

A close-up, front-facing view of a white Clone Trooper's helmet and upper torso. The trooper is holding a black blaster rifle. The background is a hazy, orange-tinted desert landscape, likely Tatooine, with a bright sun or light source in the upper right. The overall tone is warm and dramatic.

STAR WARS

THE ROLEPLAYING GAME

NON-PLAYER CHARACTERS

MATERIAL BY GUARDIAN A

FORMATTED BY GULLWIND

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CREATING NPCs

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 through 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

DEXTERITY: 2D

Dodge 3D+1, Firearms 3D+1,

Grenade 3D

KNOWLEDGE: 2D

Survival 2D+2

MECHANICAL: 2D

Ground Vehicle Operation 3D

Equipment: Rifle & Combat Vest

Gender: Male

PERCEPTION: 2D

Search 3D, Sneak 2D+2

STRENGTH: 2D

Brawling 3D, Climbing/Jumping

3D, Stamina 3D

TECHNICAL: 2D

First Aid 2D+2

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

Its 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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 5D+2, Grenade 4D+2

STRENGTH 3D

KNOWLEDGE 1D

Brawling 4D

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 2D+2

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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 6D+1, Grenade 5D+1

STRENGTH 3D

KNOWLEDGE 1D

Brawling 4D+2

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 3D+1

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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 7D, Grenade 6D

STRENGTH 3D

KNOWLEDGE 1D

Brawling 5D+1

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 4D

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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 7D+2, Grenade 6D+2

STRENGTH 3D

KNOWLEDGE 1D

Brawling 6D

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 4D+2

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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 6D+1, Grenade 5D+1

Command 2D+2

KNOWLEDGE 2D

STRENGTH 3D

Tactics: Squad 2D+1

Brawling 4D+2

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 3D+1

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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 7D, Grenade 6D

Command 3D+1

KNOWLEDGE 2D

STRENGTH 3D

Tactics: Squad 3D

Brawling 5D+1

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 4D

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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 1D+2

Blaster 7D+2, Grenade 6D+2

Command 4D

KNOWLEDGE 2D

STRENGTH 3D

Tactics: Squad 3D+2

Brawling 6D

MECHANICAL 1D+2

TECHNICAL 1D+2

Move: 10

Demolitions 4D+2

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
DEXTERITY 3D+2
Blaster 5D+2, Blaster Artillery 4D, Dodge 4D, Grenade 4D+2
KNOWLEDGE 1D
MECHANICAL 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

REBEL HOTH TROOPER (EXPERIENCED)

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

REBEL HOTH TROOPER (VETERAN)

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

REBEL HOTH TROOPER (ELITE)

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

REBEL AIRSPEEDER PILOT

Species: Any
DEXTERITY 2D
Blaster 4D, Dodge 3D
KNOWLEDGE 1D
Planetary Systems 2D+1
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

REBEL AIRSPEEDER PILOT (EXPERIENCED)

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

REBEL AIRSPEEDER PILOT (VETERAN)

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

REBEL AIRSPEEDER PILOT (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D, Dodge 5D
KNOWLEDGE 1D
Planetary Systems 3D+1
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+2 **PERCEPTION 4D**
Blaster 4D, Blaster Artillery Search 4D, Sneak 4D+2
3D+2, Dodge 4D+1 **STRENGTH 3D+2**
KNOWLEDGE 3D Brawling 4D
Survival: Forest 4D **TECHNICAL 2D+1**
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

REBEL COMMANDO (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 4D**
Blaster 5D, Blaster Artillery Hide 5D, Search 5D, Sneak 4D+2, Dodge 5D+1 5D+2
KNOWLEDGE 3D **STRENGTH 3D+2**
Survival: Forest 4D+2 Brawling 5D
MECHANICAL 1D+1 **TECHNICAL 2D+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)

REBEL COMMANDO (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 4D**
Blaster 6D, Blaster Artillery Hide 6D, Search 6D, Sneak 5D+2, Dodge 6D+1 6D+2
KNOWLEDGE 3D **STRENGTH 3D+2**
Survival: Forest 5D+1 Brawling 6D
MECHANICAL 1D+1 **TECHNICAL 2D+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)

REBEL COMMANDO (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 4D**
Blaster 7D, Blaster Artillery Hide 7D, Search 7D, Sneak 6D+2, Dodge 7D+1 7D+2
KNOWLEDGE 3D **STRENGTH 3D+2**
Survival: Forest 6D Brawling 7D
MECHANICAL 1D+1 **TECHNICAL 2D+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)

REBEL SEA COMMANDO

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
Blaster 5D+2, Dodge 5D, Command 5D, Con 6D, Search 5D+1, Sneak 6D
Melee Combat 6D, Melee Parry **STRENGTH 3D**
4D+1, Missile Weapons 5D Brawling 4D, Climbing/Jumping
KNOWLEDGE 2D Planetary Systems 4D, Survival: 6D+2, Lifting 4D, Swimming 7D, Aquatic 5D, Willpower 6D Stamina 5D
MECHANICAL 4D **TECHNICAL 3D**
Beast Riding 5D, Blaster Repair 5D, Computer Communications 5D, Program/Repair 4D, Demolition Repulsorlift Operations 6D 6D, Security 5D+1
Move: 10
Equipment: Blaster Rifle (5D), 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
Reference: Dark Empire Sourcebook p30

GLITTERFALL REBEL SOLDIER

Species: Human **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
Blaster 5D+2, Grenade 4D+2 Hide 4D, Sneak 4D+1
KNOWLEDGE 3D **STRENGTH 3D+2**
MECHANICAL 3D Brawling 4D
TECHNICAL 2D+1
Demolitions 2D+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 p71

GLITTERFALL REBEL SOLDIER (VETERAN)

Species: Human **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
Blaster 7D+2, Grenade 6D Hide 5D+1, Sneak 5D+2
KNOWLEDGE 3D **STRENGTH 3D+2**
MECHANICAL 3D Brawling 6D
TECHNICAL 2D+1
Demolitions 4D+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.

GLITTERFALL REBEL SQUAD LEADER

Species: Human **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
Blaster 7D+2, Grenade 6D Command 4D, Hide 5D+1, Sneak 5D+2
KNOWLEDGE 3D **STRENGTH 3D+2**
Tactics: GlitterFall Rebels Brawling 6D
3D+2 **TECHNICAL 2D+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 Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical), Medpac.

DELGEER'S RIM BASE REBEL SOLDIER

Species: Any
DEXTERITY 3D+2
Blaster 5D+2, Grenade 4D+2
KNOWLEDGE 1D
MECHANICAL 1D+1

Sex: Any
PERCEPTION 1D+1
Hide 2D, Sneak 2D+1
STRENGTH 3D
Brawling 4D
TECHNICAL 1D+2
Demolitions 2D+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 p136

DELGEER'S RIM BASE REBEL SOLDIER (VETERAN)

Species: Any
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
MECHANICAL 1D+1

Sex: Any
PERCEPTION 1D+1
Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D

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
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
Tactics: Delgeer's Rim Base Rebels 3D
MECHANICAL 1D+1

Sex: Any
PERCEPTION 1D+1
Command 3D+1, Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D

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
DEXTERITY 3D+2
Blaster 5D+2, Grenade 4D+2
KNOWLEDGE 1D
MECHANICAL 1D+1

Sex: Any
PERCEPTION 1D+1
Hide 2D, Sneak 2D+1
STRENGTH 3D
Brawling 4D
TECHNICAL 1D+2
Demolitions 2D+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
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
MECHANICAL 1D+1

Sex: Any
PERCEPTION 1D+1
Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D+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
DEXTERITY 3D+2
Blaster 7D+2, Grenade 6D
KNOWLEDGE 1D
Tactics: DVL-181 Rebels 3D
MECHANICAL 1D+1

Sex: Any
PERCEPTION 1D+1
Command 3D+1, Hide 4D, Sneak 4D+1
STRENGTH 3D
Brawling 6D
TECHNICAL 1D+2
Demolitions 4D+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

PERCEPTION 2D+1

Blaster 5D, Dodge 4D+2,

Search 3D+1

Grenade 4D+1, Vehicle

STRENGTH 3D

Blasters 4D

Brawling 4D, Climbing/Jumping

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 3D

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 (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 6D, Dodge 5D+2,

Search 4D

Grenade 5D, Vehicle Blasters

STRENGTH 3D

4D+2

Brawling 5D, Climbing/Jumping

KNOWLEDGE 2D

Survival 3D+1

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 3D+1

First Aid 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 (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 7D, Dodge 6D+2,

Search 4D+2

Grenade 5D+2, Vehicle

STRENGTH 3D

Blasters 5D+1

Brawling 6D, Climbing/Jumping

KNOWLEDGE 2D

Survival 3D+2

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 3D+2

First Aid 4D+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 (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 8D, Dodge 7D+2,

Search 5D+1

Grenade 6D+1, Vehicle

STRENGTH 3D

Blasters 6D

Brawling 7D, Climbing/Jumping

KNOWLEDGE 2D

Survival 4D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 4D

First Aid 5D

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

PERCEPTION 2D+1

Blaster 6D, Dodge 5D+2,

Command 3D, Search 4D

Grenade 5D, Vehicle Blasters

STRENGTH 3D

4D+2

Brawling 5D, Climbing/Jumping

KNOWLEDGE 2D

Survival 3D+1, Tactics: Squad

TECHNICAL 2D

3D

First Aid 3D+2

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

PERCEPTION 2D+1

Blaster 7D, Dodge 6D+2,

Command 4D, Search 4D+2

Grenade 5D+2, Vehicle

STRENGTH 3D

Blasters 5D+1

Brawling 6D, Climbing/Jumping

KNOWLEDGE 2D

Survival 3D+2, Tactics: Squad

TECHNICAL 2D

3D+2

First Aid 4D+1

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

PERCEPTION 2D+1

Blaster 8D, Dodge 7D+2,

Command 5D, Search 5D+1

Grenade 6D+1, Vehicle

STRENGTH 3D

Blasters 6D

Brawling 7D, Climbing/Jumping

KNOWLEDGE 2D

Survival 4D, Tactics: Squad

TECHNICAL 2D

4D+1

First Aid 5D

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

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 5D, Dodge 4D+2,
Grenade 4D+1, Vehicle
Blasters 4D

PERCEPTION 2D+1

Hide 3D+2, Search 4D, Sneak
3D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping
3D+2

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

First Aid 3D, Security 3D

MECHANICAL 2D

Beast Riding 3D+1,
Repulsorlift Operation 3D+2

Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy))

NEW REPUBLIC SCOUT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 5D+2, Dodge 5D+2,
Grenade 4D+2, Vehicle
Blasters 4D+1

PERCEPTION 2D+1

Hide 4D+2, Search 5D, Sneak
4D+1

STRENGTH 3D

Brawling 4D+2, Climbing/
Jumping 4D+2

KNOWLEDGE 2D

Survival 3D+2

TECHNICAL 2D

First Aid 3D+2, Security 4D

MECHANICAL 2D

Beast Riding 4D, Repulsorlift
Operation 4D+1

Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy))

NEW REPUBLIC SCOUT (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 6D+1, Dodge 6D+2,
Grenade 5D, Vehicle Blasters
4D+2

PERCEPTION 2D+1

Hide 5D+2, Search 6D, Sneak
5D+1

STRENGTH 3D

Brawling 5D+1, Climbing/
Jumping 5D+2

KNOWLEDGE 2D

Survival 4D+1

TECHNICAL 2D

First Aid 4D+1, Security 5D

MECHANICAL 2D

Beast Riding 4D+2,
Repulsorlift Operation 5D

Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy))

NEW REPUBLIC SCOUT (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 7D, Dodge 7D+2,
Grenade 5D+1, Vehicle
Blasters 5D

PERCEPTION 2D+1

Hide 6D+2, Search 7D, Sneak
6D+1

STRENGTH 3D

Brawling 6D, Climbing/Jumping
6D+2

KNOWLEDGE 2D

Survival 5D

TECHNICAL 2D

First Aid 5D, Security 6D

MECHANICAL 2D

Beast Riding 5D+1,
Repulsorlift Operation 5D+2

Move: 10

Equipment: Blaster Rifle (5D), Blaster Pistol (4D), Grenades (5D), Micro binoculars (+1D to search greater than 50 meters, Speeder Bike, Comlink, Blast Vest (+1D physical, +1 energy))

NEW REPUBLIC DEMOLITIONS TROOPER

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 5D, Dodge 4D+2,
Grenade 5D, Vehicle Blasters
4D

PERCEPTION 2D+1

Search 3D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping
3D+2

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

Demolitions 4D, First Aid 3D,
Security 3D

MECHANICAL 2D

Repulsorlift Operation 3D

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)), Detonite

NEW REPUBLIC DEMOLITIONS TROOPER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 6D, Dodge 5D+2,
Grenade 7D, Vehicle Blasters
5D+1

PERCEPTION 2D+1

Search 5D+1

STRENGTH 3D

Brawling 5D, Climbing/Jumping
5D

KNOWLEDGE 2D

Survival 4D+1

TECHNICAL 2D

Demolitions 6D, First Aid 4D+1,
Security 5D

MECHANICAL 2D

Repulsorlift Operation 4D+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)), Detonite

NEW REPUBLIC ASSAULT TROOP

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D+1**
Blaster 5D, Blaster Artillery 5D, Hide 3D, Search 3D+1
Dodge 4D+2, Grenade 4D+1, **STRENGTH 3D**
Missile Weapons 4D+2, Brawling 4D, Climbing/Jumping
Vehicle Blasters 4D 3D+2, Lifting 4D, Stamina 3D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 3D First Aid 3D
MECHANICAL 2D
Repulsorlift Operation 3D **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 ASSAULT TROOP (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D+1**
Blaster 6D, Blaster Artillery 6D, Hide 3D+2, Search 4D
Dodge 5D+2, Grenade 5D+1, **STRENGTH 3D**
Missile Weapons 5D+2, Brawling 5D, Climbing/Jumping
Vehicle Blasters 5D 4D+2, Lifting 4D+2 Stamina
KNOWLEDGE 2D 4D+1
Survival 3D+2 **TECHNICAL 2D**
MECHANICAL 2D First Aid 3D+2
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 ASSAULT TROOP (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D+1**
Blaster 7D, Blaster Artillery 7D, Hide 4D+1, Search 4D+2
Dodge 6D+2, Grenade 6D+1, **STRENGTH 3D**
Missile Weapons 6D+2, Brawling 6D, Climbing/Jumping
Vehicle Blasters 6D 5D+2, Lifting 5D+1, Stamina 5D
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 4D+1 First Aid 4D+1
MECHANICAL 2D
Repulsorlift Operation 4D+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 ASSAULT TROOP (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D+1**
Blaster 8D, Blaster Artillery 8D, Hide 5D, Search 5D+1
Dodge 7D+2, Grenade 7D+1, **STRENGTH 3D**
Missile Weapons 7D+2, Brawling 7D, Climbing/Jumping
Vehicle Blasters 7D 6D+1, Lifting 6D, Stamina 5D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 5D First Aid 5D
MECHANICAL 2D
Repulsorlift Operation 5D **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 COMMANDO

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D+1**
Blaster 6D, Brawling Parry Con 3D+1, Hide 4D+1, Search
5D+1, Dodge 5D+2, Grenade 4D+2, Sneak 4D+1
5D, Melee Combat 5D, Melee **STRENGTH 3D**
Parry 5D, Thrown Weapons Brawling 5D, Climbing/Jumping
4D+2, Vehicle Blasters 5D+1 5D+1, Stamina 4D, Swimming
KNOWLEDGE 2D 4D+1
Planetary Systems 3D+1, **TECHNICAL 2D**
Survival 4D+2 Armor Repair 3D, Blaster Repair
MECHANICAL 2D 3D, Demolitions 4D, First Aid
Beast Riding 4D, Repulsorlift 3D, Security 4D+2
Operation 4D **Move:** 10
Equipment: Varies greatly by mission.

NEW REPUBLIC COMMANDO (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D+1**
Blaster 8D, Brawling Parry Con 4D+2, Hide 6D+1, Search
7D+1, Dodge 7D+2, Grenade 6D+2, Sneak 6D+1
6D+1, Melee Combat 7D, **STRENGTH 3D**
Melee Parry 7D, Thrown Brawling 7D, Climbing/Jumping
Weapons 6D, Vehicle Blasters 7D+1, Stamina 6D, Swimming
6D+2 6D
KNOWLEDGE 2D **TECHNICAL 2D**
Planetary Systems 4D+2, Armor Repair 4D+1, Blaster
Survival 6D Repair 4D+1, Demolitions 6D,
MECHANICAL 2D First Aid 4D+1, Security 6D+2
Beast Riding 5D+1, Repulsorlift
Operation 6D **Move:** 10
Equipment: Varies greatly by mission.

NEW REPUBLIC SNIPER

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 5D, Blaster: Sniper Rifle
6D+1, Dodge 4D+2, Vehicle
Blasters 4D

PERCEPTION 2D+1

Hide 3D+1, Search 3D+2, Sneak
3D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping
3D+2, Stamina 3D+1

KNOWLEDGE 2D

Planetary Systems 3D, Survival
3D

TECHNICAL 2D

First Aid 3D

MECHANICAL 2D

Repulsorlift Operation 3D

Move: 10

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

Sex: Any

DEXTERITY 3D+2

Blaster 6D, Blaster: Sniper Rifle
7D+1, Dodge 5D+2, Vehicle
Blasters 4D+2

PERCEPTION 2D+1

Hide 4D+1, Search 4D+2, Sneak
4D+1

STRENGTH 3D

Brawling 4D+2, Climbing/
Jumping 4D+2, Stamina 4D

KNOWLEDGE 2D

Planetary Systems 3D+2,
Survival 3D+2

TECHNICAL 2D

First Aid 3D+2

MECHANICAL 2D

Repulsorlift Operation 3D+2

Move: 10

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

Sex: Any

DEXTERITY 3D+2

Blaster 7D, Blaster: Sniper
Rifle 8D+1, Dodge 6D+2,
Vehicle Blasters 5D+1

PERCEPTION 2D+1

Hide 5D+1, Search 5D+2, Sneak
5D+1

STRENGTH 3D

Brawling 5D+1, Climbing/
Jumping 5D+2, Stamina 4D+2

KNOWLEDGE 2D

Planetary Systems 4D+1,
Survival 4D+1

TECHNICAL 2D

First Aid 4D+1

MECHANICAL 2D

Repulsorlift Operation 4D+1

Move: 10

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

Sex: Any

DEXTERITY 3D+2

Blaster 8D, Blaster: Sniper
Rifle 9D+1, Dodge 7D+2,
Vehicle Blasters 6D

PERCEPTION 2D+1

Hide 6D+1, Search 6D+2, Sneak
6D+1

STRENGTH 3D

Brawling 6D, Climbing/Jumping
6D+2, Stamina 5D+1

KNOWLEDGE 2D

Planetary Systems 5D,
Survival 5D

TECHNICAL 2D

First Aid 5D

MECHANICAL 2D

Repulsorlift Operation 5D

Move: 10

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

Sex: Any

DEXTERITY 3D+2

Blaster 5D, Dodge 4D+2,
Grenade 4D+1, Vehicle
Blasters 4D+2

PERCEPTION 2D+1

Search 3D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping
3D+2

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

First Aid 3D, Ground Vehicle

MECHANICAL 2D

Ground Vehicle Operation
3D+2, Hover Vehicle
Operation 3D+2

Repair 3D, Hover Vehicle Repair
3D

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

NEW REPUBLIC GROUND VEHICLE CREW (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 5D+2, Dodge 5D+1,
Grenade 5D, Vehicle
Blasters 5D+2

PERCEPTION 2D+1

Search 4D

STRENGTH 3D

Brawling 4D+2, Climbing/
Jumping 4D

KNOWLEDGE 2D

Survival 3D+1

TECHNICAL 2D

First Aid 3D+1, Ground Vehicle

MECHANICAL 2D

Ground Vehicle Operation
4D+2, Hover Vehicle
Operation 4D+2

Repair 3D+2, Hover Vehicle

Repair 3D+2

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

NEW REPUBLIC GROUND VEHICLE CREW (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 6D+1, Dodge 6D,
Grenade 5D+2, Vehicle
Blasters 6D+2

PERCEPTION 2D+1

Search 4D+2

STRENGTH 3D

Brawling 5D+1, Climbing/
Jumping 4D+1

KNOWLEDGE 2D

Survival 3D+2

TECHNICAL 2D

First Aid 3D+2, Ground Vehicle

MECHANICAL 2D

Ground Vehicle Operation
5D+2, Hover Vehicle
Operation 5D+2

Repair 4D+1, Hover Vehicle

Repair 4D+1

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

NEW REPUBLIC GROUND VEHICLE CREW (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+2

Blaster 7D, Dodge 6D+2,
Grenade 6D+1, Vehicle
Blasters 7D+2

PERCEPTION 2D+1

Search 5D+1

STRENGTH 3D

Brawling 6D, Climbing/Jumping
4D+2

KNOWLEDGE 2D

Survival 4D

TECHNICAL 2D

First Aid 4D, Ground Vehicle

MECHANICAL 2D

Ground Vehicle Operation
6D+2, Hover Vehicle
Operation 6D+2

Repair 5D, Hover Vehicle Repair
5D

Move: 10

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)

Sex: Any
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D

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)

Sex: Any
PERCEPTION 2D+1
Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D
TECHNICAL 2D
First Aid 3D+1, Repulsorlift Repair 3D+2

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)

Sex: Any
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 4D+1
TECHNICAL 2D
First Aid 3D+2, Repulsorlift Repair 4D+1

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)

Sex: Any
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 4D+2
TECHNICAL 2D
First Aid 4D, Repulsorlift Repair 5D

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 phys, +1 ener)

Sex: Any
PERCEPTION 2D+1
Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 2D
First Aid 3D, Repulsorlift Repair 3D

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 phys, +1 ener)

Sex: Any
PERCEPTION 2D+1
Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/Jumping 4D+1
TECHNICAL 2D
First Aid 3D+1, Repulsorlift Repair 3D+2

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 phys, +1 ener)

Sex: Any
PERCEPTION 2D+1
Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/Jumping 5D
TECHNICAL 2D
First Aid 3D+2, Repulsorlift Repair 4D+1

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 5D+2,
Repulsorlift Operation:
Airspeeder 7D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

Sex: Any
PERCEPTION 2D+1
Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D+2
TECHNICAL 2D
First Aid 4D, Repulsorlift Repair 5D

NEW REPUBLIC TANK CREW

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 5D, Dodge 4D+2,
Grenade 4D+1, Vehicle
Blasters 4D+2

Search 3D+1
STRENGTH 3D
Brawling 4D, Climbing/Jumping
3D+2

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

First Aid 3D, Repulsorlift
Repair 3D

MECHANICAL 2D

Repulsorlift Operation 3D+2,
Repulsorlift Operation:
Repulsor Tank 4D+1

Move: 10

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

NEW REPUBLIC TANK CREW (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 5D+2, Dodge 5D+1,
Grenade 5D, Vehicle
Blasters 5D+2

Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/
Jumping 4D+1

KNOWLEDGE 2D

Survival 3D+2

TECHNICAL 2D

First Aid 3D+2, Repulsorlift
Repair 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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 6D+1, Dodge 6D,
Grenade 5D+2, Vehicle
Blasters 6D+2

Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/
Jumping 5D

KNOWLEDGE 2D

Survival 4D+1

TECHNICAL 2D

First Aid 4D+1, Repulsorlift
Repair 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

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 7D, Dodge 6D+2,
Grenade 6D+1, Vehicle
Blasters 7D+2

Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping
5D+2

KNOWLEDGE 2D

Survival 5D

TECHNICAL 2D

First Aid 5D, Repulsorlift
Repair 5D

MECHANICAL 2D

Repulsorlift Operation 5D+2,
Repulsorlift Operation:
Repulsor Tank 7D+1

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Blast Vest (+1D phys, +1 ener)

NEW REPUBLIC ARMOR SQUAD LEADER

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 5D+2, Dodge 5D+1,
Grenade 5D, Vehicle Blasters
5D+2

Command 3D+1, Search 4D
STRENGTH 3D
Brawling 4D+2, Climbing/
Jumping 4D

KNOWLEDGE 2D

Survival 3D, Tactics: Armor 3D

TECHNICAL 2D

MECHANICAL 2D

Ground Vehicle Operation
4D+2, Hover Vehicle
Operation 4D+2, Repulsorlift
Operation 4D+2

First Aid 3D+1, Ground Vehicle
Repair 3D+2, Hover Vehicle
Repair 3D+2, Repulsorlift Repair
3D+2

Move: 10

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

NEW REPUBLIC ARMOR SQUAD LEADER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 6D+1, Dodge 6D,
Grenade 5D+2, Vehicle
Blasters 6D+2

Command 4D+1, Search 4D+2
STRENGTH 3D
Brawling 5D+1, Climbing/
Jumping 4D+2

KNOWLEDGE 2D

Survival 3D+2, Tactics:
Armor 4D

TECHNICAL 2D

MECHANICAL 2D

Ground Vehicle Operation
5D+2, Hover Vehicle Operation
5D+2, Repulsorlift Operation 5D+2

First Aid 4D, Ground Vehicle
Repair 4D+1, Hover Vehicle
Repair 4D+1, Repulsorlift Repair
4D+1

Move: 10

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

NEW REPUBLIC ARMOR SQUAD LEADER (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 7D, Dodge 6D+2,
Grenade 6D+1, Vehicle
Blasters 7D+2

Command 5D+1, Search 5D+1
STRENGTH 3D
Brawling 6D, Climbing/Jumping
5D+1

KNOWLEDGE 2D

Survival 4D+1, Tactics: Armor
5D

TECHNICAL 2D

MECHANICAL 2D

Ground Vehicle Operation
6D+2, Hover Vehicle Operation
6D+2, Repulsorlift Operation
6D+2

First Aid 4D+2, Ground Vehicle
Repair 5D, Hover Vehicle Repair
5D, Repulsorlift Repair 5D

Move: 10

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

SPECFORCE MARINE

Species: Any

Sex: Any

DEXTERITY 2D+2

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

PERCEPTION 2D+2

Command 3D+2, Search 3D

STRENGTH 2D+2

Brawling 3D+2, Stamina 3D+1

TECHNICAL 1D

Capital Ship Repair 2D, First Aid
2D, Security 2D, Space
Transports Repair 2D

KNOWLEDGE 1D+1

Survival 2D, Survival: Space 4D

MECHANICAL 1D+2

Capital Ship Gunnery 2D+1,
Starship Gunnery 2D+1,
Powersuit Operation 3D+2

Move: 10

Equipment: Blaster Pistol (4D), Blaster Rifle (5D), 2 Grenades (5D),
Space Suit (+1D physical, +2 energy), Vibroknife (STR+1D)

Reference: Rebel Alliance Sourcebook p28

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

PERCEPTION 3D+2

Command 4D+1, Search 4D

STRENGTH 3D+2

Brawling 4D+2, Stamina 4D+1

TECHNICAL 2D

Capital Ship Repair 4D, First Aid
3D, Security 3D, Space
Transports Repair 3D

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 phys, +2 energy), Vibroknife (STR+1D)

Reference: Rules of Engagement p84

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

PERCEPTION 3D+2

Command 5D, Search 5D

STRENGTH 3D+2

Brawling 5D+2, Stamina 5D+1

TECHNICAL 2D

Capital Ship Repair 5D, First Aid
4D, Security 4D, Space
Transports Repair 4D

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)

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

PERCEPTION 3D+2

Command 6D, Search 6D

STRENGTH 3D+2

Brawling 6D+2, Stamina 6D+1

TECHNICAL 2D

Capital Ship Repair 6D, First Aid
5D, Security 5D, Space
Transports Repair 5D

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)

SPECFORCE PATHFINDER

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 3D+2, Blaster: Blaster
Rifle 4D+2, Blaster Artillery
3D, Dodge 3D, Grenade 3D+1,
Vehicle Blasters 3D+2

PERCEPTION 2D+2

Command 3D+2, Hide 3D+1,
Search 3D, Sneak 3D+1

STRENGTH 2D+1

Brawling 3D+2, Climbing/
Jumping 3D, Stamina 3D+1

KNOWLEDGE 2D

Alien Species 3D, Survival 3D

MECHANICAL 1D+1

Repulsorlift Operation 2D+1

TECHNICAL 1D

Demolitions 2D, First Aid 2D+1

Move: 10

Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.

Reference: Rebel Alliance Sourcebook p28

SPECFORCE PATHFINDER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 4D+2, Blaster: Blaster
Rifle 5D+2, Blaster Artillery
4D, Dodge 4D, Grenade 4D+1,
Vehicle Blasters 4D+2

PERCEPTION 2D+2

Command 4D+1, Hide 4D+1,
Search 4D, Sneak 4D+1

STRENGTH 2D+1

Brawling 4D+2, Climbing/
Jumping 4D, Stamina 4D+1

KNOWLEDGE 2D

Alien Species 3D+2, Survival
4D

MECHANICAL 1D+1

Repulsorlift Operation 3D

TECHNICAL 1D

Demolitions 2D+2, First Aid 3D

Move: 10

Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.

SPECFORCE PATHFINDER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 5D+2, Blaster: Blaster
Rifle 6D+2, Blaster Artillery
5D, Dodge 5D, Grenade 5D+1,
Vehicle Blasters 5D+2

PERCEPTION 2D+2

Command 5D, Hide 5D+1,
Search 5D, Sneak 5D+1

STRENGTH 2D+1

Brawling 5D+2, Climbing/
Jumping 5D, Stamina 5D+1

KNOWLEDGE 2D

Alien Species 4D+1, Survival
5D

MECHANICAL 1D+1

Repulsorlift Operation 3D+2

TECHNICAL 1D

Demolitions 3D+1, First Aid
3D+2

Move: 10

Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.

SPECFORCE PATHFINDER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 6D+2, Blaster: Blaster
Rifle 6D+2, Blaster Artillery
6D, Dodge 6D, Grenade 6D+1,
Vehicle Blasters 6D+2

PERCEPTION 2D+2

Command 6D+2, Hide 6D+1,
Search 6D, Sneak 6D+1

STRENGTH 2D+1

Brawling 6D+2, Climbing/
Jumping 6D, Stamina 6D+1

KNOWLEDGE 2D

Alien Species 5D, Survival 6D

MECHANICAL 1D+1

Repulsorlift Operation 4D+1

TECHNICAL 1D

Demolitions 4D, First Aid 4D+1

Move: 10

Equipment: Blaster Rifle (5D), 2 Grenades (5D), Survival Pack.

SPECFORCE URBAN GUERRILLA

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 3D+1, Dodge 3D,
Grenade 3D, Melee Combat
3D, Melee Parry 3D

PERCEPTION 2D+2

Command 3D+1, Hide 3D+2,
Sneak 3D+2

STRENGTH 2D

Brawling 3D, Climbing/Jumping
2D+2, Stamina 3D

KNOWLEDGE 2D+1

Streetwise 3D+2

MECHANICAL 1D+1

Repulsorlift Operations 2D

TECHNICAL 1D+1

Demolition 3D, First Aid 2D

Move: 10

Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

Reference: Rebel Alliance Sourcebook p29

SPECFORCE URBAN GUERRILLA (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 4D+1, Dodge 4D,
Grenade 4D, Melee Combat
4D, Melee Parry 4D

PERCEPTION 2D+2

Command 4D, Hide 4D+2,
Sneak 4D+2

STRENGTH 2D

Brawling 4D, Climbing/Jumping
3D+2, Stamina 3D+2

KNOWLEDGE 2D+1

Streetwise 4D+2

MECHANICAL 1D+1

Repulsorlift Operations 2D+2

TECHNICAL 1D+1

Demolition 4D, First Aid 2D+2

Move: 10

Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

SPECFORCE URBAN GUERRILLA (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 5D+1, Dodge 5D,
Grenade 5D, Melee Combat
5D, Melee Parry 5D

PERCEPTION 2D+2

Command 4D+2, Hide 5D+2,
Sneak 5D+2

STRENGTH 2D

Brawling 5D, Climbing/Jumping
4D+2, Stamina 4D+1

KNOWLEDGE 2D+1

Streetwise 5D+2

MECHANICAL 1D+1

Repulsorlift Operations 3D+1

TECHNICAL 1D+1

Demolition 5D, First Aid 3D+1

Move: 10

Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

SPECFORCE URBAN GUERRILLA (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 6D+1, Dodge 6D,
Grenade 6D, Melee Combat
6D, Melee Parry 6D

PERCEPTION 2D+2

Command 5D+1, Hide 6D+2,
Sneak 6D+2

STRENGTH 2D

Brawling 6D, Climbing/Jumping
5D+2, Stamina 5D

KNOWLEDGE 2D+1

Streetwise 6D+2

MECHANICAL 1D+1

Repulsorlift Operations 4D

TECHNICAL 1D+1

Demolition 6D, First Aid 4D

Move: 10

Equipment: Blaster Pistol (4D), 2 Grenades (5D), Vibroknife (STR+1D)

SPECFORCE TECHNICIAN

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 2D+2, Dodge 3D

KNOWLEDGE 2D+1

Survival 3D

MECHANICAL 2D

Repulsorlift Operation 3D+1

PERCEPTION 1D+2

Command 2D+1, Hide 2D,
Sneak 2D

STRENGTH 1D+2

Brawling 2D, Lifting 2D+2,
Stamina 2D

TECHNICAL 2D+1

Armor Repair 3D+2, Blaster
Repair 3D+2, Computer
Program/Repair 3D+2,
Demolition 3D, Droid Program/
Repair 3D+2, Hover Vehicle
Repair 3D+2, Ground Vehicle
Repair 3D+2, Repulsorlift Repair
3D+2, Walker Repair 3D+2

Move: 10

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

Reference: Rebel Alliance Sourcebook p29

SPECFORCE TECHNICIAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 3D+1, Dodge 3D+2

KNOWLEDGE 2D+1

Survival 3D+2

MECHANICAL 2D

Repulsorlift Operation 4D

PERCEPTION 1D+2

Command 3D, Hide 2D+2,
Sneak 2D+2

STRENGTH 1D+2

Brawling 2D+2, Lifting 3D+2,
Stamina 2D+2

TECHNICAL 2D+1

Armor Repair 4D+2, Blaster
Repair 4D+2, Computer
Program/Repair 4D+2,
Demolition 3D+2, Droid
Program/Repair 4D+2, Hover
Vehicle Repair 4D+2, Ground
Vehicle Repair 4D+2,
Repulsorlift Repair 4D+2,
Walker Repair 4D+2

Move: 10

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

SPECFORCE TECHNICIAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D, Dodge 4D+1

KNOWLEDGE 2D+1

Survival 4D+1

MECHANICAL 2D

Repulsorlift Operation 4D+2

PERCEPTION 1D+2

Command 3D+2, Hide
3D+1, Sneak 3D+1

STRENGTH 1D+2

Brawling 3D+1, Lifting
4D+2, Stamina 3D+1

TECHNICAL 2D+1

Armor Repair 5D+2, Blaster
Repair 5D+2, Computer
Program/Repair 5D+2,
Demolition 4D+1, Droid
Program/Repair 5D+2,
Hover Vehicle Repair 5D+2,
Ground Vehicle Repair
5D+2, Repulsorlift Repair
5D+2, Walker Repair 5D+2

Move: 10

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

SPECFORCE TECHNICIAN (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D+2, Dodge 5D

PERCEPTION 1D+2

Command 4D+1, Hide 4D,
Sneak 4D

KNOWLEDGE 2D+1

Survival 5D

STRENGTH 1D+2

Brawling 4D, Lifting 5D+2,
Stamina 4D

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, Walker Repair 6D+2

Move: 10

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

SPECFORCE INFILTRATOR

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 3D, Brawling Parry 3D,
Dodge 3D, Firearms 3D+1,
Melee Combat 3D+2, Melee
Combat: Vibroknife 5D+2,
Melee Parry 3D+2

PERCEPTION 2D

Con 3D+1, Hide 3D+2, Search
3D, Sneak 3D+2

STRENGTH 2D

Brawling 3D

TECHNICAL 1D+2

Demolition 2D+2, Security 2D+2

KNOWLEDGE 2D

Streetwise 3D+2, Survival 2D+2

MECHANICAL 1D+2

Repulsorlift Operation 2D+1

Move: 10

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+2

Blaster 4D, Brawling Parry 4D,
Dodge 4D, Firearms 4D+1,
Melee Combat 4D+2, Melee
Combat: Vibroknife 6D+2,
Melee Parry 4D+2

PERCEPTION 2D

Con 4D, Hide 4D+2, Search
4D, Sneak 4D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 1D+2

Demolition 3D+2, Security 3D+2

KNOWLEDGE 2D

Streetwise 4D+1, Survival 3D+1

MECHANICAL 1D+2

Repulsorlift Operation 3D

Move: 10

Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D),
Vibroknife (STR+1D)

SPECFORCE INFILTRATOR (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 5D, Brawling Parry 5D,
Dodge 5D, Firearms 5D+1,
Melee Combat 5D+2, Melee
Combat: Vibroknife 7D+2,
Melee Parry 5D+2

PERCEPTION 2D

Con 4D+2, Hide 5D+2, Search
5D, Sneak 5D+2

STRENGTH 2D

Brawling 5D

TECHNICAL 1D+2

Demolition 4D+2, Security 4D+2

KNOWLEDGE 2D

Streetwise 5D+1, Survival 4D+1

MECHANICAL 1D+2

Repulsorlift Operation 3D+2

Move: 10

Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D),
Vibroknife (STR+1D)

SPECFORCE INFILTRATOR (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 6D, Brawling Parry 6D,
Dodge 6D, Firearms 6D+1,
Melee Combat 6D+2, Melee
Combat: Vibroknife 8D+2,
Melee Parry 6D+2

PERCEPTION 2D

Con 5D+1, Hide 6D+2, Search
6D, Sneak 6D+2

STRENGTH 2D

Brawling 6D

TECHNICAL 1D+2

Demolition 5D+2, Security 5D+2

KNOWLEDGE 2D

Streetwise 6D+1, Survival 5D+1

MECHANICAL 1D+2

Repulsorlift Operation 4D+1

Move: 10

Equipment: Silenced Slugthrower Pistol (3D), Garotte (STR+1D),
Vibroknife (STR+1D)

SPECFORCE HEAVY WEAPONS CREWMAN

Species: 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
Sex: Any
PERCEPTION 1D+2
Search 3D
STRENGTH 2D
Brawling 2D+2, Lifting 3D,
Stamina 2D+1
TECHNICAL 2D
Demolition 2D+2, First Aid
2D+1
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
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
Sex: Any
PERCEPTION 1D+2
Search 3D+2
STRENGTH 2D
Brawling 3D+1, Lifting 4D,
Stamina 3D+1
TECHNICAL 2D
Demolition 3D+1, First Aid 3D
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
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
Sex: Any
PERCEPTION 1D+2
Search 4D+1
STRENGTH 2D
Brawling 4D, Lifting 5D,
Stamina 4D+1
TECHNICAL 2D
Demolition 4D, First Aid
3D+2
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
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
Sex: Any
PERCEPTION 1D+2
Search 5D
STRENGTH 2D
Brawling 4D+2, Lifting 6D,
Stamina 5D+1
TECHNICAL 2D
Demolition 4D+2, First Aid
4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Vibroknife (STR+1D), Heavy
Weapon or Repeating Blaster Emplacement (varies by mission)

SPECFORCE DRIVER/PILOT

Species: Any
DEXTERITY 2D
Blaster 2D, Vehicle Blasters
3D
KNOWLEDGE 1D+2
Streetwise 2D+2
MECHANICAL 2D+2
Hover Vehicle Operation 3D+2,
Ground Vehicle Operation
3D+2, Repulsorlift Operation
3D+2, Space Transport 3D+2
Sex: Any
PERCEPTION 1D+2
STRENGTH 2D
TECHNICAL 2D
First Aid 2D+2
Move: 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission
Requires)
Reference: Rules of Engagement p77

SPECFORCE DRIVER/PILOT (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 2D+2, Vehicle
Blasters 4D
KNOWLEDGE 1D+2
Streetwise 3D+1
MECHANICAL 2D+2
Hover Vehicle Operation
4D+2, Ground Vehicle
Operation 4D+2, Repulsorlift
Operation 4D+2, Space
Transport 4D+2
Sex: Any
PERCEPTION 1D+2
STRENGTH 2D
TECHNICAL 2D
First Aid 3D+1
Move: 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission
Requires)

SPECFORCE DRIVER/PILOT (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 3D+1, Vehicle
Blasters 5D
KNOWLEDGE 1D+2
Streetwise 4D
MECHANICAL 2D+2
Hover Vehicle Operation
5D+2, Ground Vehicle
Operation 5D+2, Repulsorlift
Operation 5D+2, Space
Transport 5D+2
Sex: Any
PERCEPTION 1D+2
STRENGTH 2D
TECHNICAL 2D
First Aid 4D
Move: 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission
Requires)

SPECFORCE DRIVER/PILOT (ELITE)

Species: Any
DEXTERITY 2D
Blaster 4D, Vehicle Blasters
6D
KNOWLEDGE 1D+2
Streetwise 4D+2
MECHANICAL 2D+2
Hover Vehicle Operation 6D+2,
Ground Vehicle Operation 6D+2,
Repulsorlift Operation 6D+2,
Space Transport 6D+2
Sex: Any
PERCEPTION 1D+2
STRENGTH 2D
TECHNICAL 2D
First Aid 4D+2
Move: 10
Equipment: Blister Pistol (4D), Vehicle or Starship (As Mission
Requires)

SPECFORCE SCANNER/ COMMUNICATIONS SPECIALIST

Species: 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

SPECFORCE SCANNER/ COMMUNICATIONS SPECIALIST (EXPERIENCED)

Species: 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)

SPECFORCE SCANNER/ COMMUNICATIONS SPECIALIST (VETERAN)

Species: 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)

SPECFORCE SCANNER/ COMMUNICATIONS SPECIALIST (ELITE)

Species: 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)

SPECFORCE INTERROGATOR

Species: Any
DEXTERITY 1D+2
Blaster 3D, Dodge 2D+2
KNOWLEDGE 2D+2
Intimidation 3D+2, Languages
3D+2, Streetwise 3D,
Willpower 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

SPECFORCE INTERROGATOR (EXPERIENCED)

Species: Any
DEXTERITY 1D+2
Blaster 3D+2, Dodge 3D+2
KNOWLEDGE 2D+2
Intimidation 4D+2, Languages
4D+1, Streetwise 4D,
Willpower 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)

SPECFORCE INTERROGATOR (VETERAN)

Species: Any
DEXTERITY 1D+2
Blaster 4D+1, Dodge 4D+2
KNOWLEDGE 2D+2
Intimidation 5D+2, Languages
5D, Streetwise 5D,
Willpower 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
DEXTERITY 1D+2
Blaster 5D, Dodge 5D+2
KNOWLEDGE 2D+2
Intimidation 6D+2, Languages
5D+2, Streetwise 6D,
Willpower 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

Blaster 3D, Dodge 2D+2

PERCEPTION 2D+2

Bargain 3D, Command 3D,

KNOWLEDGE 2D+2

Alien Species 4D, Bureaucracy 3D+1, Cultures 3D+2, Languages 4D+1, Languages (Choose One) 5D, Streetwise 3D, Willpower 3D

Persuasion 3D

STRENGTH 1D+2

Stamina 2D

TECHNICAL 1D+2

First Aid 2D

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

Blaster 3D+2, Dodge 3D+1

PERCEPTION 2D+2

Bargain 3D+2, Command 3D+2,

KNOWLEDGE 2D+2

Alien Species 5D, Bureaucracy 4D+1, Cultures 4D+2, Languages 5D+2, Languages (Choose One) 6D+1, Streetwise 3D+2, Willpower 3D+2

Persuasion 4D

STRENGTH 1D+2

Stamina 2D+2

TECHNICAL 1D+2

First Aid 2D+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

Blaster 4D+1, Dodge 4D

PERCEPTION 2D+2

Bargain 4D+1, Command 4D+1,

KNOWLEDGE 2D+2

Alien Species 6D, Bureaucracy 5D+1, Cultures 5D+2, Languages 7D, Languages (Choose One) 7D+2, Streetwise 4D+1, Willpower 4D+1

Persuasion 5D

STRENGTH 1D+2

Stamina 3D+1

TECHNICAL 1D+2

First Aid 3D+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

Blaster 5D, Dodge 4D+2

PERCEPTION 2D+2

Bargain 5D, Command 5D,

KNOWLEDGE 2D+2

Alien Species 7D, Bureaucracy 6D+1, Cultures 6D+2, Languages 8D+1, Languages (Choose One) 9D, Streetwise 5D, Willpower 5D

Persuasion 6D

STRENGTH 1D+2

Stamina 4D

TECHNICAL 1D+2

First Aid 4D

MECHANICAL 1D+2

Communications 5D

Move: 10

Equipment: Datapad, Blaster Pistol (4D), Recording Rod, Interpretation Droid (Occasionally)

SPECFORCE PROCUREMENT SPECIALIST

Species: Any

Sex: Any

DEXTERITY 1D+2

Blaster 2D+2, Dodge 3D

PERCEPTION 2D+2

Bargain 3D+2, Con 3D+2, Investigation 3D, Persuasion 3D, Sneak 3D

KNOWLEDGE 2D+2

Bureaucracy 3D+2, Business 3D+2, Cultures 2D+2, Languages 2D+1, Streetwise 3D+1

STRENGTH 2D

Lifting 2D+2

TECHNICAL 1D+2

Security 2D+1

MECHANICAL 1D+1

Move: 10

Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)

Reference: Rules of Engagement p79

SPECFORCE PROCUREMENT SPECIALIST (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 1D+2

Blaster 3D+1, Dodge 3D+2, Pick Pocket 2D+2

PERCEPTION 2D+2

Bargain 4D+2, Con 4D+1, Investigation 3D+2, Persuasion 4D, Sneak 3D+2

KNOWLEDGE 2D+2

Bureaucracy 4D+1, Business 4D+2, Cultures 3D, Languages 2D+2, Streetwise 4D, Value 3D+2

STRENGTH 2D

Lifting 3D+2

TECHNICAL 1D+2

Security 3D+1

MECHANICAL 1D+1

Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)

SPECFORCE PROCUREMENT SPECIALIST (VETERAN)

Species: Any

Sex: Any

DEXTERITY 1D+2

Blaster 4D, Dodge 4D+1, Pick Pocket 3D+2

PERCEPTION 2D+2

Bargain 5D+2, Con 5D, Investigation 4D+1, Persuasion 5D, Sneak 4D+1

KNOWLEDGE 2D+2

Bureaucracy 5D+1, Business 5D+2, Cultures 3D+1, Languages 3D, Streetwise 4D+2, Value 4D+2

STRENGTH 2D

Lifting 4D+2

TECHNICAL 1D+2

Security 4D+1

MECHANICAL 1D+1

Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)

SPECFORCE PROCUREMENT SPECIALIST (ELITE)

Species: Any

Sex: Any

DEXTERITY 1D+2

Blaster 4D+2, Dodge 5D, Pick Pocket 4D+2

PERCEPTION 2D+2

Bargain 6D+2, Con 5D+2, Investigation 5D, Persuasion 6D, Sneak 5D

KNOWLEDGE 2D+2

Bureaucracy 6D+1, Business 6D+2, Cultures 3D+2, Languages 3D+1, Streetwise 5D+1, Value 5D+2

STRENGTH 2D

Lifting 5D+2

TECHNICAL 1D+2

Security 5D+1

MECHANICAL 1D+1

Equipment: Datapad, Blaster Pistol (4D), Lock Breaking Kit (+1D to Security to pick a lock)

SPECFORCE MEDIC

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 3D+1, Dodge 3D,
Melee Combat 3D, Melee
Parry 3D

PERCEPTION 2D+2

Command 3D, Persuasion 3D+2

STRENGTH 2D

Brawling 3D, Stamina 3D

KNOWLEDGE 2D+1

Alien Species 3D, Languages
2D+2, Streetwise 3D+2

TECHNICAL 1D+1

First Aid 4D

MECHANICAL 1D+1

Move: 10

Equipment: Blaster Pistol (4D), Medpack, Vibroknife (STR+1D)

SPECFORCE MEDIC (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D+1

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

PERCEPTION 2D+2

Command 3D+2, Persuasion
4D+2

STRENGTH 2D

Brawling 3D+2, Stamina 3D+1

KNOWLEDGE 2D+1

Alien Species 3D+2,
Languages 3D, Streetwise
4D

TECHNICAL 1D+1

First Aid 5D, Medicine 3D

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

Sex: Any

DEXTERITY 2D+1

Blaster 4D, Dodge 4D+1,
Melee Combat 4D+1, Melee
Parry 4D+1

PERCEPTION 2D+2

Command 4D+1, Persuasion
5D+2

STRENGTH 2D

Brawling 4D+1, Stamina 3D+2

KNOWLEDGE 2D+1

Alien Species 4D+1, Languages
3D+1, Streetwise 4D+1

TECHNICAL 1D+1

First Aid 6D, Medicine 4D

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

Sex: Any

DEXTERITY 2D+1

Blaster 4D+1, Dodge 5D,
Melee Combat 5D, Melee
Parry 5D

PERCEPTION 2D+2

Command 5D, Persuasion 6D+2

STRENGTH 2D

Brawling 5D+1, Stamina 4D

KNOWLEDGE 2D+1

Alien Species 5D, Languages
3D+2, Streetwise 4D+2

TECHNICAL 1D+1

First Aid 7D, Medicine 5D

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

Sex: Any

DEXTERITY 2D+1

Blaster 3D+1, Blaster Artillery
3D, Dodge 3D, Melee Combat
3D+2, Vehicle Blasters 3D

PERCEPTION 2D+2

Command 4D+2, Search 3D+2

STRENGTH 2D

Brawling 3D, Security 3D,

KNOWLEDGE 2D+1

Bureaucracy 3D+2, Streetwise
3D, Survival 3D, Tactics 3D

TECHNICAL 1D+1

Stamina 2D+2
First Aid 2D

MECHANICAL 1D+1

Repulsorlift Operation 3D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

SPECFORCE OFFICER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 4D+1, Blaster Artillery
4D, Dodge 4D, Melee Combat
4D+2, Vehicle Blasters 3D+2

PERCEPTION 2D+2

Command 5D+2, Search 4D+2

STRENGTH 2D

Brawling 4D, Security 4D,

KNOWLEDGE 2D+1

Bureaucracy 4D+2, Streetwise
4D, Survival 4D, Tactics 4D

TECHNICAL 1D+1

Stamina 3D+2
First Aid 2D+2

MECHANICAL 1D+1

Repulsorlift Operation 3D+2

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

SPECFORCE OFFICER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 5D+1, Blaster Artillery
5D, Dodge 5D, Melee Combat
5D+2, Vehicle Blasters 4D+1

PERCEPTION 2D+2

Command 6D+2, Search 5D+2

STRENGTH 2D

Brawling 5D, Security 5D,

KNOWLEDGE 2D+1

Bureaucracy 5D+2, Streetwise
5D, Survival 5D, Tactics 5D

TECHNICAL 1D+1

Stamina 4D+2
First Aid 3D+1

MECHANICAL 1D+1

Repulsorlift Operation 4D+1

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

SPECFORCE OFFICER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 6D+1, Blaster Artillery
6D, Dodge 6D, Melee Combat
6D+2, Vehicle Blasters 5D

PERCEPTION 2D+2

Command 7D+2, Search 6D+2

STRENGTH 2D

Brawling 6D, Security 6D,

KNOWLEDGE 2D+1

Bureaucracy 6D+2, Streetwise
6D, Survival 6D, Tactics 6D

TECHNICAL 1D+1

Stamina 5D+2
First Aid 4D

MECHANICAL 1D+1

Repulsorlift Operation 5D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Comlink, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER

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 3D+2
MECHANICAL 1D+1
Repulsorlift Operation 3D
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)
Reference: Rebel Alliance Sourcebook p29

SPECFORCE WILDERNESS FIGHTER (EXPERIENCED)

Species: 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
Sex: Any
PERCEPTION 2D+2
Command 4D, Hide 4D+2, Search 3D+2, Sneak 4D+2
STRENGTH 2D
Brawling 4D, Climbing/Jumping 3D+2
TECHNICAL 1D+1
Demolition 3D+2, First Aid 2D+2
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER (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 5D+2
MECHANICAL 1D+1
Repulsorlift Operation 4D+1
Sex: Any
PERCEPTION 2D+2
Command 4D+1, Hide 5D+2, Search 4D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER (ELITE)

Species: 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
Sex: Any
PERCEPTION 2D+2
Command 5D, Hide 6D+2, Search 5D+2, Sneak 6D+2
STRENGTH 2D
Brawling 6D, Climbing/Jumping 5D+2
TECHNICAL 1D+1
Demolition 5D, First Aid 4D
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER: AQUATIC

Species: 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
Planetary Systems 3D, Survival: Aquatic 4D, Willpower 3D+2
MECHANICAL 1D+1
Beast Riding 3D, Communications 2D+1, Repulsorlift Operation 3D+2
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Con 3D+2, Search 3D+2, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping 3D+2, Swimming 5D, Stamina 4D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D, Security 3D+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: AQUATIC (VETERAN)

Species: 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 Blasters 5D
KNOWLEDGE 2D+1
Planetary Systems 4D+1, Survival: Aquatic 6D, Willpower 5D
MECHANICAL 1D+1
Beast Riding 4D+1, Communications 3D, Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Con 5D, Search 5D+2, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping 5D+2, Swimming 7D, Stamina 5D+1
TECHNICAL 1D+1
Demolition 5D, First Aid 3D+1, Security 5D
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
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2, Stamina 3D
TECHNICAL 1D+1
Demolition 3D+2, First Aid 2D
Move: 10
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
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 5D+2, Sneak 5D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 5D
TECHNICAL 1D+1
Demolition 5D, First Aid 3D+1
Move: 10
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
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Search 3D, Sneak 3D+2
STRENGTH 2D
Brawling 3D, Climbing/Jumping 2D+2, Stamina 3D+2
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
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
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 3D+2, Search 3D, Sneak 3D+2
STRENGTH 2D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 5D+2
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1
Move: 10
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
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 4D, Search: Tracking 4D+1, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping 3D+2, Lifting 3D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
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
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 6D, Search: Tracking 6D+1, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping 5D+2, Lifting 5D
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1
Move: 10
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
Sex: Any
PERCEPTION 2D+2
Command 3D+1, Hide 4D, Search: Tracking 4D+1, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping 3D+2, Lifting 3D
TECHNICAL 1D+1
Demolition 3D, First Aid 2D
Move: 10
Equipment: Blaster Pistol (4D), 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
Sex: Any
PERCEPTION 2D+2
Command 4D+2, Hide 6D, Search: Tracking 6D+1, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping 5D+2, Lifting 4D+1
TECHNICAL 1D+1
Demolition 4D+1, First Aid 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Survival Pack, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER: PLAINS

Species: Any **Sex:** Any
DEXTERITY 2D+1 **PERCEPTION 2D+2**
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Running 4D, Vehicle Blasters 3D **Command 3D+1, Hide 3D+2, Sneak 3D+2**
KNOWLEDGE 2D+1 **STRENGTH 2D**
Survival: Plains 4D **Brawling 3D, Climbing/Jumping 2D+1, Stamina 3D**
MECHANICAL 1D+1 **TECHNICAL 1D+1**
Beast Riding 3D, Repulsorlift Operation 3D+1 **Demolition 3D, First Aid 2D**
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER: PLAINS (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D+1 **PERCEPTION 2D+2**
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Running 6D, Vehicle Blasters 4D+1 **Command 4D+2, Hide 5D+2, Sneak 5D+2**
KNOWLEDGE 2D+1 **STRENGTH 2D**
Survival: Plains 6D **Brawling 5D, Climbing/Jumping 4D+1, Stamina 5D**
MECHANICAL 1D+1 **TECHNICAL 1D+1**
Beast Riding 4D+1, Repulsorlift Operation 5D **Demolition 4D+1, First Aid 3D+1**
Move: 10
Equipment: Blaster Pistol (4D), Speeder Bike, Survival Pack, Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER: MOUNTAINOUS

Species: Any **Sex:** Any
DEXTERITY 2D+1 **PERCEPTION 2D+2**
Blaster 3D+1, Blaster Artillery 3D, Dodge 3D, Grenade 3D, Melee Combat 3D+2, Vehicle Blasters 3D **Command 3D+1, Hide 3D+2, Search 3D+2, Sneak 3D+2**
KNOWLEDGE 2D+1 **STRENGTH 2D**
Survival: Mountainous 4D **Brawling 3D, Climbing/Jumping 4D+2, Stamina 3D+2**
MECHANICAL 1D+1 **TECHNICAL 1D+1**
Repulsorlift Operation 3D **Demolition 3D+2, First Aid 2D**
Move: 10
Equipment: Blaster Pistol (4D), Survival Pack, Mountain Climbing Gear (+1D to Climbing rolls), Vibroknife (STR+1D)

SPECFORCE WILDERNESS FIGHTER: MOUNTAINOUS (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D+1 **PERCEPTION 2D+2**
Blaster 5D+1, Blaster Artillery 5D, Dodge 5D, Grenade 5D, Melee Combat 5D+2, Vehicle Blasters 4D+1 **Command 4D+2, Hide 5D+2, Search 5D+2, Sneak 5D+2**
KNOWLEDGE 2D+1 **STRENGTH 2D**
Survival: Mountainous 6D **Brawling 5D, Climbing/Jumping 6D+2, Stamina 5D+2**
MECHANICAL 1D+1 **TECHNICAL 1D+1**
Repulsorlift Operation 4D+1 **Demolition 5D, First Aid 3D+1**
Move: 10
Equipment: Blaster Pistol (4D), Survival Pack, Mountain Climbing Gear (+1D to Climbing rolls), Vibroknife (STR+1D)

FIGHTER PILOT (NOVICE)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 3D+1, Dodge 2D+1 **STRENGTH 2D+2**
KNOWLEDGE 1D **TECHNICAL 2D**
Planetary Systems 1D+2 **Computer Program/Repair 2D+1**
MECHANICAL 3D
Starfighter Piloting 4D, Starship Gunnery 3D+1 **Move:** 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.

