D*, Walker Repair 5D  

**TECHNICAL 3D**  

**Special Abilities:**  
*Some Skills have been artificially enhanced by specialized training and mnemiotic drugs.*  

**Equipment:** Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

**Reference:** Thrawn Trilogy Sourcebook p76
ISB SOLO AGENT (ELITE)
Species: Human
Sex: Male
DEXTERITY 3D+1
Archaic Guns 6D, Blaster 8D, Blaster Artillery 6D+2, Brawling Parry 7D+2, Dodge 8D+2, Firearms 7D+2, Grenade 6D+2, Melee Combat 7D+2, Melee Parry 7D+2, Missile Weapons 7D, Pick Pocket 7D+1, Thrown Weapons 7D+1, Vehicle Weapons 7D
PERCEPTION 4D
Bargain 6D+2, Command 7D, Con 7D, Forgery 7D, Hide 8D+2, Persuasion 8D+1, Search 8D, Sneak 8D
STRENGTH 3D+2
Brawling 6D+1, Climbing/Jumping 6D, Lifting 6D, Parry 7D+1, Security 9D+, Vehicle Repair 7D+1, Vehicles 8D+2, Vehicle Repair 7D+1, Security 9D*, Walker Repair 6D+1
KNOWLEDGE 3D
Alien Species 6D, Bureaucracy 8D, Business 7D+2, Cultures 8D*, Intimidation 7D+2, Languages 9D*, Law Enforcement 8D, Planetary Systems 8D+2*, Streetwise 8D+2, Survival 8D+2*
TECHNICAL 3D
Computer Program/Repair 7D+1, First Aid 7D+1, Ground Vehicle Repair 7D+1, Hover Vehicle Repair 7D+1, Security 9D*, Walker Repair 6D+1
MECHANICAL 3D
Archaic Starship Piloting 4D+2, Astrogation 7D, Beast Riding 7D+1, Communications 6D+1, Ground Vehicle Operation 6D, Hover Vehicle Operation 6D, Repulsorlift Operation 8D+1, Space Transports 7D, Starfighter Piloting 5D, Swoop Operation 6D+1, Walker Operation 8D
Move: 10
Special Abilities:
*Some Skills have been artificially enhanced by specialized training and mnemonic drugs.
Equipment: Blaster Pistol (4D+1), Encrypted Comlink, Fake Ids.

ISB ASSASSIN
Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 4D+2, Blaster: Blaster 4D, Rifle 4D+2, Blindfighting 4D, Dodge 4D, Firearms 4D+2, Melee Combat 4D, Melee Parry 4D
PERCEPTION 3D+2
Con 4D, Hide 5D, Search 5D, Sneak 5D+1
STRENGTH 3D+2
Brawling 4D, Climbing/Jumping 4D+2, Stamina 4D+1
KNOWLEDGE 2D
Biochemicals: Poisons 3D+1, Bureaucracy 2D+1, Streetwise 4D, Survival 3D
TECHNICAL 3D
Demolitions 4D, First Aid 3D+2, Security 4D+2
MECHANICAL 3D
Repulsorlift Operation 4D Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission)

ISB ASSASSIN (VETERAN)
Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 5D+2, Blaster: Blaster 4D+2, Rifle 5D+2, Blindfighting 5D, Dodge 5D, Firearms 5D+2, Melee Combat 5D+2, Melee Parry 5D
PERCEPTION 3D+2
Con 4D+2, Hide 6D, Search 6D, Sneak 6D+1
STRENGTH 3D+2
Brawling 5D, Climbing/Jumping 5D+1, Stamina 5D
KNOWLEDGE 2D
Biochemicals: Poisons 4D+1, Bureaucracy 2D+1, Streetwise 4D+2, Survival 3D+2
TECHNICAL 3D
Demolitions 5D, First Aid 4D, Security 5D+2
MECHANICAL 3D
Repulsorlift Operation 4D Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission)

ISB ASSASSIN (ELITE)
Species: Human
Sex: Male
DEXTERITY 3D+2
Blaster 6D+2, Blaster: Blaster 5D+2, Rifle 6D+2, Blindfighting 6D, Dodge 6D, Firearms 6D+2, Melee Combat 6D, Melee Parry 6D
PERCEPTION 3D+2
Con 5D+1 Hide 7D, Search 7D, Sneak 7D+1
STRENGTH 3D+2
Brawling 6D, Climbing/Jumping 6D, Stamina 5D+2
KNOWLEDGE 2D
Biochemicals: Poisons 5D+1, Bureaucracy 2D+1, Streetwise 4D+2, Survival 4D+1
TECHNICAL 3D
Demolitions 6D, First Aid 4D+2, Security 6D+2
MECHANICAL 3D
Repulsorlift Operation 5D+1 Move: 10
Equipment: Stealth Armor (+1D physical, +1D energy, adds +1D to Hide and Sneak rolls), Survival Gear, Assortment of weapons (Varies by agent and mission).
**ISB RE-EDUCATOR**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 4D+2, Blaster: Blaster  
Rifle 4D+2, Dodge 4D, Melee  
Combat 4D, Melee Parry 4D  
KNOWLEDGE 2D  
Brainwashing 3D+2,  
Bureaucracy 3D, Intimidation  
3D, Law Enforcement: Empire  
3D+2, Scholar 3D+1, Streetwise 3D, Willpower 3D+1  
MECHANICAL 2D  
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad

**ISB RE-EDUCATOR (ELITE)**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 4D+2, Blaster: Blaster  
Rifle 4D+2, Dodge 5D, Melee  
Combat 6D, Melee Parry 6D  
KNOWLEDGE 2D  
Brainwashing 6D+2,  
Bureaucracy 5D, Intimidation  
6D, Law Enforcement: Empire  
6D+2, Scholar 5D+1, Streetwise 5D, Willpower 5D+1  
MECHANICAL 2D  
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad

**ISB RE-EDUCATOR (VETERAN)**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 5D+1, Blaster: Blaster  
Rifle 5D+1, Dodge 4D+2,  
Melee Combat 5D+1, Melee Parry 5D+1  
KNOWLEDGE 2D  
Brainwashing 5D+2,  
Bureaucracy 4D+1, Intimidation  
5D, Law Enforcement: Empire 5D, Scholar 4D+2, Streetwise 4D+1, Willpower 4D+2  
MECHANICAL 2D  
Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad

**ISB INTERROGATOR**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 4D+2, Brawling Parry  
Rifle 4D, Dodge 4D+2,  
Interrogation Devices 4D+1,  
Melee Combat 4D+2, Melee Parry 4D+1  
KNOWLEDGE 2D  
Brainwashing 4D, Security 3D+1  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad

**ISB INTERROGATOR (ELITE)**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 5D+1, Brawling Parry  
Rifle 6D, Dodge 6D, Brawling Parry  
Melee Combat 6D+1, Melee Parry 6D  
KNOWLEDGE 2D  
Brainwashing 4D+1,  
Bureaucracy 4D+1, Intimidation  
Law Enforcement 5D, Scholar 4D+1, Streetwise 4D, Willpower 6D  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad

**ISB INTERROGATOR (VETERAN)**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 5D+1, Brawling Parry  
Rifle 5D+1, Dodge 5D+1,  
Interrogation Devices 5D+1, Melee Combat 5D+1, Melee Parry 5D+1  
KNOWLEDGE 2D  
Brainwashing 4D, Security 4D  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Knife (Str+2), Torture Kit (Adds +2D to Interrogation Devices checks), Comlink, Datapad
**ISB UNDERCOVER AGENT**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
Brawler 4D+2, Blaster 4D+2, Rifle 4D+2, Dodge 4D, Melee 4D+1, Melee Parry 4D  
KNOWLEDGE 2D  
Bureaucracy 2D+1, Streetwise 3D  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

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**ISB UNDERCOVER AGENT (EXPERIENCED)**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
Brawler 5D, Blaster 5D, Rifle 5D, Dodge 4D+2, Melee 6D+2, Melee Parry 4D+1  
KNOWLEDGE 2D  
Bureaucracy 3D, Streetwise 4D+1  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

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**ISB UNDERCOVER AGENT (VETERAN)**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
Brawler 5D+1, Blaster 5D+1, Rifle 5D+1, Dodge 5D+1, Melee 6D+2, Melee Parry 4D+2  
KNOWLEDGE 2D  
Bureaucracy 3D+2, Streetwise 5D  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

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**ISB UNDERCOVER AGENT (ELITE)**

Species: Human  
Sex: Male  
DEXTERITY 3D+1  
Brawler 5D+2, Blaster 5D+2, Rifle 5D+2, Dodge 6D, Melee 6D, Melee Parry 5D  
KNOWLEDGE 2D  
Bureaucracy 4D+1, Streetwise 6D  
MECHANICAL 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

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**ISB OFFICE PERSONNEL**

Species: Human  
Sex: Male  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 2D+1, Bureaucracy 2D+1, Law  
MECHANICAL 2D  
Move: 10  
Equipment: Comlink, Datapad

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**ISB OFFICE PERSONNEL (VETERAN)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 3D+2, Bureaucracy 3D+2, Law  
MECHANICAL 2D  
Move: 10  
Equipment: Comlink, Datapad

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**ISB OFFICE PERSONNEL (SYSTEM ANALYST)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 3D+2, Bureaucracy 3D+2, Languages 4D  
MECHANICAL 2D  
Move: 10  
Equipment: Comlink, Datapad

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**ISB OFFICE PERSONNEL (DATA CONSULTANT)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 5D, Bureaucracy 3D+2, Languages 4D, Law  
MECHANICAL 2D  
Communications 4D  
Move: 10  
Equipment: Comlink, Datapad

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**ISB OFFICE PERSONNEL (LEGAL ANALYST)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 3D+2, Bureaucracy 5D, Law  
MECHANICAL 2D  
Move: 10  
Equipment: Comlink, Datapad
ISB Office Personnel (Document Authentication)

ISB Office Personnel (Document Authentication)

Species: Human  Sex: Male
DEXTERITY 2D  PERCEPTION 3D
KOwLEDGE 2D  Investigation 6D+2, Forgery 7D
STRENGTH 2D  COMPUTER Program/Repair
TECHNICAL 2D  6D+2
MECHANICAL 2D
Move: 10
Equipment: Comlink, Datapad

ISB Internal Affairs

Species: Human  Sex: Male
DEXTERITY 3D+2  Command 4D, Con 4D, Hide
Blaster 4D+2, Blaster: Blaster  4D+1, Investigation 5D,
Rifle 4D+2, Dodge 4D, Melee  Persuasion 4D+2, Search 4D+2,
Combat 4D, Melee Parry 4D,  Sneak 4D+2
Pick Pocket 5D

KNOWLEDGE 2D+2
Bureaucracy 3D+2, Intimidation: Brawling 4D
Imperial Personnel 4D, Law
Enforcement: Empire 4D,
Willpower 4D

MECHANICAL 2D
Communications 4D, Sensors
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted
Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus
when trying to bypass or break through security measures.)

ISB Internal Affairs (Experienced)

Species: Human  Sex: Male
DEXTERITY 3D+2  Command 5D, Con 5D, Hide
Blaster 5D, Blaster: Blaster  5D+1, Investigation 6D,
Rifle 5D, Dodge 4D+1, Melee  Persuasion 5D+2, Search 5D+2,
Combat 4D+1, Melee Parry  Sneak 5D+2
Pick Pocket 6D

KNOWLEDGE 2D+2
Bureaucracy 4D+2, Intimidation: Brawling 4D+1
Imperial Personnel 5D, Law
Enforcement: Empire 5D,
Willpower 5D

MECHANICAL 3D
Communications 5D, Sensors
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted
Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus
when trying to bypass or break through security measures.)

ISB Internal Affairs (Veteran)

Species: Human  Sex: Male
DEXTERITY 3D+2  Command 6D, Con 6D, Hide
Blaster 5D+1, Blaster: Blaster  6D+1, Investigation 7D,
Rifle 5D+1, Dodge 4D+2, Melee  Persuasion 6D+2, Search 6D+2,
Combat 4D+2, Melee Parry  Sneak 6D+2
Pick Pocket 7D

KNOWLEDGE 2D+2
Bureaucracy 5D+2, Intimidation: Brawling 4D+2
Imperial Personnel 6D, Law
Enforcement: Empire 6D,
Willpower 6D

MECHANICAL 3D
Communications 6D, Sensors
Move: 10
Equipment: Blaster Pistol (4D), Internal Affairs Badge, Encrypted
Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus
when trying to bypass or break through security measures.)
### ISB Internal Affairs (Elite)

**Species:** Human  
**Sex:** Male

**DEXTERITY 3D+2**  
Blaster 5D+2, Blaster: Blaster  
Rifle 5D+2, Dodge 5D, Melee  
Combat 5D, Melee Parry 5D,  
Pick Pocket 8D

**PERCEPTION 3D+2**  
Command 7D, Con 7D, Hide  
7D+1, Investigation 8D,  
Persuasion 7D+2, Search 7D+2,  
Sneak 7D+2

**KNOWLEDGE 2D+2**  
Bureaucracy 6D+2, Intimidation:  
Imperial Personnel 7D, Law  
Enforcement: Empire 7D,  
Willpower 7D

**STRENGTH 3D**

**MECHANICAL 3D**  
Communications 7D, Sensors 7D  
**Move:** 10

**Equipment:** Blaster Pistol (4D), Internal Affairs Badge, Encrypted Comlink, Encrypted Datapad, Code Slicer (Provides +1D security bonus when trying to bypass or break through security measures.)

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### ISB Stormtroopers

The Imperial Security Bureau has its own stormtroopers that operated outside the command structure of the Stormtrooper Corps. As they wear identical armor to that of regular stormtroopers, they are sometimes used to infiltrate standard units of stormtroopers to ensure their loyalty and the execution of their orders.

### ISB Stormtrooper

**Species:** Human  
**Sex:** Male

**DEXTERITY:** 3D  
Blaster 4D, Brawling Parry  
Hide 4D, Investigation 4D+2,  
6D, Dodge 6D, Grenade 5D+2

**PERCEPTION:** 2D  
Stun 4D, Investigation 4D+2,  
4D, Dodge 4D

**KNOWLEDGE:** 2D+1  
Alien Species 3D+1, Intimidation  
3D, Law Enforcement 4D,  
Survival 4D, Willpower 4D

**STRENGTH:** 3D  
Brawling 5D

**MECHANICAL:** 2D+2  
Repulsorlift Operation 4D+2  
**Move:** 10

**Equipment:** Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)

### ISB Stormtrooper (Veteran)

**Species:** Human  
**Sex:** Male

**DEXTERITY:** 3D  
Blaster 6D, Brawling Parry  
Hide 4D, Investigation 4D+2,  
6D, Dodge 6D, Grenade 5D+2

**PERCEPTION:** 2D+2

**KNOWLEDGE:** 2D+1  
Alien Species 3D+1, Intimidation  
3D, Law Enforcement 4D,  
Survival 4D, Willpower 4D

**STRENGTH:** 3D  
Brawling 5D

**MECHANICAL:** 2D+2  
Repulsorlift Operation 4D+2  
**Move:** 10

**Equipment:** Stormtrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Blaster Pistol (4D), Blaster Rifle (5D)

### Stormtrooper Armor

- **Protection:** +2D physical, +1D energy, -1D to dexterity & related skills.
- **Helmet Comlink.**
- **MFTAS:** +2D to perception checks in low visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 per round.
- **Climate Control Body Glove.**
### CompForce Trooper

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 3D, Dodge 3D+2 
- Search 3D, Sneak 3D  
**KNOWLEDGE 2D+2**  
- Strength 2D 
- Survival 3D  
**MECHANICAL 1D+2**  
- Move: 10  
**Equipment:** Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

**Reference:** Rules of Engagement p97

### CompForce Trooper (Experienced)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 4D, Dodge 4D+2 
- Search 4D, Sneak 4D  
**KNOWLEDGE 2D+2**  
- Strength 2D 
- Survival 3D+2  
**MECHANICAL 1D+2**  
- Move: 10  
**Equipment:** Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

### CompForce Trooper (Veteran)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 5D, Dodge 5D+2 
- Search 5D, Sneak 5D  
**KNOWLEDGE 2D+2**  
- Strength 2D 
- Survival 4D+1  
**MECHANICAL 1D+2**  
- Move: 10  
**Equipment:** Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

### CompForce Trooper (Elite)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 6D, Dodge 6D+2 
- Search 6D, Sneak 6D  
**KNOWLEDGE 2D+2**  
- Strength 2D 
- Survival 5D  
**MECHANICAL 1D+2**  
- Move: 10  
**Equipment:** Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical), Three Grenades (5D), Knife (STR+1D)

### CompForce Assault Trooper

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 4D+1, Blaster Artillery 
- Search 4D, Sneak 4D  
**KNOWLEDGE 2D+2**  
- Strength 3D 
- Technical 2D  
**MECHANICAL 2D+2**  
- Repulsorlift Operation 3D+1  
**Equipment:** Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)

### CompForce Assault Trooper (Experienced)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 5D+1, Blaster Artillery 
- Search 5D, Sneak 5D  
**KNOWLEDGE 2D+2**  
- Strength 3D 
- Technical 2D  
**MECHANICAL 2D+2**  
- Repulsorlift Operation 4D  
**Equipment:** Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)

### CompForce Assault Trooper (Veteran)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 6D+1, Blaster Artillery 
- Search 6D, Sneak 6D  
**KNOWLEDGE 2D+2**  
- Strength 3D 
- Technical 2D  
**MECHANICAL 2D+2**  
- Repulsorlift Operation 4D+2  
**Equipment:** Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)

### CompForce Assault Trooper (Elite)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Blaster 7D+1, Blaster Artillery 
- Search 7D, Sneak 7D  
**KNOWLEDGE 2D+2**  
- Strength 3D 
- Technical 2D  
**MECHANICAL 2D+2**  
- Repulsorlift Operation 5D+1  
**Equipment:** Blaster Rifle (5D), Heavy Blaster Pistol (5D), Partial Armor (+1D energy, +2D physical), Three Grenades (5D), Knife (STR+1D)
### CompForce Observer

**Species:** Human  
**Sex:** Male  

<table>
<thead>
<tr>
<th>Skill</th>
<th>Base</th>
<th>Special Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY</strong></td>
<td>2D+2</td>
<td>Blaster 3D, Dodge 3D+2, Pickpocket 3D</td>
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<tr>
<td><strong>PERCEPTION</strong></td>
<td>2D</td>
<td>Hide 3D, Investigation 2D+2, Search 3D, Sneak 3D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 3D, Languages 3D, Survival 3D, Streetwise 3D</td>
</tr>
<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
<tr>
<td><strong>PERCEPTION</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 3D, Languages 3D, Survival 3D, Streetwise 3D</td>
</tr>
<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
</tbody>
</table>

**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad

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### CompForce Observer (Experienced)

**Species:** Human  
**Sex:** Male  

<table>
<thead>
<tr>
<th>Skill</th>
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<th>Special Abilities</th>
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<tbody>
<tr>
<td><strong>DEXTERITY</strong></td>
<td>2D+2</td>
<td>Blaster 3D+1, Dodge 4D, Pickpocket 3D+2</td>
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<tr>
<td><strong>PERCEPTION</strong></td>
<td>2D</td>
<td>Hide 4D, Investigation 3D+2, Search 4D, Sneak 4D</td>
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<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 4D, Languages 4D, Survival 3D+1, Streetwise 3D+2</td>
</tr>
<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
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<td><strong>PERCEPTION</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 4D, Languages 4D, Survival 3D+1, Streetwise 3D+2</td>
</tr>
<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
</tbody>
</table>

**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad

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### CompForce Observer (Veteran)

**Species:** Human  
**Sex:** Male  

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<thead>
<tr>
<th>Skill</th>
<th>Base</th>
<th>Special Abilities</th>
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<tr>
<td><strong>DEXTERITY</strong></td>
<td>2D+2</td>
<td>Blaster 3D+2, Dodge 4D+1, Pickpocket 4D+1</td>
</tr>
<tr>
<td><strong>PERCEPTION</strong></td>
<td>2D</td>
<td>Hide 5D, Investigation 4D+2, Search 5D, Sneak 5D</td>
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<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 5D, Languages 5D, Survival 3D+2, Streetwise 4D+1</td>
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<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
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<td>2D</td>
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</tr>
<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 5D, Languages 5D, Survival 3D+2, Streetwise 4D+1</td>
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<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
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</table>

**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad

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### CompForce Observer (Elite)

**Species:** Human  
**Sex:** Male  

<table>
<thead>
<tr>
<th>Skill</th>
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</thead>
<tbody>
<tr>
<td><strong>DEXTERITY</strong></td>
<td>2D+2</td>
<td>Blaster 4D, Dodge 4D+2, Pickpocket 5D</td>
</tr>
<tr>
<td><strong>PERCEPTION</strong></td>
<td>2D</td>
<td>Hide 6D, Investigation 5D+2, Search 6D, Sneak 6D</td>
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<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 6D, Languages 6D, Survival 4D, Streetwise 5D</td>
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<td><strong>STRENGTH</strong></td>
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<tr>
<td><strong>KNOWLEDGE</strong></td>
<td>2D+2</td>
<td>Alien Species 6D, Languages 6D, Survival 4D, Streetwise 5D</td>
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<tr>
<td><strong>STRENGTH</strong></td>
<td>2D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
</tbody>
</table>

**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor, Comlink, Datapad
ROYAL GUARD

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 7D, Blaster Artillery 6D, Brawling Parry 6D, Dodge 7D, Melee Combat 6D, Melee Combat: Force Pike 8D+2, Melee Parry 5D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 6D+2, Search 6D+2, Sneak 6D+2
STRENGTH 3D
Brawling 6D, Climbing/Jumping 6D, Lifting 5D, Stamina 6D
KNOWLEDGE 2D+1
Streetwise 3D+1, Survival 6D
MECHANICAL 2D+2
Demolition 5D+1, First Aid 3D, Security 4D+1
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)
Reference: Imperial Sourcebook p12

ROYAL GUARD (EXPERIENCED)

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 8D, Blaster Artillery 7D, Brawling Parry 7D, Dodge 8D, Melee Combat 7D, Melee Combat: Force Pike 9D+2, Melee Parry 6D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 7D, Search 7D, Sneak 7D
STRENGTH 3D
Brawling 7D, Climbing/Jumping 6D+2, Lifting 5D+1, Stamina 6D+1
KNOWLEDGE 2D+1
Streetwise 3D+2, Survival 6D
MECHANICAL 2D+2
Demolition 5D+2, First Aid 3D, Security 4D
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)

ROYAL GUARD (VETERAN)

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 9D, Blaster Artillery 8D, Brawling Parry 8D, Dodge 9D, Melee Combat 8D, Melee Combat: Force Pike 10D+2, Melee Parry 7D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 7D+1, Search 7D+1, Sneak 7D+1
STRENGTH 3D
Brawling 8D, Climbing/Jumping 7D+1, Lifting 5D+2, Stamina 6D+2
KNOWLEDGE 2D+1
Streetwise 4D, Survival 6D
MECHANICAL 2D+2
Demolition 6D, First Aid 3D, Security 5D+2
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)

ROYAL GUARD (ELITE)

Species: Human
Sex: Male
DEXTERITY 5D
Blaster 10D, Blaster Artillery 9D, Brawling Parry 9D, Dodge 10D, Melee Combat 9D, Melee Combat: Force Pike 11D+2, Melee Parry 8D
PERCEPTION 2D+2
Bargain 3D+2, Command 5D+2, Hide 8D, Search 8D, Sneak 8D
STRENGTH 3D
Brawling 9D, Climbing/Jumping 8D, Lifting 6D, Stamina 7D
KNOWLEDGE 2D+1
Streetwise 4D+1, Survival 6D
MECHANICAL 2D+2
Demolition 6D+1, First Aid 3D, Security 6D+1
Move: 10
Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)
**DUNGEONEER**

*Species: Human*

**DEXTERITY 3D**
- Blaster 5D, Brawling Parry 4D, Dodge 5D, Melee Combat 7D+2, Melee Parry 4D+1

**KNOWLEDGE 2D**
- Intimidation 6D+2, Law Enforcement 5D

**MECHANICAL 4D**
- Beast Riding 4D+1, Repulsorlift Operation 6D

**Move:** 10

**Equipment:**
- Dungeoneer Armor (Light Duty), +1D to all attacks, +3D physical, +2D energy
- Blaster Rifle (5D), Stun Pistol (5D Stun), Glop Grenade (3 Meter radius, holds target with Strength 6D), Buzz Knuck (STR+1D, 6D stun), Power Sword (STR+3D), Neurinic Whip (STR+1D, 4D damage (stun or normal) for five rounds), 24 Wristbinders, Stun Baton (STR+1D, 5D Stun)

**Reference:** Shadows of the Empire Sourcebook p113

**DUNGEONEER (VETERAN)**

*Species: Human*

**DEXTERITY 3D**
- Blaster 6D, Brawling Parry 5D+1, Dodge 6D+1, Melee Combat 9D+2, Melee Parry 6D+1

**KNOWLEDGE 2D**
- Intimidation 8D+2, Law Enforcement 7D

**MECHANICAL 4D**
- Beast Riding 5D, Repulsorlift Operation 6D

**Move:** 10

**Equipment:**
- Dungeoneer Armor (Heavy Duty), +1D to all attacks, +3D physical, +2D energy
- Blaster Rifle (5D), Stun Pistol (5D Stun), Glop Grenade (3 Meter radius, holds target with Strength 6D), Buzz Knuck (STR+1D, 6D stun), Power Sword (STR+3D), Neurinic Whip (STR+1D, 4D damage (stun or normal) for five rounds), 24 Wristbinders, Stun Baton (STR+1D, 5D Stun)

**Reference:** Shadows of the Empire Sourcebook p42

**DUNGEONEER ARMOR**

Light duty (+1D to all attacks, breath filters) or heavy duty (+3D to physical, +2D to energy, internal comlink with life function information and continuous broadcast of audio and video pickups, motion sensor with 10 meter range (+1D to search), independent air supply).

Both armor types feature a unique buckle feature on the armor fasteners, requiring an electronic key to remove the armor.

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**CORUSCANT GUARD**

*Species: Human*

**DEXTERITY 2D**
- Blaster 6D+1, Brawling Parry 6D, Dodge 6D+1, Melee 5D+2, Melee Parry 5D+2

**KNOWLEDGE 2D**
- Law Enforcement 4D+2, First Aid 4D, Security 4D+2

**MECHANICAL 2D**
- Move: 10

**Equipment:**
- Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - see in darkness with no penalty), Taser Staff (5D stun or regular)

**Reference:** Shadows of the Empire Sourcebook p113

**CORUSCANT GUARD (EXPERIENCED)**

*Species: Human*

**DEXTERITY 2D**
- Blaster 7D, Brawling Parry 7D, Dodge 7D+1, Melee 6D+2, Melee Parry 6D+2

**KNOWLEDGE 2D**
- Law Enforcement 5D+1

**MECHANICAL 2D**
- Move: 10

**Equipment:**
- Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - see in darkness with no penalty), Taser Staff (5D stun or regular)

**CORUSCANT GUARD (ELITE)**

*Species: Human*

**DEXTERITY 2D**
- Blaster 7D+2, Brawling Parry 8D, Dodge 8D+1, Melee Combat 7D+2, Melee Parry 7D+2

**KNOWLEDGE 2D**
- First Aid 4D+2, Security 6D

**MECHANICAL 2D**
- Move: 10

**Equipment:**
- Blaster Rifle (5D), Coruscant Guard Armor (+2D physical, +1D energy, -1D to Dexterity and related skills. Optic Sensors - can see in darkness with no penalty), Taser Staff (5D stun or regular)
**Coruscant Guard Armor**

- **Basic Suit:** Provides +2D physical, +1D energy, -1D Dexterity and related skills.
- **Optic Sensors:** Allows user to operate in complete darkness with no penalty.
- **Filter:** Self-sealing filter system screens out all dangerous particulates. Unlike stormtrooper armor, this armor lacks an oxygen supply; there must be a potentially breathable (but polluted) atmosphere to filter or the user will suffocate.
- **Comlink Scrambler:** Comlink is linked to other Coruscant Guard units and Coruscant Guard command, allowing units to disperse yet still be in full communication. Optional tracking beacon software adds a tracking beacon to that unit commander knows positions of other troops at all times; unit commander’s helmet has verbally activated internal “heads-up display” to show trooper positions.
- **Climate Control Body Glove:** Allows user to operate comfortably in exceptionally hot or cold climates for periods of up to several hours.

**Detention Area Guard**

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**Species:** Human  
**Sex:** Male

**DEXTERITY 2D**  
Blaster 3D, Brawling Parry 2D+2, Melee Combat 3D, Melee Parry 2D+2, STRENGTH 2D

**KNOWLEDGE 2D**  
Alien Species 3D, Streetwise 3D, TECHNICAL 2D

**MECHANICAL 2D**  
Move: 10

**Equipment:** Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.

**Reference:** Death Star Technical Companion p92

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**Detention Area Guard (Experienced)**

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**Species:** Human  
**Sex:** Male

**DEXTERITY 2D**  
Blaster 3D, Brawling Parry 3D+1, Melee Combat 4D, Melee Parry 3D+2, STRENGTH 2D

**KNOWLEDGE 2D**  
Alien Species 3D+2, Streetwise 3D+2, TECHNICAL 2D

**MECHANICAL 2D**  
Move: 10

**Equipment:** Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.

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**Detention Area Guard (Veteran)**

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**Species:** Human  
**Sex:** Male

**DEXTERITY 2D**  
Blaster 3D, Brawling Parry 4D, Melee Combat 5D, Melee Parry 4D+2, STRENGTH 2D

**KNOWLEDGE 2D**  
Alien Species 4D+1, Streetwise 4D+1, TECHNICAL 2D

**MECHANICAL 2D**  
Move: 10

**Equipment:** Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.

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**Detention Area Guard (Elite)**

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**Species:** Human  
**Sex:** Male

**DEXTERITY 2D**  
Blaster 3D, Brawling Parry 4D+1, Melee Combat 5D, Melee Parry 4D+2, STRENGTH 2D

**KNOWLEDGE 2D**  
Alien Species 5D, Streetwise 5D, TECHNICAL 2D

**MECHANICAL 2D**  
Move: 10

**Equipment:** Blaster rifle (5D), Blaster pistol (4D), Blast Helmet, Force pike (STR+2D), Comlink, Code key cylinder.
**SECURITY GUARD**

Species: Human  
Sex: Male  
DEXTERITY 2D  
Blaster 4D, Brawling Parry 4D, Dodge 3D, Melee Combat 3D+2, Melee Parry 4D  
KNOWLEDGE 2D  
Alien Species 3D, Bureaucracy 3D, Streetwise 3D  
MECHANICAL 2D  
Move: 10  
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.  
Reference: Death Star Technical Companion p92

**SECURITY GUARD (EXPERIENCED)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
Blaster 5D, Brawling Parry 5D, Dodge 4D, Melee Combat 4D+2, Melee Parry 5D  
KNOWLEDGE 2D  
Alien Species 3D+1, Bureaucracy 3D+1, Streetwise 3D+1  
MECHANICAL 2D  
Move: 10  
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.

**SECURITY GUARD (VETERAN)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
Blaster 6D, Brawling Parry 6D, Dodge 5D, Melee Combat 5D+2, Melee Parry 6D  
KNOWLEDGE 2D  
Alien Species 3D+2, Bureaucracy 3D+2, Streetwise 3D+2  
MECHANICAL 2D  
Move: 10  
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.

**SECURITY GUARD (ELITE)**

Species: Human  
Sex: Male  
DEXTERITY 2D  
Blaster 7D, Brawling Parry 7D, Dodge 6D, Melee Combat 6D+2, Melee Parry 7D  
KNOWLEDGE 2D  
Alien Species 4D, Bureaucracy 4D, Streetwise 4D  
MECHANICAL 2D  
Move: 10  
Equipment: E-11 blaster rifle (5D), DH-17 blaster pistol (4D), Imperial Field Armor and Helmet (+1D Physical, +2 Energy), Force pike (STR+2D), Comlink, Code key cylinder.

**IMPERIAL KNIGHT**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 6D, Blaster Artillery 5D+1, Brawling Parry 5D+2, Dodge 6D, Lightsaber 6D+2, Melee Combat 5D+2, Vehicle Blasters 5D+1  
KNOWLEDGE 3D  
Bureaucracy 4D, Streetwise 3D+2, Survival 4D+1  
MECHANICAL 2D+1  
Move: 10  
Equipment: Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a light saber touches the gauntlet, it is deactivated. The strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)

**IMPERIAL KNIGHT (EXPERIENCED)**

Species: Human  
Sex: Male  
DEXTERITY 3D+2  
Blaster 7D, Blaster Artillery 6D+1, Brawling Parry 6D+2, Dodge 7D, Lightsaber 7D+2, Melee Combat 6D+2, Vehicle Blasters 6D  
KNOWLEDGE 3D  
Bureaucracy 4D, Streetwise 4D, Survival 5D  
MECHANICAL 2D+1  
Move: 10  
Equipment: Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a light saber touches the gauntlet, it is deactivated. The strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)

**IMPERIAL KNIGHT ARMOR**

Adds +2D to resist physical damage and +1D to resist energy damage (+2D against lightsaber damage), -1D to all Dexterity rolls.
### Imperial Knight (Veteran)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+2**  
- Blaster 8D, Blaster Artillery  
- 7D+1, Brawling Parry 7D+2,  
- Dodge 8D, Lightsaber 8D+2,  
- Melee Combat 7D+2, Melee  
- Parry 7D+2, Vehicle Blasters  
- 6D+2  
**KNOWLEDGE 3D**  
- Bureaucracy 6D, Streetwise  
- 5D, Survival 5D+2  
**MECHANICAL 2D+1**  
- Beast Riding 4D+2, Repulsorlift  
- Operation 5D  
**Special Abilities:**  
- This Character is Force Sensitive.  
- Alter 5D+1, Control 6D+1, Sense 5D+1  
- Sense: Life Detection, Magnify Senses  
- Control: Absorb/Dissipate Energy, Control Pain, Remain Conscious  
- Alter: Telekinesis  
- Control & Sense: Lightsaber Combat  
- Control, Sense & Alter: Affect Mind  
**Equipment:** Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a lightsaber touches the gauntlet, it is deactivated. The strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)

### Imperial Knight (Elite)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 3D+2**  
- Blaster 9D, Blaster Artillery  
- 8D+1, Brawling Parry 8D+2,  
- Dodge 9D, Lightsaber 9D+2,  
- Melee Combat 8D+2, Melee  
- Parry 8D+2, Vehicle Blasters  
- 7D+2  
**KNOWLEDGE 3D**  
- Bureaucracy 7D, Streetwise  
- 5D+2, Survival 6D+1  
**MECHANICAL 2D+1**  
- Beast Riding 5D+1,  
- Repulsorlift Operation 5D+2  
**Special Abilities:**  
- This Character is Force Sensitive.  
- Alter 7D, Control 8D, Sense 7D  
- Sense: Life Detection, Magnify Senses  
- Control: Absorb/Dissipate Energy, Control Pain, Remain Conscious  
- Alter: Telekinesis  
- Control & Sense: Lightsaber Combat  
- Control, Sense & Alter: Affect Mind  
**Equipment:** Imperial Knight Armor (+2D physical, +1D to energy (+2D against light saber) -1D to all Dexterity related rolls), Imperial Cortosis Gauntlet (+1D to resist damage. If a lightsaber touches the gauntlet, it is deactivated. The strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)

### Imperial Sovereign Protector

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Archaic Guns 8D, Blaster 9D,  
- Blaster Artillery 6D+2, Bows  
- 6D, Brawling Parry 7D+2,  
- Dodge 8D, Melee Combat 6D+2,  
- Melee Parry 6D,  
- Missile Weapons 7D,  
- Thrown Weapons 6D+1,  
- Vehicle Blasters 6D+1  
**KNOWLEDGE 4D**  
- Intimidation 6D+1, Law  
- Enforcement 5D+2, Scholar:  
- Dark Side Lore 5D, Streetwise  
- 5D, Survival 7D, Willpower 5D+2  
**MECHANICAL 3D+2**  
- Beast Riding 5D  
**Special Abilities:**  
- This character is Force sensitive.  
- Alter 1D, Control 2D, Sense 1D  
- Control: Remain Conscious, Resist Stun  
- Sense: Combat Sense, Danger Sense, Life Detection, Life Sense,  
- Sense Force  
- Alter: Injure/Kill  
**Equipment:** Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

### Sovereign Protector (Experienced)

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Archaic Guns 9D, Blaster 10D,  
- Blaster Artillery 7D+2, Bows  
- 7D, Brawling Parry 8D+2,  
- Dodge 9D, Melee Combat 7D+2,  
- Melee Parry 7D, Missile Weapons 7D+2,  
- Thrown Weapons 7D+1,  
- Vehicle Blasters 7D+1  
**KNOWLEDGE 4D**  
- Intimidation 7D, Law Enforcement  
- 6D+1, Scholar: Dark Side Lore 6D,  
- Streetwise 5D+1, Survival 7D+1,  
- Willpower 6D+1  
**MECHANICAL 3D+2**  
- Beast Riding 5D+1  
**Special Abilities:**  
- This character is Force sensitive.  
- Alter 2D, Control 3D, Sense 2D  
- Control: Remain Conscious, Resist Stun  
- Sense: Combat Sense, Danger Sense, Life Detection, Life Sense,  
- Sense Force  
- Alter: Injure/Kill  
**Equipment:** Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

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**Imperial Knight Cortosis Gauntlet**  
Grants +1D to resist damage (+3D against Lightsabers). If a lightsaber blade touches the cortosis gauntlet, it is deactivated (though the strike still deals normal damage) and remains inoperative for 1D rounds.
SOVEREIGN PROTECTOR

**Veteran**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Archaic Guns 10D, Blaster 11D, Blaster Artillery 8D+2, Bows  
- 8D, Brawling Parry 9D+2, **STRONGHOLD 3D**  
- Dodge 10D, Melee Combat 8D+2, Melee Parry 8D, Missile Weapons 9D, Thrown Weapons 8D-1, Vehicle Blasters 8D+1  
**KNOWLEDGE 4D**  
- Intimination 7D+2, Law Enforcement 7D, Scholar: Dark Side Lore 7D, Streetwise 5D+2, Survival 7D+2, Willpower 7D  
**MECHANICAL 3D+2**  
- Beast Riding 5D+2  
**Special Abilities**  
This character is Force sensitive.  
**Alter 3D, Control 4D, Sense 3D**  
**Control:** Remain Conscious, Resist Stun  
**Sense:** Combat Sense, Danger Sense, Life Detection, Life Sense, Sense Force  
**Equipment:** Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)  

**Elite**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Archaic Guns 11D, Blaster 12D, Blaster Artillery 9D+2, Bows  
- 9D, Brawling Parry 10D+2, **STRONGHOLD 3D**  
- Dodge 11D, Melee Combat 9D+2, Melee Parry 9D, Missile Weapons 10D, Thrown Weapons 9D+1, Vehicle Weapons 8D-1  
**KNOWLEDGE 4D**  
- Intimination 8D+1, Law Enforcement 7D+2, Scholar: Dark Side Lore 7D, Streetwise 6D, Survival 8D, Willpower 7D+2  
**MECHANICAL 3D+2**  
- Beast Riding 6D  
**Special Abilities**  
This character is Force sensitive.  
**Alter 4D, Control 6D, Sense 4D**  
**Control:** Remain Conscious, Resist Stun  
**Sense:** Combat Sense, Danger Sense, Life Detection, Life Sense, Sense Force  
**Equipment:** Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

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DARK SIDE ADEPT

**Veteran**

**Species:** Human  
**Sex:** Any  
**DEXTERITY 3D**  
- Dodge 4D, Lightsaber 5D+2, Command 6D, Search 9D, Melee Combat 5D+1, Melee Parry 5D  
**KNOWLEDGE 3D+2**  
- Bureaucracy 5D+2, Cultures 5D, Languages 6D, Planetary Systems 4D+2, Scholar: Dark Side Lore 5D  
**MECHANICAL 2D**  
**Move:** 10  
**Special Abilities**  
This character is Force sensitive.  
**Alter 6D, Control 6D, Sense 4D**  
**Control:** Accelerate Healing, Control Pain  
**Sense:** Danger Sense, Life Detection, Life Sense  
**Control & Sense:** Affect Mind  
**Equipment:** Lightsaber (5D), Robes, Additional gear varies.

**Experienced**

**Species:** Human  
**Sex:** Any  
**DEXTERITY 3D**  
- Dodge 5D, Lightsaber 6D+2, Command 6D+1, Persuasion 5D  
**KNOWLEDGE 3D+2**  
- Bureaucracy 6D+2, Cultures 5D+2, Languages 6D+2, Planetary Systems 5D+1, Scholar: Dark Side Lore 6D  
**MECHANICAL 2D**  
**Move:** 10  
**Special Abilities**  
This character is Force sensitive.  
**Alter 7D, Control 7D, Sense 5D**  
**Control:** Accelerate Healing, Control Pain  
**Sense:** Danger Sense, Life Detection, Life Sense  
**Control & Sense:** Affect Mind  
**Equipment:** Lightsaber (5D), Robes, Additional gear varies.
## Dark Side Adept (Veteran)

**Species:** Human  
**Sex:** Any  
**DEXTERITY 3D**  
Dodge 6D, Lightsaber 7D+2,  
Melee Combat 7D+1, Melee Parry 7D  
**KNOWLEDGE 3D+2**  
Bureaucracy 7D+2, Cultures 6D+1, Languages 7D+1, Planetary Systems 6D, Scholar: Dark Side Lore 7D  
**MECHANICAL 2D**  
**Move:** 10  
**Special Abilities**  
This Character is Force sensitive  
Alter 8D, Control 8D, Sense 6D  
Alter: Telekinesis  
Control: Accelerate Healing, Control Pain  
Sense: Danger Sense, Life Detection, Life Sense  
Control & Alter: Inflict Pain  
Control & Sense: Lightsaber Combat  
Control, Sense & Alter: Affect Mind  
*Dark Side Adepts may possess a wide range of additional Force powers.*  
**Equipment:** Lightsaber (5D), Robes, Additional gear varies.

## Dark Side Adept (Elite)

**Species:** Human  
**Sex:** Any  
**DEXTERITY 3D**  
Dodge 7D, Lightsaber 7D+2,  
Melee Combat 8D+1, Melee Parry 8D  
**KNOWLEDGE 3D+2**  
Bureaucracy 8D+2, Cultures 7D, Languages 8D, Planetary Systems 6D+2, Scholar: Dark Side Lore 8D  
**MECHANICAL 2D**  
**Move:** 10  
**Special Abilities**  
This Character is Force sensitive  
Alter 9D, Control 9D, Sense 7D  
Alter: Telekinesis  
Control: Accelerate Healing, Control Pain  
Sense: Danger Sense, Life Detection, Life Sense  
Control & Alter: Inflict Pain  
Control & Sense: Lightsaber Combat  
Control, Sense & Alter: Affect Mind  
*Dark Side Adepts may possess a wide range of additional Force powers.*  
**Equipment:** Lightsaber (5D), Robes, Additional gear varies.

## Imperial Sentinel

**Species:** Unknown  
**Sex:** Unknown  
**DEXTERITY 5D**  
Blaster 6D, Brawling Parry 8D,  
Melee Parry 8D  
**KNOWLEDGE 0D**  
Bureaucracy 8D, Lifting 9D, Stamina 8D  
**MECHANICAL 0D**  
Beast Riding 4D  
**Move:** 11  
**Special Abilities**  
Imperial Sentinels are completely dependent upon Adepts for will. They have no ability to think for themselves - they can only do what they are told. It is believed that Dark Side Adepts can perceive what the Sentinel’s perceive, thus allowing them to maintain complete control, but this rumor has never been verified.  
**Equipment:** Battle Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Force axe (STR+3D+2)  
**Reference:** Dark Empire Sourcebook p68

## Imperial Sentinel (Veteran)

**Species:** Unknown  
**Sex:** Unknown  
**DEXTERITY 5D**  
Blaster 8D, Brawling Parry 10D,  
Melee 10D, Melee Parry 10D  
**KNOWLEDGE 0D**  
Bureaucracy 10D, Lifting 11D, Stamina 10D  
**MECHANICAL 0D**  
Beast Riding 5D  
**Move:** 11  
**Special Abilities**  
Imperial Sentinels are completely dependent upon Adepts for will. They have no ability to think for themselves - they can only do what they are told. It is believed that Dark Side Adepts can perceive what the Sentinel’s perceive, thus allowing them to maintain complete control, but this rumor has never been verified.  
**Equipment:** Battle Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Force axe (STR+3D+2)
**SHADOW GUARD**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Blaster 7D, Blaster Artillery 6D,  
- Brawling Parry 6D, Dodge 7D,  
- Lightsaber: Lightsaber Pike  
- 8D+2, Melee Combat 6D,  
- Melee Parry 5D  
**KNOWLEDGE 2D+1**  
- Streetwise 3D+1, Survival 6D  
**MECHANICAL 2D+2**  
- Move: 10  
**Special Abilities**  
- This Character is Force sensitive  
- Alter 4D, Control 3D, Sense 3D  
- Alter: Injure/Kill, Telekinesis  
- Control: Accelerate healing, Control Pain, Remain Conscious  
- Sense: Life Detection, Life Sense  
- Control & Alter: Force Lightning  
- Control & Sense: Lightsaber Combat  
- Control, Sense & Alter: Affect Mind, Create Force Storm  
**Equipment:** Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

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**SHADOW GUARD (EXPERIENCED)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Blaster 8D, Blaster Artillery 7D,  
- Brawling Parry 7D, Dodge 8D,  
- Lightsaber: Lightsaber Pike  
- 9D+2, Melee Combat 7D,  
- Melee Parry 6D  
**KNOWLEDGE 2D+1**  
- Streetwise 3D+2, Survival 6D  
**MECHANICAL 2D+2**  
- Move: 10  
**Special Abilities**  
- This Character is Force sensitive  
- Alter 4D, Control 3D, Sense 3D  
- Alter: Injure/Kill, Telekinesis  
- Control: Accelerate healing, Control Pain, Remain Conscious  
- Sense: Life Detection, Life Sense  
- Control & Alter: Force Lightning  
- Control & Sense: Lightsaber Combat  
- Control, Sense & Alter: Affect Mind, Create Force Storm  
**Equipment:** Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

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**SHADOW GUARD (ELITE)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 5D**  
- Blaster 10D, Blaster Artillery 9D,  
- Brawling Parry 9D, Dodge 10D,  
- Lightsaber: Lightsaber Pike  
- 10D+2, Melee Combat 8D,  
- Melee Parry 7D  
**KNOWLEDGE 2D+1**  
- Streetwise 4D+1, Survival 6D  
**MECHANICAL 2D+2**  
- Move: 10  
**Special Abilities**  
- This Character is Force sensitive  
- Alter 4D, Control 3D, Sense 3D  
- Alter: Injure/Kill, Telekinesis  
- Control: Accelerate healing, Control Pain, Remain Conscious  
- Sense: Life Detection, Life Sense  
- Control & Alter: Force Lightning  
- Control & Sense: Lightsaber Combat  
- Control, Sense & Alter: Affect Mind, Create Force Storm  
**Equipment:** Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Lightsaber Pike (5D), Utility Belt

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**SHADOW GUARD ARMOR**

- **Armor Protection:** +2D physical, +1D energy, -1D Dexterity and related skills.  
- **Comlink:** Tongue-activated top-security scrambler helmet comlink.  
- **Sealed Body Glove:** Climate controlled body glove and breath mask allows operation in extremely cold or warm climates and toxic-air environments.  
- **MFTAS:** Multi-Frequency Targeting Acquisition System; adds +3D to Perception and search checks in low-visibility situations, +2D to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
- **Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpacs.
**SENATE GUARD**

**Species:** Any, Usually Human  
**Sex:** Any  
**DEXTERITY 3D+2**  
- Blaster 5D, Blaster: Ceremonial  
- Rifle 6D+1, Brawling Parry 5D, Dodge 5D, Melee Combat  
- 5D+1, Melee Parry 5D  
**PERCEPTION 3D**  
- Bargain 4D, Command 3D+2, Hide 4D, Sneak 4D, Search  
**STRENGTH 2D**  
- Brawling: Hajkata Martial  
**KNOWLEDGE 2D+1**  
- Alien Species 3D+2, Bureaucracy 3D+1, Law  
- Enforcement 3D, Streetwise  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

**SENATE GUARD (EXPERIENCED)**

**Species:** Any, Usually Human  
**Sex:** Any  
**DEXTERITY 3D+2**  
- Blaster 6D, Blaster: Ceremonial  
- Rifle 7D+1, Brawling Parry 6D, Dodge 6D, Melee Combat  
- 6D+1, Melee Parry 6D  
**PERCEPTION 3D**  
- Bargain 5D, Command 4D, Hide 5D, Sneak 5D, Search 5D+1  
**STRENGTH 2D**  
- Brawling: Hajkata Martial  
**KNOWLEDGE 2D+1**  
- Alien Species 4D+1, Bureaucracy 4D, Law  
- Enforcement 4D, Streetwise  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

**SENATE GUARD (VETERAN)**

**Species:** Any, Usually Human  
**Sex:** Any  
**DEXTERITY 3D+2**  
- Blaster 7D, Blaster: Ceremonial  
- Rifle 8D+1, Brawling Parry 7D, Dodge 7D, Melee Combat  
- 7D+1, Melee Parry 7D  
**PERCEPTION 3D**  
- Bargain 6D, Command 4D+1, Hide 6D, Sneak 6D, Search 6D+1  
**STRENGTH 2D**  
- Brawling: Hajkata Martial  
**KNOWLEDGE 2D+1**  
- Alien Species 5D, Bureaucracy 4D+2, Law  
- Enforcement 5D, Streetwise  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

**SENATE GUARD (ELITE)**

**Species:** Any, Usually Human  
**Sex:** Any  
**DEXTERITY 3D+2**  
- Blaster 8D, Blaster: Ceremonial  
- Rifle 9D+1, Brawling Parry 8D, Dodge 8D, Melee Combat  
- 8D+1, Melee Parry 8D  
**PERCEPTION 3D**  
- Bargain 7D, Command 4D+2, Hide 7D, Sneak 7D, Search 7D+1  
**STRENGTH 2D**  
- Brawling: Hajkata Martial  
**KNOWLEDGE 2D+1**  
- Alien Species 5D+2, Bureaucracy 5D+1, Law  
- Enforcement 6D, Streetwise  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Ceremonial Rifle (5D Stun), Senate Guard Armor (+2D physical, +1D energy)

**IMPERIAL MEDIC**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Dodge 4D+2  
**PERCEPTION 2D+1**  
- Bargain 4D, Command 3D, Gambling 4D  
**KNOWLEDGE 1D**  
- Alien species 4D, Cultures 3D, Languages 3D, Survival 3D+1, Value 3D+2  
**STRENGTH 2D**  
- Repulsorlift operation 3D+1, Space transports 2D+1  
**MECHANICAL 1D**  
- First Aid 5D, Medicine (A) 2D+2  
**Reference:** Death Star Technical Companion p92

**IMPERIAL MEDIC (EXPERIENCED)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Dodge 5D+1  
**PERCEPTION 2D+1**  
- Bargain 4D+2, Command 3D+1, Gambling 4D  
**KNOWLEDGE 1D**  
- Alien species 4D+2, Cultures 3D+1, Languages 3D+1, Survival 3D+2, Value 4D  
**STRENGTH 2D**  
- Repulsorlift operation 3D+1, Space transports 2D+1  
**MECHANICAL 1D**  
- First Aid 6D+1, Medicine (A) 4D  
**Equipment:** Stun truncheon (3D stun), Medical kit, Medpac, Comlink

**IMPERIAL MEDIC (VETERAN)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Dodge 6D  
**PERCEPTION 2D+1**  
- Bargain 5D+1, Command 3D+2, Gambling 4D  
**KNOWLEDGE 1D**  
- Alien species 6D+1, Cultures 3D+2, Languages 3D+2, Survival 4D, Value 4D+1  
**STRENGTH 2D**  
- Repulsorlift operation 3D+1, Space transports 2D+1  
**MECHANICAL 1D**  
- First Aid 7D+2, Medicine (A) 5D+1  
**Equipment:** Stun truncheon (3D stun), Medical kit, Medpac, Comlink

**IMPERIAL MEDIC (ELITE)**

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D+2**  
- Dodge 6D+2  
**PERCEPTION 2D+1**  
- Bargain 6D, Command 4D, Gambling 4D  
**KNOWLEDGE 1D**  
- Alien species 7D, Cultures 4D, Languages 4D, Survival 4D+1, Value 4D+2  
**STRENGTH 2D**  
- Repulsorlift operation 3D+1, Space transports 2D+1  
**MECHANICAL 1D**  
- First Aid 9D, Medicine (A) 6D+2  
**Equipment:** Stun truncheon (3D stun), Medical kit, Medpac, Comlink
**SERVICE TECHNICIAN**

Species: Human  
Sex: Male  

**DEXTERITY 2D**  
Blaster 3D, Dodge 3D, Melee  
Combat 2D+2, Melee Parry  
2D+2  

**KNOWLEDGE 2D**  
Value 4D  

**MECHANICAL 2D**  
Battle Station Repair 7D+2,  
Computer Programming/Repair  
4D, Droid Programming 4D,  
Droid Repair 5D, Space  
Transports Repair 4D, Systems  
Diagnosis 8D  

**STRENGTH 2D**  
Climbing/Jumping 3D, Lifting  
2D+2  

**PERCEPTION 2D**  
Gambling 3D, Search 3D  

**Move:** 10  
**Equipment:** Stun truncheon (3D stun), Tool kit, Comlink  
**Reference:** Death Star Technical Companion p92

**SERVICE TECHNICIAN (VETERAN)**

Species: Human  
Sex: Male  

**DEXTERITY 2D**  
Blaster 4D, Dodge 4D, Melee  
Combat 3D+2, Melee Parry  
3D+2  

**KNOWLEDGE 2D**  
Value 6D  

**MECHANICAL 2D**  
Battle Station Repair 9D+2,  
Computer Programming/Repair  
6D, Droid Programming 6D,  
Droid Repair 7D, Space  
Transports Repair 6D, Systems  
Diagnosis 10D  

**STRENGTH 2D**  
Climbing/Jumping 5D, Lifting  
4D+2  

**PERCEPTION 2D**  
Gambling 4D, Search 5D  

**Move:** 10  
**Equipment:** Stun truncheon (3D stun), Tool kit, Comlink  
**Reference:** Death Star Technical Companion p93

**MILITARY COOK**

Species: Human  
Sex: Male  

**DEXTERITY 2D+1**  
Blaster 3D+1, Brawling Parry  
3D+1, Dodge 3D+1, Running  
3D+2  

**KNOWLEDGE 1D+1**  
Culinary Arts 5D, Intimidation  
2D+1, Streetwise 2D+1  

**MECHANICAL 1D+2**  
Repulsorlift Operation 2D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink

**MILITARY COOK (VETERAN)**

Species: Human  
Sex: Male  

**DEXTERITY 2D+1**  
Blaster 3D+1, Brawling Parry  
4D, Dodge 4D, Running 4D+1  

**KNOWLEDGE 1D+1**  
Culinary Arts 7D, Intimidation  
3D, Streetwise 2D+1  

**MECHANICAL 1D+2**  
Repulsorlift Operation 3D+2  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Comlink

**IMPERIAL ENGINEER**

Species: Human  
Sex: Male  

**DEXTERITY 3D**  
Blaster 4D, Dodge 4D  

**KNOWLEDGE 3D**  
Value 5D  

**MECHANICAL 3D**  
Capital Ship Shields 3D+2  

**STRENGTH 3D**  
Brawling 3D+2  

**TECHNICAL 3D**  
Battle Station Engineering (A)  
2D, Battle Station Repair 9D+1,  
Capital Ship Engineering (A)  
4D+2, Capital Ship Repair 5D,  
Computer Programming/Repair  
5D, Droid Programming 5D,  
Droid Repair 6D+2, Systems  
Diagnosis 7D+1  

