

STAR WARS

Character Name: Lieutenant Kirnan

Type: SpecForce Team C.O. _____

Gender/Species _____

Age _____ **Height** _____ **Weight** _____

Physical Description _____



Dexterity _____ **3D**

Blaster _____ 6D

Bowcaster _____

Brawling Parry _____

Dodge _____ 4D

Grenade _____ 4D

Lightsaber _____

Melee Combat _____

Melee Parry _____

Pick Pocket _____

Knowledge _____ **3D**

Alien Species _____

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Planetary Systems _____

Streetwise _____

Survival _____ 4D

Willpower _____

Mechanical _____ **2D+1**

Astrogation _____

Beast Riding _____

Communications _____ 3D+1

Repulsorlift Operation _____

Sensors _____

Space Transports _____

Starfighter Piloting _____

Starship Gunnery _____

Starship Shields _____

Perception _____ **3D+2**

Bargain _____

Command _____ 5D+2

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____ 4D+2

Search _____ 4D+2

Sneak _____ 5D+2

Strength _____ **3D**

Brawling _____

Climbing/Jumping _____ 5D

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Computer Prog/Repair _____

Demolitions _____ 4D

Droid Programming _____

Droid Repair _____

First Aid _____ 4D

Repulsorlift Repair _____

Security _____

Space Transports Repair _____

Starfighter Repair _____

Special Abilities _____

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **5**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

Equipment: Blaster carbine (5D), blast vest (+1D physical, +1 energy, torso only), concussion grenade (5D), headset comlink, high explosive charge, medpac _____

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

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

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

A Quote: "We decided on this approach before we left base. I suggest we follow the plan unless you have some valid concerns and a better plan." _____

STAR WARS

Character Name: Master Sergeant Roovan

Type: SpecForce Pathfinder _____

Gender/Species _____

Age _____ **Height** _____ **Weight** _____

Physical Description _____

Dexterity _____ **3D+2**

Blaster _____ 6D+2

Bowcaster _____

Brawling Parry _____ 5D

Dodge _____ 5D

Grenade _____ 4D+2

Lightsaber _____

Melee Combat _____

Melee Parry _____

Pick Pocket _____

Knowledge _____ **3D**

Alien Species _____

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Planetary Systems _____

Streetwise _____

Survival _____ 4D

Willpower _____

Mechanical _____ **2D+1**

Astrogation _____

Beast Riding _____

Communications _____ 3D+1

Repulsorlift Operation _____

Sensors _____ 3D+1

Space Transports _____

Starfighter Piloting _____

Starship Gunnery _____

Starship Shields _____

Special Abilities _____

Perception _____ **3D+2**

Bargain _____

Command _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Search _____ 4D+2

Sneak _____ 5D

Strength _____ **3D+1**

Brawling _____ 5D+2

Climbing/Jumping _____ 4D

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Computer Prog/Repair _____

Demolitions _____

Droid Programming _____

Droid Repair _____

First Aid _____

Repulsorlift Repair _____

Security _____

Space Transports Repair _____

Starfighter Repair _____

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **5**

Wound Status

Stunned

Wounded

Incapacitated

Mortally Wounded



Equipment: Blaster rifle (5D), camouflage poncho (+1D to *sneak*), 2 grenades (5D), headset comlink, high explosive charge, medpac _____

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

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

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

A Quote: "All right, let's set the charges and get this operation rolling." _____

STAR WARS

Character Name: Sergeant Thallar
Type: SpecForce Demolitions Specialist
Gender/Species: _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____



Dexterity _____ 3D+2	Perception _____ 3D
Blaster _____ 5D+2	Bargain _____
Bowcaster _____	Command _____
Brawling Parry _____	Con _____
Dodge _____ 5D	Forgery _____
Grenade _____ 4D+2	Gambling _____
Lightsaber _____	Hide _____
Melee Combat _____	Persuasion _____
Melee Parry _____	Search _____ 4D
Pick Pocket _____	Sneak _____ 5D
Knowledge _____ 2D	Strength _____ 3D
Alien Species _____	Brawling _____ 5D
Bureaucracy _____	Climbing/Jumping _____ 4D
Cultures _____	Lifting _____
Intimidation _____	Stamina _____
Languages _____	Swimming _____
Planetary Systems _____	_____
Streetwise _____	_____
Survival _____	_____
Willpower _____	Technical _____ 3D+1
Mechanical _____ 3D	Computer Prog/Repair _____
Astrogation _____	Demolitions _____ 7D
Beast Riding _____	Droid Programming _____
Communications _____	Droid Repair _____
Repulsorlift Operation _____	First Aid _____
Sensors _____	Repulsorlift Repair _____
Space Transports _____	Security _____ 4D+1
Starfighter Piloting _____	Space Transports Repair _____
Starship Gunnery _____	Starfighter Repair _____
Starship Shields _____	_____