FIGHTER PILOT

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 4D, Dodge 3D **STRENGTH 2D+2**
KNOWLEDGE 1D **TECHNICAL 2D**
Planetary Systems 2D+1 **Computer Program/Repair 3D**
MECHANICAL 3D
Starfighter Piloting 5D, Starfighter Piloting: (Choose One: A-Wing, B-Wing, X-Wing, or Y-Wing) 6D, Starship Gunnery 4D **Move:** 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.
Reference: R&E p209

FIGHTER PILOT (EXPERIENCED)

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

FIGHTER PILOT (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 5D+1, Dodge 3D+2 **STRENGTH 2D+2**
KNOWLEDGE 1D **TECHNICAL 2D**
Planetary Systems 3D+2 **Computer Program/Repair 4D+1**
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 (ELITE)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 1D+2**
Blaster 6D, Dodge 4D+1 **STRENGTH 2D+2**
KNOWLEDGE 1D **TECHNICAL 2D**
Planetary Systems 4D+1 **Computer Program/Repair 5D**
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.

FIGHTER PILOT SQUADRON LEADER

Species: 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
Sex: Any
PERCEPTION 1D+2
Command 3D
STRENGTH 2D+2
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.

FIGHTER PILOT SQUADRON LEADER (VETERAN)

Species: 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
Sex: Any
PERCEPTION 1D+2
Command 4D
STRENGTH 2D+2
TECHNICAL 2D
Computer Program/Repair
4D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.

FIGHTER PILOT SQUADRON LEADER (ELITE)

Species: 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
Sex: Any
PERCEPTION 1D+2
Command 5D
STRENGTH 2D+2
TECHNICAL 2D
Computer Program/Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Sealed Flight Suit.

SHUTTLE PILOT

Species: Any
DEXTERITY 3D
Blaster 4D, Dodge 4D
KNOWLEDGE 2D
Planetary Systems 3D
MECHANICAL 4D
Astrogation 4D+2, Sensors
4D+1, Space Transports 5D,
Starship Gunnery 5D, Starship
Shields 4D+2
Sex: Any
PERCEPTION 3D
Command 3D+2, Search 4D
STRENGTH 3D
Stamina 4D
TECHNICAL 2D+1
Computer Programming/Repair
3D+1, First Aid 2D+2, Space
Transport Repair 5D
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

SHUTTLE PILOT (EXPERIENCED)

Species: Any
DEXTERITY 3D
Blaster 4D+2, Dodge 4D+2
KNOWLEDGE 2D
Planetary Systems 4D
MECHANICAL 4D
Astrogation 5D+2, Sensors
5D+1, Space Transports 6D,
Starship Gunnery 6D, Starship
Shields 5D+2
Sex: Any
PERCEPTION 3D
Command 4D+1, Search 5D
STRENGTH 3D
Stamina 4D+2
TECHNICAL 2D+1
Computer Programming/Repair
4D, First Aid 3D+1, Space
Transport Repair 5D+2
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

SHUTTLE PILOT (VETERAN)

Species: Any
DEXTERITY 3D
Blaster 5D+1, Dodge 5D+1
KNOWLEDGE 2D
Planetary Systems 5D
MECHANICAL 4D
Astrogation 6D+2, Sensors
6D+1, Space Transports 7D,
Starship Gunnery 7D, Starship
Shields 6D+2
Sex: Any
PERCEPTION 3D
Command 5D, Search 6D
STRENGTH 3D
Stamina 5D+1
TECHNICAL 2D+1
Computer Programming/Repair
4D+2, First Aid 4D, Space
Transport Repair 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

SHUTTLE PILOT (ELITE)

Species: Any
DEXTERITY 3D
Blaster 6D, Dodge 6D
KNOWLEDGE 2D
Planetary Systems 6D
MECHANICAL 4D
Astrogation 7D+2, Sensors
7D+1, Space Transports 8D,
Starship Gunnery 8D, Starship
Shields 7D+2
Sex: Any
PERCEPTION 3D
Command 5D+2, Search 7D
STRENGTH 3D
Stamina 6D
TECHNICAL 2D+1
Computer Programming/Repair
5D+1, First Aid 4D+2, Space
Transport Repair 7D
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 4D+1, Dodge 4D+1, Grenade 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 5D+1, Dodge 5D+1, Grenade 5D, 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 5D+2, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+2, 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

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 6D+1, Brawling Parry 7D+1, Dodge 7D+1, Grenade 6D+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, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D, 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 4D+2, Brawling Parry 5D+1, Dodge 5D+1, Grenade 4D+2, 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 5D+1, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+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 Operation 3D
Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 3D, Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10

ASTROGATION CREWMAN (VETERAN)

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

Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 5D, Climbing/Lifting 4D+1
TECHNICAL 2D
Computer Program/Repair 4D+1
Move: 10

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, Chronometer Comlink, Datapad, Blaster Pistol (4D)

Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 3D, Climbing/Lifting 3D
TECHNICAL 2D
Computer Program/Repair 3D
Move: 10

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, Chronometer Comlink, Datapad, Blaster Pistol (4D)

Sex: Any
PERCEPTION 2D
STRENGTH 2D
Brawling 5D, Climbing/Lifting 4D+1
TECHNICAL 2D
Computer Program/Repair 4D+1
Move: 10

GUNNER

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

Sex: Any
PERCEPTION 2D
Bargain 2D+1
STRENGTH 1D+1
Brawling 3D, Climbing/Jumping 2D+1, Lifting 3D+1, Stamina 2D+1
TECHNICAL 2D+1
Capital Starship Weapon Repair 4D+1, Computer Program/Repair 3D+1, Starship Weapon Repair 4D+1
Move: 10

GUNNER (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D, Blaster Artillery 6D+2, Dodge 5D, Thrown Weapons 4D+1, Vehicle Weapons 6D+2
KNOWLEDGE 1D+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
Equipment: Blaster Pistol (4D), Computerized Gunnery Helmet (+1D to *capital ship gunnery* or *starship gunnery*: Internal Comlink, +1D to sensors), Protective Armor (+2 physical and energy)

Sex: Any
PERCEPTION 2D
Bargain 3D
STRENGTH 1D+1
Brawling 5D, Climbing/Jumping 3D+2, Lifting 4D+2, Stamina 3D+2
TECHNICAL 2D+1
Capital Starship Weapon Repair 5D+2, Computer Program/Repair 4D+2, Starship Weapon Repair 5D+2
Move: 10

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

Sex: Any
PERCEPTION 3D
Bargain 5D+1
STRENGTH 2D
Brawling 3D+1, Stamina 3D
TECHNICAL 3D
Capital Ship Repair 4D
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

Sex: Any
PERCEPTION 3D
Bargain 6D
STRENGTH 2D
Brawling 4D+2, Stamina 4D+1
TECHNICAL 3D
Capital Ship Repair 5D+1
Move: 10

SHIELD OPERATION CREWMAN

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 3D

PERCEPTION 2D

Bargain 3D

KNOWLEDGE 2D

Planetary Systems 2D+2

STRENGTH 2D

Climbing/Lifting 3D

MECHANICAL 2D

Capital Ship Shields 4D,
Repulsorlift Operation 3D

TECHNICAL 2D

Computer Program/Repair 3D

Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

SHIELD OPERATION CREWMAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D+1

PERCEPTION 2D

Bargain 3D

KNOWLEDGE 2D

Planetary Systems 3D+1

STRENGTH 2D

Climbing/Lifting 4D+1

MECHANICAL 2D

Capital Ship Shields 6D,
Repulsorlift Operation 4D+1

TECHNICAL 2D

Computer Program/Repair 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

PERCEPTION 2D

Search 4D

KNOWLEDGE 2D

Alien Species 3D, Planetary
Systems 3D

STRENGTH 2D

Climbing/Lifting 3D

MECHANICAL 2D

Sensors 4D

TECHNICAL 2D

Computer Program/Repair 3D, Security 3D

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

PERCEPTION 2D

Search 6D

KNOWLEDGE 2D

Alien Species 5D, Planetary
Systems 5D

STRENGTH 2D

Climbing/Lifting 4D+1

MECHANICAL 2D

Sensors 6D

TECHNICAL 2D

Computer Program/Repair 4D+1, Security 4D+1

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

PERCEPTION 3D+1

Bargain 5D+1, Command 4D+2

KNOWLEDGE 3D

Bureaucracy 4D, Planetary
Systems 3D+2, Tactics: Capital
Ships 5D+1, Tactics: Fleets
4D+2

STRENGTH 2D

Brawling 3D+1, Stamina 3D+1

TECHNICAL 3D

Capital Ship Repair 4D

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

PERCEPTION 3D+1

Bargain 6D+2, Command 6D+2

KNOWLEDGE 3D

Bureaucracy 6D, Planetary
Systems 5D+2, Tactics: Capital
Ships 7D+1, Tactics: Fleets
6D+2

STRENGTH 2D

Brawling 4D+2, Stamina 4D+2

TECHNICAL 3D

Capital Ship Repair 5D+1

MECHANICAL 3D+2

Capital Ship Piloting 5D+1

Move: 10

Equipment: Blaster Pistol (4D), Comlink

MON CALAMARI CREWMAN

Species: Mon Calamari

Sex: Any

DEXTERITY 2D

PERCEPTION 1D+1

KNOWLEDGE 2D

Command 3D+1

Planetary Systems 3D, Value 3D+2

STRENGTH 2D

TECHNICAL 2D+1

MECHANICAL 2D+1

Astrogation 4D, Capital Ship Gunnery 3D+2, Capital Ship Piloting 3D+2, Capital Ship Shields 3D+1

Capital Ship Repair 4D, Computer Program/Repair 3D+2

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

Reference: Trilogy Sourcebook SE p37

MON CALAMARI CREWMAN (VETERAN)

Species: Mon Calamari

Sex: Any

DEXTERITY 2D

PERCEPTION 1D+1

KNOWLEDGE 2D

Command 5D

Planetary Systems 4D+1, Value 4D+1

STRENGTH 2D

TECHNICAL 2D+1

MECHANICAL 2D+1

Astrogation 5D+1, Capital Ship Gunnery 5D+2, Capital Ship Piloting 5D+2, Capital Ship Shields 5D+1

Capital Ship Repair 5D+1, Computer Program/Repair 5D

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

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.

STORMTROOPER

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D, Brawling Parry 4D, Dodge 4D

STRENGTH 2D

Brawling 3D

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 2D

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

STORMTROOPER (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D+2

Blaster 5D, Brawling Parry 5D, Dodge 5D, Grenade 5D

Search 4D+2

STRENGTH 3D

Brawling 4D, Stamina 4D

KNOWLEDGE 2D+1

Survival 3D+1

TECHNICAL 2D+1

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

Demolitions 3D+1

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

STORMTROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D+2

Blaster 6D, Brawling Parry 6D, Dodge 6D, Grenade 5D+2

Search 5D

STRENGTH 3D

Brawling 5D, Stamina 5D

KNOWLEDGE 2D+1

Survival 4D

TECHNICAL 2D+1

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

Armor Repair 2D, Blaster Repair 2D+1, Demolitions 4D+1,

Security 2D+2

Move: 10

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

STORMTROOPER (ELITE)

Species: Human

Sex: Male

DEXTERITY 3D+1

PERCEPTION 2D+2

Blaster 7D, Blaster Artillery 4D, Brawling Parry 7D, Dodge 7D, Grenade 6D+1

Search 6D+1

STRENGTH 3D

Brawling 6D+2, Stamina 6D

KNOWLEDGE 2D+1

Survival 5D+1

TECHNICAL 2D+1

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

Armor Repair 3D, Blaster Repair 3D+1, Demolitions 5D+2,

Security 4D

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**
KNOWLEDGE 2D Brawling 3D
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 Command 4D+2
6D, Dodge 6D+1, Grenade **STRENGTH 3D**
5D+2 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, Command 5D, Search 4D
Dodge 5D **STRENGTH 3D**
KNOWLEDGE 3D Brawling 4D
Survival 4D **TECHNICAL 3D**
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.

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+2**
KNOWLEDGE 2D Brawling 3D+2, Swimming 4D+2
MECHANICAL 3D **TECHNICAL 2D**
Waveskimmer Operation
3D+2 **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 **STRENGTH 2D+2**
5D+2 Brawling 5D+1, Swimming 6D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 3D Demolitions 2D+2
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 Command 3D
5D+2 **STRENGTH 2D+2**
KNOWLEDGE 2D Brawling 5D+1, Swimming 6D
MECHANICAL 3D **TECHNICAL 2D**
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 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

PERCEPTION 2D

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

Demolitions 5D, Security 3D+2

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.)

BOMB SQUAD STORMTROOPER ARMOR:

- Protection: +1D 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.

COLD ASSAULT STORMTROOPERS

Snowtroopers, also known as cold assault stormtroopers, were Imperial stormtroopers trained to operate in arctic climates. Some snowtroopers were deployed under Death Squadron's Blizzard Force, as well as other arctic forces.

SNOWTROOPER

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D, Blaster Artillery 4D,

Search 3D+1

Brawling Parry 4D, Dodge 3D

STRENGTH 3D

KNOWLEDGE 2D

Brawling 4D

Survival: Arctic 4D

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.

Reference: Imperial Sourcebook p47

SNOWTROOPER (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D, Blaster Artillery 5D,

Search 4D

Brawling Parry 5D, Dodge 4D

STRENGTH 3D

KNOWLEDGE 2D

Brawling 5D

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.

SNOW TROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 7D, Blaster Artillery 6D,

Search 4D+2

Brawling Parry 6D, Dodge 5D

STRENGTH 3D

KNOWLEDGE 2D

Brawling 6D

Survival: Arctic 5D+1

TECHNICAL 2D

MECHANICAL 2D

Demolitions 3D

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

PERCEPTION 2D

Blaster 8D, Blaster Artillery 7D,

Search 5D+1

Brawling Parry 7D, Dodge 6D

STRENGTH 3D

KNOWLEDGE 2D

Brawling 7D

Survival: Arctic 6D

TECHNICAL 2D

MECHANICAL 2D

Demolitions 3D+2

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

PERCEPTION 2D

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

STRENGTH 3D

Brawling 5D

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

PERCEPTION 2D

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

STRENGTH 3D

Brawling 6D

KNOWLEDGE 2D

Survival: Arctic 5D+1

TECHNICAL 2D

MECHANICAL 2D

Demolitions 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 jumpacks for increased flexibility and tactical advantage.

DARKTROOPER PHASE ZERO

Species: Human/Cyborg

Sex: Male

DEXTERITY 3D+1

PERCEPTION 2D+2

Blaster 7D, Blaster Artillery 4D, Search 6D+1

Brawling Parry 7D, Dodge 7D, **STRENGTH 3D+1**

Grenade 6D

Brawling 6D+2, Stamina 6D

KNOWLEDGE 2D+1

Survival 5D+2

TECHNICAL 2D+1

Demolitions 5D+2, Security 4D

MECHANICAL 2D

Repulsorlift Operation 4D

Move: 10

Special Abilities:

- Low-light vision (can see twice as far as a human in dim light)

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

DARKTROOPER PHASE I

DEXTERITY 3D

PERCEPTION 2D

Brawling parry 4D, Dodge

Search 3D+1

4D+2, Melee Parry 4D,

STRENGTH 3D

Melee Weapons 4D+2

Brawling 4D, Climbing/Jumping

KNOWLEDGE 1D

Intimidation 3D

4D+2

TECHNICAL 1D

MECHANICAL 1D

Move: 12

Special Abilities:

- Infrared vision (the droid can see in the dark up to 30 meters)
- Magnetic feet (the droid's feet are equipped with electro-magnetic 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

DEXTERITY 3D

PERCEPTION 2D

Dodge 5D, Missile Weapons

Search 4D

6D+1, Vehicle Blasters 7D

STRENGTH 4D

KNOWLEDGE 2D

Intimidation 5D+2

Brawling 6D+2, Climbing/

Jumping 6D

MECHANICAL 3D

Repulsorlift Operation 5D+1

TECHNICAL 1D

Move: 10 (walking or flying)

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 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), 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

KNOWLEDGE 2D

Intimidation 6D+1

MECHANICAL 3D

Repulsorlift Operation 5D+1

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)

PERCEPTION 2D

Search 5D+2, Sneak 3D+2

STRENGTH 5D

Brawling 9D, Climbing/Jumping
7D+2

TECHNICAL 1D

Computer Programming/Repair
2D, Demolitions 2D

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 of 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

TECHNICAL 2D+1

Demolitions 3D+1

KNOWLEDGE 2D+1

Survival 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 (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

TECHNICAL 2D+1

Armor Repair 3D, Blaster Repair
3D, Demolitions 5D

KNOWLEDGE 2D+1

Survival 7D

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

PERCEPTION 2D+2

Command 4D, Search 5D

STRENGTH 3D

Brawling 6D, Stamina 6D

TECHNICAL 2D+1

Armor Repair 3D, Blaster Repair 3D, Demolitions 5D

KNOWLEDGE 2D+1

Survival 7D

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)

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

PERCEPTION 2D+2

Search 4D+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

PERCEPTION 2D+2

Search 5D

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)

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.

IMPERIAL MARINE

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, Search 3D, Sneak 3D
Dodge 4D **STRENGTH 2D**
KNOWLEDGE 2D Brawling 3D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Security 2D+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 (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Search 4D, Sneak 4D+1
Dodge 5D, Missile Weapons **STRENGTH 2D**
5D Brawling 4D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Security 3D+2
Move: 10
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 (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 6D, Brawling Parry 6D, Search 5D+2, Sneak 6D
Dodge 6D, Missile Weapons **STRENGTH 2D**
6D Brawling 5D+1
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Security 5D
Move: 10
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.

IMPERIAL MARINE SQUAD LEADER

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

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 **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, Hide 2D, Investigation 2D+1,
Dodge 4D Search 2D+2, Sneak 3D
KNOWLEDGE 2D **STRENGTH 2D**
Alien Species 2D, Intimidation Brawling 3D
2D, Law Enforcement 3D, **TECHNICAL 2D**
Willpower 2D+2 Security 2D+1
MECHANICAL 2D **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 **PERCEPTION 2D+2**
Blaster 6D, Brawling Parry 6D, Hide 4D, Investigation 4D+2,
Dodge 6D, Grenade 5D+2 Search 5D+2, Sneak 5D+1
KNOWLEDGE 2D+1 **STRENGTH 3D**
Alien Species 3D+1, Brawling 5D
Intimidation 3D, Law **TECHNICAL 2D+1**
Enforcement 4D, Survival 4D, Security 4D+2
Willpower 4D
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.

JUMPTROOPERS

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

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, **STRENGTH 2D**
Dodge 4D, Grenade 3D+2, Brawling 3D
Missile Weapons 4D **TECHNICAL 2D**
KNOWLEDGE 2D
MECHANICAL 2D
Jet Pack Operation 4D **Move:** 10
Equipment: JetTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Heavy Blaster Rifle (5D+1), Magna Caster (6D/5D/4D), Plasma Caster (5D), Portable Missile Launcher (6D) Frag Grenades (5D/4D/3D/2D), AJP-400 Hush-About personal jet pack

JUMPTROOPER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D+2**
Blaster 6D, Brawling Parry 6D, Search 5D
Dodge 6D, Grenade 5D+2, **STRENGTH 3D**
Missile Weapons 6D Brawling 5D, Stamina 5D
KNOWLEDGE 2D+1 **TECHNICAL 2D+1**
Survival 4D Armor Repair 2D, Blaster Repair
MECHANICAL 2D+2 2D+1, Demolitions 3D+1
Jet Pack Operation 6D+1 **Move:** 10
Equipment: JetTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Heavy Blaster Rifle (5D+1), Magna Caster (6D/5D/4D), Plasma Caster (5D), Portable Missile Launcher (6D) Frag Grenades (5D/4D/3D/2D), AJP-400 Hush-About personal jet pack

JUMPTROOPER SQUAD LEADER

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D+2**
Blaster 6D, Brawling Parry 6D, Command 3D+2, Search 5D
Dodge 6D, Grenade 5D+2, **STRENGTH 3D**
Missile Weapons 6D Brawling 5D, Stamina 5D
KNOWLEDGE 2D+1 **TECHNICAL 2D+1**
Survival 4D, Tactics 3D Armor Repair 2D, Blaster Repair
MECHANICAL 2D+2 2D+1, Demolitions 3D+1
Jet Pack Operation 6D+1 **Move:** 10
Equipment: JetTrooper Armor (+2D physical, +1D energy, -1D to Dexterity and related skills), Heavy Blaster Rifle (5D+1), Magna Caster (6D/5D/4D), Plasma Caster (5D), Portable Missile Launcher (6D) Frag Grenades (5D/4D/3D/2D), AJP-400 Hush-About personal jet pack

JUMPTROOPER 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

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

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D, Brawling Parry 5D,

Search 4D

Dodge 5D, Grenade 4D+2

STRENGTH 2D

KNOWLEDGE 2D

Brawling 4D

Survival: Volcano 4D+2

TECHNICAL 2D

MECHANICAL 2D

Move: 10

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

MAGMA TROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D

Blaster 7D, Brawling Parry 7D,

Search 5D

Dodge 7D, Grenade 6D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 5D+1

Survival: Volcano 6D

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Magma Trooper Armor (+2D physical, +2D energy, -1D to Dexterity and related skills), Flame Rifle (5D+1 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, rations, spare comlink, water packs, 2 med packs, survival tent

NOVATROOPERS

Novatroopers were stormtrooper honor guards, who wore distinctive black and gold reinforced stormtrooper armor. As stormtrooper honor guards, Novatroopers 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, Novatroopers were trained better than most stormtroopers, though their equipment was the same.

NOVATROOPER

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D+2

Blaster 6D, Brawling Parry 6D,

Search 5D

Dodge 6D, Grenade 5D+2

STRENGTH 3D

KNOWLEDGE 2D+1

Brawling 5D, Stamina 5D

Law Enforcement 2D,

TECHNICAL 2D+1

Survival 4D

Armor Repair 2D, Blaster Repair

MECHANICAL 2D+2

2D+1, Demolitions 4D+1,

Repulsorlift Operation 4D+2

Security 3D+1

Move: 10

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

NOVATROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D+2

Blaster 8D, Brawling Parry 8D,

Search 6D+2

Dodge 8D, Grenade 7D+1

STRENGTH 3D

KNOWLEDGE 2D+1

Brawling 7D, Stamina 6D

Law Enforcement 3D,

TECHNICAL 2D+1

Survival 5D

Armor Repair 4D, Blaster Repair

MECHANICAL 2D+2

4D+1, Demolitions 5D, Security

Repulsorlift Operation 5D

4D+2

Move: 10

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

NOVATROOPER SQUAD LEADER

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D+2

Blaster 8D, Brawling Parry 8D,

Command 4D, Search 6D+2

Dodge 8D, Grenade 7D+1

STRENGTH 3D

KNOWLEDGE 2D+1

Brawling 7D, Stamina 6D

Law Enforcement 4D,

TECHNICAL 2D+1

Survival 5D

Armor Repair 4D, Blaster Repair

MECHANICAL 2D+2

4D+1, Demolitions 5D, Security

Repulsorlift Operation 5D

4D+2

Move: 10

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

PERCEPTION 3D

Blaster 4D, Brawling Parry 4D, Hide 4D, Search 4D+2

Dodge 4D, Grenade 4D,

STRENGTH 3D+1

Melee Combat: Force Pike 7D,

Brawling 6D, Stamina 4D+1

Melee Combat: Vibroblade

TECHNICAL 3D

6D+1, Melee Parry 6D+2

Armor Repair 5D, Blaster Repair

KNOWLEDGE 3D

5D, First Aid 3D+2 Demolitions

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

PERCEPTION 3D

Blaster 6D, Brawling Parry 6D, Hide 6D, Search 6D+2

Dodge 6D, Grenade 6D, Melee

STRENGTH 3D+1

Combat: Force Pike 8D+1,

Brawling 8D, Stamina 6D+1

Melee Combat: Vibroblade

TECHNICAL 3D

7D+2, Melee Parry 8D

Armor Repair 5D, Blaster Repair

KNOWLEDGE 3D

5D, First Aid 4D+1 Demolitions

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

PERCEPTION 3D

Blaster 5D, Brawling Parry 5D, Command 3D, Hide 5D, Search

Dodge 5D, Grenade 5D, Melee

5D+2

Combat: Force Pike 7D+2,

STRENGTH 3D+1

Melee Combat: Vibroblade 7D,

Brawling 7D, Stamina 5D+1

Melee Parry 7D+1

TECHNICAL 3D

KNOWLEDGE 3D

Armor Repair 5D, Blaster Repair

Survival: Radiation Zones 6D

5D, First Aid 3D+2, Demolitions

MECHANICAL 2D

4D+2

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 ARMOR:

- Protection: +3D 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 anti-radiation Body Glove.
- Utility Belt: High Tension Wire, grappling hooks, blaster power packs, ion flares, rations, spare comlink, water packs, 2 med packs, anti-radiation pills, 2 detox hypos, radiation tent, water purifier, spare breathing filters, radiation meter.
- Anti-Radiation coating: protects wearer from heavy radiation.

RIOTTROOPER

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 **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, **STRENGTH 2D**
Dodge 4D, Grenade 3D, Melee Brawling 4D, Stamina 3D
Combat 4D, Melee Combat: **TECHNICAL 2D**
Electrostaff 5D, Melee Parry
4D+2

KNOWLEDGE 2D

Intimidation 2D, Law
Enforcement 2D+2,
Streetwise 2D

MECHANICAL 2D

Move: 10

Equipment: RiotTrooper Armor (+2D physical, +1D energy, -1D 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 **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Command 4D
Dodge 5D, Grenade 4D, Melee **STRENGTH 2D**
Combat 4D+2, Melee Combat: Brawling 5D, Stamina 4D
Electrostaff 6D, Melee Parry **TECHNICAL 2D**
5D+1

KNOWLEDGE 2D

Intimidation 2D+2, Law
Enforcement 4D,
Streetwise 3D

MECHANICAL 2D

Move: 10

Equipment: RiotTrooper Armor (+2D physical, +1D energy, -1D 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.

SANDTROOPER

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.

SANDTROOPER

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, Search 3D+2
Dodge 4D, Vehicle Blasters 4D **STRENGTH 2D**
KNOWLEDGE 2D Brawling 3D
Survival 4D **TECHNICAL 2D**

MECHANICAL 2D

Beast Riding 4D+1

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: Trilogy Sourcebook, SE p55

SANDTROOPER (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Search 4D+2
Dodge 5D, Vehicle Blasters **STRENGTH 2D**
4D+2 Brawling 4D
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 4D

MECHANICAL 2D

Beast Riding 5D

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 (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D, Brawling Parry 6D, Search 5D
Dodge 6D, Grenade 3D+2, **STRENGTH 2D**
Vehicle Blasters 5D+1 Brawling 5D+1
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 4D

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

SANDTROOPER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 7D, Brawling Parry 7D, Search 5D+2
Dodge 7D, Grenade 5D, **STRENGTH 2D**
Vehicle Blasters 6D Brawling 6D+1
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 5D

MECHANICAL 2D

Beast Riding 6D+1

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

Brawling 3D

KNOWLEDGE 2D

Intimidation 5D, Survival 5D

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 4D+1

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: Trilogy Sourcebook, SE p55

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

Brawling 5D+1

KNOWLEDGE 2D

Survival 4D

TECHNICAL 2D

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

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

SCOUTTROOPERS

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

SCOUT TROOPER

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 4D, Brawling Parry 4D, Dodge 4D

PERCEPTION 2D

STRENGTH 2D
Brawling 3D

KNOWLEDGE 2D

MECHANICAL 3D

Repulsorlift Operation:

Speeder Bike 3D+2

TECHNICAL 2D

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: Imperial Sourcebook p48

SCOUT TROOPER (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 4D, Brawling Parry 4D, Dodge 4D+2, grenade 4D

PERCEPTION 2D

Hide 5D+2. Search 5D+2, Sneak 5D+2

KNOWLEDGE 2D+1

Survival 5D+1

STRENGTH 2D

Brawling 3D+1, Stamina 4D+1

MECHANICAL 3D+1

Repulsorlift Operation:

Speeder Bike 4D+2

TECHNICAL 2D+1

Repulsorlift Repair 4D+2, Security 5D+1

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 Trilogy Sourcebook p71

SCOUT TROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D+2, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D

PERCEPTION 2D

Hide 6D+1. Search 6D+1, Sneak 6D+2

KNOWLEDGE 2D+1

Survival 6D+1

STRENGTH 2D

Brawling 5D, Stamina 5D

MECHANICAL 3D+1

Repulsorlift Operation:

Speeder Bike 5D

TECHNICAL 2D+1

Repulsorlift Repair 4D+2, Security 5D+1

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 6D+2, Brawling Parry 6D+2, Dodge 7D+1, Grenade 6D

PERCEPTION 2D

Hide 7D, Search 7D, Sneak 7D+1

KNOWLEDGE 2D+1

Survival 6D+1

STRENGTH 2D

Brawling 6D, Stamina 5D

MECHANICAL 3D+1

Repulsorlift Operation:

Speeder Bike 5D

TECHNICAL 2D+1

Repulsorlift Repair 4D+2, Security 5D+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

SCOUT TROOPER: URBAN

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 4D, Brawling Parry 4D, Investigation 3D+1
Dodge 4D

KNOWLEDGE 2D

Law Enforcement 4D,
Streetwise 5D

MECHANICAL 3D

Repulsorlift Operation:
Speeder Bike 3D+2

PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Brawling 3D
Move: 10

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

Blaster 6D, Brawling Parry 6D, Investigation 4D+2
Dodge 6D

KNOWLEDGE 2D

Law Enforcement 5D,
Streetwise 6D

MECHANICAL 3D

Repulsorlift Operation:
Speeder Bike 4D+2

PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Brawling 5D
Move: 10

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

Blaster 6D, Brawling Parry 6D, Command 3D, Investigation 4D+2
Dodge 6D

KNOWLEDGE 2D

Law Enforcement 5D+2,
Streetwise 6D

MECHANICAL 3D

Repulsorlift Operation:
Speeder Bike 4D+2

PERCEPTION 2D
STRENGTH 2D
TECHNICAL 2D
Brawling 5D
Move: 10

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 Artusian 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.

SHADOWTROOPER

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 4D, Brawling Parry 5D, Dodge 5D, Lightsaber 5D, Melee Parry 5D

KNOWLEDGE 2D+1

Survival 3D+1

MECHANICAL 2D+2

Special Abilities:

Force Skills: Control 1D, Sense 1D, Alter 2D

Force Powers:

Alter: Injure/Kill

Sense: Danger Sense

Control & Alter: Force Lightning

Control & Sense: Lightsaber Combat

PERCEPTION 2D+2

Hide 5D+1, Search 4D+2, Sneak 5D

STRENGTH 3D

Brawling 4D, Stamina 4D

TECHNICAL 2D+1

Security 1D+1

This Character is Force Sensitive:

Move: 10

Equipment: Shadowtrooper Armor (+1D physical, +3D energy, -1D to Dexterity and related skills), Lightsaber (5D)

SHADOWTROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D, Brawling Parry 6D, Dodge 6D, Lightsaber 6D+2

KNOWLEDGE 2D+1

Survival 4D

MECHANICAL 2D+2

Special Abilities:

Force Skills: Control 2D, Sense 2D, Alter 3D

Force Powers:

Alter: Injure/Kill

Sense: Danger Sense

Control & Alter: Force Lightning, Feed on Dark Side

Control & Sense: Lightsaber Combat

PERCEPTION 2D+2

Hide 6D+2, Search 5D+2, Sneak 6D+1

STRENGTH 3D

Brawling 5D, Stamina 5D

TECHNICAL 2D+1

Lightsaber Repair 2D, Security 2D+2

This Character is Force Sensitive:

Move: 10

Equipment: Shadowtrooper Armor (+1D physical, +3D energy, -1D to Dexterity and related skills), Lightsaber (5D)

SHADOWTROOPER ARMOR:

- Protection: +1D physical, +3D 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

SHOCKTROOPERS

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

PERCEPTION 2D+2

Hide 3D+2 Search 4D+2, Sneak
4D

KNOWLEDGE 2D+1

Survival 3D+1

STRENGTH 3D

Brawling 4D, Stamina 4D

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

TECHNICAL 2D+1

Demolitions 3D

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

PERCEPTION 2D+2

Hide 4D+1, Search 5D+1, Sneak
5D

KNOWLEDGE 2D+1

Survival 4D

STRENGTH 3D

Brawling 6D, Stamina 5D

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

TECHNICAL 2D+1

Demolitions 4D+1, Security
2D+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

PERCEPTION 2D+2

Hide 3D+2, Search 4D+2, Sneak
4D

KNOWLEDGE 2D+1

Survival 3D+1

STRENGTH 3D

Brawling 4D, Stamina 4D

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

TECHNICAL 2D+1

Demolitions 3D

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

PERCEPTION 2D+2

Hide 4D+1, Search 5D+1, Sneak
5D

KNOWLEDGE 2D+1

Survival 4D

STRENGTH 3D

Brawling 6D, Stamina 5D

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

TECHNICAL 2D+1

Demolitions 4D+1, Security
2D+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

PERCEPTION 2D+2

Command 3D+2, Hide 4D+1,
Search 5D+1, Sneak 5D

KNOWLEDGE 2D+1

Survival 4D

STRENGTH 3D

Brawling 6D, Stamina 5D

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

TECHNICAL 2D+1

Demolitions 4D+1, Security 3D

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.

STORM COMMANDO

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

PERCEPTION 3D

Hide 6D+2, Search 6D+2, Sneak 7D

STRENGTH 3D+1

Brawling 5D

KNOWLEDGE 3D

Survival 6D

TECHNICAL 3D

Armor Repair 5D, Blaster Repair 5D, First Aid 4D, Demolitions 4D+2, Security 3D+2

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), Storm Commando Armor (+1D physical and energy)

Reference: Rules of Engagement p102

STORM COMMANDO (ASSAULT)

Species: Human

Sex: Male

DEXTERITY 3D

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

PERCEPTION 3D

Hide 6D+2, Search 6D+2, Sneak 7D

STRENGTH 3D+1

Brawling 5D

TECHNICAL 3D

Armor Repair 5D, Blaster Repair 5D, First Aid 4D, Demolitions 4D+2, Security 3D+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

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

PERCEPTION 3D

Hide 8D+2, Search 6D+2, Sneak 9D

STRENGTH 3D+1

Brawling 5D

TECHNICAL 3D

Armor Repair 5D, Blaster Repair 5D, First Aid 4D, Demolitions 6D+2, Security 5D+2

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

STORM COMMANDO (TECH)

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

PERCEPTION 3D

Hide 6D+2, Search 6D+2, Sneak 7D

STRENGTH 3D+1

Brawling 5D

KNOWLEDGE 3D

Survival 6D

TECHNICAL 3D

Armor Repair 5D, Blaster Repair 5D, Computer Program/Repair 6D, Droid Programming 5D, Droid Repair 6D, First Aid 4D, Demolitions 4D+2, Repulsorlift Repair 4D, Security 3D+2

MECHANICAL 2D

Beast Riding 5D, Hover Vehicle Operation 5D+1, Repulsorlift Operation 6D

Move: 10

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

Reference: Rules of Engagement p102

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.

SWAMPTROOPERS

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 swamptrooper was armed with the Golan Arms FC-1 flechette launcher, except for the squad leaders, who carried Imperial Heavy Repeaters.

SWAMPTROOPER

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D, Brawling Parry

Search 3D+1, Sneak 3D+1

4D+1, Dodge 4D, Missile

STRENGTH 3D

Weapons: Flechette Launcher
5D

Brawling 3D+2, Stamina 4D

TECHNICAL 2D

KNOWLEDGE 2D+1

Survival: Swamps 4D

MECHANICAL 2D

Move: 10

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.

Reference: Rebellion Era Campaign Guide p124

SWAMP TROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+1, Brawling Parry

Search 4D+2, Sneak 4D+2

5D+2, Dodge 5D+1, Missile

STRENGTH 3D

Weapons: Flechette Launcher
6D

Brawling 4D+2, Stamina 4D+2

TECHNICAL 2D

KNOWLEDGE 2D+1

Survival: Swamps 5D+2

MECHANICAL 2D

Move: 10

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.

SWAMPTROOPER SQUAD LEADER

Species: Human

Sex: Male

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+1, Brawling Parry

Command 3D, Search 4D+2,

5D+2, Dodge 5D+1, Missile

Sneak 4D+2

Weapons: Flechette Launcher
6D

STRENGTH 3D

Brawling 4D+2, Stamina 4D+2

KNOWLEDGE 2D+1

Survival: Swamps 5D+2

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: 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.

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.

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

PERCEPTION 2D+2

Search 5D+2

STRENGTH 2D

Brawling 3D, Stamina 4D

KNOWLEDGE 2D

Survival 5D+1

TECHNICAL 2D

Demolitions 3D+1, Security
4D+1, Powersuit Repair 4D+1

MECHANICAL 3D

Astrogation 4D+2, Powersuit
Operation: Spacetrooper
Armor 6D, Repulsorlift
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 STORM TROOPER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D, Brawling Parry 5D,
Dodge 4D, Grenade 5D,
Missile Weapons 5D+1

PERCEPTION 2D+2

Search 5D+2

STRENGTH 2D

Brawling 4D, Stamina 5D

KNOWLEDGE 2D

Survival 5D+1

TECHNICAL 2D

Capital Ship Repair 3D+1,
Demolitions 3D+1, Security
4D+1, Powersuit Repair 4D+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

PERCEPTION 2D

Blaster 4D+1, Dodge 4D+1,

STRENGTH 3D+1

Grenade 3D+2, Vehicle Blaster

Brawling 4D+1

3D+2

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 2D+1

MECHANICAL 1D+1

Repulsorlift Operation 2D+1

Move: 10

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

PERCEPTION 2D

Blaster 5D+1, Dodge 5D+1,

STRENGTH 3D+1

Grenade 4D+1, Vehicle Blaster

Brawling 5D+1

4D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 3D

MECHANICAL 1D+1

Repulsorlift Operation 3D

Move: 10

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

PERCEPTION 2D

Blaster 6D+1, Dodge 6D+1,

STRENGTH 3D+1

Grenade 5D, Vehicle Blaster

Brawling 6D+1

5D

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 3D+2

MECHANICAL 1D+1

Repulsorlift Operation 3D+2

Move: 10

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

PERCEPTION 2D

Blaster 7D+1, Dodge 7D+1,

STRENGTH 3D+1

Grenade 5D+2, Vehicle Blaster

Brawling 7D+1

5D+2

TECHNICAL 1D

KNOWLEDGE 1D+1

Survival 4D+1

MECHANICAL 1D+1

Repulsorlift Operation 4D+1

Move: 10

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

PERCEPTION 3D

Blaster 4D+1, Dodge 5D,

STRENGTH 3D+1

Grenade 3D+2, Vehicle Blaster

Brawling 4D+2, Stamina 4D+1

3D+2

TECHNICAL 2D+2

KNOWLEDGE 3D

Survival 3D+1, Survival:

Mountainous Terrain 5D

MECHANICAL 3D

Repulsorlift Operation 3D+2,

Walker Operation: AT-ST 4D

Move: 10

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

PERCEPTION 2D

Blaster 5D+1, Dodge 5D+1,

Command 4D

Grenade 4D+1, Vehicle

STRENGTH 3D+1

Blaster 4D+1

Brawling 5D+1

KNOWLEDGE 1D+1

Survival 3D

TECHNICAL 1D

MECHANICAL 1D+1

Repulsorlift Operation 3D

Move: 10

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

PERCEPTION 2D

Blaster 6D+1, Dodge 6D+1,

Command 5D

Grenade 5D, Vehicle

STRENGTH 3D+1

Blaster 5D

Brawling 6D+1

KNOWLEDGE 1D+1

Survival 3D+2

TECHNICAL 1D

MECHANICAL 1D+1

Repulsorlift Operation 3D+2

Move: 10

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

PERCEPTION 2D

Blaster 7D+1, Dodge 7D+1,

Command 6D

Grenade 5D+2, Vehicle

STRENGTH 3D+1

Blaster 5D+2

Brawling 7D+1

KNOWLEDGE 1D+1

Survival 4D+1

TECHNICAL 1D

MECHANICAL 1D+1

Repulsorlift Operation 4D+1

Move: 10

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

IMPERIAL ARMY SCOUT

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 4D+1, Dodge 4D+1,
Grenade 3D+2, Vehicle

PERCEPTION 2D

Hide 3D, Search 3D, Sneak 3D

STRENGTH 3D+1

Brawling 4D+1

KNOWLEDGE 1D+1

Survival 3D

TECHNICAL 1D

MECHANICAL 1D+1

Beast Riding 2D+1,
Repulsorlift Operation 3D+1 **Move: 10**

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)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D+1, Dodge 5D+1,
Grenade 4D+1, Vehicle

PERCEPTION 2D

Hide 3D+2, Search 3D+2, Sneak 3D+2

STRENGTH 3D+1

Brawling 5D+1

KNOWLEDGE 1D+1

Survival 4D

TECHNICAL 1D

MECHANICAL 1D+1

Beast Riding 3D, Repulsorlift
Operation 4D+1 **Move: 10**

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)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 6D+1, Dodge 6D+1,
Grenade 5D, Vehicle

PERCEPTION 2D

Hide 4D+1, Search 4D+1, Sneak 4D+1

STRENGTH 3D+1

Brawling 6D+1

KNOWLEDGE 1D+1

Survival 5D

TECHNICAL 1D

MECHANICAL 1D+1

Beast Riding 3D+2,
Repulsorlift Operation 5D+1 **Move: 10**

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

IMPERIAL ARMY SCOUT (ELITE)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 7D+1, Dodge 7D+1,
Grenade 5D+2, Vehicle

PERCEPTION 2D

Hide 5D, Search 5D, Sneak 5D

STRENGTH 3D+1

Brawling 7D+1

KNOWLEDGE 1D+1

Survival 6D

TECHNICAL 1D

MECHANICAL 1D+1

Beast Riding 4D+1,
Repulsorlift Operation 6D+1 **Move: 10**

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

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 4D+1, Dodge 4D+1,
Grenade 3D+2, Vehicle

PERCEPTION 2D

Hide 3D, Sneak 3D+1

STRENGTH 3D+1

Brawling 4D+1

KNOWLEDGE 1D+1

Survival 2D+1

TECHNICAL 1D

Demolitions 4D, Security 2D+2

MECHANICAL 1D+1

Repulsorlift Operation 2D+1 **Move: 10**

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)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D+1, Dodge 5D+1,
Grenade 4D+1, Vehicle

PERCEPTION 2D

Hide 3D+2, Sneak 4D

STRENGTH 3D+1

Brawling 5D+1

KNOWLEDGE 1D+1

Survival 3D

TECHNICAL 1D

Demolitions 5D, Security 3D+1

MECHANICAL 1D+1

Repulsorlift Operation 3D **Move: 10**

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 (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 6D+1, Dodge 6D+1,
Grenade 5D, Vehicle

PERCEPTION 2D

Hide 4D+1, Sneak 4D+2

STRENGTH 3D+1

Brawling 6D+1

KNOWLEDGE 1D+1

Survival 3D+2

TECHNICAL 1D

Demolitions 6D, Security 4D

MECHANICAL 1D+1

Repulsorlift Operation 3D+2 **Move: 10**

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 (ELITE)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 7D+1, Dodge 7D+1,
Grenade 5D+2, Vehicle

PERCEPTION 2D

Hide 5D, Sneak 5D+1

STRENGTH 3D+1

Brawling 7D+1

KNOWLEDGE 1D+1

Survival 4D+1

TECHNICAL 1D

Demolitions 7D, Security 4D+2

MECHANICAL 1D+1

Repulsorlift Operation 4D+1 **Move: 10**

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

PERCEPTION 2D

Blaster 4D+1, Blaster Artillery 4D+2, Dodge 4D+1, Grenade 3D+2, Missile Weapons 4D+1, Vehicle Blaster 4D+1

Search 3D

STRENGTH 3D+1

Brawling 4D+1

TECHNICAL 1D

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

PERCEPTION 2D

Blaster 5D+1, Blaster Artillery 5D+2, Dodge 5D+1, Grenade 4D+1, Missile Weapons 5D+1, Vehicle Blaster 5D

Search 4D

STRENGTH 3D+1

Brawling 5D+1

TECHNICAL 1D

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

PERCEPTION 2D

Blaster 6D+1, Blaster Artillery 6D+2, Dodge 6D+1, Grenade 5D, Missile Weapons 6D+1, Vehicle Blaster 5D+2

Search 5D

STRENGTH 3D+1

Brawling 6D+1

TECHNICAL 1D

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

PERCEPTION 2D

Blaster 7D+1, Blaster Artillery 7D+2, Dodge 7D+1, Grenade 5D+2, Missile Weapons 7D+1, Vehicle Blaster 6D+1

Search 6D

STRENGTH 3D+1

Brawling 7D+1

TECHNICAL 1D

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

DEXTERITY 2D+2

PERCEPTION 2D+1

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

Command 3D+1, Hide 3D+1, Search 3D+1, Sneak 3D+1

STRENGTH 1D+1

Brawling 3D+1, Climbing/Jumping 2D+1, Stamina 3D+1

TECHNICAL 1D

Armor Repair 2D, Blaster Repair 2D, First Aid 2D+2, Ground Vehicle Repair 2D, Hover Vehicle Repair 2D, Repulsorlift Repair 2D

KNOWLEDGE 1D

Intimidation 3D, Streetwise 2D, Survival 3D

MECHANICAL 3D+2

Communications 4D+2, Ground Vehicle Operation 5D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+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

DEXTERITY 2D+2

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

Command 3D+1, Hide 5D+1, Search 5D+1, Sneak 5D+1

STRENGTH 1D+1

Brawling 4D, Climbing/Jumping 3D+2, Stamina 4D

TECHNICAL 1D

Armor Repair 3D, Blaster Repair 3D, First Aid 4D, Ground Vehicle Repair 2D+2, Hover Vehicle Repair 2D+2, Repulsorlift Repair 2D+2

KNOWLEDGE 1D

Intimidation 4D, Streetwise 3D, Survival 4D+1

MECHANICAL 3D+2

Communications 4D+2, Ground Vehicle Operation 5D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+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.

SPECIAL MISSIONS ENGINEER

Species: Human

Sex: Male

DEXTERITY 2D

Blasters 5D, Brawling Parry 3D+2, Dodge 4D+2, Grenade 4D+2, Melee Combat 3D+2, Melee Parry 3D+2, Running 3D+2, Vehicle Blasters 5D+2

PERCEPTION 2D+1

Command 3D+1, Hide 3D+1, Search 3D+1, Sneak 3D+1

STRENGTH 1D+1

Brawling 3D+1, Climbing/Jumping 2D+1, Stamina 3D+1

KNOWLEDGE 1D+1

Streetwise 2D, Survival 3D

TECHNICAL 3D+2

Armor Repair 4D, Blaster Repair 5D, Demolitions 5D+2, First Aid 4D, Ground Vehicle Repair 5D+2, Hover Vehicle Repair 5D+2, Repulsorlift Repair 5D+2

MECHANICAL 1D

Communications 2D+2, Ground Vehicle Operation 2D+2, Hover Vehicle Operation 2D+2, Repulsorlift Operation 2D+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

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

PERCEPTION 2D+1

Command 4D, Hide 5D+1, Search 5D+1, Sneak 5D+1

STRENGTH 1D+1

Brawling 4D+2, Climbing/Jumping 3D, Stamina 4D

KNOWLEDGE 1D+1

Streetwise 3D+1, Survival 4D+1

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

MECHANICAL 1D

Communications 3D+1, Ground Vehicle Operation 4D+2, Hover Vehicle Operation 4D+2, Repulsorlift Operation 4D+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

IMPERIAL ARMY COMMANDO

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

PERCEPTION 3D

Hide 5D+1, Search 5D+1, Sneak 5D+2

STRENGTH 3D+1

Brawling 5D

KNOWLEDGE 2D+1

Survival 4D+1

TECHNICAL 2D

Armor Repair 4D, Blaster Repair 4D, First Aid 4D, Demolitions 4D+1, Security 3D+2

MECHANICAL 2D

Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+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.

IMPERIAL ARMY COMMANDO (ASSAULT)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 6D+1, Blaster Artillery 4D+1, Brawling Parry 5D+2, Dodge 6D+1, Grenade 5D+2, Melee Combat 5D, Melee Parry 5D, Vehicle Blasters 5D+1

PERCEPTION 3D

Hide 5D+1, Search 5D+1, Sneak 5D+2

STRENGTH 3D

Brawling 5D

TECHNICAL 2D

Armor Repair 4D, Blaster Repair 4D, First Aid 4D, Demolitions 4D+1, Security 3D+2

KNOWLEDGE 2D+1

Survival 4D+1

MECHANICAL 2D

Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+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. Heavy Weapon (Varies by Mission)

IMPERIAL ARMY COMMANDO (SABOTEUR)

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

PERCEPTION 3D

Hide 7D+1, Search 7D+1, Sneak 7D+2

STRENGTH 3D+1

Brawling 5D

KNOWLEDGE 2D+1

Streetwise 4D+2, Survival 4D+1

TECHNICAL 2D

Armor Repair 4D, Blaster Repair 4D, First Aid 4D, Demolitions 6D+1, Security 3D+2

MECHANICAL 2D

Beast Riding 4D, Hover Vehicle Operation 4D+1, Repulsorlift Operation 4D+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, 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

PERCEPTION 3D

Hide 5D+1, Search 5D+1, Sneak 5D+2

STRENGTH 3D+1

Brawling 5D

KNOWLEDGE 2D+1

Survival 4D+1

TECHNICAL 2D

Armor Repair 4D, Blaster Repair 4D, Computer Program/Repair 5D, First Aid 4D, Demolitions 4D+1, Droid Programming 4D+1, Droid Repair 5D, Repulsorlift Repair 4D, Security 3D+2

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.

IMPERIAL GROUND VEHICLE PILOT

Species: Human

Sex: Male

DEXTERITY 2D+1

Blaster 4D+1, Vehicle Blasters 4D+2

PERCEPTION 2D

Command 3D

STRENGTH 2D

Stamina 3D

KNOWLEDGE 1D

MECHANICAL 3D

Ground Vehicle Operation 5D, Hover Vehicle Operation 5D

TECHNICAL 1D

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.)

GROUND VEHICLE PILOT (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 2D+1

Blaster 4D+2, Vehicle Blasters 5D

PERCEPTION 2D

Command 3D+2

STRENGTH 2D

Stamina 3D

KNOWLEDGE 1D

MECHANICAL 3D

Ground Vehicle Operation 6D, Hover Vehicle Operation 6D

TECHNICAL 1D

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.)

GROUND VEHICLE PILOT (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D+1

Blaster 5D, Vehicle Blasters 5D+1

PERCEPTION 2D

Command 4D+1

STRENGTH 2D

Stamina 3D

KNOWLEDGE 1D

MECHANICAL 3D

Ground Vehicle Operations 7D, Hover Vehicle Operation 7D

TECHNICAL 1D

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.)

GROUND VEHICLE PILOT (ELITE)

Species: Human

Sex: Male

DEXTERITY 2D+1

Blaster 5D+1, Vehicle Blasters 5D+2

PERCEPTION 2D

Command 5D

STRENGTH 2D

Stamina 3D

KNOWLEDGE 1D

MECHANICAL 3D

Ground Vehicle Operation 8D, Hover Vehicle Operation 8D

TECHNICAL 1D

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 **PERCEPTION 1D+2**
Blaster 4D+1, Vehicle Blasters
6D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
MECHANICAL 2D+1 Ground Vehicle Repair 3D,
Ground Vehicle Operation Hover Vehicle Repair 3D
3D+1, Hover Vehicle
Operation 3D+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.)

GROUND VEHICLE GUNNER (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 4D+2, Vehicle Blasters
7D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
MECHANICAL 2D+1 Ground Vehicle Repair 4D,
Ground Vehicle Operation Hover Vehicle Repair 4D
3D+2, Hover Vehicle
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.)

GROUND VEHICLE GUNNER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 5D, Vehicle Blasters
8D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
MECHANICAL 2D+1 Ground Vehicle Repair 5D,
Ground Vehicle Operation 4D, Hover Vehicle Repair 5D
Hover Vehicle 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.)

GROUND VEHICLE GUNNER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 5D+1, Vehicle Blasters
9D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
MECHANICAL 2D+1 Ground Vehicle Repair 6D,
Ground Vehicle Operation Hover Vehicle Repair 6D
4D+1, Hover Vehicle
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.)