**PERCEPTION 3D**  
Con 3D+2, Gambling 3D+1,  
Search 4D  

**Move:** 10  
**Equipment:** Blaster pistol (4D), Tool kit, Comlink, Protective suit  
**Reference:** Death Star Technical Companion p93

**IMPERIAL ENGINEER (VETERAN)**

Species: Human  
Sex: Male  

**DEXTERITY 3D**  
Blaster 5D, Dodge 5D  

**KNOWLEDGE 3D**  
Value 5D  

**MECHANICAL 3D**  
Capital Ship Shields 4D+1  

**STRENGTH 3D**  
Brawling 4D+1  

**TECHNICAL 3D**  
Battle Station Engineering (A)  
4D, Battle Station Repair  
10D+1, Capital Ship Engineering  
(A) 6D+2, Capital Ship Repair  
7D, Computer Programming/Repair  
7D, Droid Programming 7D,  
Droid Repair 8D+2, Systems  
Diagnosis 9D+1  

**PERCEPTION 3D**  
Con 4D, Gambling 3D+1, Search  
5D+1  

**Move:** 10  
**Equipment:** Blaster pistol (4D), Tool kit, Comlink, Protective suit
**Imperial Mechanic**

Species: Human  
Sex: Male  
DEXTERITY 2D: Blaster 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 3D+2  
PERCEPTION 2D: Gambling 3D, Search 3D  
STRENGTH 2D: Climbing/Jumping 3D, Lifting 2D+2  
KNOWLEDGE 2D: Value 4D  
MECHANICAL 2D: Armor Repair 5D, Battle Station Repair 4D+2, Blaster Repair 5D, Capital Ship Repair 4D+2, Capital Ship Weapon Repair 4D+2, Ground Vehicle Repair 4D+1, Hover Vehicle Repair 4D+1, Repulsorlift Repair 5D, Space Transports Repair 5D, Starfighter Repair 5D, Starship Weapon Repair 4D+2, Systems Diagnosis 8D, Walker Repair 5D  
Move: 10  
Equipment: Blaster Pistol (4D), Tool kit, Comlink

**Imperial Mechanic (Veteran)**

Species: Human  
Sex: Male  
DEXTERITY 2D: Blaster 3D, Dodge 4D, Melee Combat 3D+2, Melee Parry 3D+2  
PERCEPTION 2D: Gambling 3D, Search 3D  
STRENGTH 2D: Climbing/Jumping 4D, Lifting 4D+2  
KNOWLEDGE 2D: Value 4D  
MECHANICAL 2D: Armor Repair 7D, Battle Station Repair 6D+2, Blaster Repair 7D, Capital Ship Repair 6D+2, Capital Ship Weapon Repair 6D+2, Ground Vehicle Repair 6D+1, Hover Vehicle Repair 6D+1, Repulsorlift Repair 7D, Space Transports Repair 7D, Starfighter Repair 7D, Starship Weapon Repair 6D+2, Systems Diagnosis 10D, Walker Repair 7D  
Move: 10  
Equipment: Blaster Pistol (4D), Tool kit, Comlink

**Imperial Advisor**

Species: Human  
Sex: Male  
DEXTERITY 2D:  
PERCEPTION 2D: Bargain 3D+2, Command 3D, Alien Species 3D+2, Bureaucracy 4D+2, Cultures 3D+2, Intimidation 4D, Languages 4D, Scholar 4D  
STRENGTH 2D: TECHNICAL 1D+2  
MECHANICAL 1D+1: Move: 10  
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb

**Imperial Advisor (Experienced)**

Species: Human  
Sex: Male  
DEXTERITY 2D:  
PERCEPTION 2D: Bargain 4D+2, Command 3D+2, Alien Species 4D+2, Bureaucracy 5D+2, Cultures 4D+2, Intimidation 4D+2, Languages 5D, Scholar 5D  
STRENGTH 2D: TECHNICAL 1D+2  
MECHANICAL 1D+1: Move: 10  
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb

**Imperial Advisor (Veteran)**

Species: Human  
Sex: Male  
DEXTERITY 2D:  
PERCEPTION 2D: Bargain 5D+2, Command 4D+1, Alien Species 5D+2, Bureaucracy 6D+2, Cultures 5D+2, Intimidation 5D+1, Languages 6D, Scholar 6D  
STRENGTH 2D: TECHNICAL 1D+2  
MECHANICAL 1D+1: Move: 10  
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb

**Imperial Advisor (Elite)**

Species: Human  
Sex: Male  
DEXTERITY 2D:  
PERCEPTION 2D: Bargain 6D+2, Command 5D, Alien Species 6D+2, Bureaucracy 7D+2, Cultures 6D+2, Intimidation 6D, Languages 7D, Scholar 7D  
STRENGTH 2D: TECHNICAL 1D+2  
MECHANICAL 1D+1: Move: 10  
Equipment: Hold-out Blaster (3D), Traditional Planetary Garb
**FLIGHT COORDINATOR**
Species: Imperial
Sex: Male
DEXTERITY 2D: Blaster 5D, Dodge 5D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 5D
Equipment: Blaster Pistol (6D), Datapad

**FLIGHT COORDINATOR (VETERAN)**
Species: Imperial
Sex: Male
DEXTERITY 2D: Blaster 5D, Dodge 5D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 5D
Equipment: Blaster Pistol (6D), Datapad

**IMPERIAL QUARTERMASTER**
Species: Imperial
Sex: Male
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Datapad

**IMPERIAL QUARTERMASTER (VETERAN)**
Species: Imperial
Sex: Male
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

**PRIMITIVE MILITIAMAN (GREEN)**
Species: Human
Sex: Male
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

**PRIMITIVE MILITIAMAN (EXPERIENCED)**
Species: Human
Sex: Male
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

**PRIMITIVE MILITIAMAN (VETERAN)**
Species: Human
Sex: Male
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

**PRIMITIVE MILITIAMAN**
Species: Human
Sex: Any
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

**PRIMITIVE MILITIAMAN**
Species: Any
Sex: Any
DEXTERITY 2D: Blaster 4D, Dodge 4D
PERCEPTION 3D
KNOWLEDGE 2D: Bureaucracy 5D, Planetary Systems 5D, Traffic Control Procedure 5D
MECHANICAL 3D: Astrogation 5D, Communications 6D, Sensors 6D
Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips
**Archaic Militiaman (Green)**

- **Species:** Any
- **DEXTERITY 2D**
  - Brawling Parry 3D, Dodge 3D, Firearms 3D, Melee Combat 2D+2, Melee Parry 2D+2
- **KNOWLEDGE 2D**
  - Survival 3D
- **MECHANICAL 2D**
  - Beast Riding 2D+2, Ground Vehicle Operation 2D+2

**Move:** 10

**Equipment:** Pistol (3D, ammo 8), Rifle (4D, ammo 12)

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**Archaic Militiaman**

- **Species:** Any
- **DEXTERITY 2D**
  - Brawling Parry 3D+2, Dodge 3D+2, Firearms 3D+2, Melee Combat 3D+1, Melee Parry 3D+1
- **KNOWLEDGE 2D**
  - Survival 3D+1
- **MECHANICAL 2D**
  - Beast Riding 3D, Ground Vehicle Operation 3D

**Move:** 10

**Equipment:** Pistol (3D, ammo 8), Rifle (4D, ammo 12)

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**Archaic Militiaman (Experienced)**

- **Species:** Any
- **DEXTERITY 2D**
  - Brawling Parry 4D+1, Dodge 4D+1, Firearms 4D+1, Melee Combat 4D, Melee Parry 4D
- **KNOWLEDGE 2D**
  - Survival 3D+2
- **MECHANICAL 2D**
  - Beast Riding 3D+1, Ground Vehicle Operation 3D+1

**Move:** 10

**Equipment:** Pistol (3D, ammo 8), Rifle (4D, ammo 12)

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**Archaic Militiaman (Veteran)**

- **Species:** Any
- **DEXTERITY 2D**
  - Brawling Parry 5D, Dodge 5D, Firearms 5D, Melee Combat 4D+2, Melee Parry 4D+2
- **KNOWLEDGE 2D**
  - Survival 4D
- **MECHANICAL 2D**
  - Beast Riding 3D+2, Ground Vehicle Operation 3D+2

**Move:** 10

**Equipment:** Pistol (3D, ammo 8), Rifle (4D, ammo 12)

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**Simple Militiaman (Green)**

- **Species:** Any
- **DEXTERITY 2D**
  - Blasters 3D, Brawling Parry 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2
- **KNOWLEDGE 2D**
  - Survival 3D
- **MECHANICAL 2D**
  - Beast Riding 2D+2, Ground Vehicle Operation 2D+2, Hover Vehicle Operation 2D+2

**Move:** 10

**Equipment:** Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D

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**Simple Militiaman**

- **Species:** Any
- **DEXTERITY 2D**
  - Blasters 3D+2, Brawling Parry 3D+2, Dodge 3D+2, Dodge 3D+2, Melee Combat 3D+1, Melee Parry 3D+1
- **KNOWLEDGE 2D**
  - Survival 3D+1
- **MECHANICAL 2D**
  - Beast Riding 2D+2, Ground Vehicle Operation 3D, Hover Vehicle Operation 3D

**Move:** 10

**Equipment:** Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D

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**Simple Militiaman (Experienced)**

- **Species:** Any
- **DEXTERITY 2D**
  - Blasters 4D+1, Brawling Parry 4D+1, Dodge 4D+1, Melee 4D, Melee Parry 4D
- **KNOWLEDGE 2D**
  - Survival 3D+2
- **MECHANICAL 2D**
  - Beast Riding 2D+2, Ground Vehicle Operation 3D+1, Hover Vehicle Operation 3D+1

**Move:** 10

**Equipment:** Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D

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**Simple Militiaman (Veteran)**

- **Species:** Any
- **DEXTERITY 2D**
  - Blasters 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 4D+2
- **KNOWLEDGE 2D**
  - Survival 4D
- **MECHANICAL 2D**
  - Beast Riding 2D+2, Ground Vehicle Operation 3D+2, Hover Vehicle Operation 3D+2

**Move:** 10

**Equipment:** Choose one: Hold-out Blaster (3D), Sporting Blaster (3D+1), Primitive Blaster 3D
**ORGANIZED MILITIAMAN (GREEN)**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 3D, Brawling Parry  
- 3D, Dodge 3D, Melee Combat  
- 2D+2, Melee Parry 2D+2  
**KNOWLEDGE 2D**  
- Survival 3D  
**MECHANICAL 2D**  
- Beast Riding 2D+2,  
- Repulsorlift Operation 3D  
**Move:** 10  
**Equipment:** Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)

**ORGANIZED MILITIAMAN**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 3D, Brawling Parry  
- 3D+2 Dodge 3D+2, Melee Combat  
- 3D+1, Melee Parry 3D+1  
**KNOWLEDGE 2D**  
- Survival 3D+1  
**MECHANICAL 2D**  
- Beast Riding 2D+2, Repulsorlift Operation 3D+1  
**Move:** 10  
**Equipment:** Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)

**ORGANIZED MILITIAMAN (EXPERIENCED)**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 4D+1, Brawling Parry  
- 4D+1 Dodge 4D+1, Melee Combat  
- 4D, Melee Parry 4D  
**KNOWLEDGE 2D**  
- Survival 3D+2  
**MECHANICAL 2D**  
- Beast Riding 2D+2, Repulsorlift Operation 3D+2  
**Move:** 10  
**Equipment:** Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)

**ORGANIZED MILITIAMAN (VETERAN)**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 5D, Brawling Parry  
- 5D, Dodge 5D, Melee Combat  
- 4D+2, Melee Parry 4D+2  
**KNOWLEDGE 2D**  
- Survival 4D  
**MECHANICAL 2D**  
- Beast Riding 2D+2, Repulsorlift Operation 4D  
**Move:** 10  
**Equipment:** Blast Vest (+1D physical, +1 energy), Choose one: Blaster Pistol (4D), Blaster Rifle (5D)

**PROFESSIONAL MILITIAMAN (GREEN)**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 3D+2, Brawling Parry  
- 3D+2 Dodge 3D+2, Melee Combat  
- 3D+2, Melee Parry 3D  
**KNOWLEDGE 2D**  
- Climbing/Jumping 3D, Stamina 3D, Swimming 2D+2  
**MECHANICAL 2D**  
- First Aid 2D+1, Repulsorlift Repair 2D+1  
**Move:** 10  
**Equipment:** Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D)

**PROFESSIONAL MILITIAMAN (EXPERIENCED)**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 4D+2, Brawling Parry  
- 4D+2 Dodge 4D+2, Melee Combat  
- 4D+1, Melee Parry 4D  
**KNOWLEDGE 2D**  
- Climbing/Jumping 4D+1, Stamina 3D+2, Swimming 2D+2  
**MECHANICAL 2D**  
- First Aid 3D+2, Repulsorlift Repair 3D  
**Move:** 10  
**Equipment:** Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D)

**PROFESSIONAL MILITIAMAN (VETERAN)**

**Species:** Any  
**DEXTERITY 2D**  
- Blasters 5D+2, Brawling Parry  
- 5D+2 Dodge 5D+2, Melee Combat  
- 5D, Melee Parry 5D  
**KNOWLEDGE 2D**  
- Climbing/Jumping 5D, Stamina 4D, Swimming 2D+2  
**MECHANICAL 2D**  
- First Aid 3D+2, Repulsorlift Repair 3D+2  
**Move:** 10  
**Equipment:** Combat Armor (+2D physical, +1D energy), Blaster Pistol (4D), Blaster Rifle (5D)
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<th>Species: Any</th>
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<td>Blaster 3D+1</td>
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<td>Mechanical 2D</td>
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<tr>
<td>Repulsorlift Operation 2D+2</td>
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<td>Move: 10</td>
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<tr>
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<td>Dexterity 2D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blaster 5D, Dodge 5D,</td>
<td></td>
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</tr>
<tr>
<td>Grenade 3D+2, Vehicle</td>
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<tr>
<td>Blaster 4D</td>
<td></td>
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<tr>
<td>Knowledge 2D</td>
<td></td>
<td></td>
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<tr>
<td>Survival 2D+2</td>
<td></td>
<td></td>
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<tr>
<td>Mechanical 2D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Repulsorlift Operation 3D</td>
<td></td>
<td></td>
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<tr>
<td>Move: 10</td>
<td></td>
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</tr>
<tr>
<td>Equipment: Blaster Rifle (5D), Field Armor &amp; Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.</td>
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<tr>
<th>Mercenary Trooper (Elite)</th>
<th>Species: Any</th>
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<td>Blaster 6D, Dodge 6D,</td>
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<td>Grenade 4D+1, Vehicle</td>
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<td>Blaster 4D+2</td>
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<tr>
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<tr>
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<tr>
<td>Mechanical 2D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Repulsorlift Operation 3D+1</td>
<td></td>
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<tr>
<td>Move: 10</td>
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<th>Mercenary Squad Leader (Veteran)</th>
<th>Species: Any</th>
<th>Sex: Any</th>
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<td></td>
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<tr>
<td>Grenade 3D+2, Vehicle</td>
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<td>Blaster 4D</td>
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<tr>
<td>Knowledge 2D</td>
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<tr>
<td>Survival 2D+2, Tactics: Squads 3D+2</td>
<td></td>
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<tr>
<td>Mechanical 2D</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Repulsorlift Operation 3D</td>
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<tr>
<td>Move: 10</td>
<td></td>
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<tr>
<td>Equipment: Blaster Rifle (5D), Field Armor &amp; Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.</td>
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<td>Grenade 4D+1, Vehicle</td>
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<td>Blaster 4D+2</td>
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<td>Knowledge 2D</td>
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<tr>
<td>Survival 3D, Tactics: Squads 4D+1</td>
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<tr>
<td>Mechanical 2D</td>
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<td></td>
</tr>
<tr>
<td>Repulsorlift Operation 3D+1</td>
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<td>Move: 10</td>
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<tr>
<td>Equipment: Blaster Rifle (5D), Field Armor &amp; Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.</td>
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</table>
**Mercenary Scout**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
Blaster 3D, Dodge 3D, Grenade 2D+1, Vehicle  
Blaster 2D+2  

**KNOWLEDGE 2D**  
Cultures 3D, Languages 3D, Planetary Systems 3D, Survival 3D  

**MECHANICAL 2D**  
Beast Riding 2D+2, Repulsorlift Operation 3D  

**Equipment:**  
Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Scout (Experienced)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
Blaster 4D, Dodge 4D, Grenade 3D, Vehicle  
Blaster 3D+1  

**KNOWLEDGE 2D**  
Cultures 3D+2, Languages 3D+2, Planetary Systems 3D+2, Survival 3D+2  

**MECHANICAL 2D**  
Beast Riding 3D+2, Repulsorlift Operation 4D  

**Equipment:**  
Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Scout (Veteran)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
Blaster 5D, Dodge 5D, Grenade 3D+2, Vehicle  
Blaster 4D+1  

**KNOWLEDGE 2D**  
Cultures 4D+1, Languages 4D+1, Planetary Systems 4D+1, Survival 4D+1  

**MECHANICAL 2D**  
Beast Riding 4D+2, Repulsorlift Operation 5D  

**Equipment:**  
Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Sharpshooter**

Species: Any  
Sex: Any  

**DEXTERITY 2D+2**  
Blaster 4D+2, Blaster: Blaster 3D+1, Rifle 5D+1, Blaster: Repeating 3D+1, Blaster 5D, Brawling Parry 3D+1, Dodge 4D, Grenade 3D, Melee Combat 3D+1, Melee Parry 3D+1, Running 3D+2, Vehicle Blaster 3D+2  

**KNOWLEDGE 2D**  
Brawling 3D  

**MECHANICAL 3D**  
Communications 4D, Ground Vehicle Operation 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+2  

**Equipment:**  
Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) 3 Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Sharpshooter (Veteran)**

Species: Any  
Sex: Any  

**DEXTERITY 2D+2**  
Blaster 6D+2, Blaster: Blaster 5D, Blaster: Repeating 5D, Blaster 7D, Brawling Parry 5D, Dodge 6D, Grenade 5D, Melee Combat 5D+1, Melee Parry 5D+1, Running 3D, Vehicle Blaster 5D  

**KNOWLEDGE 2D**  
Brawling 4D  

**MECHANICAL 3D**  
Communications 5D, Ground Vehicle Operation 5D+2, Hover Vehicle Operation 5D+2, Repulsorlift Operation 6D  

**Equipment:**  
Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) 3 Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
### Mercenary Assault Trooper

**Species:** Any

**DEXTERITY 2D**
- Blaster 3D+1, Blaster Artillery
- 3D+2, Dodge 3D, Grenade
- 3D+1, Missile Weapons 3D+1, Vehicle Blaster 3D+1

**KNOWLEDGE 2D**
- Repulsorlift Operation 2D+1

**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**Move:** 10

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### Mercenary Assault Trooper (Experienced)

**Species:** Any

**DEXTERITY 2D**
- Blaster 4D+1, Blaster Artillery
- 4D+2, Dodge 4D, Grenade 4D, Missile Weapons 4D+1, Vehicle Blaster 4D+1

**KNOWLEDGE 2D**
- Repulsorlift Operation 3D

**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**Move:** 10

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### Mercenary Assault Trooper (Veteran)

**Species:** Any

**DEXTERITY 2D**
- Blaster 5D+1, Blaster Artillery
- 5D+2, Dodge 5D, Grenade 5D, Missile Weapons 5D+1, Vehicle Blaster 5D+1

**KNOWLEDGE 2D**
- Repulsorlift Operation 3D+2

**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**Move:** 10

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### Mercenary Assault Trooper (Elite)

**Species:** Any

**DEXTERITY 2D**
- Blaster 6D+1, Blaster Artillery
- 6D+2, Dodge 6D, Grenade 6D, Missile Weapons 6D+1, Vehicle Blaster 6D+1

**KNOWLEDGE 2D**
- Repulsorlift Operation 4D+1

**Equipment:** Blaster Pistol (4D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by mission.)

**Move:** 10

---

### Mercenary Demolitions Trooper

**Species:** Any

**DEXTERITY 2D**
- Blaster 4D, Dodge 4D, Grenade 4D, Vehicle 4D, Blaster 3D

**KNOWLEDGE 2D**
- Repulsorlift Operation 2D+1

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.

**Move:** 10

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### Mercenary Demolitions Trooper (Experienced)

**Species:** Any

**DEXTERITY 2D**
- Blaster 5D, Dodge 5D, Grenade 4D, Vehicle 5D+1, Blaster 4D

**KNOWLEDGE 2D**
- Repulsorlift Operation 2D+2

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.

**Move:** 10

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### Mercenary Demolitions Trooper (Veteran)

**Species:** Any

**DEXTERITY 2D**
- Blaster 6D, Dodge 6D, Grenade 5D+1, Vehicle 6D+1, Blaster 5D

**KNOWLEDGE 2D**
- Repulsorlift Operation 3D+2

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.

**Move:** 10

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### Mercenary Demolitions Trooper (Elite)

**Species:** Any

**DEXTERITY 2D**
- Blaster 7D, Dodge 7D, Grenade 6D+1, Vehicle 7D+1, Blaster 6D

**KNOWLEDGE 2D**
- Repulsorlift Operation 3D+1

**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.

**Move:** 10
## Mercenary Commando

**Species:** Any  
**Sex:** Any  

**DEXTERITY 3D**  
Blaster 6D, Brawling Parry 5D+1, Dodge 6D, Grenade 5D, Melee Combat 4D+2, Melee Parry 4D+2  

**PERCEPTION 3D**  
Hide 5D, Search 5D, Sneak 5D+1  

**STRENGTH 3D**  
Brawling 5D  

**KNOWLEDGE 2D**  
Survival 4D  

**MECHANICAL 2D**  
Beast Riding 3D+1, Hover 4D, Vehicle Operation 4D, Repulsorlift Operation 4D  

**Move:** 10  

**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

## Mercenary Commando (Assault)

**Species:** Any  
**Sex:** Any  

**DEXTERITY 3D**  
Blaster 6D, Blaster Artillery 4D+1, Brawling Parry 5D+1, Dodge 6D, Grenade 5D, Melee Combat 4D+2, Melee Parry 4D+2  

**PERCEPTION 3D**  
Hide 5D, Search 5D, Sneak 5D+1  

**STRENGTH 2D**  
Brawling 5D  

**KNOWLEDGE 2D**  
Survival 4D  

**MECHANICAL 2D**  
Beast Riding 3D+1, Hover 4D, Vehicle Operation 4D, Repulsorlift Operation 4D  

**Move:** 10  

**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies. Heavy Weapon (Varies by Mission)

## Mercenary Commando (Saboteur)

**Species:** Any  
**Sex:** Any  

**DEXTERITY 3D**  
Blaster 6D, Blaster: Blaster Pistol 6D+2, Brawling Parry 5D+1, Dodge 6D, Grenade 5D, Melee Combat 4D+2, Melee Parry 4D+2  

**PERCEPTION 3D**  
Hide 7D, Search 7D, Sneak 7D+1  

**STRENGTH 2D**  
Brawling 5D  

**KNOWLEDGE 2D**  
Streetwise 4D, Survival 4D  

**MECHANICAL 2D**  
Beast Riding 3D+1, Hover 4D, Vehicle Operation 4D, Repulsorlift Operation 4D  

**Move:** 10  

**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Detonite.

## Imperial Army Commando (Tech)

**Species:** Human  
**Sex:** Male  

**DEXTERITY 3D**  
Blaster 6D, Brawling Parry 5D+1, Dodge 6D, Grenade 5D, Melee Combat 4D+2, Melee Parry 4D+2  

**PERCEPTION 3D**  
Hide 5D, Search 5D, Sneak 5D+1  

**STRENGTH 3D**  
Brawling 5D  

**KNOWLEDGE 2D**  
Survival 4D  

**MECHANICAL 2D**  
Beast Riding 3D+1, Hover 4D, Vehicle Operation 4D, Repulsorlift Operation 5D  

**Move:** 10  

**Equipment:** Blaster Rifle (5D), Blaster Pistol (4D), Imperial Commando Armor & Helmet (+1D physical +1D energy) Concussion Grenades (5D), Combat Knife (STR+1D+2), Helmet Comlink, Survival Gear, Utility Belt w/Supplies, Communication Equipment, Tool Kit.
**MERcenary Ground Vehicle Pilot**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 4D, Vehicle Blasters  
  4D+1  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 4D,  
  Hover Vehicle Operation 4D  
- Equipment: Blaster Pistol (4D+2), Battle Armor (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Pilot (Experienced)**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 5D, Vehicle Blasters  
  5D  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 5D,  
  Hover Vehicle Operation 5D  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Pilot (Veteran)**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 6D, Vehicle Blasters  
  6D+2  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 6D,  
  Hover Vehicle Operation 6D  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Pilot (Elite)**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 7D, Vehicle Blasters  
  7D+1  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 7D,  
  Hover Vehicle Operation 7D  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Gunner**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 4D, Vehicle Blasters  
  5D  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 3D,  
  Hover Vehicle Operation 3D  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Gunner (Experienced)**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 5D, Vehicle Blasters  
  6D+2  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 3D+2,  
  Hover Vehicle Operation 3D+2  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Gunner (Veteran)**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 6D, Vehicle Blasters  
  7D+2  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 4D+1,  
  Hover Vehicle Operation 4D+1  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**MERcenary Ground Vehicle Gunner (Elite)**

**Species:** Any  
**Sex:** Any  
- Dexterity 2D  
  Blaster 7D, Vehicle Blasters  
  8D+2  
- Knowledge 2D  
  MECHANical 2D  
  Ground Vehicle Operation 5D,  
  Hover Vehicle Operation 5D  
- Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
**Mercenary Repulsorlift Pilot**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 4D, Vehicle Blasters  
4D+1  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 4D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Pilot (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 4D+2, Vehicle Blasters  
Stamina 3D+2  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 5D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Pilot (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 5D, Vehicle Blasters  
Stamina 4D+1  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 6D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Pilot (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 6D, Vehicle Blasters  
Stamina 5D+2  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 7D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Gunner**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Strikes Blaster 4D+1  
Stamina 3D+2  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 4D+1  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Gunner (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 5D, Vehicle Blasters  
Stamina 4D+1  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 5D  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Gunner (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 6D, Vehicle Blasters  
Stamina 5D  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 5D+2  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)

**Mercenary Repulsorlift Gunner (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 7D, Vehicle Blasters  
Stamina 5D+2  
KNOWLEDGE 2D  
TECHNICAL 2D  
MECHANICAL 2D  
Repulsorlift Operation 6D+1  
Move: 10  
Equipment: Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy & physical, head and chest, -2 to Dexterity and all related actions.)
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<tr>
<th><strong>MERCENARY WALKER PILOT</strong></th>
<th><strong>MERCENARY WALKER GUNNER</strong></th>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Blasters 4D+2</td>
<td>Blasters 5D+2</td>
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<tr>
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<tr>
<td>Walker Repair 3D+2</td>
<td>Walker Repair 3D+1</td>
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<td>Repulsorlift Operation 4D, Walker Operation 5D</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy &amp; physical, head and chest, -2 to Dexterity and all related actions.)</td>
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<tr>
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<th><strong>MERCENARY WALKER GUNNER (EXPERIENCED)</strong></th>
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<tr>
<td><strong>Species:</strong> Any</td>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
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</tr>
<tr>
<td>Blaster 5D, Vehicle</td>
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<tr>
<td>Blasters 5D+1</td>
<td>Blasters 6D+2</td>
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<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
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<td><strong>MECHANICAL 2D</strong></td>
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</tr>
<tr>
<td>Walker Repair 4D+1</td>
<td>Walker Repair 4D</td>
</tr>
<tr>
<td>Repulsorlift Operation 5D, Walker Operation 6D</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy &amp; physical, head and chest, -2 to Dexterity and all related actions.)</td>
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</tr>
<tr>
<td>Blaster 5D+2, Vehicle</td>
<td>Blaster 6D, Vehicle</td>
</tr>
<tr>
<td>Blasters 6D</td>
<td>Blasters 7D+2</td>
</tr>
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<tr>
<td>Walker Repair 4D</td>
<td>Walker Repair 4D+2</td>
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<tr>
<td>Repulsorlift Operation 6D, Walker Operation 7D</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy &amp; physical, head and chest, -2 to Dexterity and all related actions.)</td>
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<td>Blaster 6D+1, Vehicle</td>
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</tr>
<tr>
<td>Walker Repair 5D+2</td>
<td>Walker Repair 5D+1</td>
</tr>
<tr>
<td>Repulsorlift Operation 7D, Walker Operation 8D</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy &amp; physical, head and chest, -2 to Dexterity and all related actions.)</td>
<td><strong>Equipment:</strong> Blaster Pistol (4D+2), Battle Armor w/Internal Comlink (+1D energy &amp; physical, head and chest, -2 to Dexterity and all related actions.)</td>
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**Mercenary Armor Squad Leader**

**Species:** Any  
**DEXTERITY 2D**  
- Blaster 4D+1, Dodge 4D+1, Vehicle Blaster 4D+2  
**KNOWLEDGE 2D**  
- Survival 3D+1, Tactics: Ground Assault 3D  
**MECHANICAL 2D**  
- Repulsorlift Operation 2D+2, Walker Operation 4D+2  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Armor Squad Leader (Experienced)**

**Species:** Any  
**DEXTERITY 2D**  
- Blaster 5D+1, Dodge 5D+1, Vehicle Blaster 5D+2  
**KNOWLEDGE 2D**  
- Survival 4D, Tactics: Ground Assault 3D+2  
**MECHANICAL 2D**  
- Repulsorlift Operation 3D+2, Walker Operation 4D+2  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Armor Squad Leader (Veteran)**

**Species:** Any  
**DEXTERITY 2D**  
- Blaster 6D+1, Dodge 6D+1, Vehicle Blaster 6D+2  
**KNOWLEDGE 2D**  
- Survival 4D+2, Tactics: Ground Assault 4D+1  
**MECHANICAL 2D**  
- Repulsorlift Operation 4D+2, Walker Operation 5D+2  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**Mercenary Fighter Pilot (Novice)**

**Species:** Any  
**DEXTERITY 2D**  
- Blaster 3D, Dodge 3D  
**KNOWLEDGE 2D**  
- Planetary Systems 2D+1  
**MECHANICAL 2D**  
- Starfighter Piloting 4D+1, Starship Gunnery 3D+2, Starship Shields 3D  
**Move:** 10  
**Equipment:** Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear.

**Mercenary Fighter Pilot (Experienced)**

**Species:** Any  
**DEXTERITY 2D**  
- Blaster 3D+2, Dodge 3D+2  
**KNOWLEDGE 2D**  
- Planetary Systems 3D  
**MECHANICAL 2D**  
- Starfighter Piloting 5D+1, Starship Gunnery 4D+2, Starship Shields 3D+2  
**Move:** 10  
**Equipment:** Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear.

**Mercenary Fighter Pilot (Veteran)**

**Species:** Any  
**DEXTERITY 2D**  
- Blaster 4D+1, Dodge 4D+1  
**KNOWLEDGE 2D**  
- Planetary Systems 3D+2  
**MECHANICAL 2D**  
- Starfighter Piloting 5D+1, Starship Gunnery 5D+2, Starship Shields 4D+1  
**Move:** 10  
**Equipment:** Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear.
**MERCENARY FIGHTER PILOT (ELITE)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 6D+1, Dodge 6D+1  
KNOWLEDGE 2D  
Planetary Systems 5D+2  
MECHANICAL 2D  
Astrogation 5D+2, Sensors 7D+1, Starfighter Piloting 9D+1, Starship Gunnery 8D+2, Starship Shields 6D+1  
Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear

**MERCENARY FIGHTER PILOT, SQUADRON LEADER**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 4D+1, Dodge 4D+1  
KNOWLEDGE 2D  
Planetary Systems 3D+2, Tactics: Starfighter 2D+1  
MECHANICAL 2D  
Sensors 6D+1, Starfighter Piloting 7D+1, Starship Gunnery 6D+1, Starship Shields 5D  
Move: 10

Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear

**MERCENARY FIGHTER PILOT, SQUADRON LEADER (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 5D+1, Dodge 5D+1  
KNOWLEDGE 2D  
Planetary Systems 5D, Tactics: Starfighter 3D+2  
MECHANICAL 2D  
Sensors 6D+2, Starfighter Piloting 8D+1, Starship Gunnery 7D+1 Starship Shields 6D  
Move: 10

Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear

**MERCENARY FIGHTER PILOT, SQUADRON LEADER (ELITE)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Blaster 6D+1, Dodge 6D+1  
KNOWLEDGE 2D  
Planetary Systems 6D, Tactics: Starfighter 5D  
MECHANICAL 2D  
Sensors 7D+2, Starfighter Piloting 9D, Starship Gunnery 8D, Starship Shields 7D  
Move: 10

Equipment: Nav Computer linkup Helmet (comlink, +1D to sensors.), High gravity stress flight suit w/life support equipment, one week emergency rations, Blaster Pistol (4D), Survival Gear
**Mercenary Space Transport Pilot**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 4D, Dodge 4D  
**KNOWLEDGE 2D**  
Planetary Systems 3D  
**MECHANICAL 2D**  
Astrogation 4D, Space Transports 5D, Starship  
Gunnery 5D, Starship  
**Shields 4D+1**  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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**Mercenary Space Transport Pilot (Experienced)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 4D+2, Dodge 4D+2  
**KNOWLEDGE 2D**  
Planetary Systems 3D+2  
**MECHANICAL 2D**  
Astrogation 4D+2, Space Transports 6D, Starship  
Gunnery 6D, Starship  
**Shields 5D**  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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**Mercenary Space Transport Pilot (Veteran)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 5D+1, Dodge 5D+1  
**KNOWLEDGE 2D**  
Planetary Systems 4D+1  
**MECHANICAL 2D**  
Astrogation 5D+1, Space Transports 7D, Starship  
Gunnery 7D, Starship  
**Shields 5D+2**  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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**Mercenary Space Transport Pilot (Elite)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 6D, Dodge 6D  
**KNOWLEDGE 2D**  
Planetary Systems 5D  
**MECHANICAL 2D**  
Astrogation 6D, Space Transports 8D, Starship  
Gunnery 8D, Starship  
**Shields 6D+1**  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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**Mercenary Boarding Trooper**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 3D, Brawling Parry  
3D+1, Dodge 3D, Melee Combat 3D, Melee Parry 3D  
**KNOWLEDGE 2D**  
Computer Program/Repair 3D,  
Space Transport Repair 4D+1  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**DEXTERITY**  
**PERCEPTION**  
**STRENGTH**  
**SPEED**  
**Sex:** Any  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Glop Grenade (6D/5D/3D Strength of Glop. Grenade does not cause damage.), Field Armor & Helmet (+1D physical +2 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

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**Mercenary Boarding Trooper (Experienced)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 4D, Brawling Parry  
4D+1, Dodge 4D, Melee Combat 4D, Melee Parry 4D  
**KNOWLEDGE 2D**  
Computer Programming/Repair 3D+2, Space Transport Repair 5D  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**DEXTERITY**  
**PERCEPTION**  
**STRENGTH**  
**Sex:** Any  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Glop Grenade (6D/5D/3D Strength of Glop. Grenade does not cause damage.), Field Armor & Helmet (+1D physical +2 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

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**Mercenary Boarding Trooper (Veteran)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 5D, Brawling Parry  
5D+1, Dodge 5D, Melee Combat 5D, Melee Parry 5D  
**KNOWLEDGE 2D**  
Computer Programming/Repair 4D+1, Space Transport Repair 6D  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**DEXTERITY**  
**PERCEPTION**  
**STRENGTH**  
**Sex:** Any  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Glop Grenade (6D/5D/3D Strength of Glop. Grenade does not cause damage.), Field Armor & Helmet (+1D physical +2 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

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**Mercenary Boarding Trooper (Elite)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry  
6D+1, Dodge 6D, Melee Combat 6D, Melee Parry 6D  
**KNOWLEDGE 2D**  
Computer Program/Repair 5D, Space Transport Repair 6D+1  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**DEXTERITY**  
**PERCEPTION**  
**STRENGTH**  
**Sex:** Any  
**Move:** 10  
**Equipment:** Blaster Rifle (5D), Glop Grenade (6D/5D/3D Strength of Glop. Grenade does not cause damage.), Field Armor & Helmet (+1D physical +2 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
### Mercenary Mechanic

**Species:** Human  
**Sex:** Male  
**DEXTERITY 2D**  
- Blaster 3D, Dodge 3D, Melee Combat 2D+2, Melee Parry 2D+2  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
- Armor Repair 5D, Blaster Repair 5D, Ground Vehicle Repair 4D+1, Hover Vehicle Repair 4D+1, Repulsorlift Repair 5D, Space Transports Repair 5D, Starfighter Repair 5D, Starship Repair 5D, Weapon Repair 4D+2, Systems Diagnosis 8D, Walker Repair 5D  

**Move:** 10  
**Equipment:** Blaster Pistol (4D), Tool kit, Comlink

### Echani Mercenary (Veteran)

**Species:** Echani  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 4D, Brawling Parry 5D, Dodge 5D, Melee Combat 5D+2, Melee Combat: Great Force Pike 6D+1, Melee Parry 6D  
**KNOWLEDGE 2D**  
- Streetwise 3D, Survival 3D  
**MECHANICAL 2D**  
- First Aid 3D, Security 3D+1  

**Move:** 10  
**Equipment:** Hold-Out Blaster (3D), Vibro-Sword (STR+3D, MAX 7D), Personal Energy Shield (The user makes a *melee parry* skill roll to deflect incoming attacks, be they from melee weapons or blasters. Success indicates that the shield takes the damage. The shield has a Strength of 5D. If the damage roll is greater than the shield's Strength roll, excess damage affects the shield bearer. Every time the shield is compromised, the protection value is reduced by 1D.), Survival Gear, Utility Belt w/Supplies.

### Echani Mercenary (Experienced)

**Species:** Echani  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 5D, Brawling Parry 5D, Dodge 6D, Melee Combat 6D+2, Melee Combat: Great Force Pike 6D+1, Melee Parry 7D  
**KNOWLEDGE 2D**  
- Streetwise 3D+2, Survival 3D+2  
**MECHANICAL 2D**  
- First Aid 3D+2, Security 4D+1  

**Move:** 10  
**Equipment:** Hold-Out Blaster (3D), Vibro-Sword (STR+3D, MAX 7D), Personal Energy Shield (The user makes a *melee parry* skill roll to deflect incoming attacks, be they from melee weapons or blasters. Success indicates that the shield takes the damage. The shield has a Strength of 5D. If the damage roll is greater than the shield’s Strength roll, excess damage affects the shield bearer. Every time the shield is compromised, the protection value is reduced by 1D.), Survival Gear, Utility Belt w/Supplies.

### Echani Mercenary (Veteran)

**Species:** Echani  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 6D, Brawling Parry 6D, Dodge 7D, Melee Combat 7D+2, Melee Combat: Great Force Pike 8D+1, Melee Parry 8D  
**KNOWLEDGE 2D**  
- Streetwise 4D+1, Survival 4D+1  
**MECHANICAL 2D**  
- First Aid 4D+1, Security 4D+2  

**Move:** 10  
**Equipment:** Hold-Out Blaster (3D), Vibro-Sword (STR+3D, MAX 7D), Personal Energy Shield (The user makes a *melee parry* skill roll to deflect incoming attacks, be they from melee weapons or blasters. Success indicates that the shield takes the damage. The shield has a Strength of 5D. If the damage roll is greater than the shield’s Strength roll, excess damage affects the shield bearer. Every time the shield is compromised, the protection value is reduced by 1D.), Survival Gear, Utility Belt w/Supplies.
**ECHANI MERCENARY (ELITE)**

**Species:** Echani  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 7D, Brawling Parry 7D,  
Dodge 8D, Melee Combat  
8D+2, Melee Combat: Vibro-  
Sword 9D+1, Melee Parry 9D  

**PERCEPTION 3D**  
Hide 8D+1, Search 8D,  
Sneak 8D+2

**STRENGTH 2D+2**  
Brawling 8D, Brawling: Echani  
Martial Arts 8D+2, Climbing/ Streetwise 5D, Survival 5D

**KNOWLEDGE 2D**  
Jumping 6D+2, Stamina 5D+1

**MECHANICAL 2D**  
TECHNICAL 2D

**Move:** 10  
**Equipment:** Hold-Out Blaster (3D), Vibro-Sword (STR+3D, MAX 7D), Personal Energy Shield (The user makes a *melee parry* skill roll to deflect incoming attacks, be they from melee weapons or blasters. Success indicates that the shield takes the damage. The shield has a *Strength* of 5D. If the damage roll is greater than the shield’s *Strength* roll, excess damage affects the shield bearer. Every time the shield is compromised, the protection value is reduced by 1D.), Survival Gear, Utility Belt w/Supplies.

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**ECHANI SUN GUARD**

**Species:** Echani  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 4D, Brawling Parry  
4D+2, Dodge 5D, Melee  
Combat 5D+2, Melee Combat:  
Great Force Pike 6D+1, Melee  
Parry 6D

**PERCEPTION 3D**  
Hide 5D+1, Search 5D,  
Sneak 5D+2  
STRENGTH 2D+2  
Brawling 4D+2 Brawling: Echani  
Martial Arts 5D+1, Climbing/ Streetwise 5D, Survival 5D

**KNOWLEDGE 2D**  
Jumping 4D+2, Stamina 3D+1

**MECHANICAL 2D**  
TECHNICAL 2D

**Move:** 10  
**Equipment:** Blaster Rifle (5D), Great Force Pike (STR+3D), Sun Guard Armor (+2D physical +2 energy) Helmet Comlink, Helmet Micro binoculars (+3D bonus to medium and long range shots. +3D to all Search and Perception rolls in areas more than 100 meters away), Survival Gear, Utility Belt w/Supplies.

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**ECHANI SUN GUARD (EXPERIENCED)**

**Species:** Echani  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 5D, Brawling Parry  
5D+2, Dodge 6D, Melee  
Combat 6D+2, Melee Combat:  
Great Force Pike 7D+1, Melee  
Parry 7D

**PERCEPTION 2D+1**  
Hide 6D+1, Search 6D,  
Sneak 6D+2  
STRENGTH 2D+2  
Brawling 5D+2 Brawling: Echani  
Martial Arts 6D+1, Climbing/ Streetwise 4D+2, Survival 3D+3

**KNOWLEDGE 2D**  
Jumping 5D+2, Stamina 4D+1

**MECHANICAL 2D**  
TECHNICAL 2D

**Move:** 10  
**Equipment:** Blaster Rifle (5D), Great Force Pike (STR+3D), Sun Guard Armor (+2D physical +2 energy) Helmet Comlink, Helmet Micro binoculars (+3D bonus to medium and long range shots. +3D to all Search and Perception rolls in areas more than 100 meters away), Survival Gear, Utility Belt w/Supplies.

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**ECHANI SUN GUARD (VETERAN)**

**Species:** Echani  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 6D, Brawling Parry  
6D+2, Dodge 7D, Melee  
Combat 7D+2, Melee Combat:  
Great Force Pike 8D+1, Melee  
Parry 8D

**PERCEPTION 2D+1**  
Hide 7D+1, Search 7D,  
Sneak 7D+2  
STRENGTH 2D+2  
Brawling 6D+2 Brawling: Echani  
Martial Arts 7D+1, Climbing/ Streetwise 5D+1, Survival 4D+1

**KNOWLEDGE 2D**  
Jumping 6D+2, Stamina 5D+1

**MECHANICAL 2D**  
TECHNICAL 2D

**Move:** 10  
**Equipment:** Blaster Rifle (5D), Great Force Pike (STR+3D), Sun Guard Armor (+2D physical +2 energy) Helmet Comlink, Helmet Micro binoculars (+3D bonus to medium and long range shots. +3D to all Search and Perception rolls in areas more than 100 meters away), Survival Gear, Utility Belt w/Supplies.
**Echani Sun Guard (Elite)**

**Species:** Echani  
**Sex:** Any  
**DEXTERITY 3D**  
Blaster 7D, Brawling Parry  
7D+2, Dodge 8D, Melee  
Combat 8D+2, Melee Combat:  
Great Force Pike 9D+1, Melee  
Parry 9D  
**KNOWLEDGE 2D**  
Intimidation 6D, Streetwise  
5D, Survival 5D  
**MECHANICAL 2D**  
Move:  
**Equipment:** Blaster Rifle (5D), Great Force Pike (STR+3D), Sun Guard Armor (+2D physical +2 energy) Helmet Comlink, Helmet Microbinoculars (+3D bonus to medium and long range shots. +3D to all Search and Perception rolls in areas more than 100 meters away), Survival Gear, Utility Belt w/Supplies.

**Gamorrean Warrior**

**Species:** Gamorrean  
**Sex:** Any  
**DEXTERITY 3D**  
Brawling Parry 3D+2, Dodge  
5D, Melee Combat 6D, Melee  
Parry 6D, Thrown Weapons  
5D+1  
**KNOWLEDGE 2D**  
Streetwise 3D, Survival 3D+1  
**MECHANICAL 2D**  
Move: 10  
**Special Abilities:**  
Voice Box: Unable to speak basic.  
Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.  
**Equipment:** Gamorrean Vibro-Axe (STR+3D+1, MAX 7D)

**Gamorrean Warrior (Experienced)**

**Species:** Gamorrean  
**Sex:** Any  
**DEXTERITY 3D**  
Brawling Parry 4D+2, Dodge  
5D, Melee Combat 6D, Melee  
Parry 7D, Thrown Weapons  
5D+1  
**KNOWLEDGE 2D**  
Streetwise 3D, Survival 3D+1  
**MECHANICAL 2D**  
Move: 10  
**Special Abilities:**  
Voice Box: Unable to speak basic.  
Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.  
**Equipment:** Gamorrean Vibro-Axe (STR+3D+1, MAX 7D)

**Gamorrean Warrior (Veteran)**

**Species:** Gamorrean  
**Sex:** Any  
**DEXTERITY 3D**  
Brawling Parry 5D+2, Dodge  
6D, Melee Combat 7D, Melee  
Parry 7D, Thrown Weapons  
5D+1  
**KNOWLEDGE 2D**  
Streetwise 3D+1, Survival 3D+2  
**MECHANICAL 2D**  
Move: 10  
**Special Abilities:**  
Voice Box: Unable to speak basic.  
Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.  
**Equipment:** Gamorrean Vibro-Axe (STR+3D+1, MAX 7D)

**Gamorrean Warrior (Elite)**

**Species:** Gamorrean  
**Sex:** Any  
**DEXTERITY 3D**  
Brawling Parry 6D+2, Dodge  
7D, Melee Combat 8D, Melee  
Parry 8D, Thrown Weapons  
6D+1  
**KNOWLEDGE 2D**  
Streetwise 3D+2, Survival 4D  
**MECHANICAL 2D**  
Move: 10  
**Special Abilities:**  
Voice Box: Unable to speak basic.  
Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.  
**Equipment:** Gamorrean Vibro-Axe (STR+3D+1, MAX 7D)
**GAMORREAN WARLORD**

Species: Gamorrean  
Sex: Any

**DEXTERITY 3D**  
Brawling Parry 7D, Dodge 7D+1, Melee Combat 8D, Melee Combat: Vibro-Axe 8D+2 Melee Parry 8D+1, Thrown Weapons 6D+1

**PERCEPTION 2D**  
Command 4D+1, Search 5D

**STRENGTH 4D**  
Brawling 8D+1, Lifting 8D

**TECHNICAL 2D**

**KNOWLEDGE 2D**  
Streetwise 3D+2, Survival 4D

**MECHANICAL 2D**

Move: 10

**Special Abilities:**
Voice Box: Unable to speak basic.

Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.

**Equipment:** Gamorrean Vibro-Axe (STR+3D+1, MAX 7D)

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**MISTRYL SHADOW GUARD**

Species: Human  
Sex: Female

**DEXTERITY 4D**  
Blaster 6D, Dodge 6D, Melee 6D, Combat: Shock Whip 5D+2, Thrown Weapons 4D

**PERCEPTION 3D+2**  
Hide 6D, Search 5D+1, Sneak 7D

**STRENGTH 3D**

**KNOWLEDGE 2D+2**  
Intimidation 6D, Streetwise 6D, Willpower 5D

**TECHNICAL 2D+2**

**MECHANICAL 2D**

Repulsorlift Operation 3D+1

Move: 10

**Equipment:** Hold-Out Blaster Pistol (3D), Shock Whip (STR+2D+2), Vibro-knife (STR+1D)

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**MISTRYL SHADOW GUARD (VETERAN)**

Species: Human  
Sex: Female

**DEXTERITY 4D**  
Blaster 7D, Dodge 7D, Melee 7D, Combat: Shock Whip 6D+2, Thrown Weapons 5D

**PERCEPTION 3D+2**  
Command 4D, Hide 7D, Search 6D+1, Sneak 8D

**STRENGTH 3D**

**KNOWLEDGE 2D+2**  
Intimidation 6D+2, Streetwise 6D, Willpower 5D

**TECHNICAL 2D+2**

**MECHANICAL 2D**

Repulsorlift Operation 4D

Move: 10

**Equipment:** Hold-Out Blaster Pistol (3D), Shock Whip (STR+2D+2), Vibro-knife (STR+1D)

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**MISTRYL SHADOW GUARD (ELITE)**

Species: Human  
Sex: Female

**DEXTERITY 4D**  
Blaster 8D, Dodge 8D, Melee 7D, Combat: Shock Whip 7D+2, Thrown Weapons 6D

**PERCEPTION 3D+2**  
Command 5D, Hide 8D, Search 7D+1, Sneak 9D

**STRENGTH 3D**

**KNOWLEDGE 2D+2**  
Intimidation 7D+1, Streetwise 7D, Willpower 6D

**TECHNICAL 2D+2**

**MECHANICAL 2D**

Repulsorlift Operation 4D+2

Move: 10

**Equipment:** Hold-Out Blaster Pistol (3D), Shock Whip (STR+2D+2), Vibro-knife (STR+1D)
**Thunderforce Trooper**

Species: Any  
Sex: Any  
DEXTERITY 3D+2  
PERCEPTION 2D+1  
Strength 3D+2  
Brawling 4D+1  
Grenade 4D, Melee Combat 4D  
TECHNICAL 3D  
Knowledge 2D+2  
Mechanical 2D+2  
Repulsorlift Operation 4D+1  
Move: 10  
Equipment: Blaster Rifle (5D), Thermal Detonator (10D), Comlink, Protective Vest (+2 energy, +1D physical), Uniform  
Reference: Hideouts & Strongholds p59

**Thunderforce Trooper (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 3D+2  
PERCEPTION 2D+1  
Strength 3D+2  
Brawling 6D+1  
Grenade 6D, Melee Combat 6D  
TECHNICAL 3D  
Knowledge 2D+2  
Mechanical 2D+2  
Repulsorlift Operation 5D  
Move: 10  
Equipment: Blaster Rifle (5D), Thermal Detonator (10D), Comlink, Protective Vest (+2 energy, +1D physical), Uniform

**Zabrak Mercenary**

Species: Zabrak  
Sex: Any  
DEXTERITY 3D+1  
PERCEPTION 3D+1  
Blaster 4D+1, Brawling Parry 4D+3, Hide 4D, Search 4D+1,  
Sneak 4D  
STRENGTH 3D  
Melee Parry 4D, Vehicle 4D+2, Blasters 3D+2  
Move: 10  
Equipment: Hold-Out Blaster (3D), Blaster Rifle (5D), 2 Frag Grenades (5D/4D/3D/2D), Blast Vest (+1D physical, +1 energy)

**Zabrak Mercenary (Experienced)**

Species: Zabrak  
Sex: Any  
DEXTERITY 3D+1  
PERCEPTION 3D+1  
Blaster 5D+1, Brawling Parry 5D+3, Hide 5D, Search 5D+1,  
Sneak 5D  
STRENGTH 3D  
Melee Parry 5D, Vehicle 4D+2, Blasters 4D+1  
Move: 10  
Equipment: Hold-Out Blaster (3D), Blaster Rifle (5D), 2 Frag Grenades (5D/4D/3D/2D), Blast Vest (+1D physical, +1 energy)

Special Abilities

**Hardiness:** Zabrak characters gain a +1D bonus to Willpower and Stamina skill checks.

**Equipment:** Hold-Out Blaster (3D), Blaster Rifle (5D), 2 Frag Grenades (5D/4D/3D/2D), Blast Vest (+1D physical, +1 energy)
**ZABRAK MERCENARY (VETERAN)**

Species: Zabrak  
Sex: Any  
DEXTERITY 3D+1  
Blaster 6D+1, Brawling Parry  
6D, Dodge 6D+1, Grenade  
5D+2, Melee Combat 6D, Melee Parry 6D, Vehicle  
Blasters 5D  
KNOWLEDGE 2D  
Alien Species 3D+1, Intimidation 3D+2, Streetwise  
STRENGTH 3D  
STRENGTH 3D  
PERCEPTION 3D+1  
PERCEPTION 3D+1  
Move: 10

Special Abilities  
**Hardiness**: Zabrak characters gain a +1D bonus to Willpower and Stamina skill checks.  
**Equipment**: Hold-Out Blaster (3D), Blaster Rifle (5D), 2 Frag Grenades (5D/4D/3D/2D), Blast Vest (+1D physical, +1 energy)

**ZABRAK MERCENARY (ELITE)**

Species: Zabrak  
Sex: Any  
DEXTERITY 3D+1  
Blaster 7D+1, Brawling Parry  
7D, Dodge 7D+1, Grenade  
6D+2, Melee Combat 7D, Melee Parry 7D, Vehicle  
Blasters 5D+2  
KNOWLEDGE 2D  
Alien Species 3D+2, Intimidation 4D, Streetwise  
5D, Survival 5D  
MECHANICAL 2D+2  
Beast Riding 4D+1, Repulsorlift Operation 4D+1, Starfighter Piloting 4D+2, Space Transports  
4D+2, Starship Gunnery 4D+2  
Move: 10

Special Abilities  
**Hardiness**: Zabrak characters gain a +1D bonus to Willpower and Stamina skill checks.  
**Equipment**: Hold-Out Blaster (3D), Blaster Rifle (5D), 2 Frag Grenades (5D/4D/3D/2D), Blast Vest (+1D physical, +1 energy)

**CHISS TROOPER**

Species: Chiss  
Sex: Any  
DEXTERITY 3D+2  
Blaster 5D+2, Brawling Parry  
4D, Dodge 4D+2, Grenade  
4D+1  
KNOWLEDGE 2D  
Survival 3D+2  
MECHANICAL 2D  
Repulsorlift Operation 3D+1  
Move: 10

Special Abilities  
**Low Light Vision**: Chiss can see twice as far as a normal human in poor lighting conditions.  
**Tactics**: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.  
**Equipment**: Blaster Rifle (5D+1), Blaster Pistol (4D+1), 3 Frag Grenades (5D/4D/3D/2D), Combat Armor & Helmet (+2D physical +1 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**CHISS TROOPER (EXPERIENCED)**

Species: Chiss  
Sex: Any  
DEXTERITY 3D+2  
Blaster 6D+2, Brawling Parry  
5D, Dodge 5D+2, Grenade  
5D+1  
KNOWLEDGE 2D  
Survival 3D+2  
MECHANICAL 2D  
Repulsorlift Operation 3D+1  
Move: 10

Special Abilities  
**Low Light Vision**: Chiss can see twice as far as a normal human in poor lighting conditions.  
**Tactics**: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.  
**Equipment**: Blaster Rifle (5D+1), Blaster Pistol (4D+1), 3 Frag Grenades (5D/4D/3D/2D), Combat Armor & Helmet (+2D physical +1 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

**CHISS TROOPER (VETERAN)**

Species: Chiss  
Sex: Any  
DEXTERITY 3D+2  
Blaster 7D+2, Brawling Parry  
6D, Dodge 6D+2, Grenade  
6D+1  
KNOWLEDGE 2D  
Survival 4D+1  
MECHANICAL 2D  
Repulsorlift Operation 3D+2  
Move: 10

Special Abilities  
**Low Light Vision**: Chiss can see twice as far as a normal human in poor lighting conditions.  
**Tactics**: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.  
**Equipment**: Blaster Rifle (5D+1), Blaster Pistol (4D+1), 3 Frag Grenades (5D/4D/3D/2D), Combat Armor & Helmet (+2D physical +1 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
CHISS TROOPER (ELITE)

Species: Chiss
Sex: Any
DEXTERITY 3D+2
- Blaster 8D+2, Brawling Parry
- 7D, Dodge 7D+2, Grenade 6D+2
PERCEPTION 3D+1
- Command 7D, Search 7D+1
STRENGTH 3D
- Brawling 7D, Climbing/Jumping 6D

KNOWLEDGE 2D
- Survival 5D

MECHANICAL 2D
- Repulsorlift Operation 4D

Move: 10

Special Abilities
Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions.