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

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

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

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

A Quote: "Don't worry...you concentrate on getting me inside the compound undetected and I'll worry about setting all the charges where they'll do the most damage." _____

Special Abilities _____

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

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

STAR WARS

Character Name: Trooper Glaav
Type: SpecForces Heavy Weapons Specialist

Gender/Species _____

Age _____ **Height** _____ **Weight** _____

Physical Description _____



Dexterity _____ **3D+2**

Blaster _____ **5D+2**

Blaster: repeating _____

blaster _____ **6D+2**

Brawling Parry _____ **4D+2**

Dodge _____

Grenade _____

Melee Combat _____

Melee Parry _____

Pick Pocket _____

Knowledge _____ **2D+2**

Alien Species _____

Bureaucracy _____

Cultures _____

Intimidation _____ **3D+2**

Languages _____

Planetary Systems _____

Streetwise _____

Survival _____ **3D+2**

Willpower _____

Mechanical _____ **3D**

Astrogation _____

Beast Riding _____

Communications _____

Repulsorlift Operation _____

Sensors _____

Space Transports _____

Starfighter Piloting _____

Starship Gunnery _____

Starship Shields _____

Perception _____ **2D+2**

Bargain _____

Command _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Search _____ **4D+2**

Sneak _____

Strength _____ **3D**

Brawling _____ **5D**

Climbing/Jumping _____ **4D**

Lifting _____ **4D**

Stamina _____

Swimming _____

Technical _____ **3D**

Computer Prog/Repair _____

Demolitions _____ **4D**

Droid Programming _____

Droid Repair _____

First Aid _____ **4D**

Repulsorlift Repair _____

Security _____ **4D**

Space Transports Repair _____

Starfighter Repair _____

Special Abilities _____

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **5**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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

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

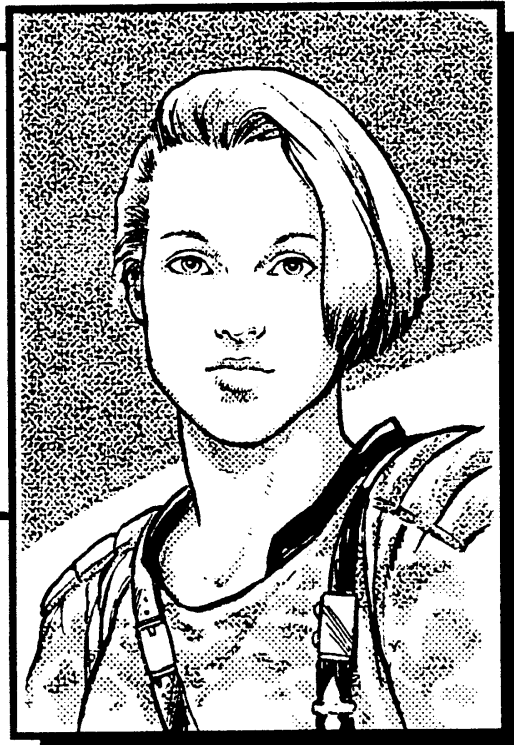
Personality: There's no point in being subtle with a heavy weapon, and you're as bold and brash as any three regular Rebel troopers. You believe that there are few military problems that can't be solved with enough firepower. _____

Objectives: To get them before they get you. _____

A Quote: Primed and ready to fire! Get ready to duck, troops!" _____

STAR WARS

Character Name: Trooper Savris
Type: SpecForces Field Medic _____
Gender/Species _____
Age _____ **Height** _____ **Weight** _____
Physical Description _____