IMPERIAL REPULSORLIFT PILOT

Species: Human **Sex:** Male
DEXTERITY 2D+1 **PERCEPTION 2D**
Blaster 4D+1, Vehicle Blasters
4D+2 **Command 3D**
KNOWLEDGE 1D **STRENGTH 2D**
Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
Repulsorlift Operation 5D+2 Repulsorlift 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.)

REPULSORLIFT PILOT (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 2D+1 **PERCEPTION 2D**
Blaster 4D+2, Vehicle Blasters
5D **Command 3D+2**
KNOWLEDGE 1D **STRENGTH 2D**
Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
Repulsorlift Operation 6D+2 Repulsorlift Repair 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 PILOT (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D+1 **PERCEPTION 2D**
Blaster 5D, Vehicle Blasters
5D+1 **Command 4D+1**
KNOWLEDGE 1D **STRENGTH 2D**
Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
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.)

REPULSORLIFT PILOT (ELITE)

Species: Human **Sex:** Male
DEXTERITY 2D+1 **PERCEPTION 2D**
Blaster 5D+1, Vehicle Blasters
5D+2 **Command 5D**
KNOWLEDGE 1D **STRENGTH 2D**
Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
Repulsorlift Operation 8D+2 Repulsorlift Repair 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.)

REPULSORLIFT GUNNER

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 4D+1, Vehicle Blasters **STRENGTH 2D**
6D 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 **PERCEPTION 1D+2**
Blaster 4D+2, Vehicle Blasters **STRENGTH 2D**
7D 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 **PERCEPTION 1D+2**
Blaster 5D, Vehicle Blasters **STRENGTH 2D**
8D 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 **PERCEPTION 1D+2**
Blaster 5D+1, Vehicle Blasters **STRENGTH 2D**
9D 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 **PERCEPTION 2D**
Blaster 4D+1, Vehicle Blasters Command 3D
4D+2 **STRENGTH 2D**
KNOWLEDGE 1D Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
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 **PERCEPTION 2D**
Blaster 4D+2, Vehicle Blasters Command 3D+2
5D **STRENGTH 2D**
KNOWLEDGE 1D Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
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 **PERCEPTION 2D**
Blaster 5D, Vehicle Blasters Command 4D+1
5D+1 **STRENGTH 2D**
KNOWLEDGE 1D Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
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 **PERCEPTION 2D**
Blaster 5D+1, Vehicle Blasters Command 5D
5D+2 **STRENGTH 2D**
KNOWLEDGE 1D Stamina 3D
MECHANICAL 3D **TECHNICAL 1D**
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 **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 4D+1, Vehicle Blasters
6D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
Walker Repair 3D+2
MECHANICAL 2D+1 **Move:** 10
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 **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 4D+2, Vehicle Blasters
7D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
Walker Repair 4D+2
MECHANICAL 2D+1 **Move:** 10
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 **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 5D, Vehicle Blasters
8D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
Walker Repair 5D+2
MECHANICAL 2D+1 **Move:** 10
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 **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 1D+2**
Blaster 5D+1, Vehicle Blasters
9D **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 1D **TECHNICAL 1D**
Walker Repair 6D+2
MECHANICAL 2D+1 **Move:** 10
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 **Sex:** Male
DEXTERITY 2D **PERCEPTION 3D**
Blaster 5D, Dodge 5D, Vehicle
Blaster 4D+2 **Command 4D, Search 4D+1**
STRENGTH 2D
Brawling 5D+1
KNOWLEDGE 3D **TECHNICAL 2D**
Survival 3D+2, Tactics: Ground
Assault 4D **Repulsorlift Repair 2D+1,**
MECHANICAL 1D+1 **Walker Repair 3D**
Repulsorlift Operation 3D, **Move:** 10
Walker Operation 5D
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 (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D, Dodge 6D, Vehicle
Blaster 5D+2 **Command 5D, Search 5D+1**
STRENGTH 3D+1
Brawling 6D+1
KNOWLEDGE 1D+1 **TECHNICAL 1D**
Survival 3D+2, Tactics: Ground
Assault 5D **Repulsorlift Repair 3D,**
MECHANICAL 1D+1 **Walker Repair 3D+2**
Repulsorlift Operation 4D, **Move:** 10
Walker Operation 6D
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 **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 7D, Dodge 7D, Vehicle
Blaster 6D+2 **Command 6D, Search 6D+1**
STRENGTH 3D+1
Brawling 7D+1
KNOWLEDGE 1D+1 **TECHNICAL 1D**
Survival 4D+1, Tactics: Ground
Assault 6D **Repulsorlift Repair 3D+2,**
MECHANICAL 1D+1 **Walker Repair 4D+1**
Repulsorlift Operation 6D, **Move:** 10
Walker Operation 7D
Equipment: Blaster Rifle (5D), Field Armor & Helmet (+1D physical +2 energy) Grenades (5D), Helmet Comlink, Survival Gear, Utility Belt w/Supplies.

IMPERIAL FIGHTER PILOT (NOVICE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 3D+2, Dodge 3D+2 Search 4D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 2D+1 Stamina 3D+2
MECHANICAL 4D **TECHNICAL 2D**
Sensors 4D+1, Starfighter Computer Program/Repair 3D,
Piloting 4D+2, Starship Starfighter Repair 3D
Gunnery 4D **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

IMPERIAL FIGHTER PILOT (STANDARD)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+1, Dodge 4D+1 Command 4D, Search 4D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 3D Stamina 4D
MECHANICAL 4D **TECHNICAL 2D**
Sensors 4D+2, Starfighter Computer Program/Repair
Piloting 6D, Starship 3D+1, Starfighter Repair 5D
Gunnery 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
Reference: R&E p209

IMPERIAL FIGHTER PILOT (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+2, Dodge 4D+2 Command 4D+2, Search 5D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 3D+2 Stamina 4D
MECHANICAL 4D **TECHNICAL 2D**
Sensors 5D+2, Starfighter Computer Program/Repair
Piloting 7D, Starship Gunnery 4D+1, Starfighter Repair 6D
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

IMPERIAL FIGHTER PILOT (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D+1, Dodge 5D+1 Command 5D, Search 6D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 5D Stamina 4D+1
MECHANICAL 4D **TECHNICAL 2D**
Sensors 6D+2, Starfighter Computer Program/Repair
Piloting 8D, Starship Gunnery 7D 5D+1, First Aid 2D, Starfighter
Move: 10 Repair 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

IMPERIAL FIGHTER PILOT (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 6D, Dodge 6D Command 5D+1, Search 7D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 6D Stamina 4D+2
MECHANICAL 4D **TECHNICAL 2D**
Sensors 7D+2, Starfighter Computer Program/Repair 6D,
Piloting 8D+2, Starship First Aid 4D, Starfighter Repair 7D
Gunnery 7D+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

IMPERIAL FIGHTER PILOT, SQUADRON LEADER

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+2, Dodge 4D+2 Command 4D+2, Search 4D+2
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 3D+2, Stamina 4D+1
Tactics 2D+1 **TECHNICAL 2D**
MECHANICAL 4D Computer Program/Repair
Sensors 5D+1, Starfighter Piloting 4D+1, Starfighter Repair 6D
7D+1, Starship Gunnery 6D+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

IMPERIAL FIGHTER PILOT, SQUADRON LEADER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D+1, Dodge 5D+1 Command 5D+2, Search 6D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 5D, Tactics Stamina 4D+2
3D+2 **TECHNICAL 2D**
MECHANICAL 4D Computer Program/Repair
Sensors 6D+2, Starfighter 5D+1, First Aid 2D, Starfighter
Piloting 8D+1, Starship Repair 6D+1
Gunnery 7D+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

IMPERIAL FIGHTER PILOT, SQUADRON LEADER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 6D, Dodge 6D Command 6D+1, Search 7D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 6D, Tactics Stamina 5D
5D **TECHNICAL 2D**
MECHANICAL 4D Computer Program/Repair 6D,
Sensors 7D+2, Starfighter First Aid 4D, Starfighter Repair
Piloting 9D, Starship Gunnery 7D
8D **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

IMPERIAL SHUTTLE PILOT

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+1, Dodge 4D+1 Command 4D, Search 4D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 3D Stamina 4D
MECHANICAL 4D **TECHNICAL 2D**
Astrogation 4D+1, Space Computer Programming/Repair
Transports 5D, Starship 3D+1, Space Transport Repair
Gunnery 5D, Starship Shields 5D
4D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear
Reference: Supernova p19

IMPERIAL SHUTTLE PILOT (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+2, Dodge 4D+2 Command 4D+1, Search 4D+2
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 4D Stamina 4D
MECHANICAL 4D **TECHNICAL 2D**
Astrogation 5D+1, Space Computer Programming/Repair
Transports 6D, Starship 4D, Space Transport Repair
Gunnery 5D+2, Starship 5D+2
Shields 5D+1 **Move:** 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

IMPERIAL SHUTTLE PILOT (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D, Dodge 5D Command 4D+2, Search 5D+1
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 5D Stamina 4D
MECHANICAL 4D **TECHNICAL 2D**
Astrogation 6D, Space Computer Programming/Repair
Transports 7D, Starship 4D+2, Space Transport Repair
Gunnery 6D+1, Starship 6D+1
Shields 6D **Move:** 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

IMPERIAL SHUTTLE PILOT (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D+1, Dodge 5D+1 Command 5D, Search 6D
KNOWLEDGE 2D **STRENGTH 3D**
Planetary Systems 6D Stamina 4D
MECHANICAL 4D **TECHNICAL 2D**
Astrogation 6D+2, Space Computer Programming/Repair
Transports 8D, Starship 5D+1, Space Transport Repair
Gunnery 7D, Starship 7D
Shields 6D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

IMPERIAL COLONEL

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 4D**
Blaster 3D, Melee Combat 3D Bargain 4D+1, Command 5D,
Con 4D+1
KNOWLEDGE 4D **STRENGTH 2D**
Bureaucracy 5D, Languages 5D Stamina 3D
MECHANICAL 3D **TECHNICAL 3D**
Astrogation 4D, Space Computer Program/Repair
Transports 4D 3D+1, Security 4D
Move: 10
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p90

IMPERIAL MAJOR

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 4D**
Blaster 3D+1, Melee Combat Bargain 4D+1, Command 4D+1
3D+1 **STRENGTH 2D**
KNOWLEDGE 4D Brawling 3D, Stamina 3D
Alien Species 4D+1, **TECHNICAL 3D**
Bureaucracy 4D+1, Planetary Computer Program/Repair
Systems 5D 3D+1, Space Transports Repair
MECHANICAL 3D 3D+2, Security 4D
Astrogation 4D+1, Space
Transports 3D+2, Starship
Shields 4D **Move:** 10
Equipment: Rank Cylinder Code Key, Comlink, Datapad, Blaster Pistol (4D)
Reference: Death Star p91

IMPERIAL CAPTAIN

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

IMPERIAL LIEUTENANT

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

IMPERIAL PILOT

Species: Human

Sex: Male

DEXTERITY 2D+1

PERCEPTION 2D

Blaster 3D+1, Dodge 3D+1

Hide 3D, Investigation 3D,

KNOWLEDGE 1D+1

Sneak 3D

Planetary Systems 2D+1,

STRENGTH 2D

Survival 2D+1

Climbing/Jumping 3D, Stamina

MECHANICAL 3D

3D+1

Astrogation 4D, Capital Ship

TECHNICAL 1D+1

Gunnery 4D, Capital Ship

Capital Ship Repair 3D+1,

Piloting 5D, Capital Ship

Capital Ship Weapons Repair

Shields 4D, Communications

2D+1, Computer Program/

3D+1, Sensors 3D+1, Space

Repair 2D+1

Transports 4D

Move: 10

Equipment: Blaster Pistol (4D), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

Reference: R&E p209

CAPITAL SHIP PILOT

Species: Human

Sex: Male

DEXTERITY 2D+1

PERCEPTION 2D

Blaster 3D+1, Dodge 3D+1

Hide 3D, Investigation 3D,

KNOWLEDGE 1D+1

Sneak 3D

Planetary Systems 2D+2,

STRENGTH 2D

Survival 2D

Climbing/Jumping 3D, Stamina

MECHANICAL 3D

3D+1

Astrogation 3D+2, Capital Ship

TECHNICAL 1D+1

Gunnery 3D+1, Capital Ship

Capital Ship Repair 3D+2,

Piloting 5D, Capital Ship Shields

Capital Ship Weapons Repair

3D+1, Communications 3D+1,

2D+1, Computer Program/

Sensors 3D+1

Repair 2D+1

Move: 10

Equipment: Blaster Pistol (4D), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

CAPITAL SHIP PILOT (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D+1

Perceptio n: 2D

Blaster 3D+1, Dodge 3D+1

Hide 4D, Investigation 4D,

KNOWLEDGE 1D+1

Sneak 4D

Planetary Systems 4D,

STRENGTH 2D

Survival 2D+1

Climbing/Jumping 3D, Stamina

MECHANICAL 3D

3D+1

Astrogation 4D, Capital Ship

TECHNICAL 1D+1

Gunnery 4D, Capital Ship

Capital Ship Repair 5D, Capital

Piloting 7D, Capital Ship

Ship Weapons Repair 3D,

Shields 4D, Communications

Computer Program/Repair

3D+2, Sensors 3D+2

3D+1

Move: 10

Equipment: Blaster Pistol (4D), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

ASTROGATION CREWMAN

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D

STRENGTH 2D

KNOWLEDGE 2D

Climbing/Lifting 3D

Planetary Systems 3D

TECHNICAL 2D

MECHANICAL 2D

Computer Program/Repair 3D

Astrogation 4D, Repulsorlift

Operation 3D

Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

ASTROGATION CREWMAN (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D

STRENGTH 2D

KNOWLEDGE 2D

Climbing/Lifting 3D

Planetary Systems 5D

TECHNICAL 2D

MECHANICAL 2D

Computer Program/Repair 4D

Astrogation 6D, Repulsorlift

Operation 4D+1

Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

COMMUNICATIONS CREWMAN

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D

STRENGTH 2D

KNOWLEDGE 2D

Climbing/Lifting 3D

Alien Species 3D, Languages

3D

TECHNICAL 2D

Computer Program/Repair 3D

MECHANICAL 2D

Communications 4D,

Repulsorlift Operation 3D

Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

COMMUNICATIONS CREWMAN (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D

STRENGTH 2D

KNOWLEDGE 2D

Climbing/Lifting 3D

Alien Species 4D+2,

Languages 4D+2

TECHNICAL 2D

Computer Program/Repair 4D

MECHANICAL 2D

Communications 6D,

Repulsorlift Operation 4D+1

Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

IMPERIAL GUNNER

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 1D+1**
Blaster 3D+2, Blaster Artillery Bargain 2D+1, Con 2D+2
4D+2, Dodge 3D+2, Thrown **STRENGTH 1D+1**
Weapons 3D+2, Vehicle Climbing/Jumping 2D+1, Lifting
Weapons 4D+2 3D+1, Stamina 2D+1
KNOWLEDGE 1D+1 **TECHNICAL 2D+1**
Value 2D+1 Capital Starship Weapon Repair
MECHANICAL 3D 4D+1, Computer Program/
Capital Ship Gunnery 5D, Repair 3D+1, Starship Weapon
Capital Ship Shields 4D, Repair 4D+1
Communications 4D, Sensors
4D, Starship Gunnery 4D,
Starship Shields 3D+2 **Move:** 10

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

Reference: Imperial Sourcebook p43

IMPERIAL GUNNER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 1D+1**
Blaster 4D+2, Blaster Artillery Bargain 2D+2, Con 3D
6D, Dodge 4D+2, Thrown **STRENGTH 1D+1**
Weapons 4D+2, Vehicle Climbing/Jumping 2D+1, Lifting
Weapons 6D 3D+1, Stamina 2D+1
KNOWLEDGE 1D+1 **TECHNICAL 2D+1**
Value 3D Capital Starship Weapon Repair
MECHANICAL 3D 5D+2, Computer Program/
Capital Ship Gunnery 7D, Repair 5D, Starship Weapon
Capital Ship Shields 5D, Repair 5D+2
Communications 4D+2, Sensors
4D+2, Starship Gunnery 6D,
Starship Shields 4D+2 **Move:** 10

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

SHIELD OPERATION CREWMAN

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 3D Con 3D
KNOWLEDGE 2D **STRENGTH 2D**
MECHANICAL 2D Climbing/Lifting 3D
Capital Ship Shields 4D, **TECHNICAL 2D**
Repulsorlift Operation 3D Computer Program/Repair 3D
Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

Reference: Death Star p91

SHIELD OPERATION CREWMAN (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 3D Con 4D+2
KNOWLEDGE 2D **STRENGTH 2D**
MECHANICAL 2D Climbing/Lifting 3D
Capital Ship Shields 6D, **TECHNICAL 2D**
Repulsorlift Operation 4D+1 Computer Program/Repair 4D
Move: 10

Equipment: Computer Repair Kit, Chronometer Comlink, Datapad, Blaster Pistol (4D)

SENSOR OPERATION CREWMAN

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Melee Combat 3D, Melee Search 4D
Parry 3D **STRENGTH 2D**
KNOWLEDGE 2D Climbing/Lifting 3D
Alien Species 3D **TECHNICAL 2D**
MECHANICAL 2D Computer Program/Repair 3D,
Sensors 4D Security 3D
Move: 10
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)
Reference: Death Star p91

SENSOR OPERATION CREWMAN (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Melee Combat 4D+1, Melee Search 6D
Parry 4D+1 **STRENGTH 2D**
KNOWLEDGE 2D Climbing/Lifting 3D
Alien Species 4D+2 **TECHNICAL 2D**
MECHANICAL 2D Computer Program/Repair 4D,
Sensors 6D Security 4D+1
Move: 10
Equipment: Computer Repair Kit, Comlink, Datapad, Macrobinoculars, Force Pike (STR+2D)

IMPERIAL STAR DESTROYER OFFICER

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 3D+1**
Blaster 4D+2, Dodge 4D Bargain 5D+1, Command 4D+1
KNOWLEDGE 3D **STRENGTH 2D+1**
Bureaucracy 4D, Planetary Brawling 3D+2, Stamina 3D+1
Systems 3D+1, Tactics: Capital **TECHNICAL 3D**
Ships 5D, Tactics: Fleets 4D Capital Ship Repair 4D+1
MECHANICAL 3D+2
Capital Ship Piloting 4D **Move:** 10
Equipment: Blaster Pistol (4D), Comlink,
Reference: Galaxy Guide 3 p47

IMPERIAL STAR DESTROYER OFFICER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 3D+1**
Blaster 5D+1, Dodge 4D+2 Bargain 6D, Command 6D+1
KNOWLEDGE 3D **STRENGTH 2D+1**
Bureaucracy 6D, Planetary Brawling 4D+1, Stamina 3D+1
Systems 4D+2, Tactics: **TECHNICAL 3D**
Capital Ships 6D+1, Tactics: Capital Ship Repair 5D
Fleets 5D+1
MECHANICAL 3D+2
Capital Ship Piloting 5D+1 **Move:** 10
Equipment: Blaster Pistol (4D), Comlink.

DEATH STAR CREWMEN

BRIDGE PIT CREWMAN

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 2D+1, Dodge 3D
KNOWLEDGE 2D **STRENGTH 2D**
Alien Species 3D, Stamina 3D
Bureaucracy 3D, Languages 3D, Planetary Systems 3D, Value 3D
TECHNICAL 2D
Capital Ship Repair 3D, Computer Program/Repair 3D, Security 3D
MECHANICAL 2D
Astrogation 3D, Battle Station Piloting: Death Star 5D, Capital Ship Gunnery 3D, Capital Ship Shields 3D **Move:** 10
Equipment: Comlink, Chronometer, Pocket Computer
Reference: Death Star p91

BRIDGE PIT CREWMAN (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 2D**
Blaster 3D+2, Dodge 4D+1
KNOWLEDGE 2D **STRENGTH 2D**
Alien Species 5D, Bureaucracy 5D, Languages 5D+1, Planetary Systems 5D, Value 4D
TECHNICAL 2D
Capital Ship Repair 4D, Computer Program/Repair 4D, Security 4D
MECHANICAL 2D
Astrogation 5D, Battle Station Piloting: Death Star 7D, Capital Ship Gunnery 5D+1, Capital Ship Shields 5D **Move:** 10
Equipment: Comlink, Chronometer, Pocket Computer

DEATH STAR GUNNER

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 1D+1**
Blaster 3D+2, Blaster Artillery 4D+2, Vehicle Blasters 4D+2
KNOWLEDGE 1D+1 **STRENGTH 1D+1**
Capital Starship Weapon Repair 4D
MECHANICAL 3D **TECHNICAL 2D**
Capital Ship Gunnery 5D, Capital Ship Shields 4D **Move:** 10
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)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 1D+1**
Blaster 5D, Blaster Artillery 6D, Vehicle Blasters 6D
KNOWLEDGE 1D+1 **STRENGTH 1D+1**
Capital Starship Weapon Repair 5D
MECHANICAL 3D **TECHNICAL 2D**
Capital Ship Gunnery 7D, Capital Ship Shields 6D **Move:** 10
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

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 4D, Blaster: Blaster Pistol 5D+1, Blaster Artillery 4D+2, Dodge 4D+1, Grenade 4D+1, Vehicle Blasters 4D+2
Command 5D, Search 5D+2
STRENGTH 3D+2
Brawling 5D+2
TECHNICAL 2D
KNOWLEDGE 2D+1
Streetwise 3D+1
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: Death Star p92

DEATH STAR TROOPER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 5D, Blaster: Blaster Pistol 6D+1, Blaster Artillery 5D+2, Dodge 5D+1, Grenade 5D+1, Vehicle Blasters 5D+2
Command 5D+1, Search 6D+1
STRENGTH 3D+2
Brawling 6D
TECHNICAL 2D
KNOWLEDGE 2D+1
Streetwise 4D
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)

DEATH STAR TROOPER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 6D, Blaster: Blaster Pistol 7D+1, Blaster Artillery 6D+2, Dodge 6D+1, Grenade 6D+1, Vehicle Blasters 6D+2
Command 5D+2, Search 7D
STRENGTH 3D+2
Brawling 6D+2
TECHNICAL 2D
KNOWLEDGE 2D+1
Streetwise 4D+2
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)

DEATH STAR TROOPER: COMMAND SECTOR

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 5D, Blaster: Blaster Command 5D, Search 5D+2
Pistol 7D+1, Blaster Artillery **STRENGTH 3D+2**
4D+2, Dodge 6D+1, Grenade Brawling 5D+2
4D+1, Vehicle Blasters 4D+2 **TECHNICAL 2D**
KNOWLEDGE 2D+1 Demolition 3D
Streetwise 3D+1
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)
Reference: Death Star p92

DEATH STAR TROOPER: COMMAND SECTOR (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 6D, Blaster: Blaster Command 5D+1, Search 6D+1
Pistol 8D+1, Blaster Artillery **STRENGTH 3D+2**
5D+2, Dodge 7D+1, Grenade Brawling 6D
5D, Vehicle Blasters 5D+2 **TECHNICAL 2D**
KNOWLEDGE 2D+1 Demolition 4D
Streetwise 4D
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)

DEATH STAR TROOPER: COMMAND SECTOR (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 7D, Blaster: Blaster Command 5D+2, Search 7D
Pistol 9D, Blaster Artillery **STRENGTH 3D+2**
6D+2, Dodge 8D+1, Grenade Brawling 6D+2
5D+2, Vehicle Blasters 6D+2 **TECHNICAL 2D**
KNOWLEDGE 2D+1 Demolition 4D+2
Streetwise 4D+2
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy)

DEATH STAR TROOPER SQUAD LEADER

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 4D, Blaster: Blaster Command 6D, Search 4D+2
Pistol 5D+1, Dodge 4D+1, **STRENGTH 3D+2**
Grenade 4D+1 Brawling 5D+2
KNOWLEDGE 2D+1 **TECHNICAL 2D**
Streetwise 3D+1 Demolition 3D
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies
Reference: Death Star p92

DEATH STAR SQUAD LEADER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 5D, Blaster: Blaster Command 7D, Search 5D+1
Pistol 6D+1, Dodge 5D+1, **STRENGTH 3D+2**
Grenade 5D+1 Brawling 6D
KNOWLEDGE 2D+1 **TECHNICAL 2D**
Streetwise 4D Demolition 4D
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies

DEATH STAR SQUAD LEADER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 4D**
Blaster 6D, Blaster: Blaster Command 8D, Search 6D
Pistol 7D+1, Dodge 6D+1, **STRENGTH 3D+2**
Grenade 6D+1 Brawling 6D+2
KNOWLEDGE 2D+1 **TECHNICAL 2D**
Streetwise 4D+2 Demolition 5D
MECHANICAL 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Grenades (5D), Comlink, Blast Helmet (+1D physical, +1 energy), Utility Belt w/supplies

DEATH STAR OFFICER

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 3D+1**
Blaster 4D+2, Dodge 3D+2 Command 5D+1
KNOWLEDGE 3D **STRENGTH 2D+1**
Bureaucracy 4D, Intimidation Brawling 3D+1
4D, Tactics: Fleets 5D **TECHNICAL 3D**
MECHANICAL 3D+2 Security 4D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Rank Command Cylinder
Reference: Trilogy Sourcebook SE p53

DEATH STAR OFFICER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 3D+1**
Blaster 5D+2, Dodge 4D+2 Command 7D+2
KNOWLEDGE 3D **STRENGTH 2D+1**
Bureaucracy 6D, Intimidation Brawling 4D+1
5D+1, Tactics: Fleets 7D **TECHNICAL 3D**
MECHANICAL 3D+2 Security 5D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Rank Command Cylinder

NAVAL TROOPERS

IMPERIAL NAVAL TROOPER

Species: Human

Sex: Male

DEXTERITY 2D+1

PERCEPTION 3D

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

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

PERCEPTION 3D

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

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

PERCEPTION 3D

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

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

PERCEPTION 3D

Blaster 6D+1, Blaster: Blaster Rifle 7D+2, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2

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 **PERCEPTION 3D**
Blaster 4D+1, Blaster: Blaster Rifle 5D+2, Brawling Parry 4D+1, Dodge 4D+1, Grenade 4D, Melee Combat 4D+1, Melee Parry 4D+1, Running 4D
Command 5D+1, Search 4D+2
STRENGTH 2D+2
Brawling 5D+2. 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 SQUAD LEADER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D+1 **PERCEPTION 3D**
Blaster 5D+1, Blaster: Blaster Rifle 6D+2, Brawling Parry 5D+1, Dodge 5D+1, Grenade 4D+2, Melee Combat 5D+1, Melee Parry 5D+1, Running 4D+1
Command 6+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 SQUAD LEADER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 2D+1 **PERCEPTION 3D**
Blaster 6D+1, Blaster: Blaster Rifle 7D+2, Brawling Parry 6D+1, Dodge 6D+1, Grenade 5D+1, Melee Combat 6D+1, Melee Parry 6D+1, Running 4D+2
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.

IMPERIAL MARINE

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 4D, Dodge 4D
Search 3D, Sneak 3D
STRENGTH 2D
Brawling 3D
MECHANICAL 2D **TECHNICAL 2D**
Move: 10 Security 2D+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 (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 5D, Dodge 5D, Missile Weapons 5D
Search 4D, Sneak 4D+1
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Security 3D+2

Move: 10

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 (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D**
Blaster 6D, Brawling Parry 6D, Dodge 6D, Missile Weapons 6D
Search 5D+2, Sneak 6D
STRENGTH 2D
Brawling 5D+1
TECHNICAL 2D
Security 5D

Move: 10

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

PERCEPTION 2D

Blaster 5D, Brawling Parry

Command 3D, Search 4D,

5D, Dodge 5D, Missile

Sneak 4D+1

Weapons 5D

STRENGTH 2D

KNOWLEDGE 2D

Brawling 3D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Security 3D+2

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.

IMPERIAL NAVY COMMANDO

Navy 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

PERCEPTION 2D

Blaster 6D, Brawling Parry 6D,

Hide 5D+2, Search 5D+2,

Dodge 6D, Grenade 5D+2

Sneak 6D

KNOWLEDGE 2D

STRENGTH 2D

Survival 3D

Brawling 5D+1

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Demolitions 4D, Security 5D

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

PERCEPTION 2D

Blaster 7D, Brawling Parry 7D,

Hide 6D+2, Search 6D+2,

Dodge 7D, Grenade 6D+1

Sneak 7D

KNOWLEDGE 2D

STRENGTH 2D

Survival 4D

Brawling 6D+1

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Demolitions 5D, Security 6D

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

PERCEPTION 2D

Blaster 8D, Brawling Parry 8D,

Hide 7D+2, Search 7D+2,

Dodge 8D, Grenade 7D

Sneak 8D

KNOWLEDGE 2D

STRENGTH 2D

Survival 5D

Brawling 7D+1

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Demolitions 6D, Security 7D

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.

NAVAL SPECIAL FORCES TROOPER

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 Ubiquitorate 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 Ubiquitorate 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 troops 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

PERCEPTION 3D

Con 5D, Search 6D, Sneak 5D+2

STRENGTH 3D+1

Brawling 5D+1, Brawling: Martial Arts 7D

KNOWLEDGE 3D

Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D

TECHNICAL 3D

Blaster Repair 4D, Computer Program/ Repair 6D, Demolitions 6D, First Aid 6D, Security 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

SPECNAV 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

PERCEPTION 3D

Con 5D, Hide 4D, Search 6D, Sneak 6D+2

STRENGTH 3D+1

Brawling 5D+1, Brawling: Martial Arts 7D

KNOWLEDGE 3D

Alien Species 4D, Planetary Systems 5D, Streetwise 7D, Survival 5D

TECHNICAL 3D

Blaster Repair 4D, Computer Program/Repair 8D, Demolitions 8D, First Aid 6D, Security 7D

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

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

PERCEPTION 3D

Con 5D, Search 6D, Sneak 5D+2

STRENGTH 3D+1

Brawling 5D+1, Brawling: Martial Arts 7D

KNOWLEDGE 3D

Alien Species 4D, Planetary Systems 5D, Streetwise 5D, Survival 5D

TECHNICAL 3D

Armor Repair 4D, Blaster Repair 5D, Computer Program/Repair 6D, Demolitions 6D, Droid Program 4D, Droid Repair 4D, First Aid 7D, Security 5D, Space Transports Repair 4D, Starfighter Repair 4D, Walker Repair 4D

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

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

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

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

SPECNAV 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

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

PERCEPTION 3D

Bargain 4D, Con 6D, Hide 4D, Search 7D, Sneak 6D+2

STRENGTH 3D+1

Brawling 5D+1, Brawling: Martial Arts 7D

TECHNICAL 3D

Blaster Repair 4D, Computer Program/Repair 7D, Demolitions 6D, First Aid 6D, Security 6D

ISB ENFORCEMENT OFFICER

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

Bureaucracy 2D+1

MECHANICAL 3D

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)

PERCEPTION 3D+2

Search 4D,

STRENGTH 3D+2

Brawling 4D

TECHNICAL 3D

Security 3D+1

Move: 10

ISB ENFORCEMENT OFFICER (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

PERCEPTION 3D+2

Search 4D+2

STRENGTH 3D+2

Brawling 5D

TECHNICAL 3D

Demolitions 3D+2, First Aid 3D+2, Security 4D

Move: 10

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 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

PERCEPTION 3D+2

Command 4D, Search 5D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Demolitions 4D+1, First Aid 4D+1, Security 5D

Move: 10

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 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

PERCEPTION 3D+2

Command 4D+2, Search 6D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Demolitions 5D, First Aid 5D, Security 6D

Move: 10

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

STRENGTH 3D+2

Brawling 4D

KNOWLEDGE 2D

Alien Species 2D+1,
Bureaucracy 3D, Intimidation
2D+1, Languages 2D+1, Law
Enforcement 3D, Streetwise 3D

TECHNICAL 3D

Security 3D+1

MECHANICAL 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

STRENGTH 3D+2

Brawling 5D

KNOWLEDGE 2D

Alien Species 3D, Bureaucracy
3D+2, Intimidation 3D,
Languages 3D, Law
Enforcement 4D, Streetwise 3D+2

TECHNICAL 3D

Demolitions 3D+2, First Aid
3D+2, Security 4D

MECHANICAL 3D

Repulsorlift Operation 3D+1 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

STRENGTH 3D+2

Brawling 6D

KNOWLEDGE 2D

Alien Species 3D+2,
Bureaucracy 4D+1,
Intimidation 3D+2, Languages
3D+2, Law Enforcement 5D,
Streetwise 4D+1

TECHNICAL 3D

Demolitions 4D+1, First Aid
4D+1, Security 5D

MECHANICAL 3D

Repulsorlift Operation 4D 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 (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

PERCEPTION 3D+2

Bargain 6D, Command 6D,
Investigation 7D+2, Search 7D

STRENGTH 3D+2

Brawling 6D

KNOWLEDGE 2D

Alien Species 4D+1,
Bureaucracy 5D, Intimidation
4D+1, Languages 4D+1, Law
Enforcement 6D, Streetwise
5D

TECHNICAL 3D

Demolitions 5D, First Aid 5D,
Security 6D

MECHANICAL 3D

Repulsorlift Operation 4D+2 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

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

KNOWLEDGE 3D

Alien Species 5D, Intimidation 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

Move: 10

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 (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

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

KNOWLEDGE 3D

Alien Species 5D, Intimidation 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

Move: 10

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: Heavy Blaster 10D, Blaster: Blaster Rifle 10D, Blaster Artillery 10D, Brawling Parry 6D, Dodge 6D, Firearms 6D+1, Grenade 5D, Melee Combat 5D, Melee Parry 5D, Missile Weapons 9D, Thrown Weapons 6D, Vehicle Weapons 5D+2

KNOWLEDGE 3D

Alien Species 5D, Intimidation 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

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 6D, Sneak 6D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

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 (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, Intimidation 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

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 4D+1, Search 10D, Search: Tracking 10D+1, Sneak 10D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 5D, First Aid 5D, Security 7D*, Walker Repair 5D

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

PERCEPTION 3D+2

Command 4D+2, Search 4D+2

STRENGTH 3D+2

Brawling 5D

TECHNICAL 3D

Demolitions 3D+2, First Aid 3D+2, Security 4D

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 (+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 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

PERCEPTION 3D+2

Command 5D+2, Search 5D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Demolitions 4D+1, First Aid 4D+1, Security 5D

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 (+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 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

PERCEPTION 3D+2

Command 6D+2, Search 6D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Demolitions 5D, First Aid 5D, Security 6D

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 (+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 TECHNICIAN

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

Search 4D,

STRENGTH 3D+2

Brawling 4D

TECHNICAL 3D

Armor Repair 3D+2, Blaster Repair 4D, Computer Program/Repair 4D, Droid Repair 4D, Engineering 3D+2, Firearm Repair 3D+2, Security 3D+1

KNOWLEDGE 2D

Bureaucracy 2D+1

MECHANICAL 3D

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

PERCEPTION 3D+2

Search 4D+2

STRENGTH 3D+2

Brawling 5D

TECHNICAL 3D

Armor Repair 4D+2, Blaster Repair 5D, Computer Program/Repair 5D, Droid Repair 5D, Engineering 4D+2, Firearm Repair 4D+2, Security 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

PERCEPTION 3D+2

Search 5D+2

STRENGTH 3D+2

Brawling 5D

TECHNICAL 3D

Armor Repair 5D+2, Blaster Repair 6D, Computer Program/Repair 6D, Droid Repair 6D, Engineering 5D+2, Firearm Repair 5D+2, Security 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

PERCEPTION 3D+2

Command 4D+2, Search 6D+2

STRENGTH 3D+2

Brawling 6D

TECHNICAL 3D

Armor Repair 6D+2, Blaster Repair 7D, Computer Program/Repair 7D, Droid Repair 7D, Engineering 6D+2, Firearm Repair 6D+2, Security 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

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 4D+1, Blaster: Blaster Rifle 5D+1, Brawling Parry 4D, Dodge 3D, Melee Combat 3D+2, Melee Parry 4D

PERCEPTION 2D

Bargain 3D+2, Command 3D+2, Con 3D+1, Hide 3D, Search 3D+1, Sneak 3D

KNOWLEDGE 2D

Alien Species 3D, Bureaucracy 3D, Streetwise 3D+1

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

Security 4D

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)

Reference: Supernova p20

ISB SECURITY GUARD (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 2D

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

PERCEPTION 2D

Bargain 4D, Command 4D, Con 3D+2, Hide 4D, Search 4D+1, Sneak 4D

KNOWLEDGE 2D

Alien Species 3D+2, Bureaucracy 3D+2, Streetwise 4D

STRENGTH 2D

Brawling 5D

TECHNICAL 2D

Security 5D

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)

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

PERCEPTION 2D

Bargain 4D+1, Command 4D+1, Con 4D, Hide 5D, Search 5D+1, Sneak 5D

KNOWLEDGE 2D

Alien Species 4D+1, Bureaucracy 4D+1, Streetwise 4D+2

STRENGTH 2D

Brawling 6D

TECHNICAL 2D

Security 6D

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)

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

PERCEPTION 2D

Bargain 4D+2, Command 4D+2, Con 4D+1, Hide 6D, Search 6D+1, Sneak 6D

KNOWLEDGE 2D

Alien Species 5D, Bureaucracy 5D, Streetwise 5D+1

STRENGTH 2D

Brawling 7D

TECHNICAL 2D

Security 7D

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)

ISB SOLO AGENT

Species: Human

Sex: Male

DEXTERITY 3D+1

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

PERCEPTION 4D

Bargain 4D+2, Command 5D, Con 5D, Forgery 5D, Hide 6D+2, Persuasion 6D+1, Search 6D, Sneak 6D

STRENGTH 3D+2

Brawling 5D, Climbing/Jumping 4D+2, Lifting 4D+2, Stamina 6D, Swimming 4D

TECHNICAL 3D

Computer Program/Repair 6D, First Aid 6D, Ground Vehicle Repair 6D, Hover Vehicle Repair 6D, Security 7D*, Walker Repair 5D

KNOWLEDGE 3D

Alien Species 5D, Bureaucracy 6D, 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

Move: 10

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 (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D+1

Archaic Guns 5D+1, Blaster 7D+1, Blaster Artillery 6D, Brawling Parry 7D, Dodge 8D, Firearms 7D, Grenade 6D, Melee Combat 7D, Melee Parry 7D, Missile Weapons 6D+1, Pick Pocket 6D+2, Thrown Weapons 6D+2, Vehicle Weapons 6D+1

PERCEPTION 4D

Bargain 5D+2, Command 6D, Con 6D, Forgery 6D, Hide 7D+2, Persuasion 7D+1, Search 7D, Sneak 7D

STRENGTH 3D+2

Brawling 5D+2, Climbing/Jumping 5D+1, Lifting 5D+1, Stamina 6D+2, Swimming 4D+2

TECHNICAL 3D

Computer Program/Repair 6D+2, First Aid 6D+2, Ground Vehicle Repair 6D+2, Hover Vehicle Repair 6D+2, Security 8D*, Walker Repair 5D+2

KNOWLEDGE 3D

Alien Species 5D, Bureaucracy 7D, Business 6D+2, Cultures 7D*, Intimidation 6D+2, Languages 8D*, Law Enforcement 7D, Planetary Systems 7D+2*, Streetwise 7D+2, Survival 7D+2*

MECHANICAL 3D

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

Move: 10

Special Abilities:

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

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

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, Stamina 7D+1, Swimming 5D+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 mnemiotic drugs.

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

ISB ASSASSIN

Species: Human

Sex: Male

DEXTERITY 3D+2

Blaster 4D+2, Blaster: Blaster 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 Rifle 5D+2, Blindfighting 5D, Dodge 5D, Firearms 5D+2, Melee Combat 5D, 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+2

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 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 5D+1, 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

PERCEPTION 3D+2

Con 4D+2, Persuasion 4D+2,
Search 4D

STRENGTH 2D+2

Brawling 4D

KNOWLEDGE 2D

Brainwashing 3D+2,
Bureaucracy 3D, Intimidation
3D, Law Enforcement: Empire
3D+2, Scholar 3D+1, Streetwise 3D, Willpower 3D+1

TECHNICAL 3D

Security 3D+1

MECHANICAL 2D

Move: 10

Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad

ISB RE-EDUCATOR (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 3D+2

Blaster 5D, Blaster: Blaster
Rifle 5D, Dodge 4D+1, Melee
Combat 4D+2, Melee Parry
4D+2

PERCEPTION 3D+2

Con 5D+2, Persuasion 5D+2,
Search 4D+2

STRENGTH 2D+2

Brawling 4D+1

KNOWLEDGE 2D

Brainwashing 4D+2,
Bureaucracy 3D+2, Intimidation
4D, Law Enforcement: Empire 4D+2, Scholar 4D, Streetwise 3D+2,
Willpower 4D

TECHNICAL 3D

Security 4D

MECHANICAL 2D

Move: 10

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

PERCEPTION 3D+2

Con 6D+2, Persuasion 6D+2,
Search 5D+1

STRENGTH 2D+2

Brawling 4D+2

KNOWLEDGE 2D

Brainwashing 5D+2,
Bureaucracy 4D+1, Intimidation
5D, Law Enforcement: Empire 5D+2, Scholar 4D+2, Streetwise
4D+1, Willpower 4D+2

TECHNICAL 3D

Security 4D+2

MECHANICAL 2D

Move: 10

Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad

ISB RE-EDUCATOR (ELITE)

Species: Human

Sex: Male

DEXTERITY 3D+2

Blaster 5D+2, Blaster: Blaster
Rifle 5D+2, Dodge 5D, Melee
Combat 6D, Melee Parry 6D

PERCEPTION 3D+2

Con 7D+2, Persuasion 7D+2,
Search 6D

STRENGTH 2D+2

Brawling 5D

KNOWLEDGE 2D

Brainwashing 6D+2,
Bureaucracy 5D, Intimidation
6D, Law Enforcement: Empire
6D+2, Scholar 5D+1, Streetwise 5D, Willpower 5D+1

TECHNICAL 3D

Security 5D+1

MECHANICAL 2D

Move: 10

Equipment: Stun Baton (STR+2D+2 Stun), Comlink, Datapad

ISB INTERROGATOR

Species: Human

Sex: Male

DEXTERITY 3D+2

Blaster 4D+2, Brawling Parry
4D+2, Dodge 4D+2,
Interrogation Devices 4D+1,
Melee Combat 4D+2, Melee
Parry 4D+1

PERCEPTION 3D+2

Bargain 4D, Con 4D+2,
Persuasion 4D+2, Search 4D+1

STRENGTH 3D+2

Brawling 4D+1, Stamina 4D+2

TECHNICAL 3D

First Aid 4D, Security 3D+2

KNOWLEDGE 2D

Bureaucracy 3D, Intimidation:
Interrogation 4D, Law
Enforcement 3D, Scholar 3D,
Streetwise 2D+2, Willpower 4D

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, Brawling Parry 5D+1,
Dodge 5D+1, Interrogation
Devices 5D+1, Melee Combat
5D+1, Melee Parry 5D+1

PERCEPTION 3D+2

Bargain 5D, Con 5D+2,
Persuasion 5D+2, Search 4D

STRENGTH 3D+2

Brawling 5D, Stamina 5D+1

KNOWLEDGE 2D

Bureaucracy 3D+2, Intimidation:
Interrogation 5D, Law
Enforcement 4D, Scholar 3D+2,
Streetwise 3D+1, Willpower 5D

TECHNICAL 3D

First Aid 5D, Security 4D

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
6D, Dodge 6D, Interrogation
Devices 6D+1, Melee Combat
6D, Melee Parry 6D

PERCEPTION 3D+2

Bargain 6D, Con 6D+2,
Persuasion 6D+2, Search 5D+2

STRENGTH 3D+2

Brawling 5D+2, Stamina 6D

KNOWLEDGE 2D

Bureaucracy 4D+1,
Intimidation: Interrogation 6D,
Law Enforcement 5D, Scholar
4D+1, Streetwise 4D,
Willpower 6D

TECHNICAL 3D

First Aid 6D, Security 4D+1

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 **PERCEPTION 3D+2**
Blaster 4D+2, Blaster: Blaster Bargain 4D, Con 4D+2, Hide
Rifle 4D+2, Dodge 4D, Melee 4D+2, Persuasion 4D, Search
Combat 4D, Melee Parry 4D 4D+2, Sneak 4D+1
KNOWLEDGE 2D **STRENGTH 3D**
Bureaucracy 2D+1, Streetwise Brawling 4D
3D **TECHNICAL 2D+1**
MECHANICAL 3D Security 3D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

ISB UNDERCOVER AGENT (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D+2**
Blaster 5D, Blaster: Blaster Bargain 4D+2, Con 5D+2, Hide
Rifle 5D, Dodge 4D+2, Melee 5D+2, Persuasion 4D+2,
Combat 4D+1, Melee Parry Search 5D+2, Sneak 5D+1
4D+1 **STRENGTH 3D**
KNOWLEDGE 2D Brawling 4D+1
Bureaucracy 3D, Streetwise **TECHNICAL 2D+1**
4D Security 4D+1
MECHANICAL 3D **Move:** 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

ISB UNDERCOVER AGENT (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D+2**
Blaster 5D+1, Blaster: Blaster Bargain 5D+1, Con 6D+2, Hide
Rifle 5D+1, Dodge 5D+1, Melee 6D+2, Persuasion 5D+1,
Combat 4D+2, Melee Parry Search 6D+2, Sneak 6D+1
4D+2 **STRENGTH 3D**
KNOWLEDGE 2D Brawling 4D+2
Bureaucracy 3D+2, Streetwise **TECHNICAL 2D+1**
5D Security 5D+1
MECHANICAL 3D **Move:** 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

ISB UNDERCOVER AGENT (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D+2**
Blaster 5D+2, Blaster: Blaster Bargain 6D, Con 7D+2, Hide
Rifle 5D+2, Dodge 6D, Melee 7D+2, Persuasion 6D, Search
Combat 5D, Melee Parry 5D 7D+2, Sneak 7D+1
KNOWLEDGE 2D **STRENGTH 3D**
Bureaucracy 4D+1, Streetwise Brawling 5D
6D **TECHNICAL 2D+1**
MECHANICAL 3D Security 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Encrypted Comlink, Encrypted Datapad

ISB OFFICE PERSONNEL

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 3D**
KNOWLEDGE 2D Investigation 4D+2
Alien Species 2D+1, **STRENGTH 2D**
Bureaucracy 2D+1, Law **TECHNICAL 2D**
Enforcement 3D Computer Program/Repair
MECHANICAL 2D 3D+2
Move: 10
Equipment: Comlink, Datapad

ISB OFFICE PERSONNEL (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 3D**
KNOWLEDGE 2D Investigation 6D+2
Alien Species 3D+2, **STRENGTH 2D**
Bureaucracy 3D+2, Law **TECHNICAL 2D**
Enforcement 5D Computer Program/Repair
MECHANICAL 2D 5D+2
Move: 10
Equipment: Comlink, Datapad

ISB OFFICE PERSONNEL (SYSTEM ANALYST)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 3D**
KNOWLEDGE 2D Investigation 8D+2
Alien Species 3D+2, **STRENGTH 2D**
Bureaucracy 3D+2, Law **TECHNICAL 2D**
Enforcement 5D Computer Program/Repair
MECHANICAL 2D 7D+2, Encryption 6D
Move: 10
Equipment: Comlink, Datapad

ISB OFFICE PERSONNEL (DATA CONSULTANT)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 3D**
KNOWLEDGE 2D Investigation 6D+2, Search 4D
Alien Species 5D, Bureaucracy **STRENGTH 2D**
3D+2, Cultures 4D, Languages **TECHNICAL 2D**
4D, Law Enforcement 5D Computer Program/Repair
MECHANICAL 2D 5D+2
Communications 4D **Move:** 10
Equipment: Comlink, Datapad

ISB OFFICE PERSONNEL (LEGAL ANALYST)

Species: Human **Sex:** Male
DEXTERITY 2D **PERCEPTION 3D**
KNOWLEDGE 2D Investigation 6D+2, Search 5D
Alien Species 3D+2, **STRENGTH 2D**
Bureaucracy 5D, Law **TECHNICAL 2D**
Enforcement 7D Computer Program/Repair
MECHANICAL 2D 5D+2
Move: 10
Equipment: Comlink, Datapad

ISB OFFICE PERSONNEL (DOCUMENT AUTHENTICATION)

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 3D

KNOWLEDGE 2D

Investigation 6D+2, Forgery 7D

Alien Species 3D+2,

Bureaucracy 4D+2, Law

Enforcement 5D

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair
6D+2

MECHANICAL 2D

Move: 10

Equipment: Comlink, Datapad

ISB INTERNAL AFFAIRS

Species: Human

Sex: Male

DEXTERITY 3D+2

Blaster 4D+2, Blaster: Blaster
Rifle 4D+2, Dodge 4D, Melee
Combat 4D, Melee Parry 4D,
Pick Pocket 5D

PERCEPTION 3D+2

Command 4D, Con 4D, Hide
4D+1, Investigation 5D,
Persuasion 4D+2, Search 4D+2,
Sneak 4D+2

KNOWLEDGE 2D+2

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

STRENGTH 3D

Brawling 4D

TECHNICAL 3D

Encryption 4D, Security 4D

MECHANICAL 3D

Communications 4D, Sensors
4D

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

Blaster 5D, Blaster: Blaster
Rifle 5D, Dodge 4D+1, Melee
Combat 4D+1, Melee Parry
4D+1, Pick Pocket 6D

PERCEPTION 3D+2

Command 5D, Con 5D, Hide
5D+1, Investigation 6D,
Persuasion 5D+2, Search 5D+2,
Sneak 5D+2

KNOWLEDGE 2D+2

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

STRENGTH 3D

Brawling 4D+1

TECHNICAL 3D

Encryption 5D, Security 5D

MECHANICAL 3D

Communications 5D, Sensors
5D

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

Blaster 5D+1, Blaster: Blaster
Rifle 5D+1, Dodge 4D+2, Melee
Combat 4D+2, Melee Parry
4D+2, Pick Pocket 7D

PERCEPTION 3D+2

Command 6D, Con 6D, Hide
6D+1, Investigation 7D,
Persuasion 6D+2, Search 6D+2,
Sneak 6D+2

KNOWLEDGE 2D+2

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

STRENGTH 3D

Brawling 4D+2

TECHNICAL 3D

Encryption 6D, Security 6D

MECHANICAL 3D

Communications 6D, Sensors
6D

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

Brawling 5D

TECHNICAL 3D

Encryption 7D, Security 7D

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.)

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 4D, Dodge 4D

PERCEPTION: 2D

Hide 2D, Investigation 2D+1, Search 2D+2, Sneak 3D

KNOWLEDGE: 2D

Alien Species 2D, Intimidation 2D, Law Enforcement 3D, Willpower 2D+2

STRENGTH: 2D

Brawling 3D

TECHNICAL: 2D

Security 2D+1

MECHANICAL: 2D

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 6D, Dodge 6D, Grenade 5D+2

PERCEPTION: 2D+2

Hide 4D, Investigation 4D+2, Search 5D+2, Sneak 5D+1

KNOWLEDGE: 2D+1

Alien Species 3D+1, Intimidation 3D, Law Enforcement 4D, Survival 4D, Willpower 4D

STRENGTH: 3D

Brawling 5D

TECHNICAL: 2D+1

Security 4D+2

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

PERCEPTION 2D

Blaster 3D, Dodge 3D+2

Search 3D, Sneak 3D

KNOWLEDGE 2D+2

STRENGTH 2D

Survival 3D

TECHNICAL 1D

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

PERCEPTION 2D

Blaster 4D, Dodge 4D+2

Search 4D, Sneak 4D

KNOWLEDGE 2D+2

STRENGTH 2D

Survival 3D+2

TECHNICAL 1D

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

PERCEPTION 2D

Blaster 5D, Dodge 5D+2

Search 5D, Sneak 5D

KNOWLEDGE 2D+2

STRENGTH 2D

Survival 4D+1

TECHNICAL 1D

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

PERCEPTION 2D

Blaster 6D, Dodge 6D+2

Search 6D, Sneak 6D

KNOWLEDGE 2D+2

STRENGTH 2D

Survival 5D

TECHNICAL 1D

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 3D+2

PERCEPTION 3D

Blaster 4D+1, Blaster Artillery

Search 4D, Sneak 4D

4D, Dodge 4D+1, Grenade 4D,

STRENGTH 3D

Missile Weapons 4D, Vehicle

TECHNICAL 2D

Blasters 4D

Demolitions 3D

KNOWLEDGE 3D+2

Survival 4D

MECHANICAL 2D+2

Repulsorlift Operation 3D+1

Move: 10

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 3D+2

PERCEPTION 3D

Blaster 5D+1, Blaster Artillery

Search 5D, Sneak 5D

5D, Dodge 5D+1, Grenade 5D,

STRENGTH 3D

Missile Weapons 5D, Vehicle

TECHNICAL 2D

Blasters 5D

Demolitions 3D+2

KNOWLEDGE 3D+2

Survival 4D+1

MECHANICAL 2D+2

Repulsorlift Operation 4D

Move: 10

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 3D+2

PERCEPTION 3D

Blaster 6D+1, Blaster Artillery

Search 6D, Sneak 6D

6D, Dodge 6D+1, Grenade 6D,

STRENGTH 3D

Missile Weapons 6D, Vehicle

TECHNICAL 2D

Blasters 6D

Demolitions 4D+1

KNOWLEDGE 3D+2

Survival 4D+2

MECHANICAL 2D+2

Repulsorlift Operation 4D+2

Move: 10

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 3D+2

PERCEPTION 3D

Blaster 7D+1, Blaster Artillery

Search 7D, Sneak 7D

7D, Dodge 7D+1, Grenade 7D,

STRENGTH 3D

Missile Weapons 7D, Vehicle

TECHNICAL 2D

Blasters 7D

Demolitions 5D

KNOWLEDGE 3D+2

Survival 4D+2

MECHANICAL 2D+2

Repulsorlift Operation 5D+1

Move: 10

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
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 3D, Dodge 3D+2, Hide 3D, Investigation 2D+2,
Pickpocket 3D Search 3D, Sneak 3D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 3D, Languages **TECHNICAL 1D**
3D, Survival 3D, Streetwise 3D
MECHANICAL 1D+2
Repulsorlift Operation 2D+2,
Sensors 2D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor,
Comlink, Datapad

COMPFORCE OBSERVER (EXPERIENCED)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 3D+1, Dodge 4D, Hide 4D, Investigation 3D+2,
Pickpocket 3D+2 Search 4D, Sneak 4D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 4D, Languages **TECHNICAL 1D**
4D, Survival 3D+1, Streetwise
3D+2
MECHANICAL 1D+2
Repulsorlift Operation 3D,
Sensors 3D+1 **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor,
Comlink, Datapad

COMPFORCE OBSERVER (VETERAN)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 3D+2, Dodge 4D+1, Hide 5D, Investigation 4D+2,
Pickpocket 4D+1 Search 5D, Sneak 5D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 5D, Languages **TECHNICAL 1D**
5D, Survival 3D+2, Streetwise
4D+1
MECHANICAL 1D+2
Repulsorlift Operation 3D+1,
Sensors 4D **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor,
Comlink, Datapad

COMPFORCE OBSERVER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 2D+2 **PERCEPTION 2D**
Blaster 4D, Dodge 4D+2, Hide 6D, Investigation 5D+2,
Pickpocket 5D Search 6D, Sneak 6D
KNOWLEDGE 2D+2 **STRENGTH 2D**
Alien Species 6D, Languages **TECHNICAL 1D**
6D, Survival 4D, Streetwise 5D
MECHANICAL 1D+2
Repulsorlift Operation 3D+2,
Sensors 4D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Knife (STR+1D), Handheld Sensor,
Comlink, Datapad

COMPFORCE TROOPER SQUAD LEADER

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

COMPFORCE TROOPER SQUAD LEADER (VETERAN)

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

COMPFORCE TROOPER SQUAD LEADER (ELITE)

Species: Human **Sex:** Male
DEXTERITY 3D **PERCEPTION 2D+2**
Blaster 6D, Dodge 6D+2 Command 5D, Search 6D,
KNOWLEDGE 3D Sneak 6D
Survival 5D **STRENGTH 2D**
MECHANICAL 1D+2 **TECHNICAL 1D**
Move: 10
Equipment: Blaster Rifle (5D), Partial Armor (+2 energy, +1D physical),
Three Grenades (5D), Knife (STR+1D), Comlink

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

TECHNICAL 2D+1

Demolition 5D+1, First Aid 3D, Security 4D+1

MECHANICAL 2D+2

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

TECHNICAL 2D+1

Demolition 5D+2, First Aid 3D, Security 5D

MECHANICAL 2D+2

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

TECHNICAL 2D+1

Demolition 6D, First Aid 3D, Security 5D+2

MECHANICAL 2D+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

TECHNICAL 2D+1

Demolition 6D+1, First Aid 3D, Security 6D+1

MECHANICAL 2D+2

Move: 10

Equipment: Heavy Blaster Pistol (5D), Armor (+2D physical, +1D energy, -1D Dexterity), Force Pike (STR+3D)

ROYAL 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.