Tactics: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.

Equipment: Blaster Rifle (5D+1), Blaster Pistol (4D+1), 3 Frag Grenades (5D/4D/3D/2D), Combat Armor & Helmet (+2D physical +1D energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

CHISS PILOT

Species: Chiss
Sex: Any
DEXTERITY 2D
- Blaster 4D, Dodge 3D
KNOWLEDGE 2D
- Planetary Systems 2D+2
MECHANICAL 3D
- Sensors 4D+2, Starfighter
- Piloting: Clawcraft 6D,
- Starship Gunnery 4D+2

TECHNICAL 2D
- Computer Program/Repair
- 3D+1, Starfighter Repair 4D

Move: 10

Special Abilities
Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions.

Tactics: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.

Equipment: Blaster Pistol (4D+1), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

CHISS PILOT (EXPERIENCED)

Species: Chiss
Sex: Any
DEXTERITY 2D
- Blaster 4D+2, Dodge 3D+2
KNOWLEDGE 2D
- Planetary Systems 3D+1
MECHANICAL 3D
- Sensors 4D+2, Starfighter
- Piloting: Clawcraft 7D,
- Starship Gunnery 5D+2

TECHNICAL 2D
- Computer Program/Repair
- 4D, Starfighter Repair 4D+2

Move: 10

Special Abilities
Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions.

Tactics: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.

Equipment: Blaster Pistol (4D+1), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

CHISS PILOT (VETERAN)

Species: Chiss
Sex: Any
DEXTERITY 2D
- Blaster 5D+1, Dodge 4D+1
KNOWLEDGE 2D
- Planetary Systems 4D+1
MECHANICAL 3D
- Sensors 5D+2, Starfighter
- Piloting: Clawcraft 8D,
- Starship Gunnery 6D+2

TECHNICAL 2D
- Computer Program/Repair
- 4D+2, Starfighter Repair 5D+1

Move: 10

Special Abilities
Low Light Vision: Chiss can see twice as far as a normal human in poor lighting conditions.

Tactics: Chiss characters receive a permanent +1D bonus to all tactics skill rolls.

Equipment: Blaster Pistol (4D+1), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear
**Chiss Pilot (Elite)**

**Species:** Chiss

**DEXTERITY 2D**
Blaster 6D, Dodge 5D

**KNOWLEDGE 2D**
Planetary Systems 5D

**MECHANICAL 3D**
Sensors 6D+2, Starfighter Programming

**TECHNICAL 2D**
Computer Program/Repair

**STRENGTH 2D**
Brawl 5D+1, Stamina 5D+2

**SPECIAL ABILITIES**
- **Low Light Vision:** Chiss can see twice as far as a normal human in poor lighting conditions.
- **Tactics:** Chiss characters receive a permanent +1D bonus to all tactics

**Equipment:** Blaster Pistol (4D+1), Flight Suit, Navigational Computer, Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

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**Hapan Trooper**

**Species:** Hapan

**DEXTERITY 3D**
Blaster 4D+1, Dodge 4D, Command 7D+2

**KNOWLEDGE 3D**
Computer Program/Repair

**MECHANICAL 2D**
Repulsorlift Operation 3D

**SPECIAL ABILITIES**
- **Vision:** Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.
- **Language:** Hapans are taught the Hapan language from birth. Few are able to speak Basic, and those who can treat it as a second language.
- **Attractiveness:** Hapan humans, both male and female, are extremely beautiful. Hapan males receive +1D bonus to any bargain, con, command, or persuasion rolls made against non-Hapan humans.

**Equipment:** Blaster Rifle (4D+2), Field Armor & Helmet (+1D physical +2 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.
**HAPAN TROOPER (VETERAN)**

**Species:** Hapan  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 6D+1, Dodge 6D,  
- Grenade 5D, Vehicle Blasters 4D+2  
**KNOWLEDGE 3D+2**  
- Bureaucracy: Hapan 6D,  
- Cultures: Hapan 6D, Survival 5D+2  
**MECHANICAL 2D**  
- Repulsorlift Operation 3D+2  
**Move:** 10

**Special Abilities**

**Vision:** Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.

**Language:** Hapans are taught the Hapan language from birth. Few are able to speak Basic, and those who can treat it as a second language.

**Attractiveness:** Hapan humans, both male and female, are extremely beautiful. Hapan males receive +1D bonus to any _bargain_, _con_, _command_, or _persuasion_ rolls made against non-Hapan humans.

**Equipment:** Blaster Rifle (4D+2), Field Armor & Helmet (+1D physical +2 energy), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

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**HAPAN PILOT (EXPERIENCED)**

**Species:** Hapan  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 4D+1, Dodge 4D+2  
**KNOWLEDGE 3D+2**  
- Bureaucracy: Hapan 5D+1,  
- Cultures: Hapan 5D+1,  
- Planetary Systems 4D+2  
**MECHANICAL 2D**  
- Starfighter Piloting 6D, Starship Gunnery 5D+1  
**Move:** 10

**Special Abilities**

**Vision:** Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.

**Language:** Hapans are taught the Hapan language from birth. Few are able to speak Basic, and those who can treat it as a second language.

**Attractiveness:** Hapan humans, both male and female, are extremely beautiful. Hapan males receive +1D bonus to any _bargain_, _con_, _command_, or _persuasion_ rolls made against non-Hapan humans.

**Equipment:** Blaster Pistol (3D+2), Flight Suit, Navagational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear
HAPAN PILOT (VETERAN)

Species: Hapan  
Sex: Any  
DEXTERITY 3D  
Blaster 5D, Dodge 5D+1  
Command 4D+1, Search 5D  
KNOWLEDGE 3D+2  
Bureaucracy: Hapan 6D,  
Cultures: Hapan 6D,  
Planetary Systems 5D+1  
TECHNICAL 2D  
Starfighter Pilot 7D,  
Space Transport Repair 5D+2  
Move: 10  
Special Abilities  
Vision: Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.  
Language: Hapans are taught the Hapan language from birth. Few are able to speak Basic, and those who can treat it as a second language.  
Attractiveness: Hapans are both male and female, are extremely beautiful. Hapans can receive +1D bonus to any bargain, con, command, or persuasion rolls made against non-Hapan humans.  
Equipment: Blaster Pistol (3D-2), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

HAPAN PILOT (ELITE)

Species: Hapan  
Sex: Any  
DEXTERITY 3D  
Blaster 5D+2, Dodge 6D  
Command 4D+1, Search 5D  
KNOWLEDGE 3D+2  
Bureaucracy: Hapan 6D+2,  
Cultures: Hapan 6D+2,  
Planetary Systems 6D  
TECHNICAL 2D  
Starfighter Pilot 8D,  
Starship Gunnery 7D+1  
Move: 10  
Special Abilities  
Vision: Due to the intensive light on their homeworld, Hapans have very poor night vision. Treat all lesser-darkness modifiers (such as poor-light and moonlit-night modifiers) as complete darkness, adding +4D to the difficulty for all ranged attacks.  
Language: Hapans are taught the Hapan language from birth. Few are able to speak Basic, and those who can treat it as a second language.  
Attractiveness: Hapans are both male and female, are extremely beautiful. Hapans can receive +1D bonus to any bargain, con, command, or persuasion rolls made against non-Hapan humans.  
Equipment: Blaster Pistol (3D-2), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

MANDALORIAN MERCENARY

Species: Any  
Sex: Any  
DEXTERITY 3D  
Blaster 5D, Brawling Parry 5D, Dodge 5D+1, Grenade 4D+2, Melee Combat 5D, Melee Parry 5D, Thrown Weapons 4D+2, Vehicle Blasters 4D+1  
KNOWLEDGE 2D  
Alien Species 3D+1,  
Cultures: Mandalorian 4D+1, Intimidation 4D+2, Languages 3D+1, Streetwise 5D, Survival 5D  
MECHANICAL 2D  
Beast Riding 3D+2, Repulsorlift Operation 4D+1, Space Transports 4D, Starfighter Pilot 4D+1, Starship Gunnery 4D, Starship Shields 3D+1  
Move: 10  
Equipment: Blaster Rifle (5D+1), Mandalorian Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Knife (STR+1D, MAX 6D)
MANDALORIAN MERCENARY (VETERAN)

Species: Any
DEXTERITY 3D
Blaster 7D, Brawling Parry 6D, Dodge 6D+1, Grenade 5D+1, Melee Combat 6D, Melee Parry 6D, Thrown Weapons 5D+2, Vehicle Blasters 5D
KNOWLEDGE 2D
Alien Species 3D+2, Cultures: Mandalorian 5D, Intimidation 5D+1, Languages 3D+2, Streetwise 5D+2, Survival 6D
MECHANICAL 2D
Beast Riding 4D+1, Repulsorlift Operation 5D, Space Transports 4D+2, Starfighter Piloting 5D, Starship Gunnery 4D+2, Starship Shields 4D
Equipment: Blaster Rifle (5D+1), Mandalorian Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Knife (STR+1D, MAX 6D)

MANDALORIAN MERCENARY (ELITE)

Species: Any
DEXTERITY 3D
Blaster 8D, Brawling Parry 7D, Dodge 7D+1, Grenade 6D, Melee Combat 7D, Melee Parry 7D, Thrown Weapons 6D+2, Vehicle Blasters 5D+2
KNOWLEDGE 2D
Alien Species 4D, Cultures: Mandalorian 5D+2, Intimidation 6D, Languages 4D, Streetwise 6D+1, Survival 7D
MECHANICAL 2D
Beast Riding 5D, Repulsorlift Operation 5D+2, Space Transports 5D+1, Starfighter Piloting 5D+2, Starship Gunnery 5D+1, Starship Shields 4D+2
Equipment: Blaster Rifle (5D+1), Mandalorian Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Knife (STR+1D, MAX 6D)

MANDALORIAN DEATH WATCH

Species: Any
DEXTERITY 3D
Blaster 6D+1, Brawling Parry 5D+1, Dodge 5D+2, Grenade 5D, Melee Combat 5D+1, Melee Parry 5D+1, Thrown Weapons 4D, Vehicle Blasters 5D
KNOWLEDGE 2D
Alien Species 3D, Cultures: Mandalorian 3D, Intimidation 4D+2, Languages 3D, Streetwise 5D, Survival 4D
MECHANICAL 2D
Beast Riding 3D, Repulsorlift Operation 3D+2, Space Transports 3D+2, Starfighter Piloting 4D, Starship Gunnery 3D+2, Starship Shields 3D
Equipment: Blaster Rifle (5D+1), Death Watch Armor(+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D), Detonite

MANDALORIAN DEATH WATCH (EXPERIENCED)

Species: Any
DEXTERITY 3D
Blaster 7D+1, Brawling Parry 6D+1, Dodge 6D+2, Grenade 6D, Melee Combat 6D+1, Melee Parry 6D+1, Thrown Weapons 5D, Vehicle Blasters 6D
KNOWLEDGE 2D
Alien Species 3D+1, Cultures: Mandalorian 4D+1, Intimidation 5D+2, Languages 3D+1, Streetwise 6D, Survival 5D
MECHANICAL 2D
Beast Riding 3D+2, Repulsorlift Operation 4D+1, Space Transports 4D+1, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D+2
Equipment: Blaster Rifle (5D+1), Death Watch Armor(+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D), Detonite
**Mandalorian Death Watch**

**VETERAN**

Species: Any

**DEXTERITY 3D**
- Blaster 8D+1, Brawling Parry 7D+1, Dodge 7D+2, Grenade 7D, Melee Combat 7D+1, Melee Parry 7D+1, Thrown Weapons 6D, Vehicle Blasters 7D

**KNOWLEDGE 2D**
- Alien Species 3D+2, Cultures: Mandalorian 5D, Intimidation 6D+2, Languages 3D+2, Streetwise 7D, Survival 6D

**MECHANICAL 2D**
- Beast Riding 4D+1, Repulsorlift Operation 5D, Space Transports 5D, Starfighter Piloting 5D+1, Starship Gunnery 5D, Starship Shields 4D+1

**Equipment:** Blaster Rifle (5D+1), Death Watch Armor (+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D), Detonite

**Move:** 10

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**Mandalorian Death Watch**

**ELITE**

Species: Any

**DEXTERITY 3D**
- Blaster 9D+1, Brawling Parry 8D+1, Dodge 8D+2, Grenade 8D, Melee Combat 8D+1, Melee Parry 8D+1, Thrown Weapons 7D, Vehicle Blasters 8D

**KNOWLEDGE 2D**
- Alien Species 4D, Cultures: Mandalorian 5D+2, Intimidation 7D+2, Languages 4D, Streetwise 8D, Survival 7D

**MECHANICAL 2D**
- Beast Riding 5D, Repulsorlift Operation 5D+2, Space Transports 5D+2, Starfighter Piloting 6D, Starship Gunnery 5D+2, Starship Shields 5D

**Equipment:** Blaster Rifle (5D+1), Death Watch Armor (+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D), Detonite

**Move:** 10

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**Mandalorian Death Watch**

**EXPERIENCED**

Species: Any

**DEXTERITY 3D**
- Blaster 6D+2, Brawling Parry 5D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+2, Thrown Weapons 5D+1, Vehicle Blasters 5D+2

**KNOWLEDGE 2D**
- Alien Species 3D+2, Cultures: Mandalorian 5D, Intimidation 4D+2, Languages 3D, Streetwise 4D+1, Survival 4D

**MECHANICAL 2D**
- Beast Riding 3D+1, Repulsorlift Operation 4D, Space Transports 3D+2, Starfighter Piloting 4D, Starship Gunnery 3D+2, Starship Shields 3D

**Equipment:** Blaster Rifle (5D+1), Mandalorian Supercommando Armor (+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D)

**Move:** 10

---

**Mandalorian Supercommando**

Species: Any

**DEXTERITY 3D**
- Blaster 7D+2, Brawling Parry 6D+2, Dodge 6D+2, Grenade 5D+2, Melee Combat 6D+2, Melee Parry 6D+2, Thrown Weapons 5D+1, Vehicle Blasters 5D+2

**KNOWLEDGE 2D**
- Alien Species 3D+2, Cultures: Mandalorian 5D, Intimidation 4D+2, Languages 3D+2, Streetwise 5D+1, Survival 5D

**MECHANICAL 2D**
- Beast Riding 4D, Repulsorlift Operation 4D+2, Space Transports 4D+1, Starfighter Piloting 4D+2, Starship Gunnery 4D+1, Starship Shields 3D+2

**Equipment:** Blaster Rifle (5D+1), Mandalorian Supercommando Armor (+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D)

**Move:** 10
Mandalorian Supercommando (Veteran)

Species: Any

DEXTERITY 3D
- Blaster 8D+2, Brawling Parry 7D+2, Dodge 7D+2, Grenade 6D+1, Melee Combat 7D+2, Melee Parry 7D+2, Thrown Weapons 6D+1, Vehicle Blasters 6D+1

PERCEPTION 3D
- Con 4D+2, Gambling 4D+2, Hide 6D+2, Investigation 6D, Search 7D+2, Sneak 7D+1

STRENGTH 3D
- Brawling 6D, Climbing/Jumping 6D, Lifting 5D, Stamina 5D+1, Swimming 3D+2

KNOWLEDGE 2D
- Alien Species 4D+1, Cultures: Mandalorian 5D+2, Intimidation 5D+1, Languages 4D+1, Streetwise 6D+1, Survival 6D

MECHANICAL 2D
- Beast Riding 4D+2, Repulsorlift Operation 5D+1, Space Transports 5D, Starfighter Piloting 5D+1, Starship Gunnery 5D, Starship Shields 4D+1

Move: 10

Equipment: Blaster Rifle (5D+1), Mandalorian Supercommando Armor (+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D)

Mandalorian Supercommando (Elite)

Species: Any

DEXTERITY 3D
- Blaster 9D+2, Brawling Parry 8D+2, Dodge 8D+2, Grenade 7D, Melee Combat 8D+2, Melee Parry 8D+2, Thrown Weapons 7D+1, Vehicle Blasters 7D

PERCEPTION 3D
- Con 5D, Gambling 5D, Hide 7D+2, Investigation 7D, Search 8D+2, Sneak 8D+1

STRENGTH 3D
- Brawling 7D, Climbing/Jumping 7D, Lifting 5D+2, Stamina 6D, Swimming 3D+2

KNOWLEDGE 2D
- Alien Species 5D, Cultures: Mandalorian 6D+1, Intimidation 6D, Languages 5D, Streetwise 7D+1, Survival 7D

MECHANICAL 2D
- Beast Riding 5D+1, Repulsorlift Operation 6D, Space Transports 5D+2, Starfighter Piloting 6D, Starship Gunnery 5D+2, Starship Shields 5D

Move: 10

Equipment: Blaster Rifle (5D+1), Mandalorian Supercommando Armor (+2D physical, +2D energy, +1D to search and ranged attacks over 50 meters), Knife (STR+1D, MAX 6D)

Merchant

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 200 Credits, Various wares for sale.

Reference: R&E p210

Merchant (Experienced)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 400 Credits, Various wares for sale.

Merchant (Elite)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 600 Credits, Various wares for sale.
**MERCHANT: SPECIALIST**

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<thead>
<tr>
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<tbody>
<tr>
<td>DEXTERITY 2D</td>
<td>PERCEPTION 2D</td>
</tr>
<tr>
<td>KNOWLEDGE 2D</td>
<td></td>
</tr>
<tr>
<td>Business 2D+2, Scholar: (Insert Specialty here) 3D+1, Streetwise 2D+2, Value: (Insert Specialty here) 3D+1</td>
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</tr>
<tr>
<td>MECHANICAL 2D</td>
<td>Repulsorlift Operation 2D+1</td>
</tr>
<tr>
<td>Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.</td>
<td></td>
</tr>
<tr>
<td>NOTE: Choose one field (Antiques, Clothing, Corporate, Datapads, Security Systems, Sporting goods, Weapons etc) this should be your specialty in all open fields.</td>
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**MERCHANT: SPECIALIST (EXPERIENCED)**

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<tr>
<td>KNOWLEDGE 2D</td>
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</tr>
<tr>
<td>Business 4D+2, Scholar: (Insert Specialty here) 5D+1, Streetwise 4D+2, Value: (Insert Specialty here) 5D+1</td>
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<tr>
<td>MECHANICAL 2D</td>
<td>Repulsorlift Operation 4D</td>
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<tr>
<td>Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.</td>
<td></td>
</tr>
<tr>
<td>NOTE: Choose one field (Antiques, Clothing, Corporate, Datapads, Security Systems, Sporting goods, Weapons etc) this should be your specialty in all open fields.</td>
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**MERCHANT: SPECIALIST (ELITE)**

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<td>PERCEPTION 2D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td></td>
</tr>
<tr>
<td>Business 6D+2, Scholar: (Insert Specialty here) 7D+1, Streetwise 6D+2, Value: (Insert Specialty here) 7D+1</td>
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<tr>
<td>MECHANICAL 2D</td>
<td>Repulsorlift Operation 5D+1</td>
</tr>
<tr>
<td>Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.</td>
<td></td>
</tr>
<tr>
<td>NOTE: Choose one field (Antiques, Clothing, Corporate, Datapads, Security Systems, Sporting goods, Weapons etc) this should be your specialty in all open fields.</td>
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**SCAVENGER MERCHANT**

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<tr>
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<td>PERCEPTION 2D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td></td>
</tr>
<tr>
<td>Business 2D+2, Scholar: (Insert Specialty here) 3D+1, Streetwise 2D+2, Value: (Insert Specialty here) 3D+1</td>
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</tr>
<tr>
<td>MECHANICAL 2D</td>
<td>Hover Vehicle Operation 2D+1, Sensors 2D+2</td>
</tr>
<tr>
<td>Equipment: Clothing, Multi-tool, Diagnostics sensor, Datapad (Holding transaction records), 400 Credits, Various wares for sale.</td>
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**SCAVENGER MERCHANT (EXPERIENCED)**

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<td>PERCEPTION 2D</td>
</tr>
<tr>
<td>KNOWLEDGE 2D</td>
<td></td>
</tr>
<tr>
<td>Business 6D+2, Scholar: (Insert Specialty here) 7D+1, Streetwise 6D+2, Value: (Insert Specialty here) 7D+1</td>
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</tr>
<tr>
<td>MECHANICAL 2D</td>
<td>Hover Vehicle Operation 3D+2, Sensors 4D</td>
</tr>
<tr>
<td>Equipment: Clothing, Multi-tool, Diagnostics sensor, Datapad (Holding transaction records), 600 Credits, Various wares for sale.</td>
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**SCAVENGER MERCHANT (EXPERIENCED)**

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<td>PERCEPTION 2D</td>
</tr>
<tr>
<td>KNOWLEDGE 2D</td>
<td></td>
</tr>
<tr>
<td>Business 8D+2, Scholar: (Insert Specialty here) 7D+1, Streetwise 8D+2, Value: (Insert Specialty here) 7D+1</td>
<td></td>
</tr>
<tr>
<td>MECHANICAL 2D</td>
<td>Hover Vehicle Operation 5D+1, Sensors 5D+1</td>
</tr>
<tr>
<td>Equipment: Clothing, Multi-tool, Diagnostics sensor, Datapad (Holding transaction records), 200 Credits, Various wares for sale.</td>
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</tbody>
</table>
**Shady Merchant**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Pick Pocket 3D+1  
Bargain 3D+2, Con 4D, Hide

**KNOWLEDGE 2D**  
Streetwise 3D, Value 3D  
(Insert Specialty Here)

**MECHANICAL 2D**  
Repulsorlift Operation 2D+1  
Move: 10

**Equipment:** Clothing, Datapad (Holding transaction records), 200 Credits, Various wares for sale.

**NOTE:** Choose one field (Pawnbroker, Scrap Yard, Street Vendor, Used Hover Vehicle Salesman, etc) this should be your specialty in all open fields.

---

**Shady Merchant (Experienced)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Pick Pocket 5D+1  
Bargain 5D+2, Con 6D, Hide

**KNOWLEDGE 2D**  
Streetwise 5D, Value 5D  
(Insert Specialty Here)

**MECHANICAL 2D**  
Repulsorlift Operation 3D  
Move: 10

**Equipment:** Clothing, Datapad (Holding transaction records), 400 Credits, Various wares for sale.

**NOTE:** Choose one field (Pawnbroker, Scrap Yard, Street Vendor, Used Hover Vehicle Salesman, etc) this should be your specialty in all open fields.

---

**Shady Merchant (Elite)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Pick Pocket 7D+1  
Bargain 7D+2, Con 8D, Hide

**KNOWLEDGE 2D**  
Streetwise 7D, Value 7D  
(Insert Specialty Here)

**MECHANICAL 2D**  
Repulsorlift Operation 3D+2  
Move: 10

**Equipment:** Clothing, Datapad (Holding transaction records), 600 Credits, Various wares for sale.

**NOTE:** Choose one field (Pawnbroker, Scrap Yard, Street Vendor, Used Hover Vehicle Salesman, etc) this should be your specialty in all open fields.

---

**Weapon Dealer**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Archaic Guns 3D, Blaster 4D,  
Bargain 4D+1, Con 5D+2,  
Blaster Artillery 3D, Bows 3D,  
Grenade 3D+2, Missile  
Weapons 3D, Vehicle Blasters 3D

**KNOWLEDGE 2D**  
Business 2D+2, Law  
Enforcement 3D, Streetwise  
2D+2, Value: Military  
Hardware 3D+1

**MECHANICAL 2D**  
Repulsorlift Operation 2D+1  
Move: 10

**Equipment:** Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.

---

**Weapon Dealer (Experienced)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Archaic Guns 5D, Blaster 6D,  
Bargain 6D+1, Con 7D+2,  
Blaster Artillery 5D, Bows 5D,  
Grenade 5D+2, Missile  
Weapons 5D, Vehicle Blasters 5D

**KNOWLEDGE 2D**  
Business 4D+2, Law  
Enforcement 5D, Streetwise  
4D+2, Value: Military  
Hardware 5D+1

**MECHANICAL 2D**  
Repulsorlift Operation 4D  
Move: 10

**Equipment:** Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.

---

**Weapon Dealer (Elite)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Archaic Guns 7D, Blaster 8D,  
Bargain 8D+1, Con 7D+2,  
Blaster Artillery 7D, Bows 7D,  
Grenade 7D+2, Missile  
Weapons 7D, Vehicle Blasters 7D

**KNOWLEDGE 2D**  
Business 6D+2, Law  
Enforcement 7D, Streetwise  
6D+2, Value: Military  
Hardware 7D+1

**MECHANICAL 2D**  
Repulsorlift Operation 5D+1  
Move: 10

**Equipment:** Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.
CORPORATE SECTOR MERCHANT

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 2D+2
KNOWLEDGE 2D+1
Business 3D+2, Cultures: 3D+2, Corporate Sector 3D, Law
Enforcement: Corporate
Sector 3D, Scholar: Tech 3D+1, Streetwise: Corporate Sector 3D, Value 3D+1
MECHANICAL 2D
Repulsorlift Operation 2D+1
Move: 10
Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.

HUTT MERCHANT

Species: Hutt
Sex: Any
DEXTERITY 2D
PERCEPTION 3D
Brawling Parry 2D+2
Bargain 4D+1, Con 4D+2,
KNOWLEDGE 3D
Bureaucracy: Hutt Space 4D, Business 4D, 3D+2, Planetary Systems: Brawling 3D
Hutt Space 3D+2, Streetwise: Hutt Space 4D+2, Streetwise: Criminal Organizations 4D+1,
Value 4D
MECHANICAL 2D
Move: 4
Special Abilities:
Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their PERCEPTION dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.
Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.

CORPORATE SECTOR MERCHANT (EXPERIENCED)

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 2D+2
KNOWLEDGE 2D+1
Business 5D+2, Cultures: 5D+2, Corporate Sector 5D, Law
Enforcement: Corporate
Sector 4D, Scholar: Tech 5D+1, Streetwise: Corporate Sector 5D, Value 5D+1
MECHANICAL 2D
Repulsorlift Operation 3D+2
Move: 10
Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.

HUTT MERCHANT (EXPERIENCED)

Species: Hutt
Sex: Any
DEXTERITY 2D
PERCEPTION 3D
Brawling Parry 4D
Bargain 6D+1, Con 6D+2,
KNOWLEDGE 3D
Bureaucracy: Hutt Space 6D, Business 6D, 5D+2, Planetary Systems: Brawling 4D+1
Hutt Space 5D+2, Streetwise: Hutt Space 5D+2, Streetwise: Criminal Organizations 6D+1,
Value 6D
MECHANICAL 2D
Move: 4
Special Abilities:
Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their PERCEPTION dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.
Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.

CORPORATE SECTOR MERCHANT (ELITE)

Species: Any
Sex: Any
DEXTERITY 2D
PERCEPTION 2D+2
KNOWLEDGE 2D+1
Business 7D+2, Cultures: 7D+2, Corporate Sector 7D, Law
Enforcement: Corporate
Sector 5D, Scholar: Tech 7D+1, Streetwise: Corporate Sector 7D, Value 7D+1
MECHANICAL 2D
Repulsorlift Operation 5D
Move: 10
Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.

HUTT MERCHANT (ELITE)

Species: Hutt
Sex: Any
DEXTERITY 2D
PERCEPTION 3D
Brawling Parry 5D+1
Bargain 8D+1, Con 8D+2,
KNOWLEDGE 3D
Bureaucracy: Hutt Space 8D, Business 8D, 7D+2, Planetary Systems: Brawling 5D+2
Hutt Space 7D+2, Streetwise: Hutt Space 7D+2, Streetwise: Criminal Organizations 8D+1,
Value 8D
MECHANICAL 2D
Move: 4
Special Abilities:
Force Resistance: Hutts have an innate defense against Force-based mind manipulation techniques and roll double their PERCEPTION dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.
Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.
**Jawa Trader**

Species: Jawa  
Sex: Any  
DEXTERITY 2D: Blaster 2D+2, Dodge 3D  
KNOWLEDGE 2D: Streetwise 4D, Survival: Desert 4D+2, Value 3D+1  
MECHANICAL 3D: Ground Vehicle Operation: Sandcrawler 3D+2  
Move: 8  
Equipment: Jawa Ion Gun (+1D to Blaster, 3D Ionization Damage 3-4/8/12), Tool Kit  
Reference: Movie Trilogy Sourcebook p25

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**Jawa Trader (Experienced)**

Species: Jawa  
Sex: Any  
DEXTERITY 2D: Blaster 4D, Dodge 4D+1  
KNOWLEDGE 2D: Streetwise 5D+1, Survival: Desert 6D+2, Value 4D+2  
MECHANICAL 3D: Ground Vehicle Operation: Sandcrawler 4D+2  
Move: 8  
Equipment: Jawa Ion Gun (+1D to Blaster, 3D Ionization Damage 3-4/8/12), Tool Kit

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**Jawa Trader (Elite)**

Species: Jawa  
Sex: Any  
DEXTERITY 2D: Blaster 5D+1, Dodge 5D+2  
KNOWLEDGE 2D: Streetwise 6D+2, Survival: Desert 8D+2, Value 6D  
MECHANICAL 3D: Ground Vehicle Operation: Sandcrawler 5D+2  
Move: 8  
Equipment: Jawa Ion Gun (+1D to Blaster, 3D Ionization Damage 3-4/8/12), Tool Kit

---

**Tapani Sector Merchant**

Species: Any  
Sex: Any  
DEXTERITY 2D: Bargain 4D, Con 3D+1  
KNOWLEDGE 2D+2: Bargain 4D+1, Con 3D+2, Persecution 4D+2  
STRENGTH 1D: Climbing/Jumping 2D+2  
TECHNICAL 3D: Repair Sandcrawler 2D+2  
Move: 10  
Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.

---

**Tapani Sector Merchant (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D: Bargain 6D+1, Con 5D+2, Persecution 4D+2  
KNOWLEDGE 2D+2: Bargain 6D+1, Con 5D+2, Persecution 4D+2  
STRENGTH 1D: Climbing/Jumping 3D+1  
TECHNICAL 3D: Repair Sandcrawler 5D+2  
Move: 10  
Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.

---

**Tapani Sector Merchant (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D: Bargain 8D+1, Con 7D+2, Persecution 6D+2  
KNOWLEDGE 2D+2: Bargain 8D+1, Con 7D+2, Persecution 6D+2  
STRENGTH 1D: Climbing/Jumping 4D  
TECHNICAL 3D: Repair Sandcrawler 7D+2  
Move: 10  
Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.
### TOYDARIAN MERCHANT

<table>
<thead>
<tr>
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<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td>Perception 2D</td>
</tr>
<tr>
<td>Blaster 3D+1, Dodge 3D+2,</td>
<td>Bargain 4D+1, Con 3D+2, Hide</td>
</tr>
<tr>
<td>Pick Pocket 3D+2</td>
<td>3D, Search 3D+1, Sneak 3D,</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Persuasion 2D+2</td>
</tr>
<tr>
<td>Business 2D+2, Streetwise</td>
<td>Strength 2D</td>
</tr>
<tr>
<td>2D+2, Value 3D+1</td>
<td>Technical 2D+1</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td>Repulsorlift Operation 2D+1</td>
</tr>
<tr>
<td>Move: 6 (Ground), 18 (Flight)</td>
<td>Special Abilities:</td>
</tr>
<tr>
<td>Force Resistance: Toydarians are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any PERCEPTION or control rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their sense difficulty increased by +10.</td>
<td></td>
</tr>
<tr>
<td>Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.</td>
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### TOYDARIAN MERCHANT (EXPERIENCED)

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<td>Perception 2D</td>
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<tr>
<td>Blaster 4D+2, Dodge 5D+2,</td>
<td>Bargain 6D+1, Con 5D+2, Hide</td>
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<tr>
<td>Pick Pocket 5D+2</td>
<td>5D, Search 5D+1, Sneak 5D,</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Persuasion 4D+2</td>
</tr>
<tr>
<td>Business 4D+2, Streetwise</td>
<td>Strength 2D</td>
</tr>
<tr>
<td>4D+2, Value 5D+1</td>
<td>Technical 2D+1</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td>Repulsorlift Operation 3D</td>
</tr>
<tr>
<td>Move: 6 (Ground), 18 (Flight)</td>
<td>Special Abilities:</td>
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<tr>
<td>Force Resistance: Toydarians are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any PERCEPTION or control rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their sense difficulty increased by +10.</td>
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<tr>
<td>Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.</td>
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### TOYDARIAN MERCHANT (ELITE)

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<td>Perception 2D</td>
</tr>
<tr>
<td>Blaster 6D, Dodge 7D+2,</td>
<td>Bargain 8D+1, Con 7D+2, Hide</td>
</tr>
<tr>
<td>Pick Pocket 7D+2</td>
<td>7D, Search 7D+1, Sneak 7D,</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Persuasion 6D+2</td>
</tr>
<tr>
<td>Business 6D+2, Streetwise</td>
<td>Strength 2D</td>
</tr>
<tr>
<td>6D+2, Value 7D+1</td>
<td>Technical 2D+1</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
<td>Repulsorlift Operation 3D+2</td>
</tr>
<tr>
<td>Move: 6 (Ground), 18 (Flight)</td>
<td>Special Abilities:</td>
</tr>
<tr>
<td>Force Resistance: Toydarians are resistant to Force powers that utilize the Sense skill, and receive a +3D bonus to any PERCEPTION or control rolls made to resist these powers. Any Sense powers used against a Toydarian that do not grant a resistance roll have their sense difficulty increased by +10.</td>
<td></td>
</tr>
<tr>
<td>Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.</td>
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</table>

### TRADE FEDERATION REPRESENTATIVE

<table>
<thead>
<tr>
<th>Species: Neimoidian</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Perception 2D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td>Bargain 4D+1, Con 3D+2,</td>
</tr>
<tr>
<td>Bureaucracy 4D+2, Business</td>
<td>Persuasion 4D</td>
</tr>
<tr>
<td>4D, Intimidation 3D, Law</td>
<td>Strength 2D</td>
</tr>
<tr>
<td>Enforcement: Trade Laws 3D, Scholar: Trade History 3D+1, Value 3D+1</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
</tr>
<tr>
<td>Equipment: Extravagant Clothing, Datapad (Holding transaction records)</td>
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### TRADE FEDERATION REPRESENTATIVE (EXPERIENCED)

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<td>Perception 2D+2</td>
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<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td>Bargain 6D+1, Con 5D+2,</td>
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<td>Bureaucracy 6D+2, Business</td>
<td>Persuasion 6D</td>
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<tr>
<td>6D, Intimidation 4D+1, Law</td>
<td>Strength 2D</td>
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<tr>
<td>Enforcement: Trade Laws 5D, Scholar: Trade History 4D+2, Value 5D+1</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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<tr>
<td>Equipment: Extravagant Clothing, Datapad (Holding transaction records)</td>
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### TRADE FEDERATION REPRESENTATIVE (ELITE)

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<td>Perception 2D+2</td>
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<tr>
<td><strong>KNOWLEDGE 2D+1</strong></td>
<td>Bargain 8D+1, Con 7D+2,</td>
</tr>
<tr>
<td>Bureaucracy 8D+2, Business</td>
<td>Persuasion 8D</td>
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<tr>
<td>8D, Intimidation 5D+2, Law</td>
<td>Strength 2D</td>
</tr>
<tr>
<td>Enforcement: Trade Laws 7D, Scholar: Trade History 6D, Value 7D+1</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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<tr>
<td>Equipment: Extravagant Clothing, Datapad (Holding transaction records)</td>
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### Backroom Medic

**Species:** Any  
**Sex:** Any

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<th>STRENGTH</th>
<th>MECHANICAL</th>
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<tbody>
<tr>
<td>Blaster 2D+2, Brawling Parry 3D, Melee Combat 3D+2, Melee Parry 3D+1</td>
<td>Bargain 3D, Persuasion 3D</td>
<td>Brawling 3D, Stamina 3D+1</td>
<td>Move: 10</td>
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**KNOWLEDGE**
- Alien Species 3D+2, Languages 3D, Streetwise 3D, Willpower 3D+1

**Equipment:** Outdated medical equipment.

---

### Backroom Medic (Experienced)

**Species:** Any  
**Sex:** Any

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<th>STRENGTH</th>
<th>MECHANICAL</th>
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<tbody>
<tr>
<td>Blaster 4D, Brawling Parry 5D, Melee Combat 5D+2, Melee Parry 5D+1</td>
<td>Bargain 4D+1, Persuasion 4D+1</td>
<td>Brawling 5D, Stamina 5D+1</td>
<td>Move: 10</td>
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**KNOWLEDGE**
- Alien Species 5D+2, Languages 4D+1, Streetwise 4D+1, Willpower 5D+1

**Equipment:** Outdated medical equipment.

---

### Backroom Medic (Veteran)

**Species:** Any  
**Sex:** Any

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<th>MECHANICAL</th>
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<tr>
<td>Blaster 5D+2, Brawling Parry 7D, Melee Combat 7D+2, Melee Parry 7D+1</td>
<td>Bargain 5D+2, Persuasion 5D+2</td>
<td>Brawling 7D, Stamina 7D+1</td>
<td>Move: 10</td>
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**KNOWLEDGE**
- Alien Species 7D+2, Languages 6D, Streetwise 6D, Willpower 7D+1

**Equipment:** Outdated medical equipment.

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### Bodyguard

**Species:** Any  
**Sex:** Any

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<th>STRENGTH</th>
<th>MECHANICAL</th>
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<tbody>
<tr>
<td>Blaster 3D+2, Brawling Parry 4D, Dodge 4D, Melee Combat 3D+2, Melee Parry 4D, Running 4D</td>
<td>Hide 3D, Persuasion 4D, Search 3D+2, Sneak 3D</td>
<td>Brawling 4D</td>
<td>Move: 10</td>
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**KNOWLEDGE**
- Intimidation 3D+1, Law 4D+1, Enforcement 3D+1, Streetwise 3D, Willpower 4D+1

**Equipment:** Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

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### Bodyguard (Experienced)

**Species:** Any  
**Sex:** Any

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<th>MECHANICAL</th>
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<tbody>
<tr>
<td>Blaster 4D+2, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 5D, Running 5D</td>
<td>Hide 4D, Persuasion 5D, Search 4D+2, Sneak 4D</td>
<td>Brawling 5D</td>
<td>Move: 10</td>
</tr>
</tbody>
</table>

**KNOWLEDGE**
- Intimidation 4D+1, Law 5D, Enforcement 4D+2, Streetwise 4D+1, Willpower 4D+1

**Equipment:** Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

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### Bodyguard (Veteran)

**Species:** Any  
**Sex:** Any

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<th>STRENGTH</th>
<th>MECHANICAL</th>
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<tbody>
<tr>
<td>Blaster 5D+2, Brawling Parry 6D, Dodge 6D, Melee Combat 5D+2, Melee Parry 6D, Running 6D</td>
<td>Hide 5D, Persuasion 6D, Search 5D+2, Sneak 5D</td>
<td>Brawling 6D</td>
<td>Move: 10</td>
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**KNOWLEDGE**
- Intimidation 5D+1, Law 6D, Enforcement 4D+2, Streetwise 4D+1, Willpower 5D+1

**Equipment:** Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

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### Bodyguard (Elite)

**Species:** Any  
**Sex:** Any

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<tr>
<td>Blaster 6D+2, Brawling Parry 7D, Dodge 7D, Melee Combat 6D+2, Melee Parry 7D, Running 7D</td>
<td>Hide 6D, Persuasion 7D, Search 6D+2, Sneak 6D</td>
<td>Brawling 7D</td>
<td>Move: 10</td>
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**KNOWLEDGE**
- Intimidation 6D+1, Law 7D, Enforcement 4D+2, Streetwise 6D, Willpower 6D+1

**Equipment:** Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)
### Bouncer

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<thead>
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<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
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<tr>
<td>Blaster 3D+1, Brawling Parry</td>
<td>Persuasion 4D, Search 3D+1, Sneak 3D</td>
</tr>
<tr>
<td>4D+1, Dodge 4D+1, Melee</td>
<td></td>
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<tr>
<td>Combat 3D+1, Melee Parry</td>
<td></td>
</tr>
<tr>
<td>3D+2</td>
<td></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Intimidation 3D+2, Streetwise</td>
<td>Brawling 4D+2</td>
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<tr>
<td>2D+2, Willpower 3D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Equipment:</strong> Comlink</td>
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**Move:** 10

### Casino Boss

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<td><strong>PERCEPTION 3D</strong></td>
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<tr>
<td>Blaster 3D+1, Dodge 3D+2</td>
<td>Command 4D, Con 4D,</td>
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<tr>
<td><strong>KNOWLEDGE 3D</strong></td>
<td></td>
</tr>
<tr>
<td>Alien Species 3D+1, Bureaucracy 4D, Business 4D,</td>
<td>STRENGTH 2D</td>
</tr>
<tr>
<td>Intimidation 3D+1, Law</td>
<td>Security 3D</td>
</tr>
<tr>
<td>Enforcement 3D+1, Streetwise</td>
<td></td>
</tr>
<tr>
<td>3D+2, Willpower 4D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Comlink, Blaster Pistol (4D), 1,500 Credits</td>
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### Bouncer (Experienced)

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<td><strong>PERCEPTION 2D</strong></td>
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<tr>
<td>Blaster 4D+1, Brawling Parry</td>
<td>Persuasion 5D, Search 4D+1, Sneak 4D</td>
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<tr>
<td>5D+1, Dodge 5D+1, Melee</td>
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<tr>
<td>Combat 4D+1, Melee Parry</td>
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<tr>
<td>4D+2</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Intimidation 4D+2, Streetwise</td>
<td>Brawling 5D+2</td>
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<tr>
<td>3D+1, Willpower 4D</td>
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<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Comlink</td>
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### Casino Boss (Experienced)

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<td><strong>PERCEPTION 3D</strong></td>
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<tr>
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<tr>
<td>Alien Species 4D+1, Bureaucracy 5D, Business 5D,</td>
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<tr>
<td>Intimidation 4D+1, Law</td>
<td>Security 4D</td>
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<tr>
<td>Enforcement 4D+1, Streetwise</td>
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<tr>
<td>4D+2, Willpower 5D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Move:</strong> 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Comlink, Blaster Pistol (4D), 1,500 Credits</td>
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### Bouncer (Veteran)

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<td>Blaster 5D+1, Brawling Parry</td>
<td>Persuasion 6D, Search 5D+1, Sneak 5D</td>
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<td>6D+1, Dodge 6D+1, Melee</td>
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<tr>
<td>Combat 5D+1, Melee Parry</td>
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<tr>
<td>5D+2</td>
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<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
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<td>Brawling 6D+2</td>
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<td>4D, Willpower 5D</td>
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<td><strong>Equipment:</strong> Comlink</td>
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### Casino Boss (Veteran)

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<td>Alien Species 5D+1, Bureaucracy 6D, Business 6D,</td>
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<tr>
<td>Intimidation 5D+1, Law</td>
<td>Security 5D</td>
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<td>Enforcement 5D+1, Streetwise</td>
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<tr>
<td>5D+2, Willpower 6D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Comlink, Blaster Pistol (4D), 1,500 Credits</td>
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### Bouncer (Elite)

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<td>Blaster 6D+1, Brawling Parry</td>
<td>Persuasion 7D, Search 6D+1, Sneak 6D</td>
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<td>7D+1, Dodge 7D+1, Melee</td>
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<tr>
<td>Combat 6D+1, Melee Parry</td>
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<tr>
<td>6D+2</td>
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</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Intimidation 6D+2, Streetwise</td>
<td>Brawling 7D+2</td>
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<td>4D+2, Willpower 6D</td>
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### Casino Boss (Elite)

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<tr>
<td>Intimidation 6D+1, Law</td>
<td>Security 6D</td>
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<tr>
<td>Enforcement 6D+1, Streetwise</td>
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<tr>
<td>6D+2, Willpower 7D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
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<tr>
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### Chop Shop Tech

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<td><strong>DEXTERITY 3D</strong></td>
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<tr>
<td>Blaster 3D+2, Dodge 4D, Melee Combat 4D+2</td>
<td>Brawling 4D</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 4D</strong></td>
</tr>
<tr>
<td>Ground Vehicle Repair 4D+2, Hover Vehicle Repair 4D+2, Repulsorlift Repair 5D+2</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Brawling 4D</td>
<td></td>
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</tbody>
</table>

Move: 10

**Equipment:** Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

Reference: Adventure Journal 9 p207

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### Chop Shop Tech (Experienced)

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<td>Brawling 5D</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 4D</strong></td>
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<tr>
<td>Ground Vehicle Repair 5D+2, Hover Vehicle Repair 5D+2, Repulsorlift Repair 6D+2</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 3D</strong></td>
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<tr>
<td>Brawling 5D</td>
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Move: 10

**Equipment:** Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

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### Chop Shop Tech (Veteran)

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<td>Brawling 6D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 4D</strong></td>
</tr>
<tr>
<td>Ground Vehicle Repair 6D+2, Hover Vehicle Repair 6D+2, Repulsorlift Repair 7D+2</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Brawling 6D</td>
<td></td>
</tr>
</tbody>
</table>

Move: 10

**Equipment:** Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

---

### Chop Shop Tech (Elite)

<table>
<thead>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 6D+2, Dodge 7D, Melee Combat 7D+2</td>
<td>Brawling 7D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 4D</strong></td>
</tr>
<tr>
<td>Ground Vehicle Repair 7D+2, Hover Vehicle Repair 7D+2, Repulsorlift Repair 8D+2</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td>Brawling 7D</td>
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</table>

Move: 10

**Equipment:** Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

---

### Con Artist

<table>
<thead>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Dodge 4D, Pick Pocket 3D</td>
<td>Con 5D, Forgery 3D+1, Investigation 3D, Persuasion 3D+1, Search 3D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Alien Species 3D+2, Cultures 3D+1, Languages 3D, Law Enforcement 3D, Scholar (Field associated with their Con) 4D, Streetwise 3D, Value 3D, Willpower 3D</td>
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</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Repulsorlift Operation 2D+1</td>
<td></td>
</tr>
</tbody>
</table>

Move: 10

**Equipment:** Expensive Clothes, Comlink, Datapad.

---

### Con Artist (Experienced)

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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Dodge 5D, Pick Pocket 4D</td>
<td>Con 6D, Forgery 4D+1, Investigation 4D, Persuasion 4D+1, Search 4D+2</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Alien Species 4D+2, Cultures 4D+1, Languages 4D, Law Enforcement 3D+2, Scholar (Field associated with their Con) 5D, Streetwise 3D+2, Value 4D, Willpower 4D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Repulsorlift Operation 3D</td>
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Move: 10

**Equipment:** Expensive Clothes, Comlink, Datapad.

---

### Con Artist (Veteran)

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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Dodge 6D, Pick Pocket 5D</td>
<td>Con 7D, Forgery 5D+1, Investigation 5D, Persuasion 5D+1, Search 5D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Alien Species 5D+2, Cultures 5D+1, Languages 5D, Law Enforcement 4D+1, Scholar (Field associated with their Con) 6D, Streetwise 4D+1, Value 5D, Willpower 5D</td>
<td></td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Repulsorlift Operation 3D+2</td>
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Move: 10

**Equipment:** Expensive Clothes, Comlink, Datapad.

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### Con Artist (Elite)

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<tbody>
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<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Dodge 7D, Pick Pocket 6D</td>
<td>Con 8D, Forgery 6D+1, Investigation 6D, Persuasion 6D+1, Search 6D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Alien Species 6D+2, Cultures 6D+1, Languages 6D, Law Enforcement 5D, Scholar (Field associated with their Con) 7D, Streetwise 5D, Value 6D, Willpower 6D</td>
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</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Repulsorlift Operation 4D+1</td>
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Move: 10

**Equipment:** Expensive Clothes, Comlink, Datapad.
**Corrupt Politician**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 3D, Dodge 3D+1  
**KNOWLEDGE 2D**  
- Alien Species 3D, Bureaucracy  
- Intimidation 3D, Languages  
- Law Enforcement 3D+1, Streetwise 3D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 3D, Dodge 4D+1  
**KNOWLEDGE 2D**  
- Alien Species 4D, Bureaucracy  
- Intimidation 4D, Languages  
- Law Enforcement 4D+1, Streetwise 4D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 4D+1, Dodge 5D+1  
**KNOWLEDGE 2D**  
- Alien Species 5D, Bureaucracy  
- Intimidation 5D, Languages  
- Law Enforcement 5D+1, Streetwise 5D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 5D, Dodge 6D+1  
**KNOWLEDGE 2D**  
- Alien Species 6D, Bureaucracy  
- Intimidation 6D, Languages  
- Law Enforcement 6D+1, Streetwise 6D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Corrupt Politician (Experience)**

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 3D+2, Dodge 4D+1  
**KNOWLEDGE 2D**  
- Alien Species 4D, Bureaucracy  
- Intimidation 4D, Languages  
- Law Enforcement 4D+1, Streetwise 4D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 4D+2, Dodge 5D+2  
**KNOWLEDGE 2D**  
- Alien Species 5D, Bureaucracy  
- Intimidation 5D, Languages  
- Law Enforcement 5D+1, Streetwise 5D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 5D+2, Dodge 6D+2  
**KNOWLEDGE 2D**  
- Alien Species 6D, Bureaucracy  
- Intimidation 6D, Languages  
- Law Enforcement 6D+1, Streetwise 6D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 6D, Dodge 7D+1  
**KNOWLEDGE 2D**  
- Alien Species 7D+2, Bureaucracy  
- Intimidation 7D, Languages  
- Law Enforcement 7D+1, Streetwise 7D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 7D, Dodge 8D+2  
**KNOWLEDGE 2D**  
- Alien Species 8D+2, Bureaucracy  
- Intimidation 8D, Languages  
- Law Enforcement 8D+1, Streetwise 8D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 8D+2, Dodge 9D+3  
**KNOWLEDGE 2D**  
- Alien Species 9D+3, Bureaucracy  
- Intimidation 9D, Languages  
- Law Enforcement 9D+1, Streetwise 9D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 9D+3, Dodge 10D+4  
**KNOWLEDGE 2D**  
- Alien Species 10D+4, Bureaucracy  
- Intimidation 10D, Languages  
- Law Enforcement 10D+1, Streetwise 10D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 10D+4, Dodge 11D+5  
**KNOWLEDGE 2D**  
- Alien Species 11D+5, Bureaucracy  
- Intimidation 11D, Languages  
- Law Enforcement 11D+1, Streetwise 11D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 11D+5, Dodge 12D+6  
**KNOWLEDGE 2D**  
- Alien Species 12D+6, Bureaucracy  
- Intimidation 12D, Languages  
- Law Enforcement 12D+1, Streetwise 12D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 12D+6, Dodge 13D+7  
**KNOWLEDGE 2D**  
- Alien Species 13D+7, Bureaucracy  
- Intimidation 13D, Languages  
- Law Enforcement 13D+1, Streetwise 13D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Blaster 13D+7, Dodge 14D+8  
**KNOWLEDGE 2D**  
- Alien Species 14D+8, Bureaucracy  
- Intimidation 14D, Languages  
- Law Enforcement 14D+1, Streetwise 14D+1, Willpower  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Hold Out Blaster (3D), Comlink, Datapad

Some Counterfeiters work in teams. One person uses Forgery to create the documents while the other uses Computer Program/Repair and Security: Government Computers to place those documents into their respective government systems.
<table>
<thead>
<tr>
<th>Deathstick Dealer (Experienced)</th>
<th>Deathstick Dealer (Veteran)</th>
<th>Deathstick Dealer (Elite)</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Species:</strong> Any</td>
<td><strong>Species:</strong> Any</td>
<td><strong>Species:</strong> Any</td>
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<td><strong>DEXTERITY 2D</strong></td>
<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Brawling Parry 4D, Dodge</td>
<td>Brawling Parry 5D, Dodge</td>
<td>Brawling Parry 6D, Dodge</td>
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<tr>
<td>4D+1, Melee Combat 4D+2,</td>
<td>5D+1, Melee Combat 4D+2,</td>
<td>6D+1, Melee Combat 5D+2,</td>
</tr>
<tr>
<td>Melee Parry 4D, Pick Pocket</td>
<td>Melee Parry 5D, Pick Pocket</td>
<td>Melee Parry 6D, Pick Pocket</td>
</tr>
<tr>
<td>3D+2, Running 4D+2</td>
<td>4D+2, Running 4D+2</td>
<td>5D+2, Running 5D+2</td>
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<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Alien Species 3D+1, Languages</td>
<td>Alien Species 4D, Languages</td>
<td>Alien Species 4D+2, Languages</td>
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<tr>
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<td>4D, Law Enforcement 4D,</td>
<td>4D+2, Law Enforcement 4D+2,</td>
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<td>Streetwise 5D, Value: Illegal</td>
<td>Streetwise 6D, Value: Illegal</td>
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<tr>
<td>Substances 5D</td>
<td>Substances 6D</td>
<td>Substances 7D</td>
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<tr>
<td>Move: 10</td>
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<tr>
<td><strong>Equipment:</strong> Vibroblade (STR+1D), A wide variety of illegal substances.</td>
<td><strong>Equipment:</strong> Vibroblade (STR+1D), A wide variety of illegal substances.</td>
<td><strong>Equipment:</strong> Vibroblade (STR+1D), A wide variety of illegal substances.</td>
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<table>
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<th>Droid Thief (Veteran)</th>
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<td><strong>Species:</strong> Any</td>
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<td><strong>DEXTERITY 3D</strong></td>
<td><strong>DEXTERITY 3D</strong></td>
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<tr>
<td>Brawling 3D+1, Brawling Parry</td>
<td>Brawling 4D, Brawling Parry</td>
<td>Brawling 5D, Brawling Parry</td>
<td>Brawling 6D+1, Brawling Parry</td>
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<tr>
<td>3D+2, Dodge 3D+2, Melee</td>
<td>4D+1, Dodge 4D+2, Melee</td>
<td>5D+2, Dodge 5D+2, Melee</td>
<td>6D+2, Dodge 6D+2, Melee</td>
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<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
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<td>Streetwise 4D+2</td>
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<td>Streetwise 6D+2</td>
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<td><strong>MECHANICAL 2D</strong></td>
<td><strong>MECHANICAL 2D</strong></td>
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<td>Move: 10</td>
<td>Move: 10</td>
<td>Move: 10</td>
<td>Move: 10</td>
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<tr>
<td><strong>Equipment:</strong> Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.</td>
<td><strong>Equipment:</strong> Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.</td>
<td><strong>Equipment:</strong> Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.</td>
<td><strong>Equipment:</strong> Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.</td>
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</table>
Enforcer

Species: Any  
Sex: Any  
DEXTERITY 2D+2  PERCEPTION 1D+1
  Blaster 4D+2, Brawling Parry  
  4D+2, Dodge 4D+1, Melee  
  Combat 4D, Melee Parry 3D+2
KNOwnledge 1D+2  
  Streetwise 3D
MECHANICAL 1D+2  
  Move: 10
Equipment: Blaster Pistol (4D), Vibroblade (STR+2D)
Reference: Gamemaster Screen Revised p28

Enforcer (Experienced)

Species: Any  
Sex: Any  
DEXTERITY 2D+2  PERCEPTION 1D+1
  Blaster 5D+2, Brawling Parry  
  5D+2, Dodge 5D+1, Melee  
  Combat 5D, Melee Parry 4D+2
KNOwnledge 1D+2  
  Streetwise 4D
MECHANICAL 1D+2  
  Move: 10
Equipment: Blaster Pistol (4D), Vibroblade (STR+2D)

Enforcer (Veteran)

Species: Any  
Sex: Any  
DEXTERITY 2D+2  PERCEPTION 1D+1
  Blaster 6D+2, Brawling Parry  
  6D+2, Dodge 6D+1, Melee  
  Combat 6D, Melee Parry 5D+2
KNOwnledge 1D+2  
  Streetwise 5D
MECHANICAL 1D+2  
  Move: 10
Equipment: Blaster Pistol (4D), Vibroblade (STR+2D)

Enforcer (Elite)

Species: Any  
Sex: Any  
DEXTERITY 2D+2  PERCEPTION 1D+1
  Blaster 7D+2, Brawling Parry  
  7D+2, Dodge 7D+1, Melee  
  Combat 7D, Melee Parry 6D+2
KNOwnledge 1D+2  
  Streetwise 6D
MECHANICAL 1D+2  
  Move: 10
Equipment: Blaster Pistol (4D), Vibroblade (STR+2D)

Fence

Species: Any  
Sex: Any  
DEXTERITY 2D  PERCEPTION 2D
  Blaster 3D, Dodge 3D+2,  
  Pick Pocket 3D+1
KNOwnledge 1D+2  
  Streetwise 2D
MECHANICAL 1D+2  
  Move: 10
Equipment: Comlink, Datapad, Various wares of questionable origin.