Dexterity _____ **3D**
 Blaster _____ 5D
 Bowcaster _____
 Brawling Parry _____ 4D
 Dodge _____ 5D
 Grenade _____
 Lightsaber _____
 Melee Combat _____
 Melee Parry _____
 Pick Pocket _____
Knowledge _____ **3D**
 Alien Species _____
 Bureaucracy _____
 Cultures _____
 Intimidation _____
 Languages _____
 Planetary Systems _____
 Streetwise _____
 Survival _____ 4D
 Willpower _____
Mechanical _____ **2D+2**
 Astrogation _____
 Beast Riding _____
 Communications _____
 Repulsorlift Operation _____
 Sensors _____
 Space Transports _____
 Starfighter Piloting _____
 Starship Gunnery _____
 Starship Shields _____

Perception _____ **3D**
 Bargain _____
 Command _____
 Con _____
 Forgery _____
 Gambling _____
 Hide _____
 Persuasion _____
 Search _____ 4D
 Sneak _____ 4D
Strength _____ **2D+1**
 Brawling _____ 4D+1
 Climbing/Jumping _____ 3D+1
 Lifting _____
 Stamina _____
 Swimming _____

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

Special Abilities _____

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

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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

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

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

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

A Quote: "Just give me cover, I'm going to drag the sergeant out of that fire zone." _____

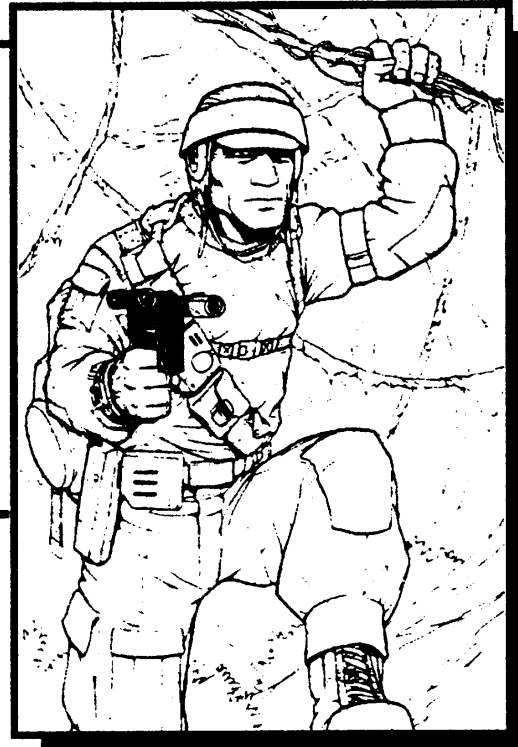
STAR WARS

Character Name: Trooper Varrik
Type: SpecForce Wilderness Fighter _____

Gender/Species _____

Age _____ **Height** _____ **Weight** _____

Physical Description _____



Dexterity _____ **3D+1**

Blaster _____ 6D

Bowcaster _____

Brawling Parry _____

Dodge _____

Grenade _____

Lightsaber _____

Melee Combat _____ 5D+1

Melee Parry _____ 4D+1

Pick Pocket _____

Knowledge _____ **3D+1**

Alien Species _____

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Planetary Systems _____

Streetwise _____

Survival _____ 4D+2

Willpower _____

Mechanical _____ **2D+1**

Astrogation _____

Beast Riding _____

Communications _____

Repulsorlift Operation _____ 4D+1

Sensors _____

Space Transports _____

Starfighter Piloting _____

Starship Gunnery _____

Starship Shields _____

Perception _____ **3D+2**

Bargain _____

Command _____

Con _____

Forgery _____

Gambling _____

Hide _____

Persuasion _____

Search _____ 4D+2

Sneak _____ 5D+2

Strength _____ **3D**

Brawling _____ 5D

Climbing/Jumping _____ 4D

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D+1**

Computer Prog/Repair _____ 4D+1

Demolitions _____ 4D+1

Droid Programming _____

Droid Repair _____

First Aid _____

Repulsorlift Repair _____

Security _____ 4D+2

Space Transports Repair _____

Starfighter Repair _____

Special Abilities _____

Move _____ **10**

Force Sensitive? _____ **No**

Force Points _____ **1**

Dark Side Points _____

Character Points _____ **5**

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

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

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

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

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

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