DUNGEONEER

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 5D, Brawling Parry 4D,
Dodge 5D, Melee Combat
7D+2, Melee Parry 4D+1

PERCEPTION 3D

Command 6D+2, Con 3D,
Search 4D+1, Sneak 4D

STRENGTH 3D

Brawling 4D, Climbing/Jumping
4D+2, Lifting 4D, Stamina 4D

KNOWLEDGE 2D

Intimidation 6D+2, Law
Enforcement 5D

TECHNICAL 3D

Computer Program/Repair 4D,
Demolition 6D, First Aid 4D+2,
Security 5D+1

MECHANICAL 4D

Beast Riding 4D+1, Repulsorlift
Operation 6D

Move: 10

Equipment: Dungeoneer Armor (Light Duty. +1D to all attacks), Dungeoneer Armor (Heavy Duty. +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: Dark Empire Sourcebook p42

DUNGEONEER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 3D

Blaster 6D, Brawling Parry
5D+1, Dodge 6D+1, Melee
Combat 9D+2, Melee Parry
6D+1

PERCEPTION 3D

Command 8D, Con 4D+1,
Search 5D+2, Sneak 5D+1

STRENGTH 3D

Brawling 5D+1, Climbing/
Jumping 5D+1, Lifting 5D+1,
Stamina 6D

KNOWLEDGE 2D

Intimidation 8D+2, Law
Enforcement 7D

TECHNICAL 3D

Computer Program/Repair
5D+1, Demolition 6D+2, First
Aid 5D+1, Security 6D+2

MECHANICAL 4D

Beast Riding 5D, Repulsorlift
Operation 6D

Move: 10

Equipment: Dungeoneer Armor (Light Duty. +1D to all attacks), Dungeoneer Armor (Heavy Duty. +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)

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.

CORUSCANT GUARD

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 5D+2, Brawling Parry
5D, Dodge 5D+1, Melee
Combat 4D+2, Melee Parry
4D+2

PERCEPTION 2D

Investigation 5D, Search 4D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

First Aid 3D+2, Security 4D

KNOWLEDGE 2D

Law Enforcement 4D

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)

Reference: Shadows of the Empire Sourcebook p113

CORUSCANT GUARD (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 6D+1, Brawling Parry
6D, Dodge 6D+1, Melee
Combat 5D+2, Melee Parry
5D+2

PERCEPTION 2D

Investigation 5D+2, Search
5D+2

STRENGTH 2D

Brawling 5D

TECHNICAL 2D

First Aid 4D, Security 4D+2

KNOWLEDGE 2D

Law Enforcement 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 - can see in darkness with no penalty), Taser Staff (5D stun or regular)

CORUSCANT GUARD (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 7D, Brawling Parry 7D,
Dodge 7D+1, Melee Combat
6D+2, Melee Parry 6D+2

Perception: 2D

Investigation 6D+1, Search
6D+2

STRENGTH 2D

Brawling 6D

TECHNICAL 2D

First Aid 4D+1, Security 5D+1

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 - can see in darkness with no penalty), Taser Staff (5D stun or regular)

CORUSCANT GUARD (ELITE)

Species: Human

Sex: Male

DEXTERITY 2D

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

PERCEPTION 2D

Investigation 7D, Search 7D+2

STRENGTH 2D

Brawling 7D

TECHNICAL 2D

First Aid 4D+2, Security 6D

KNOWLEDGE 2D

Law Enforcement 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

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 3D, Brawling Parry
2D+2, Melee Combat 3D,
Melee Parry 2D+2,

PERCEPTION 2D

Bargain 3D, Con 3D, Command
2D+2, Search 3D

STRENGTH 2D

Brawling 3D

KNOWLEDGE 2D

Alien Species 3D, Streetwise
3D

TECHNICAL 2D

Security 3D

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

DETENTION AREA GUARD (EXPERIENCED)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 3D+2, Brawling Parry
3D+2, Melee Combat 4D,
Melee Parry 3D+2

PERCEPTION 2D

Bargain 4D, Con 4D, Command
3D+1, Search 4D

STRENGTH 2D

Brawling 4D

KNOWLEDGE 2D

Alien Species 3D+2,
Streetwise 3D+2

TECHNICAL 2D

Security 4D

MECHANICAL 2D

Move: 10

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

DETENTION AREA GUARD (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 4D+1, Brawling Parry
4D+2, Melee Combat 5D,
Melee Parry 4D+2

PERCEPTION 2D

Bargain 5D, Con 5D, Command
4D, Search 5D

STRENGTH 2D

Brawling 5D

KNOWLEDGE 2D

Alien Species 4D+1,
Streetwise 4D+1

TECHNICAL 2D

Security 5D

MECHANICAL 2D

Move: 10

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

DETENTION AREA GUARD (ELITE)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 5D, Brawling Parry
5D+2, Melee Combat 6D,
Melee Parry 5D+2

PERCEPTION 2D

Bargain 6D, Con 6D, Command
4D+2, Search 6D

STRENGTH 2D

Brawling 6D

KNOWLEDGE 2D

Alien Species 5D, Streetwise
5D

TECHNICAL 2D

Security 6D

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

PERCEPTION 2D

Bargain 3D+2, Command 3D+2,
Con 3D+1, Sneak 3D, Search
3D+1

KNOWLEDGE 2D

Alien Species 3D, Bureaucracy
3D, Streetwise 3D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 2D

Security 3D

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

PERCEPTION 2D

Bargain 4D, Command 4D, Con
3D+2, Sneak 3D+2, Search 4D

STRENGTH 2D

Brawling 4D+2

TECHNICAL 2D

Security 4D

KNOWLEDGE 2D

Alien Species 3D+1,
Bureaucracy 3D+1, Streetwise
3D+1

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

PERCEPTION 2D

Bargain 4D+1, Command 4D+1,
Con 4D, Sneak 4D+1, Search
4D+2

STRENGTH 2D

Brawling 5D+2

TECHNICAL 2D

Security 5D

KNOWLEDGE 2D

Alien Species 3D+2,
Bureaucracy 3D+2,
Streetwise 3D+2

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

PERCEPTION 2D

Bargain 4D+2, Command 4D+2,
Con 4D+1, Sneak 5D, Search
5D+1

STRENGTH 2D

Brawling 6D+2

TECHNICAL 2D

Security 6D

KNOWLEDGE 2D

Alien species 4D, Bureaucracy
4D, Streetwise 4D

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, Melee
Parry 5D+2, Vehicle Blasters
5D+1

PERCEPTION 3D+2

Bargain 4D, Command 4D, Hide
4D+2, Search 5D, Sneak 4D+2

STRENGTH 3D

Brawling 5D+1, Climbing/
Jumping 4D+2, Lifting 4D,
Stamina 5D

KNOWLEDGE 3D

Bureaucracy 4D, Streetwise
3D+2, Survival 4D+1

TECHNICAL 2D+1

First Aid 3D+2, Security 4D

MECHANICAL 2D+1

Beast Riding 3D+1, Repulsorlift
Operation 3D+2

Move: 10

Special Abilities:

This Character is Force Sensitive.

Alter 2D, Control 3D, Sense 2D

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 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, Melee
Parry 6D+2, Vehicle Blasters
6D

PERCEPTION 3D+2

Bargain 5D, Command 4D+2,
Hide 5D+2, Search 5D, Sneak
5D+2

STRENGTH 3D

Brawling 6D+1, Climbing/
Jumping 5D+2, Lifting 4D+2,
Stamina 5D+2

KNOWLEDGE 3D

Bureaucracy 4D+2, Streetwise
4D+1, Survival 5D

TECHNICAL 2D+1

First Aid 4D, Security 4D+2

MECHANICAL 2D+1

Beast Riding 4D, Repulsorlift
Operation 4D+1

Move: 10

Special Abilities:

This Character is Force Sensitive.

Alter 3D+2, Control 4D+2, Sense 3D+2

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 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

PERCEPTION 3D+2

Bargain 6D, Command 5D+1, Hide 6D+2, Search 6D, Sneak 6D+2

STRENGTH 3D

Brawling 7D+1, Climbing/Jumping 6D+2, Lifting 5D+1, Stamina 6D+1

KNOWLEDGE 3D

Bureaucracy 6D, Streetwise 5D, Survival 5D+2

TECHNICAL 2D+1

First Aid 4D+1, Security 5D

MECHANICAL 2D+1

Beast Riding 4D+2, Repulsorlift Operation 5D

Move: 10

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 light saber 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

PERCEPTION 3D+2

Bargain 7D, Command 6D, Hide 7D+2, Search 7D, Sneak 7D+2

STRENGTH 3D

Brawling 8D+1, Climbing/Jumping 7D+2, Lifting 6D, Stamina 7D

KNOWLEDGE 3D

Bureaucracy 7D, Streetwise 5D+2, Survival 6D+1

TECHNICAL 2D+1

First Aid 4D+1, Security 5D+2

MECHANICAL 2D+1

Beast Riding 5D+1, Repulsorlift Operation 5D+2

Move: 10

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 light saber touches the gauntlet, it is deactivated. The strike still deals normal damage) and remains inoperative for 2 minutes.), Lightsaber (5D)

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.

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

PERCEPTION: 4D+1

Command 5D, Search 6D, Sneak 5D

STRENGTH 3D

Brawling 6D, Climbing/Jumping 7D, Lifting 4D, Stamina 6D

TECHNICAL 3D

Demolition 5D, Security 7D

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

Move: 11

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.)

Reference: Dark Empire Sourcebook p67

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 8D, Thrown Weapons 7D+1, Vehicle Blasters 7D+1

PERCEPTION 4D+1

Command 5D+1, Search 7D, Sneak 6D

STRENGTH 3D

Brawling 7D, Climbing/Jumping 7D+2, Lifting 4D+2, Stamina 6D+2

TECHNICAL 3D

Demolition 5D+2, Security 7D+2

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

Move: 11

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.)

SOVEREIGN PROTECTOR (VETERAN)

Species: Human

Sex: Male

DEXTERITY 5D

PERCEPTION 4D+1

Archaic Guns 10D, Blaster 11D,
Blaster Artillery 8D+2, Bows
8D, Brawling Parry 9D+2,
Dodge 10D, Melee Combat
8D+2, Melee Parry 8D, Missile
Weapons 9D, Thrown Weapons
8D+1, Vehicle Blasters 8D+1

STRENGTH 3D

Brawling 8D, Climbing/Jumping
8D+1, Lifting 5D+1, Stamina
7D+1

TECHNICAL 3D

Demolition 6D+1, Security 8D+1

KNOWLEDGE 4D

Intimidation 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

Move: 11

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

Alter: Injure/Kill

Equipment: Force Pike (STR+3D), Battle Armor (+3D physical, +2D energy. Sensor suite adds +1D to Search or Perception.)

SOVEREIGN PROTECTOR (ELITE)

Species: Human

Sex: Male

DEXTERITY 5D

PERCEPTION 4D+1

Archaic Guns 11D, Blaster 12D,
Blaster Artillery 9D+2, Bows
9D, Brawling Parry 10D+2,
Dodge 11D, Melee Combat
9D+2, Melee Parry 9D, Missile
Weapons 10D, Thrown
Weapons 9D+1, Vehicle
Blasters 9D+1

STRENGTH 3D

Brawling 9D, Climbing/Jumping
9D, Lifting 6D, Stamina 8D

TECHNICAL 3D

Demolition 7D, Security 9D

Move: 11

KNOWLEDGE 4D

Intimidation 8D+1, Law
Enforcement 7D+2, Scholar:
Dark Side Lore 8D, Streetwise
6D, Survival 8D, Willpower 7D+2

MECHANICAL 3D+2

Beast Riding 6D

Special Abilities

This character is Force sensitive.

Alter 4D, Control 5D, Sense 4D

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.)

DARK SIDE ADEPT

Species: Human

Sex: Any

DEXTERITY 3D

Dodge 4D, Lightsaber 5D+2,
Melee Combat 5D+1, Melee
Parry 5D

PERCEPTION 3D+1

Command 4D, Persuasion 4D

STRENGTH 2D+2

TECHNICAL 2D+1

Security 3D+2

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

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 (EXPERIENCED)

Species: Human

Sex: Any

DEXTERITY 3D

Dodge 5D, Lightsaber 6D+2,
Melee Combat 6D+1, Melee
Parry 6D

PERCEPTION 3D+1

Command 4D+1, Persuasion 5D

STRENGTH 2D+2

TECHNICAL 2D+1

Security 4D+1

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

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 (VETERAN)

Species: Human

Sex: Any

DEXTERITY 3D

Dodge 6D, Lightsaber 7D+2,
Melee Combat 7D+1, Melee
Parry 7D

PERCEPTION 3D+1

Command 4D+2, Persuasion 6D

STRENGTH 2D+2

TECHNICAL 2D+1

Security 5D

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

PERCEPTION 3D+1

Command 5D, Persuasion 7D

STRENGTH 2D+2

TECHNICAL 2D+1

Security 5D+2

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,
Dodge 7D, Melee Combat 8D,
Melee Parry 8D

PERCEPTION 2D

Search 5D, Sneak 4D

STRENGTH 5D

Brawling 6D, Climbing/Jumping
8D, Lifting 9D, Stamina 8D

KNOWLEDGE 0D

MECHANICAL 0D

Beast Riding 4D

TECHNICAL 0D

Security 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, Dodge 9D, Melee

Combat 10D, Melee Parry 10D

PERCEPTION 2D

Search 7D, Sneak 5D

STRENGTH 5D

Brawling 8D, Climbing/Jumping
10D, Lifting 11D, Stamina 10D

KNOWLEDGE 0D

MECHANICAL 0D

Beast Riding 5D

TECHNICAL 0D

Security 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

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

TECHNICAL 2D+1

Demolition 5D+1, First Aid 3D,
Security 4D+1

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

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

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

TECHNICAL 2D+1

Demolition 5D+2, First Aid 3D,
Security 5D

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

SHADOW GUARD (VETERAN)

Species: Human

Sex: Male

DEXTERITY 5D

Blaster 9D, Blaster Artillery 8D,
Brawling Parry 8D, Dodge 9D,
Lightsaber: Lightsaber Pike
10D+2, Melee Combat 8D,
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

TECHNICAL 2D+1

Demolition 6D, First Aid 3D,
Security 5D+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

SHADOW GUARD (ELITE)

Species: Human

Sex: Male

DEXTERITY 5D

Blaster 10D, Blaster Artillery
9D, Brawling Parry 9D, Dodge
10D, Lightsaber: Lightsaber
Pike 11D+2, Melee Combat
9D, 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

TECHNICAL 2D+1

Demolition 6D+1, First Aid 3D,
Security 6D+1

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

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
4D+1

STRENGTH 2D

Brawling: Hajkata Martial
Arts 6D

KNOWLEDGE 2D+1

Alien Species 3D+2,
Bureaucracy 3D+1, Law
Enforcement 3D, Streetwise
3D

TECHNICAL 2D

Security 4D

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
Arts 7D

KNOWLEDGE 2D+1

Alien Species 4D+1,
Bureaucracy 4D, Law
Enforcement 4D, Streetwise
3D+2

TECHNICAL 2D

Security 4D+2

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
Arts 8D

KNOWLEDGE 2D+1

Alien Species 5D,
Bureaucracy 4D+2, Law
Enforcement 5D, Streetwise
4D+1

TECHNICAL 2D

Security 5D+1

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
Arts 9D

KNOWLEDGE 2D+1

Alien Species 5D+2,
Bureaucracy 5D+1, Law
Enforcement 6D, Streetwise
5D

TECHNICAL 2D

Security 6D

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

Lifting 2D+2, Stamina 3D

MECHANICAL 1D

Repulsorlift operation 3D+1,
Space transports 2D+1

TECHNICAL 3D

First Aid 5D, Medicine (A) 2D+2

Move: 10

Equipment: Stun truncheon (3D stun), Medical kit, Medpac, Comlink

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

Lifting 3D, Stamina 3D+2

MECHANICAL 1D

Repulsorlift operation 3D+1,
Space transports 2D+1

TECHNICAL 3D

First Aid 6D+1, Medicine (A) 4D

Move: 10

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

Lifting 3D+1, Stamina 4D+1

MECHANICAL 1D

Repulsorlift operation 3D+1,
Space transports 2D+1

TECHNICAL 3D

First Aid 7D+2, Medicine (A)
5D+1

Move: 10

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

Lifting 3D+2, Stamina 5D

MECHANICAL 1D

Repulsorlift operation 3D+1,
Space transports 2D+1

TECHNICAL 3D

First Aid 9D, Medicine (A)
6D+2

Move: 10

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

PERCEPTION 2D

Gambling 3D, Search 3D

STRENGTH 2D

Climbing/Jumping 3D, Lifting
2D+2

KNOWLEDGE 2D

Value 4D

TECHNICAL 2D

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

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

PERCEPTION 2D

Gambling 4D, Search 5D

STRENGTH 2D

Climbing/Jumping 5D, Lifting
4D+2

KNOWLEDGE 2D

Value 6D

TECHNICAL 2D

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

Move: 10

Equipment: Stun truncheon (3D stun), Tool kit, Comlink

MILITARY COOK

Species: Human

Sex: Male

DEXTERITY 2D+1

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

PERCEPTION 3D

Command 4D, Con 4D

STRENGTH 2D+2

Brawling 4D. Stamina 3D

KNOWLEDGE 1D+1

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

TECHNICAL 1D

First Aid 2D

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

PERCEPTION 3D

Command 6D, Con 5D+1

STRENGTH 2D+2

Brawling 4D+2. Stamina 3D+2

KNOWLEDGE 1D+1

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

TECHNICAL 1D

First Aid 3D

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

PERCEPTION 3D

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

KNOWLEDGE 3D

Value 5D

STRENGTH 3D

Brawling 3D+2

MECHANICAL 3D

Capital Ship Shields 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

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

PERCEPTION 3D

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

KNOWLEDGE 3D

Value 5D

STRENGTH 3D

Brawling 4D+1

MECHANICAL 3D

Capital Ship Shields 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

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
2D+2

PERCEPTION 2D

Gambling 3D, Search 3D

STRENGTH 2D

Climbing/Jumping 3D, Lifting
2D+2

KNOWLEDGE 2D

Value 4D

TECHNICAL 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 5D

STRENGTH 2D

Climbing/Jumping 4D, Lifting
4D+2

KNOWLEDGE 2D

Value 4D

TECHNICAL 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

Alien Species 3D+2,
Bureaucracy 4D+2, Cultures
3D+2, Intimidation 4D,
Languages 4D, Scholar 4D

PERCEPTION 2D

Bargain 3D+2, Command 3D,
Con 3D+1, Persuasion 3D+1

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

Alien Species 4D+2,
Bureaucracy 5D+2, Cultures
4D+2, Intimidation 4D+2,
Languages 5D, Scholar 5D

PERCEPTION 2D

Bargain 4D+2, Command 3D+2,
Con 4D+1, Persuasion 4D+1

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

Alien Species 5D+2,
Bureaucracy 6D+2, Cultures
5D+2, Intimidation 5D+1,
Languages 6D, Scholar 6D

PERCEPTION 2D

Bargain 5D+2, Command 4D+1,
Con 5D+1, Persuasion 5D+1

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

Alien Species 6D+2,
Bureaucracy 7D+2, Cultures
6D+2, Intimidation 6D,
Languages 7D, Scholar 7D

PERCEPTION 2D

Bargain 6D+2, Command 5D,
Con 6D+1, Persuasion 6D+1

STRENGTH 2D

TECHNICAL 1D+2

MECHANICAL 1D+1

Move: 10

Equipment: Hold-out Blaster (3D), Traditional Planetary Garb

FLIGHT COORDINATOR

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 3D

Blaster 3D, Dodge 3D

Command 4D, Persuasion 4D

KNOWLEDGE 2D

STRENGTH 2D

Bureaucracy 3D, Planetary
Systems 3D, Traffic Control
Procedure 4D+2

TECHNICAL 2D

MECHANICAL 3D

Astrogation 3D+1,
Communications 4D,
Sensors 4D

Move: 10

Equipment: Blaster Pistol (4D), Datapad

FLIGHT COORDINATOR (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

PERCEPTION 3D

Blaster 4D, Dodge 4D

Command 5D, Persuasion 6D

KNOWLEDGE 2D

STRENGTH 2D

Bureaucracy 5D, Planetary
Systems 4D+1, Traffic Control
Procedure 6D+2

TECHNICAL 2D

MECHANICAL 3D

Astrogation 5D,
Communications 6D,
Sensors 6D

Move: 10

Equipment: Blaster Pistol (4D), Datapad

IMPERIAL QUARTERMASTER

Species: Human

Sex: Male

DEXTERITY 2D+1

PERCEPTION 3D+1

Blaster 3D+1, Brawling Parry
3D, Dodge 3D+1, Pick Pocket
4D

Bargain 5D+1, Con 5D+2,
Forgery 4D+1, Gambling 4D+2,
Hide 5D+1, Investigation 5D,
Persuasion 6D, Search 5D

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 4D, Bureaucracy
5D+2, Business 5D,
Intimidation 4D, Languages
4D+1, Streetwise 5D+1,
Value 5D, Willpower 5D

Brawling 3D

TECHNICAL 2D

Computer Program/Repair
3D+2

MECHANICAL 2D

Repulsorlift Operation 3D

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

IMPERIAL QUARTERMASTER (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D+1

PERCEPTION 3D+1

Blaster 4D+1, Brawling Parry
4D, Dodge 4D+2, Pick Pocket
5D+1

Bargain 7D+1, Con 7D+2,
Forgery 5D+2, Gambling 5D+1,
Hide 7D+1, Investigation 7D,
Persuasion 8D, Search 7D

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 4D+2,
Bureaucracy 7D+2, Business
6D+1, Intimidation 5D+1,
Languages 5D, Streetwise
7D+1, Value 7D, Willpower
6D+1

Brawling 4D

TECHNICAL 2D

Computer Program/Repair
5D

MECHANICAL 2D

Repulsorlift Operation 4D+1

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Datapad & Datachips

PRIMITIVE MILITIAMAN (GREEN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Bows 3D, Brawling Parry 3D,
Dodge 3D, Melee Combat
2D+2, Melee Parry 2D+2,
Thrown Weapons 3D

Bargain 2D+2, Hide 2D+1,
Search 3D, Sneak 2D+1

STRENGTH 2D

Climbing/Jumping 3D, Stamina
3D, Swimming 2D+2

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

First Aid 2D+1, Primitive
Construction 2D+2

MECHANICAL 2D

Beast Riding 2D+2

Move: 10

Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2),
Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)

PRIMITIVE MILITIAMAN

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Bows 3D+2, Brawling Parry
3D+2, Dodge 3D+2, Melee
Combat 3D+1, Melee Parry
3D+1, Thrown Weapons 3D+2

Bargain 3D, Hide 2D+2, Search
3D+2, Sneak 2D+2

STRENGTH 2D

Climbing/Jumping 3D+2,
Stamina 3D+1, Swimming 2D+2

KNOWLEDGE 2D

Survival 3D+1

TECHNICAL 2D

First Aid 2D+2, Primitive
Construction 3D

MECHANICAL 2D

Beast Riding 3D

Move: 10

Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2),
Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)

PRIMITIVE MILITIAMAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Bows 4D+1, Brawling Parry
4D+1, Dodge 4D+1, Melee
Combat 4D, Melee Parry 4D,
Thrown Weapons 4D+1

Bargain 3D+1, Hide 3D, Search
4D+1, Sneak 3D

STRENGTH 2D

Climbing/Jumping 4D+1,
Stamina 3D+2, Swimming 2D+2

KNOWLEDGE 2D

Survival 3D+2

TECHNICAL 2D

First Aid 3D, Primitive
Construction 3D+1

MECHANICAL 2D

Beast Riding 3D+1

Move: 10

Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2),
Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)

PRIMITIVE MILITIAMAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Bows 5D, Brawling Parry 5D,
Dodge 5D, Melee Combat
4D+2, Melee Parry 4D+2,
Thrown Weapons 5D

Bargain 3D+2, Hide 3D+1,
Search 5D, Sneak 3D+1

STRENGTH 2D

Climbing/Jumping 5D,
Stamina 4D, Swimming 2D+2

KNOWLEDGE 2D

Survival 4D

TECHNICAL 2D

First Aid 3D+1, Primitive
Construction 3D+2

MECHANICAL 2D

Beast Riding 3D+2

Move: 10

Equipment: Choose up to two: Axe (STR+2D, Max 5D, Bow (2D+2),
Sling (2D+1), Spear (STR+1D+1), Sword (STR+2D, Max 4D)

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)

Sex: Any
PERCEPTION 2D
Bargain 2D+2, Hide 2D+1,
Search 3D, Sneak 2D+1
STRENGTH 2D
Climbing/Jumping 3D,
Stamina 3D, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+1 Ground Vehicle
Repair 2D+1

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
Equipment: Pistol (3D, ammo 8), Rifle (4D, ammo 12)

Sex: Any
PERCEPTION 2D
Bargain 3D, Hide 2D+2,
Search 3D+2, Sneak 2D+2
STRENGTH 2D
Climbing/Jumping 3D+2,
Stamina 3D+1, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+2 Ground Vehicle
Repair 2D+2
Move: 10

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)

Sex: Any
PERCEPTION 2D
Bargain 3D+1, Hide 3D,
Search 4D+1, Sneak 3D
STRENGTH 2D
Climbing/Jumping 4D+1,
Stamina 3D+2, Swimming 3D
TECHNICAL 2D
First Aid 3D Ground Vehicle
Repair 3D

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)

Sex: Any
PERCEPTION 2D
Bargain 3D+2, Hide 3D+1,
Search 5D, Sneak 3D+1
STRENGTH 2D
Climbing/Jumping 5D,
Stamina 4D, Swimming 3D
TECHNICAL 2D
First Aid 3D+1 Ground Vehicle
Repair 3D+1

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

Sex: Any
PERCEPTION 2D
Bargain 2D+2, Hide 2D+1,
Search 3D, Sneak 2D+1
STRENGTH 2D
Climbing/Jumping 3D,
Stamina 3D, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+1, Ground Vehicle
Repair 2D+1, Hover Vehicle
Repair 2D+1

SIMPLE MILITIAMAN

Species: Any
DEXTERITY 2D
Blasters 3D+2, 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, Ground
Vehicle Operation 3D, Hover
Vehicle Operation 3D
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster
(3D+1), Primitive Blaster 3D

Sex: Any
PERCEPTION 2D
Bargain 3D, Hide 2D+2,
Search 3D+2, Sneak 2D+2
STRENGTH 2D
Climbing/Jumping 3D+2,
Stamina 3D+1, Swimming 2D+2
TECHNICAL 2D
First Aid 2D+2, Ground Vehicle
Repair 2D+2, Hover Vehicle
Repair 2D+2
Move: 10

SIMPLE 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, Ground
Vehicle Operation 3D+1,
Hover Vehicle Operation
3D+1
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster
(3D+1), Primitive Blaster 3D

Sex: Any
PERCEPTION 2D
Bargain 3D+1, Hide 3D,
Search 4D+1, Sneak 3D
STRENGTH 2D
Climbing/Jumping 4D+1,
Stamina 3D+2, Swimming 2D+2
TECHNICAL 2D
First Aid 3D, Ground Vehicle
Repair 3D, Hover Vehicle
Repair 3D
Move: 10

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
Equipment: Choose one: Hold-out Blaster (3D), Sporting Blaster
(3D+1), Primitive Blaster 3D

Sex: Any
PERCEPTION 2D
Bargain 3D+2, Hide 3D+1,
Search 5D, Sneak 3D+1
STRENGTH 2D
Climbing/Jumping 5D,
Stamina 4D, Swimming 2D+2
TECHNICAL 2D
First Aid 3D+1, Ground Vehicle
Repair 3D+1, Hover Vehicle
Repair 3D+1
Move: 10

ORGANIZED MILITIAMAN (GREEN)

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 3D, Brawling Parry
3D, Dodge 3D, Melee Combat
2D+2, Melee Parry 2D+2

PERCEPTION 2D

Bargain 2D+2, Hide 2D+1,
Search 3D, Sneak 2D+1

KNOWLEDGE 2D

Survival 3D

STRENGTH 2D

Climbing/Jumping 3D,
Stamina 3D, Swimming 2D+2

MECHANICAL 2D

Beast Riding 2D+2,
Repulsorlift Operation 3D

TECHNICAL 2D

First Aid 2D+1, Repulsorlift
Repair 2D+1

Move: 10

Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster
Pistol (4D), Blaster Rifle (5D)

ORGANIZED MILITIAMAN

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 3D+2, Brawling Parry
3D+2 Dodge 3D+2, Melee
Combat 3D+1, Melee Parry
3D+1

PERCEPTION 2D

Bargain 3D, Hide 2D+2,
Search 3D+2, Sneak 2D+2

KNOWLEDGE 2D

Survival 3D+1

STRENGTH 2D

Climbing/Jumping 3D+2,
Stamina 3D+1, Swimming 2D+2

MECHANICAL 2D

Beast Riding 2D+2, Repulsorlift
Operation 3D+1

TECHNICAL 2D

First Aid 2D+2, Repulsorlift
Repair 2D+2

Move: 10

Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster
Pistol (4D), Blaster Rifle (5D)

ORGANIZED MILITIAMAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 4D+1, Brawling Parry
4D+1 Dodge 4D+1, Melee
Combat 4D, Melee Parry 4D

PERCEPTION 2D

Bargain 3D+1, Hide 3D,
Search 4D+1, Sneak 3D

KNOWLEDGE 2D

Survival 3D+2

STRENGTH 2D

Climbing/Jumping 4D+1,
Stamina 3D+2, Swimming 2D+2

MECHANICAL 2D

Beast Riding 2D+2,
Repulsorlift Operation 3D+2

TECHNICAL 2D

First Aid 3D, Repulsorlift
Repair 3D

Move: 10

Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster
Pistol (4D), Blaster Rifle (5D)

ORGANIZED MILITIAMAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 5D, Brawling Parry
5D, Dodge 5D, Melee Combat
4D+2, Melee Parry 4D+2

PERCEPTION 2D

Bargain 3D+2, Hide 3D+1,
Search 5D, Sneak 3D+1

KNOWLEDGE 2D

Survival 4D

STRENGTH 2D

Climbing/Jumping 5D,
Stamina 4D, Swimming 2D+2

MECHANICAL 2D

Beast Riding 2D+2,
Repulsorlift Operation 4D

TECHNICAL 2D

First Aid 3D+1, Repulsorlift
Repair 3D+1

Move: 10

Equipment: Blast Vest (+1D physical, +1 energy), Choose one: Blaster
Pistol (4D), Blaster Rifle (5D)

PROFESSIONAL MILITIAMAN (GREEN)

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 3D+2, Brawling Parry
3D+2, Dodge 3D+2, Melee
Combat 3D, Melee Parry 3D

PERCEPTION 2D

Bargain 2D+2, Command 2D+1,
Hide 2D+1, Search 3D,
Sneak 2D+1

KNOWLEDGE 2D

Survival 3D

STRENGTH 2D

Climbing/Jumping 3D,
Stamina 3D, Swimming 2D+2

MECHANICAL 2D

Repulsorlift Operation 3D

TECHNICAL 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

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 4D+2, Brawling Parry
4D+2, Dodge 4D+2, Melee
Combat 4D, Melee Parry 4D

PERCEPTION 2D

Bargain 3D, Command 3D, Hide
3D+1, Search 4D, Sneak 3D+1

KNOWLEDGE 2D

Survival 3D+2

STRENGTH 2D

Climbing/Jumping 4D,
Stamina 4D, Swimming 2D+2

MECHANICAL 2D

Repulsorlift Operation 3D+2

TECHNICAL 2D

First Aid 3D, Repulsorlift Repair
3D

Move: 10

Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol
(4D), Blaster Rifle (5D)

PROFESSIONAL MILITIAMAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 5D+2, Brawling Parry
5D+2, Dodge 5D+2, Melee
Combat 5D, Melee Parry 5D

PERCEPTION 2D

Bargain 3D+1, Command 3D+2,
Hide 4D+1, Search 5D,
Sneak 4D+1

KNOWLEDGE 2D

Survival 4D+1

STRENGTH 2D

Climbing/Jumping 5D,
Stamina 5D, Swimming 2D+2

MECHANICAL 2D

Repulsorlift Operation 4D+1

TECHNICAL 2D

First Aid 3D+2, Repulsorlift
Repair 3D+2

Move: 10

Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol
(4D), Blaster Rifle (5D)

PROFESSIONAL MILITIAMAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blasters 6D+2, Brawling Parry
6D+2, Dodge 6D+2, Melee
Combat 6D, Melee Parry 6D

PERCEPTION 2D

Bargain 3D+2, Command 4D+1,
Hide 5D+1, Search 6D, Sneak
5D+1

KNOWLEDGE 2D

Survival 5D

STRENGTH 2D

Climbing/Jumping 6D, Stamina
6D, Swimming 2D+2

MECHANICAL 2D

Repulsorlift Operation 5D

TECHNICAL 2D

First Aid 4D+1, Repulsorlift
Repair 4D

Move: 10

Equipment: Combat Armor (+2D physical, +1D energy), Blaster Pistol
(4D), Blaster Rifle (5D)

MERCENARY TROOPER

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 3D, Dodge 3D,
Grenade 2D+1, Vehicle
Blaster 2D+2

PERCEPTION 2D

STRENGTH 2D
Brawling 3D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 2D+1

MECHANICAL 2D

Repulsorlift Operation 2D+1 **Move:** 10

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

MERCENARY TROOPER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D, Dodge 4D,
Grenade 3D, Vehicle
Blaster 3D+1

PERCEPTION 2D

STRENGTH 2D
Brawling 4D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 2D+2

MECHANICAL 2D

Repulsorlift Operation 2D+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 TROOPER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D, Dodge 5D,
Grenade 3D+2, Vehicle
Blaster 4D

PERCEPTION 2D

STRENGTH 2D
Brawling 5D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 2D+2

MECHANICAL 2D

Repulsorlift Operation 3D **Move:** 10

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

MERCENARY TROOPER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 6D, Dodge 6D,
Grenade 4D+1, Vehicle
Blaster 4D+2

PERCEPTION 2D

STRENGTH 2D
Brawling 6D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 3D

MECHANICAL 2D

Repulsorlift Operation 3D+1 **Move:** 10

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

MERCENARY SQUAD LEADER

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D, Dodge 4D,
Grenade 3D, Vehicle
Blaster 3D+1

PERCEPTION 2D

Command 3D
STRENGTH 2D
Brawling 4D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 2D+2, Tactics:
Squads 3D

MECHANICAL 2D

Repulsorlift Operation 2D+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 SQUAD LEADER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D, Dodge 5D,
Grenade 3D+2, Vehicle
Blaster 4D

PERCEPTION 2D

Command 4D
STRENGTH 2D
Brawling 5D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 2D+2, Tactics:
Squads 3D+2

MECHANICAL 2D

Repulsorlift Operation 3D **Move:** 10

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

MERCENARY SQUAD LEADER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 6D, Dodge 6D,
Grenade 4D+1, Vehicle
Blaster 4D+2

PERCEPTION 2D

Command 5D
STRENGTH 2D
Brawling 6D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 3D, Tactics:
Squads 4D+1

MECHANICAL 2D

Repulsorlift Operation 3D+1 **Move:** 10

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

MERCENARY SCOUT

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 3D, Dodge 3D,
Grenade 2D+1, Vehicle
Blaster 2D+2

PERCEPTION 2D

Hide 3D+1, Search 3D+1,
Sneak 3D+1

STRENGTH 2D

Brawling 3D

KNOWLEDGE 2D

Cultures 3D, Languages 3D,
Planetary Systems 3D, Survival 3D

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 2D+2,
Repulsorlift Operation 3D

Move: 10

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

PERCEPTION 2D

Hide 4D+1, Search 4D+1,
Sneak 4D+1

STRENGTH 2D

Brawling 4D

KNOWLEDGE 2D

Cultures 3D+2, Languages
3D+2, Planetary Systems
3D+2, Survival 3D+2

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 3D+2,
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.

MERCENARY SCOUT (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D, Dodge 5D,
Grenade 3D+2, Vehicle
Blaster 4D

PERCEPTION 2D

Hide 5D+1, Search 5D+1,
Sneak 5D+1

STRENGTH 2D

Brawling 5D

KNOWLEDGE 2D

Cultures 4D+1, Languages
4D+1, Planetary Systems
4D+1, Survival 4D+1

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 4D+2,
Repulsorlift Operation 5D

Move: 10

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

MERCENARY SCOUT (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 6D, Dodge 6D,
Grenade 4D+1, Vehicle
Blaster 4D+2

PERCEPTION 2D

Hide 6D+1, Search 6D+1,
Sneak 6D+1

STRENGTH 2D

Brawling 6D

KNOWLEDGE 2D

Cultures 5D, Languages 5D,
Planetary Systems 5D, Survival 5D

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 5D+2,
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.

MERCENARY SHARPSHOOTER

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 4D+2, Blaster: Blaster
Rifle 5D+1, Blaster: Repeating
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

PERCEPTION 2D

Hide 3D+1, Search 3D+1,
Sneak 3D+1

STRENGTH 2D

Brawling 3D+1, Climbing/
Jumping 2D+1, Stamina 3D

TECHNICAL 2D

First Aid 2D+2

KNOWLEDGE 2D

Intimidation 2D+1, Streetwise
2D+1, Survival 3D

MECHANICAL 3D

Communications 4D, Ground
Vehicle Operation 4D+1,
Hover Vehicle Operation
4D+1, Repulsorlift Operation 4D+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.

MERCENARY SHARPSHOOTER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D+2

Blaster 6D+2, Blaster: Blaster
Rifle 7D+1, Blaster: Repeating
Blaster 7D, Brawling Parry
5D+1, Dodge 6D, Grenade
5D, Melee Combat 5D+1,
Melee Parry 5D+1, Running
5D, Vehicle Blaster 5D

PERCEPTION 2D

Hide 5D+1, Search 5D+1,
Sneak 5D+1

STRENGTH 2D

Brawling 5D+1, Climbing/
Jumping 4D+1, Stamina 5D

TECHNICAL 2D

First Aid 4D

KNOWLEDGE 2D

Intimidation 3D, Streetwise
3D+2, Survival 5D

MECHANICAL 3D

Communications 5D+1,
Ground Vehicle Operation
5D+2, Hover Vehicle Operation
5D+2, Repulsorlift Operation 6D

Move: 10

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

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D+1, Blaster Artillery
3D+2, Dodge 3D, Grenade
3D+1, Missile Weapons 3D+1,
Vehicle Blaster 3D+1

Search 3D

STRENGTH 3D

Brawling 4D, Lifting 3D+2

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

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.)

MERCENARY ASSAULT TROOPER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D+1, Blaster Artillery
4D+2, Dodge 4D, Grenade 4D,
Missile Weapons 4D+1,
Vehicle Blaster 4D+1

Search 3D+1

STRENGTH 3D

Brawling 5D, Lifting 4D+1

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

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.)

MERCENARY ASSAULT TROOPER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D+1, Blaster Artillery
5D+2, Dodge 5D, Grenade
4D+2, Missile Weapons 5D+1,
Vehicle Blaster 5D+1

Search 3D+2

STRENGTH 3D

Brawling 6D, Lifting 5D

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

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.)

MERCENARY ASSAULT TROOPER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D+1, Blaster Artillery
6D+2, Dodge 6D, Grenade
5D+1, Missile Weapons 6D+1,
Vehicle Blaster 6D+1

Search 4D

STRENGTH 3D

Brawling 7D, Lifting 5D+2

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

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.)

MERCENARY DEMOLITIONS TROOPER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D, Dodge 4D,
Grenade 3D+1, Vehicle
Blaster 3D

Hide 3D, Sneak 3D

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

Demolitions 4D, Security 2D+2

KNOWLEDGE 2D

Survival 3D

MECHANICAL 2D

Repulsorlift Operation 2D+1

Move: 10

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

MERCENARY DEMOLITIONS TROOPER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D, Dodge 5D,
Grenade 4D+1, Vehicle
Blaster 4D

Hide 3D+1, Sneak 3D+1

STRENGTH 2D

Brawling 5D

TECHNICAL 2D

Demolitions 5D, Security 3D+1

KNOWLEDGE 2D

Survival 3D+1

MECHANICAL 2D

Repulsorlift Operation 2D+2

Move: 10

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

MERCENARY DEMOLITIONS TROOPER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D, Dodge 6D,
Grenade 5D+1, Vehicle
Blaster 5D

Hide 3D+2, Sneak 3D+2

STRENGTH 2D

Brawling 6D

TECHNICAL 2D

Demolitions 6D, Security 4D

KNOWLEDGE 2D

Survival 3D+2

MECHANICAL 2D

Repulsorlift Operation 3D

Move: 10

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

MERCENARY DEMOLITIONS TROOPER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 7D, Dodge 7D,
Grenade 6D+1, Vehicle
Blaster 6D

Hide 4D, Sneak 4D

STRENGTH 2D

Brawling 6D

TECHNICAL 2D

Demolitions 7D, Security 4D+2

KNOWLEDGE 2D

Survival 4D

MECHANICAL 2D

Repulsorlift Operation 3D+1

Move: 10

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

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

TECHNICAL 2D

Armor Repair 3D, Blaster Repair
3D, First Aid 3D, Demolitions
4D, Security 3D+2

MECHANICAL 2D

Beast Riding 3D+1, Hover
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, Vehicle Blasters 5D

PERCEPTION 3D

Hide 5D, Search 5D, Sneak
5D+1

STRENGTH 2D

Brawling 5D

TECHNICAL 2D

Armor Repair 3D, Blaster Repair
3D, First Aid 3D, Demolitions
4D, Security 3D+2

KNOWLEDGE 2D

Survival 4D

MECHANICAL 2D

Beast Riding 3D+1, Hover
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

TECHNICAL 2D

Armor Repair 3D, Blaster Repair
3D, First Aid 3D, Demolitions
6D, Security 4D

KNOWLEDGE 2D

Streetwise 4D, Survival 4D

MECHANICAL 2D

Beast Riding 3D+1, Hover
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

TECHNICAL 2D

Armor Repair 3D, Blaster Repair
3D, Computer Program/Repair
4D+1, First Aid 3D, Demolitions
4D+1, Droid Programing 4D,
Droid Repair 4D+1, Repulsorlift
Repair 3D+2, Security 3D+2

MECHANICAL 2D

Beast Riding 3D+1, Hover
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 **PERCEPTION 2D**
Blaster 4D, Vehicle Blasters
4D+1 **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 3D+1,
Hover Vehicle Repair 3D+1
Ground Vehicle Operation 4D, Hover Vehicle 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.)

MERCENARY GROUND VEHICLE PILOT (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D, Vehicle Blasters
5D **STRENGTH 2D**
Stamina 3D+2
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 4D,
Hover Vehicle Repair 4D
Ground Vehicle Operation 5D, Hover Vehicle 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 GROUND VEHICLE PILOT (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D, Vehicle Blasters
5D+2 **STRENGTH 2D**
Stamina 4D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 4D+2,
Hover Vehicle Repair 4D+2
Ground Vehicle Operation 6D, Hover Vehicle Operation 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.)

MERCENARY GROUND VEHICLE PILOT (ELITE)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 7D, Vehicle Blasters
6D+1 **STRENGTH 2D**
Stamina 4D+1
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 5D+1,
Hover Vehicle Repair 5D+1
Ground Vehicle Operation 7D, Hover Vehicle Operation 7D **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 GROUND VEHICLE GUNNER

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 4D, Vehicle Blasters
5D+2 **STRENGTH 2D**
Stamina 3D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 3D,
Hover Vehicle Repair 3D
Ground Vehicle Operation 3D, Hover Vehicle Operation 3D **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 GROUND VEHICLE GUNNER (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D, Vehicle Blasters
6D+2 **STRENGTH 2D**
Stamina 3D+2
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 3D+2,
Hover Vehicle Repair 3D+2
Ground Vehicle Operation 3D+2, Hover Vehicle 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.)

MERCENARY GROUND VEHICLE GUNNER (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D, Vehicle Blasters
7D+2 **STRENGTH 2D**
Stamina 4D+1
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 4D+1,
Hover Vehicle Repair 4D+1
Ground Vehicle Operation 4D+1, Hover Vehicle 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 GROUND VEHICLE GUNNER (ELITE)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 7D, Vehicle Blasters
8D+2 **STRENGTH 2D**
Stamina 5D
KNOWLEDGE 2D **TECHNICAL 2D**
MECHANICAL 2D Ground Vehicle Repair 5D,
Hover Vehicle Repair 5D
Ground Vehicle Operation 5D, Hover Vehicle 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 PILOT

Species: Any
DEXTERITY 2D
Blaster 4D, Vehicle Blasters 4D+1
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 4D+2
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D
TECHNICAL 2D
Repulsorlift Repair 3D+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 PILOT (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 4D+2, Vehicle Blasters 5D
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 5D+2
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D+2
TECHNICAL 2D
Repulsorlift Repair 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.)

MERCENARY REPULSORLIFT PILOT (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D+1, Vehicle Blasters 5D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 6D+2
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 4D+1
TECHNICAL 2D
Repulsorlift 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.)

MERCENARY REPULSORLIFT PILOT (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D, Vehicle Blasters 6D+1
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 7D+2
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 5D
TECHNICAL 2D
Repulsorlift Repair 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

Species: Any
DEXTERITY 2D
Blaster 4D, Vehicle Blasters 5D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 4D+1
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D+2
TECHNICAL 2D
Repulsorlift Repair 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
DEXTERITY 2D
Blaster 5D, Vehicle Blasters 6D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 5D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 4D+1
TECHNICAL 2D
Repulsorlift Repair 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
DEXTERITY 2D
Blaster 6D, Vehicle Blasters 7D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 5D+2
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 5D
TECHNICAL 2D
Repulsorlift Repair 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
DEXTERITY 2D
Blaster 7D, Vehicle Blasters 8D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 6D+1
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 5D+2
TECHNICAL 2D
Repulsorlift Repair 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.)

MERCENARY WALKER PILOT

Species: Any
DEXTERITY 2D
Blaster 4D+1, Vehicle
Blasters 4D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 4D,
Walker Operation 5D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D
TECHNICAL 2D
Walker Repair 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.)

MERCENARY WALKER PILOT (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 5D, Vehicle
Blasters 5D+1
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 5D,
Walker Operation 6D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D+2
TECHNICAL 2D
Walker Repair 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 WALKER PILOT (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D+2, Vehicle
Blasters 6D
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 6D,
Walker Operation 7D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 4D+1
TECHNICAL 2D
Walker Repair 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 WALKER PILOT (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D+1, Vehicle
Blasters 6D+2
KNOWLEDGE 2D
MECHANICAL 2D
Repulsorlift Operation 7D,
Walker Operation 8D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 5D
TECHNICAL 2D
Walker Repair 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 WALKER GUNNER

Species: Any
DEXTERITY 2D
Blaster 4D, Vehicle
Blasters 5D+2
KNOWLEDGE 2D
MECHANICAL 2D
Walker Operation 3D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D
TECHNICAL 2D
Walker Repair 3D+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 WALKER GUNNER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 5D, Vehicle
Blasters 6D+2
KNOWLEDGE 2D
MECHANICAL 2D
Walker Operation 3D+2
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 3D+2
TECHNICAL 2D
Walker 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.)

MERCENARY WALKER GUNNER (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 6D, Vehicle
Blasters 7D+2
KNOWLEDGE 2D
MECHANICAL 2D
Walker Operation 4D+1
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 4D+1
TECHNICAL 2D
Walker 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.)

MERCENARY WALKER GUNNER (ELITE)

Species: Any
DEXTERITY 2D
Blaster 7D, Vehicle
Blasters 8D+2
KNOWLEDGE 2D
MECHANICAL 2D
Walker Operation 5D
Sex: Any
PERCEPTION 2D
STRENGTH 2D
Stamina 5D
TECHNICAL 2D
Walker 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.)

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
Sex: Any
PERCEPTION 2D
Command 3D, Search 3D+1
STRENGTH 2D
Brawling 4D+1
TECHNICAL 2D
Repulsorlift Repair 2D+1,
Walker Repair 3D
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 (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
Sex: Any
PERCEPTION 2D
Command 3D+2, Search 4D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Repulsorlift Repair 3D,
Walker Repair 3D+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
Sex: Any
PERCEPTION 2D
Command 4D+1, Search 4D+2
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Repulsorlift Repair 3D+2,
Walker Repair 4D+1
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
Astrogation 2D+1, Sensors 4D,
Starfighter Piloting 4D+1,
Starship Gunnery 3D+2,
Starship Shields 3D
Sex: Any
PERCEPTION 2D
Search 3D+1
STRENGTH 2D
Stamina 3D+1
TECHNICAL 2D
Computer Program/Repair 3D,
Starfighter Repair 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

Species: Any
DEXTERITY 2D
Blaster 3D+2, Dodge 3D+2
KNOWLEDGE 2D
Planetary Systems 3D
MECHANICAL 2D
Astrogation 3D, Sensors 4D+2,
Starfighter Piloting 5D+1,
Starship Gunnery 4D+2,
Starship Shields 3D+2
Sex: Any
PERCEPTION 2D
Search 4D
STRENGTH 2D
Stamina 4D
TECHNICAL 2D
Computer Program/Repair
3D+2, Starfighter Repair 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 (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 4D+1, Dodge 4D+1
KNOWLEDGE 2D
Planetary Systems 3D+2
MECHANICAL 2D
Astrogation 3D+2, Sensors
5D+1, Starfighter Piloting
6D+1, Starship Gunnery 5D+2,
Starship Shields 4D+1
Sex: Any
PERCEPTION 2D
Search 4D+2
STRENGTH 2D
Stamina 4D+2
TECHNICAL 2D
Computer Program/Repair
4D+1, Starfighter Repair 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 (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D, Dodge 5D
KNOWLEDGE 2D
Planetary Systems 4D+1
MECHANICAL 2D
Astrogation 4D+1, Sensors 6D,
Starfighter Piloting 7D+1,
Starship Gunnery 6D+2,
Starship Shields 5D
Sex: Any
PERCEPTION 2D
Search 5D+1
STRENGTH 2D
Stamina 4D+2
TECHNICAL 2D
Computer Program/Repair 5D,
Starfighter Repair 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 (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D+1, Dodge 6D+1

Sex: Any
PERCEPTION 2D
Search 6D+2

KNOWLEDGE 2D
Planetary Systems 5D+2

STRENGTH 2D
Stamina 6D

MECHANICAL 2D
Astrogation 5D+2, Sensors
7D+1, Starfighter Piloting
9D+1, Starship Gunnery 8D+2,
Starship Shields 6D+1

TECHNICAL 2D
Computer Program/Repair
6D+1, Starfighter Repair 6D+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, SQUADRON LEADER

Species: Any
DEXTERITY 2D
Blaster 4D+1, Dodge 4D+1

Sex: Any
PERCEPTION 2D
Command 4D, Search 4D+2

KNOWLEDGE 2D
Planetary Systems 3D+2,
Tactics: Starfighter 2D+1

STRENGTH 2D
Stamina 4D+1

MECHANICAL 2D
Sensors 5D+1, Starfighter
Piloting 7D+1, Starship
Gunnery 6D+1, Starship
Shields 5D

TECHNICAL 2D
Computer Program/Repair
4D+1, Starfighter Repair 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 (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D+1 Dodge 5D+1

Sex: Any
PERCEPTION 2D
Command 5D, Search 6D

KNOWLEDGE 2D
Planetary Systems 5D,
Tactics: Starfighter 3D+2

STRENGTH 2D
Stamina 4D+2

MECHANICAL 2D
Sensors 6D+2, Starfighter
Piloting 8D+1, Starship
Gunnery 7D+1 Starship
Shields 6D

TECHNICAL 2D
Computer Program/Repair
5D+1, First Aid 2D, Starfighter
Repair 6D+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, SQUADRON LEADER (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D+1, Dodge 6D+1

Sex: Any
PERCEPTION 2D
Command 6D, Search 7D

KNOWLEDGE 2D
Planetary Systems 6D,
Tactics: Starfighter 5D

STRENGTH 2D
Stamina 5D

MECHANICAL 2D
Sensors 7D+2, Starfighter
Piloting 9D, Starship Gunnery
8D, Starship Shields 7D

TECHNICAL 2D
Computer Program/Repair 6D,
First Aid 4D, Starfighter Repair
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
Sex: Any
PERCEPTION 2D
Command 3D, Search 4D
STRENGTH 2D
Stamina 4D
TECHNICAL 2D
Computer Program/Repair 3D,
Space Transport Repair 4D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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
Sex: Any
PERCEPTION 2D
Command 3D+2, Search 5D
STRENGTH 2D
Stamina 4D+1
TECHNICAL 2D
Computer Programming/Repair
3D+2, Space Transport Repair
5D
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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
Sex: Any
PERCEPTION 2D
Command 4D+1, Search 6D
STRENGTH 2D
Stamina 4D+2
TECHNICAL 2D
Computer Programming/Repair
4D+1, Space Transport Repair
5D+2
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

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
Sex: Any
PERCEPTION 2D
Command 5D, Search 7D
STRENGTH 2D
Stamina 5D
TECHNICAL 2D
Computer Program/Repair 5D,
Space Transport Repair 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Flight Suit, Comlink, Survival Gear

MERCENARY BOARDING TROOPER

Species: Any
DEXTERITY 2D
Blaster 3D, Brawling Parry
3D+1, Dodge 3D, Melee
Combat 3D, Melee Parry 3D
KNOWLEDGE 2D
MECHANICAL 2D
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.
Sex: Any
PERCEPTION 2D
Hide 2D+2, Persuasion 3D,
Search 3D, Sneak 3D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Demolitions 2D+1, Security
2D+2

MERCENARY BOARDING TROOPER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 4D, Brawling Parry
4D+1, Dodge 4D, Melee
Combat 4D, Melee Parry 4D
KNOWLEDGE 2D
MECHANICAL 2D
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.
Sex: Any
PERCEPTION 2D
Hide 3D+1, Persuasion 3D+2,
Search 4D, Sneak 3D+2
STRENGTH 2D
Brawling 4D
TECHNICAL 2D
Demolitions 3D, Security 3D+1

MERCENARY BOARDING TROOPER (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D, Brawling Parry
5D+1, Dodge 5D, Melee
Combat 5D, Melee Parry 5D
KNOWLEDGE 2D
MECHANICAL 2D
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.
Sex: Any
PERCEPTION 2D
Hide 4D, Persuasion 4D+1,
Search 5D, Sneak 4D+1
STRENGTH 2D
Brawling 5D
TECHNICAL 2D
Demolitions 3D+2, Security 4D

MERCENARY BOARDING TROOPER (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D, Brawling Parry
6D+1, Dodge 6D, Melee
Combat 6D, Melee Parry 6D
KNOWLEDGE 2D
MECHANICAL 2D
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.
Sex: Any
PERCEPTION 2D
Hide 4D+2, Persuasion 5D,
Search 6D, Sneak 5D
STRENGTH 2D
Brawling 6D
TECHNICAL 2D
Demolitions 4D+1, Security
4D+2

MERCENARY MECHANIC

Species: Human

Sex: Male

DEXTERITY 2D

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

PERCEPTION 2D

Search 3D

STRENGTH 2D

Climbing/Jumping 3D, Lifting
2D+2

KNOWLEDGE 2D

MECHANICAL 2D

TECHNICAL 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
Weapon Repair 4D+2, Systems
Diagnosis 8D, Walker Repair 5D

Move: 10

Equipment: Blaster Pistol (4D), Tool kit, Comlink

MERCENARY MECHANIC (VETERAN)

Species: Human

Sex: Male

DEXTERITY 2D

Blaster 4D+1, Dodge 4D+1,
Melee Combat 4D, Melee
Parry 4D

PERCEPTION 2D

Search 5D

STRENGTH 2D

Climbing/Jumping 4D+1, Lifting
4D

KNOWLEDGE 2D

MECHANICAL 2D

TECHNICAL 2D

Armor Repair 7D, Blaster Repair
7D, 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 9D+1, Walker Repair
7D

Move: 10

Equipment: Blaster Pistol (4D), Tool kit, Comlink

ECHANI MERCENARY

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

PERCEPTION 3D

Hide 5D+1, Search 5D,
Sneak 5D+2

STRENGTH 2D+2

Brawling 5D, Brawling: Echani
Martial Arts 5D+2, Climbing/
Jumping 4D+2, Stamina 3D+1

KNOWLEDGE 2D

Streetwise 3D, Survival 3D

TECHNICAL 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:
Vibro-Sword 7D+1, Melee
Parry 7D

PERCEPTION 3D

Hide 6D+1, Search 6D,
Sneak 6D+2

STRENGTH 2D+2

Brawling 6D, Brawling: Echani
Martial Arts 6D+2, Climbing/
Jumping 5D+1, Stamina 4D

KNOWLEDGE 2D

Streetwise 3D+2, Survival
3D+2

TECHNICAL 2D

First Aid 3D+2, Security 4D

MECHANICAL 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.