Fence (Experienced)

Species: Any  
Sex: Any  
DEXTERITY 2D  PERCEPTION 2D
  Blaster 3D+2, Dodge 4D+2,  
  Pick Pocket 4D+1
KNOwnledge 1D+2  
  Streetwise 2D
MECHANICAL 1D+2  
  Move: 10
Equipment: Comlink, Datapad, Various wares of questionable origin.

Fence (Veteran)

Species: Any  
Sex: Any  
DEXTERITY 2D  PERCEPTION 2D
  Blaster 3D+2, Dodge 4D+2,  
  Pick Pocket 5D+1
KNOwnledge 1D+2  
  Streetwise 2D
MECHANICAL 1D+2  
  Move: 10
Equipment: Comlink, Datapad, Various wares of questionable origin.

Fence (Elite)

Species: Any  
Sex: Any  
DEXTERITY 2D  PERCEPTION 2D
  Blaster 5D, Dodge 6D+2,  
  Pick Pocket 6D+1
KNOwnledge 1D+2  
  Streetwise 2D
MECHANICAL 1D+2  
  Move: 10
Equipment: Comlink, Datapad, Various wares of questionable origin.
<table>
<thead>
<tr>
<th><strong>Gang Member</strong></th>
<th><strong>Gang Leader</strong></th>
</tr>
</thead>
<tbody>
<tr>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>DEXTERITY 2D</strong></td>
</tr>
<tr>
<td>Blaster 3D, Dodge 3D, Melee Combat 3D</td>
<td>Blaster 3D+1, Dodge 3D+2, Melee Combat 3D+1</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Intimidation 3D, Streetwise 3D</td>
<td>Intimidation 3D+2, Streetwise 3D+1</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>MECHANICAL 2D</strong></td>
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<tr>
<td>Move: 10</td>
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</tr>
<tr>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
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<table>
<thead>
<tr>
<th><strong>Gang Member (Experienced)</strong></th>
<th><strong>Gang Leader (Experienced)</strong></th>
</tr>
</thead>
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<tr>
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<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Blaster 4D, Dodge 4D, Melee Combat 4D</td>
<td>Blaster 4D+1, Dodge 4D+2, Melee Combat 4D+1</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
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<tr>
<td>Intimidation 4D, Streetwise 4D</td>
<td>Intimidation 4D+2, Streetwise 4D+1</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>MECHANICAL 2D</strong></td>
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<tr>
<td>Move: 10</td>
<td>Move: 10</td>
</tr>
<tr>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
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<tr>
<th><strong>Gang Member (Veteran)</strong></th>
<th><strong>Gang Leader (Veteran)</strong></th>
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<td><strong>DEXTERITY 2D</strong></td>
<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Blaster 5D, Dodge 5D, Melee Combat 5D</td>
<td>Blaster 5D+1, Dodge 5D+2, Melee Combat 5D+1</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Intimidation 5D, Streetwise 5D</td>
<td>Intimidation 5D+2, Streetwise 5D+1</td>
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<td><strong>MECHANICAL 2D</strong></td>
<td><strong>MECHANICAL 2D</strong></td>
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<tr>
<td>Move: 10</td>
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<tr>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
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<th><strong>Gang Member (Elite)</strong></th>
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<tr>
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<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Blaster 6D, Dodge 6D, Melee Combat 6D</td>
<td>Blaster 6D+1, Dodge 6D+2, Melee Combat 6D+1</td>
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<td><strong>KNOWLEDGE 2D</strong></td>
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<tr>
<td>Intimidation 6D, Streetwise 6D</td>
<td>Intimidation 6D+2, Streetwise 6D+1</td>
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<tr>
<td>Move: 10</td>
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<tr>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
<td>Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)</td>
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</table>
**HITMAN**

**Species:** Any  
**DEXTERITY 3D**  
Blaster 4D+2, Brawling Parry  
4D, Dodge 4D+1, Firearms  
4D+2, Melee Combat 4D,  
Melee Parry 4D, Running  
3D+2  
**KNOWLEDGE 2D**  
Streetwise 4D, Willpower 4D  
**MECHANICAL 2D**  
Repulselift Operation 3D  
**Move:** 10  
**Equipment:** Varies Widely.

---

**HITMAN (EXPERIENCED)**

**Species:** Any  
**DEXTERITY 3D**  
Blaster 5D+2, Brawling Parry  
5D, Dodge 5D+1, Firearms  
5D+2, Melee Combat 5D,  
Melee Parry 5D, Running  
4D+2  
**KNOWLEDGE 2D**  
Streetwise 5D, Willpower 5D  
**MECHANICAL 2D**  
Repulselift Operation 3D+2  
**Move:** 10  
**Equipment:** Varies Widely.

---

**HITMAN (VETERAN)**

**Species:** Any  
**DEXTERITY 3D**  
Blaster 6D+2, Brawling Parry  
6D, Dodge 6D+1, Firearms  
6D+2, Melee Combat 6D,  
Melee Parry 6D, Running  
5D+2  
**KNOWLEDGE 2D**  
Streetwise 6D, Willpower 6D  
**MECHANICAL 2D**  
Repulselift Operation 4D+1  
**Move:** 10  
**Equipment:** Varies Widely.

---

**HITMAN (ELITE)**

**Species:** Any  
**DEXTERITY 3D**  
Blaster 7D+2, Brawling Parry  
7D, Dodge 7D+1, Firearms  
7D+2, Melee Combat 7D,  
Melee Parry 7D, Running  
6D+2  
**KNOWLEDGE 2D**  
Streetwise 7D, Willpower 7D  
**MECHANICAL 2D**  
Repulselift Operation 5D  
**Move:** 10  
**Equipment:** Varies Widely.
**Information Broker**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 3D+1, Dodge 4D  
**KNOWLEDGE 2D**  
Alien Species 3D, Bureaucracy  
4D, Business 4D Languages  
4D, Law Enforcement 4D,  
Streetwise 4D, Value:  
Information 4D+1  
**MECHANICAL 2D**  
**Equipment:** Heavily Encrypted Datapad holding sensitive information.

**Information Broker (Veteran)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 4D+2, Dodge 6D  
**KNOWLEDGE 2D**  
Alien Species 5D, Bureaucracy  
5D, Business 5D Languages  
5D, Law Enforcement 5D,  
Streetwise 5D, Value:  
Information 5D+1  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Heavily Encrypted Datapad holding sensitive information.

**Information Broker (Elite)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 5D+1, Dodge 7D  
**KNOWLEDGE 2D**  
Alien Species 6D, Bureaucracy  
7D, Business 7D Languages  
7D, Law Enforcement 7D,  
Streetwise 7D, Value:  
Information 7D+1  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Heavily Encrypted Datapad holding sensitive information.

**Loan Shark**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 3D, Brawling Parry  
3D+2, Dodge 3D+2, Melee  
Combat 4D, Melee Parry 3D  
**KNOWLEDGE 2D**  
Intimidation 4D, Streetwise  
3D+1, Willpower 3D+2  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Blast Vest (+1D physical, +1 energy.)

**Loan Shark (Veteran)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 5D, Brawling Parry  
5D+2, Dodge 5D+2, Melee  
Combat 6D, Melee Parry 5D  
**KNOWLEDGE 2D**  
Intimidation 6D, Streetwise  
5D+1, Willpower 5D+2  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Blast Vest (+1D physical, +1 energy.)

**Loan Shark (Elite)**

**Species:** Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry  
6D+2, Dodge 6D+2, Melee  
Combat 7D, Melee Parry 6D  
**KNOWLEDGE 2D**  
Intimidation 7D, Streetwise  
6D+1, Willpower 6D+2  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Blaster Pistol (4D), Knife (STR+1D), Blast Vest (+1D physical, +1 energy.)
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<td><strong>Reference</strong></td>
<td>Adventure Journal 15 p218</td>
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<td><strong>KNOWLEDGE 2D</strong></td>
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<tr>
<td><strong>Equipment</strong></td>
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<td>Repulsorlift Operation 5D+2</td>
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<td><strong>TECHNICAL 2D</strong></td>
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<td><strong>KNOWLEDGE 2D</strong></td>
<td>Survival 6D</td>
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<td><strong>MECHANICAL 2D</strong></td>
<td>Repulsorlift Operation 6D+1</td>
<td>Move: 10</td>
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<td><strong>Equipment</strong></td>
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OUTLAW TECH
Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Capital Starship Repair 4D+2,
Capital Starship Weapons
Repair 4D, Space Transports
Repair 6D, Starfighter Repair
5D, Starship Weapon Repair
5D+2
Move: 10
Equipment: Toolkit
Reference: Han Solo and the Corporate Sector Handbook p81

OUTLAW TECH (EXPERIENCED)
Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Capital Starship Repair 5D+2,
Capital Starship Weapons
Repair 5D, Space Transports
Repair 7D, Starfighter Repair
6D, Starship Weapon Repair
6D+2
Move: 10
Equipment: Toolkit

OUTLAW TECH (VETERAN)
Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Capital Starship Repair 6D+2,
Capital Starship Weapons
Repair 6D, Space Transports
Repair 8D, Starfighter Repair
7D, Starship Weapon Repair
7D+2
Move: 10
Equipment: Toolkit

OUTLAW TECH (ELITE)
Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Capital Starship Repair 7D+2,
Capital Starship Weapons
Repair 7D, Space Transports
Repair 9D, Starfighter Repair
8D, Starship Weapon Repair
8D+2
Move: 10
Equipment: Toolkit

PICK POCKET
Species: Any
DEXTERITY 2D
Blaster 2D+2, Brawling Parry 3D, Dodge 3D+2, Pick Pocket 4D+1, Running 4D
PERCEPTION 2D
Con 3D, Hide 3D+2, Search 3D+2, Sneak 4D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET (EXPERIENCED)
Species: Any
DEXTERITY 2D
Blaster 3D+1, Brawling Parry 4D, Dodge 4D+2, Pick Pocket 5D+1, Running 5D
PERCEPTION 2D
Con 4D, Hide 4D+2, Search 4D+2, Sneak 5D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET (VETERAN)
Species: Any
DEXTERITY 2D
Blaster 4D, Brawling Parry 5D, Dodge 5D+2, Pick Pocket 6D+1, Running 6D
PERCEPTION 2D
Con 5D, Hide 5D+2, Search 5D+2, Sneak 6D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET (ELITE)
Species: Any
DEXTERITY 2D
Blaster 5D, Brawling Parry 6D, Dodge 6D+2, Pick Pocket 7D+1, Running 7D
PERCEPTION 2D
Con 6D, Hide 6D+2, Search 6D+2, Sneak 7D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET
Species: Any
DEXTERITY 2D
Blaster 2D+2, Brawling Parry 3D, Dodge 3D+2, Pick Pocket 4D+1, Running 4D
PERCEPTION 2D
Con 3D, Hide 3D+2, Search 3D+2, Sneak 4D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET (EXPERIENCED)
Species: Any
DEXTERITY 2D
Blaster 3D+1, Brawling Parry 4D, Dodge 4D+2, Pick Pocket 5D+1, Running 5D
PERCEPTION 2D
Con 4D, Hide 4D+2, Search 4D+2, Sneak 5D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET (VETERAN)
Species: Any
DEXTERITY 2D
Blaster 4D, Brawling Parry 5D, Dodge 5D+2, Pick Pocket 6D+1, Running 6D
PERCEPTION 2D
Con 5D, Hide 5D+2, Search 5D+2, Sneak 6D
STRENGTH 2D
Move: 10
Equipment: Toolkit

PICK POCKET (ELITE)
Species: Any
DEXTERITY 2D
Blaster 5D, Brawling Parry 6D, Dodge 6D+2, Pick Pocket 7D+1, Running 7D
PERCEPTION 2D
Con 6D, Hide 6D+2, Search 6D+2, Sneak 7D
STRENGTH 2D
Move: 10
Equipment: Toolkit
**PROFESSIONAL THIEF**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 3D, Dodge 4D, Pick Pocket 4D  
KNOWLEDGE 2D  
Scholar: (Choose one field associated with favored kind of theft) 4D, Streetwise 4D, Value: (Choose one field associated with favored kind of theft) 4D  
MECHANICAL 2D  
Sensors 3D  
**Equipment:** Hold Out Blaster (3D), Lock Picks

**PROFESSIONAL THIEF (EXPERIENCED)**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 4D, Dodge 5D, Pick Pocket 5D  
KNOWLEDGE 2D  
Scholar: (Choose one field associated with favored kind of theft) 5D, Streetwise 5D, Value: (Choose one field associated with favored kind of theft) 5D  
MECHANICAL 2D  
Sensors 4D  
**Equipment:** Hold Out Blaster (3D), Lock Picks

**PROFESSIONAL THIEF (VETERAN)**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 5D, Dodge 6D, Pick Pocket 6D  
KNOWLEDGE 2D  
Scholar: (Choose one field associated with favored kind of theft) 6D, Streetwise 6D, Value: (Choose one field associated with favored kind of theft) 6D  
MECHANICAL 2D  
Sensors 5D  
**Equipment:** Hold Out Blaster (3D), Lock Picks

**PROFESSIONAL THIEF (ELITE)**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 6D, Dodge 7D, Pick Pocket 7D  
KNOWLEDGE 2D  
Scholar: (Choose one field associated with favored kind of theft) 7D, Streetwise 7D, Value: (Choose one field associated with favored kind of theft) 7D  
MECHANICAL 2D  
Sensors 6D  
**Equipment:** Hold Out Blaster (3D), Lock Picks

**THUG**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 2D+1, Brawling Parry 3D+2, Dodge 2D+2, Melee 3D, Melee Parry 2D+2  
KNOWLEDGE 2D  
Intimidation 3D+2, Streetwise 3D+2  
MECHANICAL 2D  
Move: 10  
**Equipment:** Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy)

**THUG (EXPERIENCED)**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 3D+1, Brawling Parry 4D+2, Dodge 3D+2, Melee 4D, Melee Parry 3D+2  
KNOWLEDGE 2D  
Intimidation 4D+2, Streetwise 4D+1  
MECHANICAL 2D  
Move: 10  
**Equipment:** Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy)

**THUG (VETERAN)**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 4D+1, Brawling Parry 5D+2, Dodge 4D+2, Melee 5D, Melee Parry 4D+2  
KNOWLEDGE 2D  
Intimidation 5D+2, Streetwise 5D  
MECHANICAL 2D  
Move: 10  
**Equipment:** Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy)

**THUG (ELITE)**

Species: Any  
SEX: Any  
DEXTERITY 2D  
Blaster 5D+1, Brawling Parry 6D+2, Dodge 5D+2, Melee 6D, Melee Parry 5D+2  
KNOWLEDGE 2D  
Intimidation 6D+2, Streetwise 6D  
MECHANICAL 2D  
Move: 10  
**Equipment:** Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy)
SABBACC DEALER

Species: Any
Sex: Any
DEXTERITY 2D
Dodge 3D
Con 3D, Gambling 4D+2
KNOWLEDGE 2D
Alien Species 3D, Intimidation
3D, Willpower 3D+2
MECHANICAL 2D
Move: 10
Equipment: Sabbacc Deck or Chance Cubes

SABBACC DEALER (EXPERIENCED)

Species: Any
Sex: Any
DEXTERITY 2D
Dodge 4D
Con 4D, Gambling 6D
KNOWLEDGE 2D
Alien Species 4D, Intimidation
4D, Willpower 4D+2
MECHANICAL 2D
Move: 10
Equipment: Sabbacc Deck or Chance Cubes

SABBACC DEALER (VETERAN)

Species: Any
Sex: Any
DEXTERITY 2D
Dodge 5D
Con 5D, Gambling 7D+1
KNOWLEDGE 2D
Alien Species 5D, Intimidation
5D, Willpower 5D+2
MECHANICAL 2D
Move: 10
Equipment: Sabbacc Deck or Chance Cubes

SABBACC DEALER (ELITE)

Species: Any
Sex: Any
DEXTERITY 2D
Dodge 6D
Con 6D, Gambling 8D+2
KNOWLEDGE 2D
Alien Species 6D, Intimidation
6D, Willpower 6D+2
MECHANICAL 2D
Move: 10
Equipment: Sabbacc Deck or Chance Cubes

SLAVER

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D, Brawling Parry
3D+1, Dodge 3D+2, Grenade
4D, Melee Combat 3D+2,
Melee Parry 3D+1, Running 4D
STRENGTH 2D
First Aid 3D
KNOWLEDGE 2D
Intimidation 3D, Streetwise
3D, Value: Slaves 3D
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

SLAVER (EXPERIENCED)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D, Brawling Parry
4D+1, Dodge 4D+2, Grenade
5D, Melee Combat 4D+2,
Melee Parry 4D+1, Running 5D
STRENGTH 2D
First Aid 3D+2
KNOWLEDGE 2D
Intimidation 4D, Streetwise
4D, Value: Slaves 4D
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

SLAVER (VETERAN)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 6D, Brawling Parry
5D+1, Dodge 5D+2, Grenade
6D, Melee Combat 5D+2,
Melee Parry 5D+1, Running 6D
STRENGTH 2D
First Aid 4D+1
KNOWLEDGE 2D
Intimidation 5D, Streetwise
5D, Value: Slaves 5D
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

SLAVER (ELITE)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 7D, Brawling Parry
6D+1, Dodge 6D+2, Grenade
7D, Melee Combat 6D+2,
Melee Parry 6D+1, Running 7D
STRENGTH 2D
First Aid 5D
KNOWLEDGE 2D
Intimidation 6D, Streetwise
6D, Value: Slaves 6D
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)
Slicer
Species: Any
DEXTERITY 2D
Dodge 3D
KNOWLEDGE 2D
Streetwise 2D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Slicer (Experienced)
Species: Any
DEXTERITY 2D
Dodge 4D
KNOWLEDGE 2D
Streetwise 3D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Slicer (Veteran)
Species: Any
DEXTERITY 2D
Dodge 5D
KNOWLEDGE 2D
Streetwise 4D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Slicer (Elite)
Species: Any
DEXTERITY 2D
Dodge 6D
KNOWLEDGE 2D
Streetwise 5D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Street Toughs
Species: Any
DEXTERITY 3D+2
Blaster 4D, Dodge 4D, Melee 4D, Combat 4D+2, Melee Parry 4D
PERCEPTION 2D
Investigation 3D
STRENGTH 2D
COMBAT 2D
Computer Program/Repair 4D+2, Droid Program 4D+1, Security 4D+1
TECHNICAL 2D
Move: 10
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out Blaster (3D)
Reference: Adventure Journal 7 p103

Street Toughs (Experienced)
Species: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 5D, Melee 5D, Combat 5D+2, Melee Parry 5D
PERCEPTION 2D
Investigation 4D
STRENGTH 2D
COMBAT 2D
Computer Program/Repair 5D+2, Droid Program 5D+1, Security 5D+1
TECHNICAL 2D
Move: 10
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out Blaster (3D)

Street Toughs (Veteran)
Species: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 6D, Melee 6D, Combat 6D+2, Melee Parry 6D
PERCEPTION 2D
Investigation 5D
STRENGTH 2D
COMBAT 2D
Computer Program/Repair 6D+2, Droid Program 6D+1, Security 6D+1
TECHNICAL 2D
Move: 10
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out Blaster (3D)

Street Toughs (Elite)
Species: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 7D, Melee 7D, Combat 7D+2, Melee Parry 7D
PERCEPTION 2D
Investigation 6D
STRENGTH 2D
COMBAT 2D
Computer Program/Repair 7D+2, Droid Program 7D+1, Security 7D+1
TECHNICAL 2D
Move: 10
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out Blaster (3D)
### Swoop Gang Member

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<thead>
<tr>
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<tr>
<td>DEXTERITY 3D+2</td>
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<td>Blaster 4D+2, Brawling Parry</td>
<td>STRENGTH 4D</td>
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<tr>
<td>4D+2, Melee Weapons 4D+2</td>
<td>Brawling 5D</td>
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<td>KNOWLEDGE 2D</td>
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<td>Swoop Operation 6D</td>
<td>Move: 10</td>
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<tr>
<td>Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)</td>
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<td>Reference: Adventure Journal 12 p207</td>
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### Bloodsniffer Swoop Gang Member

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<td>Swoop Operation 5D+2</td>
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<td>Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)</td>
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<td>Reference: GG9: Fragments from the Rim p69</td>
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### Swoop Gang Member (Experienced)

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<td>STRENGTH 4D</td>
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<td>5D+2, Melee Weapons 5D+2</td>
<td>Brawling 6D</td>
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<td>TECHNICAL 2D</td>
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<td>Swoop Operation 7D</td>
<td>Move: 10</td>
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<td>Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)</td>
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### Bloodsniffer Swoop Gang Member (Experienced)

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<td>STRENGTH 3D</td>
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<td>Blasters 6D</td>
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<td>MECHANICAL 2D</td>
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<tr>
<td>Swoop Operation 6D+2</td>
<td>Move: 10</td>
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<tr>
<td>Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)</td>
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### Swoop Gang Member (Veteran)

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<td>Blaster 6D+2, Brawling Parry</td>
<td>STRENGTH 4D</td>
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<tr>
<td>6D+2, Melee Weapons 6D+2</td>
<td>Brawling 7D</td>
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<td>TECHNICAL 2D</td>
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### Bloodsniffer Swoop Gang Member (Veteran)

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<td>Blaster 6D+2, Vehicle</td>
<td>STRENGTH 3D</td>
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<td>Blasters 7D</td>
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<td>KNOWLEDGE 2D</td>
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<tr>
<td>Swoop Operation 7D+2</td>
<td>Move: 10</td>
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<tr>
<td>Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)</td>
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### Swoop Gang Member (Elite)

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<td>STRENGTH 4D</td>
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<td>7D+2, Melee Weapons 7D+2</td>
<td>Brawling 8D</td>
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<td>Swoop Operation 9D</td>
<td>Move: 10</td>
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<td>Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)</td>
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### Bloodsniffer Swoop Gang Member (Elite)

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<tr>
<td>DEXTERITY 3D+1</td>
<td>PERCEPTION 2D</td>
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<tr>
<td>Blaster 7D+2, Vehicle</td>
<td>STRENGTH 3D</td>
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<td>Blasters 8D</td>
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<td>KNOWLEDGE 2D</td>
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<td>MECHANICAL 2D</td>
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<td>Swoop Operation 8D+2</td>
<td>Move: 10</td>
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<tr>
<td>Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)</td>
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**Defel Bodyguard**

**Species**: Defel

**DEXTERITY 2D**

- Blaster 3D, Blind Fighting 4D, Brawling Parry 3D+1, Dodge 4D

**KNOWLEDGE 2D**

- Brawling 4D, Climbing/Jumping
  - Intimidation 3D+2, Streetwise 3D

**MECHANICAL 2D**

- Move: 10

**Special Abilities**:

- **Claws**: The claws of the Defel can inflict STR+2D damage.
- **Light Blind**: Defels eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

**Equipment**: Special Sight Visor

---

**Defel Bodyguard (Experienced)**

**Species**: Defel

**DEXTERITY 2D**

- Blaster 4D, Blind Fighting 5D, Brawling Parry 4D+1, Dodge 5D

**KNOWLEDGE 2D**

- Brawling 5D, Climbing/Jumping
  - Intimidation 4D+2, Streetwise 4D+2, Survival 4D

**MECHANICAL 2D**

- Move: 10

**Special Abilities**:

- **Claws**: The claws of the Defel can inflict STR+2D damage.
- **Light Blind**: Defels eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

**Equipment**: Special Sight Visor

---

**Defel Bodyguard (Veteran)**

**Species**: Defel

**DEXTERITY 2D**

- Blaster 5D, Blind Fighting 6D, Brawling Parry 5D+1, Dodge 6D

**KNOWLEDGE 2D**

- Brawling 6D, Climbing/Jumping
  - Intimidation 5D+2, Streetwise 5D+2, Survival 5D

**MECHANICAL 2D**

- Move: 10

**Special Abilities**:

- **Claws**: The claws of the Defel can inflict STR+2D damage.
- **Light Blind**: Defels eyes can only detect ultraviolet light, and the presence of any other light effectively blinds the Defel. Defel can wear special sight visors which block out all other light waves, allowing them to see, but if a Defel loses its visor, the difficulty of any task involving sight is increased by one level.

**Equipment**: Special Sight Visor
Gamorrean Bouncer

Species: Gamorrean  Sex: Male
DEXTERITY 3D  PERCEPTION 2D
    Blaster 5D, Dodge 4D+2,  Gambling 3D
    Melee Combat 5D, Melee  STRENGTH 4D+1
    Parry 5D  Brawling 5D+1, Lifting 5D+1
KNOWLEDGE 1D+1  TECHNICAL 2D+1
    Streetwise 2D+2
MECHANICAL 2D  Move: 10

Special Abilities:
    Voice Box: Unable to speak basic.
    Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.
Equipment: Mace (Str + 1D+2), Blaster Pistol (4D)
Reference: Supernova p17

Gamorrean Bouncer (Experienced)

Species: Gamorrean  Sex: Male
DEXTERITY 3D  PERCEPTION 2D
    Blaster 6D, Dodge 5D+2,  Gambling 3D+2
    Melee Combat 6D, Melee  STRENGTH 4D+1
    Parry 6D  Brawling 6D+1, Lifting 6D+1
KNOWLEDGE 1D+1  TECHNICAL 2D+1
    Streetwise 3D+2
MECHANICAL 2D  Move: 10

Special Abilities:
    Voice Box: Unable to speak basic.
    Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.
Equipment: Mace (Str + 1D+2), Blaster Pistol (4D)

Gamorrean Bouncer (Veteran)

Species: Gamorrean  Sex: Male
DEXTERITY 3D  PERCEPTION 2D
    Blaster 7D, Dodge 6D+2,  Gambling 4D+1
    Melee Combat 7D, Melee  STRENGTH 4D+1
    Parry 7D  Brawling 7D+1, Lifting 7D+1
KNOWLEDGE 1D+1  TECHNICAL 2D+1
    Streetwise 4D+2
MECHANICAL 2D  Move: 10

Special Abilities:
    Voice Box: Unable to speak basic.
    Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.
Equipment: Mace (Str + 1D+2), Blaster Pistol (4D)

Gamorrean Bouncer (Elite)

Species: Gamorrean  Sex: Male
DEXTERITY 3D  PERCEPTION 2D
    Blaster 8D, Dodge 7D+2,  Gambling 5D
    Melee Combat 8D, Melee  STRENGTH 4D+1
    Parry 8D  Brawling 8D+1, Lifting 8D+1
KNOWLEDGE 1D+1  TECHNICAL 2D+1
    Streetwise 5D+2
MECHANICAL 2D  Move: 10

Special Abilities:
    Voice Box: Unable to speak basic.
    Stamina: If a Gamorrean fails a Stamina check, he may make a second check to succeed.
Equipment: Mace (Str + 1D+2), Blaster Pistol (4D)

Knights Swoop Gang Member

Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 2D
    Blaster 5D+2  STRENGTH 2D
KNOWLEDGE 2D  TECHNICAL 2D
    Streetwise 6D+2
MECHANICAL 2D  Move: 10
Equipment: Blaster (4D), Blast Vest (+1 energy, +1D physical.)
Reference: GG9: Fragments from the Rim p68

Knights Swoop Gang Member (Experienced)

Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 2D
    Blaster 6D+2  STRENGTH 2D
KNOWLEDGE 2D  TECHNICAL 2D
    Streetwise 7D+1
MECHANICAL 2D  Move: 10
Equipment: Blaster (4D), Blast Vest (+1 energy, +1D physical.)

Knights Swoop Gang Member (Veteran)

Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 2D
    Blaster 7D+2  STRENGTH 2D
KNOWLEDGE 2D  TECHNICAL 2D
    Streetwise 8D
MECHANICAL 2D  Move: 10
Equipment: Blaster (4D), Blast Vest (+1 energy, +1D physical.)

Knights Swoop Gang Member (Elite)

Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 2D
    Blaster 8D+2  STRENGTH 2D
KNOWLEDGE 2D  TECHNICAL 2D
    Streetwise 8D+2
MECHANICAL 2D  Move: 10
Equipment: Blaster (4D), Blast Vest (+1 energy, +1D physical.)
### Rabid Mynock Swoop Gang Member

**Species:** Any  
**Sex:** Any  
**DEXTERITY** 3D+1  
- Blaster 4D+2, Dodge 4D+1  
**KNOWLEDGE** 2D  
- Streetwise 5D  
**MECHANICAL** 2D  
- Swoop Operation 6D  
**Equipment:** Blaster Pistol (4D)  
**Reference:** Adventure Journal 6 p177

### Rabid Mynock Swoop Gang Member (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY** 3D+1  
- Blaster 5D+2, Dodge 5D+1  
**KNOWLEDGE** 2D  
- Streetwise 5D+2  
**MECHANICAL** 2D  
- Swoop Operation 7D  
**Equipment:** Blaster Pistol (4D)  
**Reference:** Adventure Journal 6 p177

### Rabid Mynock Swoop Gang Member (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY** 3D+1  
- Blaster 6D+2, Dodge 6D+1  
**KNOWLEDGE** 2D  
- Streetwise 6D+1  
**MECHANICAL** 2D  
- Swoop Operation 8D  
**Equipment:** Blaster Pistol (4D)

### Rabid Mynock Swoop Gang Member (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY** 3D+1  
- Blaster 7D+2, Dodge 7D+1  
**KNOWLEDGE** 2D  
- Streetwise 7D  
**MECHANICAL** 2D  
- Swoop Operation 9D  
**Equipment:** Blaster Pistol (4D)

### Rodian Bodyguard

**Species:** Rodian  
**Sex:** Any  
**DEXTERITY** 3D+2  
- Blaster 5D, Brawling Parry  
- STRENGTH 2D, Melee Combat 5D  
**KNOWLEDGE** 2D  
- TECHNICAL 2D  
**MECHANICAL** 2D  
- Move: 10  
**Equipment:** Heavy Blaster Pistol (5D), Vibro-Shiv (STR+1D), Blast Vest (+1D physical, +2 energy.)  
**Reference:** Adventure Journal 9 p207

### Rodian Bodyguard (Elite)

**Species:** Rodian  
**Sex:** Any  
**DEXTERITY** 3D+2  
- Blaster 6D, Brawling Parry  
- STRENGTH 3D, Melee Combat 6D  
**KNOWLEDGE** 2D  
- TECHNICAL 2D  
**MECHANICAL** 2D  
- Move: 10  
**Equipment:** Heavy Blaster Pistol (5D), Vibro-Shiv (STR+1D), Blast Vest (+1D physical, +2 energy.)

### Rodian Bodyguard (Veteran)

**Species:** Rodian  
**Sex:** Any  
**DEXTERITY** 3D+2  
- Blaster 7D, Brawling Parry  
- STRENGTH 4D+2, Melee Combat 7D  
**KNOWLEDGE** 2D  
- TECHNICAL 2D  
**MECHANICAL** 2D  
- Move: 10  
**Equipment:** Heavy Blaster Pistol (5D), Vibro-Shiv (STR+1D), Blast Vest (+1D physical, +2 energy.)

### Rodian Bodyguard (Elite)

**Species:** Rodian  
**Sex:** Any  
**DEXTERITY** 3D+2  
- Blaster 8D, Brawling Parry  
- STRENGTH 5D+2, Melee Combat 8D  
**KNOWLEDGE** 2D  
- TECHNICAL 2D  
**MECHANICAL** 2D  
- Move: 10  
**Equipment:** Heavy Blaster Pistol (5D), Vibro-Shiv (STR+1D), Blast Vest (+1D physical, +2 energy.)
RUST RATS THIEF
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 1D
  Pick Pocket 5D  STRENGTH 1D
KNOWLEDGE 1D   TECHNICAL 1D
  Survival: Reuss VIII 5D
MECHANICAL 1D   Move: 10
Reference: GG9: Fragments from the Rim p34

RUST RATS THIEF (EXPERIENCED)
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 1D
  Pick Pocket 6D  STRENGTH 1D
KNOWLEDGE 1D   TECHNICAL 1D
  Survival: Reuss VIII 5D+2
MECHANICAL 1D   Move: 10

RUST RATS THIEF (VETERAN)
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 1D
  Pick Pocket 7D  STRENGTH 1D
KNOWLEDGE 1D   TECHNICAL 1D
  Survival: Reuss VIII 6D+1
MECHANICAL 1D   Move: 10

RUST RATS THIEF (ELITE)
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 1D
  Pick Pocket 8D  STRENGTH 1D
KNOWLEDGE 1D   TECHNICAL 1D
  Survival: Reuss VIII 7D
MECHANICAL 1D   Move: 10

SABRIN ENFORCER
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 3D
Blaster 5D, Dodge 4D, Melee 4D+2  STRENGTH 3D
Cornet 4D+2
KNOWLEDGE 3D   Brawling 7D, Stamina 4D+2
  Intimidation 4D+2,
  Intimidation: Bullying 6D,
  Languages 3D+1, Planetary Systems: Sabrixin System 4D+2
MECHANICAL 2D+1  Move: 10
Equipment: Heavy Blaster Pistol (5D), Vibro-Blade (STR+1D+2), Comlink, Armored Blast Vest (+1D to front for physical and energy attacks.)
Reference: GG11: Criminal Organizations p36

SABRIN ENFORCER (EXPERIENCED)
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 3D
Blaster 6D, Dodge 5D, Melee Combat 5D+2  STRENGTH 3D
Cornet 5D+2
KNOWLEDGE 3D   Brawling 8D, Stamina 5D+1
  Intimidation 5D+2,
  Intimidation: Bullying 7D,
  Languages 4D, Planetary Systems: Sabrixin System 5D+1
MECHANICAL 2D+1  Move: 10
Equipment: Heavy Blaster Pistol (5D), Vibro-Blade (STR+1D+2), Comlink, Armored Blast Vest (+1D to front for physical and energy attacks.)

SABRIN ENFORCER (VETERAN)
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 3D
Blaster 7D, Dodge 6D, Melee Combat 6D+2  STRENGTH 3D
Cornet 6D+2
KNOWLEDGE 3D   Brawling 9D, Stamina 6D
  Intimidation 6D+2,
  Intimidation: Bullying 8D,
  Languages 4D+2, Planetary Systems: Sabrixin System 6D
MECHANICAL 2D+1  Move: 10
Equipment: Heavy Blaster Pistol (5D), Vibro-Blade (STR+1D+2), Comlink, Armored Blast Vest (+1D to front for physical and energy attacks.)

SABRIN ENFORCER (ELITE)
Species: Any  Sex: Any
DEXTERITY 3D   PERCEPTION 3D
Blaster 8D, Dodge 7D, Melee Combat 7D+2  STRENGTH 3D
Cornet 7D+2
KNOWLEDGE 3D   Brawling 10D, Stamina 6D+2
  Intimidation 7D+2,
  Intimidation: Bullying 9D,
  Languages 5D+1, Planetary Systems: Sabrixin System 6D+2
MECHANICAL 2D+1  Move: 10
Equipment: Heavy Blaster Pistol (5D), Vibro-Blade (STR+1D+2), Comlink, Armored Blast Vest (+1D to front for physical and energy attacks.)
**SKULLS SWOOP GANG MEMBER**  
Species: Any  
Sex: Any  
DEXTERITY 3D  
Blaster 6D  
KNOWLEDGE 2D  
Streetwise 6D+2  
MECHANICAL 2D  
Swoop Operation 7D+2  
Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)  
Reference: GG9: Fragments from the Rim p67

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Blaster 7D  
KNOWLEDGE 2D  
Streetwise 7D+1  
MECHANICAL 2D  
Swoop Operation 8D+2  
Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

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Blaster 8D  
KNOWLEDGE 2D  
Streetwise 8D  
MECHANICAL 2D  
Swoop Operation 9D+2  
Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

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DEXTERITY 3D  
Blaster 9D  
KNOWLEDGE 2D  
Streetwise 8D+2  
MECHANICAL 2D  
Swoop Operation 10D+2  
Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

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Sex: Any  
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Blaster 4D+1, Dodge 4D+1  
KNOWLEDGE 2D  
Streetwise 5D  
MECHANICAL 2D  
Swoop Operation 6D  
Equipment: Blaster Pistol (4D)  
Reference: Adventure Journal 6 p186

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Sex: Any  
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Blaster 5D+1, Dodge 5D+1  
KNOWLEDGE 2D  
Streetwise 5D+2  
MECHANICAL 2D  
Swoop Operation 7D  
Equipment: Blaster Pistol (4D)

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Sex: Any  
DEXTERITY 3D  
Blaster 6D+1, Dodge 6D+1  
KNOWLEDGE 2D  
Streetwise 6D+1  
MECHANICAL 2D  
Swoop Operation 8D  
Equipment: Blaster Pistol (4D)

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Sex: Any  
DEXTERITY 3D  
Blaster 7D+1, Dodge 7D+1  
KNOWLEDGE 2D  
Streetwise 7D  
MECHANICAL 2D  
Swoop Operation 9D  
Equipment: Blaster Pistol (4D)

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### THEMOG'S THUGS

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Reference: Adventure Journal 12 p207

### THEMOG'S THUGS (EXPERIENCED)

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### TRANDOSHAN SLAVER

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**Special Abilities**

**Vision**: Trandoshans’ vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.

**Clumsy**: Trandoshans have poor manual dexterity. They have difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blaster rifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan’s use.

**Regeneration**: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

**Equipment**: Blaster Pistol (4D), Snare Rifle (Special), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

**Reference**: Science Fiction Reference 12 p207
Trandoshan Slaver (Veteran)

Species: Trandoshan  Sex: Any
DEXTERITY 1D+2  PERCEPTION 2D
- Blaster 5D, Brawling Parry  - Search 5D+2, Sneak 5D+2
- 5D+2, Dodge 5D+1, Firearms:
- Snare Rifle 6D, Grenade 6D,
- Melee Combat 5D+1, Melee
- Parry 5D+2

KNOWLEDGE 2D
- Intimidation 5D+1, Streetwise
- 5D, Value: Slaves 5D

MECHANICAL 1D+2  Move: 10

Special Abilities
- Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.
- Clumsy: Trandoshans have poor manual dexterity. They have difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blasterrifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.
- Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Equipment: Blaster Pistol (4D), Snare Rifle (Special), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

Trandoshan Slaver (Elite)

Species: Trandoshan  Sex: Any
DEXTERITY 1D+2  PERCEPTION 2D
- Blaster 6D, Brawling Parry  - Search 6D+2, Sneak 6D+2
- 6D+2, Dodge 6D+1, Firearms:
- Snare Rifle 7D, Grenade 7D,
- Melee Combat 6D+1, Melee
- Parry 6D+2

KNOWLEDGE 2D
- Intimidation 6D+1, Streetwise
- 6D, Value: Slaves 6D

MECHANICAL 1D+2  Move: 10

Special Abilities
- Vision: Trandoshans' vision includes the ability to see in the infrared spectrum. They can see in darkness with no penalty, provided there are heat sources.
- Clumsy: Trandoshans have poor manual dexterity. They have considerable difficulty performing actions which require precise finger movement and they suffer a penalty of -2D whenever they attempt an action of this kind. In addition, they also have some difficulty using weaponry that requires a substantially smaller finger such as blasters and blasterrifles; most weapons used by Trandoshans have had their finger guards removed or redesigned to allow for the Trandoshan's use.
- Regeneration: Younger Trandoshans can regenerate lost limbs (fingers, arms, legs and feet). This ability disappears as the Trandoshan ages. Once per day, the Trandoshan must make a Moderate Strength or stamina roll. Success means that the limb regenerates by ten percent. Failure indicates that the regeneration does not occur.

Equipment: Blaster Pistol (4D), Snare Rifle (Special), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

Snare Rifle: A snare rifle fires a burst of shockstun mist, as well as a liquid spraynet. A character hit by this weapon is assumed to be effected by both attacks. The shockstun mist forces a character attempt a Difficult Strength roll. Failure indicates that the character is knocked unconscious for 5D minutes. In addition, the liquid spraynet covers a target, entangling him. A character thus ensnared suffers a -1D penalty to all attack rolls, a -2D penalty to his Dexterity score, and can only move at half of his Move score. The fibers of a spraynet are hard to break, and resist damage as if they have an effective Strength score of 4D+2.

Snare Rifle: A snare rifle fires a burst of shockstun mist, as well as a liquid spraynet. A character hit by this weapon is assumed to be effected by both attacks. The shockstun mist forces a character attempt a Difficult Strength roll. Failure indicates that the character is knocked unconscious for 5D minutes. In addition, the liquid spraynet covers a target, entangling him. A character thus ensnared suffers a -1D penalty to all attack rolls, a -2D penalty to his Dexterity score, and can only move at half of his Move score. The fibers of a spraynet are hard to break, and resist damage as if they have an effective Strength score of 4D+2.
## Wind Rider

**Species:** Human  
**Sex:** Any  
**DEXTERITY 2D:**  
Thrown Weapons 4D  
**KNOWLEDGE 2D:**  
Survival: Taloraan 3D  
**MECHANICAL 2D:**  
Beast Riding: Fleft Wauf 5D  
**Equipment:** Harpoon (STR+2D), Leather Bodysuit (+1 against physical)  
**Reference:** Adventure Journal 5 p188

### Wind Rider (Experienced)

**Species:** Human  
**Sex:** Any  
**DEXTERITY 2D:**  
Thrown Weapons 5D  
**KNOWLEDGE 2D:**  
Survival: Taloraan 3D+2  
**MECHANICAL 2D:**  
Beast Riding: Fleft Wauf 6D  
**Move:** 10  
**Equipment:** Harpoon (STR+2D), Leather Bodysuit (+1 against physical)

### Wind Rider (Veteran)

**Species:** Human  
**Sex:** Any  
**DEXTERITY 2D:**  
Thrown Weapons 6D  
**KNOWLEDGE 2D:**  
Survival: Taloraan 4D+1  
**MECHANICAL 2D:**  
Beast Riding: Fleft Wauf 7D  
**Move:** 10  
**Equipment:** Harpoon (STR+2D), Leather Bodysuit (+1 against physical)

### Wind Rider (Elite)

**Species:** Human  
**Sex:** Any  
**DEXTERITY 2D:**  
Thrown Weapons 7D  
**KNOWLEDGE 2D:**  
Survival: Taloraan 5D  
**MECHANICAL 2D:**  
Beast Riding: Fleft Wauf 8D  
**Move:** 10  
**Equipment:** Harpoon (STR+2D), Leather Bodysuit (+1 against physical)

## Black Sun Assassin

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D:**  
Blaster 5D, Dodge 5D, Firearms 5D  
**KNOWLEDGE 2D:**  
Languages 3D, Law  
**MECHANICAL 2D:**  
Repulsorlift Operation 3D  
**Move:** 10  
**Equipment:** Varies Widely

### Black Sun Assassin (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D:**  
Blaster 6D, Dodge 6D, Firearms 6D  
**KNOWLEDGE 2D:**  
Languages 4D, Law  
**MECHANICAL 2D:**  
Repulsorlift Operation 4D+1  
**Move:** 10  
**Equipment:** Varies Widely

### Black Sun Assassin (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D:**  
Blaster 7D, Dodge 7D, Firearms 7D  
**KNOWLEDGE 2D:**  
Languages 5D, Law  
**MECHANICAL 2D:**  
Repulsorlift Operation 5D  
**Move:** 10  
**Equipment:** Varies Widely

### Black Sun Assassin (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D:**  
Blaster 8D, Dodge 8D, Firearms 8D  
**KNOWLEDGE 2D:**  
Languages 6D, Law  
**MECHANICAL 2D:**  
Repulsorlift Operation 6D+1  
**Move:** 10  
**Equipment:** Varies Widely
**BLACK SUN ENFORCER**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 3D, Brawling Parry 3D,  
- Dodge 3D+1, Melee Combat  
- 3D, Melee Parry 3D, Thrown  
- Weapons 3D, Running 3D  

**PERCEPTION 2D**  
- Bureaucracy: Black Sun 3D,  
- Intimidation 3D+2, Law Enforcement  
- 3D+1 Streetwise: Black Sun 3D  

**KNOWLEDGE 2D**  
- Bureaucracy: Black Sun,  
- Intimidation 3D+2, Law Enforcement  
- 3D+1 Streetwise: Black Sun 3D  

**MECHANICAL 2D**  
- Repulsorlift Operation 3D  
- Move: 10  

**Equipment:** Heavy Blaster Pistol (5D), Vibroblade (STR+3D, MAX: 6D), Blast Vest (+1D energy, +2 physical)

**BLACK SUN ENFORCER (EXPERIENCED)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 4D, Brawling Parry 4D,  
- Dodge 4D+1, Melee Combat  
- 4D, Melee Parry 4D, Thrown  
- Weapons 4D, Running 4D  

**PERCEPTION 2D**  
- Bureaucracy: Black Sun 4D,  
- Intimidation 4D+2, Law Enforcement  
- 4D Streetwise: Black Sun 4D  

**KNOWLEDGE 2D**  
- Bureaucracy: Black Sun,  
- Intimidation 4D+2, Law Enforcement  
- 4D Streetwise: Black Sun 4D  

**MECHANICAL 2D**  
- Repulsorlift Operation 3D+2  
- Move: 10  

**Equipment:** Heavy Blaster Pistol (5D), Vibroblade (STR+3D, MAX: 6D), Blast Vest (+1D energy, +2 physical)

**BLACK SUN ENFORCER (VETERAN)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 5D, Brawling Parry 5D,  
- Dodge 5D+1, Melee Combat  
- 5D, Melee Parry 5D, Thrown  
- Weapons 5D, Running 5D  

**PERCEPTION 2D**  
- Bureaucracy: Black Sun 5D,  
- Intimidation 5D+2, Law Enforcement  
- 5D Streetwise: Black Sun 5D  

**KNOWLEDGE 2D**  
- Bureaucracy: Black Sun,  
- Intimidation 5D+2, Law Enforcement  
- 5D Streetwise: Black Sun 5D  

**MECHANICAL 2D**  
- Repulsorlift Operation 4D+1  
- Move: 10  

**Equipment:** Heavy Blaster Pistol (5D), Vibroblade (STR+3D, MAX: 6D), Blast Vest (+1D energy, +2 physical)

**BLACK SUN ENFORCER (ELITE)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 6D, Brawling Parry 6D,  
- Dodge 6D+1, Melee Combat  
- 6D, Melee Parry 6D, Thrown  
- Weapons 6D, Running 6D  

**PERCEPTION 2D**  
- Bureaucracy: Black Sun 6D,  
- Intimidation 6D+2, Law Enforcement  
- 6D Streetwise: Black Sun 6D  

**KNOWLEDGE 2D**  
- Bureaucracy: Black Sun,  
- Intimidation 6D+2, Law Enforcement  
- 6D Streetwise: Black Sun 6D  

**MECHANICAL 2D**  
- Repulsorlift Operation 5D  
- Move: 10  

**Equipment:** Heavy Blaster Pistol (5D), Vibroblade (STR+3D, MAX: 6D), Blast Vest (+1D energy, +2 physical)

---

**BLACK SUN THUG**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 3D+2, Brawling Parry  
- Con 3D, Search 3D, Sneak  
- 3D+1, Dodge 3D, Melee  
- Combat 3D, Melee Parry 3D  

**PERCEPTION 2D**  
- Brawling 3D+2  

**KNOWLEDGE 2D**  
- Brawling 3D+2  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Blaster Pistol (4D), Knife (STR+1D)

**BLACK SUN THUG (EXPERIENCED)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 4D+2, Brawling Parry  
- Con 4D, Search 4D, Sneak  
- 4D+1, Dodge 4D, Melee  
- Combat 4D, Melee Parry 4D  

**PERCEPTION 2D**  
- Brawling 4D+2  

**KNOWLEDGE 2D**  
- Brawling 4D+2  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Blaster Pistol (4D), Knife (STR+1D)

**BLACK SUN THUG (VETERAN)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 5D+2, Brawling Parry  
- Con 5D, Search 5D, Sneak  
- 5D+1, Dodge 5D, Melee  
- Combat 5D, Melee Parry 5D  

**PERCEPTION 2D**  
- Brawling 5D+2  

**KNOWLEDGE 2D**  
- Brawling 5D+2  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Blaster Pistol (4D), Knife (STR+1D)

**BLACK SUN THUG (ELITE)**

Species: Any  
Sex: Any  

**DEXTERITY 2D**  
- Blaster 6D+2, Brawling Parry  
- Con 6D, Search 6D, Sneak  
- 6D+1, Dodge 6D, Melee  
- Combat 6D, Melee Parry 6D  

**PERCEPTION 2D**  
- Brawling 6D+2  

**KNOWLEDGE 2D**  
- Brawling 6D+2  

**MECHANICAL 2D**  
- Move: 10  

**Equipment:** Blaster Pistol (4D), Knife (STR+1D)
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<thead>
<tr>
<th>Skill/Species</th>
<th>Black Sun Vigo</th>
<th>Black Sun Vigo (Experienced)</th>
<th>Black Sun Vigo (Veteran)</th>
<th>Black Sun Vigo (Elite)</th>
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**Court Jester**

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<th>Court Jester (Veteran)</th>
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<tr>
<td><strong>STRENGTH</strong></td>
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<td>2D</td>
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<tr>
<td><strong>TECHNICAL</strong></td>
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<td>2D</td>
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<td><strong>MECHANICAL</strong></td>
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### Gamorrean Guard

**Species:** Gamorrean

<table>
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<th>Ability</th>
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<tr>
<td>Dexterity 3D</td>
<td>Perception 2D</td>
</tr>
<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>4D+2 Brawling 5D, Stamina 5D+1</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Mechanical 1D Move: 9</td>
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<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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**Reference:** GG5: Return of the Jedi p11

### Gamorrean Guard (Experienced)

**Species:** Gamorrean

<table>
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<th>Ability</th>
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<tr>
<td>Dexterity 3D</td>
<td>Perception 2D</td>
</tr>
<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>5D+2 Brawling 6D, Stamina 6D+2</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 3D</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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### Gamorrean Guard (Veteran)

**Species:** Gamorrean

<table>
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<th>Ability</th>
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<tr>
<td>Dexterity 3D</td>
<td>Perception 2D</td>
</tr>
<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>6D+2 Brawling 7D, Stamina 6D+2</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 4D</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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### Gangster

**Species:** Any

<table>
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<th>Ability</th>
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<tbody>
<tr>
<td>Dexterity 2D</td>
<td>Perception 2D</td>
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<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>7D+2 Brawling 8D, Stamina 7D+1</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 2D</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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### Gangster (Experienced)

**Species:** Any

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<tr>
<td>Dexterity 3D</td>
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<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>8D+2 Brawling 9D, Stamina 9D+2</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 3D</td>
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<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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### Gangster (Veteran)

**Species:** Any

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<tbody>
<tr>
<td>Dexterity 3D</td>
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<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>8D+2 Brawling 9D, Stamina 9D+2</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 4D</td>
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<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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### Gangster (Elite)

**Species:** Any

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<tr>
<td>Dexterity 3D</td>
<td>Perception 2D</td>
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<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>9D+2 Brawling 10D, Stamina 10D+2</td>
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<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 5D</td>
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<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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### Gangster (Elite)

**Species:** Any

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<th>Ability</th>
<th>Description</th>
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<tbody>
<tr>
<td>Dexterity 3D</td>
<td>Perception 2D</td>
</tr>
<tr>
<td>Melee Combat: Vibro-Axe</td>
<td>10D+2 Brawling 11D, Stamina 11D+2</td>
</tr>
<tr>
<td>KNOWLEDGE 1D</td>
<td>Survival 6D</td>
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<tr>
<td>MECHANICAL 1D</td>
<td>Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)</td>
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</table>
**Hutt Crime Lord**

Species: Hutt
Sex: Hermaphrodite

**DEXTERITY 1D+2**

**KNOWLEDGE 3D**
- Alien Species 3D+2, Bureaucracy: Hutt Crime Empire 5D, Business: Hutt Crime Empire 4D+2, Intimidation 4D+2, Law Enforcement (Local) 4D, Streetwise: Hutt Crime Empire 6D

**PERCEPTION 3D**
- Bargain 5D, Command: Hutt Crime Empire 5D, Con 4D+2, Gambling 5D, Persuasion 4D+2

**STRENGTH 3D**
- Brawling 4D

**TECHNICAL 2D**
- Alien Species 3D+2, Crime Empire 5D, Con 4D+2, Culture Bureaucracy: Hutt Crime Crime Empire 4D+2, Cultures 4D+1, Intimidation 4D+2, Law Enforcement (Local) 4D, Streetwise: Hutt Crime Empire 6D

**MECHANICAL 1D+1**

Move: 4

**Special Abilities:**

_Force Resistance:_ Hutts have an innate defense against Force-based mind manipulation techniques and roll double their _Perception_ dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

---

**Hutt Crime Lord (Experienced)**

Species: Hutt
Sex: Hermaphrodite

**DEXTERITY 1D+2**

**KNOWLEDGE 3D**
- Alien Species 4D+2, Bureaucracy: Hutt Crime Empire 6D, Business: Hutt Crime Empire 5D, Cultures 4D+1, Intimidation 5D+2, Law Enforcement (Local) 5D, Streetwise: Hutt Crime Empire 7D

**PERCEPTION 3D**
- Bargain 6D, Command: Hutt Crime Empire 6D, Con 5D+2, Gambling 6D, Persuasion 5D+2

**STRENGTH 3D**
- Brawling 5D

**TECHNICAL 2D**
- Alien Species 5D+2, Crime Empire 6D, Con 5D+2, Culture Bureaucracy: Hutt Crime Crime Empire 5D, Cultures 5D+1, Intimidation 6D+2, Law Enforcement (Local) 6D, Streetwise: Hutt Crime Empire 8D

**MECHANICAL 1D+1**

Move: 4

**Special Abilities:**

_Force Resistance:_ Hutts have an innate defense against Force-based mind manipulation techniques and roll double their _Perception_ dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.