ECHANI MERCENARY (VETERAN)

Species: Echani

Sex: Any

DEXTERITY 3D

Blaster 6D, Brawling Parry 6D,
Dodge 7D, Melee Combat
7D+2, Melee Combat: Vibro-
Sword 8D+1, Melee Parry 8D

PERCEPTION 3D

Hide 7D+1, Search 7D,
Sneak 7D+2

STRENGTH 2D+2

Brawling 7D, Brawling: Echani
Martial Arts 7D+2, Climbing/
Jumping 6D, Stamina 4D+2

KNOWLEDGE 2D

Streetwise 4D+1, Survival
4D+1

TECHNICAL 2D

First Aid 4D+1, Security 4D+2

MECHANICAL 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.

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/
Jumping 6D+2, Stamina 5D+1

KNOWLEDGE 2D

Streetwise 5D, Survival 5D

MECHANICAL 2D

Move: 10

TECHNICAL 2D

First Aid 5D, Security 5D+1

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 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 2D+1

Hide 5D+1, Search 5D,
Sneak 5D+2

STRENGTH 2D+2

Brawling 4D+2 Brawling: Echani
Martial Arts 5D+1, Climbing/
Jumping 4D+2, Stamina 3D+1

KNOWLEDGE 2D

Intimidation 4D, Streetwise
3D, Survival 3D

TECHNICAL 2D

First Aid 3D, Security 3D+1

MECHANICAL 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 (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/
Jumping 5D+2, Stamina 4D+1

KNOWLEDGE 2D

Intimidation 4D+2, Streetwise
3D+2, Survival 3D+2

TECHNICAL 2D

First Aid 3D+2, Security 4D

MECHANICAL 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 (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/
Jumping 6D+2, Stamina 5D+1

KNOWLEDGE 2D

Intimidation 5D+1, Streetwise
4D+1, Survival 4D+1

TECHNICAL 2D

First Aid 4D+1, Security 4D+2

MECHANICAL 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

PERCEPTION 2D+1

Blaster 7D, Brawling Parry
7D+2, Dodge 8D, Melee

Hide 8D+1, Search 8D,
Sneak 8D+2

Combat 8D+2, Melee Combat:
Great Force Pike 9D+1, Melee
Parry 9D

STRENGTH 2D+2

Brawling 7D+2 Brawling: Echani
Martial Arts 8D+1, Climbing/
Jumping 7D+2, Stamina 6D+1

KNOWLEDGE 2D

Intimidation 6D, Streetwise
5D, Survival 5D

TECHNICAL 2D

First Aid 5D, Security 5D+1

MECHANICAL 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.

GAMORREAN WARRIOR

Species: Gamorrean

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Brawling Parry 3D+2, Dodge
4D, Melee Combat 5D, Melee
Parry 5D, Thrown Weapons
3D+1

Search 3D

STRENGTH 4D

Brawling 5D, Lifting 5D

TECHNICAL 2D

KNOWLEDGE 2D

Streetwise 2D+2, Survival 3D

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

PERCEPTION 2D

Brawling Parry 4D+2, Dodge
5D, Melee Combat 6D, Melee
Parry 6D, Thrown Weapons
4D+1

Search 3D+2

STRENGTH 4D

Brawling 6D, Lifting 6D

TECHNICAL 2D

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

PERCEPTION 2D

Brawling Parry 5D+2, Dodge
6D, Melee Combat 7D, Melee
Parry 7D, Thrown Weapons
5D+1

Search 4D+1

STRENGTH 4D

Brawling 7D, Lifting 7D

TECHNICAL 2D

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

PERCEPTION 2D

Brawling Parry 6D+2, Dodge
7D, Melee Combat 8D, Melee
Parry 8D, Thrown Weapons
6D+1

Search 5D

STRENGTH 4D

Brawling 8D, 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)

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)

MISTRYL SHADOW GUARD

Species: Human

Sex: Female

DEXTERITY 4D

Blaster 6D, Dodge 6D, Melee Combat: Shock Whip 5D+2, Thrown Weapons 4D

PERCEPTION 3D+2

Hide 6D, Search 5D+1, Sneak 7D

STRENGTH 3D

Brawling 6D, Brawling: Martial Arts 7D, Climbing/Jumping 5D

TECHNICAL 2D+2

First Aid 4D, Security 6D

MECHANICAL 2D

Repulsorlift Operation 3D+1

Move: 10

Equipment: Hold-Out Blaster Pistol (3D), Shock Whip (STR+2D+2), Vibro-knife (STR+1D)

MISTRYL SHADOW GUARD (VETERAN)

Species: Human

Sex: Female

DEXTERITY 4D

Blaster 7D, Dodge 7D, Melee Combat: Shock Whip 6D+2, Thrown Weapons 5D

PERCEPTION 3D+2

Command 4D, Hide 7D, Search 6D+1, Sneak 8D

STRENGTH 3D

Brawling 7D, Brawling: Martial Arts 8D, Climbing/Jumping 6D

TECHNICAL 2D+2

First Aid 4D+2, Security 7D

MECHANICAL 2D

Repulsorlift Operation 4D

Move: 10

Equipment: Hold-Out Blaster Pistol (3D), Shock Whip (STR+2D+2), Vibro-knife (STR+1D)

MISTRYL SHADOW GUARD (ELITE)

Species: Human

Sex: Female

DEXTERITY 4D

Blaster 8D, Dodge 8D, Melee Combat: Shock Whip 7D+2, Thrown Weapons 6D

PERCEPTION 3D+2

Command 5D, Hide 8D, Search 7D+1, Sneak 9D

STRENGTH 3D

Brawling 8D, Brawling: Martial Arts 9D, Climbing/Jumping 7D

TECHNICAL 2D+2

First Aid 5D+1, Security 8D

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

Blaster 5D, Dodge 5D,
Grenade 4D+2, Melee Combat
4D

PERCEPTION 2D+1

STRENGTH 3D+2
Brawling 4D+1
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

Blaster 7D, Dodge 7D,
Grenade 6D, Melee Combat
6D

PERCEPTION 2D+1

STRENGTH 3D+2
Brawling 6D+1
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

Blaster 4D+1, Brawling Parry
4D, Dodge 4D+1, Grenade
3D+2, Melee Combat 4D,
Melee Parry 4D, Vehicle
Blasters 3D+2

PERCEPTION 3D+1

Hide 4D, Search 4D+1,
Sneak 4D

STRENGTH 3D

Brawling 4D, Climbing/Jumping
4D

KNOWLEDGE 2D

Alien Species 2D+2,
Intimidation 3D, Streetwise
3D, Survival 2D+2

TECHNICAL 2D+1

Security 3D

MECHANICAL 2D+2

Beast Riding 3D+1, Repulsorlift
Operation 3D+2, Starfighter
Piloting 3D+2, Space Transports
3D+2, Starship Gunnery 3D+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)

ZABRAK MERCENARY (EXPERIENCED)

Species: Zabrak

Sex: Any

DEXTERITY 3D+1

Blaster 5D+1, Brawling Parry
5D, Dodge 5D+1, Grenade
4D+2, Melee Combat 5D,
Melee Parry 5D, Vehicle
Blasters 4D+1

PERCEPTION 3D+1

Hide 5D, Search 5D+1,
Sneak 5D

STRENGTH 3D

Brawling 5D, Climbing/Jumping
4D+2

KNOWLEDGE 2D

Alien Species 3D, Intimidation
3D+1, Streetwise 3D+2,
Survival 3D+1

TECHNICAL 2D+1

Security 3D+2

MECHANICAL 2D+2

Beast Riding 3D+2, Repulsorlift
Operation 4D, Starfighter
Piloting 4D, Space Transports
4D, Starship Gunnery 4D

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 (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

PERCEPTION 3D+1

Hide 6D, Search 6D+1, Sneak 6D

STRENGTH 3D

Brawling 6D, Climbing/Jumping 5D+1

KNOWLEDGE 2D

Alien Species 3D+1, Intimidation 3D+2, Streetwise 4D+1, Survival 4D+1

TECHNICAL 2D+1

Security 4D+1

MECHANICAL 2D+2

Beast Riding 4D, Repulsorlift Operation 4D+1, Starfighter Piloting 4D+1, Space Transports 4D+1, Starship Gunnery 4D+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

PERCEPTION 3D+1

Hide 7D, Search 7D+1, Sneak 7D

STRENGTH 3D

Brawling 7D, Climbing/Jumping 6D

KNOWLEDGE 2D

Alien Species 3D+2, Intimidation 4D, Streetwise 5D, Survival 5D

TECHNICAL 2D+1

Security 5D

MECHANICAL 2D+2

Beast Riding 4D+1, Repulsorlift Operation 4D+2, 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+2

PERCEPTION 3D+1

Command 4D, Search 4D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping 4D

KNOWLEDGE 2D

Survival 3D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 3D

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 TROOPER (EXPERIENCED)

Species: Chiss

Sex: Any

DEXTERITY 3D+2

Blaster 6D+2, Brawling Parry 5D, Dodge 5D+2, Grenade 5D+1

PERCEPTION 3D+1

Command 5D, Search 5D+1

STRENGTH 3D

Brawling 5D, Climbing/Jumping 4D+2

KNOWLEDGE 2D

Survival 3D+2

TECHNICAL 2D

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 +1D 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

PERCEPTION 3D+1

Command 6D, Search 6D+1

STRENGTH 3D

Brawling 6D, Climbing/Jumping 5D+1

KNOWLEDGE 2D

Survival 4D+1

TECHNICAL 2D

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 +1D 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

TECHNICAL 2D

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

PERCEPTION 2D

Command 4D, Search 3D

KNOWLEDGE 2D

Planetary Systems 2D+2

STRENGTH 2D+2

Brawl 3D+1, Stamina 3D+2

MECHANICAL 3D

Sensors 3D+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

PERCEPTION 2D

Command 5D, Search 4D

KNOWLEDGE 2D

Planetary Systems 3D+1

STRENGTH 2D+2

Brawl 4D, Stamina 4D+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

PERCEPTION 2D

Command 6D, Search 5D

KNOWLEDGE 2D

Planetary Systems 4D+1

STRENGTH 2D+2

Brawl 4D+2, Stamina 5D

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

Sex: Any

DEXTERITY 2D

Blaster 6D, Dodge 5D

PERCEPTION 2D

Command 7D, Search 6D

KNOWLEDGE 2D

Planetary Systems 5D

STRENGTH 2D+2

Brawl 5D+1, Stamina 5D+2

MECHANICAL 3D

Sensors 6D+2, Starfighter

TECHNICAL 2D

Computer Program/Repair

Piloting: Clawcraft 9D,

5D+1, Starfighter Repair 6D

Starship Gunnery 7D+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

HAPAN TROOPER

Species: Hapan

Sex: Any

DEXTERITY 3D

Blaster 4D+1, Dodge 4D,

Grenade 3D+2, Vehicle

Blasters 3D+1

PERCEPTION 1D+1

Command 2D, Search 3D

STRENGTH 3D

Brawling 4D

KNOWLEDGE 3D+2

Bureaucracy: Hapan 4D+2,

Cultures: Hapan 4D+2,

Survival 4D+1

TECHNICAL 2D

Demolitions 3D

MECHANICAL 2D

Repulsorlift Operation 3D

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.

HAPAN TROOPER (EXPERIENCED)

Species: Hapan

Sex: Any

DEXTERITY 3D

Blaster 5D+1, Dodge 5D,

Grenade 4D+1, Vehicle

Blasters 4D

PERCEPTION 1D+1

Command 2D+2, Search 3D+2

STRENGTH 3D

Brawling 5D

KNOWLEDGE 3D+2

Bureaucracy: Hapan 5D+1,

Cultures: Hapan 5D+1,

Survival 5D

TECHNICAL 2D

Demolitions 3D+1

MECHANICAL 2D

Repulsorlift Operation 3D+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 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

PERCEPTION 1D+1

Command 3D+1, Search 4D+1

STRENGTH 3D

Brawling 6D

KNOWLEDGE 3D+2

Bureaucracy: Hapan 6D,
Cultures: Hapan 6D, Survival
5D+2

TECHNICAL 2D

Demolitions 3D+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.

HAPAN TROOPER (ELITE)

Species: Hapan

Sex: Any

DEXTERITY 3D

Blaster 7D+1, Dodge 7D,
Grenade 5D+2, Vehicle
Blasters 5D+1

PERCEPTION 1D+1

Command 4D, Search 5D

STRENGTH 3D

Brawling 7D

KNOWLEDGE 3D+2

Bureaucracy: Hapan 6D+2,
Cultures: Hapan 6D+2, Survival
6D+1

TECHNICAL 2D

Demolitions 4D

MECHANICAL 2D

Repulsorlift Operation 4D **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.

HAPAN PILOT

Species: Hapan

Sex: Any

DEXTERITY 3D

Blaster 3D+2, Dodge 4D

KNOWLEDGE 3D+2

Bureaucracy: Hapan 4D+2,
Cultures: Hapan 4D+2,
Planetary Systems 4D

MECHANICAL 2D

Starfighter Piloting 5D,
Starship Gunnery 4D+1

PERCEPTION 1D+1

Command 2D+1, Search 3D

STRENGTH 3D

Brawling 3D+1, Stamina 4D

TECHNICAL 2D

Computer Program/Repair 3D,
Starfighter Repair 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 Pistol (3D+2), Flight Suit, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

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

PERCEPTION 1D+1

Command 3D, Search 3D+2

STRENGTH 3D

Brawling 4D, Stamina 4D+2

TECHNICAL 2D

Computer Program/Repair
3D+2, Starfighter Repair 4D+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, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

HAPAN PILOT (VETERAN)

Species: Hapan

Sex: Any

DEXTERITY 3D

PERCEPTION 1D+1

Blaster 5D, Dodge 5D+1

Command 3D+2, Search 4D+1

KNOWLEDGE 3D+2

STRENGTH 3D

Bureaucracy: Hapan 6D,

Brawling 4D+2, Stamina 5D+1

Cultures: Hapan 6D,

TECHNICAL 2D

Planetary Systems 5D+1

Computer Program/Repair 4D+1, Starfighter Repair 5D

MECHANICAL 2D

Starfighter Piloting 7D,

Starship Gunnery 6D+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, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

HAPAN PILOT (ELITE)

Species: Hapan

Sex: Any

DEXTERITY 3D

PERCEPTION 1D+1

Blaster 5D+2, Dodge 6D

Command 4D+1, Search 5D

KNOWLEDGE 3D+2

STRENGTH 3D

Bureaucracy: Hapan 6D+2,

Brawling 5D+1, Stamina 6D

Cultures: Hapan 6D+2,

TECHNICAL 2D

Planetary Systems 6D

Computer Program/Repair 5D, Starfighter Repair 5D+2

MECHANICAL 2D

Starfighter Piloting 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: 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, Navigational Computer Linkup Helmet (Internal Comlink, +1D to sensors), Survival Gear

MANDALORIAN MERCENARY

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Blaster 5D, Brawling Parry

Con 4D, Gambling 4D, Hide 3D+2

4D, Dodge 4D+1, Grenade

Search 4D+2, Sneak 4D

4D, Melee Combat 4D,

STRENGTH 3D

Melee Parry 4D, Thrown

Brawling 4D, Climbing/Jumping

Weapons 3D+2, Vehicle

4D, Lifting 3D+2, Stamina 4D,

Blasters 3D+2

Swimming 3D+2

KNOWLEDGE 2D

TECHNICAL 2D

Alien Species 3D, Cultures:

Armor Repair 3D, Blaster Repair

Mandalorian 3D+2,

3D, Computer Program/Repair 3D,

Intimidation 4D,

Demolitions 3D+2, Repulsorlift

Languages 3D, Streetwise

Repair 3D+1, Security 4D, Space

4D+1, Survival 4D

Transport Repair 3D+1,

MECHANICAL 2D

Starfighter Repair 3D+1

Beast Riding 3D, Repulsorlift

Operation 3D+2, Space

Transports 3D+1, Starfighter

Piloting 3D+2, Starship

Gunnery 3D+1, Starship

Shields 2D+2

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 (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Blaster 6D, Brawling Parry

Con 4D+2, Gambling 4D+1, Hide

5D, Dodge 5D+1, Grenade

4D+2, Search 5D+2, Sneak 5D

4D+2, Melee Combat 5D,

STRENGTH 3D

Melee Parry 5D, Thrown

Brawling 5D, Climbing/Jumping 5D,

Weapons 4D+2, Vehicle

Lifting 4D+1, Stamina 4D+2,

Blasters 4D+1

Swimming 4D

KNOWLEDGE 2D

TECHNICAL 2D

Alien Species 3D+1,

Armor Repair 3D+2, Blaster Repair

Cultures: Mandalorian

3D+2, Computer Program/Repair

4D+1, Intimidation 4D+2,

3D+2, Demolitions 4D+1,

Languages 3D+1,

Repulsorlift Repair 4D, Security 5D,

Streetwise 5D, Survival

Space Transport Repair 4D,

5D

Starfighter Repair 4D

MECHANICAL 2D

Beast Riding 3D+2,

Repulsorlift Operation 4D+1,

Space Transports 4D,

Starfighter Piloting 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)

Sex: Any

PERCEPTION 3D

Con 5D+1, Gambling 4D+2, Hide 5D+2, Search 6D+2, Sneak 6D

STRENGTH 3D

Brawling 6D, Climbing/Jumping, 6D Lifting 5D, Stamina 5D+1, Swimming 4D+1

TECHNICAL 2D

Armor Repair 4D+1, Blaster Repair 4D+1, Computer Program/Repair 4D+1, Demolitions 5D, Repulsorlift Repair 4D+2, Security 6D, Space Transport Repair 4D+2, Starfighter Repair 4D+2

Move: 10

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)

Sex: Any

PERCEPTION 3D

Con 6D, Gambling 5D, Hide 6D+2, Search 7D+2, Sneak 7D

STRENGTH 3D

Brawling 7D, Climbing/Jumping 7D, Lifting 5D+2, Stamina 6D, Swimming 4D+2

TECHNICAL 2D

Armor Repair 5D, Blaster Repair 5D, Computer Program/Repair 5D, Demolitions 5D+2, Repulsorlift Repair 5D+1, Security 7D, Space Transport Repair 5D+1, Starfighter Repair 5D+1

Move: 10

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+2, 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

Sex: Any

PERCEPTION 3D

Con 5D, Gambling 4D, Hide 5D+2, Search 5D+2, Sneak 6D

STRENGTH 3D

Brawling 5D, Climbing/Jumping 4D+1, Lifting 3D+2, Stamina 4D+1, Swimming 3D+2

TECHNICAL 2D

Armor Repair 4D, Blaster Repair 4D, Computer Program/Repair 4D, Demolitions 5D, Repulsorlift Repair 3D+2, Security 5D, Space Transport Repair 3D+2, Starfighter Repair 3D+2

Move: 10

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

Sex: Any

PERCEPTION 3D

Con 6D, Gambling 4D+1, Hide 5D+2, Search 5D+2, Sneak 6D

STRENGTH 3D

Brawling 6D, Climbing/Jumping 5D+1, Lifting 4D+1, Stamina 5D, Swimming 3D+2

TECHNICAL 2D

Armor Repair 4D+1, Blaster Repair 4D+1, Computer Program/Repair 4D+1, Demolitions 6D, Repulsorlift Repair 4D, Security 6D, Space Transport Repair 4D, Starfighter Repair 4D

Move: 10

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

Sex: Any

PERCEPTION 3D

Con 7D, Gambling 4D+2, Hide 6D+2, Search 6D+2, Sneak 7D

STRENGTH 3D

Brawling 7D, Climbing/Jumping 6D+1, Lifting 5D, Stamina 5D+2, Swimming 3D+2

TECHNICAL 2D

Armor Repair 4D+2, Blaster Repair 4D+2, Computer Program/Repair 4D+2, Demolitions 7D, Repulsorlift Repair 4D+1, Security 7D, Space Transport Repair 4D+1, Starfighter Repair 4D+1

Move: 10

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 (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

Sex: Any

PERCEPTION 3D

Con 8D, Gambling 5D, Hide 7D+2, Search 7D+2, Sneak 8D

STRENGTH 3D

Brawling 8D, Climbing/Jumping 6D+1, Lifting 5D+2, Stamina 6D+1, Swimming 3D+2

TECHNICAL 2D

Armor Repair 5D, Blaster Repair 5D, Computer Program/Repair 5D, Demolitions 8D, Repulsorlift Repair 4D+2, Security 8D, Space Transport Repair 4D+2, Starfighter Repair 4D+2

Move: 10

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 SUPERCOMMANDO

Species: Any

DEXTERITY 3D

Blaster 6D+2, Brawling Parry 5D+2, Dodge 5D+2, Grenade 5D, Melee Combat 5D+2, Melee Parry 5D+2, Thrown Weapons 4D+1, Vehicle Blasters 5D

KNOWLEDGE 2D

Alien Species 3D, Cultures: Mandalorian 4D+1, Intimidation 4D, 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

Sex: Any

PERCEPTION 3D

Con 4D, Gambling 4D, Hide 4D+2, Investigation 4D, Search 5D+2, Sneak 5D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping 4D, Lifting 3D+2, Stamina 4D, Swimming 3D+2

TECHNICAL 2D

Armor Repair 4D, Blaster Repair 4D, Computer Program/Repair 4D, Demolitions 4D+1, Repulsorlift Repair 4D, Security 4D+2, Space Transport Repair 4D, Starfighter Repair 4D

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 (EXPERIENCED)

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

Sex: Any

PERCEPTION 3D

Con 4D+1, Gambling 4D+1, Hide 5D+2, Investigation 5D, Search 6D+2, Sneak 6D+1

STRENGTH 3D

Brawling 5D, Climbing/Jumping 5D, Lifting 4D+1, Stamina 4D+2, Swimming 3D+2

TECHNICAL 2D

Armor Repair 4D+2, Blaster Repair 4D+2, Computer Program/Repair 4D+2, Demolitions 5D, Repulsorlift Repair 4D+2, Security 5D+2, Space Transport Repair 4D+2, Starfighter Repair 4D+2

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 (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

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

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)

Sex: Any

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

TECHNICAL 2D

Armor Repair 5D+1, Blaster Repair 5D+1, Computer Program/Repair 5D+1, Demolitions 5D+2, Repulsorlift Repair 5D+1, Security 6D+2, Space Transport Repair 5D+1, Starfighter Repair 5D+1

Move: 10

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

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

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)

Sex: Any

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

TECHNICAL 2D

Armor Repair 6D, Blaster Repair 6D, Computer Program/Repair 6D, Demolitions 6D+1, Repulsorlift Repair 6D, Security 7D+2, Space Transport Repair 6D, Starfighter Repair 6D

Move: 10

MERCHANT

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

Streetwise 2D+2

MECHANICAL 2D

Repulsorlift Operation 2D+1

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 200 Credits, Various wares for sale.

Reference: R&E p210

Sex: Any

PERCEPTION 2D

Bargain 4D, Con 3D+2,

Persuasion 2D+2

STRENGTH 2D

TECHNICAL 2D

MERCHANT (EXPERIENCED)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

Streetwise 4D

MECHANICAL 2D

Repulsorlift Operation 3D+2

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 400 Credits, Various wares for sale.

Sex: Any

PERCEPTION 2D

Bargain 6D, Con 5D+2,

Persuasion 4D+2

STRENGTH 2D

TECHNICAL 2D

MERCHANT (ELITE)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

Streetwise 5D+1

MECHANICAL 2D

Repulsorlift Operation 5D

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 600 Credits, Various wares for sale.

Sex: Any

PERCEPTION 2D

Bargain 8D, Con 7D+2,

Persuasion 6D+2

STRENGTH 2D

TECHNICAL 2D

MERCHANT: SPECIALIST

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 4D+1, Con 3D+2,

Business 2D+2, Scholar:(Insert Specialty here) 3D+1,

Investigation: (Insert Specialty here) 3D, Persuasion 2D+2

Streetwise 2D+2, Value:

STRENGTH 2D

(Insert Specialty here) 3D+1

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 2D+1 **Move: 10**

Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.

NOTE: Choose one field (Antiques, Clothing, Corporate, Datapads, Security Systems, Sporting goods, Weapons etc) this should be your specialty in all open fields.

MERCHANT: SPECIALIST (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 6D+1, Con 5D+2,

Business 4D+2, Scholar: (Insert Specialty here) 5D+1,

Investigation: (Insert Specialty here) 5D, Persuasion 4D+2

Streetwise 4D+2, Value:

STRENGTH 2D

(Insert Specialty here) 5D+1

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 4D **Move: 10**

Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.

NOTE: Choose one field (Antiques, Clothing, Corporate, Datapads, Security Systems, Sporting goods, Weapons etc) this should be your specialty in all open fields.

MERCHANT: SPECIALIST (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 8D+1, Con 7D+2,

Business 6D+2, Scholar: (Insert Specialty here) 7D+1,

Investigation: (Insert Specialty here) 7D, Persuasion 6D+2

Streetwise 6D+2, Value:

STRENGTH 2D

(Insert Specialty here) 7D+1

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 5D+1 **Move: 10**

Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.

NOTE: Choose one field (Antiques, Clothing, Corporate, Datapads, Security Systems, Sporting goods, Weapons etc) this should be your specialty in all open fields.

SCAVENGER MERCHANT

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 4D, Con 3D+2, Hide

Streetwise 2D+2, Value 3D

3D+1, Persuasion 2D+2,

MECHANICAL 2D

Search 4D

Hover Vehicle Operation

STRENGTH 2D

2D+1, Sensors 2D+2

Climbing/Jumping 2D+1, Lifting

TECHNICAL 2D

3D

Choose one of the following skill sets:

- Computer Program/Repair 3D, Droid Programming 3D, Droid Repair 3D
- Armor Repair 3D, Blaster Repair 3D
- Ground Vehicle Repair 3D, Hover Vehicle Repair 3D, Repulsorlift Repair 3D, Walker Repair 3D
- Space Transport Repair 3D, Starfighter Repair 3D, Starship Weapon Repair 3D

Move: 10

Equipment: Clothing, Multi-tool, Diagnostics sensor, Datapad (Holding transaction records), 200 Credits, Various wares for sale.

SCAVENGER MERCHANT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 6D, Con 5D+2, Hide

Streetwise 4D+2, Value 5D

5D+1, Persuasion 4D+2,

MECHANICAL 2D

Search 6D

Hover Vehicle Operation

STRENGTH 2D

3D+2, Sensors 4D

Climbing/Jumping 3D+2, Lifting

TECHNICAL 2D

4D+1

Choose one of the following skill sets:

- Computer Program/Repair 5D, Droid Programming 5D, Droid Repair 5D
- Armor Repair 5D, Blaster Repair 5D
- Ground Vehicle Repair 5D, Hover Vehicle Repair 5D, Repulsorlift Repair 5D, Walker Repair 5D
- Space Transport Repair 5D, Starfighter Repair 5D, Starship Weapon Repair 5D

Move: 10

Equipment: Clothing, Multi-tool, Diagnostics sensor, Datapad (Holding transaction records), 400 Credits, Various wares for sale.

SCAVENGER MERCHANT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 8D, Con 7D+2, Hide

Streetwise 6D+2, Value 7D

7D+1, Persuasion 6D+2,

MECHANICAL 2D

Search 8D

Hover Vehicle Operation 5D,

STRENGTH 2D

Sensors 5D+1

Climbing/Jumping 5D, Lifting

TECHNICAL 2D

5D+2

Choose one of the following skill sets:

- Computer Program/Repair 7D, Droid Programming 7D, Droid Repair 7D
- Armor Repair 7D, Blaster Repair 7D
- Ground Vehicle Repair 7D, Hover Vehicle Repair 7D, Repulsorlift Repair 7D, Walker Repair 7D
- Space Transport Repair 7D, Starfighter Repair 7D, Starship Weapon Repair 7D

Move: 10

Equipment: Clothing, Multi-tool, Diagnostics sensor, Datapad (Holding transaction records), 600 Credits, Various wares for sale.

SHADY MERCHANT

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Pick Pocket 3D+1

Bargain 3D+2, Con 4D, Hide

KNOWLEDGE 2D

3D+1, Persuasion 3D, Sneak 3D

Streetwise 3D, Value 3D

STRENGTH 2D

(Insert Specialty Here)

TECHNICAL 2D

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

PERCEPTION 2D

Pick Pocket 5D+1

Bargain 5D+2, Con 6D, Hide

KNOWLEDGE 2D

5D+1, Persuasion 5D, Sneak 5D

Streetwise 5D, Value 5D

STRENGTH 2D

(Insert Specialty Here)

TECHNICAL 2D

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

PERCEPTION 2D

Pick Pocket 7D+1

Bargain 7D+2, Con 8D, Hide

KNOWLEDGE 2D

7D+1, Persuasion 7D, Sneak 7D

Streetwise 7D, Value 7D

STRENGTH 2D

(Insert Specialty Here)

TECHNICAL 2D

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

PERCEPTION 2D

Archaic Guns 3D, Blaster 4D,

Bargain 4D+1, Con 3D+2,

Blaster Artillery 3D, Bows 3D,

Persuasion 2D+2

Dodge 3D+1, Firearms 3D+2,

STRENGTH 2D

Grenade 3D+2, Missile

TECHNICAL 2D

Weapons 3D, Thrown Weapons

Armor Repair 3D, Blaster Repair

3D, Vehicle Blasters 3D

3D+1, Demolitions 3D, Firearm

Repair 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

PERCEPTION 2D

Archaic Guns 5D, Blaster 6D,

Bargain 6D+1, Con 5D+2,

Blaster Artillery 5D, Bows 5D,

Persuasion 4D+2

Dodge 5D+1, Firearms 5D+2,

STRENGTH 2D

Grenade 5D+2, Missile

TECHNICAL 2D

Weapons 5D, Thrown Weapons

Armor Repair 5D, Blaster Repair

5D, Vehicle Blasters 5D

5D+1, Demolitions 5D, Firearm

Repair 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

PERCEPTION 2D

Archaic Guns 7D, Blaster 8D,

Bargain 8D+1, Con 7D+2,

Blaster Artillery 7D, Bows 7D,

Persuasion 6D+2

Dodge 7D+1, Firearms 7D+2,

STRENGTH 2D

Grenade 7D+2, Missile

TECHNICAL 2D

Weapons 7D, Thrown Weapons

Armor Repair 7D, Blaster Repair

7D, Vehicle Blasters 7D

7D+1, Demolitions 7D, Firearm

Repair 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
DEXTERITY 2D
KNOWLEDGE 2D+1
Business 3D+2, Cultures:
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.

CORPORATE SECTOR MERCHANT (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D+1
Business 5D+2, Cultures:
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.

CORPORATE SECTOR MERCHANT (ELITE)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D+1
Business 7D+2, Cultures:
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

Species: Hutt
DEXTERITY 2D
Brawling Parry 2D+2
KNOWLEDGE 3D
Bureaucracy: Hutt Space 4D,
Business 4D, Intimidation
3D+2, Planetary Systems:
Hutt Space 3D+2, Streetwise:
Hutt Space 4D+2, Streetwise:
Criminal Organizations 4D+1,
Value 4D
MECHANICAL 2D
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.

Sex: Any
PERCEPTION 3D
Bargain 4D+1, Con 4D+2,
Gambling 3D+2, Persuasion
2D+2
STRENGTH 2D
Brawling 3D
TECHNICAL 2D
Move: 4

HUTT MERCHANT (EXPERIENCED)

Species: Hutt
DEXTERITY 2D
Brawling Parry 4D
KNOWLEDGE 3D
Bureaucracy: Hutt Space 6D,
Business 6D, Intimidation
5D+2, Planetary Systems:
Hutt Space 5D+2, Streetwise:
Hutt Space 5D+2, Streetwise:
Criminal Organizations 6D+1,
Value 6D
MECHANICAL 2D
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.

Sex: Any
PERCEPTION 3D
Bargain 6D+1, Con 6D+2,
Gambling 5D+2, Persuasion
4D+2
STRENGTH 2D
Brawling 4D+1
TECHNICAL 2D
Move: 4

HUTT MERCHANT (ELITE)

Species: Hutt
DEXTERITY 2D
Brawling Parry 5D+1
KNOWLEDGE 3D
Bureaucracy: Hutt Space 8D,
Business 8D, Intimidation
7D+2, Planetary Systems:
Hutt Space 7D+2, Streetwise:
Hutt Space 7D+2, Streetwise:
Criminal Organizations 8D+1,
Value 8D
MECHANICAL 2D
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.

Sex: Any
PERCEPTION 3D
Bargain 8D+1, Con 8D+2,
Gambling 7D+2, Persuasion
6D+2
STRENGTH 2D
Brawling 5D+2
TECHNICAL 2D
Move: 4

JAWA TRADER

Species: Jawa

Sex: Any

DEXTERITY 2D

PERCEPTION 1D

Blaster 2D+2, Dodge 3D

Bargain 4D, Con 3D+1

KNOWLEDGE 2D

Streetwise 4D, Survival:

Climbing/Jumping 2D+2

Desert 4D+2, Value 3D+1

TECHNICAL 3D

MECHANICAL 3D

Ground Vehicle Operation:

Computer Program/Repair

Sandcrawler 3D+2

4D+2, Repulsorlift Repair

4D+2

Move: 8

Equipment: Jawa Ion Gun (+1D to Blaster, 3D Ionization Damage 3-4/8/12), Tool Kit

Reference: Movie Trilogy Sourcebook p25

JAWA TRADER (EXPERIENCED)

Species: Jawa

Sex: Any

DEXTERITY 2D

PERCEPTION 1D

Blaster 4D, Dodge 4D+1

Bargain 5D+1, Con 4D+2

KNOWLEDGE 2D

Streetwise 5D+1, Survival:

Climbing/Jumping 3D+1

Desert 6D+2, Value 4D+2

TECHNICAL 3D

MECHANICAL 3D

Ground Vehicle Operation:

Computer Program/Repair

Sandcrawler 4D+2

5D+2, Repulsorlift Repair

5D+2

Move: 8

Equipment: Jawa Ion Gun (+1D to Blaster, 3D Ionization Damage 3-4/8/12), Tool Kit

JAWA TRADER (ELITE)

Species: Jawa

Sex: Any

DEXTERITY 2D

PERCEPTION 1D

Blaster 5D+1, Dodge 5D+2

Bargain 6D+2, Con 6D

KNOWLEDGE 2D

Streetwise 6D+2, Survival:

Climbing/Jumping 4D

Desert 8D+2, Value 6D

TECHNICAL 3D

MECHANICAL 3D

Ground Vehicle Operation:

Computer Program/Repair

Sandcrawler 5D+2

6D+2, Repulsorlift Repair

6D+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

PERCEPTION 2D+1

KNOWLEDGE 2D+2

Bureaucracy: Tapani Sector

Bargain 4D+1, Con 3D+2,

3D+2, Business 3D+1, Cultures:

Persuasion 2D+2

Tapani Sector 3D+2, Scholar

STRENGTH 2D

3D+1, Scholar: Tapani Sector

TECHNICAL 2D

4D, Streetwise: Tapani Sector

3D+2, Value 3D+1

MECHANICAL 2D

Repulsorlift Operation 2D+1

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

PERCEPTION 2D+1

KNOWLEDGE 2D+2

Bureaucracy: Tapani Sector

Bargain 6D+1, Con 5D+2,

5D+2, Business 5D+1, Cultures:

Persuasion 4D+2

Tapani Sector 5D+2, Scholar

STRENGTH 2D

5D+1, Scholar: Tapani Sector

6D, Streetwise: Tapani Sector

5D+2, Value 5D+1

MECHANICAL 2D

Repulsorlift Operation 3D+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

PERCEPTION 2D+1

KNOWLEDGE 2D+2

Bureaucracy: Tapani Sector

Bargain 8D+1, Con 7D+2,

7D+2, Business 7D+1, Cultures:

Persuasion 6D+2

Tapani Sector 7D+2, Scholar

STRENGTH 2D

7D+1, Scholar: Tapani Sector

8D, Streetwise: Tapani Sector

7D+2, Value 7D+1

MECHANICAL 2D

Repulsorlift Operation 5D

Move: 10

Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.

TOYDARIAN MERCHANT

Species: Toydarian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 3D+1, Dodge 3D+2,
Pick Pocket 3D+2

Bargain 4D+1, Con 3D+2, Hide
3D, Search 3D+1, Sneak 3D,
Persuasion 2D+2

KNOWLEDGE 2D

Business 2D+2, Streetwise
2D+2, Value 3D+1

STRENGTH 2D

TECHNICAL 2D+1

MECHANICAL 2D+2

Repulsorlift Operation 2D+1

Move: 6 (Ground), 18 (Flight)

Special Abilities:

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.

Equipment: Clothing, Datapad (Holding transaction records), 500 Credits, Field specific wares for sale.

TOYDARIAN MERCHANT (EXPERIENCED)

Species: Toydarian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D+2, Dodge 5D+2,
Pick Pocket 5D+2

Bargain 6D+1, Con 5D+2, Hide
5D, Search 5D+1, Sneak 5D,
Persuasion 4D+2

KNOWLEDGE 2D

Business 4D+2, Streetwise
4D+2, Value 5D+1

STRENGTH 2D

TECHNICAL 2D+1

MECHANICAL 2D+2

Repulsorlift Operation 3D

Move: 6 (Ground), 18 (Flight)

Special Abilities:

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.

Equipment: Clothing, Datapad (Holding transaction records), 1000 Credits, Field specific wares for sale.

TOYDARIAN MERCHANT (ELITE)

Species: Toydarian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D, Dodge 7D+2,
Pick Pocket 7D+2

Bargain 8D+1, Con 7D+2, Hide
7D, Search 7D+1, Sneak 7D,
Persuasion 6D+2

KNOWLEDGE 2D

Business 6D+2, Streetwise
6D+2, Value 7D+1

STRENGTH 2D

TECHNICAL 2D+1

MECHANICAL 2D+2

Repulsorlift Operation 3D+2

Move: 6 (Ground), 18 (Flight)

Special Abilities:

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.

Equipment: Clothing, Datapad (Holding transaction records), 1500 Credits, Field specific wares for sale.

TRADE FEDERATION REPRESENTATIVE

Species: Neimoidian

Sex: Any

DEXTERITY 2D

PERCEPTION 2D+2

KNOWLEDGE 2D+1

Bargain 4D+1, Con 3D+2,

Bureaucracy 4D+2, Business
4D, Intimidation 3D, Law

Persuasion 4D

Enforcement: Trade Laws 3D,

STRENGTH 2D

Scholar: Trade History 3D+1,

TECHNICAL 2D

Value 3D+1

MECHANICAL 2D

Move: 10

Equipment: Extravagant Clothing, Datapad (Holding transaction records)

TRADE FEDERATION REPRESENTATIVE (EXPERIENCED)

Species: Neimoidian

Sex: Any

DEXTERITY 2D

PERCEPTION 2D+2

KNOWLEDGE 2D+1

Bargain 6D+1, Con 5D+2,

Bureaucracy 6D+2, Business
6D, Intimidation 4D+1, Law

Persuasion 6D

Enforcement: Trade Laws 5D,

STRENGTH 2D

Scholar: Trade History 4D+2,

TECHNICAL 2D

Value 5D+1

MECHANICAL 2D

Move: 10

Equipment: Extravagant Clothing, Datapad (Holding transaction records)

TRADE FEDERATION REPRESENTATIVE (ELITE)

Species: Neimoidian

Sex: Any

DEXTERITY 2D

PERCEPTION 2D+2

KNOWLEDGE 2D+1

Bargain 8D+1, Con 7D+2,

Bureaucracy 8D+2, Business
8D, Intimidation 5D+2, Law

Persuasion 8D

Enforcement: Trade Laws 7D,

STRENGTH 2D

Scholar: Trade History 6D,

TECHNICAL 2D

Value 7D+1

MECHANICAL 2D

Move: 10

Equipment: Extravagant Clothing, Datapad (Holding transaction records)

BACKROOM MEDIC

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 2D+2, Brawling Parry
3D, Melee Combat 3D+2,
Melee Parry 3D+1

PERCEPTION 2D

Bargain 3D, Persuasion 3D

STRENGTH 2D

Brawling 3D, Stamina 3D+1

KNOWLEDGE 2D

Alien Species 3D+2, Languages
3D, Streetwise 3D, Willpower
3D+1

TECHNICAL 2D

First Aid 5D, Medicine 4D

MECHANICAL 2D

Move: 10

Equipment: Outdated medical equipment.

BACKROOM MEDIC (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D, Brawling Parry
5D, Melee Combat 5D+2,
Melee Parry 5D+1

PERCEPTION 2D

Bargain 4D+1, Persuasion 4D+1

STRENGTH 2D

Brawling 5D, Stamina 5D+1

KNOWLEDGE 2D

Alien Species 5D+2, Languages
4D+1, Streetwise 4D+1,
Willpower 5D+1

TECHNICAL 2D

First Aid 7D, Medicine 6D

MECHANICAL 2D

Move: 10

Equipment: Outdated medical equipment.

BACKROOM MEDIC (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D+2, Brawling Parry
7D, Melee Combat 7D+2,
Melee Parry 7D+1

PERCEPTION 2D

Bargain 5D+2, Persuasion 5D+2

STRENGTH 2D

Brawling 7D, Stamina 7D+1

KNOWLEDGE 2D

Alien Species 7D+2, Languages
6D, Streetwise 6D, Willpower
7D+1

TECHNICAL 2D

First Aid 9D, Medicine 8D

MECHANICAL 2D

Move: 10

Equipment: Outdated medical equipment.

BODYGUARD

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 3D+2, Brawling Parry
4D, Dodge 4D, Melee Combat
3D+2, Melee Parry 4D,
Running 4D

PERCEPTION 2D

Hide 3D, Persuasion 4D,
Search 3D+2, Sneak 3D

STRENGTH 3D

Brawling 4D

KNOWLEDGE 2D

Intimidation 3D+1, Law
Enforcement 2D+2, Streetwise
3D, Willpower 3D+1

TECHNICAL 2D

Security 3D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

BODYGUARD (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 4D+2, Brawling Parry
5D, Dodge 5D, Melee Combat
4D+2, Melee Parry 5D,
Running 5D

PERCEPTION 2D

Hide 4D, Persuasion 5D, Search
4D+2, Sneak 4D

STRENGTH 3D

Brawling 5D

KNOWLEDGE 2D

Intimidation 4D+1, Law
Enforcement 3D+1, Streetwise
3D+2, Willpower 4D+1

TECHNICAL 2D

Security 4D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

BODYGUARD (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 5D+2, Brawling Parry
6D, Dodge 6D, Melee Combat
5D+2, Melee Parry 6D,
Running 6D

PERCEPTION 2D

Hide 5D, Persuasion 6D, Search
5D+2, Sneak 5D

STRENGTH 3D

Brawling 6D

KNOWLEDGE 2D

Intimidation 5D+1, Law
Enforcement 4D, Streetwise
4D+1, Willpower 5D+1

TECHNICAL 2D

Security 5D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

BODYGUARD (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 6D+2, Brawling Parry
7D, Dodge 7D, Melee Combat
6D+2, Melee Parry 7D,
Running 7D

PERCEPTION 2D

Hide 6D, Persuasion 7D, Search
6D+2, Sneak 6D

STRENGTH 3D

Brawling 7D

KNOWLEDGE 2D

Intimidation 6D+1, Law
Enforcement 4D+2, Streetwise
5D, Willpower 6D+1

TECHNICAL 2D

Security 6D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Armored Business Suit (+1D physical, +2 energy), Stun Baton (3D Stun)

BOUNCER

Species: Any

DEXTERITY 3D

Blaster 3D+1, Brawling Parry
4D+1, Dodge 4D+1, Melee
Combat 3D+1, Melee Parry
3D+2

KNOWLEDGE 2D

Intimidation 3D+2, Streetwise
2D+2, Willpower 3D

MECHANICAL 2D

Equipment: Comlink

Sex: Any

PERCEPTION 3D

Persuasion 4D, Search 3D+1,
Sneak 3D

STRENGTH 3D

Brawling 4D+2

TECHNICAL 2D

Move: 10

BOUNCER (EXPERIENCED)

Species: Any

DEXTERITY 3D

Blaster 4D+1, Brawling Parry
5D+1, Dodge 5D+1, Melee
Combat 4D+1, Melee Parry
4D+2

KNOWLEDGE 2D

Intimidation 4D+2, Streetwise
3D+1, Willpower 4D

MECHANICAL 2D

Equipment: Comlink

Sex: Any

PERCEPTION 2D

Persuasion 5D, Search 4D+1,
Sneak 4D

STRENGTH 3D

Brawling 5D+2

TECHNICAL 2D

Move: 10

BOUNCER (VETERAN)

Species: Any

DEXTERITY 3D

Blaster 5D+1, Brawling Parry
6D+1, Dodge 6D+1, Melee
Combat 5D+1, Melee Parry
5D+2

KNOWLEDGE 2D

Intimidation 5D+2, Streetwise
4D, Willpower 5D

MECHANICAL 2D

Equipment: Comlink

Sex: Any

PERCEPTION 2D

Persuasion 6D, Search 5D+1,
Sneak 5D

STRENGTH 3D

Brawling 6D+2

TECHNICAL 2D

Move: 10

BOUNCER (ELITE)

Species: Any

DEXTERITY 3D

Blaster 6D+1, Brawling Parry
7D+1, Dodge 7D+1, Melee
Combat 6D+1, Melee Parry
6D+2

KNOWLEDGE 2D

Intimidation 6D+2, Streetwise
4D+2, Willpower 6D

MECHANICAL 2D

Equipment: Comlink

Sex: Any

PERCEPTION 2D

Persuasion 7D, Search 6D+1,
Sneak 6D

STRENGTH 3D

Brawling 7D+2

TECHNICAL 2D

Move: 10

CASINO BOSS

Species: Any

DEXTERITY 2D

Blaster 3D+1, Dodge 3D+2

KNOWLEDGE 3D

Alien Species 3D+1,
Bureaucracy 4D, Business 4D,
Intimidation 3D+1, Law
Enforcement 3D+1, Streetwise
3D+2, Willpower 4D

MECHANICAL 2D

Equipment: Comlink, Blaster Pistol (4D), 1,500 Credits

Sex: Any

PERCEPTION 3D

Command 4D, Con 4D,
Gambling 4D, Persuasion 4D

STRENGTH 2D

TECHNICAL 2D

Security 3D

Move: 10

CASINO BOSS (EXPERIENCED)

Species: Any

DEXTERITY 2D

Blaster 4D+1, Dodge 4D+2

KNOWLEDGE 3D

Alien Species 4D+1,
Bureaucracy 5D, Business 5D,
Intimidation 4D+1, Law
Enforcement 4D+1, Streetwise
4D+2, Willpower 5D

MECHANICAL 2D

Equipment: Comlink, Blaster Pistol (4D), 1,500 Credits

Sex: Any

PERCEPTION 3D

Command 5D, Con 5D,

Gambling 5D, Persuasion 5D

STRENGTH 2D

TECHNICAL 2D

Security 4D

Move: 10

CASINO BOSS (VETERAN)

Species: Any

DEXTERITY 2D

Blaster 5D+1, Dodge 5D+2

KNOWLEDGE 3D

Alien Species 5D+1,
Bureaucracy 6D, Business 6D,
Intimidation 5D+1, Law
Enforcement 5D+1, Streetwise
5D+2, Willpower 6D

MECHANICAL 2D

Equipment: Comlink, Blaster Pistol (4D), 1,500 Credits

Sex: Any

PERCEPTION 3D

Command 6D, Con 6D,

Gambling 6D, Persuasion 6D

STRENGTH 2D

TECHNICAL 2D

Security 5D

Move: 10

CASINO BOSS (ELITE)

Species: Any

DEXTERITY 2D

Blaster 6D+1, Dodge 6D+2

KNOWLEDGE 3D

Alien Species 6D+1,
Bureaucracy 7D, Business 7D,
Intimidation 6D+1, Law
Enforcement 6D+1, Streetwise
6D+2, Willpower 7D

MECHANICAL 2D

Equipment: Comlink, Blaster Pistol (4D), 1,500 Credits

Sex: Any

PERCEPTION 3D

Command 7D, Con 7D,

Gambling 7D, Persuasion 7D

STRENGTH 2D

TECHNICAL 2D

Security 6D

Move: 10

CHOP SHOP TECH

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 3D+2, Dodge 4D,
Melee Combat 4D+2

STRENGTH 3D
Brawling 4D

KNOWLEDGE 2D

TECHNICAL 4D

MECHANICAL 2D

Ground Vehicle Repair 4D+2,
Hover Vehicle Repair 4D+2,
Repulsorlift Repair 5D+2

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

CHOP SHOP TECH (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D+2, Dodge 5D,
Melee Combat 5D+2

STRENGTH 3D
Brawling 5D

KNOWLEDGE 2D

TECHNICAL 4D

MECHANICAL 2D

Ground Vehicle Repair 5D+2,
Hover Vehicle Repair 5D+2,
Repulsorlift Repair 6D+2

Move: 10

Equipment: Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

CHOP SHOP TECH (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+2, Dodge 6D,
Melee Combat 6D+2

STRENGTH 3D
Brawling 6D

KNOWLEDGE 2D

TECHNICAL 4D

MECHANICAL 2D

Ground Vehicle Repair 6D+2,
Hover Vehicle Repair 6D+2,
Repulsorlift Repair 7D+2

Move: 10

Equipment: Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

CHOP SHOP TECH (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D+2, Dodge 7D,
Melee Combat 7D+2

STRENGTH 3D
Brawling 7D

KNOWLEDGE 2D

TECHNICAL 4D

MECHANICAL 2D

Ground Vehicle Repair 7D+2,
Hover Vehicle Repair 7D+2,
Repulsorlift Repair 8D+2

Move: 10

Equipment: Blaster Pistol (4D), Laser Torch (5D) or Metal Club (STR+1D), Breath Mask, Coverall Jumpsuit, Tool Belt.

CON ARTIST

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 4D, Pick Pocket 3D

Con 5D, Forgery 3D+1,
Investigation 3D, Persuasion
3D+1, Search 3D+2

KNOWLEDGE 2D

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

STRENGTH 2D

TECHNICAL 2D

Security 3D

MECHANICAL 2D

Repulsorlift Operation 2D+1 Move: 10

Equipment: Expensive Clothes, Comlink, Datapad.

CON ARTIST (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 5D, Pick Pocket 4D

Con 6D, Forgery 4D+1,
Investigation 4D, Persuasion
4D+1, Search 4D+2

KNOWLEDGE 2D

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

STRENGTH 2D

TECHNICAL 2D

Security 4D

MECHANICAL 2D

Repulsorlift Operation 3D Move: 10

Equipment: Expensive Clothes, Comlink, Datapad.

CON ARTIST (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 6D, Pick Pocket 5D

Con 7D, Forgery 5D+1,
Investigation 5D, Persuasion
5D+1, Search 5D+2

KNOWLEDGE 2D

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

STRENGTH 2D

TECHNICAL 2D

Security 5D

MECHANICAL 2D

Repulsorlift Operation 3D+2 Move: 10

Equipment: Expensive Clothes, Comlink, Datapad.

CON ARTIST (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 7D, Pick Pocket 6D

Con 8D, Forgery 6D+1,
Investigation 6D, Persuasion
6D+1, Search 6D+2

KNOWLEDGE 2D

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

STRENGTH 2D

TECHNICAL 2D

Security 6D

MECHANICAL 2D

Repulsorlift Operation 4D+1 Move: 10

Equipment: Expensive Clothes, Comlink, Datapad.

CORRUPT POLITICIAN

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D, Dodge 3D+1

Bargain 3D+2, Command 3D,
Con 4D, Persuasion 4D

KNOWLEDGE 2D

Alien Species 3D, Bureaucracy
4D+2, Cultures 3D,

STRENGTH 2D

TECHNICAL 2D

Intimidation 3D, Languages
3D+1, Law Enforcement 3D+2,
Streetwise 3D+1, Willpower
4D+1

Security 3D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Datapad

CORRUPT POLITICIAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D+2, Dodge 4D+1

Bargain 4D+2, Command 4D,
Con 5D, Persuasion 5D

KNOWLEDGE 2D

Alien Species 4D, Bureaucracy
5D+2, Cultures 4D,

STRENGTH 2D

TECHNICAL 2D

Intimidation 4D, Languages
4D+1, Law Enforcement 4D+2,
Streetwise 4D+1, Willpower
5D+1

Security 3D+2

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Datapad

CORRUPT POLITICIAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D+1, Dodge 5D+1

Bargain 5D+2, Command 5D,
Con 6D, Persuasion 6D

KNOWLEDGE 2D

Alien Species 5D, Bureaucracy
6D+2, Cultures 5D,

STRENGTH 2D

TECHNICAL 2D

Intimidation 5D, Languages
5D+1, Law Enforcement 5D+2,
Streetwise 5D+1, Willpower
6D+1

Security 4D+1

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Datapad

CORRUPT POLITICIAN (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D, Dodge 6D+1

Bargain 6D+2, Command 6D,
Con 7D, Persuasion 7D

KNOWLEDGE 2D

Alien Species 6D, Bureaucracy
7D+2, Cultures 6D,

STRENGTH 2D

TECHNICAL 2D

Intimidation 6D, Languages
6D+1, Law Enforcement 6D+2,
Streetwise 6D+1, Willpower
7D+1

Security 5D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Comlink, Datapad

COUNTERFEITER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bureaucracy 3D+2, Languages
3D, Law Enforcement 3D,
Streetwise 3D

Bargain 2D+2, Con 3D+2,
Forgery 4D+2, Persuasion 3D

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair 4D,
Security: Government
Computers 3D+2

Move: 10

NOTE: 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.

COUNTERFEITER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bureaucracy 4D+2, Languages
4D, Law Enforcement 3D+2,
Streetwise 3D+2

Bargain 3D+2, Con 4D+2,
Forgery 5D+2, Persuasion 4D

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair 5D,
Security: Government
Computers 4D+2

Move: 10

NOTE: 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.

COUNTERFEITER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bureaucracy 5D+2, Languages
5D, Law Enforcement 4D+1,
Streetwise 4D+1

Bargain 4D+2, Con 5D+2,
Forgery 6D+2, Persuasion 5D

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair 6D,
Security: Government
Computers 5D+2

Move: 10

NOTE: 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.

COUNTERFEITER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Bureaucracy 6D+2, Languages
6D, Law Enforcement 5D,
Streetwise 5D

Bargain 5D+2, Con 6D+2,
Forgery 7D+2, Persuasion 6D

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair 7D,
Security: Government
Computers 6D+2

Move: 10

NOTE: 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.

DEATHSTICK DEALER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 3D, Dodge 3D+1, Melee Combat 2D+2, Melee Parry 3D, Pick Pocket 2D+2, Running 2D+2

Bargain 3D, Con 3D+2, Hide 3D, Persuasion 3D+2, Search 3D, Sneak 3D+1

STRENGTH 2D

Brawling 2D+2, Climbing/Jumping 3D

KNOWLEDGE 2D

Alien Species 2D+2, Languages 2D+2, Law Enforcement 2D+2, Streetwise 3D, Value: Illegal Substances 4D

TECHNICAL 2D

First Aid: Overdose 4D, Security 3D

MECHANICAL 2D

Move: 10

Equipment: Vibroblade (STR+1D), A wide variety of illegal substances.

DEATHSTICK DEALER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 4D, Dodge 4D+1, Melee Combat 3D+2, Melee Parry 4D, Pick Pocket 3D+2, Running 3D+2

Bargain 4D, Con 4D+2, Hide 4D, Persuasion 4D+2, Search 4D, Sneak 4D+1

STRENGTH 2D

Brawling 3D+2, Climbing/Jumping 4D

KNOWLEDGE 2D

Alien Species 3D+1, Languages 3D+1, Law Enforcement 3D+1, Streetwise 4D, Value: Illegal Substances 5D

TECHNICAL 2D

First Aid: Overdose 4D+2, Security 3D+2

MECHANICAL 2D

Move: 10

Equipment: Vibroblade (STR+1D), A wide variety of illegal substances.

DEATHSTICK DEALER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 5D, Dodge 5D+1, Melee Combat 4D+2, Melee Parry 5D, Pick Pocket 4D+2, Running 4D+2

Bargain 5D, Con 5D+2, Hide 5D, Persuasion 5D+2, Search 5D, Sneak 5D+1

STRENGTH 2D

Brawling 4D+2, Climbing/Jumping 5D

KNOWLEDGE 2D

Alien Species 4D, Languages 4D, Law Enforcement 4D, Streetwise 5D, Value: Illegal Substances 6D

TECHNICAL 2D

First Aid: Overdose 5D+1, Security 4D+1

MECHANICAL 2D

Move: 10

Equipment: Vibroblade (STR+1D), A wide variety of illegal substances.

DEATHSTICK DEALER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 6D, Dodge 6D+1, Melee Combat 5D+2, Melee Parry 6D, Pick Pocket 5D+2, Running 5D+2

Bargain 6D, Con 6D+2, Hide 6D, Persuasion 6D+2, Search 6D, Sneak 6D+1

STRENGTH 2D

Brawling 5D+2, Climbing/Jumping 6D

KNOWLEDGE 2D

Alien Species 4D+2, Languages 4D+2, Law Enforcement 4D+2, Streetwise 6D, Value: Illegal Substances 7D

TECHNICAL 2D

First Aid: Overdose 6D, Security 5D

MECHANICAL 2D

Move: 10

Equipment: Vibroblade (STR+1D), A wide variety of illegal substances.

DROID THIEF

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 3D+1, Brawling Parry 3D+2, Dodge 3D+2, Melee Parry 4D+1

STRENGTH 3D
Brawling 3D+1

TECHNICAL 3D+2

Computer Program/Repair 4D+1, Droid Programming 4D+2, Droid Repair 4D+2, Security 4D

KNOWLEDGE 2D

Streetwise 2D+2

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.

DROID THIEF (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D, Brawling Parry 4D+1, Dodge 4D+2, Melee Parry 5D

STRENGTH 3D

Brawling 4D

TECHNICAL 3D+2

Computer Program/Repair 5D+1, Droid Programming 5D+2, Droid Repair 5D+2, Security 5D

KNOWLEDGE 2D

Streetwise 3D+2

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.

DROID THIEF (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D+2, Brawling Parry 5D, Dodge 5D+2, Melee Parry 5D+2

STRENGTH 3D

Brawling 4D+2

TECHNICAL 3D+2

Computer Program/Repair 6D+1, Droid Programming 6D+2, Droid Repair 6D+2, Security 6D

KNOWLEDGE 2D

Streetwise 4D+2

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.

DROID THIEF (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

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

STRENGTH 3D

Brawling 5D+1

TECHNICAL 3D+2

Computer Program/Repair 7D+1, Droid Programming 7D+2, Droid Repair 7D+2, Security 7D

KNOWLEDGE 2D

Streetwise 5D+2

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, Restraining Bolts, Coverall Jumpsuit, Tool Belt.

ENFORCER

Species: Any

Sex: Any

DEXTERITY 2D+2

PERCEPTION 1D+1

Blaster 4D+2, Brawling Parry
4D+2, Dodge 4D+1, Melee Brawling 4D+2
Combat 4D, Melee Parry 3D+2

STRENGTH 2D+2

TECHNICAL 2D

KNOWLEDGE 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 Brawling 5D+2
Combat 5D, Melee Parry 4D+2

STRENGTH 2D+2

TECHNICAL 2D

KNOWLEDGE 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 Brawling 6D+2
Combat 6D, Melee Parry 5D+2

STRENGTH 2D+2

TECHNICAL 2D

KNOWLEDGE 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 Brawling 7D+2
Combat 7D, Melee Parry 6D+2

STRENGTH 2D+2

TECHNICAL 2D

KNOWLEDGE 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

Bargain 4D, Con 3D+2, Forgery
3D, Hide 3D+2, Persuasion
3D+1

KNOWLEDGE 2D

Business 3D+2, Intimidation
3D, Law Enforcement 3D,
Streetwise 3D+1, Value 4D,
Willpower 4D

STRENGTH 2D

TECHNICAL 3D

Security 3D+2

MECHANICAL 2D

Ground Vehicle Operation 3D

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

Bargain 5D, Con 4D+2, Forgery
4D, Hide 4D+2, Persuasion
4D+1

KNOWLEDGE 2D

Business 4D+2, Intimidation
4D, Law Enforcement 4D,
Streetwise 4D+1, Value 5D,
Willpower 5D

STRENGTH 2D

TECHNICAL 3D

Security 4D+2

MECHANICAL 2D

Ground Vehicle Operation 3D+2

Move: 10

Equipment: Comlink, Datapad, Various wares of questionable origin.

FENCE (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D+1, Dodge 5D+2,
Pick Pocket 5D+1

Bargain 6D, Con 5D+2, Forgery
5D, Hide 5D+2, Persuasion
5D+1

KNOWLEDGE 2D

Business 5D+2, Intimidation
5D, Law Enforcement 5D,
Streetwise 5D+1, Value 6D,
Willpower 6D

STRENGTH 2D

TECHNICAL 3D

Security 5D+2

MECHANICAL 2D

Ground Vehicle Operation 4D+1

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

Bargain 7D, Con 6D+2, Forgery
6D, Hide 6D+2, Persuasion
6D+1

KNOWLEDGE 2D

Business 6D+2, Intimidation
6D, Law Enforcement 6D,
Streetwise 6D+1, Value 7D,
Willpower 7D

STRENGTH 2D

TECHNICAL 3D

Security 6D+2

MECHANICAL 2D

Ground Vehicle Operation 5D

Move: 10

Equipment: Comlink, Datapad, Various wares of questionable origin.

GANG MEMBER

Species: Any
DEXTERITY 2D
Blaster 3D, Dodge 3D,
Melee Combat 3D
KNOWLEDGE 2D
Intimidation 3D, Streetwise
3D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Sneak 3D
STRENGTH 2D
Brawling 3D
TECHNICAL 2D

Move: 10

GANG MEMBER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 4D, Dodge 4D,
Melee Combat 4D
KNOWLEDGE 2D
Intimidation 4D, Streetwise
4D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Sneak 4D
STRENGTH 2D
Brawling 4D
TECHNICAL 2D

Move: 10

GANG MEMBER (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D, Dodge 5D,
Melee Combat 5D
KNOWLEDGE 2D
Intimidation 5D, Streetwise
5D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Sneak 5D
STRENGTH 2D
Brawling 5D
TECHNICAL 2D

Move: 10

GANG MEMBER (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D, Dodge 6D,
Melee Combat 6D
KNOWLEDGE 2D
Intimidation 6D, Streetwise
6D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Sneak 6D
STRENGTH 2D
Brawling 6D
TECHNICAL 2D

Move: 10

GANG LEADER

Species: Any
DEXTERITY 2D
Blaster 3D+1, Dodge 3D+2,
Melee Combat 3D+1
KNOWLEDGE 2D
Intimidation 3D+2,
Streetwise 3D+1
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Command 3D, Sneak 3D
STRENGTH 2D
Brawling 3D+1
TECHNICAL 2D

Move: 10

GANG LEADER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 4D+1, Dodge 4D+2,
Melee Combat 4D+1
KNOWLEDGE 2D
Intimidation 4D+2,
Streetwise 4D+1
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Command 4D, Sneak 4D
STRENGTH 2D
Brawling 4D+1
TECHNICAL 2D

Move: 10

GANG LEADER (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D+1, Dodge 5D+2,
Melee Combat 5D+1
KNOWLEDGE 2D
Intimidation 5D+2,
Streetwise 5D+1
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Command 5D, Sneak 5D
STRENGTH 2D
Brawling 5D+1
TECHNICAL 2D

Move: 10

GANG LEADER (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D+1, Dodge 6D+2,
Melee Combat 6D+1
KNOWLEDGE 2D
Intimidation 6D+2,
Streetwise 6D+1
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Vibroblade (STR+1D)

Sex: Any
PERCEPTION 2D
Command 6D, Sneak 6D
STRENGTH 2D
Brawling 6D+1
TECHNICAL 2D

Move: 10

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

Repulsorlift Operation 3D

Move: 10

Equipment: Varies Widely.

Sex: Any

PERCEPTION 2D

Con 3D+2, Hide 3D+1, Investigation 4D, Persuasion 3D+2, Search 3D+2, Sneak 4D+1

STRENGTH 3D

Brawling 4D, Climbing/Jumping 4D, Stamina 4D, Swimming 4D

TECHNICAL 2D

Blaster Repair 3D, Firearm Repair 3D, Demolitions 3D+2, Security 4D

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

Repulsorlift Operation 3D+2

Move: 10

Equipment: Varies Widely.

Sex: Any

PERCEPTION 2D

Con 4D+2, Hide 4D+1, Investigation 5D, Persuasion 4D+2, Search 4D+2, Sneak 5D+1

STRENGTH 3D

Brawling 5D, Climbing/Jumping 5D, Stamina 5D, Swimming 5D

TECHNICAL 2D

Blaster Repair 4D, Firearm Repair 4D, Demolitions 4D+2, Security 5D

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

Repulsorlift Operation 4D+1

Move: 10

Equipment: Varies Widely.

Sex: Any

PERCEPTION 2D

Con 5D+2, Hide 5D+1, Investigation 6D, Persuasion 5D+2, Search 5D+2, Sneak 6D+1

STRENGTH 3D

Brawling 6D, Climbing/Jumping 6D, Stamina 6D, Swimming 6D

TECHNICAL 2D

Blaster Repair 5D, Firearm Repair 5D, Demolitions 5D+2, Security 6D

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

Repulsorlift Operation 5D

Move: 10

Equipment: Varies Widely.

Sex: Any

PERCEPTION 2D

Con 6D+2, Hide 6D+1, Investigation 7D, Persuasion 6D+2, Search 6D+2, Sneak 7D+1

STRENGTH 3D

Brawling 7D, Climbing/Jumping 7D, Stamina 7D, Swimming 7D

TECHNICAL 2D

Blaster Repair 6D, Firearm Repair 6D, Demolitions 6D+2, Security 7D

INFORMANT

Species: Any

DEXTERITY 2D

Blaster 3D, Dodge 3D, Pick Pocket 3D

KNOWLEDGE 2D

Alien Species 3D+2, Bureaucracy 3D, Cultures 3D+1, Languages 3D+2, Law Enforcement 3D+1, Streetwise 3D

MECHANICAL 2D

Equipment: Datapad with stolen data, several small listening devices.

Sex: Any

PERCEPTION 2D

Con 3D, Hide 3D+2, Investigation 3D+1, Search 3D+2, Sneak 4D

STRENGTH 2D

Climbing/Jumping 3D

TECHNICAL 2D

Computer Program/Repair 3D+2, Security 4D

Move: 10

INFORMANT (EXPERIENCED)

Species: Any

DEXTERITY 2D

Blaster 3D+2, Dodge 4D, Pick Pocket 4D

KNOWLEDGE 2D

Alien Species 4D+2, Bureaucracy 4D, Cultures 4D+1, Languages 4D+2, Law Enforcement 4D, Streetwise 4D

MECHANICAL 2D

Equipment: Datapad with stolen data, several small listening devices.

Sex: Any

PERCEPTION 2D

Con 4D, Hide 4D+2, Investigation 4D+1, Search 4D+2, Sneak 5D

STRENGTH 2D

Climbing/Jumping 3D+2

TECHNICAL 2D

Computer Program/Repair 4D+2, Security 5D

Move: 10

INFORMANT (VETERAN)

Species: Any

DEXTERITY 2D

Blaster 4D+1, Dodge 5D, Pick Pocket 5D

KNOWLEDGE 2D

Alien Species 5D+2, Bureaucracy 5D, Cultures 5D+1, Languages 5D+2, Law Enforcement 4D+2, Streetwise 5D

MECHANICAL 2D

Equipment: Datapad with stolen data, several small listening devices.

Sex: Any

PERCEPTION 2D

Con 5D, Hide 5D+2, Investigation 5D+1, Search 5D+2, Sneak 6D

STRENGTH 2D

Climbing/Jumping 4D+1

TECHNICAL 2D

Computer Program/Repair 4D+2, Security 5D

Move: 10

INFORMANT (ELITE)

Species: Any

DEXTERITY 2D

Blaster 5D, Dodge 6D, Pick Pocket 6D

KNOWLEDGE 2D

Alien Species 6D+2, Bureaucracy 6D, Cultures 6D+1, Languages 6D+2, Law Enforcement 5D+1, Streetwise 6D

MECHANICAL 2D

Equipment: Datapad with stolen data, several small listening devices.

Sex: Any

PERCEPTION 2D

Con 6D, Hide 6D+2, Investigation 6D+1, Search 6D+2, Sneak 7D

STRENGTH 2D

Climbing/Jumping 5D

TECHNICAL 2D

Computer Program/Repair 5D+2, Security 6D

Move: 10

INFORMATION BROKER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D+1, Dodge 4D

Bargain: Information 4D+2, Con
3D+2, Forgery 3D, Investigation
4D+2, Persuasion 4D+1

KNOWLEDGE 2D

Alien Species 3D, Bureaucracy
4D, Business 4D Languages
4D, Law Enforcement 4D,
Streetwise 4D, Value:
Information 4D+1

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair
4D, Security 4D

MECHANICAL 2D

Move: 10

Equipment: Heavily Encrypted Datapad holding sensitive information.

INFORMATION BROKER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D, Dodge 5D

Bargain: Information 5D+2, Con
4D+2, Forgery 4D, Investigation
5D+2, Persuasion 5D+1

KNOWLEDGE 2D

Alien Species 4D, Bureaucracy
5D, Business 5D, Languages
5D, Law Enforcement 5D,
Streetwise 5D, Value:
Information 5D+1

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair
5D, Security 5D

MECHANICAL 2D

Move: 10

Equipment: Heavily Encrypted Datapad holding sensitive information.

INFORMATION BROKER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D+2, Dodge 6D

Bargain: Information 6D+2, Con
5D+2, Forgery 5D, Investigation
6D+2, Persuasion 6D+1

KNOWLEDGE 2D

Alien Species 5D, Bureaucracy
6D, Business 6D Languages 6D,
Law Enforcement 6D,
Streetwise 6D, Value:
Information 6D+1

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair
6D, Security 6D

MECHANICAL 2D

Move: 10

Equipment: Heavily Encrypted Datapad holding sensitive information.

INFORMATION BROKER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D+1, Dodge 7D

Bargain: Information 7D+2, Con
6D+2, Forgery 6D, Investigation
7D+2, Persuasion 7D+1

KNOWLEDGE 2D

Alien Species 6D, Bureaucracy
7D, Business 7D Languages
7D, Law Enforcement 7D,
Streetwise 7D, Value:
Information 7D+1

STRENGTH 2D

TECHNICAL 2D

Computer Program/Repair
7D, Security 7D

MECHANICAL 2D

Move: 10

Equipment: Heavily Encrypted Datapad holding sensitive information.

LOAN SHARK

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D, Brawling Parry
3D+2, Dodge 3D+2, Melee
Combat 4D, Melee Parry 3D

Bargain 3D, Gambling 4D,
Investigation 3D+1, Persuasion
3D+2, Search 4D, Sneak 3D+2

KNOWLEDGE 2D

Intimidation 4D, Streetwise
3D+1, Willpower 3D+2

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

Security 3D

MECHANICAL 2D

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

LOAN SHARK (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D, Brawling Parry
4D+2, Dodge 4D+2, Melee
Combat 5D, Melee Parry 4D

Bargain 4D, Gambling 5D,
Investigation 4D+1, Persuasion
4D+2, Search 5D, Sneak 4D+2

KNOWLEDGE 2D

Intimidation 5D, Streetwise
4D+1, Willpower 4D+2

STRENGTH 2D

Brawling 5D

TECHNICAL 2D

Security 4D

MECHANICAL 2D

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

LOAN SHARK (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D, Brawling Parry
5D+2, Dodge 5D+2, Melee
Combat 6D, Melee Parry 5D

Bargain 5D, Gambling 6D,
Investigation 5D+1, Persuasion
5D+2, Search 6D, Sneak 5D+2

KNOWLEDGE 2D

Intimidation 6D, Streetwise
5D+1, Willpower 5D+2

STRENGTH 2D

Brawling 6D

TECHNICAL 2D

Security 5D

MECHANICAL 2D

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

LOAN SHARK (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D, Brawling Parry
6D+2, Dodge 6D+2, Melee
Combat 7D, Melee Parry 6D

Bargain 6D, Gambling 7D,
Investigation 6D+1, Persuasion
6D+2, Search 7D, Sneak 6D+2

KNOWLEDGE 2D

Intimidation 7D, Streetwise
6D+1, Willpower 6D+2

STRENGTH 2D

Brawling 7D

TECHNICAL 2D

Security 6D

MECHANICAL 2D

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

OUTLAW

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 3D+2, Dodge 4D,
Melee Combat 3D+1, Melee
Parry 3D+1, Vehicle Blaster 3D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 3D+1

MECHANICAL 2D

Repulsorlift Operation 3D **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask

Reference: Adventure Journal 15 p218

OUTLAW (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D+2, Dodge 5D,
Melee Combat 4D+1, Melee
Parry 4D+1, Vehicle Blaster 4D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 4D

MECHANICAL 2D

Repulsorlift Operation 3D+2 **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask

OUTLAW (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D+2, Dodge 6D,
Melee Combat 5D+1, Melee
Parry 5D+1, Vehicle Blaster 5D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 4D+2

MECHANICAL 2D

Repulsorlift Operation 4D+1 **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask

OUTLAW (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 6D+2, Dodge 7D,
Melee Combat 6D+1,
Melee Parry 6D+1, Vehicle
Blaster 6D

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

Survival 5D+1

MECHANICAL 2D

Repulsorlift Operation 5D **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask

OUTLAW LEADER

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 5D, Dodge 5D, Melee
Combat 4D+1, Melee Parry
4D+1, Vehicle Blaster 4D+1

PERCEPTION 3D

Command 4D

STRENGTH 3D

TECHNICAL 3D

KNOWLEDGE 3D

Survival 4D

MECHANICAL 3D

Repulsorlift Operation 4D+1 **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask, Speederbike.

Reference: Adventure Journal 15 p218

OUTLAW LEADER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 6D, Dodge 6D, Melee
Combat 5D+1, Melee Parry
5D+1, Vehicle Blaster 5D+1

PERCEPTION 3D

Command 4D+2

STRENGTH 3D

TECHNICAL 3D

KNOWLEDGE 3D

Survival 4D+2

MECHANICAL 3D

Repulsorlift Operation 5D **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask, Speederbike.

OUTLAW LEADER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 7D, Dodge 7D, Melee
Combat 6D+1, Melee Parry
6D+1, Vehicle Blaster 6D+1

PERCEPTION 3D

Command 5D+1

STRENGTH 3D

TECHNICAL 3D

KNOWLEDGE 3D

Survival 5D+1

MECHANICAL 3D

Repulsorlift Operation 5D+2 **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask, Speederbike.

OUTLAW LEADER (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 8D, Dodge 8D, Melee
Combat 7D+1, Melee Parry
7D+1, Vehicle Blaster 7D+1

PERCEPTION 3D

Command 6D

STRENGTH 3D

TECHNICAL 3D

KNOWLEDGE 3D

Survival 6D

MECHANICAL 3D

Repulsorlift Operation 6D+1 **Move: 10**

Equipment: Heavy Blaster Pistol (5D), Knife (3D), Comlink, Breath Mask, Speederbike.

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
KNOWLEDGE 2D
Streetwise 3D, Value 2D+2
MECHANICAL 2D
Move: 10

Sex: Any
PERCEPTION 2D
Con 3D, Hide 3D+2, Search
3D+2, Sneak 4D
STRENGTH 2D
Brawling 3D, Climbing/Jumping
3D+1
TECHNICAL 2D

PICK POCKET (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 3D+1, Brawling Parry
4D, Dodge 4D+2, Pick Pocket
5D+1, Running 5D
KNOWLEDGE 2D
Streetwise 4D, Value 3D+2
MECHANICAL 2D
Move: 10

Sex: Any
PERCEPTION 2D
Con 4D, Hide 4D+2, Search
4D+2, Sneak 5D
STRENGTH 2D
Brawling 4D, Climbing/Jumping
4D+1
TECHNICAL 2D

PICK POCKET (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 4D, Brawling Parry 5D,
Dodge 5D+2, Pick Pocket 6D+1,
Running 6D
KNOWLEDGE 2D
Streetwise 5D, Value 4D+2
MECHANICAL 2D
Move: 10

Sex: Any
PERCEPTION 2D
Con 5D, Hide 5D+2, Search
5D+2, Sneak 6D
STRENGTH 2D
Brawling 5D, Climbing/Jumping
5D+1
TECHNICAL 2D

PICK POCKET (ELITE)

Species: Any
DEXTERITY 2D
Blaster 5D, Brawling Parry 6D,
Dodge 6D+2, Pick Pocket 7D+1,
Running 7D
KNOWLEDGE 2D
Streetwise 6D, Value 5D+2
MECHANICAL 2D
Move: 10

Sex: Any
PERCEPTION 2D
Con 6D, Hide 6D+2, Search
6D+2, Sneak 7D
STRENGTH 2D
Brawling 6D, Climbing/Jumping
6D+1
TECHNICAL 2D

PROFESSIONAL THIEF

Species: 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

Sex: Any

PERCEPTION 2D

Bargain 3D, Con 3D+1,
Gambling 3D+1, Investigation
4D, Persuasion 3D+2, Search
4D, Sneak 4D+2

STRENGTH 2D

Climbing/Jumping 3D+1

TECHNICAL 2D

Computer Program/Repair
3D, Security 4D

Move: 10

PROFESSIONAL THIEF (EXPERIENCED)

Species: 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

Sex: Any

PERCEPTION 2D

Bargain 4D, Con 4D+1,
Gambling 4D, Investigation
5D, Persuasion 4D+2, Search
5D, Sneak 5D+2

STRENGTH 2D

Climbing/Jumping 4D+1

TECHNICAL 2D

Computer Program/Repair
4D, Security 5D

Move: 10

PROFESSIONAL THIEF (VETERAN)

Species: 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

Sex: Any

PERCEPTION 2D

Bargain 5D, Con 5D+1,
Gambling 4D+2, Investigation
6D, Persuasion 5D+2, Search
6D, Sneak 6D+2

STRENGTH 2D

Climbing/Jumping 5D+1

TECHNICAL 2D

Computer Program/Repair
5D, Security 6D

Move: 10

PROFESSIONAL THIEF (ELITE)

Species: 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

Sex: Any

PERCEPTION 2D

Bargain 6D, Con 6D+1,
Gambling 5D+1, Investigation
7D, Persuasion 6D+2, Search
7D, Sneak 7D+2

STRENGTH 2D

Climbing/Jumping 6D+1

TECHNICAL 2D

Computer Program/Repair
6D, Security 7D

Move: 10

THUG

Species: Any

DEXTERITY 2D

Blaster 2D+1, Brawling Parry
3D+2, Dodge 2D+2, Melee
Combat 3D, Melee Parry 2D+2

KNOWLEDGE 2D

Intimidation 3D+2, Streetwise
3D+2

MECHANICAL 2D

Equipment: Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy.)

Reference: Gamemaster Screen Revised p28

Sex: Any

PERCEPTION 2D

STRENGTH 2D

Brawling 4D, Lifting 3D,
Stamina 2D+2

TECHNICAL 2D

Move: 10

THUG (EXPERIENCED)

Species: Any

DEXTERITY 2D

Blaster 3D+1, Brawling Parry
4D+2, Dodge 3D+2, Melee
Combat 4D, Melee Parry 3D+2

KNOWLEDGE 2D

Intimidation 4D+2, Streetwise
4D+1

MECHANICAL 2D

Equipment: Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy.)

Sex: Any

PERCEPTION 2D

STRENGTH 2D

Brawling 5D, Lifting 3D+2,
Stamina 3D+1

TECHNICAL 2D

Move: 10

THUG (VETERAN)

Species: Any

DEXTERITY 2D

Blaster 4D+1, Brawling Parry
5D+2, Dodge 4D+2, Melee
Combat 5D, Melee Parry 4D+2

KNOWLEDGE 2D

Intimidation 5D+2, Streetwise
5D

MECHANICAL 2D

Equipment: Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy.)

Sex: Any

PERCEPTION 2D

STRENGTH 2D

Brawling 6D, Lifting 4D+1,
Stamina 4D

TECHNICAL 2D

Move: 10

THUG (ELITE)

Species: Any

DEXTERITY 2D

Blaster 5D+1, Brawling Parry
6D+2, Dodge 5D+2, Melee
Combat 6D, Melee Parry 5D+2

KNOWLEDGE 2D

Intimidation 6D+2, Streetwise
5D+2

MECHANICAL 2D

Equipment: Comlink, Vibroblade (STR+1D), Blast Vest (+1D physical, +1 energy.)

Sex: Any

PERCEPTION 2D

STRENGTH 2D

Brawling 7D, Lifting 5D,
Stamina 4D+2

TECHNICAL 2D

Move: 10

SABBACC DEALER

Species: Any
DEXTERITY 2D
Dodge 3D
KNOWLEDGE 2D
Alien Species 3D, Intimidation 3D, Willpower 3D+2
MECHANICAL 2D
Equipment: Sabbacc Deck or Chance Cubes

Sex: Any
PERCEPTION 2D
Con 3D, Gambling 4D+2
STRENGTH 2D
TECHNICAL 2D

SABBACC DEALER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Dodge 4D
KNOWLEDGE 2D
Alien Species 4D, Intimidation 4D, Willpower 4D+2
MECHANICAL 2D
Equipment: Sabbacc Deck or Chance Cubes

Sex: Any
PERCEPTION 2D
Con 4D, Gambling 6D
STRENGTH 2D
TECHNICAL 2D

SABBACC DEALER (VETERAN)

Species: Any
DEXTERITY 2D
Dodge 5D
KNOWLEDGE 2D
Alien Species 5D, Intimidation 5D, Willpower 5D+2
MECHANICAL 2D
Equipment: Sabbacc Deck or Chance Cubes

Sex: Any
PERCEPTION 2D
Con 5D, Gambling 7D+1
STRENGTH 2D
TECHNICAL 2D

SABBACC DEALER (ELITE)

Species: Any
DEXTERITY 2D
Dodge 6D
KNOWLEDGE 2D
Alien Species 6D, Intimidation 6D, Willpower 6D+2
MECHANICAL 2D
Equipment: Sabbacc Deck or Chance Cubes

Sex: Any
PERCEPTION 2D
Con 6D, Gambling 8D+2
STRENGTH 2D
TECHNICAL 2D

SLAVER

Species: Any
DEXTERITY 2D
Blaster 4D, Brawling Parry 3D+1, Dodge 3D+2, Grenade 4D, Melee Combat 3D+2, Melee Parry 3D+1, Running 4D
KNOWLEDGE 2D
Intimidation 3D, Streetwise 3D, Value: Slaves 3D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

Sex: Any
PERCEPTION 2D
Con 3D, Search 3D+1, Sneak 3D
STRENGTH 2D
Brawling 3D+2
TECHNICAL 2D
First Aid 3D

Move: 10

SLAVER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 5D, Brawling Parry 4D+1, Dodge 4D+2, Grenade 5D, Melee Combat 4D+2, Melee Parry 4D+1, Running 5D
KNOWLEDGE 2D
Intimidation 4D, Streetwise 4D, Value: Slaves 4D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

Sex: Any
PERCEPTION 2D
Con 4D, Search 4D+1, Sneak 4D
STRENGTH 2D
Brawling 4D+2
TECHNICAL 2D
First Aid 3D+2

Move: 10

SLAVER (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 6D, Brawling Parry 5D+1, Dodge 5D+2, Grenade 6D, Melee Combat 5D+2, Melee Parry 5D+1, Running 6D
KNOWLEDGE 2D
Intimidation 5D, Streetwise 5D, Value: Slaves 5D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

Sex: Any
PERCEPTION 2D
Con 5D, Search 5D+1, Sneak 5D
STRENGTH 2D
Brawling 5D+2
TECHNICAL 2D
First Aid 4D+1

Move: 10

SLAVER (ELITE)

Species: Any
DEXTERITY 2D
Blaster 7D, Brawling Parry 6D+1, Dodge 6D+2, Grenade 7D, Melee Combat 6D+2, Melee Parry 6D+1, Running 7D
KNOWLEDGE 2D
Intimidation 6D, Streetwise 6D, Value: Slaves 6D
MECHANICAL 2D
Equipment: Blaster Pistol (4D), Blaster Rifle (5D), Stun Grenades (6D/5D/3D), Blast Vest (+1D energy, +2 physical), Slave Collars (5D Stun)

Sex: Any
PERCEPTION 2D
Con 6D, Search 6D+1, Sneak 6D
STRENGTH 2D
Brawling 6D+2
TECHNICAL 2D
First Aid 5D

Move: 10

SLICER

Species: Any
DEXTERITY 2D
Dodge 3D
KNOWLEDGE 2D
Streetwise 2D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Sex: Any
PERCEPTION 2D
Investigation 3D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair
4D+2, Droid Program 4D+1,
Security 4D+1

SLICER (EXPERIENCED)

Species: Any
DEXTERITY 2D
Dodge 4D
KNOWLEDGE 2D
Streetwise 3D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Sex: Any
PERCEPTION 2D
Investigation 4D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair
5D+2, Droid Program 5D+1,
Security 5D+1

SLICER (VETERAN)

Species: Any
DEXTERITY 2D
Dodge 5D
KNOWLEDGE 2D
Streetwise 4D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Sex: Any
PERCEPTION 2D
Investigation 5D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair
6D+2, Droid Program 6D+1,
Security 6D+1

SLICER (ELITE)

Species: Any
DEXTERITY 2D
Dodge 6D
KNOWLEDGE 2D
Streetwise 5D+2
MECHANICAL 2D
Move: 10
Equipment: Slicer equipment.

Sex: Any
PERCEPTION 2D
Investigation 6D
STRENGTH 2D
TECHNICAL 2D
Computer Program/Repair
7D+2, Droid Program 7D+1,
Security 7D+1

STREET TOUGHS

Species: Any
DEXTERITY 3D+2
Blaster 4D, Dodge 4D, Melee
Combat 4D+2, Melee Parry 4D
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out
Blaster (3D)
Reference: Adventure Journal 7 p103

Sex: Any
PERCEPTION 2D
STRENGTH 3D+2
Brawling 4D+2
TECHNICAL 2D
Move: 10

STREET TOUGHS (EXPERIENCED)

Species: Any
DEXTERITY 3D+2
Blaster 5D, Dodge 5D, Melee
Combat 5D+2, Melee Parry 5D
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out
Blaster (3D)

Sex: Any
PERCEPTION 2D
STRENGTH 3D+2
Brawling 5D+2
TECHNICAL 2D
Move: 10

STREET TOUGHS (VETERAN)

Species: Any
DEXTERITY 3D+2
Blaster 6D, Dodge 6D, Melee
Combat 6D+2, Melee Parry 6D
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out
Blaster (3D)

Sex: Any
PERCEPTION 2D
STRENGTH 3D+2
Brawling 6D+2
TECHNICAL 2D
Move: 10

STREET TOUGHS (ELITE)

Species: Any
DEXTERITY 3D+2
Blaster 7D, Dodge 7D, Melee
Combat 7D+2, Melee Parry 7D
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Vibro-knife (STR+1D), Stun Baton (STR+1D), Hold-Out
Blaster (3D)

Sex: Any
PERCEPTION 2D
STRENGTH 3D+2
Brawling 7D+2
TECHNICAL 2D
Move: 10

SWOOP GANG MEMBER

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 3D

Blaster 4D+2, Brawling Parry
4D+2, Melee Weapons 4D+2

STRENGTH 4D
Brawling 5D

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 3D

Swoop Operation 6D

Move: 10

Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)

Reference: Adventure Journal 12 p207

SWOOP GANG MEMBER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 3D

Blaster 5D+2, Brawling Parry
5D+2, Melee Weapons 5D+2

STRENGTH 4D
Brawling 6D

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 3D

Swoop Operation 7D

Move: 10

Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)

SWOOP GANG MEMBER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 3D

Blaster 6D+2, Brawling Parry
6D+2, Melee Weapons 6D+2

STRENGTH 4D
Brawling 7D

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 3D

Swoop Operation 8D

Move: 10

Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)

SWOOP GANG MEMBER (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+2

PERCEPTION 3D

Blaster 7D+2, Brawling Parry
7D+2, Melee Weapons 7D+2

STRENGTH 4D
Brawling 8D

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 3D

Swoop Operation 9D

Move: 10

Equipment: Studded Gloves (STR+1D), Knife (STR+1D), Blaster Pistol (4D), Length of Chain (STR+1D), Metal Pry bar (STR+1D)

BLOODSNIFFER SWOOP GANG MEMBER

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 2D

Blaster 4D+2, Vehicle
Blasters 5D

STRENGTH 3D
TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Swoop Operation 5D+2

Move: 10

Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)

Reference: GG9: Fragments from the Rim p69

BLOODSNIFFER SWOOP GANG MEMBER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 2D

Blaster 5D+2, Vehicle
Blasters 6D

STRENGTH 3D
TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Swoop Operation 6D+2

Move: 10

Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)

BLOODSNIFFER SWOOP GANG MEMBER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 2D

Blaster 6D+2, Vehicle
Blasters 7D

STRENGTH 3D
TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Swoop Operation 7D+2

Move: 10

Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)

BLOODSNIFFER SWOOP GANG MEMBER (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 2D

Blaster 7D+2, Vehicle
Blasters 8D

STRENGTH 3D
TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Swoop Operation 8D+2

Move: 10

Equipment: Blaster Pistol (4D), Jacket (+2 energy, +1D physical), Helmet (+2 energy, +1D+2 physical.)

DEFEL BODYGUARD

Species: Defel

Sex: Any

DEXTERITY 2D

Blaster 3D, Blind Fighting 4D,
Brawling Parry 3D+1,
Dodge 4D

PERCEPTION 2D

Hide 3D+2, Search 4D,
Sneak 7D

STRENGTH 3D

Brawling 4D, Climbing/Jumping
3D+2

KNOWLEDGE 2D

Intimidation 3D+2, Streetwise
2D+2, Survival 3D

TECHNICAL 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

Sex: Any

DEXTERITY 2D

Blaster 4D, Blind Fighting 5D,
Brawling Parry 4D+1,
Dodge 5D

PERCEPTION 2D

Hide 4D+2, Search 5D,
Sneak 8D

STRENGTH 3D

Brawling 5D, Climbing/Jumping
4D+2

KNOWLEDGE 2D

Intimidation 4D+2, Streetwise
3D+2, Survival 4D

TECHNICAL 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

Sex: Any

DEXTERITY 2D

Blaster 5D, Blind Fighting 6D,
Brawling Parry 5D+1,
Dodge 6D

PERCEPTION 2D

Hide 5D+2, Search 6D,
Sneak 9D

STRENGTH 3D

Brawling 6D, Climbing/Jumping
5D+2

KNOWLEDGE 2D

Intimidation 5D+2, Streetwise
4D+2, Survival 5D

TECHNICAL 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 (ELITE)

Species: Defel

Sex: Any

DEXTERITY 2D

Blaster 6D, Blind Fighting 7D,
Brawling Parry 6D+1,
Dodge 7D

PERCEPTION 2D

Hide 6D+2, Search 7D,
Sneak 10D

STRENGTH 3D

Brawling 7D, Climbing/Jumping
6D+2

KNOWLEDGE 2D

Intimidation 6D+2, Streetwise
5D+2, Survival 6D

TECHNICAL 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
Swoop Operation 6D+2 **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
Swoop Operation 7D+2 **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
Swoop Operation 8D+2 **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
Swoop Operation 9D+2 **Move:** 10
Equipment: Blaster (4D), Blast Vest (+1 energy, +1D physical.)

RABID MYNOCK SWOOP GANG MEMBER

Species: Any **Sex:** Any
DEXTERITY 3D+1 **PERCEPTION 2D**
Blaster 4D+2, Dodge 4D+1
KNOWLEDGE 2D **STRENGTH 2D**
Streetwise 5D **TECHNICAL 2D**
MECHANICAL 2D
Swoop Operation 6D **Move:** 10
Equipment: Blaster Pistol (4D)
Reference: Adventure Journal 6 p177

RABID MYNOCK SWOOP GANG MEMBER (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D+1 **PERCEPTION 2D**
Blaster 5D+2, Dodge 5D+1
KNOWLEDGE 2D **STRENGTH 2D**
Streetwise 5D+2 **TECHNICAL 2D**
MECHANICAL 2D
Swoop Operation 7D **Move:** 10
Equipment: Blaster Pistol (4D)

RABID MYNOCK SWOOP GANG MEMBER (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D+1 **PERCEPTION 2D**
Blaster 6D+2, Dodge 6D+1
KNOWLEDGE 2D **STRENGTH 2D**
Streetwise 6D+1 **TECHNICAL 2D**
MECHANICAL 2D
Swoop Operation 8D **Move:** 10
Equipment: Blaster Pistol (4D)

RABID MYNOCK SWOOP GANG MEMBER (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D+1 **PERCEPTION 2D**
Blaster 7D+2, Dodge 7D+1
KNOWLEDGE 2D **STRENGTH 2D**
Streetwise 7D **TECHNICAL 2D**
MECHANICAL 2D
Swoop Operation 9D **Move:** 10
Equipment: Blaster Pistol (4D)

RODIAN BODYGUARD

Species: Rodian **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D**
Blaster 5D, Brawling Parry
4D+2, Melee Combat 5D **STRENGTH 3D**
Brawling: Martial Arts 6D
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 **PERCEPTION 2D**
Blaster 6D, Brawling Parry
5D+2, Melee Combat 6D **STRENGTH 3D**
Brawling: Martial Arts 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 (VETERAN)

Species: Rodian **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 2D**
Blaster 7D, Brawling Parry
6D+2, Melee Combat 7D **STRENGTH 3D**
Brawling: Martial Arts 8D
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 **PERCEPTION 2D**
Blaster 8D, Brawling Parry
7D+2, Melee Combat 8D **STRENGTH 3D**
Brawling: Martial Arts 9D
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 Persuasion 4D+2
 Combat 4D+2 STRENGTH 3D
KNOWLEDGE 3D Brawling 7D, Stamina 4D+2
 Intimidation 4D+2, TECHNICAL 2D+2
 Intimidation: Bullying 6D,
 Languages 3D+1, Planetary
 Systems: Sabrixin System 4D+2
MECHANICAL 2D+1
 Repulsorlift Operation 3D+2 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, Persuasion 5D+1
 Melee Combat 5D+2 STRENGTH 3D
KNOWLEDGE 3D Brawling 8D, Stamina 5D+1
 Intimidation 5D+2, TECHNICAL 2D+2
 Intimidation: Bullying 7D,
 Languages 4D, Planetary
 Systems: Sabrixin System 5D+1
MECHANICAL 2D+1
 Repulsorlift Operation 4D+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, Persuasion 6D
 Melee Combat 6D+2 STRENGTH 3D
KNOWLEDGE 3D Brawling 9D, Stamina 6D
 Intimidation 6D+2, TECHNICAL 2D+2
 Intimidation: Bullying 8D,
 Languages 4D+2, Planetary
 Systems: Sabrixin System 6D
MECHANICAL 2D+1
 Repulsorlift Operation 5D 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, Persuasion 6D+2
 Melee Combat 7D+2 STRENGTH 3D
KNOWLEDGE 3D Brawling 10D, Stamina 6D+2
 Intimidation 7D+2, TECHNICAL 2D+2
 Intimidation: Bullying 9D,
 Languages 5D+1, Planetary
 Systems: Sabrixin System 6D+2
MECHANICAL 2D+1
 Repulsorlift Operation 5D+2 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

PERCEPTION 2D

Blaster 6D

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 6D+2

MECHANICAL 2D

Swoop Operation 7D+2

Move: 10

Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

Reference: GG9: Fragments from the Rim p67

SKULLS SWOOP GANG MEMBER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 7D

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 7D+1

MECHANICAL 2D

Swoop Operation 8D+2

Move: 10

Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

SKULLS SWOOP GANG MEMBER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 8D

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 8D

MECHANICAL 2D

Swoop Operation 9D+2

Move: 10

Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

SKULLS SWOOP GANG MEMBER (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 9D

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 8D+2

MECHANICAL 2D

Swoop Operation 10D+2

Move: 10

Equipment: Blaster Pistol (4D), Blast Vest (+1 energy, +1D physical.)

SPIDER SWOOP GANG MEMBER

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D+1, Dodge 4D+1

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 5D

MECHANICAL 2D

Swoop Operation 6D

Move: 10

Equipment: Blaster Pistol (4D)

Reference: Adventure Journal 6 p186

SPIDER SWOOP GANG MEMBER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+1, Dodge 5D+1

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 5D+2

MECHANICAL 2D

Swoop Operation 7D

Move: 10

Equipment: Blaster Pistol (4D)

SPIDER SWOOP GANG MEMBER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D+1, Dodge 6D+1

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 6D+1

MECHANICAL 2D

Swoop Operation 8D

Move: 10

Equipment: Blaster Pistol (4D)

SPIDER SWOOP GANG MEMBER (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 7D+1, Dodge 7D+1

STRENGTH 2D

KNOWLEDGE 2D

TECHNICAL 2D

Streetwise 7D

MECHANICAL 2D

Swoop Operation 9D

Move: 10

Equipment: Blaster Pistol (4D)

THEMOG'S THUGS

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 5D, Brawling Parry Sneak 5D
4D+2, Melee Weapons 4D+2 **STRENGTH 4D**
KNOWLEDGE 2D Brawling 5D
MECHANICAL 3D **TECHNICAL 2D**
Swoop Operation 6D **Move:** 10
Equipment: Knife (STR+1D), Blaster Pistol (4D), Blaster Rifle (5D)
Reference: Adventure Journal 12 p207

THEMOG'S THUGS (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 6D, Brawling Parry Sneak 6D
5D+2, Melee Weapons 5D+2 **STRENGTH 4D**
KNOWLEDGE 2D Brawling 6D
MECHANICAL 3D **TECHNICAL 2D**
Swoop Operation 7D **Move:** 10
Equipment: Knife (STR+1D), Blaster Pistol (4D), Blaster Rifle (5D)

THEMOG'S THUGS (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 7D, Brawling Parry Sneak 7D
6D+2, Melee Weapons 6D+2 **STRENGTH 4D**
KNOWLEDGE 2D Brawling 7D
MECHANICAL 3D **TECHNICAL 2D**
Swoop Operation 8D **Move:** 10
Equipment: Knife (STR+1D), Blaster Pistol (4D), Blaster Rifle (5D)

THEMOG'S THUGS (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D+2 **PERCEPTION 3D**
Blaster 8D, Brawling Parry Sneak 8D
7D+2, Melee Weapons 7D+2 **STRENGTH 4D**
KNOWLEDGE 2D Brawling 8D
MECHANICAL 3D **TECHNICAL 2D**
Swoop Operation 9D **Move:** 10
Equipment: Knife (STR+1D), Blaster Pistol (4D), Blaster Rifle (5D)

TRANDOSHAN SLAVER

Species: Trandoshan **Sex:** Any
DEXTERITY 1D+2 **PERCEPTION 2D**
Blaster 3D, Brawling Parry Search 3D+2, Sneak 3D+2
3D+2, Dodge 3D+1, Firearms: **STRENGTH 3D+1**
Snare Rifle 4D, Grenade 4D, Brawl 4D+1, Stamina 4D+1
Melee Combat 3D+1, Melee **TECHNICAL 1D+2**
Parry 3D+2 First Aid 3D

KNOWLEDGE 2D
Intimidation 3D+1, Streetwise
3D, Value: Slaves 3D

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 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)

TRANDOSHAN SLAVER (EXPERIENCED)

Species: Trandoshan **Sex:** Any
DEXTERITY 1D+2 **PERCEPTION 2D**
Blaster 4D, Brawling Parry Search 4D+2, Sneak 4D+2
4D+2, Dodge 4D+1, Firearms: **STRENGTH 3D+1**
Snare Rifle 5D, Grenade 5D, Brawl 5D+1, Stamina 5D+1
Melee Combat 4D+1, Melee **TECHNICAL 1D+2**
Parry 4D+2 First Aid 3D+2

KNOWLEDGE 2D
Intimidation 4D+1, Streetwise
4D, Value: Slaves 4D

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 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)

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:

STRENGTH 3D+1

Snare Rifle 6D, Grenade 6D,

Brawl 6D+1, Stamina 6D+1

Melee Combat 5D+1, Melee

TECHNICAL 1D+2

Parry 5D+2

First Aid 4D+1

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 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)

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:

STRENGTH 3D+1

Snare Rifle 7D, Grenade 7D,

Brawl 7D+1, Stamina 7D+1

Melee Combat 6D+1, Melee

TECHNICAL 1D+2

Parry 6D+2

First Aid 4D+1

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 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)

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 **PERCEPTION 3D**
 Thrown Weapons 4D **STRENGTH 3D**
KNOWLEDGE 2D Climbing/Jumping 4D
 Survival: Taloraan 3D **TECHNICAL 2D**
MECHANICAL 2D
 Beast Riding: Fleft Wauf 5D **Move:** 10
Equipment: Harpoon (STR+2D), Leather Bodysuit (+1 against physical)
Reference: Adventure Journal 5 p188

WIND RIDER (EXPERIENCED)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 3D**
 Thrown Weapons 5D **STRENGTH 3D**
KNOWLEDGE 2D Climbing/Jumping 5D
 Survival: Taloraan 3D+2 **TECHNICAL 2D**
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 **PERCEPTION 2D**
 Thrown Weapons 6D **STRENGTH 3D**
KNOWLEDGE 2D Climbing/Jumping 6D
 Survival: Taloraan 4D+1 **TECHNICAL 2D**
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 **PERCEPTION 3D**
 Thrown Weapons 7D **STRENGTH 3D**
KNOWLEDGE 2D Climbing/Jumping 7D
 Survival: Taloraan 5D **TECHNICAL 2D**
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 **PERCEPTION 3D**
 Blaster 5D, Dodge 5D, Search 4D, Sneak 4D+1
 Firearms 5D **STRENGTH 2D**
KNOWLEDGE 2D Brawling 4D, Climbing/Jumping
 Languages 3D, Law 4D, Stamina 3D+2
 Enforcement 3D, Streetwise: **TECHNICAL 2D**
 Black Sun 3D+2, Survival 3D, Willpower 3D+1
MECHANICAL 2D
 Repulsorlift Operation 3D **Move:** 10
Equipment: Varies Widely

BLACK SUN ASSASSIN (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
 Blaster 6D, Dodge 6D, Search 5D, Sneak 5D+1
 Firearms 6D **STRENGTH 2D**
KNOWLEDGE 2D Brawling 5D, Climbing/Jumping
 Languages 4D, Law 5D, Stamina 4D+2
 Enforcement 4D, Streetwise: **TECHNICAL 2D**
 Black Sun 4D+2, Survival 4D, Willpower 4D+1
MECHANICAL 2D
 Repulsorlift Operation 3D+2 **Move:** 10
Equipment: Varies Widely

BLACK SUN ASSASSIN (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
 Blaster 7D, Dodge 7D, Search 6D, Sneak 6D+1
 Firearms 7D **STRENGTH 2D**
KNOWLEDGE 2D Brawling 6D, Climbing/Jumping
 Languages 5D, Law 6D, Stamina 5D+2
 Enforcement 5D, Streetwise: **TECHNICAL 2D**
 Black Sun 5D+2, Survival 5D, Willpower 5D+1
MECHANICAL 2D **Move:** 10
 Repulsorlift Operation 4D+1 **Equipment:** Varies Widely

BLACK SUN ASSASSIN (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 3D**
 Blaster 8D, Dodge 8D, Search 7D, Sneak 7D+1
 Firearms 8D **STRENGTH 2D**
KNOWLEDGE 2D Brawling 7D, Climbing/Jumping
 Languages 6D, Law 7D, Stamina 6D+2
 Enforcement 6D, Streetwise: **TECHNICAL 2D**
 Black Sun 6D+2, Survival 6D, Willpower 6D+1
MECHANICAL 2D **Move:** 10
 Repulsorlift Operation 5D **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

Persuasion 3D, Search 3D+2,
Sneak 3D+1

STRENGTH 2D

Brawling 3D

KNOWLEDGE 2D

Bureaucracy: Black Sun 3D,
Intimidation 3D+2, Law Enforcement
3D+1 Streetwise: Black Sun 3D

TECHNICAL 2D

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

Persuasion 4D, Search 4D+2,
Sneak 4D+1

STRENGTH 2D

Brawling 4D

KNOWLEDGE 2D

Bureaucracy: Black Sun 4D,
Intimidation 4D+2, Law Enforcement
4D Streetwise: Black Sun 4D

TECHNICAL 2D

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

Persuasion 5D, Search 5D+2,
Sneak 5D+1

STRENGTH 2D

Brawling 5D

KNOWLEDGE 2D

Bureaucracy: Black Sun 5D,
Intimidation 5D+2, Law Enforcement
5D Streetwise: Black Sun 5D

TECHNICAL 2D

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

Persuasion 6D, Search 6D+2,
Sneak 6D+1

STRENGTH 2D

Brawling 6D

KNOWLEDGE 2D

Bureaucracy: Black Sun 6D,
Intimidation 6D+2, Law Enforcement
6D Streetwise: Black Sun 6D

TECHNICAL 2D

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 2D+2, Brawling Parry
3D+1, Dodge 3D, Melee
Combat 3D, Melee Parry 3D

PERCEPTION 2D

Con 3D, Search 3D, Sneak
2D+2

STRENGTH 2D

Brawling 3D+2

KNOWLEDGE 2D

Intimidation 3D, Streetwise:
Black Sun 2D+2

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Knife (STR+1D)

BLACK SUN THUG (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 3D+2, Brawling Parry
4D+1, Dodge 4D, Melee
Combat 4D, Melee Parry 4D

PERCEPTION 2D

Con 4D, Search 4D, Sneak
3D+2

STRENGTH 2D

Brawling 4D+2

KNOWLEDGE 2D

Intimidation 4D, Streetwise:
Black Sun 3D+2

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Knife (STR+1D)

BLACK SUN THUG (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D+2, Brawling Parry
5D+1, Dodge 5D, Melee
Combat 5D, Melee Parry 5D

PERCEPTION 2D

Con 5D, Search 5D, Sneak
4D+2

STRENGTH 2D

Brawling 5D+2

KNOWLEDGE 2D

Intimidation 5D, Streetwise:
Black Sun 4D+2

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Knife (STR+1D)

BLACK SUN THUG (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D+2, Brawling Parry
6D+1, Dodge 6D, Melee
Combat 6D, Melee Parry 6D

PERCEPTION 2D

Con 6D, Search 6D, Sneak
5D+2

STRENGTH 2D

Brawling 6D+2

KNOWLEDGE 2D

Intimidation 6D, Streetwise:
Black Sun 5D+2

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Knife (STR+1D)

BLACK SUN VIGO

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D+2, Brawling Parry
3D+1, Dodge 4D

Bargain 6D, Command 6D,
Con 6D, Forgery 5D, Gambling
5D, Persuasion 6D

KNOWLEDGE 2D

Alien Species 5D, Bureaucracy:
Black Sun 6D, Business: Black
Sun 6D, Cultures 4D, Languages

STRENGTH 2D

Brawling 3D+2

TECHNICAL 2D

4D, Law Enforcement 5D,
Streetwise: Black Sun 7D, Value
6D, Willpower 4D+2

Computer Program/Repair
4D, Security 4D

MECHANICAL 2D

Move: 10

Equipment: Varies Widely

BLACK SUN VIGO (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D+2, Brawling Parry
4D+1, Dodge 5D

Bargain 7D, Command 7D,
Con 7D, Forgery 6D, Gambling
6D, Persuasion 7D

KNOWLEDGE 2D

Alien Species 6D, Bureaucracy:
Black Sun 7D, Business: Black
Sun 7D, Cultures 5D, Languages

STRENGTH 2D

Brawling 4D+2

TECHNICAL 2D

5D, Law Enforcement 6D,
Streetwise: Black Sun 8D, Value
7D, Willpower 5D+2

Computer Program/Repair
5D, Security 5D

MECHANICAL 2D

Move: 10

Equipment: Varies Widely

BLACK SUN VIGO (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D+2, Brawling Parry
5D+1, Dodge 6D

Bargain 8D, Command 8D,
Con 8D, Forgery 7D, Gambling
7D, Persuasion 8D

KNOWLEDGE 2D

Alien Species 7D, Bureaucracy:
Black Sun 8D, Business: Black
Sun 8D, Cultures 6D, Languages

STRENGTH 2D

Brawling 5D+2

TECHNICAL 2D

6D, Law Enforcement 7D,
Streetwise: Black Sun 9D, Value
8D, Willpower 6D+2

Computer Program/Repair
6D, Security 6D

MECHANICAL 2D

Move: 10

Equipment: Varies Widely

BLACK SUN VIGO (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D+2, Brawling Parry
6D+1, Dodge 7D

Bargain 9D, Command 9D,
Con 9D, Forgery 8D, Gambling
8D, Persuasion 9D

KNOWLEDGE 2D

Alien Species 8D, Bureaucracy:
Black Sun 9D, Business: Black
Sun 9D, Cultures 7D, Languages

STRENGTH 2D

Brawling 6D+2

TECHNICAL 2D

7D, Law Enforcement 8D,
Streetwise: Black Sun 10D, Value
9D, Willpower 7D+2

Computer Program/Repair
7D, Security 7D

MECHANICAL 2D

Move: 10

Equipment: Varies Widely

COURT JESTER

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Dance 4D, Dodge 4D+2,
Pick Pocket 5D

Con 3D+2, Hide 4D, Persuasion
4D, Sneak 4D

KNOWLEDGE 2D

Languages 3D+2, Streetwise:
Hutt Crime Empire 4D

STRENGTH 2D

Acrobatics 4D, Climbing/
Jumping 3D+2, Stamina 4D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

COURT JESTER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Dance 6D, Dodge 6D+2,
Pick Pocket 7D

Con 5D+2, Hide 6D, Persuasion
6D, Sneak 6D

KNOWLEDGE 2D

Languages 5D+2, Streetwise:
Hutt Crime Empire 6D

STRENGTH 2D

Acrobatics 6D, Climbing/
Jumping 5D+2, Stamina 6D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

COURT JESTER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Dance 8D, Dodge 8D+2,
Pick Pocket 9D

Con 7D+2, Hide 8D, Persuasion
8D, Sneak 8D

KNOWLEDGE 2D

Languages 7D+2, Streetwise:
Hutt Crime Empire 8D

STRENGTH 2D

Acrobatics 8D, Climbing/
Jumping 7D+2, Stamina 8D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

GAMORREAN GUARD

Species: Gamorrean **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Melee Combat: Vibro-Axe 4D+2 **STRENGTH 4D**
Brawling 5D, Stamina 5D+1
KNOWLEDGE 1D **TECHNICAL 1D**
Survival 2D
MECHANICAL 1D **Move:** 9
Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)
Reference: GG5: Return of the Jedi p11

GAMORREAN GUARD (EXPERIENCED)

Species: Gamorrean **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Melee Combat: Vibro-Axe 5D+2 **STRENGTH 4D**
Brawling 6D, Stamina 6D
KNOWLEDGE 1D **TECHNICAL 1D**
Survival 3D
MECHANICAL 1D **Move:** 9
Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)

GAMORREAN GUARD (VETERAN)

Species: Gamorrean **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Melee Combat: Vibro-Axe 6D+2 **STRENGTH 4D**
Brawling 7D, Stamina 6D+2
KNOWLEDGE 1D **TECHNICAL 1D**
Survival 4D
MECHANICAL 1D **Move:** 9
Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)

GAMORREAN GUARD (ELITE)

Species: Gamorrean **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Melee Combat: Vibro-Axe 7D+2 **STRENGTH 4D**
Brawling 8D, Stamina 7D+1
KNOWLEDGE 1D **TECHNICAL 1D**
Survival 5D
MECHANICAL 1D **Move:** 9
Equipment: Vibro-Axe (STR+3D+1), Force Pike (STR+3D, can reach up to two meters)

GANGSTER

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 4D, Dodge 4D Command 3D, Con 3D+1,
Gambling 3D+2, Persuasion
KNOWLEDGE 2D 3D+1, Search 3D+2
Alien Species 3D, Bureaucracy: 3D+1, Search 3D+2
Hutt Crime Empire 3D, **STRENGTH 2D**
Intimidation 3D+2, Languages Brawling 3D+2
3D, Law Enforcement 2D+2, **TECHNICAL 2D**
Streetwise: Hutt Crime Empire Security 3D
3D, Willpower 3D+1
MECHANICAL 2D
Choose One: Ground Vehicle Operation
2D+2, Hover Vehicle Operation 2D+2,
Repulsorlift Operation 2D+2 **Move:** 10
Equipment: Blaster Carbine (5D), Blast Vest (+1D physical, +1 energy.)