---

**Hutt Crime Lord (Veteran)**

Species: Hutt
Sex: Hermaphrodite

**DEXTERITY 1D+2**

**KNOWLEDGE 3D**
- Alien Species 5D+2, Bureaucracy: Hutt Crime Empire 7D, Business: Hutt Crime Empire 6D, Culture Bureaucracy: Hutt Crime Crime Empire 6D, Con 6D+2, Gambling 7D, Persuasion 6D+2

**PERCEPTION 3D**
- Bargain 7D, Command: Hutt Crime Empire 7D, Con 6D+2, Gambling 7D, Persuasion 6D+2

**STRENGTH 3D**
- Brawling 6D

**TECHNICAL 2D**
- Alien Species 6D+2, Crime Empire 7D, Con 7D+2, Culture Bureaucracy: Hutt Crime Crime Empire 7D, Cultures 6D+1, Intimidation 7D+2, Law Enforcement (Local) 7D, Streetwise: Hutt Crime Empire 9D

**MECHANICAL 1D+1**

Move: 4

**Special Abilities:**

_Force Resistance:_ Hutts have an innate defense against Force-based mind manipulation techniques and roll double their _Perception_ dice to resist such attacks. However, because of this, Hutts are not believed to be able to learn Force skills.
MAJOR DOMO
Species: Any
Sex: Any
DEXTERITY 2D
Blaster: Hold Out Blaster 3D+2, Dodge 4D
KNOWLEDGE 2D
Bureaucracy: Hutt Crime Empire 4D, Business: Hutt Crime Empire 5D, Languages 3D, Streetwise: Hutt Crime Empire 6D+2, Value 5D
MECHANICAL 2D
Equipment: Hold Out Blaster (3D), Datapad, Comlink

Swoop Trooper
Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+2, Dodge 3D, Melee Combat 4D
KNOWLEDGE 2D
Intimidation 3D, Streetwise 2D+2
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop
Reference: Shadows of the Empire Sourcebook p58

MAJOR DOMO (EXPERIENCED)
Species: Any
Sex: Any
DEXTERITY 2D
Blaster: Hold Out Blaster 4D+2, Dodge 5D
KNOWLEDGE 2D
Bureaucracy: Hutt Crime Empire 5D, Business: Hutt Crime Empire 6D, Languages 4D, Streetwise: Hutt Crime Empire 7D+2, Value 6D
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Datapad, Comlink

Swoop Trooper (Experienced)
Species: Any
Sex: Any
DEXTERITY 2D
Blaster 5D+2, Dodge 4D, Melee Combat 5D
KNOWLEDGE 2D
Intimidation 4D, Streetwise 3D+2
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop

MAJOR DOMO (VETERAN)
Species: Any
Sex: Any
DEXTERITY 2D
Blaster: Hold Out Blaster 5D+2, Dodge 6D
KNOWLEDGE 2D
Bureaucracy: Hutt Crime Empire 6D, Business: Hutt Crime Empire 7D, Languages 5D, Streetwise: Hutt Crime Empire 8D+2, Value 7D
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Datapad, Comlink

Swoop Trooper (Veteran)
Species: Any
Sex: Any
DEXTERITY 2D
Blaster 6D+2, Dodge 5D, Melee Combat 6D
KNOWLEDGE 2D
Intimidation 5D, Streetwise 4D+2
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop

MAJOR DOMO (ELITE)
Species: Any
Sex: Any
DEXTERITY 2D
Blaster: Hold Out Blaster 6D+2, Dodge 7D
KNOWLEDGE 2D
Bureaucracy: Hutt Crime Empire 7D, Business: Hutt Crime Empire 8D, Languages 6D, Streetwise: Hutt Crime Empire 9D+2, Value 8D
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Datapad, Comlink

Swoop Trooper (Elite)
Species: Any
Sex: Any
DEXTERITY 2D
Blaster 7D+2, Dodge 6D, Melee Combat 7D
KNOWLEDGE 2D
Intimidation 6D, Streetwise 5D+2
MECHANICAL 2D
Move: 10
Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop
### WEEQUAY MERCENARY

<table>
<thead>
<tr>
<th>Species: Wreequay</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
<td><strong>PERCEPTION 2D+1</strong></td>
</tr>
<tr>
<td>Blaster 5D, Dodge 4D+2, Melee Combat: Force Pike 6D, Melee Parry 5D</td>
<td>Search 4D</td>
</tr>
<tr>
<td><strong>STRENGTH 3D+2</strong></td>
<td><strong>TECHNICAL 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+2</strong></td>
<td>Weapons Repair 4D</td>
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<tr>
<td><strong>MECHANICAL 2D+2</strong></td>
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<tr>
<td>Move: 10</td>
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</table>

**Special Abilities:**

Short-Range Communication: Wreequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

**Equipment:** Force Pike (STR+3D), Battle Vest (+1D+1 physical, +2 energy)

Reference: GG5: Return of the Jedi p21

### WEEQUAY MERCENARY (EXPERIENCED)

<table>
<thead>
<tr>
<th>Species: Wreequay</th>
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<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
<td><strong>PERCEPTION 2D+1</strong></td>
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<td>Blaster 6D, Dodge 5D+2, Melee Combat: Force Pike 7D, Melee Parry 6D</td>
<td>Search 5D</td>
</tr>
<tr>
<td><strong>STRENGTH 3D+2</strong></td>
<td><strong>TECHNICAL 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D+2</strong></td>
<td>Weapons Repair 4D+2</td>
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<td><strong>MECHANICAL 2D+2</strong></td>
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**Special Abilities:**

Short-Range Communication: Wreequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

**Equipment:** Force Pike (STR+3D), Battle Vest (+1D+1 physical, +2 energy)

### WEEQUAY MERCENARY (VETERAN)

<table>
<thead>
<tr>
<th>Species: Wreequay</th>
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<tr>
<td><strong>DEXTERITY 3D+2</strong></td>
<td><strong>PERCEPTION 2D+1</strong></td>
</tr>
<tr>
<td>Blaster 7D, Dodge 6D+2, Melee Combat: Force Pike 8D, Melee Parry 7D</td>
<td>Search 6D</td>
</tr>
<tr>
<td><strong>STRENGTH 3D+2</strong></td>
<td><strong>TECHNICAL 3D</strong></td>
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<td><strong>KNOWLEDGE 2D+2</strong></td>
<td>Weapons Repair 5D+1</td>
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<td><strong>MECHANICAL 2D+2</strong></td>
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<td>Move: 10</td>
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</table>

**Special Abilities:**

Short-Range Communication: Wreequays of the same clan are capable of communicating with one another through complex pheromones. Aside from Jedi sensing abilities, no other species are known to be able to sense this form of communication. This form is as complex and clear to them as speech is to other species.

**Equipment:** Force Pike (STR+3D), Battle Vest (+1D+1 physical, +2 energy)
### ARC TROOPER

**Species:** Human/Clone  
**DEXTERITY 3D+2**  
- Blaster 8D+2, Blaster  
  (Repeating Blaster) 9D+1,  
- Brawling Parry 5D+1, Dodge  
  6D+1, Grenade 5D+1, Melee  
- Combat 5D+1, Melee Parry  
  5D+1, Missile Weapons 5D+1  
**KNOWLEDGE 2D+2**  
- Intimidation 4D+1, Survival  
  5D+1, Tactics 5D+2  
**MECHANICAL 3D+1**  
**Move:** 10  
**Equipment:** ARC Trooper armor (+1D+2/+1D), light repeating blaster rifle (5D), comlink, 6 frag grenades (5D)  
**Reference:** D6 Clone Wars Sourcebook

### ARC TROOPER (VETERAN)

**Species:** Human/Clone  
**DEXTERITY 3D+2**  
- Blaster 9D+2, Blaster  
  (Repeating Blaster) 10D+1,  
- Brawling Parry 6D+1, Dodge  
  7D+1, Grenade 6D+1, Melee  
- Combat 6D+1, Melee Parry  
  6D+1, Missile Weapons 6D+1  
**KNOWLEDGE 2D+2**  
- Intimidation 5D+1, Survival  
  6D+1, Tactics 6D+1  
**MECHANICAL 3D+1**  
**Move:** 10  
**Equipment:** ARC Trooper armor (+1D+2/+1D), light repeating blaster rifle (5D), comlink, 6 frag grenades (5D)

### ARC TROOPER (ELITE)

**Species:** Human/Clone  
**DEXTERITY 3D+2**  
- Blaster 10D+2, Blaster  
  (Repeating Blaster) 11D+1,  
- Brawling Parry 7D+1, Dodge  
  8D+1, Grenade 7D+1, Melee  
- Combat 7D+1, Melee Parry  
  7D+1, Missile Weapons 7D+1  
**KNOWLEDGE 2D+2**  
- Intimidation 6D+1, Survival  
  7D+1, Tactics 7D  
**MECHANICAL 3D+1**  
**Move:** 10  
**Equipment:** ARC Trooper armor (+1D+2/+1D), light repeating blaster rifle (5D), comlink, 6 frag grenades (5D)

### CLONE TROOPER

**Species:** Human/Clone  
**DEXTERITY 3D+1**  
- Blaster 4D+1, Blaster Artillery 3D+2, Brawling Parry 4D,  
- Dodge 4D+1, Grenade 4D  
**KNOWLEDGE 2D**  
- Survival 3D  
**MECHANICAL 2D+1**  
**Move:** 10  
**Equipment:** DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

### CLONE TROOPER (EXPERIENCED)

**Species:** Human/Clone  
**DEXTERITY 3D+1**  
- Blaster 5D+1, Blaster Artillery 4D+1, Brawling Parry 5D,  
- Dodge 5D+1, Grenade 4D+2  
**KNOWLEDGE 2D**  
- Survival 3D+2  
**MECHANICAL 2D+1**  
**Move:** 10  
**Equipment:** DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

### CLONE TROOPER (VETERAN)

**Species:** Human/Clone  
**DEXTERITY 3D+1**  
- Blaster 6D+1, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D+1, Grenade 5D+1  
**KNOWLEDGE 2D**  
- Survival 4D+1  
**MECHANICAL 2D+1**  
**Move:** 10  
**Equipment:** DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

### CLONE TROOPER (ELITE)

**Species:** Human/Clone  
**DEXTERITY 3D+1**  
- Blaster 7D+1, Blaster Artillery 5D+2, Brawling Parry 7D, Dodge 7D+1, Grenade 6D  
**KNOWLEDGE 2D**  
- Survival 5D  
**MECHANICAL 2D+1**  
**Move:** 10  
**Equipment:** DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

### CLONE TROOPER ARMOR

Protection: +2D Physical, +1D Energy, +1D to DEXTERITY and related skills.  
**Comlink:** Tongue-activated helmet comlink.  
**Body Glove:** Climate controlled body glove allows in uncomfortably cold or warm climates.  
**MFTAS:** Multi-Frequency Targeting Acquisition System; adds +1 to Perception checks in low-visibility situations, +1 to ranged weapon skill uses against targets moving more than 10 meters per round; polarized lenses prevent flash-blinding.  
**Utility Belt:** High-tension wire, grappling hooks, spare blaster power packs, ion flares, concentrated rations, spare comlink, water packs, 2 medpac
<table>
<thead>
<tr>
<th>Role</th>
<th>Species: Human/Clone</th>
<th>Sex: Male</th>
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<tbody>
<tr>
<td>Clone Trooper Gunner</td>
<td>DEXTERITY 3D+1</td>
<td>STRENGTH 3D+1</td>
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<td>Blaster 4D+1, Blaster Artillery</td>
<td>Brawling 4D, Lifting 4D+1, Stamina 4D+2</td>
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<td>4D+1, Brawling Parry 4D,</td>
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<td>Dodge 4D+1, Grenade 4D,</td>
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<td>Vehicle Blasters 4D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Survival 3D</td>
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<tr>
<td>MECHANICAL 2D+1</td>
<td>Starship Gunnery 3D+2</td>
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<td>Equipment</td>
<td>DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor</td>
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**Clone Trooper Gunner (Experienced)**

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<td>Clone Trooper Gunner</td>
<td>DEXTERITY 3D+1</td>
<td>STRENGTH 3D+1</td>
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<td>Blaster 5D+1, Blaster Artillery</td>
<td>Brawling 5D+1, Lifting 5D+2, Stamina 5D+1</td>
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<td>5D+1, Brawling Parry 4D+2,</td>
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<tr>
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<td>Dodge 5D, Grenade 5D,</td>
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<tr>
<td></td>
<td>Vehicle Blasters 5D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Survival 3D+2</td>
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<tr>
<td>MECHANICAL 2D+1</td>
<td>Starship Gunnery 4D+2</td>
<td>Move: 10</td>
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<tr>
<td>Equipment</td>
<td>DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor</td>
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**Clone Trooper Gunner (Veteran)**

<table>
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<tr>
<th>Role</th>
<th>Species: Human/Clone</th>
<th>Sex: Male</th>
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<tbody>
<tr>
<td>Clone Trooper Gunner</td>
<td>DEXTERITY 3D+1</td>
<td>STRENGTH 3D+1</td>
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<tr>
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<td>Blaster 6D+1, Blaster Artillery</td>
<td>Brawling 6D, Lifting 6D+1, Stamina 6D+2</td>
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<tr>
<td></td>
<td>6D+1, Brawling Parry 5D+1,</td>
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<tr>
<td></td>
<td>Dodge 5D+2, Grenade 6D,</td>
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<tr>
<td></td>
<td>Vehicle Blasters 6D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Survival 4D+1</td>
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<tr>
<td>MECHANICAL 2D+1</td>
<td>Starship Gunnery 5D+2</td>
<td>Move: 10</td>
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<tr>
<td>Equipment</td>
<td>DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor</td>
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**Clone Trooper Gunner (Elite)**

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<th>Role</th>
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<tr>
<td>Clone Trooper Gunner</td>
<td>DEXTERITY 3D+1</td>
<td>STRENGTH 3D+1</td>
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<tr>
<td></td>
<td>Blaster 7D+1, Blaster Artillery</td>
<td>Brawling 7D, Lifting 7D+1, Stamina 7D+2</td>
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<tr>
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<td>7D+1, Brawling Parry 6D,</td>
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<tr>
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<td>Dodge 6D+1, Grenade 7D,</td>
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<td>Vehicle Blasters 7D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Survival 5D</td>
<td></td>
</tr>
<tr>
<td>MECHANICAL 2D+1</td>
<td>Starship Gunnery 6D+2</td>
<td>Move: 10</td>
</tr>
<tr>
<td>Equipment</td>
<td>DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor</td>
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</tbody>
</table>
**Clone Trooper Pilot**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 4D, Brawling Parry  
- 3D+2, Dodge 4D  
KNOWLEDGE 2D  
- Survival 3D  
MECHANICAL 2D+1  
- Repulsorlift Operation 4D+1,  
- Space Transports 4D+1,  
- Starfighter Piloting 4D+1,  
- Starship Gunnery 4D  

Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

**Clone Trooper Pilot (Experienced)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 4D+2, Brawling Parry  
- 4D+1, Dodge 4D+2  
KNOWLEDGE 2D  
- Survival 3D  
MECHANICAL 2D+1  
- Repulsorlift Operation 5D+1,  
- Space Transports 5D+1,  
- Starfighter Piloting 5D+1,  
- Starship Gunnery 5D  

Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

**Clone Trooper Pilot (Veteran)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 5D+1, Brawling Parry  
- 5D, Dodge 5D+1  
KNOWLEDGE 2D  
- Survival 4D+1  
MECHANICAL 2D+1  
- Repulsorlift Operation 6D+1,  
- Space Transports 6D+1,  
- Starfighter Piloting 6D+1,  
- Starship Gunnery 6D  

Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

**Clone Trooper Pilot (Elite)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 6D, Brawling Parry  
- 5D+2, Dodge 6D  
KNOWLEDGE 2D  
- Survival 5D  
MECHANICAL 2D+1  
- Repulsorlift Operation 7D+1,  
- Space Transports 7D+1,  
- Starfighter Piloting 7D+1,  
- Starship Gunnery 7D  

Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

**Clone Marine**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 4D+1, Brawling Parry  
- 4D, Dodge 4D+1, Grenade 4D,  
- Melee Combat 4D+1, Melee  
- Combat (Zero-G) 5D+1  
KNOWLEDGE 2D  
- Survival 3D, Survival (Space) 4D  
MECHANICAL 2D+1  
- Capital Ship Gunnery 2D+2,  
- Starship Gunnery 2D+2,  
- Powersuit Operation 4D  

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),  
Grenades (5D), Clone Trooper Armor, Vibroknife (STR+1D)

**Clone Marine (Experienced)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 5D+1, Brawling Parry  
- 5D, Dodge 5D+1, Grenade 5D,  
- Melee Combat 5D+1, Melee  
- Combat (Zero-G) 6D+1  
KNOWLEDGE 2D  
- Survival 4D+1, Survival (Space) 5D  
MECHANICAL 2D+1  
- Capital Ship Gunnery 3D+1,  
- Starship Gunnery 3D+1,  
- Powersuit Operation 5D  

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),  
Grenades (5D), Clone Trooper Armor, Vibroknife (STR+1D)

**Clone Marine (Veteran)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 6D+1, Brawling Parry  
- 6D, Dodge 6D+1, Grenade 6D,  
- Melee Combat 6D+1, Melee  
- Combat (Zero-G) 7D+1  
KNOWLEDGE 2D  
- Survival 5D, Survival (Space) 6D  
MECHANICAL 2D+1  
- Capital Ship Gunnery 4D,  
- Starship Gunnery 4D,  
- Powersuit Operation 6D  

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),  
Grenades (5D), Clone Trooper Armor, Vibroknife (STR+1D)

**Clone Marine (Elite)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
- Blaster 7D+1, Brawling Parry  
- 7D, Dodge 7D+1, Grenade 7D,  
- Melee Combat 7D+1, Melee  
- Combat (Zero-G) 8D+1  
KNOWLEDGE 2D  
- Survival 5D, Survival (Space) 7D  
MECHANICAL 2D+1  
- Capital Ship Gunnery 4D+2,  
- Starship Gunnery 4D+2,  
- Powersuit Operation 7D  

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),  
Grenades (5D), Clone Trooper Armor, Vibroknife (STR+1D)
**Clone Scout**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
Blaster 4D+1, Blaster Artillery  
3D+2, Brawling Parry 4D,  
Dodge 4D+1, Grenade 4D,  
Vehicle Blasters 4D  
STRENGTH 3D+1  
Brawling 4D, Climbing/Jumping  
3D+2, Stamina 4D+2  
KNOWLEDGE 2D  
Planetary Systems 3D,  
Survival 3D+2  
MECHANICAL 2D+1  
Beast Riding 3D+1,  
Repulsorlift Operation  
3D+1, Walker Operation 3D+1  
Move: 10  
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

**Clone Scout (Experienced)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
Blaster 5D, Blaster Artillery  
4D+1, Brawling Parry 4D+2,  
Dodge 5D+1, Grenade 4D+2,  
Vehicle Blasters 5D  
STRENGTH 3D+1  
Brawling 4D+2, Climbing/Jumping  
5D+2  
KNOWLEDGE 2D  
Planetary Systems 4D,  
Survival 4D+2  
MECHANICAL 2D+1  
Beast Riding 4D+1,  
Repulsorlift Operation  
4D+1, Walker Operation 4D+1  
Move: 10  
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

**Clone Scout (Veteran)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
Blaster 5D+2, Blaster Artillery  
5D, Brawling Parry 5D+1,  
Dodge 6D+1, Grenade 5D+1,  
Vehicle Blasters 5D  
STRENGTH 3D+1  
Brawling 5D+1, Climbing/Jumping  
5D+2, Stamina 6D  
KNOWLEDGE 2D  
Planetary Systems 5D,  
Survival 5D+2  
MECHANICAL 2D+1  
Beast Riding 5D+1,  
Repulsorlift Operation 5D+1,  
Walker Operation 5D+1  
Move: 10  
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

**Clone Scout (Elite)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
Blaster 6D+1, Blaster Artillery  
5D+2, Brawling Parry 6D,  
Dodge 7D+1, Grenade 6D,  
Vehicle Blasters 6D  
STRENGTH 3D+1  
Brawling 6D, Climbing/Jumping  
6D+2, Stamina 7D+2  
KNOWLEDGE 2D  
Planetary Systems 6D,  
Survival 6D+2  
MECHANICAL 2D+1  
Beast Riding 6D+1, Repulsorlift  
Operation 6D+1, Walker  
Operation 6D+1  
Move: 10  
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Clone Trooper Armor

**Clone Scuba Trooper**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 6D, Dodge 6D,  
Brawling Parry 5D  
KNOWLEDGE 3D  
Technological 3D  
MECHANICAL 3D  
Movement: 10  
Equipment: Clone Scuba Trooper Armor (+1D+2 Physical, +2 Energy,  
-1D Dexterity, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers)  
Aquatic Modified Clone Trooper Blaster Rifle (5D+2)  
Reference: D6 Clone Wars Sourcebook

**Clone Scuba Trooper (Experienced)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 7D, Dodge 7D,  
Brawling Parry 6D  
KNOWLEDGE 3D  
Technological 3D  
MECHANICAL 3D  
Movement: 10  
Equipment: Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy,  
-1D Dexterity, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers)  
Aquatic Modified Clone Trooper Blaster Rifle (5D+2)

**Clone Scuba Trooper (Veteran)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 8D, Dodge 8D,  
Brawling Parry 7D  
KNOWLEDGE 3D  
Technological 3D  
MECHANICAL 3D  
Movement: 10  
Equipment: Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy,  
-1D Dexterity, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers)  
Aquatic Modified Clone Trooper Blaster Rifle (5D+2)

**Clone Scuba Trooper (Elite)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 9D, Dodge 9D,  
Brawling Parry 8D  
KNOWLEDGE 3D  
Technological 3D  
MECHANICAL 3D  
Movement: 10  
Equipment: Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy,  
-1D Dexterity, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers)  
Aquatic Modified Clone Trooper Blaster Rifle (5D+2)
**Clone Sky Trooper (Experienced)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 7D, Dodge 7D,  
Brawling Parry 6D+2,  
Vehicle Blasters 7D  
KNOWLEDGE 3D  
Jet Pack Operation 7D  
Move: 10  
Equipment: Clone Sky Trooper Armour (+1D+2 Physical, +2 Energy, -1D DEXTERITY) Jet Pack: Move 80; 240kmh (60 Minutes Fuel, Twin Blaster Cannons (Scale: Speeder, Ammo: 20, Range: 3-25/50/250, Damage: 4D)) CloneTrooper Blaster Rifle (5D+2)

---

**Clone Sky Trooper (Veteran)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 8D, Dodge 8D,  
Brawling Parry 6D+1,  
Vehicle Blasters 7D  
KNOWLEDGE 3D  
Jet Pack Operation 8D  
Move: 10  
Equipment: Clone Sky Trooper Armour (+1D+2 Physical, +2 Energy, -1D DEXTERITY) Jet Pack: Move 80; 240kmh (60 Minutes Fuel, Twin Blaster Cannons (Scale: Speeder, Ammo: 20, Range: 3-25/50/250, Damage: 4D)) CloneTrooper Blaster Rifle (5D+2)

---

**Clone Sky Trooper (Elite)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D  
Blaster 9D, Dodge 9D,  
Brawling Parry 7D,  
Vehicle Blasters 8D  
KNOWLEDGE 3D  
Jet Pack Operation 9D  
Move: 10  
Equipment: Clone Sky Trooper Armour (+1D+2 Physical, +2 Energy, -1D DEXTERITY) Jet Pack: Move 80; 240kmh (60 Minutes Fuel, Twin Blaster Cannons (Scale: Speeder, Ammo: 20, Range: 3-25/50/250, Damage: 4D)) CloneTrooper Blaster Rifle (5D+2)

---

**Republic Commando (Elite)**

Species: Human/Clone  
Sex: Male  
DEXTERITY 3D+1  
Blaster 9D+1, Blaster (Blaster Rifle) 8D+1 Blaster Artillery  
5D+1, Brawling Parry 6D+1,  
Dodge 7D+1, Grenade 6D+2  
KNOWLEDGE 2D  
Intimidation 5D, Survival 6D,  
Tactics 5D+2  
Move: 10  
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Republic Commando Armor
Gungan Infantry

Species: Gungan
Sex: Any

**DEXTERITY 3D**
- Dodge 3D+2, Grenade 3D+1, Melee Combat 3D+2, Melee
- Parry 3D+1, Running 3D+2

**StRENGTH 3D**
- Stamina 4D+2, Swimming 6D

**KNOWLEDGE 2D+2**
- Survival 3D+2

**MECHANICAL 2D**
- Beast Riding 4D
- Move: 11

**Special Abilities**
- *Leaping*: Gungans may jump vertically or horizontally up to their full move rating.
- *Swimming*: Natural Swimmers. Gungans add +1D to their Swimming skill during character creation.

**Equipment:** Energy Ball Atlati (4D), Shock Lance (Stun 3D, 3D+2), Personal Shield (1D+1 energy, +2 physical), Padded Vest (+1D physical, +1 energy), Skull Cap (+2 physical, +1 energy)

---

Gungan Infantry (Experienced)

Species: Gungan
Sex: Any

**DEXTERITY 3D**
- Dodge 4D+2, Grenade 4D+1, Melee Combat 4D+2, Melee
- Parry 4D+1, Running 4D+2

**StRENGTH 3D**
- Stamina 5D+2, Swimming 7D

**KNOWLEDGE 2D+2**
- Survival 4D+1

**MECHANICAL 2D**
- Beast Riding 4D+2
- Move: 11

**Special Abilities**
- *Leaping*: Gungans may jump vertically or horizontally up to their full move rating.
- *Swimming*: Natural Swimmers. Gungans add +1D to their Swimming skill during character creation.

**Equipment:** Energy Ball Atlati (4D), Shock Lance (Stun 3D, 3D+2), Personal Shield (1D+1 energy, +2 physical), Padded Vest (+1D physical, +1 energy), Skull Cap (+2 physical, +1 energy)

---

Gungan Infantry (Veteran)

Species: Gungan
Sex: Any

**DEXTERITY 3D**
- Dodge 5D+2, Grenade 5D+1, Melee Combat 5D+2, Melee
- Parry 5D+1, Running 5D+2

**StRENGTH 3D**
- Stamina 6D+2, Swimming 9D

**KNOWLEDGE 2D+2**
- Survival 5D

**MECHANICAL 2D**
- Beast Riding 5D+1
- Move: 11

**Special Abilities**
- *Leaping*: Gungans may jump vertically or horizontally up to their full move rating.
- *Swimming*: Natural Swimmers. Gungans add +1D to their Swimming skill during character creation.

**Equipment:** Energy Ball Atlati (4D), Shock Lance (Stun 3D, 3D+2), Personal Shield (1D+1 energy, +2 physical), Padded Vest (+1D physical, +1 energy), Skull Cap (+2 physical, +1 energy)
Gungan Grenadier

Species: Gungan
Sex: Any

DEXTERITY 3D
- Dodge 3D+2, Grenade 4D+1, Melee Combat 3D+1, Melee Parry 3D, Running 3D+2

STRENGTH 3D
- Stamina 4D+2, Swimming 6D

KNOWLEDGE 2D+2
- Search 3D+2, Sneak 3D+2

MECHANICAL 2D
- Beast Riding 4D

Move: 11

Special Abilities

- Leaping: Gungans may jump vertically or horizontally up to their full move rating.
- Swimming: Natural Swimmers. Gungans add +1D to their Swimming skill during character creation.

Equipment: Energy Balls (4D), Shock Lance (Stun 3D, 3D+2), Padded Vest (+1D physical, +1 energy), Skull Cap (+2 physical, +1 energy)

---

Gungan Grenadier (Experienced)

Species: Gungan
Sex: Any

DEXTERITY 3D
- Dodge 4D+2, Grenade 5D+1, Melee Combat 4D+1, Melee Parry 4D, Running 4D+2

STRENGTH 3D
- Stamina 5D+2, Swimming 7D

KNOWLEDGE 2D+2
- Search 4D+1, Sneak 4D+1

MECHANICAL 2D
- Beast Riding 4D+2

Move: 11

Special Abilities

- Leaping: Gungans may jump vertically or horizontally up to their full move rating.
- Swimming: Natural Swimmers. Gungans add +1D to their Swimming skill during character creation.

Equipment: Energy Balls (4D), Shock Lance (Stun 3D, 3D+2), Padded Vest (+1D physical, +1 energy), Skull Cap (+2 physical, +1 energy)

---

Gungan Grenadier (Veteran)

Species: Gungan
Sex: Any

DEXTERITY 3D
- Dodge 5D+2, Grenade 6D+1, Melee Combat 5D+1, Melee Parry 5D, Running 5D+2

STRENGTH 3D
- Stamina 6D+2, Swimming 8D

KNOWLEDGE 2D+2
- Search 5D, Sneak 5D

MECHANICAL 2D
- Beast Riding 5D+1

Move: 11

Special Abilities

- Leaping: Gungans may jump vertically or horizontally up to their full move rating.
- Swimming: Natural Swimmers. Gungans add +1D to their Swimming skill during character creation.

Equipment: Energy Balls (4D), Shock Lance (Stun 3D, 3D+2), Padded Vest (+1D physical, +1 energy), Skull Cap (+2 physical, +1 energy)
### JEDI KNIGHT

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
Dodge 4D+1, Lightsaber 4D+2  
**KNOWLEDGE 3D**  
Intimidation 3D+2, 4D, Scholar (Jedi Lore) 4D, Willpower 4D  
**MECHANICAL 2D**  
Move: 10  
**Force Skills:**  
- Control: concentration, control pain, emptiness, enhance attribute  
- Sense: danger sense, life detection, life sense, sense Force  
- Control and Sense: lightsaber combat  
**Force Sensitive:** Yes  
**Equipment:** Lightsaber (5D), Jedi robes, Jedi utility belt.

### JEDI KNIGHT (EXPERIENCED)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
Dodge 5D+1, Lightsaber 5D+2  
**KNOWLEDGE 3D**  
Intimidation 4D+1, 4D+2, Scholar (Jedi Lore) 4D+2, Willpower 5D  
**MECHANICAL 2D**  
Move: 10  
**Force Skills:**  
- Control: concentration, control pain, emptiness, enhance attribute  
- Sense: danger sense, life detection, life sense, sense Force  
- Control and Sense: lightsaber combat  
**Force Sensitive:** Yes  
**Equipment:** Lightsaber (5D), Jedi robes, Jedi utility belt.

### JEDI KNIGHT (VETERAN)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
Dodge 6D+1, Lightsaber 6D+2  
**KNOWLEDGE 3D**  
Intimidation 4D+2, 5D+1, Scholar (Jedi Lore) 5D+1, Willpower 6D  
**MECHANICAL 2D**  
Move: 10  
**Force Skills:**  
- Control: concentration, control pain, emptiness, enhance attribute  
- Sense: danger sense, life detection, life sense, sense Force  
- Control and Sense: lightsaber combat  
**Force Sensitive:** Yes  
**Equipment:** Lightsaber (5D), Jedi robes, Jedi utility belt.
JEDI GENERAL
Species: Any  Sex: Any
DEXTERITY 3D  PERCEPTION 3D
Brawling parry 5D+2, Dodge  Bargain 4D+2, Con 4D+2,
6D+1, Lightsaber 8D+1, Melee  Investigation 5D, Persuasion
Combat 5D+1, Melee Parry 3D+2
5D+1
STRENGTH 3D
KNOWLEDGE 3D+2
Bureaucracy 4D, Intimidation Brawling 5D+1
5D+2, Languages 5D+2, Scholar
(Jedi Lore) 6D, Willpower 5D
MECHANICAL 2D+1  Sense 6D  Alter 4D+1
Force Skills:
Control: accelerate healing, concentration, control pain,
emptiness, enhance attribute, force of will, hibernation trance
Sense: combat sense, danger sense, life detection, life sense,
receptive telepathy, sense Force
Alter: telekinesis
Control and Sense: lightsaber combat, projective telepathy
Control, Sense and Alter: affect mind
Force Sensitive: Yes
Move: 10
Equipment: Lightsaber (5D), Jedi robes, Jedi utility belt.
Reference: D6 Clone Wars Sourcebook

JEDI GENERAL (EXPERIENCED)
Species: Any  Sex: Any
DEXTERITY 3D  PERCEPTION 3D
Brawling parry 6D+1, Dodge  Bargain 5D+2, Con 5D+2,
7D+1, Lightsaber 9D+1, Melee  Investigation 6D,
Combat 6D, Melee Parry 6D  Persuasion 4D+2
STRENGTH 3D
KNOWLEDGE 3D+2
Bureaucracy 5D, Intimidation Brawling 6D
6D+1, Languages 6D+1, Scholar  Lightsaber Repair 5D+2
(Jedi lore) 6D+2, Willpower 6D
MECHANICAL 2D+1  Sense 7D  Alter 5D+1
Move: 10
Control 8D  Sense 7D  Alter 5D+1
Force Skills:
Control: accelerate healing, concentration, control pain,
emptiness, enhance attribute, force of will, hibernation trance
Sense: combat sense, danger sense, life detection, life sense,
receptive telepathy, sense Force
Alter: telekinesis
Control and Sense: lightsaber combat, projective telepathy
Control, Sense and Alter: affect mind
Force Sensitive: Yes
Equipment: Lightsaber (5D), Jedi robes, Jedi utility belt.

JEDI GENERAL (ELITE)
Species: Any  Sex: Any
DEXTERITY 3D  PERCEPTION 3D
Brawling parry 7D+2, Dodge  Bargain 6D+2, Con 6D+2,
9D+1, Lightsaber 10D+1, Investigation 7D,
Melee Combat 6D+2, Melee  Persuasion 5D+2
Parry 6D+2
STRENGTH 3D
KNOWLEDGE 3D+2
Bureaucracy 6D, Intimidation Lightsaber Repair 6D+1
7D, Languages 7D, Scholar  (Jedi lore) 7D+1, Willpower 7D
MECHANICAL 2D+1  Sense 8D  Alter 6D+1
Move: 10
Control 9D  Sense 8D  Alter 6D+1
Force Skills:
Control: accelerate healing, concentration, control pain,
emptiness, enhance attribute, force of will, hibernation trance
Sense: combat sense, danger sense, life detection, life sense,
receptive telepathy, sense Force
Alter: telekinesis
Control and Sense: lightsaber combat, projective telepathy
Control, Sense and Alter: affect mind
Force Sensitive: Yes
Equipment: Lightsaber (5D), Jedi robes, Jedi utility belt.
### Naboo Pilot

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
</tr>
<tr>
<td>Blaster 4D, Dodge 4D+1</td>
<td><strong>STRENGTH</strong> 3D</td>
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<tr>
<td><strong>KNOWLEDGE</strong> 2D</td>
<td><strong>Brawling</strong> 3D+1</td>
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<td>Bureaucracy 3D</td>
<td><strong>TECHNICAL</strong> 2D</td>
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<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 3D, Space Transport</td>
</tr>
<tr>
<td>Space Transports 3D+1,</td>
<td>Repair 3D</td>
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<tr>
<td>Starfighter Piloting 4D,</td>
<td><strong>Move:</strong> 10</td>
</tr>
<tr>
<td>Starship Gunnery 3D+2,</td>
<td><strong>Equipment:</strong> Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)</td>
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<tr>
<td>Starship Shields 3D</td>
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### Naboo Pilot (Experienced)

<table>
<thead>
<tr>
<th>Species: Human</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
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<tr>
<td>Blaster 4D+2, Dodge 5D</td>
<td><strong>STRENGTH</strong> 3D</td>
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<tr>
<td><strong>KNOWLEDGE</strong> 2D</td>
<td><strong>Brawling</strong> 4D</td>
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<tr>
<td>Bureaucracy 3D+2</td>
<td><strong>TECHNICAL</strong> 2D</td>
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<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 3D+2, Space Transport</td>
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<tr>
<td>Space Transports 4D+1,</td>
<td>Repair 3D+2, Starfighter</td>
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<tr>
<td>Starfighter Piloting 5D,</td>
<td>Repair 3D+2</td>
</tr>
<tr>
<td>Starship Gunnery 4D+2,</td>
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<tr>
<td>Starship Shields 4D</td>
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<td><strong>Move:</strong> 10</td>
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### Naboo Pilot (Veteran)

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<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
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<tr>
<td>Blaster 5D+1, Dodge 5D+2</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong> 2D</td>
<td><strong>Brawling</strong> 4D+2</td>
</tr>
<tr>
<td>Bureaucracy 4D+1</td>
<td><strong>TECHNICAL</strong> 2D</td>
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<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 4D+1, Space Transport</td>
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<tr>
<td>Space Transports 5D+1,</td>
<td>Repair 4D+1, Starfighter</td>
</tr>
<tr>
<td>Starfighter Piloting 6D,</td>
<td>Repair 4D+1</td>
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<tr>
<td>Starship Gunnery 5D+2,</td>
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<tr>
<td>Starship Shields 5D</td>
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<tr>
<td><strong>Move:</strong> 10</td>
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### Naboo Pilot (Elite)

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<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
</tr>
<tr>
<td>Blaster 6D, Dodge 6D+1</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE</strong> 2D</td>
<td><strong>Brawling</strong> 5D+1</td>
</tr>
<tr>
<td>Bureaucracy 5D</td>
<td><strong>TECHNICAL</strong> 2D</td>
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<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 5D, Space Transport</td>
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<tr>
<td>Space Transports 6D+1,</td>
<td>Repair 5D, Starfighter</td>
</tr>
<tr>
<td>Starfighter Piloting 7D,</td>
<td>Repair 5D</td>
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<tr>
<td>Starship Gunnery 6D+2,</td>
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<td>Starship Shields 6D</td>
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<td><strong>Move:</strong> 10</td>
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### Naboo Soldier

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<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
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<tr>
<td>Blaster 4D+2, Dodge 4D+2,</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Vehicle Blasters 4D</td>
<td><strong>KNOWLEDGE</strong> 2D</td>
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<tr>
<td><strong>Brawling</strong> 3D+2, Climb</td>
<td><strong>TECHNICAL</strong> 2D</td>
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<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 3D</td>
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<tr>
<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)</td>
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### Naboo Soldier (Experienced)

<table>
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<tbody>
<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
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<tr>
<td>Blaster 5D+2, Dodge 5D+2,</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Vehicle Blasters 4D+2</td>
<td><strong>KNOWLEDGE</strong> 2D</td>
</tr>
<tr>
<td><strong>Brawling</strong> 4D+1, Climb</td>
<td><strong>TECHNICAL</strong> 2D</td>
</tr>
<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 4D</td>
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<tr>
<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)</td>
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### Naboo Soldier (Veteran)

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<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
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<tr>
<td>Blaster 6D+2, Dodge 6D+2,</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Vehicle Blasters 5D+1</td>
<td><strong>KNOWLEDGE</strong> 2D</td>
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<tr>
<td><strong>Brawling</strong> 4D+1, Climb</td>
<td><strong>TECHNICAL</strong> 2D</td>
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<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 5D</td>
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<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)</td>
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### Naboo Soldier (Elite)

<table>
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<tr>
<th>Species: Human</th>
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<tbody>
<tr>
<td><strong>DEXTERITY</strong> 3D+2</td>
<td><strong>PERCEPTION</strong> 2D</td>
</tr>
<tr>
<td>Blaster 7D+2, Dodge 7D+2,</td>
<td><strong>STRENGTH</strong> 3D</td>
</tr>
<tr>
<td>Vehicle Blasters 6D</td>
<td><strong>KNOWLEDGE</strong> 2D</td>
</tr>
<tr>
<td><strong>Brawling</strong> 5D+2, Climb</td>
<td><strong>TECHNICAL</strong> 2D</td>
</tr>
<tr>
<td><strong>MECHANICAL</strong> 2D</td>
<td>Security 6D</td>
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<tr>
<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)</td>
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</tr>
</tbody>
</table>
### Wookiee Scout

**Species:** Wookiee  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 4D, Bowcaster 4D,  
Brawling Parry 4D+1, Dodge  
4D+1, Melee Combat 4D,  
Melee Parry 3D+2, Vehicle  
Blasters 4D

**PERCEPTION 2D+1**  
Search 3D+1, Sneak 3D+1

**STRENGTH 4D+2**  
Brawling 5D+2, Climbing/  
Melee 5D+1, Stamina 5D+1

**KNOWLEDGE 2D**  
Demolitions 4D

**TECHNICAL 3D**  
Demolitions 4D

**Special Abilities**  
Berserker Rage  
Climbing Claws

**Equipment:** Blaster Rifle (5D) or Bowcaster (4D)

### Wookiee Scout (Elite)

**Species:** Wookiee  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 6D, Bowcaster 7D,  
Brawling Parry 7D+1, Dodge  
7D+1, Melee Combat 7D,  
Melee Parry 6D+2, Vehicle  
Blasters 6D+1

**PERCEPTION 2D+1**  
Search 6D+1, Sneak 6D+1

**STRENGTH 4D+2**  
Brawling 8D+2, Climbing/  
Melee 8D+1, Stamina 8D+1

**KNOWLEDGE 2D**  
Demolitions 6D

**MECHANICAL 3D**  
Demolitions 6D

**Special Abilities**  
Berserker Rage  
Climbing Claws

**Equipment:** Blaster Rifle (5D) or Bowcaster (4D)

### Wookiee Scout (Veteran)

**Species:** Wookiee  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 5D+1, Bowcaster 6D,  
Brawling Parry 6D+1, Dodge  
6D+1, Melee Combat 6D,  
Melee Parry 5D+2, Vehicle  
Blasters 5D+1

**PERCEPTION 2D+1**  
Search 5D+1, Sneak 5D+1

**STRENGTH 4D+2**  
Brawling 7D+2, Climbing/  
Melee 7D+1, Stamina 7D+1

**KNOWLEDGE 2D**  
Demolitions 5D+1

**MECHANICAL 3D**  
Demolitions 5D+1

**Special Abilities**  
Berserker Rage  
Climbing Claws

**Equipment:** Blaster Rifle (5D) or Bowcaster (4D)
**Wookiee Warrior**

**Species:** Wookiee  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 4D+1, Bowcaster 4D+1, **STRENGTH 4D+2**  
Brawling Parry 4D+1, Dodge Brawling 5D+2, Climbing/  
4D+1, Melee Combat 4D, Jumping 5D+1, Stamina 5D+1  
Melee Parry 3D+2, Vehicle **TECHNICAL 3D**  
Blasters 4D Demolitions 4D

**KNOWLEDGE 2D**  
Intimidation 4D, Survival:  
Forest 4D+1

**MECHANICAL 3D**  
Ground Vehicle Operation 3D+2,  
Hover Vehicle Operation 3D+1,  
Repulsorlift Operation 3D+2  
**Move:** 15

**Special Abilities**  
*Berserker Rage*  
*Climbing Claws*

**Equipment:** Blaster Rifle (5D) or Bowcaster (4D)

---

**Wookiee Warrior (Experienced)**

**Species:** Wookiee  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 5D+1, Bowcaster 5D+1, **STRENGTH 4D+2**  
Brawling Parry 5D+1, Dodge Brawling 6D+2, Climbing/  
5D+1, Melee Combat 5D, Jumping 6D+1, Stamina 6D+1  
Melee Parry 4D+2, Vehicle **TECHNICAL 3D**  
Blasters 4D Demolitions 4D

**KNOWLEDGE 2D**  
Intimidation 5D, Survival:  
Forest 5D+1

**MECHANICAL 3D**  
Ground Vehicle Operation 4D+1,  
Hover Vehicle Operation 4D,  
Repulsorlift Operation 4D+1  
**Move:** 15

**Special Abilities**  
*Berserker Rage*  
*Climbing Claws*

**Equipment:** Blaster Rifle (5D) or Bowcaster (4D)

---

**Wookiee Warrior (Veteran)**

**Species:** Wookiee  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 6D+1, Bowcaster 6D+1, **STRENGTH 4D+2**  
Brawling Parry 6D+1, Dodge Brawling 7D+2, Climbing/  
6D+1, Melee Combat 6D, Jumping 7D+1, Stamina 7D+1  
Melee Parry 5D+2, Vehicle **TECHNICAL 3D**  
Blasters 5D+1 Demolitions 5D+1

**KNOWLEDGE 2D**  
Intimidation 6D, Survival:  
Forest 6D+1

**MECHANICAL 3D**  
Ground Vehicle Operation 5D,  
Hover Vehicle Operation 4D+2,  
Repulsorlift Operation 5D  
**Move:** 15

**Special Abilities**  
*Berserker Rage*  
*Climbing Claws*

**Equipment:** Blaster Rifle (5D) or Bowcaster (4D)
### BATTLE DROID

**Type:** Baktoid Combat Automata B1 Series Battle Droid

<table>
<thead>
<tr>
<th>DEXTERITY</th>
<th>PERCEPTION</th>
<th>Dexterity</th>
<th>Perception</th>
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<tbody>
<tr>
<td>1D</td>
<td>1D</td>
<td>Brawling 5D</td>
<td>Search 5D+2</td>
</tr>
<tr>
<td>Blaster: Blaster Rifle 3D</td>
<td>Blindness 2D</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**KNOWLEDGE** | **TECHNICAL**
| 1D          | 1D         |
| Baktoid Combat Automata B1 Series Commander | Baktoid Combat Automata B1 Series Commander |

**Equipment:**
- Integrated comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to STR to resist damage)
- Vocabulator (the droid can replicate organic speech)

**Move:** 10

**Size:** 1.8 meters tall

**Cost:** 1,800 credits

**Reference:** d20 Core Rulebook (pages 372-373)

### BATTLE DROID (2.0)

**Type:** Baktoid Combat Automata B1 Series Battle Droid

<table>
<thead>
<tr>
<th>DEXTERITY</th>
<th>PERCEPTION</th>
<th>Dexterity</th>
<th>Perception</th>
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<tbody>
<tr>
<td>2D</td>
<td>2D</td>
<td>Command 5D</td>
<td>Search 5D+1</td>
</tr>
<tr>
<td>Blaster: Blaster Rifle 4D</td>
<td>Command 3D+2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**KNOWLEDGE** | **TECHNICAL**
| 2D          | 2D         |
| Baktoid Combat Automata B1 Series Commander | Baktoid Combat Automata B1 Series Commander |

**Equipment:**
- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to STR to resist damage)
- Vocabulator

**Move:** 10

**Size:** 1.8 meters tall

**Cost:** 1,800 credits

### BATTLE DROID (3.0)

**Type:** Baktoid Combat Automata B1 Series Battle Droid

<table>
<thead>
<tr>
<th>DEXTERITY</th>
<th>PERCEPTION</th>
<th>Dexterity</th>
<th>Perception</th>
</tr>
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<tbody>
<tr>
<td>3D</td>
<td>3D</td>
<td>Command 6D</td>
<td>Search 6D+1</td>
</tr>
<tr>
<td>Blaster: Blaster Rifle 5D</td>
<td>Command 4D+2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**KNOWLEDGE** | **TECHNICAL**
| 3D          | 3D         |
| Baktoid Combat Automata B1 Series Commander | Baktoid Combat Automata B1 Series Commander |

**Equipment:**
- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to STR to resist damage)
- Vocabulator

**Move:** 10

**Size:** 1.8 meters tall

**Cost:** 1,800 credits

### BATTLE DROID (4.0)

**Type:** Baktoid Combat Automata B1 Series Battle Droid

<table>
<thead>
<tr>
<th>DEXTERITY</th>
<th>PERCEPTION</th>
<th>Dexterity</th>
<th>Perception</th>
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<tr>
<td>4D</td>
<td>4D</td>
<td>Command 7D</td>
<td>Search 7D+1</td>
</tr>
<tr>
<td>Blaster: Blaster Rifle 6D</td>
<td>Command 5D+2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**KNOWLEDGE** | **TECHNICAL**
| 4D          | 4D         |
| Baktoid Combat Automata B1 Series Commander | Baktoid Combat Automata B1 Series Commander |

**Equipment:**
- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to STR to resist damage)
- Vocabulator

**Move:** 10

**Size:** 1.8 meters tall

**Cost:** 1,800 credits
### Battle Droid Pilot (2.0)

**Type:** Neimoidian Series Pilot Battle Droid  
**DEXTERITY 2D**  
Blaster 3D+2, Melee Combat 3D+2,  
Missile Weapons 3D+2, Vehicle Blasters 4D  
**PERCEPTION 1D**  
**STRENGTH 1D+2**  
**TECHNICAL 1D**  
**KNOWLEDGE 1D**  
Astrogation 5D+2, Repulsorlift  
Operation 5D+1  
**MECHANICAL 4D**  
**2D+1**  
**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to **STRENGTH** to resist damage)  
- Vocabulator (the droid can replicate organic speech)  
**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10

Reference: d20 Secrets of Naboo

### Battle Droid Pilot (3.0)

**Type:** Neimoidian Series Pilot Battle Droid  
**DEXTERITY 2D**  
Blaster 4D+1, Melee Combat 3D+2,  
Missile Weapons 4D+1, Vehicle Blasters 5D  
**PERCEPTION 1D**  
**STRENGTH 1D+2**  
**TECHNICAL 1D**  
**KNOWLEDGE 1D**  
Astrogation 6D+1, Repulsorlift  
Operation 6D+1  
**MECHANICAL 4D**  
**3D**  
**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to **STRENGTH** to resist damage)  
- Vocabulator (the droid can replicate organic speech)  
**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10

### Battle Droid Pilot (4.0)

**Type:** Neimoidian Series Pilot Battle Droid  
**DEXTERITY 2D**  
Blaster 5D, Melee Combat 4D,  
Missile Weapons 5D, Vehicle Blasters 6D  
**PERCEPTION 1D**  
**STRENGTH 1D+2**  
**TECHNICAL 1D**  
**KNOWLEDGE 1D**  
Computer Programming/Repair  
**MECHANICAL 4D**  
**3D+2**  
**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to **STRENGTH** to resist damage)  
- Vocabulator (the droid can replicate organic speech)  
**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10
CHAMELEON DROID
Type: Commerce Guild/Techno Union Covert Mine-Laying Droid
DEXTERITY 2D PERCEPTION 2D
Blaster 4D Hide 3D+2, Search 4D,
KNOWLEDGE 1D Sneak 3D+1
MECHANICAL 1D STRENGTH 1D
TECHNICAL 2D+1
Equipped With:
- Holographic array projector (+4D to hide and +3D to sneak)
- Sensor array (+2 to search)
- Small repulsorlift unit (+3D to running and climbing/jumping)
- Four articulated pincer legs (+3D to climbing)
- Laser cannons (6D damage)
- Mine deployment system
Move: 10
Reference: Droids Stats

CHAMELEON DROID (2.0)
Type: Commerce Guild/Techno Union Covert Mine-Laying Droid
DEXTERITY 2D PERCEPTION 2D
Blaster 4D+2 Hide 4D+2, Search 4D+2,
KNOWLEDGE 1D Sneak 4D+1
MECHANICAL 1D STRENGTH 1D
TECHNICAL 2D+1
Equipped With:
- Holographic array projector (+4D to hide and +3D to sneak)
- Sensor array (+2 to search)
- Small repulsorlift unit (+3D to running and climbing/jumping)
- Four articulated pincer legs (+3D to climbing)
- Laser cannons (6D damage)
- Mine deployment system
Move: 10

CHAMELEON DROID (3.0)
Type: Commerce Guild/Techno Union Covert Mine-Laying Droid
DEXTERITY 2D PERCEPTION 2D
Blaster 5D+1 Hide 5D+2, Search 5D+1,
KNOWLEDGE 1D Sneak 5D+1
MECHANICAL 1D STRENGTH 1D
TECHNICAL 2D+1
Equipped With:
- Holographic array projector (+4D to hide and +3D to sneak)
- Sensor array (+2 to search)
- Small repulsorlift unit (+3D to running and climbing/jumping)
- Four articulated pincer legs (+3D to climbing)
- Laser cannons (6D damage)
- Mine deployment system
Move: 10

CHAMELEON DROID (4.0)
Type: Commerce Guild/Techno Union Covert Mine-Laying Droid
DEXTERITY 2D PERCEPTION 2D
Blaster 6D Hide 6D+2, Search 6D,
KNOWLEDGE 1D Sneak 6D+1
MECHANICAL 1D STRENGTH 1D
TECHNICAL 2D+1
Equipped With:
- Holographic array projector (+4D to hide and +3D to sneak)
- Sensor array (+2 to search)
- Small repulsorlift unit (+3D to running and climbing/jumping)
- Four articulated pincer legs (+3D to climbing)
- Laser cannons (6D damage)
- Mine deployment system
Move: 10

COMMANDO DROID
Type: Bakoid Combat Automata BX-Series Droid Commando
DEXTERITY 4D PERCEPTION 2D+2
Blaster 6D, Brawling Parry Con 3D, Search 6D, Sneak 6D
4D+2, Dodge 4D+2, Grenade Strength 2D
4D+2, Melee Combat 4D+2 Brawling 5D
KNOWLEDGE 3D TECHNICAL 2D
MECHANICAL 2D
Equipped With:
- Humanoid Body (2 legs, 2 arms, head)
- Low-light vision (poor lighting penalties reduced by 2D)
- Internal Comlink
- Vocabulator
- Armor (+1D against Energy Attacks)
Move: 10
Size: 1.8m
Equipment: Blaster Rifle (5D), electro binoculars

COMMANDO DROID (2.0)
Type: Bakoid Combat Automata BX-Series Droid Commando
DEXTERITY 4D PERCEPTION 2D+2
Blaster 7D, Brawling Parry Con 3D+2, Search 7D,
5D+2, Dodge 5D+2, Grenade Sneak 7D
5D+2, Melee Combat 5D+2 Strength 2D
KNOWLEDGE 3D Brawling 6D
MECHANICAL 2D
Equipped With:
- Humanoid Body (2 legs, 2 arms, head)
- Low-light vision (poor lighting penalties reduced by 2D)
- Internal Comlink
- Vocabulator
- Armor (+1D against Energy Attacks)
Move: 10
Size: 1.8m
Equipment: Blaster Rifle (5D), electrobinoculars

COMMANDO DROID (3.0)
Type: Bakoid Combat Automata BX-Series Droid Commando
DEXTERITY 4D PERCEPTION 2D+2
Blaster 8D, Brawling Parry Con 4D+1, Search 8D,
6D+2, Dodge 6D+2, Grenade Sneak 8D
6D+2, Melee Combat 6D+2 Strength 2D
KNOWLEDGE 3D Brawling 7D
MECHANICAL 2D
Equipped With:
- Humanoid Body (2 legs, 2 arms, head)
- Low-light vision (poor lighting penalties reduced by 2D)
- Internal Comlink
- Vocabulator
- Armor (+1D against Energy Attacks)
Move: 10
Size: 1.8m
Equipment: Blaster Rifle (5D), electrobinoculars

COMMANDO DROID (4.0)
Type: Bakoid Combat Automata BX-Series Droid Commando
DEXTERITY 4D PERCEPTION 2D+2
Blaster 8D, Brawling Parry Con 4D+1, Search 8D,
6D+2, Dodge 6D+2, Grenade Sneak 8D
6D+2, Melee Combat 6D+2 Strength 2D
KNOWLEDGE 3D Brawling 7D
MECHANICAL 2D
Equipped With:
- Humanoid Body (2 legs, 2 arms, head)
- Low-light vision (poor lighting penalties reduced by 2D)
- Internal Comlink
- Vocabulator
- Armor (+1D against Energy Attacks)
Move: 10
Size: 1.8m
Equipment: Blaster Rifle (5D), electrobinoculars
### Commando Droid (4.0)

**Type:** Baktoid Combat Automata BX-Series Droid Commando  
**DEXTERITY:** 4D  
**PERCEPTION:** 2D+2  
- Blaster 9D, Brawling Parry  
- Con 5D, Search 9D, Sneak 9D  
- 7D+2, Dodge 7D+2, Grenade  
- STRENGTH:** 2D  
- 7D+2, Melee Combat 7D+2  
**KNOWLEDGE:** 3D  
**TECHNICAL:** 2D  
**MECHANICAL:** 2D  
**Equipped With:**  
- Humanoid Body (2 legs, 2 arms, head)  
- Low-light vision (poor lighting penalties reduced by 2D)  
- Internal Comlink  
- Vocabulator  
- Armor (+1D against Energy Attacks)  
**Move:** 10  
**Size:** 1.8m  
**Equipment:** Blaster Rifle (5D), electrobinoculars

### Crab Droid

**Type:** Confederacy of Independent Systems LM-432 Crab Droid  
**DEXTERITY:** 3D  
**PERCEPTION:** 1D  
- Blasters 4D+1  
- Search 3D  
**KNOWLEDGE:** 1D  
**STRENGTH:** 3D  
**MECHANICAL:** 1D  
- Climbing/Jumping 5D  
**Equipped With:**  
- Twin blasters (6D damage)  
- Water/mud jet sprayer  
- Armorplast shielding (+1D to resist damage)  
- Six legs (2 tipped with heavy duranium stabilizers, granting +3D to climbing)  
**Move:** 9  
**Reference:** Droids Stats

### Crab Droid (2.0)

**Type:** Confederacy of Independent Systems LM-432 Crab Droid  
**DEXTERITY:** 3D  
**PERCEPTION:** 1D  
- Blasters 5D+1  
- Search 3D+2  
**KNOWLEDGE:** 1D  
**STRENGTH:** 3D  
**MECHANICAL:** 1D  
- Climbing/Jumping 6D  
**Equipped With:**  
- Twin blasters (6D damage)  
- Water/mud jet sprayer  
- Armorplast shielding (+1D to resist damage)  
- Six legs (2 tipped with heavy duranium stabilizers, granting +3D to climbing)  
**Move:** 9

### Crab Droid (3.0)

**Type:** Confederacy of Independent Systems LM-432 Crab Droid  
**DEXTERITY:** 3D  
**PERCEPTION:** 1D  
- Blasters 6D+1  
- Search 4D+1  
**KNOWLEDGE:** 1D  
**STRENGTH:** 3D  
**MECHANICAL:** 1D  
- Climbing/Jumping 7D  
**Equipped With:**  
- Twin blasters (6D damage)  
- Water/mud jet sprayer  
- Armorplast shielding (+1D to resist damage)  
- Six legs (2 tipped with heavy duranium stabilizers, granting +3D to climbing)  
**Move:** 9

### Crab Droid (4.0)

**Type:** Confederacy of Independent Systems LM-432 Crab Droid  
**DEXTERITY:** 3D  
**PERCEPTION:** 1D  
- Blasters 7D+1  
- Search 5D  
**KNOWLEDGE:** 1D  
**STRENGTH:** 3D  
**MECHANICAL:** 1D  
- Climbing/Jumping 8D  
**Equipped With:**  
- Twin blasters (6D damage)  
- Water/mud jet sprayer  
- Armorplast shielding (+1D to resist damage)  
- Six legs (2 tipped with heavy duranium stabilizers, granting +3D to climbing)  
**Move:** 9
<table>
<thead>
<tr>
<th>Type: Droideka Series Destroyer Droid</th>
<th>Type: Commerce Guild Dwarf Spider Droid</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 1D</strong></td>
</tr>
<tr>
<td>Blaster: Heavy Repeating</td>
<td>Search 4D+2</td>
</tr>
<tr>
<td>Blaster 8D+1</td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 1D</strong></td>
<td>Brawling 7D+1</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
</tbody>
</table>

**Equipped With:**
- Two mounted heavy repeating blasters (8D damage, range: 3-75/200/500)
- Body armor (+1D to **STRENGTH** to resist damage)
- Defensive shields (+3D to **STRENGTH** to resist damage)
- Remote processor (500 Km range)

**Move:** 4 walking, 25 in “wheel mode”

**Reference:** d20 Core Rulebook

<table>
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<tr>
<th>Type: Commerce Guild Dwarf Spider Droid</th>
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</tr>
</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster Artillery: Blaster</td>
<td>Search 3D</td>
</tr>
<tr>
<td>Cannon 4D</td>
<td><strong>STRENGTH 3D+1</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 1D</strong></td>
<td>Climbing 4D+1</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
</tbody>
</table>

**Equipped With:**
- Blaster cannon (9D)
- Light armor (+2 to **STRENGTH** to resist damage)
- Comlink
- Digging claws
- Locked access (the droid’s shut-down switch is secured or internally located)
- Magnetic feet
- Restraining bolt
- Improved sensor package (+2 to all **search** skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Self-destruct system

**Move:** 10, 4 (burrowing)

**Reference:** GG15

<table>
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<th>Type: Commerce Guild Dwarf Spider Droid</th>
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<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 1D</strong></td>
</tr>
<tr>
<td>Blaster: Heavy Repeating</td>
<td>Search 4D+2</td>
</tr>
<tr>
<td>Blaster 9D+1</td>
<td><strong>STRENGTH 3D</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 1D</strong></td>
<td>Brawling 8D</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
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</tbody>
</table>

**Equipped With:**
- Two mounted heavy repeating blasters (8D damage, range: 3-75/200/500)
- Body armor (+1D to **STRENGTH** to resist damage)
- Defensive shields (+3D to **STRENGTH** to resist damage)
- Remote processor (500 Km range)

**Move:** 4 walking, 25 in “wheel mode”

<table>
<thead>
<tr>
<th>Type: Commerce Guild Dwarf Spider Droid</th>
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</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster Artillery: Blaster</td>
<td>Search 4D+1</td>
</tr>
<tr>
<td>Cannon 6D</td>
<td><strong>STRENGTH 3D+1</strong></td>
</tr>
<tr>
<td><strong>KNOWLEDGE 1D</strong></td>
<td>Climbing 5D</td>
</tr>
<tr>
<td>MECHANICAL 1D</td>
<td><strong>TECHNICAL 1D</strong></td>
</tr>
</tbody>
</table>

**Equipped With:**
- Blaster cannon (9D)
- Light armor (+2 to **STRENGTH** to resist damage)
- Comlink
- Digging claws
- Locked access (the droid’s shut-down switch is secured or internally located)
- Magnetic feet
- Restraining bolt
- Improved sensor package (+2 to all **search** skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Self-destruct system

**Move:** 10, 4 (burrowing)
### Dwarf Spider Droid (4.0)

**Type:** Commerce Guild Dwarf Spider Droid

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
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<tbody>
<tr>
<td>Dexterity</td>
<td>3D</td>
</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
<td>Blaster Artillery: Blaster</td>
<td>Search 5D</td>
</tr>
<tr>
<td>Cannon 7D</td>
<td>STRENGTH 3D+1</td>
</tr>
<tr>
<td>Knowledge 1D</td>
<td>Climbing 6D+1</td>
</tr>
<tr>
<td>Mechanical 1D</td>
<td>Technical 1D</td>
</tr>
</tbody>
</table>

**Equipped With:**
- Blaster cannon (9D)
- Light armor (+2 to STRENGTH to resist damage)
- Comlink
- Digging claws
- Locked access (the droid’s shut-down switch is secured or internally located)
- Magnetic feet
- Restraining bolt
- Improved sensor package (+2 to all search skill rolls)
- Infrared vision (can see in the dark up to 30 meters)
- Self-destruct system

**Move:** 10, 4 (burrowing)

### IG-110 Lightsaber Droid

**Type:** Holowan Mechanics IG-series lightsaber droid

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dexterity</td>
<td>4D</td>
</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
<td>Dodge 4D+2, Lightsaber 7D+2</td>
<td>Search 5D</td>
</tr>
<tr>
<td>Knowledge 2D</td>
<td>STRENGTH 3D+2</td>
</tr>
<tr>
<td>Mechanical 1D</td>
<td>Brawling 4D</td>
</tr>
</tbody>
</table>

**Equipped With:**
- Humanoid Body
- Magnetic Feet
- Improved Sensor Package (+2D to Search)
- Low Light Vision (Poor lighting penalties are reduced by 2D)
- Secondary Battery
- Vocabulator
- Quadanium Armor (+1D to STRENGTH to resist damage)

**Move:** 10

**Equipment:** 2 Light sabers (5D)

### IG-110 Lightsaber Droid (2.0)

**Type:** Holowan Mechanics IG-series lightsaber droid

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dexterity</td>
<td>4D</td>
</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
<td>Dodge 5D+2, Lightsaber 8D+1</td>
<td>Search 6D</td>
</tr>
<tr>
<td>Knowledge 2D</td>
<td>STRENGTH 3D+2</td>
</tr>
<tr>
<td>Mechanical 1D</td>
<td>Brawling 5D</td>
</tr>
</tbody>
</table>

**Equipped With:**
- Humanoid Body
- Magnetic Feet
- Improved Sensor Package (+2D to Search)
- Low Light Vision (Poor lighting penalties are reduced by 2D)
- Secondary Battery
- Vocabulator
- Quadanium Armor (+1D to STRENGTH to resist damage)

**Move:** 10

**Equipment:** 2 Light sabers (5D)

### IG-110 Lightsaber Droid (3.0)

**Type:** Holowan Mechanics IG-series lightsaber droid

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dexterity</td>
<td>4D</td>
</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
<td>Dodge 6D+2, Lightsaber 9D</td>
<td>Search 7D</td>
</tr>
<tr>
<td>Knowledge 2D</td>
<td>STRENGTH 3D+2</td>
</tr>
<tr>
<td>Mechanical 1D</td>
<td>Brawling 6D</td>
</tr>
</tbody>
</table>

**Equipped With:**
- Humanoid Body
- Magnetic Feet
- Improved Sensor Package (+2D to Search)
- Low Light Vision (Poor lighting penalties are reduced by 2D)
- Secondary Battery
- Vocabulator
- Quadanium Armor (+1D to STRENGTH to resist damage)

**Move:** 10

**Equipment:** 2 Light sabers (5D)

### IG-110 Lightsaber Droid (4.0)

**Type:** Holowan Mechanics IG-series lightsaber droid

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dexterity</td>
<td>4D</td>
</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
<td>Dodge 7D+2, Lightsaber 9D+2</td>
<td>Search 8D</td>
</tr>
<tr>
<td>Knowledge 2D</td>
<td>STRENGTH 3D+2</td>
</tr>
<tr>
<td>Mechanical 1D</td>
<td>Brawling 7D</td>
</tr>
</tbody>
</table>

**Equipped With:**
- Humanoid Body
- Magnetic Feet
- Improved Sensor Package (+2D to Search)
- Low Light Vision (Poor lighting penalties are reduced by 2D)
- Secondary Battery
- Vocabulator
- Quadanium Armor (+1D to STRENGTH to resist damage)

**Move:** 10

**Equipment:** 2 Light sabers (5D)
**IG-SERIES LANCER DROID**

Type: Phlut Design Systems IG-series Lancer Droid

**DEXTERITY 2D**
- Blaster 4D, Dodge 4D, Melee

**PERCEPTION 2D**
- Search 4D, Sneak 4D

**KNOWLEDGE 1D**
- Brawling 4D

**MECHANICAL 2D**
- Repulsorlift Operation 5D

**EQUIPPED WITH:**
- Humanoid body (two arms, two legs, head)
- Long-range sensor (+1D to search, 50-750 meters range)
- Motion sensor (+1D to search for moving objects up to 400 meters away)

**Move:** 11

**Equipment:** Power lance (STR+4D damage)

**Reference:** Droids Stats

---

**IG-100 MAGNAGUARD**

Type: Holowan Mechanics IG-series bodyguard droid

**DEXTERITY 5D**
- Blaster 7D, Brawling Parry

**PERCEPTION 3D**
- Search 6D, Parry: Tracking 8D, Sneak 6D

**KNOWLEDGE 2D**
- Brawling 7D, Melee

**MECHANICAL 2D**
- Computer Programming/Repair

**EQUIPPED WITH:**
- Humanoid body (two arms, two legs, head)
- Body armor (+1D to resist damage)
- Long-range sensor (+2D to search for objects 50-750 meters away)
- Motion sensor (+2D to search for moving objects up to 400 meters away)

**Move:** 13

**Equipment:** Electrostaff (STR+2D, deflects lightsaber)

**Reference:** Droids Stats
IG-100 Magnaguard (4.0)

Type: Holowan Mechanicals IG-series bodyguard droid

**DEXTERITY 5D**
- Blaster 9D, Brawling Parry
- 9D+2, Dodge 10D, Melee
- 11D+2, Missile Parry

**STRENGTH 4D+2**
- 9D, Dodge 10D
- 10D, Sneak 7D
- Brawling 9D

**KNOWLEDGE 2D**
- 9D, Lifting 7D+1

**MECHANICAL 2D**
- 5D, Droid Repair 5D

**PERCEPTION 3D**
- Search 8D, Search: Tracking

**Combat** 12D
- Melee 10D
- Sneak 7D

**Search:**
- Tracking 10D

**Equipment:**
- Electrostaff (STR+2D, deflects lightsaber)

---

Octuptarra Droid

Type: Techno Union Octuptarra Droid

**DEXTERITY 3D**
- Laser Cannon 4D

**PERCEPTION 2D**
- Search 5D

**KNOWLEDGE 1D**
- Strength 2D+1

**MECHANICAL 1D**
- Climbing 4D+1

**Equipped With:**
- TECHNICAL 1D
  - 3 laser turret cannons (6D)
  - Light armor (+2 to STRENGTH to resist damage)
  - Magnetic feet
  - Improved sensor package (+2 to all search skill rolls)

**Move:** 9

Reference: Droids Stats

Octuptarra Droid (2.0)

Type: Techno Union Octuptarra Droid

**DEXTERITY 3D**
- Laser Cannon 5D

**PERCEPTION 2D**
- Search 5D+2

**KNOWLEDGE 1D**
- Strength 2D+1

**MECHANICAL 1D**
- Climbing 5D+1

**Equipped With:**
- TECHNICAL 1D
  - 3 laser turret cannons (6D)
  - Light armor (+2 to STRENGTH to resist damage)
  - Magnetic feet
  - Improved sensor package (+2 to all search skill rolls)

**Move:** 9

Octuptarra Droid (3.0)

Type: Techno Union Octuptarra Droid

**DEXTERITY 3D**
- Laser Cannon 6D

**PERCEPTION 2D**
- Search 6D+1

**KNOWLEDGE 1D**
- Strength 2D+1

**MECHANICAL 1D**
- Climbing 6D+1

**Equipped With:**
- TECHNICAL 1D
  - 3 laser turret cannons (6D)
  - Light armor (+2 to STRENGTH to resist damage)
  - Magnetic feet
  - Improved sensor package (+2 to all search skill rolls)

**Move:** 9

Octuptarra Droid (4.0)

Type: Techno Union Octuptarra Droid

**DEXTERITY 3D**
- Laser Cannon 7D

**PERCEPTION 2D**
- Search 7D

**KNOWLEDGE 1D**
- Strength 2D+1

**MECHANICAL 1D**
- Climbing 7D+1

**Equipped With:**
- TECHNICAL 1D
  - 3 laser turret cannons (6D)
  - Light armor (+2 to STRENGTH to resist damage)
  - Magnetic feet
  - Improved sensor package (+2 to all search skill rolls)

**Move:** 9
### SECURITY BATTLE DROID

**Type:** Neimoidian Series Security Battle Droid  
**DEXTERITY 1D**  
**PERCEPTION 2D**  
**Blaster 2D**  
**Search 3D**  
**KNOWLEDGE 2D**  
**STRENGTH 1D+2**  
**MECHANICAL 1D**  
**Brawling 2D+1**  
**TECHNICAL 1D**  
- Computer Programming/Repair 1D+2  

**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10  
**Reference:** d20 Secrets of Naboo

### SECURITY BATTLE DROID (2.0)

**Type:** Neimoidian Series Security Battle Droid  
**DEXTERITY 1D**  
**PERCEPTION 2D**  
**Blaster 3D**  
**Search 3D+2**  
**KNOWLEDGE 2D**  
**STRENGTH 1D+2**  
**MECHANICAL 1D**  
**Brawling 3D**  
**TECHNICAL 1D**  
- Computer Programming/Repair 2D+1  

**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10

### SECURITY BATTLE DROID (3.0)

**Type:** Neimoidian Series Security Battle Droid  
**DEXTERITY 1D**  
**PERCEPTION 2D**  
**Blaster 4D**  
**Search 4D+1**  
**KNOWLEDGE 2D**  
**STRENGTH 1D+2**  
**MECHANICAL 1D**  
**Brawling 3D+2**  
**TECHNICAL 1D**  
- Computer Programming/Repair 3D  

**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10

### SECURITY BATTLE DROID (4.0)

**Type:** Neimoidian Series Security Battle Droid  
**DEXTERITY 1D**  
**PERCEPTION 2D**  
**Blaster 5D**  
**Search 5D**  
**KNOWLEDGE 2D**  
**STRENGTH 1D+2**  
**MECHANICAL 1D**  
**Brawling 4D+1**  
**TECHNICAL 1D**  
- Computer programming/repair 3D+2  

**Equipped With:**  
- Integrated multichannel comlink  
- Remote receiver (5,000 km range)  
- Body armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Equipment:** Blaster rifle (5D damage, range: 3-30/100/300)  
**Move:** 10

### SUPER BATTLE DROID

**Type:** Baktoid Combat Automata B2 Series Battle Droid  
**DEXTERITY 2D**  
**PERCEPTION 1D**  
**Blaster 3D, Blaster: Blaster**  
**Rifle 4D, Dodge 3D, Melee**  
**Combat 3D, Vehicle Blasters**  
**TECHNICAL 1D**  

**KNOWLEDGE 1D**  
**MECHANICAL 1D**  

**Equipped With:**  
- Mounted blaster rifle (5D damage, range: 3-30/100/300)  
- Remote receiver (5,000 km range, w/ local back-up processor)  
- Light armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Move:** 10  
**Reference:** GG15

### SUPER BATTLE DROID (2.0)

**Type:** Baktoid Combat Automata B2 Series Battle Droid  
**DEXTERITY 2D**  
**PERCEPTION 1D**  
**Blaster 4D, Blaster: Blaster**  
**Rifle 5D, Dodge 4D, Melee**  
**Combat 3D+2, Vehicle**  
**TECHNICAL 1D**  
**Blasters 4D**

**KNOWLEDGE 1D**  
**MECHANICAL 1D**  

**Equipped With:**  
- Mounted blaster rifle (5D damage, range: 3-30/100/300)  
- Remote receiver (5,000 km range, w/ local back-up processor)  
- Light armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Move:** 10

### SUPER BATTLE DROID (3.0)

**Type:** Baktoid Combat Automata B2 Series Battle Droid  
**DEXTERITY 2D**  
**PERCEPTION 1D**  
**Blaster 5D, Blaster: Blaster**  
**Rifle 6D, Dodge 5D, Melee**  
**Combat 4D+1, Vehicle**  
**TECHNICAL 1D**  
**Blasters 5D**

**KNOWLEDGE 1D**  
**MECHANICAL 1D**  

**Equipped With:**  
- Mounted blaster rifle (5D damage, range: 3-30/100/300)  
- Remote receiver (5,000 km range, w/ local back-up processor)  
- Light armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Move:** 10

### SUPER BATTLE DROID (4.0)

**Type:** Baktoid Combat Automata B2 Series Battle Droid  
**DEXTERITY 2D**  
**PERCEPTION 1D**  
**Blaster 6D, Blaster: Blaster**  
**Rifle 7D, Dodge 6D, Melee**  
**Combat 5D, Vehicle Blasters**  
**TECHNICAL 1D**  
**Blasters 6D**

**KNOWLEDGE 1D**  
**MECHANICAL 1D**  

**Equipped With:**  
- Mounted blaster rifle (5D damage, range: 3-30/100/300)  
- Remote receiver (5,000 km range, w/ local back-up processor)  
- Light armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  

**Move:** 10
**Super Battle Droid Commander (2.0)**

**Type:** Baktoid Combat Automata B2 Series Battle Droid

**DEXTERITY 2D**
- Blaster 4D, Blaster: Blaster
- Rifle 5D, Dodge 4D, Melee
- Combat 3D+2, Vehicle
- Blasters 4D

**PERCEPTION 1D**
- Command 4D, Search 4D
- STRENGTH 2D
- Brawling 3D+2

**TECHNICAL 1D**

**KNOWLEDGE 1D**
- Mechanical 1D

**MECHANICAL 1D**

**Equipped With:**
- Mounted blaster rifle (5D damage, range: 3-30/100/300)
- Remote receiver (5,000 km range, with local back-up processor)
- Light armor (+1D to STRENGTH to resist damage)
- Vocabulator (the droid can replicate organic speech)

**Move:** 10

---

**Super Battle Droid Commander (3.0)**

**Type:** Baktoid Combat Automata B2 Series Battle Droid

**DEXTERITY 2D**
- Blaster 5D, Blaster: Blaster
- Rifle 6D, Dodge 5D, Melee
- Combat 4D+1, Vehicle
- Blasters 5D

**PERCEPTION 1D**
- Command 5D, Search 5D
- STRENGTH 2D
- Brawling 4D+1

**TECHNICAL 1D**

**KNOWLEDGE 1D**
- Mechanical 1D

**MECHANICAL 1D**

**Equipped With:**
- Mounted blaster rifle (5D damage, range: 3-30/100/300)
- Remote receiver (5,000 km range, with local back-up processor)
- Light armor (+1D to STRENGTH to resist damage)
- Vocabulator (the droid can replicate organic speech)

**Move:** 10

---

**Super Battle Droid Commander (4.0)**

**Type:** Baktoid Combat Automata B2 Series Battle Droid

**DEXTERITY 2D**
- Blaster 6D, Blaster: Blaster
- Rifle 7D, Dodge 6D, Melee
- Combat 5D, Vehicle Blasters
- Blasters 6D

**PERCEPTION 1D**
- Command 6D, Search 6D
- STRENGTH 2D
- Brawling 5D
- 6D

**TECHNICAL 1D**

**KNOWLEDGE 1D**
- Mechanical 1D

**MECHANICAL 1D**

**Equipped With:**
- Mounted blaster rifle (5D damage, range: 3-30/100/300)
- Remote receiver (5,000 km range, with local back-up processor)
- Light armor (+1D to STRENGTH to resist damage)
- Vocabulator (the droid can replicate organic speech)

**Move:** 10
**ULTRA BATTLE DROID**

**Type:** Baktoid Combat Automata B3 Series Battle Droid  
**DEXTERITY 2D**  
- Blaster Cannon 5D, Dodge 4D, Search 3D  
- Flamethrower 5D, Missile STRENGTH 6D+2  
- Weapons 5D, Plasma Cannon Brawling 7D+2, Lifting 8D 5D+1  
**TECHNICAL 1D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
- Tight-spray flamethrower (5D first round, 3D for the next five rounds unless extinguished, Range: 3-4/5/7)  
- Wide-spray plasma cannon (6D, Range: 0-5 cone is 0.5 meters wide/15 cone is 1.5 meters wide/30 cone is 3 meters wide)  
- Two rapid-fire blaster cannons (5D, Range: 3-30/100/300)  
- Brilliant homing missile launcher (7D, Range: 5-50/150/400, missile guides itself with a skill of 4D+2)  
- Density projector (+4D to all Brawling, Lifting, and Damage rolls involving STRENGTH, while in effect the Ultra Battle Droid cannot move or make dodge skill checks)  
- Remote receiver (5,000 km range, with local backup processor)  
- Low-light Vision (+2D to search in low-light conditions)  
- Armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  
**Move:** 14

**ULTRA BATTLE DROID (3.0)**

**Type:** Baktoid Combat Automata B3 Series Battle Droid  
**DEXTERITY 2D**  
- Blaster Cannon 7D, Dodge 6D, Search 4D+1  
- Flamethrower 7D, Missile STRENGTH 6D+2  
- Weapons 7D, Plasma Cannon Brawling 9D, Lifting 9D+1 7D+1  
**TECHNICAL 1D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
- Tight-spray flamethrower (5D first round, 3D for the next five rounds unless extinguished, Range: 3-4/5/7)  
- Wide-spray plasma cannon (6D, Range: 0-5 cone is 0.5 meters wide/15 cone is 1.5 meters wide/30 cone is 3 meters wide)  
- Two rapid-fire blaster cannons (5D, Range: 3-30/100/300)  
- Brilliant homing missile launcher (7D, Range: 5-50/150/400, missile guides itself with a skill of 4D+2)  
- Density projector (+4D to all Brawling, Lifting, and Damage rolls involving STRENGTH, while in effect the Ultra Battle Droid cannot move or make dodge skill checks)  
- Remote receiver (5,000 km range, with local backup processor)  
- Low-light Vision (+2D to search in low-light conditions)  
- Armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  
**Move:** 14

**ULTRA BATTLE DROID (4.0)**

**Type:** Baktoid Combat Automata B3 Series Battle Droid  
**DEXTERITY 2D**  
- Blaster Cannon 8D, Dodge 7D, Search 5D  
- Flamethrower 8D, Missile STRENGTH 6D+2  
- Weapons 8D, Plasma Cannon Brawling 9D+2, Lifting 10D 8D+1  
**TECHNICAL 1D**  
**KNOWLEDGE 1D**  
**MECHANICAL 1D**  
- Tight-spray flamethrower (5D first round, 3D for the next five rounds unless extinguished, Range: 3-4/5/7)  
- Wide-spray plasma cannon (6D, Range: 0-5 cone is 0.5 meters wide/15 cone is 1.5 meters wide/30 cone is 3 meters wide)  
- Two rapid-fire blaster cannons (5D, Range: 3-30/100/300)  
- Brilliant homing missile launcher (7D, Range: 5-50/150/400, missile guides itself with a skill of 4D+2)  
- Density projector (+4D to all Brawling, Lifting, and Damage rolls involving STRENGTH, while in effect the Ultra Battle Droid cannot move or make dodge skill checks)  
- Remote receiver (5,000 km range, with local backup processor)  
- Low-light Vision (+2D to search in low-light conditions)  
- Armor (+1D to STRENGTH to resist damage)  
- Vocabulator (the droid can replicate organic speech)  
**Move:** 14
# Geonosian Drone

**Species:** Geonosian  
**DEXTERITY 3D**  
- Brawling Parry 3D+1, Dodge 3D+2, Melee Combat 3D+1, Melee Parry 3D+1  
**KNOWLEDGE 1D**  
- Brawling 3D+2, Climbing / Jumping 4D+1, Lifting 4D  
**MECHANICAL 2D**  
- Move: 10, 16 (flight)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

**GEONOSIAN DRONE (EXPERIENCED)**  

**Species:** Geonosian  
**DEXTERITY 3D**  
- Brawling Parry 4D+1, Dodge 4D+2, Melee Combat 4D+2, Melee Parry 4D+2  
**KNOWLEDGE 1D**  
- Brawling 4D+2, Climbing / Jumping 6D+1, Lifting 6D  
**MECHANICAL 2D**  
- Move: 10, 16 (flight)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

**GEONOSIAN DRONE (VETERAN)**  

**Species:** Geonosian  
**DEXTERITY 3D**  
- Brawling Parry 5D+1, Dodge 5D+2, Melee Combat 5D+1, Melee Parry 5D+1  
**KNOWLEDGE 1D**  
- Brawling 5D+2, Climbing / Jumping 6D+1, Lifting 6D  
**MECHANICAL 2D**  
- Move: 10, 16 (flight)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

**GEONOSIAN DRONE (ELITE)**  

**Species:** Geonosian  
**DEXTERITY 3D**  
- Brawling Parry 5D+2, Dodge 5D+2, Melee Combat 5D+1, Melee Parry 5D+1  
**KNOWLEDGE 1D**  
- Brawling 6D, Climbing / Jumping 7D+1, Lifting 7D  
**MECHANICAL 2D**  
- Move: 10, 16 (flight)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

# Geonosian Soldier

**Species:** Geonosian  
**DEXTERITY 3D+1**  
- Blaster Artillery: Sonic Turret 5D, Brawling Parry 3D+2, Dodge 3D+2, Sonic Weapons 3D+2, Jumping 3D+1  
**KNOWLEDGE 1D+1**  
**MECHANICAL 1D+2**  
**Equipment:** Sonic Blaster (3D+2) or Sonic Carbine (4D+2)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

**GEONOSIAN SOLDIER (EXPERIENCED)**  

**Species:** Geonosian  
**DEXTERITY 3D+1**  
- Blaster Artillery: Sonic Turret 5D, Brawling Parry 4D+2, Dodge 4D+2, Sonic Weapons 4D+2, Jumping 4D+1  
**KNOWLEDGE 1D+1**  
**MECHANICAL 1D+2**  
**Equipment:** Sonic Blaster (3D+2) or Sonic Carbine (4D+2)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

**GEONOSIAN SOLDIER (VETERAN)**  

**Species:** Geonosian  
**DEXTERITY 3D+1**  
- Blaster Artillery: Sonic Turret 6D, Brawling Parry 5D+2, Dodge 5D+2, Sonic Weapons 6D, Jumping 5D+1  
**KNOWLEDGE 1D+1**  
**MECHANICAL 1D+2**  
**Equipment:** Sonic Blaster (3D+2) or Sonic Carbine (4D+2)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.  

**GEONOSIAN SOLDIER (ELITE)**  

**Species:** Geonosian  
**DEXTERITY 3D+1**  
- Blaster Artillery: Sonic Turret 7D, Brawling Parry 6D+2, Dodge 6D+2, Sonic Weapons 7D, Jumping 6D+1  
**KNOWLEDGE 1D+1**  
**MECHANICAL 1D+2**  
**Equipment:** Sonic Blaster (3D+2) or Sonic Carbine (4D+2)  
**Special Abilities:**  
- **Flight:** Many Geonosians have wings, and are able to fly.  
- **Natural Armor:** Due to their thick chitinous shells, Geonosians gain a +2 pip bonus to Strength rolls made to resist any form of damage.  
- **Radiation Resistance:** Geonosians gain a +2 pip bonus to Strength rolls made to resist the effects of harmful radiation.
**AMBULANCE DRIVER**

Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 3D, Cultures 3D, Languages 3D  
MECHANICAL 2D  
Choose One: Ground Vehicle  
Operation 3D+2, Hover Vehicle  
Operation 3D+2, Repulsorlift  
Operation 3D+2  
Move: 10

**ARCHEOLOGIST**

Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 3D+2, Bureaucracy 3D, Cultures 4D+1, Languages 3D+1, Planetary Systems 3D+1, Scholar: Archeology 4D+1, Survival 2D+2, Value: Archeological Discoveries 3D+2, Willpower 3D  
MECHANICAL 2D  
Ground Vehicle Operation 3D  
Move: 10  
Equipment: Assortment of Archeological Tools.

**AMBULANCE DRIVER (EXPERIENCED)**

Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 4D, Cultures 4D, Languages 4D  
MECHANICAL 2D  
Choose One: Ground Vehicle  
Operation 5D+2, Hover Vehicle  
Operation 5D+2, Repulsorlift  
Operation 5D+2  
Move: 10

**ARCHEOLOGIST (EXPERIENCED)**

Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 4D+2, Bureaucracy 4D, Cultures 6D+1, Languages 5D+1, Planetary Systems 5D+1, Scholar: Archeology 6D+1, Survival 3D+2, Value: Archeological Discoveries 5D+2, Willpower 4D  
MECHANICAL 2D  
Ground Vehicle Operation 4D  
Move: 10  
Equipment: Assortment of Archeological Tools.

**AMBULANCE DRIVER (VETERAN)**

Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 5D, Cultures 5D, Languages 5D  
MECHANICAL 2D  
Choose One: Ground Vehicle  
Operation 7D+2, Hover Vehicle  
Operation 7D+2, Repulsorlift  
Operation 7D+2  
Move: 10

**ARCHEOLOGIST (VETERAN)**

Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Alien Species 5D+2, Bureaucracy 5D, Cultures 8D+1, Languages 7D+1, Planetary Systems 7D+1, Scholar: Archeology 8D+1, Survival 4D+2, Value: Archeological Discoveries 7D+2, Willpower 4D  
MECHANICAL 2D  
Ground Vehicle Operation 5D  
Move: 10  
Equipment: Assortment of Archeological Tools.
**ARTIST**
Species: Any  
Sex: Any
DEXTERITY 2D  
KNOWLEDGE 2D  
   Artist 4D, Scholar 3D+1
MECHANICAL 2D  
Move: 10
Equipment: Assortment of completed, and half completed works of art. Tools & equipment associated with their art form.

**ARTIST (EXPERIENCED)**
Species: Any  
Sex: Any
DEXTERITY 2D  
KNOWLEDGE 2D  
   Artist 6D, Scholar 4D+1
MECHANICAL 2D  
Move: 10
Equipment: Assortment of completed, and half completed works of art. Tools & equipment associated with their art form.

**ARTIST (VETERAN)**
Species: Any  
Sex: Any
DEXTERITY 2D  
KNOWLEDGE 2D  
   Artist 8D, Scholar 5D+1
MECHANICAL 2D  
Move: 10
Equipment: Assortment of completed, and half completed works of art. Tools & equipment associated with their art form.

**BANKER**
Species: Any  
Sex: Any
DEXTERITY 1D  
KNOWLEDGE 3D  
   Accounting 3D+2, Alien Species Documents 3D
   3D+1, Bureaucracy: Banking Strength 1D
   4D, Business: Banking 4D,  
   Cultures 3D, Economics 3D+1,  
   Languages 3D+1, Willpower 4D
   Computer Program/Repair 2D  
   TECHNICAL 2D  
Move: 10
Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**BANKER (EXPERIENCED)**
Species: Any  
Sex: Any
DEXTERITY 1D  
KNOWLEDGE 3D  
   Accounting 5D+2, Alien Species Documents 4D
   4D+1, Bureaucracy: Banking Strength 1D
   6D, Business: Banking 6D,  
   Cultures 4D, Economics 4D+1,  
   Languages 4D+1, Willpower 5D
   Computer Program/Repair 3D  
   TECHNICAL 2D  
Move: 10
Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**BANKER (VETERAN)**
Species: Any  
Sex: Any
DEXTERITY 1D  
KNOWLEDGE 3D  
   Accounting 7D+2, Alien Species Documents 5D
   5D+1, Bureaucracy: Banking Strength 1D
   8D, Business: Banking 8D,  
   Cultures 5D, Economics 5D+1,  
   Languages 5D+1, Willpower 6D
   Computer Program/Repair 4D  
   TECHNICAL 1D  
Move: 10
Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.
**INVESTMENT BANKER**

Species: Any  
Sex: Any  
**DEXTERITY 1D**  
**PERCEPTION 2D**

**KNOWLEDGE 3D**  
Accounting 3D+2, Alien Species  
3D+1, Bureaucracy: Banking 4D,  
Business 3D+1, Business:  
Banking 4D, Cultures 3D+1,  
Economics 4D, Languages 3D+1,  
Law Enforcement: Galactic Trade  
STRENGTH 1D  
TECHNICAL 1D

**Knowledge 3D**  
Financial Documents 2D+2,  
Persuasion 3D+2

**Equipment:** Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**INVESTMENT BANKER (EXPERIENCED)**

Species: Any  
Sex: Any  
**DEXTERITY 1D**  
**PERCEPTION 2D**

**KNOWLEDGE 3D**  
Accounting 5D+2, Alien Species  
4D+1, Bureaucracy: Banking 6D,  
Business 5D+1, Business:  
Banking 6D, Cultures 4D+1,  
Economics 6D, Languages 3D+1,  
Law Enforcement: Galactic Trade  
STRENGTH 1D  
TECHNICAL 1D

**Knowledge 3D**  
Financial Documents 4D+2,  
Persuasion 5D+2

**Equipment:** Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**INVESTMENT BANKER (VETERAN)**

Species: Any  
Sex: Any  
**DEXTERITY 1D**  
**PERCEPTION 2D**

**KNOWLEDGE 3D**  
Accounting 7D+2, Alien Species  
5D+1, Bureaucracy: Banking 8D,  
Business 7D+1, Business:  
Banking 8D, Cultures 5D+1,  
Economics 8D, Languages 4D+1,  
Law Enforcement: Galactic Trade  
STRENGTH 1D  
TECHNICAL 1D

**Knowledge 3D**  
Financial Documents 6D+2,  
Persuasion 7D+2

**Equipment:** Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**MUNN BANKER**

Species: Munn  
Sex: Any  
**DEXTERITY 1D+1**  
**PERCEPTION 3D**

**KNOWLEDGE 3D**  
Bureaucracy: Banking 4D+2,  
Business 4D, Planetary Systems:  
Computer Program/Repair 3D  
Munnilist 5D+1, Value 6D,  
Willpower 4D+1

**MECHANICAL 2D**  
Move: 10  
**Equipment:** Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**MUNN BANKER (EXPERIENCED)**

Species: Munn  
Sex: Any  
**DEXTERITY 1D+1**  
**PERCEPTION 3D**

**KNOWLEDGE 3D**  
Bureaucracy: Banking 6D+2,  
Business 6D, Planetary Systems:  
Computer Program/Repair 4D  
Munnilist 7D+1, Value 6D,  
Willpower 4D+1

**MECHANICAL 2D**  
Move: 10  
**Equipment:** Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

**MUNN BANKER (VETERAN)**

Species: Munn  
Sex: Any  
**DEXTERITY 1D+1**  
**PERCEPTION 3D**

**KNOWLEDGE 3D**  
Bureaucracy: Banking 8D+2,  
Business 8D, Planetary Systems:  
Computer Program/Repair 5D  
Munnilist 7D+1, Value 8D,  
Willpower 5D+1

**MECHANICAL 2D**  
Move: 10  
**Equipment:** Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.
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<thead>
<tr>
<th>Species: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>PERCEPTION 3D</strong></td>
</tr>
<tr>
<td>Blaster 3D, Dodge 3D+2,</td>
<td>Bargain 3D+1, Cleaning 3D+2,</td>
</tr>
<tr>
<td>Pick Pocket 2D+1</td>
<td>Forgery: Personal ID 4D,</td>
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<tr>
<td></td>
<td>Gambling 3D+1, Persuasion 4D</td>
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<tr>
<td><strong>KNOWLEDGE 3D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Alien Species 3D+1,</td>
<td>TECHNICAL 2D</td>
</tr>
<tr>
<td>Culinary Arts 3D+1,</td>
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<tr>
<td>Cultures 3D+1,</td>
<td>Drink Mixology 6D,</td>
</tr>
<tr>
<td>Languages 3D+2, Streetwise 3D+2,</td>
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</tr>
<tr>
<td>Willpower 4D</td>
<td></td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Hold-Out Blaster, Stained Apron, Dirty Towel.</td>
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<td>Bargain 4D+1, Cleaning 4D+2,</td>
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<td>Pick Pocket 3D+1</td>
<td>Forgery: Personal ID 5D,</td>
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<td>Gambling 4D+1, Persuasion 5D</td>
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<tr>
<td><strong>KNOWLEDGE 3D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
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<tr>
<td>Alien Species 4D+1, Culinary Arts 4D+1,</td>
<td>TECHNICAL 2D</td>
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<tr>
<td>Cultures 4D+1,</td>
<td></td>
</tr>
<tr>
<td>Drink Mixology 6D, Languages 4D+2, Streetwise 5D+2,</td>
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<td>Willpower 5D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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<td><strong>Equipment:</strong> Hold-Out Blaster, Stained Apron, Dirty Towel.</td>
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<td>Blaster 5D, Dodge 5D+2,</td>
<td>Bargain 5D+1, Cleaning 5D+2,</td>
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<td>Pick Pocket 4D+1</td>
<td>Forgery: Personal ID 6D,</td>
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<td></td>
<td>Gambling 5D+1, Persuasion 6D</td>
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<tr>
<td><strong>KNOWLEDGE 3D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
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<tr>
<td>Alien Species 5D+1, Culinary Arts 5D+1,</td>
<td>TECHNICAL 2D</td>
</tr>
<tr>
<td>Cultures 5D+1,</td>
<td></td>
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<tr>
<td>Drink Mixology 6D, Languages 5D+2, Streetwise 7D+2,</td>
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<tr>
<td>Willpower 6D</td>
<td></td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Hold-Out Blaster, Stained Apron, Dirty Towel.</td>
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### Butler

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<th>Species: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 3D+1, Pick Pocket 3D</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Culinary Arts 4D, Cultures: (Choose One) 4D, Home Economics 4D, Willpower 4D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Equipment: Tuxedo, Comlink.</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td>Persuasion 3D+1, Command: House Staff 3D, Cleaning 4D, Search 3D+2, Sneak 4D</td>
</tr>
<tr>
<td><strong>STRENGTH 2D</strong></td>
<td>Stamina 3D</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Security 3D</td>
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<tr>
<td><strong>Move: 10</strong></td>
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### Butler (Experienced)

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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 4D+1, Pick Pocket 4D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Culinary Arts 6D, Cultures: (Choose One) 6D, Home Economics 6D, Willpower 6D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Equipment: Tuxedo, Comlink.</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td>Persuasion 4D+1, Command: House Staff 4D, Cleaning 6D, Search 5D+2, Sneak 6D</td>
</tr>
<tr>
<td><strong>STRENGTH 2D</strong></td>
<td>Stamina 4D</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Security 4D</td>
</tr>
<tr>
<td><strong>Move: 10</strong></td>
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### Butler (Veteran)

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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 5D+1, Pick Pocket 5D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Culinary Arts 8D, Cultures: (Choose One) 8D, Home Economics 8D, Willpower 8D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Equipment: Tuxedo, Comlink.</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td>Persuasion 5D+1, Command: House Staff 5D, Cleaning 8D, Search 7D+2, Sneak 8D</td>
</tr>
<tr>
<td><strong>STRENGTH 2D</strong></td>
<td>Stamina 5D</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Security 5D</td>
</tr>
<tr>
<td><strong>Move: 10</strong></td>
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### Cook

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<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 3D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Culinary Arts 4D+2</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>STRENGTH 2D</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td>Bargain 3D, Cleaning 3D+2, Command 3D, Search: Kitchen 4D</td>
</tr>
<tr>
<td><strong>Move: 10</strong></td>
<td></td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Stamina 4D</td>
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<tr>
<td><strong>Equipment:</strong> Apron, Various kitchen tools and items.</td>
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### Cook (Experienced)

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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 4D</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Culinary Arts 6D+2</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>STRENGTH 2D</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td>Bargain 4D, Cleaning 5D+2, Command 4D, Search: Kitchen 6D</td>
</tr>
<tr>
<td><strong>Move: 10</strong></td>
<td></td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Stamina 4D</td>
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<tr>
<td><strong>Equipment:</strong> Apron, Various kitchen tools and items.</td>
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### Cook (Veteran)

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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 5D</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Culinary Arts 8D+2</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>STRENGTH 2D</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td>Bargain 5D, Cleaning 7D+2, Command 5D, Search: Kitchen 8D</td>
</tr>
<tr>
<td><strong>Move: 10</strong></td>
<td></td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Stamina 5D</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Apron, Various kitchen tools and items.</td>
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</tbody>
</table>
GOURMET COOK

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 3D  Bargain 3D+1, Cleaning 4D,
KNOWLEDGE 2D  Command 3D+2, Persuasion
Culinary Arts: Gourmet Meals  3D, Search: Kitchen 4D+1
4D+2, Cultures (Choose One)  Stamina 3D
3D+2, Willpower 4D
MECHANICAL 2D  TECHNICAL 2D
Move: 10  First Aid 2D+2
Equipment: Apron, Various kitchen tools and items.

GOURMET COOK (EXPERIENCED)

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 4D
KNOWLEDGE 2D  Command 4D+2, Persuasion
Culinary Arts: Gourmet Meals  4D, Search: Kitchen 6D+1
6D+2, Cultures (Choose One)  Stamina 4D
5D+2, Willpower 5D
MECHANICAL 2D  TECHNICAL 2D
Move: 10  First Aid 3D+2
Equipment: Apron, Various kitchen tools and items.

GOURMET COOK (VETERAN)

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 5D
KNOWLEDGE 2D  Command 5D+2, Persuasion
Culinary Arts: Gourmet Meals  5D, Search: Kitchen 8D+1
8D+2, Cultures (Choose One)  Stamina 5D
7D+2, Willpower 6D
MECHANICAL 2D  TECHNICAL 2D
Move: 10  First Aid 4D+2
Equipment: Apron, Various kitchen tools and items.

GOURMET COOK

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 3D+2, Running 4D
KNOWLEDGE 2D  Command 3D+2, Persuasion
Survival: Urban 2D+1, 3D, Search 3D+2
Willpower 3D
MECHANICAL 2D  Climbing/Jumping 3D, Stamina
Communications 3D+1, Choose one of the following: Beast 3D+2
TECHNICAL 2D
Riding 3D+2, Ground Vehicle
Operation 3D+2, Hover Vehicle
Operation 3D+2, Repulsorlift
Operation 3D+2, or Swoop
Operation 3D+2  Move: 10
Equipment: Appropriate vehicle, Data storage device.

GOURMET COOK (EXPERIENCED)

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 4D+2, Running 6D
KNOWLEDGE 2D  Command 4D+2, Persuasion
Survival: Urban 3D+1, 4D, Search 4D+2
Willpower 4D
MECHANICAL 2D  Climbing/Jumping 4D, Stamina
Communications 4D+1, Choose one of the following: Beast 4D+2
TECHNICAL 2D
Riding 5D+2, Ground Vehicle
Operation 5D+2, Hover Vehicle
Operation 5D+2, Repulsorlift
Operation 5D+2, or Swoop
Operation 5D+2  Move: 10
Equipment: Appropriate vehicle, Data storage device.

GOURMET COOK (VETERAN)

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 5D+2, Running 8D
KNOWLEDGE 2D  Command 5D+2, Persuasion
Survival: Urban 4D+1, 5D, Search 5D+2
Willpower 5D
MECHANICAL 2D  Climbing/Jumping 5D, Stamina
Communications 5D+1, Choose one of the following: Beast 5D+2
TECHNICAL 2D
Riding 7D+2, Ground Vehicle
Operation 7D+2, Hover Vehicle
Operation 7D+2, Repulsorlift
Operation 7D+2, or Swoop
Operation 7D+2  Move: 10
Equipment: Appropriate vehicle, Data storage device.

GOURMET COOK

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 3D  Bargain 3D, Hide 2D+2,
KNOWLEDGE 2D  Persuasion 3D, Search 3D+2,
Survival: Urban 2D+1, 3D
Willpower 3D
MECHANICAL 2D  Climbing/Jumping 3D, Stamina
Communications 3D+1, Choose one of the following: Beast 3D
TECHNICAL 2D
Riding 3D+2, Ground Vehicle
Operation 3D+2, Hover Vehicle
Operation 3D+2, Repulsorlift
Operation 3D+2, or Swoop
Operation 3D+2  Move: 10
Equipment: Appropriate vehicle, Data storage device.

GOURMET COOK (EXPERIENCED)

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 4D+2, Running 6D
KNOWLEDGE 2D  Command 4D+2, Persuasion
Survival: Urban 3D+1, 4D, Search 4D+2
Willpower 4D
MECHANICAL 2D  Climbing/Jumping 4D, Stamina
Communications 4D+1, Choose one of the following: Beast 4D+2
TECHNICAL 2D
Riding 5D+2, Ground Vehicle
Operation 5D+2, Hover Vehicle
Operation 5D+2, Repulsorlift
Operation 5D+2, or Swoop
Operation 5D+2  Move: 10
Equipment: Appropriate vehicle, Data storage device.

GOURMET COOK (VETERAN)

Species: Any  Sex: Any
DEXTERITY 2D  Dodge 5D+2, Running 8D
KNOWLEDGE 2D  Command 5D+2, Persuasion
Survival: Urban 4D+1, 5D, Search 5D+2
Willpower 5D
MECHANICAL 2D  Climbing/Jumping 5D, Stamina
Communications 5D+1, Choose one of the following: Beast 5D+2
TECHNICAL 2D
Riding 7D+2, Ground Vehicle
Operation 7D+2, Hover Vehicle
Operation 7D+2, Repulsorlift
Operation 7D+2, or Swoop
Operation 7D+2  Move: 10
Equipment: Appropriate vehicle, Data storage device.
### Dancer

**Species:** Any  
**Sex:** Any

<table>
<thead>
<tr>
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<th>Value</th>
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</thead>
<tbody>
<tr>
<td>Dexterity</td>
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</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
<td>Knowledge</td>
<td>2D</td>
</tr>
<tr>
<td>Mechanic</td>
<td>2D</td>
</tr>
<tr>
<td>Move</td>
<td>10</td>
</tr>
</tbody>
</table>

**Equipment:** Clothes appropriate to the character’s dance style.

### Dancer (Experienced)

**Species:** Any  
**Sex:** Any

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td>Dexterity</td>
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<tr>
<td>Perception</td>
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</tr>
<tr>
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<tr>
<td>Mechanic</td>
<td>2D</td>
</tr>
<tr>
<td>Move</td>
<td>10</td>
</tr>
</tbody>
</table>

**Equipment:** Clothes appropriate to the character’s dance style.

### Dancer (Veteran)

**Species:** Any  
**Sex:** Any

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
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<tbody>
<tr>
<td>Dexterity</td>
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</tr>
<tr>
<td>Perception</td>
<td>2D</td>
</tr>
<tr>
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<tr>
<td>Mechanic</td>
<td>2D</td>
</tr>
<tr>
<td>Move</td>
<td>10</td>
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</tbody>
</table>

**Equipment:** Clothes appropriate to the character’s dance style.

### Diplomat

**Species:** Any  
**Sex:** Any

<table>
<thead>
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<tbody>
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<tr>
<td>Knowledge</td>
<td>2D</td>
</tr>
<tr>
<td>Technical</td>
<td>2D</td>
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</table>

**Equipment:** Diplomatic garb, Datapad, Comlink

### Diplomat (Experienced)

**Species:** Any  
**Sex:** Any

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
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<tbody>
<tr>
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<tr>
<td>Perception</td>
<td>2D</td>
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<td>Knowledge</td>
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<tr>
<td>Technical</td>
<td>2D</td>
</tr>
<tr>
<td>Move</td>
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**Equipment:** Diplomatic garb, Datapad, Comlink

### Diplomat (Veteran)

**Species:** Any  
**Sex:** Any

<table>
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<tbody>
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<tr>
<td>Perception</td>
<td>2D</td>
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<td>Knowledge</td>
<td>2D</td>
</tr>
<tr>
<td>Technical</td>
<td>2D</td>
</tr>
<tr>
<td>Move</td>
<td>10</td>
</tr>
</tbody>
</table>

**Equipment:** Diplomatic garb, Datapad, Comlink
**Doctor**

Species: Any  Sex: Any

**DEXTERITY 2D**  **PERCEPTION 2D**
- Dodge 3D, Melee Combat: Command: Medical Staff 4D, Laser Scalpel 2D+2
- Search 3D

**KNOWLEDGE 2D**  **STRENGTH 2D**
- Alien Species 3D+1
- Stamina 3D

**MECHANICAL 2D**  **TECHNICAL 2D**
- Sensors: Medical Equipment 3D
  - Computer Program/Repair 2D+1, First Aid 5D,
  - (A) Medicine 4D

Move: 10
Equipment: Doctor’s Clothes, Medical Scanner, Datapad.

**Doctor (Experienced)**

Species: Any  Sex: Any

**DEXTERITY 2D**
- Dodge 4D, Melee Combat: Command: Medical Staff 5D, Laser Scalpel 3D+2

**KNOWLEDGE 2D**  **STRENGTH 2D**
- Alien Species 5D+1
- Stamina 4D

**MECHANICAL 2D**  **TECHNICAL 2D**
- Sensors: Medical Equipment 5D
  - Computer Program/Repair 3D+1, First Aid 7D,
  - (A) Medicine 6D

Move: 10
Equipment: Doctor’s Clothes, Medical Scanner, Datapad.

**Doctor (Veteran)**

Species: Any  Sex: Any

**DEXTERITY 2D**
- Dodge 5D, Melee Combat: Command: Medical Staff 6D, Laser Scalpel 4D+2

**KNOWLEDGE 2D**  **STRENGTH 2D**
- Alien Species 7D+1
- Stamina 5D

**MECHANICAL 2D**  **TECHNICAL 2D**
- Sensors: Medical Equipment 7D
  - Computer Program/Repair 4D+1, First Aid 9D,
  - (A) Medicine 8D

Move: 10
Equipment: Doctor’s Clothes, Medical Scanner, Datapad.

**Cybernetics Specialist**

Species: Any  Sex: Any

**DEXTERITY 2D**  **PERCEPTION 2D**
- Dodge 3D, Melee Combat: Command: Medical Staff 4D,
- Laser Scalpel 2D+2

**KNOWLEDGE 2D**  **STRENGTH 2D**
- Alien Species 3D+1
- Stamina 3D

**MECHANICAL 2D**  **TECHNICAL 2D**
- Sensors: Medical Equipment 3D
  - Computer Program/Repair 4D, First Aid 6D, (A) Medicine: Cybernetics 5D

Move: 10
Equipment: Doctor’s Clothes, Medical Scanner, Datapad.

**Cybernetics Specialist (Experienced)**

Species: Any  Sex: Any

**DEXTERITY 2D**
- Dodge 4D, Melee Combat: Command: Medical Staff 5D,
- Laser Scalpel 3D+2

**KNOWLEDGE 2D**  **STRENGTH 2D**
- Alien Species 5D+1
- Stamina 4D

**MECHANICAL 2D**  **TECHNICAL 2D**
- Sensors: Medical Equipment 5D
  - Computer Program/Repair 5D+1, First Aid 7D,
  - (A) Medicine: Cybernetics 7D

Move: 10
Equipment: Doctor’s Clothes, Medical Scanner, Datapad.

**Cybernetics Specialist (Veteran)**

Species: Any  Sex: Any

**DEXTERITY 2D**
- Dodge 5D, Melee Combat: Command: Medical Staff 6D,
- Laser Scalpel 4D+2

**KNOWLEDGE 2D**  **STRENGTH 2D**
- Alien Species 7D+1
- Stamina 5D

**MECHANICAL 2D**  **TECHNICAL 2D**
- Sensors: Medical Equipment 7D
  - Computer Program/Repair 6D+2, First Aid 8D,
  - (A) Medicine: Cybernetics 9D

Move: 10
Equipment: Doctor’s Clothes, Medical Scanner, Datapad.
<table>
<thead>
<tr>
<th><strong>FAMILY DOCTOR</strong></th>
<th><strong>HERBAL HEALER</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Species:</strong> Any</td>
<td><strong>Species:</strong> Any</td>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Dodge 3D</td>
<td>Dodge 3D</td>
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<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td><strong>Search 3D</strong></td>
</tr>
<tr>
<td>Command: Medical Staff 3D,</td>
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<tr>
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<td><strong>KNOWLEDGE 2D</strong></td>
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<tr>
<td>Alien Species 3D+1</td>
<td>Alien Species 3D+2,</td>
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<tr>
<td><strong>STRENGTH 2D</strong></td>
<td>Stamina 3D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Biochemistry 4D</strong></td>
</tr>
<tr>
<td>Sensors: Medical Equipment 3D</td>
<td>Computer Program/Repair</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>2D+1, First Aid 5D,</td>
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<tr>
<td><strong>Sensors: Medical Equipment 3D</strong></td>
<td>(A) Medicine 3D</td>
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<tr>
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<td>Move: 10</td>
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<tr>
<td><strong>Equipment:</strong> Doctor’s Clothes, Medical Scanner, Datapad.</td>
<td><strong>Equipment:</strong> Simple clothes, Assortment of herbal remedies.</td>
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</table>

<table>
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<th><strong>FAMILY DOCTOR (EXPERIENCED)</strong></th>
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<td><strong>DEXTERITY 2D</strong></td>
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<td>Dodge 4D</td>
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<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td><strong>Search 5D</strong></td>
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<tr>
<td>Command: Medical Staff 4D,</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Alien Species 5D+1</td>
<td>Alien Species 5D+2,</td>
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<tr>
<td><strong>STRENGTH 2D</strong></td>
<td>Stamina 4D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Biochemistry 6D</strong></td>
</tr>
<tr>
<td>Sensors: Medical Equipment 5D</td>
<td>Computer Program/Repair</td>
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<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>3D+1, First Aid 7D,</td>
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<td><strong>Sensors: Medical Equipment 5D</strong></td>
<td>(A) Medicine 4D</td>
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<tr>
<td>Move: 10</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Doctor’s Clothes, Medical Scanner, Datapad.</td>
<td><strong>Equipment:</strong> Simple clothes, Assortment of herbal remedies.</td>
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</table>

<table>
<thead>
<tr>
<th><strong>FAMILY DOCTOR (VETERAN)</strong></th>
<th><strong>HERBAL HEALER (VETERAN)</strong></th>
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<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Dodge 5D</td>
<td>Dodge 5D</td>
</tr>
<tr>
<td><strong>PERCEPTION 2D</strong></td>
<td><strong>Search 7D</strong></td>
</tr>
<tr>
<td>Command: Medical Staff 5D,</td>
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</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>KNOWLEDGE 2D</strong></td>
</tr>
<tr>
<td>Alien Species 7D+1</td>
<td>Alien Species 7D+2,</td>
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<td><strong>STRENGTH 2D</strong></td>
<td>Stamina 5D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Biochemistry 8D</strong></td>
</tr>
<tr>
<td>Sensors: Medical Equipment 7D</td>
<td>Computer Program/Repair</td>
</tr>
<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>4D+1, First Aid 9D,</td>
</tr>
<tr>
<td><strong>Sensors: Medical Equipment 7D</strong></td>
<td>(A) Medicine 5D</td>
</tr>
<tr>
<td>Move: 10</td>
<td>Move: 10</td>
</tr>
<tr>
<td><strong>Equipment:</strong> Doctor’s Clothes, Medical Scanner, Datapad.</td>
<td><strong>Equipment:</strong> Simple clothes, Assortment of herbal remedies.</td>
</tr>
</tbody>
</table>
### Psychiatrist

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
- Alien Species 3D+2, Cultures 4D,  
- Streetwise 3D, Value: **STRENGTH 2D**  
- Information 4D, Willpower 4D  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Casual Suit, Datapad.

### Psychiatrist (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
- Alien Species 4D+2, Cultures 5D,  
- Streetwise 3D+1, Value: **STRENGTH 2D**  
- Information 6D, Willpower 6D  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Casual Suit, Datapad.

### Psychiatrist (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
- Alien Species 5D+2, Cultures 6D,  
- Streetwise 3D+2, Value: **STRENGTH 2D**  
- Information 8D, Willpower 8D  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Casual Suit, Datapad.

### Surgeon

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
- Alien Species 3D+1, **STRENGTH 2D**  
- Sensors: Medical Equipment 3D+1  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**Move:** 10  
**Equipment:** Scrubs, Medical Scanner, Datapad.

### Surgeon (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
- Alien Species 5D+1, **STRENGTH 2D**  
- Sensors: Medical Equipment 5D+1  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**Move:** 10  
**Equipment:** Scrubs, Medical Scanner, Datapad.

### Surgeon (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
- Alien Species 7D+1, **STRENGTH 2D**  
- Sensors: Medical Equipment 7D+1  
**MECHANICAL 2D**  
**TECHNICAL 2D**  
**Move:** 10  
**Equipment:** Scrubs, Medical Scanner, Datapad.
Engineer
Species: Any
DEXTERITY 2D
Dodge 3D
KNOWLEDGE 2D
Technology 3D
MECHANICAL 2D
Sensors 3D
Move: 10
Equipment: Datapad containing schematics, Assortment of tools

DEXTERITY 2D
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 3D

Engineer (Experienced)
Species: Any
DEXTERITY 2D
Dodge 4D
KNOWLEDGE 2D
Technology 4D
MECHANICAL 2D
Sensors 4D
Move: 10
Equipment: Datapad containing schematics, Assortment of tools

DEXTERITY 2D
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 3D

Engineer (Veteran)
Species: Any
DEXTERITY 2D
Dodge 5D
KNOWLEDGE 2D
Technology 5D
MECHANICAL 2D
Sensors 5D
Move: 10
Equipment: Datapad containing schematics, Assortment of tools

DEXTERITY 2D
PERCEPTION 2D
STRENGTH 2D
TECHNICAL 3D

Farmer
Species: Any
DEXTERITY 2D
Dodge 3D
KNOWLEDGE 2D
Agriculture 4D+1, Value 3D,
Willpower 3D+2
MECHANICAL 2D
Grassland Vehicle Operation:
Farm Equipment Repair 3D,
Farm Vehicles 4D, Hover
Vehicle Operation: Farm Vehicles 4D,
Farm Equipment Operation 4D
Move: 10
Equipment: Simple clothes, Tools

DEXTERITY 2D
PERCEPTION 3D
STRENGTH 2D
TECHNICAL 3D

Farmer (Experienced)
Species: Any
DEXTERITY 2D
Dodge 4D
KNOWLEDGE 2D
Agriculture 6D+1, Value 4D,
Willpower 4D+2
MECHANICAL 2D
Grassland Vehicle Operation:
Farm Equipment Repair 5D,
Farm Vehicles 6D, Hover
Vehicle Operation: Farm Vehicles 6D,
Farm Equipment Operation 6D
Move: 10
Equipment: Simple clothes, Tools

DEXTERITY 2D
PERCEPTION 3D
STRENGTH 2D
TECHNICAL 3D

Farmer (Veteran)
Species: Any
DEXTERITY 2D
Dodge 5D
KNOWLEDGE 2D
Agriculture 8D+1, Value 5D,
Willpower 5D+2
MECHANICAL 2D
Grassland Vehicle Operation:
Farm Equipment Repair 7D,
Farm Vehicles 8D, Hover
Vehicle Operation: Farm Vehicles 8D,
Farm Equipment Operation 8D
Move: 10
Equipment: Simple clothes, Tools

DEXTERITY 2D
PERCEPTION 3D
STRENGTH 2D
TECHNICAL 3D
### Moisture Farmer

<table>
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<th>Species: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 3D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Agriculture 3D, Survival: Deserts 4D, Value 3D, Willpower 3D+2</td>
<td><strong>TECHNICAL 3D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 3D</strong></td>
<td>Ground Vehicle Operation: Farm Vehicles 4D, Hover Vehicle Operation: Farm Vehicles 4D, Farm Equipment Operation 4D</td>
</tr>
<tr>
<td><strong>Equipment</strong>: Simple clothes, Tools</td>
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</tr>
</tbody>
</table>

**Move**: 10

**Equipment**: Fireman’s Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

---

### Moisture Farmer (Experienced)

<table>
<thead>
<tr>
<th>Species: Any</th>
<th>Sex: Any</th>
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</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 4D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Agriculture 5D, Survival: Deserts 5D, Value 4D, Willpower 4D+2</td>
<td><strong>TECHNICAL 3D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 3D</strong></td>
<td>Ground Vehicle Operation: Farm Vehicles 6D, Hover Vehicle Operation: Farm Vehicles 6D, Farm Equipment Operation 6D</td>
</tr>
<tr>
<td><strong>Equipment</strong>: Simple clothes, Tools</td>
<td></td>
</tr>
</tbody>
</table>

**Move**: 10

**Equipment**: Fireman’s Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

---

### Moisture Farmer (Veteran)

<table>
<thead>
<tr>
<th>Species: Any</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 5D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td>Agriculture 7D, Survival: Deserts 6D, Value 5D, Willpower 5D+2</td>
<td><strong>TECHNICAL 3D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 3D</strong></td>
<td>Ground Vehicle Operation: Farm Vehicles 8D, Hover Vehicle Operation: Farm Vehicles 8D, Farm Equipment Operation 8D</td>
</tr>
<tr>
<td><strong>Equipment</strong>: Simple clothes, Tools</td>
<td></td>
</tr>
</tbody>
</table>

**Move**: 10

**Equipment**: Fireman’s Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

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### Fireman

<table>
<thead>
<tr>
<th>Species: Any</th>
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</thead>
<tbody>
<tr>
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<td>Dodge 3D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 3D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Ground Vehicle Operation: Farm Vehicles 4D, Hover Vehicle Operation: Farm Vehicles 4D, Farm Equipment Operation 4D</td>
<td></td>
</tr>
</tbody>
</table>

**Move**: 10

**Equipment**: Fireman’s Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

---

### Fireman (Experienced)

<table>
<thead>
<tr>
<th>Species: Any</th>
<th>Sex: Any</th>
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</thead>
<tbody>
<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 5D+2</td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td><strong>STRENGTH 2D</strong></td>
</tr>
<tr>
<td><strong>MECHANICAL 3D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Ground Vehicle Operation: Farm Vehicles 6D, Hover Vehicle Operation: Farm Vehicles 6D, Farm Equipment Operation 6D</td>
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</tr>
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</table>

**Move**: 10

**Equipment**: Fireman’s Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

---

### Fireman (Veteran)

<table>
<thead>
<tr>
<th>Species: Any</th>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td>Dodge 7D+2</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
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<tr>
<td><strong>MECHANICAL 3D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Ground Vehicle Operation: Farm Vehicles 8D, Hover Vehicle Operation: Farm Vehicles 8D, Farm Equipment Operation 8D</td>
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</table>

**Move**: 10

**Equipment**: Fireman’s Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.
<table>
<thead>
<tr>
<th><strong>GAMBLER</strong></th>
<th><strong>HOLONEWS REPORTER</strong></th>
</tr>
</thead>
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<td><strong>Species:</strong> Any</td>
<td><strong>Species:</strong> Any</td>
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<tr>
<td><strong>Sex:</strong> Any</td>
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<tr>
<td><strong>DEXTERITY 2D</strong></td>
<td><strong>DEXTERITY 2D</strong></td>
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<tr>
<td>Dodge 3D, Pick Pocket 3D</td>
<td>Dodge 4D, Pick Pocket 3D+1,</td>
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<tr>
<td><strong>KNOWLEDGE 3D</strong></td>
<td><strong>Running 3D</strong></td>
</tr>
<tr>
<td>Alien Species 4D, Intimidation</td>
<td>Alien Species 4D, Bureaucracy</td>
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<tr>
<td>3D+2, Streetwise 3D+1,</td>
<td>3D+2, Cultures 4D, Languages</td>
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<tr>
<td>Willpower 4D+2</td>
<td>3D+1, Law Enforcement 3D+1,</td>
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<tr>
<td><strong>PERCEPTION 3D</strong></td>
<td><strong>Streetwise 3D+2, Willpower</strong></td>
</tr>
<tr>
<td>Bargain 3D+2, Con 4D+1,</td>
<td>Holorecorder Repair 3D</td>
</tr>
<tr>
<td>Gambling 5D, Persuasion</td>
<td>4D+1</td>
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<tr>
<td>4D+2, Search 4D</td>
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<tr>
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<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Brawling 3D</td>
<td><strong>Holorecorder Operations 4D+2</strong></td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>Move: 10</strong></td>
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<tr>
<td><strong>TECHNICAL 2D</strong></td>
<td>Equipment: Holorecorder, Recording Rod, Comlink</td>
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<td><strong>Move:</strong> 10</td>
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<tr>
<td><strong>Equipment:</strong> Fashionable clothes, deck of Sabacc cards, 1,000 credits worth of sabacc chips, 100 credits.</td>
<td><strong>GAMBLER (EXPERIENCED)</strong></td>
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<td><strong>DEXTERITY 2D</strong></td>
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<tr>
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<td>Dodge 4D, Pick Pocket 3D+1,</td>
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<td>4D+1</td>
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<td>6D+2, Search 6D</td>
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<td><strong>TECHNICAL 2D</strong></td>
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<td>Brawling 4D</td>
<td><strong>Holorecorder Operations 6D+2</strong></td>
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<td>Persuasion 8D, Search</td>
<td><strong>Holorecorder Operations 4D+2</strong></td>
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<td>6D+1, Sneak 6D</td>
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<td>Equipment: Holorecorder, Recording Rod, Comlink</td>
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<td><strong>GAMBLER</strong></td>
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<td><strong>GAMBLER (EXPERIENCED)</strong></td>
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<tr>
<td><strong>Inn Keeper</strong></td>
<td><strong>Janitor</strong></td>
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<tr>
<td>------------------------------</td>
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<td>Cleaning 4D, Persuasion 3D+1</td>
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<tr>
<td><strong>Equipment:</strong></td>
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<tr>
<td><strong>Inn Keeper (Experienced)</strong></td>
<td><strong>Janitor (Experienced)</strong></td>
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<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
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<td>Cleaning 6D, Persuasion 4D+1</td>
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<td>5D</td>
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<tr>
<td><strong>Equipment:</strong></td>
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<td><strong>Inn Keeper (Veteran)</strong></td>
<td><strong>Janitor (Veteran)</strong></td>
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<tr>
<td>Alien Species 7D+2, Business</td>
<td>Cleaning 8D, Persuasion 5D+1</td>
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<td>7D</td>
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</tr>
<tr>
<td><strong>Equipment:</strong></td>
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</table>

| **Janitor (Veteran)**        | **Janitor (Veteran)**      |
| **Species:** Any             | **Species:** Any           |
| **Sex:** Any                 | **Sex:** Any               |
| **DEXTERITY 2D**             | **DEXTERITY 2D**           |
| **KNOWLEDGE 2D**             | **KNOWLEDGE 2D**           |
| Alien Species 5D+2, Business| Cleaning 6D+1, Search 4D+2, |
| 5D                          | Sneak 4D                   |
| **MECHANICAL 2D**            | **STRENGTH 2D**            |
| Ground Vehicle Operation 4D,| Repulsorlift Operation 4D, |
| Repulsorlift Operation 4D,  | Machinery Operations:     |
| 5D                          | Cleaning Equipment 6D      |
| **TECHNICAL 2D**             | **Machine Repair:** Cleaning|
| Move: 10                     | Equipment 7D+2             |
| **Equipment:**               |                            |

| **Janitor (Veteran)**        | **Janitor (Veteran)**      |
| **Species:** Any             | **Species:** Any           |
| **Sex:** Any                 | **Sex:** Any               |
| **DEXTERITY 2D**             | **DEXTERITY 2D**           |
| **KNOWLEDGE 2D**             | **KNOWLEDGE 2D**           |
| Alien Species 7D+2, Business| Cleaning 8D+1, Search 5D+2, |
| 7D                          | Sneak 5D                   |
| **MECHANICAL 2D**            | **STRENGTH 2D**            |
| Ground Vehicle Operation 5D,| Repulsorlift Operation 5D, |
| Repulsorlift Operation 5D,  | Machinery Operations:     |
| 5D                          | Cleaning Equipment 8D      |
| **TECHNICAL 2D**             | **Machine Repair:** Cleaning|
| Move: 10                     | Equipment 7D+2             |
| **Equipment:**               |                            |
**JOURNALIST**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
KNOWLEDGE 2D  
Investigation 4D, Persuasion 4D  
Alien Species 3D, Art 3D,  
Bureaucracy 3D, Business 3D,  
Cultures 3D, Economics 3D,  
Law Enforcement 3D,  
Planetary Systems 3D, Writing:  
News Articles 4D  
MECHANICAL 2D  
Move: 10  
Equipment: Suit, Datapad containing news related notes.

**JOURNALIST (EXPERIENCED)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
KNOWLEDGE 2D  
Investigation 6D, Persuasion 6D  
Alien Species 4D, Art 4D,  
Bureaucracy 4D, Business 4D,  
Cultures 4D, Economics 4D,  
Law Enforcement 4D,  
Planetary Systems 4D, Writing:  
News Articles 6D  
MECHANICAL 2D  
Move: 10  
Equipment: Suit, Datapad containing news related notes.

**JOURNALIST (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
KNOWLEDGE 2D  
Investigation 8D, Persuasion 8D  
Alien Species 5D, Art 5D,  
Bureaucracy 5D, Business 5D,  
Cultures 5D, Economics 5D,  
Law Enforcement 5D,  
Planetary Systems 5D, Writing:  
News Articles 8D  
MECHANICAL 2D  
Move: 10  
Equipment: Suit, Datapad containing news related notes.

**LABORER**

Species: Any  
Sex: Any  
DEXTERITY 3D  
PERCEPTION 2D  
KNOWLEDGE 2D  
STRENGTH 3D  
MECHANICAL 3D  
Brawling 3D+1, Lifting 4D+2,  
Machinery Operations 5D  
STAMINA 4D  
TECHNICAL 3D  
Move: 10  

**LABORER (EXPERIENCED)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
PERCEPTION 2D  
KNOWLEDGE 2D  
STRENGTH 3D  
MECHANICAL 3D  
Brawling 4D+1, Lifting 5D+2,  
Machinery Operations 7D  
STAMINA 5D  
TECHNICAL 3D  
Move: 10  

**LABORER (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
PERCEPTION 2D  
KNOWLEDGE 2D  
STRENGTH 3D  
MECHANICAL 3D  
Brawling 5D+1, Lifting 6D+2,  
Machinery Operations 9D  
STAMINA 6D  
TECHNICAL 3D  
Move: 10  

**LAWYER**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 3D  
KNOWLEDGE 3D  
Bargain 4D, Con: Jury 4D+1,  
Alien Species 3D+1,  
Bureaucracy 5D, Cultures  
3D+1, Law Enforcement:  
3+1, Willpower 4D+2  
TECHNICAL 2D  
Move: 10  
Equipment: Expensive suit, Datapad.

**LAWYER (EXPERIENCED)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 3D  
KNOWLEDGE 3D  
Bargain 5D, Con: Jury 6D+1,  
Alien Species 4D+1,  
Bureaucracy 6D, Cultures  
4D+1, Law Enforcement:  
4D+1, Willpower 6D+2  
TECHNICAL 2D  
Move: 10  
Equipment: Expensive suit, Datapad.

**LAWYER (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 3D  
KNOWLEDGE 3D  
Bargain 6D, Con: Jury 8D+1,  
Alien Species 5D+1,  
Bureaucracy 7D, Cultures  
5D+1, Law Enforcement:  
5D+1, Willpower 8D+2  
TECHNICAL 2D  
Move: 10  
Equipment: Expensive suit, Datapad.
| Character       | Species       | Sex    | DEXTERITY  | PERCEPTION | KNOWLEDGE  | MECHANICAL  | TECHNICAL  | Strength   | MECHANICAL  | TECHNICAL  | Move | Equipment                                                                 | Species       | Sex    | DEXTERITY  | PERCEPTION | KNOWLEDGE  | MECHANICAL  | TECHNICAL  | Strength   | MECHANICAL  | TECHNICAL  | Move | Equipment                                                                 |
|-----------------|---------------|--------|------------|------------|------------|-------------|------------|------------|-------------|------------|------|---------------------------------------------------------------------------|---------------|--------|------------|------------|------------|-------------|------------|------------|-------------|------------|------|---------------------------------------------------------------------------|---------------|--------|------------|------------|------------|-------------|------------|------------|-------------|------------|------|---------------------------------------------------------------------------|
| **Librarian**   | Any           | Any    | Any        | 3D         | 4D         | 2D          | 2D         | 2D         | Any         | Any        | 10   | Datapad with remote access to the local datanet and library card catalog. | Any           | Any    | Any        | 3D         | 4D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Datapad with remote access to the local datanet and library card catalog. |
| **Librarian (Experienced)** | Any           | Any    | Any        | 3D         | 4D         | 2D          | 2D         | 2D         | Any         | Any        | 10   | Datapad with remote access to the local datanet and library card catalog. | Any           | Any    | Any        | 3D         | 4D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Datapad with remote access to the local datanet and library card catalog. |
| **Librarian (Veteran)** | Any           | Any    | Any        | 3D         | 4D         | 2D          | 2D         | 2D         | Any         | Any        | 10   | Datapad with remote access to the local datanet and library card catalog. | Any           | Any    | Any        | 3D         | 4D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Datapad with remote access to the local datanet and library card catalog. |
| **Maid**        | Any           | Any    | Any        | 3D         | 5D         | 2D          | 2D         | 2D         | Any         | Any        | 10   | Cleaning Supplies                                                          | Any           | Any    | Any        | 3D         | 5D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Cleaning Supplies                                                          |
| **Maid (Experienced)** | Any           | Any    | Any        | 3D         | 5D         | 2D          | 2D         | 2D         | Any         | Any        | 10   | Cleaning Supplies                                                          | Any           | Any    | Any        | 3D         | 5D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Cleaning Supplies                                                          |
| **Maid (Veteran)** | Any           | Any    | Any        | 3D         | 5D         | 2D          | 2D         | 2D         | Any         | Any        | 10   | Cleaning Supplies                                                          | Any           | Any    | Any        | 3D         | 5D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Cleaning Supplies                                                          |
| **Miner**       | Any           | Any    | 3D         | 3D         | 4D         | 3D          | 2D         | 2D         | 3D         | 2D         | 10   | Glow Rod, Mineral Scanner, Rebreather, Various Tools.                      | Any           | Any    | 3D         | 4D         | 5D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Glow Rod, Mineral Scanner, Rebreather, Various Tools.                      |
| **Miner (Experienced)** | Any           | Any    | 3D         | 3D         | 4D         | 3D          | 2D         | 2D         | 3D         | 2D         | 10   | Glow Rod, Mineral Scanner, Rebreather, Various Tools.                      | Any           | Any    | 3D         | 4D         | 5D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Glow Rod, Mineral Scanner, Rebreather, Various Tools.                      |
| **Miner (Veteran)** | Any           | Any    | 3D         | 3D         | 4D         | 3D          | 2D         | 2D         | 3D         | 2D         | 10   | Glow Rod, Mineral Scanner, Rebreather, Various Tools.                      | Any           | Any    | 3D         | 4D         | 5D         | 2D          | 2D         | Any         | Any         | Any        | 10   | Glow Rod, Mineral Scanner, Rebreather, Various Tools.                      |
### MUSICIAN
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
Musical Instrument  
Operation 4D+2  
**Move:** 10  
**Equipment:** Musical Instrument

### MUSICIAN (EXPERIENCED)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
Musical Instrument  
Operation 6D+2  
**Move:** 10  
**Equipment:** Musical Instrument

### MUSICIAN (VETERAN)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
Musical Instrument  
Operation 8D+2  
**Move:** 10  
**Equipment:** Musical Instrument

### NURSE
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Sensors:** Medical  
**Equipment:** Computer Program/Repair 3D  
**Move:** 10  
**Equipment:** Nurse’s Uniform, Medical Scanner, Datapad

### NURSE (EXPERIENCED)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Sensors:** Medical  
**Equipment:** Computer Program/Repair 5D  
**Move:** 10  
**Equipment:** Nurse’s Uniform, Medical Scanner, Datapad

### NURSE (VETERAN)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Sensors:** Medical  
**Equipment:** Computer Program/Repair 6D  
**Move:** 10  
**Equipment:** Nurse’s Uniform, Medical Scanner, Datapad

### NOBLE
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 3D  
**KNOWLEDGE 3D**  
Cultures: (Local) 5D, History: (Local) 4D  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** Expensive clothes, Hold-out Blaster, 1,500 Credits

### NOBLE (EXPERIENCED)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 3D  
**KNOWLEDGE 3D**  
Cultures: (Local) 7D, History: (Local) 6D  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** Expensive clothes, Hold-out Blaster, 1,500 Credits

### NOBLE (VETERAN)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 3D  
**KNOWLEDGE 3D**  
Cultures: (Local) 9D, History: (Local) 8D  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** Expensive clothes, Hold-out Blaster, 1,500 Credits

### PERFORMER
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Equipment:** Costume

### PERFORMER (EXPERIENCED)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Equipment:** Costume

### PERFORMER (VETERAN)
**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Equipment:** Costume
### Pilot

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**Search 3D**  
**STRENGTH 2D**  
**TECHNICAL 2D**  
**Planetary Systems:** (Choose One) 4D  
**MECHANICAL 2D**  
Choose One: Capital Ship Piloting 5D, Ground Vehicle  
Operation: Bus 5D, Hover  
Vehicle Operation: Hoverbus 7D, Repulsorlift Operation: Repulsorbus 5D, or Space Transports 5D.  
**Move:** 10  
**Equipment:** Pilot’s Uniform  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**Search 4D**  
**STRENGTH 2D**  
**TECHNICAL 2D**  
**Planetary Systems:** (Choose One) 5D  
**MECHANICAL 2D**  
Choose One: Capital Ship Piloting 7D, Ground Vehicle  
Operation: Bus 7D, Hover  
Vehicle Operation: Hoverbus 7D, Repulsorlift Operation: Repulsorbus 7D, or Space Transports 7D.  
**Move:** 10  
**Equipment:** Pilot’s Uniform  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**Search 5D**  
**STRENGTH 2D**  
**TECHNICAL 2D**  
**Planetary Systems:** (Choose One) 6D  
**MECHANICAL 2D**  
Choose One: Capital Ship Piloting 9D, Ground Vehicle  
Operation: Bus 9D, Hover  
Vehicle Operation: Hoverbus 9D, Repulsorlift Operation: Repulsorbus 9D, or Space Transports 9D.  
**Move:** 10  
**Equipment:** Pilot’s Uniform  
**DEXTERITY 2D**  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**Command:** Classroom 4D, Choose one Knowledge skill from the core rulebook  
**STRENGTH 2D**  
**TECHNICAL 2D**  
**History:** (Same as above skill) 5D  
**MECHANICAL 2D**  
**Move:** 10  
**Equipment:** Datapad, Stack of half graded flimsies.
### Rancher

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Dodge 4D, Firearms 4D,  
- Melee Combat 3D,  
- Running 3D  
**KNOWLEDGE 2D**  
- Agriculture 3D, Planetary Systems 4D, Tactics: Animal Herding 4D  
**MECHANICAL 3D**  
- Beast Handling 5D, Beast Riding 4D+1, Ground Vehicle Operation 4D  
**Equipment:** Rifle (4D), multitool.

**DEXTERITY**  
- Dodge 4D, Firearms 4D,  
- Melee Combat 3D,  
- Running 3D  
**KNOWLEDGE**  
- Agriculture 3D, Planetary Systems 4D, Tactics: Animal Herding 4D  
**MECHANICAL**  
- Beast Handling 5D, Beast Riding 4D+1, Ground Vehicle Operation 4D  
**Move:** 10  
**Equipment:** Rifle (4D), multitool.

**DEXTERITY**  
- Dodge 5D, Firearms 6D,  
- Melee Combat 4D,  
- Running 4D  
**KNOWLEDGE**  
- Agriculture 4D, Planetary Systems 5D, Tactics: Animal Herding 6D  
**MECHANICAL**  
- Beast Handling 7D, Beast Riding 6D+1, Ground Vehicle Operation 5D  
**Move:** 10  
**Equipment:** Rifle (4D), multitool.

**DEXTERITY**  
- Dodge 6D, Firearms 8D,  
- Melee Combat 5D,  
- Running 5D  
**KNOWLEDGE**  
- Agriculture 5D, Planetary Systems 6D, Tactics: Animal Herding 8D  
**MECHANICAL**  
- Beast Handling 9D, Beast Riding 8D+1, Ground Vehicle Operation 6D  
**Move:** 10  
**Equipment:** Rifle (4D), multitool.

### Repulsortruck Driver

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Dodge 4D, Firearms 4D,  
- Melee Combat 3D,  
- Running 3D  
**KNOWLEDGE 2D**  
- Agriculture 3D, Planetary Systems 4D, Tactics: Animal Herding 4D  
**MECHANICAL 3D**  
- Beast Handling 5D, Beast Riding 4D+1, Ground Vehicle Operation 4D  
**Equipment:** Repulsortruck, Package of Deathsticks, Lighter.

**DEXTERITY**  
- Dodge 5D, Firearms 6D,  
- Melee Combat 4D,  
- Running 4D  
**KNOWLEDGE**  
- Agriculture 4D, Planetary Systems 5D, Tactics: Animal Herding 6D  
**MECHANICAL**  
- Beast Handling 7D, Beast Riding 6D+1, Ground Vehicle Operation 5D  
**Move:** 10  
**Equipment:** Repulsortruck, Package of Deathsticks, Lighter.

**DEXTERITY**  
- Dodge 6D, Firearms 8D,  
- MeleeCombat 5D,  
- Running 5D  
**KNOWLEDGE**  
- Agriculture 5D, Planetary Systems 6D, Tactics: Animal Herding 8D  
**MECHANICAL**  
- Beast Handling 9D, Beast Riding 8D+1, Ground Vehicle Operation 6D  
**Move:** 10  
**Equipment:** Repulsortruck, Package of Deathsticks, Lighter.
**Shockball Player**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Dodge 5D, Running 5D,  
- Shockball Fling 6D,  
- Shockball Scoop 6D  
STRENGTH 3D  
KNOWLEDGE 2D  
- Tactics: Shockball 4D  
MECHANICAL 2D  
Equipment: Shockball Scoop, Shockball Mitt

**Shockball Player (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Dodge 7D, Running 7D,  
- Shockball Fling 8D,  
- Shockball Scoop 8D  
STRENGTH 3D  
KNOWLEDGE 2D  
- Tactics: Shockball 6D  
MECHANICAL 2D  
Equipment: Shockball Scoop, Shockball Mitt

**Shockball Player (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Dodge 9D, Running 9D,  
- Shockball Fling 10D,  
- Shockball Scoop 10D  
STRENGTH 3D  
KNOWLEDGE 2D  
- Tactics: Shockball 8D  
MECHANICAL 2D  
Equipment: Shockball Scoop, Shockball Mitt

**Shockboxer**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Brawling Parry: Shockboxing 4D+2, Dodge 4D+2  
STRENGTH 3D  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Shockboxing Gloves (STR+1D Stun)

**Shockboxer (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Brawling Parry: Shockboxing 6D+2, Dodge 6D+2  
STRENGTH 3D  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Shockboxing Gloves (STR+1D Stun)

**Shockboxer (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Brawling Parry: Shockboxing 8D+2, Dodge 8D+2  
STRENGTH 3D  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Shockboxing Gloves (STR+1D Stun)

**Skytaxi Driver**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 4D, Cultures 3D+2, Law Enforcement: Traffic Laws 4D, Planetary Systems: (Local) 4D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 4D, Repulsorlift Operation: Skytaxi 5D

**Skytaxi Driver (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 5D, Cultures 4D+2, Law Enforcement: Traffic Laws 5D, Planetary Systems: (Local) 5D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 5D, Repulsorlift Operation: Skytaxi 7D

**Skytaxi Driver (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 6D, Cultures 5D+2, Law Enforcement: Traffic Laws 6D, Planetary Systems: (Local) 6D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 6D, Repulsorlift Operation: Skytaxi 9D

**Skytaxi Driver (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 7D, Cultures 6D+2, Law Enforcement: Traffic Laws 7D, Planetary Systems: (Local) 7D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 7D, Repulsorlift Operation: Skytaxi 11D

**Skytaxi Driver (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 8D, Cultures 7D+2, Law Enforcement: Traffic Laws 8D, Planetary Systems: (Local) 8D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 8D, Repulsorlift Operation: Skytaxi 13D

**Skytaxi Driver (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 9D, Cultures 8D+2, Law Enforcement: Traffic Laws 9D, Planetary Systems: (Local) 9D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 9D, Repulsorlift Operation: Skytaxi 15D

**Skytaxi Driver (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
- Alien Species 10D, Cultures 9D+2, Law Enforcement: Traffic Laws 10D, Planetary Systems: (Local) 10D+2  
STRENGTH 2D  
MECHANICAL 3D  
- Repulsorlift Operation 10D, Repulsorlift Operation: Skytaxi 17D
**SLICER**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Bureaucracy 3D  
MECHANICAL 2D  
PERCEPTION 2D  
STRENGTH 2D  
TECHNICAL 3D  
Move: 10  
Equipment: Slicer Equipment, Datapad, Comlink

**SLICER (EXPERIENCED)**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Bureaucracy 4D  
MECHANICAL 2D  
PERCEPTION 2D  
STRENGTH 2D  
TECHNICAL 3D  
Move: 10  
Equipment: Slicer Equipment, Datapad, Comlink

**SLICER (VETERAN)**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Bureaucracy 5D  
MECHANICAL 2D  
PERCEPTION 2D  
STRENGTH 2D  
TECHNICAL 3D  
Move: 10  
Equipment: Slicer Equipment, Datapad, Comlink

**SWOOP RACER**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
MECHANICAL 3D  
Search 4D  
STRENGTH 2D  
TECHNICAL 2D  
Move: 10  
Equipment: Racing Swoop

**SWOOP RACER (EXPERIENCED)**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
MECHANICAL 3D  
Search 5D  
STRENGTH 2D  
TECHNICAL 2D  
Move: 10  
Equipment: Racing Swoop

**SWOOP RACER (VETERAN)**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
MECHANICAL 3D  
Search 6D  
STRENGTH 2D  
TECHNICAL 2D  
Move: 10  
Equipment: Racing Swoop

**TEACHER**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
STRENGTH 2D  
TECHNICAL 2D  
Move: 10  
Equipment: Datapad containing current curriculum and student grades.

**TEACHER (EXPERIENCED)**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
STRENGTH 2D  
TECHNICAL 2D  
Move: 10  
Equipment: Datapad containing current curriculum and student grades.

**TEACHER (VETERAN)**
Species: Any  
DEXTERITY 2D  
KNOWLEDGE 3D  
STRENGTH 2D  
TECHNICAL 2D  
Move: 10  
Equipment: Datapad containing current curriculum and student grades.
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<th>TOURIST (VETERAN)</th>
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<td>Equipment: Obnoxiously bright clothing, holorecorder, a fist full of pamphlets for local tourist traps, 500 credits</td>
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<td>PERCEPTION 2D</td>
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<td>Equipment: Veterinarian tools &amp; medications</td>
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<td>Move: 10</td>
<td>Equipment: Veterinarian tools &amp; medications</td>
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Waiter
Species: Any
Sex: Any
DEXTERITY 2D
Dodge 4D+1
KNOWLEDGE 2D
Alien Species 3D, Culinary
MECHANICAL 2D
Move: 10
Equipment: Apron, Small datapad for taking orders, 25 credits.

Waiter (Experienced)
Species: Any
Sex: Any
DEXTERITY 2D
Dodge 6D+1
KNOWLEDGE 2D
Alien Species 4D, Culinary
MECHANICAL 2D
Move: 10
Equipment: Apron, Small datapad for taking orders, 50 credits.

Waiter (Veteran)
Species: Any
Sex: Any
DEXTERITY 2D
Dodge 8D+1
KNOWLEDGE 2D
Alien Species 5D, Culinary
MECHANICAL 2D
Move: 10
Equipment: Apron, Small datapad for taking orders, 75 credits.

Writer
Species: Any
Sex: Any
DEXTERITY 2D
KNOWLEDGE 2D
Writing: (Choose Style) 5D
MECHANICAL 2D
Move: 10
Equipment: Datapad containing several unpublished works

Writer (Experienced)
Species: Any
Sex: Any
DEXTERITY 2D
KNOWLEDGE 2D
Writing: (Choose Style) 7D
MECHANICAL 2D
Move: 10
Equipment: Datapad containing several unpublished works

Writer (Veteran)
Species: Any
Sex: Any
DEXTERITY 2D
KNOWLEDGE 2D
Writing: (Choose Style) 9D
MECHANICAL 2D
Move: 10
Equipment: Datapad containing several unpublished works

Bodyguard, Professional
Species: Any
Sex: Any
DEXTERITY 3D
Blaster 3D+2, Brawling Parry 4D, Dodge 4D, Melee Combat 4D+2, Melee Parry 4D, Running 4D
KNOWLEDGE 2D
INTIMIDATION 3D, Law Enforcement 4D, Streetwise 4D+2, Willpower 3D+1
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

Bodyguard, Professional (Experienced)
Species: Any
Sex: Any
DEXTERITY 3D
Blaster 4D+2, Brawling Parry 5D, Dodge 5D, Melee Combat 4D+2, Melee Parry 5D, Running 5D
KNOWLEDGE 2D
INTIMIDATION 4D, Law Enforcement 4D, Streetwise 4D+2, Willpower 4D
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

Bodyguard, Professional (Veteran)
Species: Any
Sex: Any
DEXTERITY 3D
Blaster 5D+2, Brawling Parry 6D, Dodge 6D, Melee Combat 5D+2, Melee Parry 6D, Running 6D
KNOWLEDGE 2D
INTIMIDATION 5D, Law Enforcement 5D, Streetwise 5D+2, Willpower 4D+2
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

Bodyguard, Professional (Elite)
Species: Any
Sex: Any
DEXTERITY 3D
Blaster 6D+2, Brawling Parry 7D, Dodge 7D, Melee Combat 6D+2, Melee Parry 7D, Running 7D
KNOWLEDGE 2D
INTIMIDATION 6D, Law Enforcement 6D, Streetwise 6D+2, Willpower 5D+1
MECHANICAL 2D
Move: 10
Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)
Bodyguard, Royal

Species: Any

**DEXTERITY 2D**
- Blaster 3D+2, Brawling Parry
- 3D+1, Dodge 3D+1, Melee
- Combat: (Choose One) 4D,
  Melee Parry 3D+2

**PERCEPTION 2D**
- Hide 3D, Persuasion 3D,
  Search 4D, Sneak 3D+1

**STRENGTH 2D**
- Brawling 3D

**KNOWLEDGE 2D**
- Alien Species 2D+1,
  Bureaucracy 2D+1, Cultures:
  (Choose One) 4D,
  Intimidation 3D, Law
  Enforcement 2D+2, Willpower 4D

**MECHANICAL 2D**
- Choose One: Ground Vehicle
  Operation 3D+1, Hover Vehicle
  Operation 3D+1, or Repulsorlift
  Operation 3D+1

**Move: 10**

**Equipment:** Melee Weapon (Per Melee Combat specialty), Blaster
  Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink

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Bodyguard, Royal (Experienced)

Species: Any

**DEXTERITY 2D**
- Blaster 4D+2, Brawling Parry
  4D+1, Dodge 4D+1, Melee
  Combat: (Choose One) 5D,
  Melee Parry 4D+2

**PERCEPTION 2D**
- Hide 3D+2, Persuasion 4D,
  Search 5D, Sneak 4D

**STRENGTH 2D**
- Brawling 4D

**KNOWLEDGE 2D**
- Alien Species 3D+1,
  Bureaucracy 3D, Cultures:
  (Choose One) 4D+2,
  Intimidation 3D+2, Law
  Enforcement 3D+1, Willpower 5D

**MECHANICAL 2D**
- Choose One: Ground Vehicle
  Operation 4D+1, Hover Vehicle
  Operation 4D+1, or Repulsorlift
  Operation 4D+1

**Move: 10**

**Equipment:** Melee Weapon (Per Melee Combat specialty), Blaster
  Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink

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Bodyguard, Royal (Veteran)

Species: Any

**DEXTERITY 2D**
- Blaster 5D+2, Brawling Parry
  5D+1, Dodge 5D+1, Melee
  Combat: (Choose One) 6D,
  Melee Parry 5D+2

**PERCEPTION 2D**
- Hide 4D+1, Persuasion 5D,
  Search 6D, Sneak 4D+2

**STRENGTH 2D**
- Brawling 5D

**KNOWLEDGE 2D**
- Alien Species 4D+1,
  Bureaucracy 3D+2, Cultures:
  (Choose One) 5D+1,
  Intimidation 4D+1, Law
  Enforcement 4D, Willpower 6D

**MECHANICAL 2D**
- Choose One: Ground Vehicle
  Operation 5D+1, Hover Vehicle
  Operation 5D+1, or Repulsorlift
  Operation 5D+1

**Move: 10**

**Equipment:** Melee Weapon (Per Melee Combat specialty), Blaster
  Pistol (4D), Royal Bodyguard Armor (+1D Physical & Energy), Comlink
**Bounty Hunter**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 3D+2, Dodge 3D+1, Melee Combat 3D+1  
- Investigation 3D, Sneak 3D  
STRENGTH 2D  
KNOWLEDGE 2D  
- Survival 2D+1  
TECHNICAL 2D  
Move: 10  
Equipment: Protective Vest (+2 physical, +1 energy), Heavy Blaster Pistol (5D), Knife (STR+1D)  
Reference: Gamemaster Screen Revised p27

**Bounty Hunter (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 4D+2, Dodge 4D+1, Melee Combat 4D+1  
- Investigation 4D, Dodge 4D+1  
STRENGTH 2D  
KNOWLEDGE 2D  
- Brawling 3D+1  
TECHNICAL 2D  
Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 5D, Dodge 5D, Melee Combat 5D  
- Investigation 5D, Dodge 5D  
STRENGTH 2D  
KNOWLEDGE 2D  
- Survival 5D+1  
TECHNICAL 2D  
Move: 10  
Equipment: Bounty Hunter Armor (+2D physical, +1D energy), Blaster Rifle (5D), Hold Out Blaster (3D), Thermal Detonator (10D), Vibroknife (STR+3D)

**Bounty Hunter (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 5D+2, Dodge 5D+1, Melee Combat 5D+1  
- Investigation 6D, Sneak 6D  
STRENGTH 2D  
KNOWLEDGE 2D  
- Brawling 5D+2  
TECHNICAL 2D  
Move: 10  
Equipment: Bounty Hunter Armor (+2D physical, +1D energy), Blaster Rifle (5D), Hold Out Blaster (3D), Thermal Detonator (10D), Vibroknife (STR+3D)

**Bounty Hunter (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
- Blaster 6D+2, Dodge 6D+1, Melee Combat 6D+1  
- Investigation 7D, Sneak 7D  
STRENGTH 2D  
KNOWLEDGE 2D  
- Brawling 6D+2  
TECHNICAL 2D  
Move: 10  
Equipment: Bounty Hunter Armor (+2D physical, +1D energy), Blaster Rifle (5D), Hold Out Blaster (3D), Thermal Detonator (10D), Vibroknife (STR+3D)

**Boss Agent**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Blaster 4D+2, Dodge 4D+2  
- Investigation 4D, Dodge 4D+1  
STRENGTH 3D  
KNOWLEDGE 4D  
- Alien Races 5D, Cultures 4D+2, Languages 4D+1, Starship Repair 4D+1, Streetwise 5D  
STRENGTH 3D  
MECHANICAL 2D  
- Beast Riding 3D+2, Repulsorlift Operation 3D+1, Starship Piloting 3D+1  
- Computer Programming/Repair 4D+2, Demolition 5D+1, Security 4D+3, Starship Repair 4D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Uniform  
Reference: Cracken’s Rebel Field Guide p59

**Boss Agent (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Blaster 5D+2, Dodge 5D+2  
- Investigation 5D+2, Dodge 5D+1  
STRENGTH 3D  
KNOWLEDGE 4D  
- Alien Races 6D, Cultures 5D+2, Languages 5D+1, Starship Repair 5D+1, Streetwise 5D+1  
STRENGTH 3D  
MECHANICAL 2D  
- Beast Riding 4D+2, Repulsorlift Operation 4D+2, Starship Piloting 4D+2, Starship Repair 4D+1  
- Computer Programming/Repair 5D+2, Demolition 4D+1, Security 5D+1, Starship Repair 4D+1  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Uniform

**Boss Agent (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
- Blaster 6D+2, Dodge 6D+2  
- Investigation 6D+2, Dodge 6D+1  
STRENGTH 3D  
KNOWLEDGE 4D  
- Alien Races 7D, Cultures 6D+2, Languages 6D+1, Starship Repair 6D+1, Streetwise 6D+1  
STRENGTH 3D  
MECHANICAL 2D  
- Beast Riding 5D+2, Repulsorlift Operation 5D+2, Starship Piloting 5D+2, Starship Repair 5D+2  
- Computer Programming/Repair 6D+2, Demolition 5D, Security 5D+2, Starship Repair 5D+2  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Uniform
BoSS Bureaucrat
Species: Any  Sex: Any
DEXTERITY 2D  PERCEPTION 4D
KNOWLEDGE 4D  Bargain 4D+2, Command 4D+1
Alien Races 5D, Cultures 5D, Languages 4D+1, Planetary Systems 5D
STRENGTH 2D  TECHNICAL 4D
Computer Program/Repair 5D
MECHANICAL 2D  5D, Security 5D+1, Starship
Move: 10  Repair 5D+2
Equipment: Comlink, Uniform
Reference: Cracken’s Rebel Field Guide p59

BoSS Bureaucrat (Experienced)
Species: Any  Sex: Any
DEXTERITY 2D  PERCEPTION 4D
KNOWLEDGE 4D  Bargain 5D+2, Command 5D+1
Alien Races 6D, Cultures 6D, Languages 5D+1, Planetary Systems 6D
STRENGTH 2D  TECHNICAL 4D
Computer Program/Repair 6D
MECHANICAL 2D  Security 6D+1
Move: 10
Equipment: Comlink, Uniform

BoSS Bureaucrat (Veteran)
Species: Any  Sex: Any
DEXTERITY 2D  PERCEPTION 4D
KNOWLEDGE 4D  Bargain 6D+2, Command 6D+1
Alien Races 7D, Cultures 7D, Languages 6D+1, Planetary Systems 7D
STRENGTH 2D  TECHNICAL 4D
Computer Program/Repair 7D
MECHANICAL 2D  Security 7D+1
Move: 10
Equipment: Comlink, Uniform

BoSS Bureaucrat (Elite)
Species: Any  Sex: Any
DEXTERITY 2D  PERCEPTION 4D
KNOWLEDGE 4D  Bargain 7D+2, Command 7D+1
Alien Races 8D, Cultures 8D, Languages 7D+1, Planetary Systems 8D
STRENGTH 2D  TECHNICAL 4D
Computer Program/Repair 8D
MECHANICAL 2D  Security 8D+1
Move: 10
Equipment: Comlink, Uniform

BoSS Enforcer
Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 3D
Blaster 5D, Brawling Parry 4D+2, Dodge 4D+1, Grenade 4D+1
STRENGTH 4D  Brawling 4D+1, Climbing/
KNOWLEDGE 2D  Jumping 4D+2
Survival 3D+1  Stamina 5D
MECHANICAL 3D  Security 4D, Starship Repair
Beast Riding 3D+1, Starship Piloting 3D+1, Starship Gunnery 3D+2
Move: 10
Equipment: Blaster Pistol (4D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform
Reference: Cracken’s Rebel Field Guide p59

BoSS Enforcer (Experienced)
Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 3D
Blaster 6D, Brawling Parry 5D+2, Dodge 5D+1, Grenade 5D+1
STRENGTH 4D  Brawling 5D+1, Climbing/
KNOWLEDGE 2D  Jumping 5D+2
Survival 4D+1  Stamina 6D
MECHANICAL 3D  Security 5D, Starship Repair
Beast Riding 4D+1, Starship Piloting 4D+1, Starship Gunnery 4D+2
Move: 10
Equipment: Blaster Pistol (4D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform

BoSS Enforcer (Veteran)
Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 3D
Blaster 7D, Brawling Parry 6D+2, Dodge 6D+1, Grenade 6D+1
STRENGTH 4D  Brawling 6D+1, Climbing/
KNOWLEDGE 2D  Jumping 6D+2
Survival 5D+1  Stamina 7D
MECHANICAL 3D  Security 6D, Starship Repair
Beast Riding 5D+1, Starship Piloting 5D+1, Starship Gunnery 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform

BoSS Enforcer (Elite)
Species: Any  Sex: Any
DEXTERITY 4D  PERCEPTION 3D
Blaster 8D, Brawling Parry 7D+2, Dodge 7D+1, Grenade 7D+1
STRENGTH 4D  Brawling 7D+1, Climbing/
KNOWLEDGE 2D  Jumping 7D+2
Survival 6D+1  Stamina 8D
MECHANICAL 3D  Security 7D, Starship Repair
Beast Riding 6D+1, Starship Piloting 6D+1, Starship Gunnery 6D+2
Move: 10
Equipment: Blaster Pistol (4D), Retractable Billy Club (Str +1D), Comlink, Wrist Manacles (STR 6D to break), Uniform
**Company Enforcer**

Species: Any  
Sex: Any  
DEXTERITY: 3D+2  
PERCEPTION: 2D  
Dodge 4D+2, Melee Parry 4D, Melee Weapons 4D+2  
Strength 4D  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)  
Reference: Adventure Journal #9 p198

**Company Enforcer (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY: 3D+2  
PERCEPTION: 2D  
Dodge 4D+2, Dodge 5D+2, Melee Parry 5D+2, Melee Weapons 5D+2  
Strength 5D+2  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)

**Company Enforcer (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY: 3D+2  
PERCEPTION: 2D  
Dodge 5D+2, Dodge 6D+2, Melee Parry 6D+2, Melee Weapons 6D+2  
Strength 6D+2  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)

**Company Enforcer (Elite)**

Species: Any  
Sex: Any  
DEXTERITY: 3D+2  
PERCEPTION: 2D  
Dodge 6D+2, Dodge 7D+2, Melee Parry 7D+2, Melee Weapons 7D+2  
Strength 7D+2  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D)

**Customs Agent**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
Blaster 3D  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.  
Reference: The Far Orbit Project p69

**Customs Agent (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
Blaster 4D  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.

**Customs Agent (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
Blaster 5D  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.

**Customs Agent (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
PERCEPTION 2D  
Blaster 6D  
KNOWLEDGE: 2D  
MECHANICAL: 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.
**Crime Scene Investigator (Experienced)**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blaster 3D, Brawling Parry 3D+1, Dodge 3D+2  
**KNOWLEDGE 2D**  
Alien Species 4D+2, Bureaucracy 4D, Cultures 4D, Languages 4D+1, Law Enforcement 5D, Planetary Systems 4D  
**MECHANICAL 2D**  
Repulsorlift Operation 3D+1, Sensors 4D  
Move: 10  
Equipment: Forensic Tools

**Crime Scene Investigator (Veteran)**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blaster 3D+1, Brawling Parry 4D, Dodge 4D+1  
**KNOWLEDGE 2D**  
Alien Species 5D+2, Bureaucracy 5D, Cultures 5D+2, Languages 5D+1, Law Enforcement 6D, Planetary Systems 5D  
**MECHANICAL 2D**  
Repulsorlift Operation 4D, Sensors 5D  
Move: 10  
Equipment: Forensic Tools

**Crime Scene Investigator (Elite)**

Species: Any  
Sex: Any  
**DEXTERITY 2D**  
Blaster 3D+2, Brawling Parry 4D+2, Dodge 5D  
**KNOWLEDGE 2D**  
Alien Species 6D+2, Bureaucracy 6D, Cultures 6D+2, Languages 6D+1, Law Enforcement 7D, Planetary Systems 6D  
**MECHANICAL 2D**  
Repulsorlift Operation 4D+2, Sensors 6D  
Move: 10  
Equipment: Forensic Tools
## Location Enforcement Operative

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<tr>
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<th>MECHANICAL 2D</th>
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<td>Blaster 6D, Brawling Parry 5D+2, Dodge 6D, Melee Combat 4D</td>
<td>Authority Credit Voucher (20,000 limit), Datapad, Espo-Blaster (4D), Authority Security Division ID.</td>
<td>Pirates &amp; Privateers p78</td>
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## Location Enforcement Operative (Experienced)

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<tr>
<td>DEXTERITY 3D+2</td>
<td>PERCEPTION 3D+2</td>
<td>Blaster 7D, Brawling Parry 6D+2, Dodge 7D, Melee Combat 5D</td>
<td>Authority Credit Voucher (20,000 limit), Datapad, Espo-Blaster (4D), Authority Security Division ID.</td>
<td>GGl1 Criminal Organizations p94</td>
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## Location Enforcement Operative (Veteran)

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<td>DEXTERITY 3D+2</td>
<td>PERCEPTION 3D+2</td>
<td>Blaster 8D, Brawling Parry 7D+2, Dodge 8D, Melee Combat 6D</td>
<td>Authority Credit Voucher (20,000 limit), Datapad, Espo-Blaster (4D), Authority Security Division ID.</td>
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## New Republic Security Force Agent

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<th>Reference:</th>
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<td>DEXTERITY 3D</td>
<td>PERCEPTION 4D</td>
<td>Blaster 5D, Dodge 5D, Melee 5D+1, Melee Parry 4D+2</td>
<td>Authority Security Division ID.</td>
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## New Republic Security Force Agent (Experienced)

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<th>Reference:</th>
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<tbody>
<tr>
<td>DEXTERITY 3D</td>
<td>PERCEPTION 4D</td>
<td>Blaster 6D, Dodge 6D, Melee 5D+1, Melee Parry 4D+2</td>
<td>Authority Security Division ID.</td>
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## New Republic Security Force Agent (Veteran)

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<th>Equipment:</th>
<th>Reference:</th>
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<tr>
<td>DEXTERITY 3D</td>
<td>PERCEPTION 4D</td>
<td>Blaster 7D, Dodge 7D, Melee 6D+1, Melee Parry 5D+1</td>
<td>Authority Security Division ID.</td>
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</table>
**NEW REPUBLIC SECURITY FORCE AGENT (ELITE)**

Species: Any  
**DEXTERITY 3D**  
Blaster 8D, Dodge 8D, Melee Combat 7D+1, Melee Parry 7D+2  
**PERCEPTION 4D**  
Bargain 8D, Command 8D+1, Hide 8D, Investigation 9D+2, Sneak 8D  
**KNOWLEDGE 4D**  
Alien Species 6D+2, Cultures 7D, Languages 7D, Planetary Systems 7D+2, Law Enforcement 10D, Streetwise 8D  
**STRENGTH 3D**  
Brawling 7D, Stamina 7D+2  
**TECHNICAL 2D**  
Armor Repair 5D, Blaster Repair 6D, Computer Programming/Repair 5D+2  
**MECHANICAL 2D**  
Astrogation 5D, Sensors 5D+1, Space Transports 5D+1, Starfighter Piloting 5D+1  
**Move: 10**  
**Equipment:** Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical), Comlink, Medpac, Survival Kit.

**POLICE DETECTIVE**

Species: Any  
**DEXTERITY 2D**  
Blaster 4D, Brawling Parry 3D+2, Dodge 4D+1, Melee Combat 3D, Melee Parry 3D+1  
**KNOWLEDGE 3D**  
Alien Species 4D, Bureaucracy 4D+1, Cultures 4D+1, Law Enforcement 4D+1, Languages 4D Streetwise 4D, Willpower 4D  
**MECHANICAL 2D**  
Repulsorlift Operation 3D  
**Move: 10**  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Detective’s Badge.

**POLICE DETECTIVE (EXPERIENCED)**

Species: Any  
**DEXTERITY 2D**  
Blaster 5D, Brawling Parry 4D+2, Dodge 5D+1, Melee Combat 4D, Melee Parry 4D+1  
**KNOWLEDGE 3D**  
Alien Species 5D, Bureaucracy 4D+1, Cultures 5D+1, Law Enforcement 5D+1, Languages 5D Streetwise 5D, Willpower 5D  
**MECHANICAL 2D**  
Repulsorlift Operation 4D  
**Move: 10**  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Detective’s Badge.

**POLICE DETECTIVE (VETERAN)**

Species: Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry 5D+2, Dodge 6D+1, Melee Combat 5D, Melee Parry 5D+1  
**KNOWLEDGE 3D**  
Alien Species 6D, Bureaucracy 5D+1, Cultures 6D+1, Law Enforcement 6D+1, Languages 6D Streetwise 6D, Willpower 6D  
**MECHANICAL 2D**  
Repulsorlift Operation 5D  
**Move: 10**  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Detective’s Badge.

**POLICE DETECTIVE (ELITE)**

Species: Any  
**DEXTERITY 2D**  
Blaster 7D, Brawling Parry 6D+2, Dodge 7D+1, Melee Combat 6D, Melee Parry 6D+1  
**KNOWLEDGE 3D**  
Alien Species 7D, Bureaucracy 6D+1, Cultures 7D+1, Law Enforcement 7D+1, Languages 7D Streetwise 7D, Willpower 7D  
**MECHANICAL 2D**  
Repulsorlift Operation 6D  
**Move: 10**  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Detective’s Badge.
### Police Patrolman

**Species:** Any  
**DEXTERITY 2D**  
Blaster 4D, Brawling Parry 3D+2, Dodge 4D+1, Running 3D+1  
**KNOWLEDGE 3D**  
Alien Species 3D+1, Cultures 3D+2, Law Enforcement 4D, Streetwise 3D+1  
**MECHANICAL 2D**  
Repulsorlift Operation 3D, Swoop Operation 3D+1  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Patrolman’s Badge, Patrolman’s Uniform.  

**Species:** Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry 5D+2, Dodge 5D+1, Running 5D+1  
**KNOWLEDGE 3D**  
Alien Species 5D+1, Cultures 5D+2, Law Enforcement 5D, Streetwise 5D+1  
**MECHANICAL 2D**  
Repulsorlift Operation 5D, Swoop Operation 5D+1  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Patrolman’s Badge, Patrolman’s Uniform.  

**Species:** Any  
**DEXTERITY 2D**  
Blaster 7D, Brawling Parry 6D+2, Dodge 6D+1, Running 6D+1  
**KNOWLEDGE 3D**  
Alien Species 6D+1, Cultures 6D+2, Law Enforcement 7D, Streetwise 6D+1  
**MECHANICAL 2D**  
Repulsorlift Operation 6D, Swoop Operation 6D+1  
**Equipment:** Blaster Pistol (4D), Stun Cuffs, Patrolman’s Badge, Patrolman’s Uniform.

**Species:** Any  
**DEXTERITY 2D**  
Blaster 4D, Brawling Parry 3D+2, Dodge 4D+1, Firearms 4D, Melee Combat 3D, Melee Parry 3D+2, Pick Pocket 4D, Running 3D+2  
**KNOWLEDGE 3D**  
Alien Species 4D, Cultures 4D+1, Law Enforcement 4D, Streetwise 4D  
**MECHANICAL 2D**  
Repulsorlift Operation 3D+2  
**Equipment:** Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.

**Species:** Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling Parry 5D+2, Dodge 5D+1, Firearms 5D, Melee Combat 5D, Melee Parry 5D+2, Pick Pocket 5D, Running 5D+2  
**KNOWLEDGE 3D**  
Alien Species 5D, Cultures 5D+1, Law Enforcement 5D, Streetwise 5D  
**MECHANICAL 2D**  
Repulsorlift Operation 4D+2  
**Equipment:** Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.

**Species:** Any  
**DEXTERITY 2D**  
Blaster 7D, Brawling Parry 6D+2, Dodge 6D+1, Firearms 6D, Melee Combat 6D, Melee Parry 6D+2, Pick Pocket 6D, Running 6D+2  
**KNOWLEDGE 3D**  
Alien Species 6D, Cultures 6D+1, Law Enforcement 6D, Streetwise 6D  
**MECHANICAL 2D**  
Repulsorlift Operation 5D+2  
**Equipment:** Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.

**Species:** Any  
**DEXTERITY 2D**  
Blaster 7D, Brawling Parry 6D+2, Dodge 6D+1, Firearms 7D, Melee Combat 6D, Melee Parry 6D+2, Pick Pocket 7D, Running 6D+2  
**KNOWLEDGE 3D**  
Alien Species 7D, Cultures 7D+1, Law Enforcement 7D, Streetwise 7D  
**MECHANICAL 2D**  
Repulsorlift Operation 6D+2  
**Equipment:** Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.
### Sector Ranger

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 5D+1, Dodge 4D+2, Melee Combat 5D, Melee  
- Parry 4D+2  
**KNOWLEDGE 4D**  
- Alien Species 5D, Cultures 5D+1, Languages 5D, Planetary  
- Systems 5D+1, Law Enforcement 8D, Streetwise 5D+2  
**MECHANICAL 2D**  
- Astrogation 3D, Sensors 3D+1, Space Transports 3D, Starfighter  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blast Helmet (+1 energy,+1D physical), Comlink, Medpac, Survival Kit.  
**Reference:** GG 11 Criminal Organizations p91

### Sector Ranger (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 7D+1, Dodge 6D+2, Melee Combat 7D, Melee  
- Parry 6D+2  
**KNOWLEDGE 4D**  
- Alien Species 7D, Cultures 7D+1, Languages 7D, Planetary  
- Systems 7D+1, Law Enforcement 10D, Streetwise 7D+2  
**MECHANICAL 2D**  
- Astrogation 5D, Sensors 5D+1, Space Transports 5D, Starfighter  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blast Helmet (+1 energy,+1D physical), Comlink, Medpac, Survival Kit.

### Sector Ranger (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 6D+1, Dodge 5D+2, Melee Combat 6D, Melee  
- Parry 5D+2  
**KNOWLEDGE 4D**  
- Alien Species 6D, Cultures 6D+1, Languages 6D, Planetary  
- Systems 6D+1, Law Enforcement 9D, Streetwise 6D+2  
**MECHANICAL 2D**  
- Astrogation 4D, Sensors 4D+1, Space Transports 4D, Starfighter  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blast Helmet (+1 energy,+1D physical), Comlink, Medpac, Survival Kit.

### Sector Ranger (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
- Blaster 8D+1, Dodge 7D+2, Melee Combat 8D, Melee  
- Parry 7D+2  
**KNOWLEDGE 4D**  
- Alien Species 8D, Cultures 8D+1, Languages 8D, Planetary  
- Systems 8D+1, Law Enforcement 11D, Streetwise 8D+2  
**MECHANICAL 2D**  
- Astrogation 6D, Sensors 6D+1, Space Transports 6D, Starfighter  
- Move: 10  
**Equipment:** Blaster Pistol (4D), Blast Helmet (+1 energy,+1D physical), Comlink, Medpac, Survival Kit.

### Security Consultant

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Bargain 5D, Command 5D, Hide 5D, Investigation 7D, Sneak 5D  
**KNOWLEDGE 2D**  
- Alien Species 2D+2, Bureaucracy 4D, Business: TECHNICAL 2D  
- Security 4D, Cultures 2D+2, Law Enforcement 2D+1, Streetwise 2D+1, Value: Security  
- Equipment 4D, Willpower 4D  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Business Suit, Comlink, Datapad containing power points about various security systems & equipment.

### Security Consultant (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Bargain 4D+1, Persuasion 4D, Search 4D+2  
**KNOWLEDGE 2D**  
- Alien Species 3D+2, Bureaucracy 5D, Business: TECHNICAL 2D  
- Security 5D, Cultures 3D+2, Law Enforcement 3D+1, Streetwise 3D+1, Value: Security  
- Equipment 5D, Willpower 5D  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Business Suit, Comlink, Datapad containing power points about various security systems & equipment.

### Security Consultant (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D**  
- Bargain 5D+1, Persuasion 5D, Search 5D+2  
**KNOWLEDGE 2D**  
- Alien Species 4D+2, Bureaucracy 6D, Business: TECHNICAL 2D  
- Security 6D, Cultures 4D+2, Law Enforcement 4D+1, Streetwise 4D+1, Value: Security  
- Equipment 6D, Willpower 6D  
**MECHANICAL 2D**  
- Move: 10  
**Equipment:** Business Suit, Comlink, Datapad containing power points about various security systems & equipment.
**Security Consultant (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Bargain 6D+1, Persuasion 7D, Alien Species 5D+2, Bureaucracy 7D, Business:  
Security 7D, Cultures 5D+2, Law Enforcement 5D+1, Streetwise 5D+1, Value: Security  
Equipment 7D, Willpower 7D  
MECHANICAL 2D  
Move: 10  
Equipment: Business Suit, Comlink, Datapad containing power points about various security systems & equipment.

**Security Guard**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Brawling Parry 3D, Dodge 3D+2, Melee Combat 4D, Melee Parry 3D+1  
Bureaucracy 3D, Intimidation 3D, Willpower 3D  
MECHANICAL 2D  
Sensors 3D  
Move: 10  
Equipment: Hand Held scanner (+2D to Search), Stun Baton STR+2D+2, (STun damage), Corporate Uniform.

**Security Guard (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Brawling Parry 4D, Dodge 4D+2, Melee Combat 5D, Melee Parry 4D+1  
Bureaucracy 4D, Intimidation 4D, Willpower 4D  
MECHANICAL 2D  
Sensors 4D  
Move: 10  
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.

**Security Guard (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Brawling Parry 5D, Dodge 5D+2, Melee Combat 6D, Melee Parry 5D+1  
Bureaucracy 5D, Intimidation 5D, Willpower 5D  
MECHANICAL 2D  
Sensors 5D  
Move: 10  
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.

**Security Guard (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
KNOWLEDGE 2D  
Brawling Parry 6D, Dodge 6D+2, Melee Combat 7D, Melee Parry 6D+1  
Bureaucracy 6D, Intimidation 6D, Willpower 6D  
MECHANICAL 2D  
Sensors 6D  
Move: 10  
Equipment: Hand Held scanner (+2D to Search), Stun Baton (STR+2D+2, Stun damage), Corporate Uniform.
**Security Patrolman**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 4D+2, Brawling 4D+2, Brawling Parry 4D+1, Dodge 4D

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Equipment:** Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

**Reference:** Hideouts & Strongholds p51

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**Security Patrolman (Experienced)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 5D+2, Brawling 5D+2, Brawling Parry 5D+1, Dodge 5D

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

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**Security Patrolman (Veteran)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 6D+2, Brawling 6D+2, Brawling Parry 6D+1, Dodge 6D

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

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**Security Patrolman (Elite)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 7D+2, Brawling 7D+2, Brawling Parry 7D+1, Dodge 7D

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

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**Skip Tracer**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Blaster Pistol (4D), Datapad, 500 Credits.

**Reference:** GG 11 Criminal Organizations p93

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**Skip Tracer (Experienced)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Blaster Pistol (4D), Datapad, 500 Credits.

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**Skip Tracer (Veteran)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Blaster Pistol (4D), Datapad, 500 Credits.

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**Skip Tracer (Elite)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**

**PERCEPTION 2D**

**STRENGTH 2D**

**TECHNICAL 2D**

**KNOWLEDGE 2D**

**MECHANICAL 2D**

**Move:** 10

**Equipment:** Blaster Pistol (4D), Datapad, 500 Credits.
Starport Security Guards
Species: Any
Sex: Any
DEXTERITY
Blaster: Blaster Pistol 5D
Knowledge 1D
Mechanical 1D
Move: 10
Equipment: Blaster Rifle (SD), Coyn’skar (STR+2D), Blast Vest (+1D physical, +1 energy).
Reference: Planets Collection p137

Starport Security Guards (Experienced)
Species: Any
Sex: Any
DEXTERITY 3D
Knowledge 1D
Mechanical 1D
Move: 10
Equipment: Blaster Rifle (SD), Coyn’skar (STR+2D), Blast Vest (+1D physical, +1 energy).

Starport Security Guards (Veteran)
Species: Any
Sex: Any
DEXTERITY 3D
Knowledge 1D
Mechanical 1D
Move: 10
Equipment: Blaster Rifle (SD), Coyn’skar (STR+2D), Blast Vest (+1D physical, +1 energy).

Starport Security Guards (Elite)
Species: Any
Sex: Any
DEXTERITY 3D
Knowledge 1D
Mechanical 1D
Move: 10
Equipment: Blaster Rifle (SD), Coyn’skar (STR+2D), Blast Vest (+1D physical, +1 energy).

SWAT
Species: Any
Sex: Any
DEXTERITY 2D
Knowledge 2D
Mechanical 2D
Move: 10
Equipment: Blaster Pistol (4D), Coyn’skar (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)

SWAT (Veteran)
Species: Any
Sex: Any
DEXTERITY 2D
Knowledge 2D
Mechanical 2D
Move: 10
Equipment: Blaster Pistol (4D), Coyn’skar (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)
## SWAT (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D:**  
- Blaster 8D+1, Blaster Artillery  
- 7D, Blindfighting 7D, Brawling  
- Parry 7D, Dodge 8D, Grenade  
- 7D+2, Melee Combat 7D, Melee  
- Parry 7D, Missile Weapons 7D, Running 7D  
**STRENGTH 2D:**  
**KNOWLEDGE 2D:**  
- Alien Species 5D+1, Cultures  
- 5D+1, Intimidation 7D, Languages 5D+1, Law  
- Enforcement 6D, Streetwise  
- 6D, Survival: Urban 6D+2, Tactics: SWAT 7D, Willpower 7D  
**MECHANICAL 2D:**  
**Equipment:** Varies widely. Sample kit: Blaster Pistol (4D), Blaster Rifle (5D), Vibroknife (STR+3D, Max: 6D), Stun Grenades x 2, SWAT Armor (+2D energy, +1D+1 physical)  

## System Patrol Officer

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D:**  
- Command 6D, Hide 6D+2,  
- Investigation 6D, Search: Threat  
- Assessment 7D, Sneak 7D  
**PERCEPTION 2D:**  
**KNOWLEDGE 2D:**  
- Capital Ship Gunnery 4D, Capital  
- Ship Piloting 4D, Capital Ship  
- Shields 3D  
**STRENGTH 2D:**  
**MECHANICAL 2D:**  
- Move: 10  
**TECHNICAL 2D:**  
**Equipment:** Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.  
**Reference:** The Far Orbit Project p70

## System Patrol Officer (Experienced)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D:**  
- Capital Ship Gunnery 5D, Capital  
- Ship Piloting 5D, Capital Ship  
- Shields 4D  
**PERCEPTION 2D:**  
**KNOWLEDGE 2D:**  
- Move: 10  
**STRENGTH 2D:**  
**MECHANICAL 2D:**  
- Technical 2D  
**TECHNICAL 2D:**  
**Equipment:** Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.

## System Patrol Officer (Veteran)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D:**  
- Capital Ship Gunnery 6D, Capital  
- Ship Piloting 6D, Capital Ship  
- Shields 5D  
**PERCEPTION 2D:**  
**KNOWLEDGE 2D:**  
- Move: 10  
**STRENGTH 2D:**  
**MECHANICAL 2D:**  
- Technical 2D  
**TECHNICAL 2D:**  
**Equipment:** Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.

## System Patrol Officer (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 2D:**  
- Capital Ship Gunnery 7D, Capital  
- Ship Piloting 7D, Capital Ship  
- Shields 6D  
**PERCEPTION 2D:**  
**KNOWLEDGE 2D:**  
- Move: 10  
**STRENGTH 2D:**  
**MECHANICAL 2D:**  
- Technical 2D  
**TECHNICAL 2D:**  
**Equipment:** Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.
**Bothan Police Member**

- **Species:** Bothan
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster: Stun Pistol 5D, Brawling Parry 4D, Dodge 4D
  - Brawling 3D+1
- **PERCEPTION 2D**
- **STRENGTH 2D**
- **KNOWLEDGE 2D**
- **TECHNICAL 2D**
- **MECHANICAL 2D**
  - Repulsorlift Operation 3D+2

**Equipment:**
- Stun Pistol (4D+2 Stun)
- Blast Vest (+1D physical, +1 energy)
- Gold and Gray Uniform
- Comlink Headset

Reference: Shadows of the Empire Planets Collection p77

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**Cal Ambre Guard**

- **Species:** Any
- **Sex:** Any
- **DEXTERITY 3D**
  - Blaster 4D+1
- **PERCEPTION 2D**
- **STRENGTH 2D**
- **KNOWLEDGE 2D**
  - Brawling 4D
- **MECHANICAL 2D**
  - TECHNICAL 2D
- **Move:** 10

**Equipment:**
- Blaster Pistol (4D)

Reference: Cracken’s Field Operatives p83

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**Bothan Police Member (Experienced)**

- **Species:** Bothan
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster: Stun Pistol 6D, Brawling Parry 5D, Dodge 5D
  - Brawling 4D+1
- **PERCEPTION 2D**
- **STRENGTH 2D**
- **KNOWLEDGE 2D**
- **TECHNICAL 2D**
- **MECHANICAL 2D**
  - Repulsorlift Operation 4D+2

**Equipment:**
- Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy)
- Gold and Gray Uniform
- Comlink Headset

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**Bothan Police Member (Veteran)**

- **Species:** Bothan
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster: Stun Pistol 7D, Brawling Parry 6D, Dodge 6D
  - Brawling 5D+1
- **PERCEPTION 2D**
- **STRENGTH 2D**
- **KNOWLEDGE 2D**
- **TECHNICAL 2D**
- **MECHANICAL 2D**
  - Repulsorlift Operation 5D+2

**Equipment:**
- Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy)
- Gold and Gray Uniform
- Comlink Headset

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**Bothan Police Member (Elite)**

- **Species:** Bothan
- **Sex:** Any
- **DEXTERITY 2D**
  - Blaster: Stun Pistol 8D, Brawling Parry 7D, Dodge 7D
  - Brawling 6D+1
- **PERCEPTION 2D**
- **STRENGTH 2D**
- **KNOWLEDGE 2D**
- **TECHNICAL 2D**
- **MECHANICAL 2D**
  - Repulsorlift Operation 6D+2

**Equipment:**
- Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy)
- Gold and Gray Uniform
- Comlink Headset
**CHATTZA PROTECTOR**

**Species:** Rodian  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 4D, Grenade 4D,  
Melee Combat 4D+2,  
Melee Parry 4D

**PERCEPTION 2D**  
**STRENGTH 3D**  
**TECHNICAL 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D),  
Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)

**Reference:** Shadows of the Empire Planets Collection p12

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**CHATTZA PROTECTOR (EXPERIENCED)**

**Species:** Rodian  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 5D, Grenade 5D,  
Melee Combat 5D+2,  
Melee Parry 5D

**PERCEPTION 2D**  
**STRENGTH 3D**  
**TECHNICAL 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D),  
Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)

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**CHATTZA PROTECTOR (VETERAN)**

**Species:** Rodian  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 6D, Grenade 6D,  
Melee Combat 6D+2,  
Melee Parry 6D

**PERCEPTION 2D**  
**STRENGTH 3D**  
**TECHNICAL 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D),  
Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)

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**CHATTZA PROTECTOR (ELITE)**

**Species:** Rodian  
**Sex:** Any

**DEXTERITY 3D**  
Blaster 7D, Grenade 7D,  
Melee Combat 7D+2,  
Melee Parry 7D

**PERCEPTION 2D**  
**STRENGTH 3D**  
**TECHNICAL 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** Blaster Rigle (5D), Blaster Pistol (4D), Grenade (5D),  
Vibroblade (STR+3D), Rodian Protector Armor (+2D physical, +1D energy, -1D Dexterity and related skills.)

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**CORSEC POLICE OFFICER**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 3D+1, Dodge 3D+1,  
Running 3D, Vehicle Blasters  
2D+2

**PERCEPTION 2D**  
**STRENGTH 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D),  
Stun Cuffs, Comlink

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**CORSEC POLICE OFFICER (EXPERIENCED)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 4D+1, Dodge 4D+1,  
Running 4D, Vehicle Blasters 3D+2, Search 4D  
2D+2

**PERCEPTION 2D**  
**STRENGTH 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D),  
Stun Cuffs, Comlink

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**CORSEC POLICE OFFICER (VETERAN)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 5D+1, Dodge 5D+1,  
Running 5D, Vehicle Blasters 4D+2, Search 5D  
2D+2

**PERCEPTION 2D**  
**STRENGTH 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D),  
Stun Cuffs, Comlink

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**CORSEC POLICE OFFICER (ELITE)**

**Species:** Any  
**Sex:** Any

**DEXTERITY 2D**  
Blaster 6D+1, Dodge 6D+1,  
Running 6D, Vehicle Blasters 5D+2, Search 6D  
2D+2

**PERCEPTION 2D**  
**STRENGTH 2D**

**KNOWLEDGE 2D**  
**MECHANICAL 2D**  
**Move:** 10

**Equipment:** CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D),  
Stun Cuffs, Comlink
### CorSec Detective

**Species:** Any  
**Sex:** Any

**DEXTERITY 3D**
- Blaster 4D, Brawling Parry
- 3D+1, Dodge 4D, Vehicle
- Blasters 3D+2

**KNOWLEDGE 3D**
- Alien Species 3D+2,
- Bureaucracy 4D, Cultures
- 3D+1, Intimidation 3D+2,
- Languages 3D+1, Law
- Enforcement: Corellia System
- 4D, Planetary Systems:
- Corellian System 4D,
- Streetwise 3D+2, Willpower
- 3D+2

**MECHANICAL 2D**
- Repulsorlift Operation 4D

**Equipment:** CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac

### CorSec Detective (Experienced)

**Species:** Any  
**Sex:** Any

**DEXTERITY 3D**
- Blaster 5D, Brawling Parry
- 4D+1, Dodge 5D, Vehicle
- Blasters 4D+2

**KNOWLEDGE 3D**
- Alien Species 4D+2,
- Bureaucracy 5D, Cultures
- 4D+1, Intimidation 4D+2,
- Languages 4D+1, Law
- Enforcement: Corellia System
- 5D, Planetary Systems:
- Corellian System 5D,
- Streetwise 4D+2,
- Willpower 4D+2

**MECHANICAL 2D**
- Repulsorlift Operation 5D

**Equipment:** CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac

### CorSec Detective (Veteran)

**Species:** Any  
**Sex:** Any

**DEXTERITY 3D**
- Blaster 6D, Brawling Parry
- 5D+1, Dodge 6D, Vehicle
- Blasters 5D+2

**KNOWLEDGE 3D**
- Alien Species 5D+2,
- Bureaucracy 6D, Cultures
- 5D+1, Intimidation 5D+2,
- Languages 5D+1, Law
- Enforcement: Corellia System
- 6D, Planetary Systems:
- Corellian System 6D,
- Streetwise 5D+2,
- Willpower 5D+2

**MECHANICAL 2D**
- Repulsorlift Operation 6D

**Equipment:** CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac

### CorSec Detective (Elite)

**Species:** Any  
**Sex:** Any

**DEXTERITY 3D**
- Blaster 7D, Brawling Parry
- 6D+1, Dodge 7D, Vehicle
- Blasters 6D+2

**KNOWLEDGE 3D**
- Alien Species 6D+2,
- Bureaucracy 7D, Cultures
- 6D+1, Intimidation 6D+2,
- Languages 6D+1, Law
- Enforcement: Corellia System
- 7D, Planetary Systems:
- Corellian System 7D,
- Streetwise 6D+2,
- Willpower 6D+2

**MECHANICAL 2D**
- Repulsorlift Operation 7D

**Equipment:** CorSec ID, Work Suit, Blaster Pistol (4D), Stun Cuffs x 2, Comlink, MedPac
**CorSec Starfighter Pilot**

Species: Any  
Sex: Any  

**DEXTERITY 3D**  
Blaster 4D, Dodge 4D  

**KNOWLEDGE 2D**  
- Law Enforcement: Corellian System 4D, Planetary Systems: Corellian System 4D, Streetwise 3D  

**MECHANICAL 3D**  
Astrogation 3D+1, Starfighter Piloting 4D, Starship Gunnery 4D, Starship Shields 3D+2  

**Equipment:** CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac  

**Move:** 10  

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**CorSec Starfighter Pilot (Experienced)**

Species: Any  
Sex: Any  

**DEXTERITY 3D**  
Blaster 5D, Dodge 5D  

**KNOWLEDGE 2D**  
- Law Enforcement: Corellian System 5D, Planetary Systems: Corellian System 5D, Streetwise 4D  

**MECHANICAL 3D**  
Astrogation 4D, Starfighter Piloting 5D, Starship Gunnery 5D, Starship Shields 4D+2  

**Equipment:** CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac  

**Move:** 10  

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**CorSec Starfighter Pilot (Veteran)**

Species: Any  
Sex: Any  

**DEXTERITY 3D**  
Blaster 6D, Dodge 6D  

**KNOWLEDGE 2D**  

**MECHANICAL 3D**  
Astrogation 4D+2, Starfighter Piloting 6D, Starship Gunnery 6D, Starship Shields 5D+2  

**Equipment:** CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac  

**Move:** 10  

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**CorSec Starfighter Pilot (Elite)**

Species: Any  
Sex: Any  

**DEXTERITY 3D**  
Blaster 7D, Dodge 7D  

**KNOWLEDGE 2D**  
- Law Enforcement: Corellian System 7D, Planetary Systems: Corellian System 7D, Streetwise 6D  

**MECHANICAL 3D**  
Astrogation 5D+1, Starfighter Piloting 7D, Starship Gunnery 7D, Starship Shields 6D+2  

**Equipment:** CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D), Comlink, MedPac  

**Move:** 10
<table>
<thead>
<tr>
<th>ELROOD BAZAAR SECURITY GUARDS</th>
<th>ESC SECURITY TEAM MEMBER</th>
</tr>
</thead>
<tbody>
<tr>
<td>Species: Human</td>
<td>Species: Human</td>
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<tr>
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<tr>
<td>DEXTERITY 2D</td>
<td>PERCEPTION 2D</td>
</tr>
<tr>
<td>Blaster 3D, Dodge 4D</td>
<td>Blaster 6D</td>
</tr>
<tr>
<td>STRENGTH 3D+2</td>
<td>STRENGTH 2D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Brawling 5D</td>
</tr>
<tr>
<td>Languages 3D+1</td>
<td>Cultures 4D+1, Law</td>
</tr>
<tr>
<td>TECHNICAL 2D</td>
<td>Enforcement 6D</td>
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<td>MECHANICAL 2D</td>
<td>TECHNICAL 2D</td>
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<tr>
<td>Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.</td>
<td>Move: 10</td>
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<tr>
<td>Reference: Planets Collection p131</td>
<td>Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.</td>
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<table>
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<th>ELROOD BAZAAR SECURITY GUARDS (EXPERIENCED)</th>
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<td>PERCEPTION 2D</td>
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<tr>
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<td>Blaster 7D</td>
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<tr>
<td>STRENGTH 3D+2</td>
<td>STRENGTH 2D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Brawling 6D</td>
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<tr>
<td>Languages 4D</td>
<td>Cultures 5D, Law</td>
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<td>TECHNICAL 2D</td>
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<td>MECHANICAL 2D</td>
<td>Enforcement 7D</td>
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<tr>
<td>Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.</td>
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<td>PERCEPTION 2D</td>
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<tr>
<td>Blaster 5D, Dodge 6D</td>
<td>Blaster 8D</td>
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<tr>
<td>STRENGTH 3D+2</td>
<td>STRENGTH 2D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Brawling 7D</td>
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<tr>
<td>Languages 4D+2</td>
<td>Cultures 5D+2, Law</td>
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<td>TECHNICAL 2D</td>
<td>TECHNICAL 2D</td>
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<td>MECHANICAL 2D</td>
<td>Enforcement 8D</td>
</tr>
<tr>
<td>Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.</td>
<td>Move: 10</td>
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<th>ELROOD BAZAAR SECURITY GUARDS (ELITE)</th>
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<td>DEXTERITY 2D</td>
<td>PERCEPTION 2D</td>
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<tr>
<td>Blaster 6D, Dodge 7D</td>
<td>Blaster 9D</td>
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<tr>
<td>STRENGTH 3D+2</td>
<td>STRENGTH 2D</td>
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<tr>
<td>KNOWLEDGE 2D</td>
<td>Brawling 8D</td>
</tr>
<tr>
<td>Languages 5D+1</td>
<td>Cultures 6D+1, Law</td>
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<tr>
<td>TECHNICAL 2D</td>
<td>TECHNICAL 2D</td>
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<tr>
<td>MECHANICAL 2D</td>
<td>Enforcement 9D</td>
</tr>
<tr>
<td>Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.</td>
<td>Move: 10</td>
</tr>
<tr>
<td>Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.</td>
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Espo Officer
Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 4D, Brawling Parry
3D+1, Melee Combat 3D+1,
Running 4D
KNOWLEDGE 2D
Alien Species 3D, Bureaucracy
4D, Intimidation 4D, Law
Enforcement 4D, Planetary
Systems 3D+2, Streetwise
3D+2
MECHANICAL 1D+2
Beast Riding 3D, Communications
4D+1, Ground Vehicle Operation
2D+2, Repulsorlift Operation
3D+2, Walker Operation 3D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)
Reference: Han Solo and the Corporate Sector Sourcebook p48.

Espo Officer (Experienced)
Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 5D, Brawling Parry 5D+1,
Melee Combat 5D+1, Running 6D
KNOWLEDGE 2D
Alien Species 5D, Bureaucracy
6D, Intimidation 6D, Law
Enforcement 6D, Planetary
Systems 5D+2, Streetwise
5D+2
MECHANICAL 1D+2
Beast Riding 4D+1, Communications 6D+1,
Ground Vehicle Operation 4D+2,
Repulsorlift Operation 5D+2,
Walker Operation 5D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)

Espo Officer (Veteran)
Species: Any
Sex: Any
DEXTERITY 2D+1
Blaster 6D, Brawling Parry 6D+1,
Melee Combat 6D+1, Running 7D
KNOWLEDGE 2D
Alien Species 6D, Bureaucracy
7D, Intimidation 7D, Law
Enforcement 7D, Planetary
Systems 6D+2, Streetwise 6D+2
MECHANICAL 1D+2
Beast Riding 5D, Communications 7D+1,
Ground Vehicle Operation 5D+2,
Repulsorlift Operation 6D+2,
Walker Operation 6D
Move: 10
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, 3 Pairs Binders (5D Strength)
ESPO PICKET FLEET HAND

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 2D+1, Dodge 3D
KNOWLEDGE 2D
Law Enforcement 3D
MECHANICAL 2D
Capital Starship Repair 2D+2,
Astrogation 2D+2, Capital Ship
Gunnery 3D, Capital Ship Piloting
3D+1, Communications 3D,
Sensors 3D, Space Transports 3D
Equipment: ESPO Uniform, Blaster (4D), Comlink

Move: 10

ESPO PICKET FLEET HAND (EXPERIENCED)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D, Dodge 3D+2
KNOWLEDGE 2D
Law Enforcement 3D+2
MECHANICAL 2D
Capital Starship Repair 3D+1,
Astrogation 3D+1, Capital Ship
Gunnery 4D, Capital Ship Piloting
4D+1, Communications 4D,
Sensors 4D, Space Transports 4D
Equipment: ESPO Uniform, Blaster (4D), Comlink

Move: 10

ESPO PICKET FLEET HAND (VETERAN)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 3D+2, Dodge 4D+1
KNOWLEDGE 2D
Law Enforcement 4D+1
MECHANICAL 2D
Capital Starship Repair 4D,
Astrogation 4D, Capital Ship
Gunnery 5D, Capital Ship Piloting
5D+1, Communications 5D,
Sensors 5D, Space Transports 5D
Equipment: ESPO Uniform, Blaster (4D), Comlink

Move: 10

ESPO PICKET FLEET HAND (ELITE)

Species: Any
Sex: Any
DEXTERITY 2D
Blaster 4D+1, Dodge 5D
KNOWLEDGE 2D
Law Enforcement 5D
MECHANICAL 2D
Capital Starship Repair 4D+2,
Astrogation 4D+2, Capital Ship
Gunnery 6D, Capital Ship Piloting
6D+1, Communications 6D,
Sensors 6D, Space Transports 6D
Equipment: ESPO Uniform, Blaster (4D), Comlink

Move: 10

ESPO PICKET FLEET TROOPER

Species: Any
Sex: Any
DEXTERITY 3D
Blaster 4D, Brawling Parry 3D+2,
Melee Combat 4D, Melee
Combat: Stun Baton 5D,
Running 5D
KNOWLEDGE 1D
Intimidation 4D+1, Law
Enforcement 4D, Streetwise
3D+1, Survival 3D
TECHNICAL 2D
Computer Programming/Repair
Capital Ship Gunnery 4D,
Ground Vehicle Operation 4D,
Repulsorlift Operation 4D,
Space Transports: Pinnace 5D
Equipment: Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)
Reference: Han Solo and the Corporate Sector Sourcebook p50.
## ESPO PICKET FLEET TROOPER (VETERAN)

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<tr>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 6D, Brawling Parry 5D+2, Melee Combat 6D, Melee Combat: Stun Baton 7D, Running 6D</td>
<td>Bargain 4D+1, Search 6D, Sneak 5D+2</td>
</tr>
<tr>
<td><strong>STRENGTH 2D</strong></td>
<td><strong>KNOWLEDGE 1D</strong></td>
</tr>
<tr>
<td>Brawling 5D, Brawling: Zero-G Combat 7D+2, Climbing/ Jumping 6D. Lifting 6D, Stamina 6D+2</td>
<td>Intimidation 4D+2, Law Enforcement 5D+2, Streetwise 4D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
</tr>
<tr>
<td>Capital Ship Gunnery 5D+1, Ground Vehicle Operation 5D, Repulsorlift Operation 6D, Space Transports: Pinnacle 6D+1</td>
<td>Computer Programming/Repair 4D+1, Droid Programming 4D+1, Security 5D</td>
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<tr>
<td><strong>Move: 10</strong></td>
<td><strong>Equipment:</strong> Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)</td>
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## ESPO PICKET FLEET TROOPER (ELITE)

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<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 7D, Brawling Parry 6D+2, Melee Combat 7D, Melee Combat: Stun Baton 8D, Running 7D</td>
<td>Bargain 5D, Search 7D, Sneak 6D+2</td>
</tr>
<tr>
<td><strong>STRENGTH 2D</strong></td>
<td><strong>KNOWLEDGE 1D</strong></td>
</tr>
<tr>
<td>Brawling 6D, Brawling: Zero-G Combat 8D+2, Climbing/ Jumping 7D. Lifting 7D, Stamina 7D+2</td>
<td>Intimidation 5D+1, Law Enforcement 5D+2, Streetwise 5D+2</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
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<td><strong>Equipment:</strong> Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink, Space Battle Armor (+2D energy +3D+1 physical, -1D+2 Dexterity and all related actions, 2 hours life support), 1 Glop Grenade, 3 Pairs Binders (5D Strength)</td>
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## ESPO TROOPER

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<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
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<tr>
<td>Blaster 3D+2, Brawling Parry 4D, Melee Combat: Stun Baton 5D</td>
<td>Bargain 2D+1, Search 3D+1</td>
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<tr>
<td><strong>STRENGTH 2D</strong></td>
<td><strong>KNOWLEDGE 1D</strong></td>
</tr>
<tr>
<td>Brawling 2D+2, Climbing/ Jumping 3D. Lifting 3D, Stamina 3D+2</td>
<td>Intimidation 3D, Law Enforcement 2D+2</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
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<tr>
<td>Beast Riding 3D, Ground Vehicle Operation 2D+2, Repulsorlift Operation 3D</td>
<td>Security 3D</td>
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<td><strong>Move: 10</strong></td>
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## ESPO TROOPER (EXPERIENCED)

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<tr>
<td>Blaster 4D+2, Brawling Parry 5D+2, Melee Combat: Stun Baton 6D</td>
<td>Bargain 3D, Search 4D+1</td>
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<tr>
<td><strong>STRENGTH 2D</strong></td>
<td><strong>KNOWLEDGE 1D</strong></td>
</tr>
<tr>
<td>Brawling 3D+2, Climbing/ Jumping 4D. Lifting 4D, Stamina 3D+2</td>
<td>Intimidation 3D, Law Enforcement 3D+2</td>
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<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
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<tr>
<td>Beast Riding 3D+2, Ground Vehicle Operation 3D+2, Repulsorlift Operation 3D+2</td>
<td>Security 4D</td>
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## ESPO TROOPER (VETERAN)

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<tr>
<td>Blaster 5D+2, Brawling Parry 5D+2, Melee Combat: Stun Baton 7D</td>
<td>Bargain 3D+2, Search 5D+1</td>
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<tr>
<td><strong>STRENGTH 2D</strong></td>
<td><strong>KNOWLEDGE 1D</strong></td>
</tr>
<tr>
<td>Brawling 4D+2, Climbing/ Jumping 5D, Lifting 5D, Stamina 4D+2</td>
<td>Intimidation 4D+1, Law Enforcement 4D+2</td>
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<td><strong>MECHANICAL 2D</strong></td>
<td><strong>TECHNICAL 2D</strong></td>
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<tr>
<td>Beast Riding 4D+1, Ground Vehicle Operation 4D, Repulsorlift Operation 4D+1</td>
<td>Security 5D</td>
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<tr>
<td><strong>Move: 10</strong></td>
<td><strong>Equipment:</strong> Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink</td>
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### Espo Trooper (Elite)

**Species:** Any  
**Sex:** Any  
**DEXTERITY 3D**  
Blaster 6D+2, Brawling Parry  
6D+2, Melee Combat: Stun  
Baton 8D  
**PERCEPTION 2D**  
Bargain 4D+1, Search 6D+1  
**STRENGTH 2D**  
Brawling 5D+2, Climbing/ 
**KNOWLEDGE 1D**  
Intimidation 5D, Law  
Enforcement 5D+2,  
Streetwise 5D  
**MECHANICAL 2D**  
Beast Riding 5D, Ground Vehicle  
Operation 4D+2, Repulsorlift  
Operation 5D  
**Equipment:** Blast Helmet with Visor (+1 energy, +1D physical), Blast Vest (+1D energy, +1D physical, -1 to Dexterity and related skills.), Stun Baton (STR+2D+2), Blaster Pistol (4D), Comlink.

### Iotran Policeman

**Species:** Iotran  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 3D, Dodge 3D,  
Firearms 4D+2  
**PERCEPTION 2D**  
Investigation 4D, Persuasion 3D  
**STRENGTH 2D**  
Alien Species 2D+1, Law  
Brawling 3D  
**KNOWLEDGE 2D**  
Enforcement 4D,  
Streetwise 2D+1  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

### Iotran Policeman (Experienced)

**Species:** Iotran  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 4D, Dodge 4D,  
Firearms 4D+2  
**PERCEPTION 2D**  
Investigation 5D, Persuasion 4D  
**STRENGTH 2D**  
Alien Species 3D, Law  
Brawling 4D  
**KNOWLEDGE 2D**  
Enforcement 5D,  
Streetwise 3D  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

### Iotran Policeman (Veteran)

**Species:** Iotran  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 5D, Dodge 5D,  
Firearms 5D+2  
**PERCEPTION 2D**  
Investigation 6D, Persuasion 5D  
**STRENGTH 2D**  
Alien Species 3D+2, Law  
Brawling 5D  
**KNOWLEDGE 2D**  
Enforcement 6D,  
Streetwise 3D+2  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

### Iotran Policeman (Elite)

**Species:** Iotran  
**Sex:** Any  
**DEXTERITY 2D**  
Blaster 6D, Dodge 6D,  
Firearms 6D+2  
**PERCEPTION 2D**  
Investigation 7D, Persuasion 6D  
**STRENGTH 2D**  
Alien Species 4D+1, Law  
Brawling 6D  
**KNOWLEDGE 2D**  
Enforcement 7D,  
Streetwise 4D+1  
**MECHANICAL 2D**  
Move: 10  
**Equipment:** IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform
Iotran Braceman

Species: Iotran
Sex: Any

**DEXTERITY 4D**
- Blaster 5D, Brawling Parry 5D, Dodge 5D, Firearms 6D, Grenade 4D+2, Melee Combat 4D+2, Melee Parry 4D+1, Running 4D+2, Vehicle Blasters 4D+1

**STRENGTH 3D+2**
- Bargaining 3D, Command 4D, Investigation 5D, Persuasion 4D, Search 5D, Sneak 4D+2

**PERCEPTION 3D**
- Blasting 6D, Climbing/Jumping 5D, Stamina 5D, Swimming 4D+1

**KNOWLEDGE 2D+2**
- Alien Species 3D, Bureaucracy 4D, Cultures 3D, Intimidation 5D, Languages 3D+1, Law 5D, Enforcement 6D, Streetwise 5D+2, Survival 5D, Tactics 4D, Willpower 4D

**MECHANICAL 2D+2**
- Astrogation 3D, Communications 4D, Ground Vehicle Operation 4D, Sensors 3D, Space Transports 3D

**Move: 10**

**Equipment:** IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.

Reference: Pirates & Privateers p76

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Iotran Braceman (Veteran)

Species: Iotran
Sex: Any

**DEXTERITY 4D**
- Blaster 7D, Brawling Parry 7D, Dodge 7D, Firearms 9D, Grenade 6D+2, Melee Combat 6D+2, Melee Parry 6D+1, Running 6D+2, Vehicle Blasters 6D+1

**STRENGTH 3D+2**
- Bargaining 6D, Command 7D, Investigation 8D, Persuasion 7D, Search 7D, Sneak 6D+2

**PERCEPTION 3D**
- Blasting 8D, Climbing/Jumping 6D, Stamina 6D, Swimming 6D+1

**KNOWLEDGE 2D+2**
- Alien Species 5D, Bureaucracy 6D, Cultures 5D, Intimidation 6D, Languages 5D+1, Law 6D, Enforcement 8D, Streetwise 7D+2, Survival 7D, Tactics 6D, Willpower 6D

**MECHANICAL 2D+2**
- Astrogation 5D, Communications 6D, Ground Vehicle Operation 6D, Sensors 5D, Space Transports 5D

**Move: 10**

**Equipment:** IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.

---

Iotran Braceman (Elite)

Species: Iotran
Sex: Any

**DEXTERITY 4D**
- Blaster 8D, Brawling Parry 8D, Dodge 8D, Firearms 9D, Grenade 7D+2, Melee Combat 7D+2, Melee Parry 7D+1, Running 7D+2, Vehicle Blasters 7D+1

**STRENGTH 3D+2**
- Bargaining 7D, Command 8D, Investigation 9D, Persuasion 7D, Search 8D, Sneak 7D+2

**PERCEPTION 3D**
- Blasting 9D, Climbing/Jumping 6D, Stamina 8D, Swimming 7D+1

**KNOWLEDGE 2D+2**
- Alien Species 6D, Bureaucracy 7D, Cultures 6D, Intimidation 7D, Languages 6D+1, Law 7D, Enforcement 9D, Streetwise 8D+2, Survival 7D, Tactics 7D, Willpower 7D

**MECHANICAL 2D+2**
- Astrogation 6D, Communications 7D, Ground Vehicle Operation 7D, Sensors 6D, Space Transports 6D

**Move: 10**

**Equipment:** IPF Issue Slugthrower Pistol (4D, Ammo: 12), Restraining Braces, 2 Stun Grenades, Night Vision Visor, Utility Knife, Syntherope Dispenser, IPF Identification.

---
**Pentastar Police Officer**  
Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 4D+1, Melee Combat: **STRENGTH 3D**  
Stun Baton 4D+2  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**TECHNICAL 2D**  
**MECHANICAL 2D**  
Equipment: Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)  
Reference: Adventure Journal #3 p141

**Pentastar Police Officer (Experienced)**  
Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 5D+1, Melee Combat: **STRENGTH 3D**  
Stun Baton 5D+2  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**TECHNICAL 2D**  
**MECHANICAL 2D**  
Equipment: Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)

**Pentastar Police Officer (Veteran)**  
Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 6D+1, Melee Combat: **STRENGTH 3D**  
Stun Baton 6D+2  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**TECHNICAL 2D**  
**MECHANICAL 2D**  
Equipment: Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)

**Pentastar Police Officer (Elite)**  
Species: Any  
Sex: Any  
**DEXTERITY 3D**  
Blaster 7D+1, Melee Combat: **STRENGTH 3D**  
Stun Baton 7D+2  
**PERCEPTION 2D**  
**KNOWLEDGE 2D**  
**TECHNICAL 2D**  
**MECHANICAL 2D**  
Equipment: Blaster Pistol (4D), Blast Vest (+1D physical, +1 energy), Helmet (+1D physical, +1 energy), Stun Baton (STR+2D+2 Stun)

**Quarren Security Guard**  
Species: Quarren  
Sex: Any  
**DEXTERITY 2D**  
Blaster 3D, Brawling 2D+2, **STRENGTH 2D+1**  
Dodge 3D  
**PERCEPTION 2D+1**  
**KNOWLEDGE 1D+2**  
**TECHNICAL 1D+2**  
**MECHANICAL 2D**  
Equipment: Blaster Carbine (4D+2), Comlink  
Special Abilities: Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Quarren Security Guard (Experienced)**  
Species: Quarren  
Sex: Any  
**DEXTERITY 2D**  
Blaster 4D, Brawling 3D+2, **STRENGTH 2D+1**  
Dodge 4D  
**PERCEPTION 2D+1**  
**KNOWLEDGE 1D+2**  
**TECHNICAL 1D+2**  
**MECHANICAL 2D**  
Equipment: Blaster Carbine (4D+2), Comlink  
Special Abilities: Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Quarren Security Guard (Veteran)**  
Species: Quarren  
Sex: Any  
**DEXTERITY 2D**  
Blaster 5D, Brawling 4D+2, **STRENGTH 2D+1**  
Dodge 5D  
**PERCEPTION 2D+1**  
**KNOWLEDGE 1D+2**  
**TECHNICAL 1D+2**  
**MECHANICAL 2D**  
Equipment: Blaster Carbine (4D+2), Comlink  
Special Abilities: Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.

**Quarren Security Guard (Elite)**  
Species: Quarren  
Sex: Any  
**DEXTERITY 2D**  
Blaster 6D, Brawling 5D+2, **STRENGTH 2D+1**  
Dodge 6D  
**PERCEPTION 2D+1**  
**KNOWLEDGE 1D+2**  
**TECHNICAL 1D+2**  
**MECHANICAL 2D**  
Equipment: Blaster Carbine (4D+2), Comlink  
Special Abilities: Aquatic: Can breathe both air and water and can withstand extreme pressures found in ocean depths.
**RADELL SECURITY GUARDS**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 4D, Dodge 4D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).  
Reference: Planets Collection p129

**RINGALI SHELL SECURITY**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Knowledge 2D  
Mechanical 2D  
CAPITAL SHIP GUNNERY 4D, Capital Ship Piloting 4D, Capital Ship Shields 3D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad

**RADELL SECURITY GUARDS (EXPERIENCED)**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 5D, Dodge 5D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

**RINGALI SHELL SECURITY (EXPERIENCED)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Knowledge 2D  
Mechanical 2D  
CAPITAL SHIP GUNNERY 5D, Capital Ship Piloting 5D, Capital Ship Shields 4D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad

**RADELL SECURITY GUARDS (VETERAN)**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 6D, Dodge 6D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

**RINGALI SHELL SECURITY (VETERAN)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Knowledge 2D  
Mechanical 2D  
CAPITAL SHIP GUNNERY 6D, Capital Ship Piloting 6D, Capital Ship Shields 5D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad

**RADELL SECURITY GUARDS (ELITE)**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 7D, Dodge 7D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

**RINGALI SHELL SECURITY (ELITE)**

Species: Any  
Sex: Any  
DEXTERITY 2D  
Knowledge 2D  
Mechanical 2D  
CAPITAL SHIP GUNNERY 7D, Capital Ship Piloting 7D, Capital Ship Shields 6D  
Move: 10  
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad
**Santhe Security Guard**

Species: Any  
Sex: Any  
DEXTERITY 3D  
Blaster 4D+2, Melee Weapons: STRENGTH 2D+2  
Stun Baton 5D  
Brawling 3D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)  
Reference: Adventure Journal #9 p194

---

**Spira Security Police**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 3D+2, Melee 3D+1  
STRENGTH 4D  
Search 4D  
KNOWLEDGE 4D  
Law Enforcement: Spira 6D, Streetwise 5D+1  
TECHNICAL 2D  
MECHANICAL 2D  
Equipment: Blaster (3D), Uniform Security Sweeper.  
Reference: Adventure Journal #1 p62

---

**Santhe Security Guard (Experienced)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
Blaster 5D+2, Melee Weapons: STRENGTH 2D+2  
Stun Baton 6D  
Brawling 4D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)

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**Spira Security Police (Experienced)**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 4D+2, Melee 4D+1  
STRENGTH 5D  
Search 5D  
KNOWLEDGE 4D  
Law Enforcement: Spira 7D, Streetwise 6D  
TECHNICAL 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster (3D), Uniform Security Sweeper.

---

**Santhe Security Guard (Veteran)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
Blaster 6D+2, Melee Weapons: STRENGTH 2D+2  
Stun Baton 7D  
Brawling 5D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)

---

**Spira Security Police (Veteran)**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 5D+2, Melee 5D+1  
STRENGTH 6D  
Search 6D  
KNOWLEDGE 4D  
Law Enforcement: Spira 8D, Streetwise 6D+2  
TECHNICAL 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster (3D), Uniform Security Sweeper.

---

**Santhe Security Guard (Elite)**

Species: Any  
Sex: Any  
DEXTERITY 3D  
Blaster 7D+2, Melee Weapons: STRENGTH 2D+2  
Stun Baton 8D  
Brawling 6D+2  
KNOWLEDGE 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster Pistol (4D), Stun Baton (STR+3D Stun), Blast Helmet & Vest (+1D physical, +1 energy), Handheld Remote Access Control (Given to group leaders only.)

---

**Spira Security Police (Elite)**

Species: Human  
Sex: Any  
DEXTERITY 2D  
Blaster 6D+2, Melee 6D+1  
STRENGTH 7D  
Search 7D  
KNOWLEDGE 4D  
Law Enforcement: Spira 9D, Streetwise 7D+1  
TECHNICAL 2D  
MECHANICAL 2D  
Move: 10  
Equipment: Blaster (3D), Uniform Security Sweeper.
**Triani Ranger**

**Species:** Triani  
**DEXTERITY 3D+2**  
- Blaster 7D, Brawling Parry 6D,  
- Dodge 8D, Grenade 5D+2,  
- Melee Combat 7D

**KNOWLEDGE 2D+2**  
- Alien Species 5D, Bureaucracy  
- 3D+2, Cultures 3D+1,  
- Intimidation 4D, Languages  
- 3D+1, Law Enforcement 4D,  
- Planetary Systems: Triani Space  
- 5D, Streetwise: Triani Space  
- Survival 5D, Willpower 5D

**MECHANICAL 2D+2**  
- Astrogation 4D, Communications  
- 4D, Repulsorlift Operation 5D,  
- Sensors 4D, Space Transports  
- 5D+2, Starship Gunnery 5D,  
- Starship Shields 4D+1

**Special Abilities:**  
*Prehensile Tail:* Triani have limited use of their tails to move light (less than three kilogram) objects. This cannot be used for fine manipulation (like using a blaster.)  
*Special Balance:* +2D to climbing, jumping, and other actions requiring careful balance.  
*Claws:* +1D to Brawling damage.

**Equipment:** Datapad, Blaster (4D), Triani Ranger ID, RX Patrol Ship.

**Reference:** Pirates & Privateers p76

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**Triani Ranger (Veteran)**

**Species:** Triani  
**DEXTERITY 3D+2**  
- Blaster 9D, Brawling Parry 8D,  
- Dodge 10D, Grenade 7D+2,  
- Melee Combat 9D

**KNOWLEDGE 2D+2**  
- Alien Species 7D, Bureaucracy  
- 5D+2, Cultures 5D+1,  
- Intimidation 6D, Languages  
- 5D+1, Law Enforcement 6D,  
- Planetary Systems: Triani Space  
- 7D, Streetwise: Triani Space  
- Survival 7D, Willpower 7D

**MECHANICAL 2D+2**  
- Astrogation 5D+1, Communications  
- 5D+1, Repulsorlift Operation 6D+1,  
- Sensors 5D+1, Space Transports 7D,  
- Starship Gunnery 6D+1, Starship Shields 5D+2

**Special Abilities:**  
*Prehensile Tail:* Triani have limited use of their tails to move light (less than three kilogram) objects. This cannot be used for fine manipulation (like using a blaster.)  
*Special Balance:* +2D to climbing, jumping, and other actions requiring careful balance.  
*Claws:* +1D to Brawling damage.

**Equipment:** Datapad, Blaster (4D), Triani Ranger ID, RX Patrol Ship.

---

**Triani Ranger (Elite)**

**Species:** Triani  
**DEXTERITY 3D+2**  
- Blaster 10D, Brawling Parry 9D,  
- Dodge 11D, Grenade 8D+2,  
- Melee Combat 10D

**KNOWLEDGE 2D+2**  
- Alien Species 8D, Bureaucracy  
- 5D+2, Cultures 6D+1,  
- Intimidation 7D, Languages  
- 6D+1, Law Enforcement 7D,  
- Planetary Systems: Triani Space  
- 8D, Streetwise: Triani Space  
- Survival 8D, Willpower 8D

**MECHANICAL 2D+2**  
- Astrogation 6D, Communications  
- 6D, Repulsorlift Operation 7D,  
- Sensors 6D, Space Transports  
- 7D+2, Starship Gunnery 7D,  
- Starship Shields 6D+1

**Special Abilities:**  
*Prehensile Tail:* Triani have limited use of their tails to move light (less than three kilogram) objects. This cannot be used for fine manipulation (like using a blaster.)  
*Special Balance:* +2D to climbing, jumping, and other actions requiring careful balance.  
*Claws:* +1D to Brawling damage.

**Equipment:** Datapad, Blaster (4D), Triani Ranger ID, RX Patrol Ship.
### Twi'lek Gate Guard

<table>
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<tr>
<th>Species: Twi'lek</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 4D+2, Dodge 4D, Melee Combat 6D, Melee</td>
<td>Brawling 4D+2</td>
</tr>
<tr>
<td>Parry 5D+1</td>
<td>TECHNICAL 2D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Intimidation 4D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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**Special Abilities**

*Head Tentacles:* Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a “secret” language that all Twi’leks are fluent in.

**Equipment:** Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)

**Reference:** Platt’s Starport Guide p159

---

### Twi'lek Gate Guard (Experienced)

<table>
<thead>
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<th>Species: Twi'lek</th>
<th>Sex: Any</th>
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<tbody>
<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 5D+2, Dodge 5D, Melee Combat 7D, Melee</td>
<td>Brawling 5D+2</td>
</tr>
<tr>
<td>Parry 6D+1</td>
<td>TECHNICAL 2D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Intimidation 5D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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</table>

**Special Abilities**

*Head Tentacles:* Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a “secret” language that all Twi’leks are fluent in.

**Equipment:** Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)

---

### Twi'lek Gate Guard (Veteran)

<table>
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<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
</tr>
<tr>
<td>Blaster 7D+2, Dodge 7D, Melee Combat 9D, Melee</td>
<td>Brawling 7D+2</td>
</tr>
<tr>
<td>Parry 8D+1</td>
<td>TECHNICAL 2D</td>
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<td><strong>KNOWLEDGE 2D</strong></td>
<td>Intimidation 6D</td>
</tr>
<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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</table>

**Special Abilities**

*Head Tentacles:* Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a “secret” language that all Twi’leks are fluent in.

**Equipment:** Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)

---

### Twi'lek Gate Guard (Elite)

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<tr>
<td><strong>DEXTERITY 3D</strong></td>
<td><strong>PERCEPTION 2D</strong></td>
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<tr>
<td>Blaster 7D+2, Dodge 7D, Melee Combat 9D, Melee</td>
<td>Brawling 7D+2</td>
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<tr>
<td>Parry 8D+1</td>
<td>TECHNICAL 2D</td>
</tr>
<tr>
<td><strong>KNOWLEDGE 2D</strong></td>
<td>Intimidation 7D</td>
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<tr>
<td><strong>MECHANICAL 2D</strong></td>
<td>Move: 10</td>
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</table>

**Special Abilities**

*Head Tentacles:* Twi'leks can use their tentacles to communicate in secret with each other, even if in a room full of individuals. The complex movement of the tentacles is, in a sense, a “secret” language that all Twi’leks are fluent in.

**Equipment:** Blast Vest (+1D physical, +1 energy), Force Pike (STR+2D), Sporting Blaster (3D+1)
**Wing Guard Customs Official**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 4D, Brawling Parry 4D, Dodge 4D

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 5D, Willpower 4D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)
- Reference: GG2 Yavin and Bespin p63

**Wing Guard Customs Official (Experienced)**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 4D+2, Brawling Parry 4D+2

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 6D, Willpower 5D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)

**Wing Guard Customs Official (Veteran)**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 5D+1, Brawling Parry 5D+1, Dodge 5D+1

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 7D, Willpower 6D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)

**Wing Guard Customs Official (Elite)**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 6D, Brawling Parry 6D, Dodge 6D

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 8D, Willpower 7D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)

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**Wing Guard Officer**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 4D, Brawling Parry 4D, Dodge 4D

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 5D, Willpower 4D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)
- Reference: GG3 The Empire Strikes Back p72

**Wing Guard Officer (Experienced)**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 5D+1, Willpower 5D+2

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 6D, Willpower 5D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink

**Wing Guard Officer (Veteran)**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 6D, Brawling Parry 6D, Dodge 6D, Melee Combat 6D+1, Willpower 6D+2

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 7D, Willpower 6D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink

**Wing Guard Officer (Elite)**

Species: Any
Sex: Any

- **DEXTERITY 2D+2**
  - Blaster 7D, Brawling Parry 7D, Dodge 7D, Melee Combat 7D+1, Willpower 7D+2

- **KNOWLEDGE 2D**
  - Streetwise: Cloud City 8D, Willpower 7D

- **MECHANICAL 2D**
  - TECHNICAL 2D

- Move: 10
- Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink
### Wing Guard Pilot

**Species:** Any  
**Sex:** Any

<table>
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<th>Trait</th>
<th>Level 1</th>
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<th>Level 3</th>
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<td>4D+2</td>
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<td>Brawling 4D</td>
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**Equipment:** Blaster Pistol (4D), Comlink, Binders.  
**Reference:** Movie Trilogy Sourcebook p104

### Wing Guard Pilot (Experienced)

**Species:** Any  
**Sex:** Any

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**Equipment:** Blaster Pistol (4D), Comlink, Binders.

### Wing Guard Pilot (Veteran)

**Species:** Any  
**Sex:** Any

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**Equipment:** Blaster Pistol (4D), Comlink, Binders.

### Wing Guard Pilot (Elite)

**Species:** Any  
**Sex:** Any

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**Equipment:** Blaster Pistol (4D), Comlink, Binders.