GANGSTER (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D, Dodge 5D Command 4D, Con 4D+1,
Gambling 4D+2, Persuasion
KNOWLEDGE 2D 4D+1, Search 4D+2
Alien Species 4D, Bureaucracy: 4D+1, Search 4D+2
Hutt Crime Empire 4D, **STRENGTH 2D**
Intimidation 4D+2, Languages Brawling 4D+2
4D, Law Enforcement 3D+2, **TECHNICAL 2D**
Streetwise: Hutt Crime Empire Security 4D
4D, Willpower 4D+1
MECHANICAL 2D
Choose One: Ground Vehicle Operation
3D+1, Hover Vehicle Operation 3D+1,
Repulsorlift Operation 3D+1 **Move:** 10
Equipment: Blaster Carbine (5D), Blast Vest (+1D physical, +1 energy.)

GANGSTER (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D, Dodge 6D Command 5D, Con 5D+1,
Gambling 5D+2, Persuasion
KNOWLEDGE 2D 5D+1, Search 5D+2
Alien Species 5D, Bureaucracy: 5D+1, Search 5D+2
Hutt Crime Empire 5D, **STRENGTH 2D**
Intimidation 5D+2, Languages Brawling 5D+2
5D, Law Enforcement 4D+2, **TECHNICAL 2D**
Streetwise: Hutt Crime Empire Security 5D
5D, Willpower 5D+1
MECHANICAL 2D
Choose One: Ground Vehicle Operation
4D+2, Hover Vehicle Operation 4D+2,
Repulsorlift Operation 4D+2 **Move:** 10
Equipment: Blaster Carbine (5D), Blast Vest (+1D physical, +1 energy.)

GANGSTER (ELITE)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 7D, Dodge 7D Command 6D, Con 6D+1,
Gambling 6D+2, Persuasion
KNOWLEDGE 2D 6D+1, Search 6D+2
Alien Species 6D, Bureaucracy: 6D+1, Search 6D+2
Hutt Crime Empire 6D, **STRENGTH 2D**
Intimidation 6D+2, Languages Brawling 6D+2
6D, Law Enforcement 5D+2, **TECHNICAL 2D**
Streetwise: Hutt Crime Empire Security 6D
6D, Willpower 6D+1
MECHANICAL 2D
Choose One: Ground Vehicle Operation
5D+1, Hover Vehicle Operation 5D+1,
Repulsorlift Operation 5D+1 **Move:** 10
Equipment: Blaster Carbine (5D), Blast Vest (+1D physical, +1 energy.)

HUTT CRIME LORD

Species: Hutt

Sex: Hermaphrodite

DEXTERITY 1D+2

PERCEPTION 3D

KNOWLEDGE 3D

Alien Species 3D+2,
Bureaucracy: Hutt Crime
Empire 5D, Business: Hutt
Crime Empire 4D+2, Cultures
3D+1, Intimidation 4D+2, Law
Enforcement (Local) 4D,
Streetwise: Hutt Crime
Empire 6D

Bargain 5D, Command: Hutt
Crime Empire 5D, Con 4D+2,
Gambling 5D, Persuasion 4D+2

STRENGTH 3D

Brawling 4D

TECHNICAL 2D

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

PERCEPTION 3D

KNOWLEDGE 3D

Alien Species 4D+2,
Bureaucracy: Hutt Crime
Empire 6D, Business: Hutt
Crime Empire 5D+2, Cultures
4D+1, Intimidation 5D+2, Law
Enforcement (Local) 5D,
Streetwise: Hutt Crime
Empire 7D

Bargain 6D, Command: Hutt
Crime Empire 6D, Con 5D+2,
Gambling 6D, Persuasion 5D+2

STRENGTH 3D

Brawling 5D

TECHNICAL 2D

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

PERCEPTION 3D

KNOWLEDGE 3D

Alien Species 5D+2,
Bureaucracy: Hutt Crime
Empire 7D, Business: Hutt
Crime Empire 6D+2, Cultures
5D+1, Intimidation 6D+2, Law
Enforcement (Local) 6D,
Streetwise: Hutt Crime
Empire 8D

Bargain 7D, Command: Hutt
Crime Empire 7D, Con 6D+2,
Gambling 7D, Persuasion 6D+2

STRENGTH 3D

Brawling 6D

TECHNICAL 2D

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 (ELITE)

Species: Hutt

Sex: Hermaphrodite

DEXTERITY 1D+2

PERCEPTION 3D

KNOWLEDGE 3D

Alien Species 6D+2,
Bureaucracy: Hutt Crime
Empire 8D, Business: Hutt
Crime Empire 7D+2, Cultures
6D+1, Intimidation 7D+2, Law
Enforcement (Local) 7D,
Streetwise: Hutt Crime
Empire 9D

Bargain 8D, Command: Hutt
Crime Empire 8D, Con 7D+2,
Gambling 8D, Persuasion 7D+2

STRENGTH 3D

Brawling 7D

TECHNICAL 2D

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.

MAJORDOMO

Species: Any

Sex: Any

DEXTERITY 2D

Blaster: Hold Out Blaster
3D+2, Dodge 4D

PERCEPTION 2D

Bargain 4D, Command: Hutt
Crime Empire 4D+2, Con 4D,
Forgery 3D, Hide 4D,
Investigation 5D, Persuasion
4D+2, Sneak 4D

KNOWLEDGE 2D

Bureaucracy: Hutt Crime
Empire 4D, Business: Hutt
Crime Empire 5D, Languages
3D, Streetwise: Hutt Crime
Empire 6D+2, Value 5D

STRENGTH 2D

TECHNICAL 2D

Security 3D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Datapad, Comlink

MAJORDOMO (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster: Hold Out Blaster
4D+2, Dodge 5D

PERCEPTION 2D

Bargain 5D, Command: Hutt
Crime Empire 5D+2, Con 5D,
Forgery 4D, Hide 5D,
Investigation 6D, Persuasion
5D+2, Sneak 5D

KNOWLEDGE 2D

Bureaucracy: Hutt Crime
Empire 5D, Business: Hutt
Crime Empire 6D, Languages
4D, Streetwise: Hutt Crime
Empire 7D+2, Value 6D

STRENGTH 2D

TECHNICAL 2D

Security 4D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Datapad, Comlink

MAJORDOMO (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster: Hold Out Blaster
5D+2, Dodge 6D

PERCEPTION 2D

Bargain 6D, Command: Hutt
Crime Empire 6D+2, Con 6D,
Forgery 5D, Hide 6D,
Investigation 7D, Persuasion
6D+2, Sneak 6D

KNOWLEDGE 2D

Bureaucracy: Hutt Crime
Empire 6D, Business: Hutt
Crime Empire 7D, Languages
5D, Streetwise: Hutt Crime
Empire 8D+2, Value 7D

STRENGTH 2D

TECHNICAL 2D

Security 5D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Datapad, Comlink

MAJORDOMO (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster: Hold Out Blaster
6D+2, Dodge 7D

PERCEPTION 2D

Bargain 7D, Command: Hutt
Crime Empire 7D+2, Con 7D,
Forgery 6D, Hide 7D,
Investigation 8D, Persuasion
7D+2, Sneak 7D

KNOWLEDGE 2D

Bureaucracy: Hutt Crime
Empire 7D, Business: Hutt
Crime Empire 8D, Languages
6D, Streetwise: Hutt Crime
Empire 9D+2, Value 8D

STRENGTH 2D

TECHNICAL 2D

Security 6D

MECHANICAL 2D

Move: 10

Equipment: Hold Out Blaster (3D), Datapad, Comlink

SWOOP TROOPER

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 4D+2, Dodge 3D,
Melee Combat 4D

PERCEPTION 2D

STRENGTH 2D
Brawling 4D+2

KNOWLEDGE 2D

Intimidation 3D, Streetwise
2D+2

TECHNICAL 2D

MECHANICAL 2D

Swoop Operation 5D

Move: 10

Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop

Reference: Shadows of the Empire Sourcebook p58

SWOOP TROOPER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 5D+2, Dodge 4D,
Melee Combat 5D

PERCEPTION 2D

STRENGTH 2D
Brawling 5D+2

KNOWLEDGE 2D

Intimidation 4D, Streetwise
3D+2

TECHNICAL 2D

MECHANICAL 2D

Swoop Operation 6D

Move: 10

Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop

SWOOP TROOPER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 6D+2, Dodge 5D,
Melee Combat 6D

PERCEPTION 2D

STRENGTH 2D
Brawling 6D+2

KNOWLEDGE 2D

Intimidation 5D, Streetwise
4D+2

TECHNICAL 2D

MECHANICAL 2D

Swoop Operation 7D

Move: 10

Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop

SWOOP TROOPER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 7D+2, Dodge 6D,
Melee Combat 7D

PERCEPTION 2D

STRENGTH 2D
Brawling 7D+2

KNOWLEDGE 2D

Intimidation 6D, Streetwise
5D+2

TECHNICAL 2D

MECHANICAL 2D

Swoop Operation 8D

Move: 10

Equipment: Blaster Pistol (4D), Various Melee Weapons (STR+2 to STR+3D), Swoop

WEEQUAY MERCENARY

Species: Weequay

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 5D, Dodge 4D+2,
Melee Combat: Force Pike
6D, Melee Parry 5D

Search 4D
STRENGTH 3D+2
Brawling 5D, Stamina 4D+2

KNOWLEDGE 2D+2

TECHNICAL 3D

MECHANICAL 2D+2

Weapons Repair 4D

Move: 10

Special Abilities:

Short-Range Communication: Weequays 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)

Species: Weequay

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 6D, Dodge 5D+2,
Melee Combat: Force Pike
7D, Melee Parry 6D

Search 5D
STRENGTH 3D+2
Brawling 6D, Stamina 5D+2

KNOWLEDGE 2D+2

TECHNICAL 3D

MECHANICAL 2D+2

Weapons Repair 4D+2

Move: 10

Special Abilities:

Short-Range Communication: Weequays 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)

Species: Weequay

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 7D, Dodge 6D+2,
Melee Combat: Force Pike
8D, Melee Parry 7D

Search 6D
STRENGTH 3D+2
Brawling 7D, Stamina 6D+2

KNOWLEDGE 2D+2

TECHNICAL 3D

MECHANICAL 2D+2

Weapons Repair 5D+1

Move: 10

Special Abilities:

Short-Range Communication: Weequays 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 (ELITE)

Species: Weequay

Sex: Any

DEXTERITY 3D+2

PERCEPTION 2D+1

Blaster 8D, Dodge 7D+2,
Melee Combat: Force Pike
9D, Melee Parry 8D

Search 7D
STRENGTH 3D+2
Brawling 8D, Stamina 7D+2

KNOWLEDGE 2D+2

TECHNICAL 3D

MECHANICAL 2D+2

Weapons Repair 6D

Move: 10

Special Abilities:

Short-Range Communication: Weequays 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

Sex: Male

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

PERCEPTION 2D+1

Command 5D, Search 7D, Search (tracking) 7D+1

STRENGTH 3D+2

Brawling 5D+1, Climbing/Jumping 5D+2, Swimming 5D+1

KNOWLEDGE 2D+2

Intimidation 4D+1, Survival 5D+1, Tactics 5D+2

TECHNICAL 2D+1

Armor Repair 3D, Blaster Repair 4D, Computer Prog/Repair 3D+2, Demolition 4D+1, Security 4D

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

Sex: Male

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

PERCEPTION 2D+1

Command 5D+2, Search 8D, Search (tracking) 8D+1

STRENGTH 3D+2

Brawling 6D+1, Climbing/Jumping 6D+2, Swimming 6D

TECHNICAL 2D+1

Armor Repair 3D+2, Blaster Repair 4D+2, Computer Prog/Repair 4D+1, Demolition 5D+1, Security 5D

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

Sex: Male

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

PERCEPTION 2D+1

Command 6D+1, Search 9D, Search (tracking) 9D+1

STRENGTH 3D+2

Brawling 7D+1, Climbing/Jumping 7D+2, Swimming 6D+2

TECHNICAL 2D+1

Armor Repair 4D+1, Blaster Repair 5D+1, Computer Prog/Repair 5D, Demolition 6D+1, Security 6D

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

Sex: Male

DEXTERITY 3D+1

Blaster 4D+1, Blaster Artillery 3D+2, Brawling Parry 4D, Dodge 4D+1, Grenade 4D

PERCEPTION 3D

STRENGTH 3D+1

Brawling 4D, Stamina 4D+2

TECHNICAL 2D

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

Sex: Male

DEXTERITY 3D+1

Blaster 5D+1, Blaster Artillery 4D+1, Brawling Parry 5D, Dodge 5D+1, Grenade 4D+2

PERCEPTION 3D

STRENGTH 3D+1

Brawling 5D, Stamina 5D+1

TECHNICAL 2D

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

Sex: Male

DEXTERITY 3D+1

Blaster 6D+1, Blaster Artillery 5D, Brawling Parry 6D, Dodge 6D+1, Grenade 5D+1

PERCEPTION 3D

STRENGTH 3D+1

Brawling 6D, Stamina 6D

TECHNICAL 2D

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

Sex: Male

DEXTERITY 3D+1

Blaster 7D+1, Blaster Artillery 5D+2, Brawling Parry 7D, Dodge 7D+1, Grenade 6D

PERCEPTION 3D

STRENGTH 3D+1

Brawling 7D, Stamina 6D+2

TECHNICAL 2D

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 medpacs.

CLONE TROOPER GUNNER

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+1, Blaster Artillery **STRENGTH 3D+1**
4D+1, Brawling Parry 4D, Brawling 4D, Lifting 4D+1,
Dodge 4D+1, Grenade 4D, Stamina 4D+2
Vehicle Blasters 4D **TECHNICAL 2D**
KNOWLEDGE 2D
Survival 3D
MECHANICAL 2D+1
Starship Gunnery 3D+2 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER GUNNER (EXPERIENCED)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D+1, Blaster Artillery **STRENGTH 3D+1**
5D+1, Brawling Parry 4D+2, Brawling 4D+2, Lifting 5D,
Dodge 5D, Grenade 5D, Stamina 5D+1
Vehicle Blasters 5D **TECHNICAL 2D**
KNOWLEDGE 2D
Survival 3D+2
MECHANICAL 2D+1
Starship Gunnery 4D+2 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER GUNNER (VETERAN)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 6D+1, Blaster Artillery **STRENGTH 3D+1**
6D+1, Brawling Parry 5D+1, Brawling 5D+1, Lifting 5D+2,
Dodge 5D+2, Grenade 6D, Stamina 6D
Vehicle Blasters 6D **TECHNICAL 2D**
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 2D+1
Starship Gunnery 5D+2 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER GUNNER (ELITE)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 7D+1, Blaster Artillery **STRENGTH 3D+1**
7D+1, Brawling Parry 6D, Brawling 6D, Lifting 6D+1,
Dodge 6D+1, Grenade 7D, Stamina 6D+2
Vehicle Blasters 7D **TECHNICAL 2D**
KNOWLEDGE 2D
Survival 5D
MECHANICAL 2D+1
Starship Gunnery 6D+2 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER OFFICER

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+1, Blaster Artillery Command 3D+2
3D+2, Brawling Parry 4D, **STRENGTH 3D+1**
Dodge 4D+1, Grenade 4D Brawling 4D, Stamina 4D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 3D, Tactics 3D
MECHANICAL 2D+1 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER OFFICER (EXPERIENCED)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D+1, Blaster Artillery Command 4D+1
4D+1, Brawling Parry 5D, **STRENGTH 3D+1**
Dodge 5D+1, Grenade 4D+2 Brawling 5D, Stamina 5D+1
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 3D+2, Tactics 4D
MECHANICAL 2D+1 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER OFFICER (VETERAN)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 6D+1, Blaster Artillery Command 5D
5D, Brawling Parry 6D, Dodge **STRENGTH 3D+1**
6D+1, Grenade 5D+1 Brawling 6D, Stamina 6D
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 4D+1, Tactics 5D
MECHANICAL 2D+1 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER OFFICER (ELITE)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 7D+1, Blaster Artillery Command 5D+2
5D+2, Brawling Parry 7D, **STRENGTH 3D+1**
Dodge 7D+1, Grenade 6D Brawling 7D, Stamina 6D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 5D, Tactics 6D
MECHANICAL 2D+1 **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1),
Clone Trooper Armor

CLONE TROOPER PILOT

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D, Brawling Parry
3D+2, Dodge 4D **STRENGTH 3D+1**
Brawling 4D, Stamina 4D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 3D Repulsorlift Repair 3D+1,
MECHANICAL 2D+1 Space Transports Repair 3D+1,
Repulsorlift Operation 4D+1, Starfighter Repair 3D+1
Space Transports 4D+1,
Starfighter Piloting 4D+1,
Starship Gunnery 4D **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

CLONE TROOPER PILOT (EXPERIENCED)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+2, Brawling Parry
4D+1, Dodge 4D+2 **STRENGTH 3D+1**
Brawling 4D+2, Stamina 5D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 3D+2 Repulsorlift Repair 4D+1,
MECHANICAL 2D+1 Space Transports Repair 4D+1,
Repulsorlift Operation 5D+1, Starfighter Repair 4D+1
Space Transports 5D+1,
Starfighter Piloting 5D+1,
Starship Gunnery 5D **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

CLONE TROOPER PILOT (VETERAN)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 5D+1, Brawling Parry
5D, Dodge 5D+1 **STRENGTH 3D+1**
Brawling 5D+1, Stamina 6D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 4D+1 Repulsorlift Repair 5D+1,
MECHANICAL 2D+1 Space Transports Repair 5D+1,
Repulsorlift Operation 6D+1, Starfighter Repair 5D+1
Space Transports 6D+1,
Starfighter Piloting 6D+1,
Starship Gunnery 6D **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

CLONE TROOPER PILOT (ELITE)

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 6D, Brawling Parry
5D+2, Dodge 6D **STRENGTH 3D+1**
Brawling 6D, Stamina 7D+2
KNOWLEDGE 2D **TECHNICAL 2D**
Survival 5D Repulsorlift Repair 6D+1,
MECHANICAL 2D+1 Space Transports Repair 6D+1,
Repulsorlift Operation 7D+1, Starfighter Repair 6D+1
Space Transports 7D+1,
Starfighter Piloting 7D+1,
Starship Gunnery 7D **Move:** 10
Equipment: DC-15s Blaster Pistol (3D), Sealed Flight Suit

CLONE MARINE

Species: Human/Clone **Sex:** Male
DEXTERITY 3D+1 **PERCEPTION 3D**
Blaster 4D+1, Brawling Parry
4D, Dodge 4D+1, Grenade 4D, **STRENGTH 3D+1**
Melee Combat 4D+1, Melee Brawling 4D, Stamina 4D+2
Combat (Zero-G) 5D+1 **TECHNICAL 2D**
KNOWLEDGE 2D Capital Ship Repair 3D, First
Survival 3D, Survival (Space) 4D Aid 2D+2, Security 3D, Space
MECHANICAL 2D+1 Transports Repair 3D
Capital Ship Gunnery 2D+2,
Starship Gunnery 2D+2,
Powersuit Operation 4D **Move:** 10
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 **PERCEPTION 3D**
Blaster 5D+1, Brawling Parry
5D, Dodge 5D+1, Grenade 5D, **STRENGTH 3D+1**
Melee Combat 5D+1, Melee Brawling 5D, Stamina 5D+1
Combat (Zero-G) 6D+1 **TECHNICAL 2D**
KNOWLEDGE 2D Capital Ship Repair 3D+2, First
Survival 3D+2, Survival (Space) Aid 3D+1, Security 4D, Space
5D Transports Repair 3D+2
MECHANICAL 2D+1
Capital Ship Gunnery 3D+1,
Starship Gunnery 3D+1,
Powersuit Operation 5D **Move:** 10
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 **PERCEPTION 3D**
Blaster 6D+1, Brawling Parry
6D, Dodge 6D+1, Grenade 6D, **STRENGTH 3D+1**
Melee Combat 6D+1, Melee Brawling 6D, Stamina 6D
Combat (Zero-G) 7D+1 **TECHNICAL 2D**
KNOWLEDGE 2D Capital Ship Repair 4D+1, First
Survival 4D+1, Survival (Space) Aid 4D, Security 5D, Space
6D Transports Repair 4D+1
MECHANICAL 2D+1
Capital Ship Gunnery 4D,
Starship Gunnery 4D,
Powersuit Operation 6D **Move:** 10
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 **PERCEPTION 3D**
Blaster 7D+1, Brawling Parry
7D, Dodge 7D+1, Grenade 7D, **STRENGTH 3D+1**
Melee Combat 7D+1, Melee Brawling 7D, Stamina 6D+2
Combat (Zero-G) 8D+1 **TECHNICAL 2D**
KNOWLEDGE 2D Capital Ship Repair 5D, First
Survival 5D, Survival (Space) 7D Aid 4D+2, Security 6D, Space
MECHANICAL 2D+1 Transports Repair 5D
Capital Ship Gunnery 4D+2,
Starship Gunnery 4D+2,
Powersuit Operation 7D **Move:** 10
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

PERCEPTION 3D

Search 3D+1, Sneak 3D+1

STRENGTH 3D+1

Brawling 4D, Climbing/Jumping
3D+2, Stamina 4D+2

KNOWLEDGE 2D

Planetary Systems 3D,
Survival 3D+2

TECHNICAL 2D

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

PERCEPTION 3D

Search 4D+1, Sneak 4D+1

STRENGTH 3D+1

Brawling 4D+2, Climbing/
Jumping 4D+2, Stamina
5D+2

KNOWLEDGE 2D

Planetary Systems 4D,
Survival 4D+2

TECHNICAL 2D

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

PERCEPTION 3D

Search 5D+1, Sneak 5D+1

STRENGTH 3D+1

Brawling 5D+1, Climbing/
Jumping 5D+2, Stamina
6D+2

KNOWLEDGE 2D

Planetary Systems 5D,
Survival 5D+2

TECHNICAL 2D

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

PERCEPTION 3D

Search 6D+1, Sneak 6D+1

STRENGTH 3D+1

Brawling 6D, Climbing/Jumping
6D+2, Stamina 7D+2

KNOWLEDGE 2D

Planetary Systems 6D,
Survival 6D+2

TECHNICAL 2D

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

PERCEPTION 3D

STRENGTH 3D

Brawling 5D, Swim 6D

KNOWLEDGE 3D

TECHNICAL 3D

MECHANICAL 3D

Move: 10

Equipment: Clone Scuba Trooper Armor (+1D+2 Physical, +2 Energy, -1D DEXTERITY, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers) Aquatic Modified CloneTrooper 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

PERCEPTION 3D

STRENGTH 3D

Brawling 6D, Swim 7D

KNOWLEDGE 3D

TECHNICAL 3D

MECHANICAL 3D

Move: 10

Equipment: Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy, -1D DEXTERITY, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers) Aquatic Modified CloneTrooper Blaster Rifle (5D+2)

CLONE SCUBA TROOPER (VETERAN)

Species: Human/Clone

Sex: Male

DEXTERITY 3D

Blaster 8D, Dodge 8D,
Brawling Parry 7D

PERCEPTION 3D

STRENGTH 3D

Brawling 7D, Swim 8D

KNOWLEDGE 3D

TECHNICAL 3D

MECHANICAL 3D

Move: 10

Equipment: Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy, -1D DEXTERITY, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers) Aquatic Modified CloneTrooper Blaster Rifle (5D+2)

CLONE SCUBA TROOPER (ELITE)

Species: Human/Clone

Sex: Male

DEXTERITY 3D

Blaster 9D, Dodge 9D,
Brawling Parry 8D

PERCEPTION 3D

STRENGTH 3D

Brawling 8D, Swim 9D

KNOWLEDGE 3D

TECHNICAL 3D

MECHANICAL 3D

Move: 10

Equipment: Clone Scuba Trooper Armour (+1D+2 Physical, +2 Energy, -1D DEXTERITY, Waterjets: Move 20, +1D Dodge, Oxygen Scrubbers) Aquatic Modified CloneTrooper Blaster Rifle (5D+2)

CLONE SKY TROOPER

Species: Human/Clone

Sex: Male

DEXTERITY 3D

Blaster 6D, Dodge 6D,
Brawling Parry 5D,
Vehicle Blasters 5D

PERCEPTION 3D

STRENGTH 3D
Brawling 5D

TECHNICAL 3D

KNOWLEDGE 3D

MECHANICAL 3D

Jet Pack Operation 6D

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)

Reference: D6 Clone Wars Sourcebook

CLONE SKY TROOPER (EXPERIENCED)

Species: Human/Clone

Sex: Male

DEXTERITY 3D

Blaster 7D, Dodge 7D,
Brawling Parry 5D+2,
Vehicle Blasters 6D

PERCEPTION 3D

STRENGTH 3D
Brawling 5D+2

TECHNICAL 3D

KNOWLEDGE 3D

MECHANICAL 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

PERCEPTION 3D

STRENGTH 3D
Brawling 6D+1

TECHNICAL 3D

KNOWLEDGE 3D

MECHANICAL 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

PERCEPTION 3D

STRENGTH 3D
Brawling 7D

TECHNICAL 3D

KNOWLEDGE 3D

MECHANICAL 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

Species: Human/Clone

Sex: Male

DEXTERITY 3D+1

Blaster 6D+1, Blaster (Blaster Rifle) 7D+1 Blaster Artillery 4D+1, Brawling Parry 4D+1, Dodge 5D+1, Grenade 4D+2

PERCEPTION 3D

Command 4D, Search 5D

STRENGTH 3D+1

Brawling 4D, Climbing/Jumping 4D+1, Stamina 4D+2

KNOWLEDGE 2D

Intimidation 3D, Survival 4D, Tactics 3D+2

TECHNICAL 2D

Armor Repair 3D, Blaster Repair 3D, Computer Program/Repair 3D, Demolition 3D+1, Security 2D+2

MECHANICAL 2D+1

Move: 10

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Republic Commando Armor

REPUBLIC COMMANDO (EXPERIENCED)

Species: Human/Clone

Sex: Male

DEXTERITY 3D+1

Blaster 7D+1, Blaster (Blaster Rifle) 8D+1 Blaster Artillery 5D+1, Brawling Parry 5D+1, Dodge 6D+1, Grenade 5D+2

PERCEPTION 3D

Command 4D+2, Search 6D

STRENGTH 3D+1

Brawling 5D, Climbing/Jumping 5D+1, Stamina 5D+2

KNOWLEDGE 2D

Intimidation 4D, Survival 5D, Tactics 4D+2

TECHNICAL 2D

Armor Repair 3D+2, Blaster Repair 3D+2, Computer Program/Repair 3D+2,

MECHANICAL 2D+1

Move: 10

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Republic Commando Armor

REPUBLIC COMMANDO (VETERAN)

Species: Human/Clone

Sex: Male

DEXTERITY 3D+1

Blaster 8D+1, Blaster (Blaster Rifle) 9D+1 Blaster Artillery 6D+1, Brawling Parry 6D+1, Dodge 7D+1, Grenade 6D+2

PERCEPTION 3D

Command 5D+1, Search 7D

STRENGTH 3D+1

Brawling 6D, Climbing/Jumping 6D+1, Stamina 6D+2

KNOWLEDGE 2D

Intimidation 5D, Survival 6D, Tactics 5D+2

TECHNICAL 2D

Armor Repair 4D+1, Blaster Repair 4D+1, Computer Program/Repair 4D+1,

MECHANICAL 2D+1

Move: 10

Equipment: DC-15s Blaster Pistol (3D), DC-15 Blaster Rifle (5D+1), Republic Commando Armor

REPUBLIC COMMANDO (ELITE)

Species: Human/Clone

Sex: Male

DEXTERITY 3D+1

Blaster 9D+1, Blaster (Blaster Rifle) 10D+1 Blaster Artillery 7D+1, Brawling Parry 7D+1, Dodge 8D+1, Grenade 7D+2

PERCEPTION 3D

Command 6D, Search 8D

STRENGTH 3D+1

Brawling 7D, Climbing/Jumping 7D+1, Stamina 7D+2

KNOWLEDGE 2D

Intimidation 6D, Survival 7D, Tactics 6D+2

TECHNICAL 2D

Armor Repair 5D, Blaster Repair 5D, Computer Program/Repair 5D, Demolition 6D+1, Security 5D+2

MECHANICAL 2D+1

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

PERCEPTION 3D

Dodge 3D+2, Grenade 3D+1,
Melee Combat 3D+2, Melee
Parry 3D+1, Running 3D+2

Search 3D+2, Sneak 3D+2

STRENGTH 3D

Climbing/Jumping 4D,

KNOWLEDGE 2D+2

Stamina 4D+2, Swimming 6D

Survival 3D+2

TECHNICAL 2D

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

PERCEPTION 3D

Dodge 4D+2, Grenade 4D+1,
Melee Combat 4D+2, Melee
Parry 4D+1, Running 4D+2

Search 4D+1, Sneak 4D+1

STRENGTH 3D

Climbing/Jumping 5D,

KNOWLEDGE 2D+2

Stamina 5D+2, Swimming 7D

Survival 4D+1

TECHNICAL 2D

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

PERCEPTION 3D

Dodge 5D+2, Grenade 5D+1,
Melee Combat 5D+2, Melee
Parry 5D+1, Running 5D+2

Search 5D, Sneak 5D

STRENGTH 3D

Climbing/Jumping 6D,

KNOWLEDGE 2D+2

Stamina 6D+2, Swimming 8D

Survival 5D

TECHNICAL 2D

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 INFANTRY (ELITE)

Species: Gungan

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Dodge 6D+2, Grenade 6D+1,
Melee Combat 6D+2, Melee
Parry 6D+1, Running 6D+2

Search 5D+2, Sneak 5D+2

STRENGTH 3D

Climbing/Jumping 7D,

KNOWLEDGE 2D+2

Stamina 7D+2, Swimming 9D

Survival 5D+2

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 6D

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 GRENADE

Species: Gungan

Sex: Any

DEXTERITY 3D

Dodge 3D+2, Grenade 4D+1,
Melee Combat 3D+1, Melee
Parry 3D, Running 3D+2

PERCEPTION 3D

Search 3D+2, Sneak 3D+2

STRENGTH 3D

Climbing/Jumping 4D+1,

KNOWLEDGE 2D+2

Survival 3D+2

Stamina 4D+2, Swimming 6D

TECHNICAL 2D

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 GRENADE (EXPERIENCED)

Species: Gungan

Sex: Any

DEXTERITY 3D

Dodge 4D+2, Grenade 5D+1,
Melee Combat 4D+1, Melee
Parry 4D, Running 4D+2

PERCEPTION 3D

Search 4D+1, Sneak 4D+1

STRENGTH 3D

Climbing/Jumping 5D+1,

KNOWLEDGE 2D+2

Survival 4D+1

Stamina 5D+2, Swimming 7D

TECHNICAL 2D

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 GRENADE (VETERAN)

Species: Gungan

Sex: Any

DEXTERITY 3D

Dodge 5D+2, Grenade 6D+1,
Melee Combat 5D+1, Melee
Parry 5D, Running 5D+2

PERCEPTION 3D

Search 5D, Sneak 5D

STRENGTH 3D

Climbing/Jumping 6D+1,

KNOWLEDGE 2D+2

Survival 5D

Stamina 6D+2, Swimming 8D

TECHNICAL 2D

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)

GUNGAN GRENADE (ELITE)

Species: Gungan

Sex: Any

DEXTERITY 3D

Dodge 6D+2, Grenade 7D+1,
Melee Combat 6D+1, Melee
Parry 6D, Running 6D+2

PERCEPTION 3D

Search 5D+2, Sneak 5D+2

STRENGTH 3D

Climbing/Jumping 7D+1,

KNOWLEDGE 2D+2

Survival 5D+2

Stamina 7D+2, Swimming 9D

TECHNICAL 2D

MECHANICAL 2D

Beast Riding 6D

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

PERCEPTION 3D

Dodge 4D+1, Lightsaber 4D+2

Investigation 4D

KNOWLEDGE 3D

STRENGTH 3D

Intimidation 3D+2, Languages

Brawling 4D

4D, Scholar (Jedi Lore) 4D,

TECHNICAL 3D

Willpower 4D

Lightsaber Repair 4D

MECHANICAL 2D

Move: 10

Control 4D

Sense 3D

Alter 2D+2

Force Skills:

Control: concentration, control pain, emptiness, enhance attribute

Sense: danger sense, life detection, life sense, sense Force

Alter: telekinesis

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

PERCEPTION 3D

Dodge 5D+1, Lightsaber 5D+2

Investigation 4D+2

KNOWLEDGE 3D

STRENGTH 3D

Intimidation 4D+1, Languages

Brawling 4D+2

4D+2, Scholar (Jedi Lore)

TECHNICAL 3D

4D+2, Willpower 5D

Lightsaber Repair 4D+2

MECHANICAL 2D

Move: 10

Control 5D

Sense 4D

Alter 3D+2

Force Skills:

Control: concentration, control pain, emptiness, enhance attribute

Sense: danger sense, life detection, life sense, sense Force

Alter: telekinesis

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

PERCEPTION 3D

Dodge 6D+1, Lightsaber 6D+2

Investigation 5D+1

KNOWLEDGE 3D

STRENGTH 3D

Intimidation 4D+2, Languages

Brawling 5D+1

5D+1, Scholar (Jedi Lore)

TECHNICAL 3D

5D+1, Willpower 6D

Lightsaber Repair 5D+1

MECHANICAL 2D

Move: 10

Control 6D

Sense 5D

Alter 4D+2

Force Skills:

Control: concentration, control pain, emptiness, enhance attribute

Sense: danger sense, life detection, life sense, sense Force

Alter: telekinesis

Control and Sense: lightsaber combat

Force Sensitive: Yes

Equipment: Lightsaber (5D), Jedi robes, Jedi utility belt.

JEDI KNIGHT (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Dodge 7D+1, Lightsaber 7D+2

Investigation 6D

KNOWLEDGE 3D

STRENGTH 3D

Intimidation 5D, Languages

Brawling 6D

6D, Scholar (Jedi Lore)

TECHNICAL 3D

6D, Willpower 7D

Lightsaber Repair 6D

MECHANICAL 2D

Move: 10

Control 7D

Sense 6D

Alter 5D+2

Force Skills:

Control: concentration, control pain, emptiness, enhance attribute

Sense: danger sense, life detection, life sense, sense Force

Alter: telekinesis

Control and Sense: lightsaber combat

Force Sensitive: Yes

Equipment: Lightsaber (5D), Jedi robes, Jedi utility belt.

JEDI GENERAL

Species: Any

Sex: Any

DEXTERITY 3D

Brawling parry 5D+2, Dodge 6D+1, Lightsaber 8D+1, Melee Combat 5D+1, Melee Parry 5D+1

PERCEPTION 3D

Bargain 4D+2, Con 4D+2, Investigation 5D, Persuasion 3D+2

STRENGTH 3D

Brawling 5D+1

KNOWLEDGE 3D+2

Bureaucracy 4D, Intimidation 5D+2, Languages 5D+2, Scholar (Jedi Lore) 6D, Willpower 5D

TECHNICAL 3D

Lightsaber Repair 5D

MECHANICAL 2D+1

Control 7D

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

Brawling parry 6D+1, Dodge 7D+1, Lightsaber 9D+1, Melee Combat 6D, Melee Parry 6D

PERCEPTION 3D

Bargain 5D+2, Con 5D+2, Investigation 6D, Persuasion 4D+2

STRENGTH 3D

Brawling 6D

KNOWLEDGE 3D+2

Bureaucracy 5D, Intimidation 6D+1, Languages 6D+1, Scholar (Jedi lore) 6D+2, Willpower 6D

TECHNICAL 3D

Lightsaber Repair 5D+2

MECHANICAL 2D+1

Control 8D

Sense 7D

Move: 10

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 (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

Brawling parry 7D, Dodge 8D+1, Lightsaber 10D+1, Melee Combat 6D+2, Melee Parry 6D+2

PERCEPTION 3D

Bargain 6D+2, Con 6D+2, Investigation 7D, Persuasion 5D+2

STRENGTH 3D

Brawling 6D+2

KNOWLEDGE 3D+2

Bureaucracy 6D, Intimidation 7D, Languages 7D, Scholar (Jedi lore) 7D+1, Willpower 7D

TECHNICAL 3D

Lightsaber Repair 6D+1

MECHANICAL 2D+1

Control 9D

Sense 8D

Move: 10

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.

JEDI GENERAL (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

Brawling parry 7D+2, Dodge 9D+1, Lightsaber 11D+1, Melee Combat 7D+1, Melee Parry 7D+1

PERCEPTION 3D

Bargain 7D+2, Con 7D+2, Investigation 8D, Persuasion 6D+2

STRENGTH 3D

Brawling 7D+1

KNOWLEDGE 3D+2

Bureaucracy 7D, Intimidation 7D+2, Languages 7D+2, Scholar (Jedi lore) 8D, Willpower 8D

TECHNICAL 3D

Lightsaber Repair 7D

MECHANICAL 2D+1

Control 10D

Sense 9D

Move: 10

Alter 7D+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

Species: Human
DEXTERITY 3D+2
Blaster 4D, Dodge 4D+1
KNOWLEDGE 2D
Bureaucracy 3D
MECHANICAL 2D
Space Transports 3D+1,
Starfighter Piloting 4D,
Starship Gunnery 3D+2,
Starship Shields 3D
Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 3D+1
TECHNICAL 2D
Security 3D, Space Transport
Repair 3D, Starfighter
Repair 3D
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO PILOT (EXPERIENCED)

Species: Human
DEXTERITY 3D+2
Blaster 4D+2, Dodge 5D
KNOWLEDGE 2D
Bureaucracy 3D+2
MECHANICAL 2D
Space Transports 4D+1,
Starfighter Piloting 5D,
Starship Gunnery 4D+2,
Starship Shields 4D
Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 4D
TECHNICAL 2D
Security 3D+2, Space Transport
Repair 3D+2, Starfighter
Repair 3D+2
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO PILOT (VETERAN)

Species: Human
DEXTERITY 3D+2
Blaster 5D+1, Dodge 5D+2
KNOWLEDGE 2D
Bureaucracy 4D+1
MECHANICAL 2D
Space Transports 5D+1,
Starfighter Piloting 6D,
Starship Gunnery 5D+2,
Starship Shields 5D
Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 4D+2
TECHNICAL 2D
Security 4D+1, Space Transport
Repair 4D+1, Starfighter
Repair 4D+1
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO PILOT (ELITE)

Species: Human
DEXTERITY 3D+2
Blaster 6D, Dodge 6D+1
KNOWLEDGE 2D
Bureaucracy 5D
MECHANICAL 2D
Space Transports 6D+1,
Starfighter Piloting 7D,
Starship Gunnery 6D+2,
Starship Shields 6D
Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 5D+1
TECHNICAL 2D
Security 5D, Space Transport
Repair 5D, Starfighter
Repair 5D
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO SOLDIER

Species: Human
DEXTERITY 3D+2
Blaster 4D+2, Dodge 4D+2,
Vehicle Blasters 4D
KNOWLEDGE 2D
Bureaucracy 3D
MECHANICAL 2D
Hover Vehicle Operation 4D
Sex: Any
PERCEPTION 2D
Search 3D, Sneak 3D
STRENGTH 3D
Brawling 3D+2, Climbing/
Jumping 4D
TECHNICAL 2D
Security 3D
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO SOLDIER (EXPERIENCED)

Species: Human
DEXTERITY 3D+2
Blaster 5D+2, Dodge 5D+2,
Vehicle Blasters 4D+2
KNOWLEDGE 2D
Bureaucracy 4D
MECHANICAL 2D
Hover Vehicle Operation 4D+2
Sex: Any
PERCEPTION 2D
Search 3D+2, Sneak 3D+2
STRENGTH 3D
Brawling 4D+1, Climbing/
Jumping 4D+2
TECHNICAL 2D
Security 4D
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO SOLDIER (VETERAN)

Species: Human
DEXTERITY 3D+2
Blaster 6D+2, Dodge 6D+2,
Vehicle Blasters 5D+1
KNOWLEDGE 2D
Bureaucracy 5D
MECHANICAL 2D
Hover Vehicle Operation 5D+1
Sex: Any
PERCEPTION 2D
Search 4D+1, Sneak 4D+1
STRENGTH 3D
Brawling 5D, Climbing/Jumping
5D+1
TECHNICAL 2D
Security 5D
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

NABOO SOLDIER (ELITE)

Species: Human
DEXTERITY 3D+2
Blaster 7D+2, Dodge 7D+2,
Vehicle Blasters 6D
KNOWLEDGE 2D
Bureaucracy 6D
MECHANICAL 2D
Hover Vehicle Operation 6D
Sex: Any
PERCEPTION 2D
Search 5D, Sneak 5D
STRENGTH 3D
Brawling 5D+2, Climbing/
Jumping 6D
TECHNICAL 2D
Security 6D
Move: 10
Equipment: Naboo Blaster Pistol (3D+2), Naboo Soldier Body Armor (+1D physical, +1 energy)

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/
Jumping 5D+1, Stamina 5D+1

TECHNICAL 3D

Demolitions 4D

KNOWLEDGE 2D

Intimidation 4D, Survival:
Forest 4D+1

MECHANICAL 3D

Ground Vehicle Operation 4D,
Hover Vehicle Operation 3D+2,
Repulsorlift Operation 4D

Move: 15

Special Abilities

Berserker Rage
Climbing Claws

Equipment: Blaster Rifle (5D) or Bowcaster (4D)

WOOKIEE SCOUT (EXPERIENCED)

Species: Wookiee

Sex: Any

DEXTERITY 3D

Blaster 4D+2, Bowcaster 5D,
Brawling Parry 5D+1, Dodge
5D+1, Melee Combat 5D,
Melee Parry 4D+2, Vehicle
Blasters 4D+2

PERCEPTION 2D+1

Search 4D+1, Sneak 4D+1

STRENGTH 4D+2

Brawling 6D+2, Climbing/
Jumping 6D+1, Stamina 6D+1

TECHNICAL 3D

Demolitions 4D+2

KNOWLEDGE 2D

Intimidation 5D, Survival:
Forest 5D+1

MECHANICAL 3D

Ground Vehicle Operation 4D+2,
Hover Vehicle Operation 4D+1,
Repulsorlift Operation 4D+2

Move: 15

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/
Jumping 7D+1, Stamina 7D+1

TECHNICAL 3D

Demolitions 5D+1

KNOWLEDGE 2D

Intimidation 6D, Survival:
Forest 6D+1

MECHANICAL 3D

Ground Vehicle Operation 5D+1,
Hover Vehicle Operation 5D,
Repulsorlift Operation 5D+1

Move: 15

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/
Jumping 8D+1, Stamina 8D+1

TECHNICAL 3D

Demolitions 6D

KNOWLEDGE 2D

Intimidation 7D, Survival:
Forest 7D+1

MECHANICAL 3D

Ground Vehicle Operation 6D,
Hover Vehicle Operation 5D+2,
Repulsorlift Operation 6D

Move: 15

Special Abilities

Berserker Rage
Climbing Claws

Equipment: Blaster Rifle (5D) or Bowcaster (4D)

WOOKIEE WARRIOR

Species: Wookiee

Sex: Any

DEXTERITY 3D

PERCEPTION 2D+1

Blaster 4D+1, Bowcaster 4D+1, **STRENGTH 4D+2**
Brawling Parry 4D+1, Dodge 4D+1, Melee Combat 4D, Melee Parry 3D+2, Vehicle Blasters 4D

Brawling 5D+2, Climbing/ Jumping 5D+1, Stamina 5D+1

TECHNICAL 3D
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

PERCEPTION 2D+1

Blaster 5D+1, Bowcaster 5D+1, **STRENGTH 4D+2**
Brawling Parry 5D+1, Dodge 5D+1, Melee Combat 5D, Melee Parry 4D+2, Vehicle Blasters 4D+2

Brawling 6D+2, Climbing/ Jumping 6D+1, Stamina 6D+1

TECHNICAL 3D
Demolitions 4D+2

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

PERCEPTION 2D+1

Blaster 6D+1, Bowcaster 6D+1, **STRENGTH 4D+2**
Brawling Parry 6D+1, Dodge 6D+1, Melee Combat 6D, Melee Parry 5D+2, Vehicle Blasters 5D+1

Brawling 7D+2, Climbing/ Jumping 7D+1, Stamina 7D+1

TECHNICAL 3D
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)

WOOKIEE WARRIOR (ELITE)

Species: Wookiee

Sex: Any

DEXTERITY 3D

PERCEPTION 2D+1

Blaster 7D+1, Bowcaster 7D+1, **STRENGTH 4D+2**
Brawling Parry 7D+1, Dodge 7D+1, Melee Combat 7D, Melee Parry 6D+2, Vehicle Blasters 6D

Brawling 8D+2, Climbing/ Jumping 8D+1, Stamina 8D+1

TECHNICAL 3D
Demolitions 6D

KNOWLEDGE 2D

Intimidation 7D, Survival:
Forest 7D+1

MECHANICAL 3D

Ground Vehicle Operation 5D+2,
Hover Vehicle Operation 5D+1,
Repulsorlift Operation 5D+2 **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

DEXTERITY 1D

Blaster: Blaster Rifle 3D

PERCEPTION 1D

STRENGTH 2D

Brawling 3D

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

Equipped With:

- Integrated 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

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

DEXTERITY 1D

Blaster: Blaster Rifle 4D

PERCEPTION 1D

STRENGTH 2D

Brawling 3D+2

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

Equipped With:

- Integrated 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

Size: 1.8 meters tall

Cost: 1,800 credits

BATTLE DROID (3.0)

Type: Baktoid Combat Automata B1 Series Battle Droid

DEXTERITY 1D

Blaster: Blaster Rifle 5D

PERCEPTION 1D

STRENGTH 2D

Brawling 4D+1

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

Equipped With:

- Integrated 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

Size: 1.8 meters tall

Cost: 1,800 credits

BATTLE DROID (4.0)

Type: Baktoid Combat Automata B1 Series Battle Droid

DEXTERITY 1D

Blaster: Blaster Rifle 6D

PERCEPTION 1D

STRENGTH 2D

Brawling 5D

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

Equipped With:

- Integrated 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

Size: 1.8 meters tall

Cost: 1,800 credits

BATTLE DROID COMMANDER

Type: Neimoidian Series Commander Battle Droid

DEXTERITY 2D

Blaster 3D

PERCEPTION 1D

Command 2D+2, Search 3D

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 2D

Brawling 3D

Equipped With:

TECHNICAL 1D

- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to *STRENGTH* to resist damage)
- Vocabulator

Equipment: Macrobinoculars, blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

Reference: d20 Secrets of Naboo

BATTLE DROID COMMANDER (2.0)

Type: Neimoidian Series Commander Battle Droid

DEXTERITY 2D

Blaster 4D

PERCEPTION 1D

Command 3D+2, Search 3D+2

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 2D

Brawling 3D+2

Equipped With:

TECHNICAL 1D

- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to *STRENGTH* to resist damage)
- Vocabulator

Equipment: Macrobinoculars, blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

BATTLE DROID COMMANDER (3.0)

Type: Neimoidian Series Commander Battle Droid

DEXTERITY 2D

Blaster 5D

PERCEPTION 1D

Command 4D+2, Search 4D+1

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 2D

Brawling 4D+1

Equipped With:

TECHNICAL 1D

- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to *STRENGTH* to resist damage)
- Vocabulator

Equipment: Macrobinoculars, blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

BATTLE DROID COMMANDER (4.0)

Type: Neimoidian Series Commander Battle Droid

DEXTERITY 2D

Blaster 6D

PERCEPTION 1D

Command 5D+2, Search 5D

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 2D

Brawling 5D

Equipped With:

TECHNICAL 1D

- Integrated multichannel comlink
- Remote receiver (5,000 km range)
- Body armor (+1D to *STRENGTH* to resist damage)
- Vocabulator

Equipment: Macrobinoculars, blaster rifle (5D damage, range: 3-30/100/300)

Move: 10

BATTLE DROID PILOT

Type: Neimoidian Series Pilot Battle Droid

DEXTERITY 2D

Blaster 3D, Melee Combat 3D,
Missile Weapons 3D, Vehicle
Blasters 3D

PERCEPTION 1D

STRENGTH 1D+2
Brawling 2D

TECHNICAL 1D

Computer Programming/Repair
1D+2

KNOWLEDGE 1D

MECHANICAL 4D

Astrogation 5D, Repulsorlift
Operation 4D+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 (2.0)

Type: Neimoidian Series Pilot Battle Droid

DEXTERITY 2D

Blaster 3D+2, Melee Combat
3D+1, Missile Weapons 3D+2,
Vehicle Blastars 4D

PERCEPTION 1D

STRENGTH 1D+2
Brawling 2D+2

TECHNICAL 1D

Computer Programming/Repair
2D+1

KNOWLEDGE 1D

MECHANICAL 4D

Astrogation 5D+2, Repulsorlift
Operation 5D+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

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 Blastars 5D

PERCEPTION 1D

STRENGTH 1D+2
Brawling 3D+1

TECHNICAL 1D

Computer Programming/Repair
3D

KNOWLEDGE 1D

MECHANICAL 4D

Astrogation 6D+1, Repulsorlift
Operation 6D+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

BATTLE DROID PILOT (4.0)

Type: Neimoidian Series Pilot Battle Droid

DEXTERITY 2D

Blaster 5D, Melee Combat 4D,
Missile Weapons 5D, Vehicle
Blastars 6D

PERCEPTION 1D

STRENGTH 1D+2
Brawling 4D

TECHNICAL 1D

Computer Programming/Repair
3D+2

KNOWLEDGE 1D

MECHANICAL 4D

Astrogation 7D, Repulsorlift
Operation 7D+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

CHAMELEON DROID

Type: Commerce Guild/Techno Union Covert Mine-Laying Droid

DEXTERITY 2D

Blaster 4D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 3D+2, Search 4D,
Sneak 3D+1

STRENGTH 1D

TECHNICAL 2D+1

Demolitions 5D+2

Equipped With:

- Holographic array projector (projects surrounding imagery in the droid's place, adding +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

Blaster 4D+2

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 4D+2, Search 4D+2,
Sneak 4D+1

STRENGTH 1D

TECHNICAL 2D+1

Demolitions 6D+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

Blaster 5D+1

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 5D+2, Search 5D+1,
Sneak 5D+1

STRENGTH 1D

TECHNICAL 2D+1

Demolitions 7D

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

Blaster 6D

KNOWLEDGE 1D

MECHANICAL 1D

PERCEPTION 2D

Hide 6D+2, Search 6D,
Sneak 6D+1

STRENGTH 1D

TECHNICAL 2D+1

Demolitions 7D+2

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: Baktoid Combat Automata BX-Series Droid Commando

DEXTERITY 4D

Blaster 6D, Brawling Parry
4D+2, Dodge 4D+2, Grenade
4D+2, Melee Combat 4D+2

KNOWLEDGE 3D

Tactics 5D+2

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: Baktoid Combat Automata BX-Series Droid Commando

DEXTERITY 4D

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

KNOWLEDGE 3D

Tactics 6D+1

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: Baktoid Combat Automata BX-Series Droid Commando

DEXTERITY 4D

Blaster 8D, Brawling Parry
6D+2, Dodge 6D+2, Grenade
6D+2, Melee Combat 6D+2

KNOWLEDGE 3D

Tactics 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

Blaster 9D, Brawling Parry
7D+2, Dodge 7D+2, Grenade
7D+2, Melee Combat 7D+2

PERCEPTION 2D+2

Con 5D, Search 9D, Sneak 9D

STRENGTH 2D

Brawling 8D

TECHNICAL 2D

KNOWLEDGE 3D

Tactics 7D+2

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

Blasters 4D+1

PERCEPTION 1D

Search 3D

KNOWLEDGE 1D

STRENGTH 3D

Climbing/Jumping 5D

MECHANICAL 1D

Equipped With:

TECHNICAL 1D

- 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

Blasters 5D+1

PERCEPTION 1D

Search 3D+2

KNOWLEDGE 1D

STRENGTH 3D

Climbing/Jumping 6D

MECHANICAL 1D

Equipped With:

TECHNICAL 1D

- 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

Blasters 6D+1

PERCEPTION 1D

Search 4D+1

KNOWLEDGE 1D

STRENGTH 3D

Climbing/Jumping 7D

MECHANICAL 1D

Equipped With:

TECHNICAL 1D

- 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

Blasters 7D+1

PERCEPTION 1D

Search 5D

KNOWLEDGE 1D

STRENGTH 3D

Climbing/Jumping 8D

MECHANICAL 1D

Equipped With:

TECHNICAL 1D

- 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

DESTROYER DROID

Type: Droideka Series Destroyer Droid

DEXTERITY 3D

Blaster: Heavy Repeating
Blaster 8D+2

PERCEPTION 1D

Search 3D+2

STRENGTH 3D

Brawling 7D+1

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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

DESTROYER DROID (2.0)

Type: Droideka Series Destroyer Droid

DEXTERITY 3D

Blaster: Heavy Repeating
Blaster 9D+1

PERCEPTION 1D

Search 4D+2

STRENGTH 3D

Brawling 8D

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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"

DESTROYER DROID (3.0)

Type: Droideka Series Destroyer Droid

DEXTERITY 3D

Blaster: Heavy Repeating
Blaster 10D

PERCEPTION 1D

Search 5D+2

STRENGTH 3D

Brawling 8D+2

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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"

DESTROYER DROID (4.0)

Type: Droideka Series Destroyer Droid

DEXTERITY 3D

Blaster: Heavy Repeating
Blaster 10D+2

PERCEPTION 1D

Search 6D+2

STRENGTH 3D

Brawling 9D+1

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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"

DWARF SPIDER DROID

Type: Commerce Guild Dwarf Spider Droid

DEXTERITY 3D

Blaster Artillery: Blaster
Cannon 4D

PERCEPTION 2D

Search 3D

STRENGTH 3D+1

Climbing 4D+1

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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

DWARF SPIDER DROID (2.0)

Type: Commerce Guild Dwarf Spider Droid

DEXTERITY 3D

Blaster Artillery: Blaster
Cannon 5D

PERCEPTION 2D

Search 3D+2

STRENGTH 3D+1

Climbing 5D

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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 (3.0)

Type: Commerce Guild Dwarf Spider Droid

DEXTERITY 3D

Blaster Artillery: Blaster
Cannon 6D

PERCEPTION 2D

Search 4D+1

STRENGTH 3D+1

Climbing 5D+2

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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

DEXTERITY 3D

Blaster Artillery: Blaster
Cannon 7D

PERCEPTION 2D

Search 5D

STRENGTH 3D+1

Climbing 6D+1

KNOWLEDGE 1D

MECHANICAL 1D

TECHNICAL 1D

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 Mechanicals IG-series lightsaber droid

DEXTERITY 4D

Dodge 4D+2, Lightsaber 7D+2

PERCEPTION 2D

Search 5D

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 3D+2

Brawling 4D

Equipped With:

TECHNICAL 1D

- 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 Mechanicals IG-series lightsaber droid

DEXTERITY 4D

Dodge 5D+2, Lightsaber 8D+1

PERCEPTION 2D

Search 6D

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 3D+2

Brawling 5D

Equipped With:

TECHNICAL 1D

- 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 Mechanicals IG-series lightsaber droid

DEXTERITY 4D

Dodge 6D+2, Lightsaber 9D

PERCEPTION 2D

Search 7D

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 3D+2

Brawling 6D

Equipped With:

TECHNICAL 1D

- 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 Mechanicals IG-series lightsaber droid

DEXTERITY 4D

Dodge 7D+2, Lightsaber 9D+2

PERCEPTION 2D

Search 8D

KNOWLEDGE 2D

MECHANICAL 1D

STRENGTH 3D+2

Brawling 7D

Equipped With:

TECHNICAL 1D

- 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
Combat 4D+2

PERCEPTION 2D

Search 4D, Sneak 4D

STRENGTH 3D

Brawling 4D

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift Operation 5D

TECHNICAL 1D

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-SERIES LANCER DROID (2.0)

Type: Phlut Design Systems IG-series Lancer Droid

DEXTERITY 2D

Blaster 5D, Dodge 5D, Melee
Combat 5D+2

PERCEPTION 2D

Search 4D+2, Sneak 4D+2

STRENGTH 3D

Brawling 4D+2

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift Operation 6D

TECHNICAL 1D

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)

IG-SERIES LANCER DROID (3.0)

Type: Phlut Design Systems IG-series Lancer Droid

DEXTERITY 2D

Blaster 6D, Dodge 6D, Melee
Combat 6D+2

PERCEPTION 2D

Search 5D+1, Sneak 5D+1

STRENGTH 3D

Brawling 5D+1

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift Operation 7D

TECHNICAL 1D

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)

IG-SERIES LANCER DROID (4.0)

Type: Phlut Design Systems IG-series Lancer Droid

DEXTERITY 2D

Blaster 7D, Dodge 7D, Melee
Combat 7D+2

PERCEPTION 2D

Search 6D, Sneak 6D

STRENGTH 3D

Brawling 6D

KNOWLEDGE 1D

MECHANICAL 2D

Repulsorlift Operation 8D

TECHNICAL 1D

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)

IG-100 MAGNAGUARD

Type: Holowan Mechanicals IG-series bodyguard droid

DEXTERITY 5D

Blaster 7D, Brawling Parry
6D+2, Dodge 7D, Melee
Combat 9D, Melee Parry
8D+2, Missile Weapons 7D

PERCEPTION 3D

Search 6D, Search: Tracking 8D,
Sneak 4D

STRENGTH 4D+2

Brawling 6D, Climbing/Jumping
6D, Lifting 5D+1

KNOWLEDGE 2D

MECHANICAL 2D

TECHNICAL 1D+2

Computer Programming/Repair
3D, Droid Programming 3D,
Droid Repair 3D

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 m 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 (2.0)

Type: Holowan Mechanicals IG-series bodyguard droid

DEXTERITY 5D

Blaster 7D+2, Brawling Parry
7D+2, Dodge 8D, Melee
Combat 10D, Melee Parry
9D+2, Missile Weapons 7D+2

PERCEPTION 3D

Search 6D+2, Search: Tracking
8D+2, Sneak 5D

STRENGTH 4D+2

Brawling 7D, Climbing/Jumping
7D, Lifting 6D

KNOWLEDGE 2D

MECHANICAL 2D

TECHNICAL 1D+2

Computer Programming/Repair
3D+2, Droid Programming
3D+2, Droid Repair 3D+2

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)

IG-100 MAGNAGUARD (3.0)

Type: Holowan Mechanicals IG-series bodyguard droid

DEXTERITY 5D

Blaster 8D+1, Brawling Parry
8D+2, Dodge 9D, Melee
Combat 11D, Melee Parry
10D+2, Missile Weapons 8D+1

PERCEPTION 3D

Search 7D+1, Search: Tracking
9D+1, Sneak 6D

STRENGTH 4D+2

Brawling 8D, Climbing/Jumping
8D, Lifting 6D+2

KNOWLEDGE 2D

MECHANICAL 2D

TECHNICAL 1D+2

Computer Programming/Repair
4D+1 Droid Programming 4D+1,
Droid Repair 4D+1

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)

IG-100 MAGNAGUARD (4.0)

Type: Holowan Mechanicals IG-series bodyguard droid

DEXTERITY 5D

Blaster 9D, Brawling Parry
9D+2, Dodge 10D, Melee
Combat 12D, Melee Parry
11D+2, Missile Weapons 9D

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 3D

Search 8D, Search: Tracking
10D, Sneak 7D

STRENGTH 4D+2

Brawling 9D, Climbing/Jumping
9D, Lifting 7D+1

TECHNICAL 1D+2

Computer Programming/Repair
5D, Droid Programming 5D,
Droid Repair 5D

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)

OCTUPTARRA DROID

Type: Techno Union Octuptarra Droid

DEXTERITY 3D

Laser Cannon 4D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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

PERCEPTION 2D

Search 5D

STRENGTH 2D+1

Climbing 4D+1

TECHNICAL 1D

OCTUPTARRA DROID (2.0)

Type: Techno Union Octuptarra Droid

DEXTERITY 3D

Laser Cannon 5D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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

PERCEPTION 2D

Search 5D+2

STRENGTH 2D+1

Climbing 5D+1

TECHNICAL 1D

OCTUPTARRA DROID (3.0)

Type: Techno Union Octuptarra Droid

DEXTERITY 3D

Laser Cannon 6D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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

PERCEPTION 2D

Search 6D+1

STRENGTH 2D+1

Climbing 6D+1

TECHNICAL 1D

OCTUPTARRA DROID (4.0)

Type: Techno Union Octuptarra Droid

DEXTERITY 3D

Laser Cannon 7D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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

PERCEPTION 2D

Search 7D

STRENGTH 2D+1

Climbing 7D+1

TECHNICAL 1D

SECURITY BATTLE DROID

Type: Neimoidian Series Security Battle Droid

DEXTERITY 1D Blaster 2D	PERCEPTION 2D Search 3D
KNOWLEDGE 2D	STRENGTH 1D+2 Brawling 2D+1
MECHANICAL 1D	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 Blaster 3D	PERCEPTION 2D Search 3D+2
KNOWLEDGE 2D	STRENGTH 1D+2 Brawling 3D
MECHANICAL 1D	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 Blaster 4D	PERCEPTION 2D Search 4D+1
KNOWLEDGE 2D	STRENGTH 1D+2 Brawling 3D+2
MECHANICAL 1D	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 Blaster 5D	PERCEPTION 2D Search 5D
KNOWLEDGE 2D	STRENGTH 1D+2 Brawling 4D+1
MECHANICAL 1D	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 Blaster 3D, Blaster: Blaster Rifle 4D, Dodge 3D, Melee Combat 3D, Vehicle Blasters 3D	PERCEPTION 1D STRENGTH 2D Brawling 3D TECHNICAL 1D
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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 Blaster 4D, Blaster: Blaster Rifle 5D, Dodge 4D, Melee Combat 3D+2, Vehicle Blasters 4D	PERCEPTION 1D STRENGTH 2D Brawling 3D+2 TECHNICAL 1D
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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 Blaster 5D, Blaster: Blaster Rifle 6D, Dodge 5D, Melee Combat 4D+1, Vehicle Blasters 5D	PERCEPTION 1D STRENGTH 2D Brawling 4D+1 TECHNICAL 1D
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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 Blaster 6D, Blaster: Blaster Rifle 7D, Dodge 6D, Melee Combat 5D, Vehicle Blasters 6D	PERCEPTION 1D STRENGTH 2D Brawling 5D TECHNICAL 1D
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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

Type: Baktoid Combat Automata B2 Series Battle Droid

DEXTERITY 2D

Blaster 3D, Blaster: Blaster
Rifle 4D, Dodge 3D, Melee
Combat 3D, Vehicle Blasters
3D

PERCEPTION 1D

Command 3D, Search 3D

STRENGTH 2D

Brawling 3D

TECHNICAL 1D

KNOWLEDGE 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 (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

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

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
6D

PERCEPTION 1D

Command 6D, Search 6D

STRENGTH 2D

Brawling 5D

TECHNICAL 1D

KNOWLEDGE 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,
Flamethrower 5D, Missile
Weapons 5D, Plasma Cannon
5D+1

PERCEPTION 1D

Search 3D

STRENGTH 6D+2

Brawling 7D+2, Lifting 8D

TECHNICAL 1D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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 (2.0)

Type: Baktoid Combat Automata B3 Series Battle Droid

DEXTERITY 2D

Blaster Cannon 6D, Dodge 5D,
Flamethrower 6D, Missile
Weapons 6D, Plasma Cannon
6D+1

PERCEPTION 1D

Search 3D+2

STRENGTH 6D+2

Brawling 8D+1, Lifting 8D+2

TECHNICAL 1D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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,
Flamethrower 7D, Missile
Weapons 7D, Plasma Cannon
7D+1

PERCEPTION 1D

Search 4D+1

STRENGTH 6D+2

Brawling 9D, Lifting 9D+1

TECHNICAL 1D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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,
Flamethrower 8D, Missile
Weapons 8D, Plasma Cannon
8D+1

PERCEPTION 1D

Search 5D

STRENGTH 6D+2

Brawling 9D+2, Lifting 10D

TECHNICAL 1D

KNOWLEDGE 1D

MECHANICAL 1D

Equipped With:

- 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

Sex: Any

DEXTERITY 3D

PERCEPTION 1D+2

Brawling Parry 3D+1, Dodge 3D+2, Melee Combat 3D+1, Melee Parry 3D+1

Hiding 3D, Search 2D+2, Sneak 3D+2

STRENGTH 3D+1

KNOWLEDGE 1D

Brawling 3D+2, Climbing/

MECHANICAL 2D

Jumping 4D+1, Lifting 4D

Move: 10, 16 (flight)

TECHNICAL 1D

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

Sex: Any

DEXTERITY 3D

PERCEPTION 1D+2

Brawling Parry 4D, Dodge 4D+1, Melee Combat 4D, Melee Parry 4D

Hiding 4D, Search 3D+2, Sneak 4D+2

STRENGTH 3D+1

KNOWLEDGE 1D

Brawling 4D+1, Climbing/

MECHANICAL 2D

Jumping 5D+1, Lifting 5D

Move: 10, 16 (flight)

TECHNICAL 1D

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

Sex: Any

DEXTERITY 3D

PERCEPTION 1D+2

Brawling Parry 4D+2, Dodge 5D, Melee Combat 4D+2, Melee Parry 4D+2

Hiding 5D, Search 4D+2, Sneak 5D+2

STRENGTH 3D+1

KNOWLEDGE 1D

Brawling 5D, Climbing/Jumping

MECHANICAL 2D

6D+1, Lifting 6D

Move: 10, 16 (flight)

TECHNICAL 1D

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

Sex: Any

DEXTERITY 3D

PERCEPTION 1D+2

Brawling Parry 5D+1, Dodge 5D+2, Melee Combat 5D+1, Melee Parry 5D+1

Hiding 6D, Search 5D+2, Sneak 6D+2

STRENGTH 3D+1

KNOWLEDGE 1D

Brawling 5D+2, Climbing/

MECHANICAL 2D

Jumping 7D+1, Lifting 7D

Move: 10, 16 (flight)

TECHNICAL 1D

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

Sex: Any

DEXTERITY 3D+1

PERCEPTION 1D+2

Blaster Artillery: Sonic Turret 4D, Brawling Parry 3D+2, Dodge 3D+2, Sonic Weapons 4D

STRENGTH 3D
Brawling 3D+2, Climbing/
Jumping 3D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

MECHANICAL 1D+2

Move: 12, 16 (flight)

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

Sex: Any

DEXTERITY 3D+1

PERCEPTION 1D+2

Blaster Artillery: Sonic Turret 5D, Brawling Parry 4D+2, Dodge 4D+2, Sonic Weapons 5D

STRENGTH 3D
Brawling 4D+2, Climbing/
Jumping 4D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

MECHANICAL 1D+2

Move: 12, 16 (flight)

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

Sex: Any

DEXTERITY 3D+1

PERCEPTION 1D+2

Blaster Artillery: Sonic Turret 6D, Brawling Parry 5D+2, Dodge 5D+2, Sonic Weapons 6D

STRENGTH 3D
Brawling 5D+2, Climbing/
Jumping 5D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

MECHANICAL 1D+2

Move: 12, 16 (flight)

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

Sex: Any

DEXTERITY 3D+1

PERCEPTION 1D+2

Blaster Artillery: Sonic Turret 7D, Brawling Parry 6D+2, Dodge 6D+2, Sonic Weapons 7D

STRENGTH 3D
Brawling 6D+2, Climbing/
Jumping 6D+1

TECHNICAL 1D

KNOWLEDGE 1D+1

MECHANICAL 1D+2

Move: 12, 16 (flight)

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

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

Alien Species 3D, Cultures 3D,

Stamina 3D

Languages 3D

TECHNICAL 2D

MECHANICAL 2D

First Aid 3D+1

Choose One: Ground Vehicle

Operation 3D+2, Hover Vehicle

Operation 3D+2, Repulsorlift

Operation 3D+2

Move: 10

AMBULANCE DRIVER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

Alien Species 4D, Cultures 4D,

Stamina 4D

Languages 4D

TECHNICAL 2D

MECHANICAL 2D

First Aid 5D+1

Choose One: Ground Vehicle

Operation 5D+2, Hover Vehicle

Operation 5D+2, Repulsorlift

Operation 5D+2

Move: 10

AMBULANCE DRIVER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

Alien Species 5D, Cultures 5D,

Stamina 5D

Languages 5D

TECHNICAL 2D

MECHANICAL 2D

First Aid 7D+1

Choose One: Ground Vehicle

Operation 7D+2, Hover Vehicle

Operation 7D+2, Repulsorlift

Operation 7D+2

Move: 10

ARCHEOLOGIST

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 2D+2, Pick

Investigate 3D+1, Search 3D+1

Pocket 3D

STRENGTH 2D

KNOWLEDGE 2D

Alien Species 3D+2, Bureaucracy

Brawling 2D+2, Climbing/

3D, Cultures 4D+1, Languages

Jumping 2D+2, Lifting 3D

3D+1, Planetary Systems 3D+1,

TECHNICAL 2D

Scholar: Archeology 4D+1,

First Aid 3D, Ground Vehicle

Survival 2D+2, Value;

Repair 2D+2, Security 3D

Archeological Discoveries 3D+2,

Willpower 3D

MECHANICAL 2D

Ground Vehicle Operation 3D **Move: 10**

Equipment: Assortment of Archeological Tools.

ARCHEOLOGIST (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 3D+2, Pick

Investigate 5D+1, Search 5D+1

Pocket 4D

STRENGTH 2D

KNOWLEDGE 2D

Alien Species 4D+2,

Brawling 3D+2, Climbing/

Bureaucracy 4D, Cultures

Jumping 3D+2, Lifting 4D

6D+1, Languages 5D+1,

TECHNICAL 2D

Planetary Systems 5D+1,

First Aid 4D, Ground Vehicle

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.

ARCHEOLOGIST (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry 4D+2, Pick

Investigate 7D+1, Search 7D+1

Pocket 5D

STRENGTH 2D

KNOWLEDGE 2D

Alien Species 5D+2,

Brawling 4D+2, Climbing/

Bureaucracy 5D, Cultures

Jumping 4D+2, Lifting 5D

8D+1, Languages 7D+1,

TECHNICAL 2D

Planetary Systems 7D+1,

First Aid 5D, Ground Vehicle

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
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.

Sex: Any
PERCEPTION 2D
Persuasion 3D+2
STRENGTH 2D
Stamina 2D+2
TECHNICAL 2D

ARTIST (EXPERIENCED)

Species: 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.

Sex: Any
PERCEPTION 2D
Persuasion 4D+2
STRENGTH 2D
Stamina 3D+2
TECHNICAL 2D

ARTIST (VETERAN)

Species: 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.

Sex: Any
PERCEPTION 2D
Persuasion 5D+2
STRENGTH 2D
Stamina 4D+2
TECHNICAL 2D

BANKER

Species: Any
DEXTERITY 1D
KNOWLEDGE 3D
Accounting 3D+2, Alien Species 3D+1, Bureaucracy: Banking 4D, Business: Banking 4D, Cultures 3D, Economics 3D+1, Languages 3D+1, Willpower 4D
MECHANICAL 1D
Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

Sex: Any
PERCEPTION 2D
Forgery: Financial Documents 3D
STRENGTH 1D
TECHNICAL 1D
Computer Program/Repair 2D
Move: 10

BANKER (EXPERIENCED)

Species: Any
DEXTERITY 1D
KNOWLEDGE 3D
Accounting 5D+2, Alien Species 4D+1, Bureaucracy: Banking 6D, Business: Banking 6D, Cultures 4D, Economics 4D+1, Languages 4D+1, Willpower 5D
MECHANICAL 1D
Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

Sex: Any
PERCEPTION 2D
Forgery: Financial Documents 4D
STRENGTH 1D
TECHNICAL 1D
Computer Program/Repair 3D
Move: 10

BANKER (VETERAN)

Species: Any
DEXTERITY 1D
KNOWLEDGE 3D
Accounting 7D+2, Alien Species 5D+1, Bureaucracy: Banking 8D, Business: Banking 8D, Cultures 5D, Economics 5D+1, Languages 5D+1, Willpower 6D
MECHANICAL 1D
Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

Sex: Any
PERCEPTION 2D
Forgery: Financial Documents 5D
STRENGTH 1D
TECHNICAL 1D
Computer Program/Repair 4D
Move: 10

INVESTMENT BANKER

Species: Any

Sex: Any

DEXTERITY 1D

PERCEPTION 2D

KNOWLEDGE 3D

Bargain 2D+1, Forgery:

Accounting 3D+2, Alien Species Financial Documents 2D+2,

3D+1, Bureaucracy: Banking 4D, Persuasion 3D+2

Business 3D+1, Business:

STRENGTH 1D

Banking 4D, Cultures 3D+1,

TECHNICAL 1D

Economics 4D, Languages 3D+1,

Computer Program/Repair 2D

Law Enforcement: Galactic Trade

Law 4D, Value: Investments 4D,

Willpower 4D

MECHANICAL 1D

Move: 10

Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

INVESTMENT BANKER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 1D

PERCEPTION 2D

KNOWLEDGE 3D

Bargain 3D+1, Forgery:

Accounting 5D+2, Alien Species Financial Documents 4D+2,

4D+1, Bureaucracy: Banking 6D, Persuasion 5D+2

Business 5D+1, Business:

STRENGTH 1D

Banking 6D, Cultures 4D+1,

TECHNICAL 1D

Economics 6D, Languages 3D+1,

Computer Program/Repair 3D

Law Enforcement: Galactic Trade

Law 6D, Value: Investments 6D,

Willpower 5D

MECHANICAL 1D

Move: 10

Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

INVESTMENT BANKER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 1D

PERCEPTION 2D

KNOWLEDGE 3D

Bargain 4D+1, Forgery:

Accounting 7D+2, Alien Species Financial Documents 6D+2,

5D+1, Bureaucracy: Banking 8D, Persuasion 7D+2

Business 7D+1, Business:

STRENGTH 1D

Banking 8D, Cultures 5D+1,

TECHNICAL 1D

Economics 8D, Languages 4D+1,

Computer Program/Repair 4D

Law Enforcement: Galactic Trade

Law 8D, Value: Investments 8D,

Willpower 6D

MECHANICAL 1D

Move: 10

Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

MUNN BANKER

Species: Munn

Sex: Any

DEXTERITY 1D+1

PERCEPTION 3D

Dodge 2D

Bargain 4D, Persuasion 4D

KNOWLEDGE 3D

Bureaucracy: Banking 4D+2,

STRENGTH 1D+1

Business 4D, Planetary Systems:

TECHNICAL 2D+2

Munnlist 3D+1, Value 4D,

Willpower 3D+1

MECHANICAL 2D

Move: 10

Special Abilities

Businessmen: At character creation only, Munn characters get 1D for every pip added to Value, Bureaucracy, or Business. Additionally, they get a +1D bonus to Bargain rolls.

Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

MUNN BANKER (EXPERIENCED)

Species: Munn

Sex: Any

DEXTERITY 1D+1

PERCEPTION 3D

Dodge 3D

Bargain 5D, Persuasion 5D

KNOWLEDGE 3D

Bureaucracy: Banking 6D+2,

STRENGTH 1D+1

Business 6D, Planetary Systems:

TECHNICAL 2D+2

Munnlist 5D+1, Value 6D,

Willpower 4D+1

MECHANICAL 2D

Move: 10

Special Abilities

Businessmen: At character creation only, Munn characters get 1D for every pip added to Value, Bureaucracy, or Business. Additionally, they get a +1D bonus to Bargain rolls.

Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

MUNN BANKER (VETERAN)

Species: Munn

Sex: Any

DEXTERITY 1D+1

PERCEPTION 3D

Dodge 4D

Bargain 6D, Persuasion 6D

KNOWLEDGE 3D

Bureaucracy: Banking 8D+2,

STRENGTH 1D+1

Business 8D, Planetary

TECHNICAL 2D+2

Systems: Munnlist 7D+1,

Value 8D, Willpower 5D+1

MECHANICAL 2D

Move: 10

Special Abilities

Businessmen: At character creation only, Munn characters get 1D for every pip added to Value, Bureaucracy, or Business. Additionally, they get a +1D bonus to Bargain rolls.

Equipment: Business Suit, Heavily Encrypted Datapad, Recording Rod, Comlink.

BARKEEPER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 3D, Dodge 3D+2,
Pick Pocket 2D+1

Bargain 3D+1, Cleaning 3D+2,
Forgery: Personal ID 4D,
Gambling 3D+1, Persuasion 4D

KNOWLEDGE 3D

Alien Species 3D+1, Culinary
Arts 3D+1, Cultures 3D+1,
Drink Mixology 4D, Languages
3D+2, Streetwise 3D+2,
Willpower 4D

STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Hold-Out Blaster, Stained Apron, Dirty Towel.

BARKEEPER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 4D, Dodge 4D+2,
Pick Pocket 3D+1

Bargain 4D+1, Cleaning 4D+2,
Forgery: Personal ID 5D,
Gambling 4D+1, Persuasion 5D

KNOWLEDGE 3D

Alien Species 4D+1, Culinary
Arts 4D+1, Cultures 4D+1,
Drink Mixology 6D, Languages
4D+2, Streetwise 5D+2,
Willpower 5D

STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Hold-Out Blaster, Stained Apron, Dirty Towel.

BARKEEPER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 5D, Dodge 5D+2,
Pick Pocket 4D+1

Bargain 5D+1, Cleaning 5D+2,
Forgery: Personal ID 6D,
Gambling 5D+1, Persuasion 6D

KNOWLEDGE 3D

Alien Species 5D+1, Culinary
Arts 5D+1, Cultures 5D+1,
Drink Mixology 8D, Languages
5D+2, Streetwise 7D+2,
Willpower 6D

STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Hold-Out Blaster, Stained Apron, Dirty Towel.

BUSINESS OWNER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

KNOWLEDGE 3D

Accounting 3D+1, Bureaucracy:
(Choose One) 4D, Business:
(Choose One) 4D, Business
Administration: (Choose One)
4D, Intimidation 3D+1, Value 4D,
Willpower 4D

Bargain 4D, Command 3D+2,
Persuasion 4D
STRENGTH 1D
TECHNICAL 1D

MECHANICAL 2D

Move: 10

Equipment: Business Suit, Datapad containing business transactions,
Comlink.

BUSINESS OWNER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

KNOWLEDGE 3D

Accounting 4D+1, Bureaucracy:
(Choose One) 5D, Business:
(Choose One) 6D, Business
Administration: (Choose One)
6D, Intimidation 4D+1, Value 5D,
Willpower 5D

Bargain 5D, Command 4D+2,
Persuasion 5D
STRENGTH 1D
TECHNICAL 1D

MECHANICAL 2D

Move: 10

Equipment: Business Suit, Datapad containing business transactions,
Comlink.

BUSINESS OWNER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

KNOWLEDGE 3D

Accounting 5D+1, Bureaucracy:
(Choose One) 6D, Business:
(Choose One) 8D, Business
Administration: (Choose One)
8D, Intimidation 5D+1, Value 6D,
Willpower 6D

Bargain 6D, Command 5D+2,
Persuasion 6D
STRENGTH 1D
TECHNICAL 1D

MECHANICAL 2D

Move: 10

Equipment: Business Suit, Datapad containing business transactions,
Comlink.

BUTLER

Species: Any

DEXTERITY 2D

Dodge 3D+1, Pick Pocket 3D

KNOWLEDGE 2D

Culinary Arts 4D, Cultures:
(Choose One) 4D, Home
Economics 4D, Willpower 4D

MECHANICAL 2D

Move: 10

Equipment: Tuxedo, Comlink.

Sex: Any

PERCEPTION 2D

Persuasion 3D+1, Command:

House Staff 3D, Cleaning 4D,

Search 3D+2, Sneak 4D

STRENGTH 2D

Stamina 3D

TECHNICAL 2D

Security 3D

BUTLER (EXPERIENCED)

Species: Any

DEXTERITY 2D

Dodge 4D+1, Pick Pocket 4D

KNOWLEDGE 2D

Culinary Arts 6D, Cultures:
(Choose One) 6D, Home
Economics 6D, Willpower 5D

MECHANICAL 2D

Move: 10

Equipment: Tuxedo, Comlink.

Sex: Any

PERCEPTION 2D

Persuasion 4D+1, Command:

House Staff 4D, Cleaning 6D,

Search 5D+2, Sneak 6D

STRENGTH 2D

Stamina 4D

TECHNICAL 2D

Security 4D

BUTLER (VETERAN)

Species: Any

DEXTERITY 2D

Dodge 5D+1, Pick Pocket 5D

KNOWLEDGE 2D

Culinary Arts 8D, Cultures:
(Choose One) 8D, Home
Economics 8D, Willpower 6D

MECHANICAL 2D

Move: 10

Equipment: Tuxedo, Comlink.

Sex: Any

PERCEPTION 2D

Persuasion 5D+1, Command:

House Staff 5D, Cleaning 8D,

Search 7D+2, Sneak 8D

STRENGTH 2D

Stamina 5D

TECHNICAL 2D

Security 5D

COOK

Species: Any

DEXTERITY 2D

Dodge 3D

KNOWLEDGE 2D

Culinary Arts 4D+2

MECHANICAL 2D

Move: 10

Equipment: Apron, Various kitchen tools and items.

Sex: Any

PERCEPTION 2D

Bargain 3D, Cleaning 3D+2,

Command 3D, Search: Kitchen

4D

STRENGTH 2D

Stamina 3D

TECHNICAL 2D

First Aid 2D+2

COOK (EXPERIENCED)

Species: Any

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 2D

Culinary Arts 6D+2

MECHANICAL 2D

Move: 10

Equipment: Apron, Various kitchen tools and items.

Sex: Any

PERCEPTION 2D

Bargain 4D, Cleaning 5D+2,

Command 4D, Search: Kitchen

6D

STRENGTH 2D

Stamina 4D

TECHNICAL 2D

First Aid 3D+2

COOK (VETERAN)

Species: Any

DEXTERITY 2D

Dodge 5D

KNOWLEDGE 2D

Culinary Arts 8D+2

MECHANICAL 2D

Move: 10

Equipment: Apron, Various kitchen tools and items.

Sex: Any

PERCEPTION 2D

Bargain 5D, Cleaning 7D+2,

Command 5D, Search: Kitchen

8D

STRENGTH 2D

Stamina 5D

TECHNICAL 2D

First Aid 4D+2

GOURMET COOK

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 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)

STRENGTH 2D

3D+2, Willpower 4D

Stamina 3D

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

PERCEPTION 2D

Dodge 4D

Bargain 4D+1, Cleaning 6D,

KNOWLEDGE 2D

Command 4D+2, Persuasion

Culinary Arts: Gourmet Meals

4D, Search: Kitchen 6D+1

6D+2, Cultures (Choose One)

STRENGTH 2D

5D+2, Willpower 5D

Stamina 4D

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

PERCEPTION 2D

Dodge 5D

Bargain 5D+1, Cleaning 8D,

KNOWLEDGE 2D

Command 5D+2, Persuasion

Culinary Arts: Gourmet Meals

5D, Search: Kitchen 8D+1

8D+2, Cultures (Choose One)

STRENGTH 2D

7D+2, Willpower 6D

Stamina 5D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

First Aid 4D+2

Equipment: Apron, Various kitchen tools and items.

COURIER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 3D+2, Running 4D

Bargain 3D, Hide 2D+2,

KNOWLEDGE 2D

Persuasion 3D, Search 3D+2,

Survival: Urban 2D+1,

Sneak 3D

Willpower 3D

STRENGTH 2D

MECHANICAL 2D

Climbing/Jumping 3D, Stamina

Communications 3D+1, Choose

3D+2

one of the following: Beast

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.

COURIER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 4D+2, Running 6D

Bargain 4D, Hide 3D+2,

KNOWLEDGE 2D

Persuasion 4D, Search 4D+2,

Survival: Urban 3D+1,

Sneak 4D

Willpower 4D

STRENGTH 2D

MECHANICAL 2D

Climbing/Jumping 4D, Stamina

Communications 4D+1, Choose

4D+2

one of the following: Beast

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.

COURIER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 5D+2, Running 8D

Bargain 5D, Hide 4D+2,

KNOWLEDGE 2D

Persuasion 5D, Search 5D+2,

Survival: Urban 4D+1,

Sneak 5D

Willpower 5D

STRENGTH 2D

MECHANICAL 2D

Climbing/Jumping 5D, Stamina

Communications 5D+1, Choose

5D+2

one of the following: Beast

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
DEXTERITY 3D
Dance: (Choose One) 4D,
Dodge 3D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Equipment: Clothes appropriate to the character's dance style.

Sex: Any
PERCEPTION 2D
Hide 2D+2
STRENGTH 2D
Climbing/Jumping 3D, Stamina
3D+2
TECHNICAL 2D

DANCER (EXPERIENCED)

Species: Any
DEXTERITY 3D
Dance: (Choose One) 6D,
Dodge 5D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Equipment: Clothes appropriate to the character's dance style.

Sex: Any
PERCEPTION 2D
Hide 4D+2
STRENGTH 2D
Climbing/Jumping 5D, Stamina
5D+2
TECHNICAL 2D

DANCER (VETERAN)

Species: Any
DEXTERITY 3D
Dance: (Choose One) 8D,
Dodge 7D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Equipment: Clothes appropriate to the character's dance style.

Sex: Any
PERCEPTION 2D
Hide 6D+2
STRENGTH 2D
Climbing/Jumping 7D, Stamina
7D+2
TECHNICAL 2D

DIPLOMAT

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D, Bureaucracy:
(Choose One) 4D, Cultures
3D+2, Planetary Systems 3D,
Value 3D+2, Willpower 4D
MECHANICAL 2D
Equipment: Diplomatic garb, Datapad, Comlink

Sex: Any
PERCEPTION 2D
Bargain 4D, Con 3D+2,
Persuasion 4D
STRENGTH 2D
TECHNICAL 2D
Move: 10

DIPLOMAT (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 5D, Bureaucracy:
(Choose One) 6D, Cultures
5D+2, Planetary Systems 5D,
Value 4D+2, Willpower 6D
MECHANICAL 2D
Equipment: Diplomatic garb, Datapad, Comlink

Sex: Any
PERCEPTION 2D
Bargain 6D, Con 5D+2,
Persuasion 6D
STRENGTH 2D
TECHNICAL 2D
Move: 10

DIPLOMAT (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 7D, Bureaucracy:
(Choose One) 8D, Cultures
7D+2, Planetary Systems 7D,
Value 5D+2, Willpower 8D
MECHANICAL 2D
Equipment: Diplomatic garb, Datapad, Comlink

Sex: Any
PERCEPTION 2D
Bargain 8D, Con 7D+2,
Persuasion 8D
STRENGTH 2D
TECHNICAL 2D
Move: 10

DOCTOR

Species: Any
DEXTERITY 2D
Dodge 3D, Melee Combat:
Laser Scalpel 2D+2

Sex: Any
PERCEPTION 2D
Command: Medical Staff 4D,
Search 3D

KNOWLEDGE 2D
Alien Species 3D+1

MECHANICAL 2D
Sensors: Medical Equipment 3D

STRENGTH 2D
Stamina 3D

TECHNICAL 2D
Computer Program/Repair
2D+1, First Aid 5D,
(A) Medicine 4D

Move: 10
Equipment: Doctor's Clothes, Medical Scanner, Datapad.

DOCTOR (EXPERIENCED)

Species: Any
DEXTERITY 2D
Dodge 4D, Melee Combat:
Laser Scalpel 3D+2

Sex: Any
PERCEPTION 2D
Command: Medical Staff 5D,
Search 5D

KNOWLEDGE 2D
Alien Species 5D+1

MECHANICAL 2D
Sensors: Medical Equipment 5D

STRENGTH 2D
Stamina 4D

TECHNICAL 2D
Computer Program/Repair
3D+1, First Aid 7D,
(A) Medicine 6D

Move: 10
Equipment: Doctor's Clothes, Medical Scanner, Datapad.

DOCTOR (VETERAN)

Species: Any
DEXTERITY 2D
Dodge 5D, Melee Combat:
Laser Scalpel 4D+2

Sex: Any
PERCEPTION 2D
Command: Medical Staff 6D,
Search 7D

KNOWLEDGE 2D
Alien Species 7D+1

MECHANICAL 2D
Sensors: Medical Equipment 7D

STRENGTH 2D
Stamina 5D

TECHNICAL 2D
Computer Program/Repair
4D+1, First Aid 9D,
(A) Medicine 8D

Move: 10
Equipment: Doctor's Clothes, Medical Scanner, Datapad.

CYBERNETICS SPECIALIST

Species: Any
DEXTERITY 2D
Dodge 3D, Melee Combat:
Laser Scalpel 2D+2

Sex: Any
PERCEPTION 2D
Command: Medical Staff 4D,
Search 3D

KNOWLEDGE 2D
Alien Species 3D+1

MECHANICAL 2D
Sensors: Medical Equipment 3D

STRENGTH 2D
Stamina 3D

TECHNICAL 2D
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
DEXTERITY 2D
Dodge 4D, Melee Combat:
Laser Scalpel 3D+2

Sex: Any
PERCEPTION 2D
Command: Medical Staff 5D,
Search 5D

KNOWLEDGE 2D
Alien Species 5D+1

MECHANICAL 2D
Sensors: Medical Equipment 5D

STRENGTH 2D
Stamina 4D

TECHNICAL 2D
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
DEXTERITY 2D
Dodge 5D, Melee Combat:
Laser Scalpel 4D+2

Sex: Any
PERCEPTION 2D
Command: Medical Staff 6D,
Search 7D

KNOWLEDGE 2D
Alien Species 7D+1

MECHANICAL 2D
Sensors: Medical Equipment 7D

STRENGTH 2D
Stamina 5D

TECHNICAL 2D
Computer Program/Repair
6D+2, First Aid 8D,
(A) Medicine: Cybernetics 9D

Move: 10
Equipment: Doctor's Clothes, Medical Scanner, Datapad.

FAMILY DOCTOR

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 3D

Command: Medical Staff 3D,

KNOWLEDGE 2D

Search 3D

Alien Species 3D+1

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Sensors: Medical Equipment 3D

Computer Program/Repair
2D+1, First Aid 5D,

(A) Medicine 3D

Move: 10

Equipment: Doctor's Clothes, Medical Scanner, Datapad.

FAMILY DOCTOR (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 4D

Command: Medical Staff 4D,

KNOWLEDGE 2D

Search 5D

Alien Species 5D+1

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Sensors: Medical Equipment 5D

Computer Program/Repair
3D+1, First Aid 7D,

(A) Medicine 4D

Move: 10

Equipment: Doctor's Clothes, Medical Scanner, Datapad.

FAMILY DOCTOR (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 5D

Command: Medical Staff 5D,

KNOWLEDGE 2D

Search 7D

Alien Species 7D+1

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Sensors: Medical Equipment 7D

Computer Program/Repair
4D+1, First Aid 9D,

(A) Medicine 5D

Move: 10

Equipment: Doctor's Clothes, Medical Scanner, Datapad.

HERBAL HEALER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 3D

Search 3D

KNOWLEDGE 2D

Alien Species 3D+2,

Biochemistry 4D

STRENGTH 2D

Stamina 3D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

First Aid 5D, (A) Medicine:

Herbal Remedies 4D

Equipment: Simple clothes, Assortment of herbal remedies.

HERBAL HEALER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 4D

Search 5D

KNOWLEDGE 2D

Alien Species 5D+2,

Biochemistry 6D

STRENGTH 2D

Stamina 4D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

First Aid 7D, (A) Medicine:

Herbal Remedies 6D

Equipment: Simple clothes, Assortment of herbal remedies.

HERBAL HEALER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 5D

Search 7D

KNOWLEDGE 2D

Alien Species 7D+2,

Biochemistry 8D

STRENGTH 2D

Stamina 5D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

First Aid 9D, (A) Medicine:

Herbal Remedies 8D

Equipment: Simple clothes, Assortment of herbal remedies.

PSYCHIATRIST

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
KNOWLEDGE 2D Bargain 3D, Con 4D,
Alien Species 3D+2, Cultures 4D, Persuasion 4D+2
Streetwise 3D, Value: **STRENGTH 2D**
Information 4D, Willpower 4D **TECHNICAL 2D**
MECHANICAL 2D First Aid 5D, (A) Medicine:
Move: 10 Psychology 4D+1
Equipment: Casual Suit, Datapad.

PSYCHIATRIST (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
KNOWLEDGE 2D Bargain 5D, Con 6D,
Alien Species 4D+2, Cultures 5D, Persuasion 6D+2
Streetwise 3D+1, Value: **STRENGTH 2D**
Information 6D, Willpower 6D **TECHNICAL 2D**
MECHANICAL 2D First Aid 5D, (A) Medicine:
Move: 10 Psychology 6D+1
Equipment: Casual Suit, Datapad.

PSYCHIATRIST (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
KNOWLEDGE 2D Bargain 7D, Con 8D,
Alien Species 5D+2, Cultures 6D, Persuasion 8D+2
Streetwise 3D+2, Value: **STRENGTH 2D**
Information 8D, Willpower 8D **TECHNICAL 2D**
MECHANICAL 2D First Aid 5D, (A) Medicine:
Move: 10 Psychology 8D+1
Equipment: Casual Suit, Datapad.

SURGEON

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Dodge 3D, Melee Combat: Command: Medical Staff 4D+2,
Laser Scalpel 3D Search 3D
KNOWLEDGE 2D **STRENGTH 2D**
Alien Species 3D+1 Stamina 4D
MECHANICAL 2D **TECHNICAL 2D**
Sensors: Medical Equipment Computer Program/Repair
3D+1 2D+1, First Aid 5D,
Move: 10 (A) Medicine: Surgery 5D
Equipment: Scrubs, Medical Scanner, Datapad.

SURGEON (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Dodge 4D, Melee Combat: Command: Medical Staff 5D+2,
Laser Scalpel 4D Search 5D
KNOWLEDGE 2D **STRENGTH 2D**
Alien Species 5D+1 Stamina 5D
MECHANICAL 2D+1 **TECHNICAL 2D**
Sensors: Medical Equipment Computer Program/Repair
5D+1 3D+1, First Aid 7D,
Move: 10 (A) Medicine: Surgery 7D
Equipment: Scrubs, Medical Scanner, Datapad.

SURGEON (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Dodge 5D, Melee Combat: Command: Medical Staff 6D+2,
Laser Scalpel 5D Search 7D
KNOWLEDGE 2D **STRENGTH 2D**
Alien Species 7D+1 Stamina 6D
MECHANICAL 2D+1 **TECHNICAL 2D**
Sensors: Medical Equipment Computer Program/Repair
7D+1 4D+1, First Aid 9D,
Move: 10 (A) Medicine: Surgery 9D
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

Sex: Any

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 3D

Repair: (Choose One) 5D,
(A) Engineering: (Per Repair
Skill) 4D, System Diagnosis 4D

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

Sex: Any

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 3D

Repair: (Choose One) 7D,
(A) Engineering: (Per Repair
Skill) 6D, System Diagnosis 6D

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

Sex: Any

PERCEPTION 2D

STRENGTH 2D

TECHNICAL 3D

Repair: (Choose One) 9D,
(A) Engineering: (Per Repair
Skill) 8D, System Diagnosis 8D

FARMER

Species: Any

DEXTERITY 2D

Dodge 3D

KNOWLEDGE 2D

Agriculture 4D+1, Value 3D,
Willpower 3D+2

MECHANICAL 3D

Ground Vehicle Operation:
Farm Vehicles 4D, Hover Vehicle
Operation: Farm Vehicles 4D,
Farm Equipment Operation 4D

Move: 10

Equipment: Simple clothes, Tools

Sex: Any

PERCEPTION 3D

Bargain 3D+2, Search 3D+1

STRENGTH 2D

Brawling 3D, Digging 3D+1,
Lifting 3D+2, Stamina 3D+1

TECHNICAL 3D

Farm Equipment Repair 3D+2,
Ground Vehicle Repair 3D+1,
Hover Vehicle Repair 3D+1

FARMER (EXPERIENCED)

Species: Any

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 2D

Agriculture 6D+1, Value 4D,
Willpower 4D+2

MECHANICAL 3D

Ground Vehicle Operation:
Farm Vehicles 6D, Hover
Vehicle Operation: Farm
Vehicles 6D, Farm Equipment
Operation 6D

Sex: Any

PERCEPTION 3D

Bargain 4D+2, Search 4D+1

STRENGTH 2D

Brawling 4D, Digging 4D+1,
Lifting 4D+2, Stamina 4D+1

TECHNICAL 3D

Farm Equipment Repair 5D+2,
Ground Vehicle Repair 4D+1,
Hover Vehicle Repair 4D+1

Move: 10

Equipment: Simple clothes, Tools

FARMER (VETERAN)

Species: Any

DEXTERITY 2D

Dodge 5D

KNOWLEDGE 2D

Agriculture 8D+1, Value 5D,
Willpower 5D+2

MECHANICAL 3D

Ground Vehicle Operation:
Farm Vehicles 8D, Hover
Vehicle Operation: Farm
Vehicles 8D, Farm Equipment
Operation 8D

Sex: Any

PERCEPTION 3D

Bargain 5D+2, Search 5D+1

STRENGTH 2D

Brawling 5D, Digging 5D+1,
Lifting 5D+2, Stamina 5D+1

TECHNICAL 3D

Farm Equipment Repair 7D+2,
Ground Vehicle Repair 5D+1,
Hover Vehicle Repair 5D+1

Move: 10

Equipment: Simple clothes, Tools

MOISTURE FARMER

Species: Any

DEXTERITY 2D

Dodge 3D

KNOWLEDGE 2D

Agriculture 3D, Survival:
Deserts 4D, Value 3D,
Willpower 3D+2

MECHANICAL 3D

Ground Vehicle Operation:
Farm Vehicles 4D, Hover
Vehicle Operation: Farm
Vehicles 4D, Farm Equipment
Operation 4D

Sex: Any

PERCEPTION 3D

Bargain 3D+2, Search 3D+1

STRENGTH 2D

Brawling 3D, Digging 3D+1,
Lifting 3D+2, Stamina 3D+1

TECHNICAL 3D

Farm Equipment Repair 3D+2,
Ground Vehicle Repair 3D+1,
Hover Vehicle Repair 3D+1,
Moisture Farm Technology
4D+1

Move: 10

Equipment: Simple clothes, Tools

MOISTURE FARMER (EXPERIENCED)

Species: Any

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 2D

Agriculture 5D, Survival:
Deserts 5D, Value 4D,
Willpower 4D+2

MECHANICAL 3D

Ground Vehicle Operation:
Farm Vehicles 6D, Hover
Vehicle Operation: Farm
Vehicles 6D, Farm Equipment
Operation 6D

Sex: Any

PERCEPTION 3D

Bargain 4D+2, Search 4D+1

STRENGTH 2D

Brawling 4D, Digging 4D+1,
Lifting 4D+2, Stamina 4D+1

TECHNICAL 3D

Farm Equipment Repair 5D+2,
Ground Vehicle Repair 4D+1,
Hover Vehicle Repair 4D+1,
Moisture Farm Technology
6D+1

Move: 10

Equipment: Simple clothes, Tools

MOISTURE FARMER (VETERAN)

Species: Any

DEXTERITY 2D

Dodge 5D

KNOWLEDGE 2D

Agriculture 7D, Survival:
Deserts 6D, Value 5D,
Willpower 5D+2

MECHANICAL 3D

Ground Vehicle Operation:
Farm Vehicles 8D, Hover
Vehicle Operation: Farm
Vehicles 8D, Farm Equipment
Operation 8D

Sex: Any

PERCEPTION 3D

Bargain 5D+2, Search 5D+1

STRENGTH 2D

Brawling 5D, Digging 5D+1,
Lifting 5D+2, Stamina 5D+1

TECHNICAL 3D

Farm Equipment Repair 7D+2,
Ground Vehicle Repair 5D+1,
Hover Vehicle Repair 5D+1,
Moisture Farm Technology
8D+1

Move: 10

Equipment: Simple clothes, Tools

FIREMAN

Species: Any

DEXTERITY 2D

Dodge 3D+2

KNOWLEDGE 2D

Survival: Disaster Areas 5D

MECHANICAL 3D

Repulsorlift Operation:
Firespreader 5D

Move: 10

Equipment: Fireman's Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

Sex: Any

PERCEPTION 2D

Search 4D

STRENGTH 2D

Climbing/Jumping 3D+2,
Lifting 3D+1, Stamina 4D

TECHNICAL 2D

First Aid 3D+1

FIREMAN (EXPERIENCED)

Species: Any

DEXTERITY 2D

Dodge 5D+2

KNOWLEDGE 2D

Survival: Disaster Areas 7D

MECHANICAL 3D

Repulsorlift Operation,
Firespreader 7D

Move: 10

Equipment: Fireman's Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

Sex: Any

PERCEPTION 2D

Search 6D

STRENGTH 2D

Climbing/Jumping 5D+2,
Lifting 5D+1, Stamina 5D

TECHNICAL 2D

First Aid 4D+1

FIREMAN (VETERAN)

Species: Any

DEXTERITY 2D

Dodge 7D+2

KNOWLEDGE 2D

Survival: Disaster Areas 9D

MECHANICAL 3D

Repulsorlift Operation,
Firespreader 9D

Move: 10

Equipment: Fireman's Suit (+2 energy, +1 physical, +2D against fire & radiation damage), Handheld Hose Gun.

Sex: Any

PERCEPTION 2D

Search 8D

STRENGTH 2D

Climbing/Jumping 7D+2,
Lifting 7D+1, Stamina 6D

TECHNICAL 2D

First Aid 5D+1

GAMBLER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Dodge 3D, Pick Pocket 3D

Bargain 3D+2, Con 4D+1,

KNOWLEDGE 3D

Gambling 5D, Persuasion

Alien Species 4D, Intimidation

4D+2, Search 4D

3D+2, Streetwise 3D+1,

STRENGTH 2D

Willpower 4D+2

Brawling 3D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Fashionable clothes, deck of Sabacc cards, 1,000 credits worth of sabacc chips, 100 credits.

GAMBLER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Dodge 4D, Pick Pocket 5D

Bargain 4D+2, Con 6D+1,

KNOWLEDGE 3D

Gambling 7D, Persuasion

Alien Species 5D, Intimidation

6D+2, Search 6D

5D+2, Streetwise 4D+1,

STRENGTH 2D

Willpower 6D+2

Brawling 4D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Fashionable clothes, deck of Sabacc cards, 1,000 credits worth of sabacc chips, 100 credits.

GAMBLER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Dodge 5D, Pick Pocket 7D

Bargain 5D+2, Con 8D+1,

KNOWLEDGE 3D

Gambling 9D, Persuasion

Alien Species 6D, Intimidation

8D+2, Search 8D

7D+2, Streetwise 5D+1,

STRENGTH 2D

Willpower 8D+2

Brawling 5D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Fashionable clothes, deck of Sabacc cards, 1,000 credits worth of sabacc chips, 100 credits.

HOLONNEWS REPORTER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 4D, Pick Pocket 3D+1,

Bargain 3D, Hide 4D,

Running 3D

Investigation 4D,

KNOWLEDGE 3D

Persuasion 4D, Search

Alien Species 4D, Bureaucracy

4D+1, Sneak 4D

3D+2, Cultures 4D, Languages

STRENGTH 2D

3D+1, Law Enforcement 3D+1,

TECHNICAL 2D

Streetwise 3D+2, Willpower

Holorecorder Repair 3D

4D+1

MECHANICAL 2D

Holorecorder Operations 4D+2 **Move: 10**

Equipment: Holorecorder, Recording Rod, Comlink

HOLONNEWS REPORTER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 5D, Pick Pocket 4D+1,

Bargain 4D, Hide 5D,

Running 4D

Investigation 6D,

KNOWLEDGE 3D

Persuasion 6D, Search

Alien Species 5D, Bureaucracy

5D+1, Sneak 5D

4D+2, Cultures 5D, Languages

STRENGTH 2D

4D+1, Law Enforcement 4D+1,

TECHNICAL 2D

Streetwise 4D+2, Willpower

Holorecorder Repair 4D

5D+1

MECHANICAL 2D

Holorecorder Operations 6D+2 **Move: 10**

Equipment: Holorecorder, Recording Rod, Comlink

HOLONNEWS REPORTER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 6D, Pick Pocket 5D+1,

Bargain 5D, Hide 6D,

Running 5D

Investigation 8D,

KNOWLEDGE 3D

Persuasion 8D, Search

Alien Species 6D, Bureaucracy

6D+1, Sneak 6D

5D+2, Cultures 6D, Languages

STRENGTH 2D

5D+1, Law Enforcement 5D+1,

TECHNICAL 2D

Streetwise 5D+2, Willpower

Holorecorder Repair 5D

6D+1

MECHANICAL 2D

Holorecorder Operations 8D+2 **Move: 10**

Equipment: Holorecorder, Recording Rod, Comlink

INN KEEPER

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D+2, Business 3D
MECHANICAL 2D
Equipment:

Sex: Any
PERCEPTION 2D
Cleaning 4D, Persuasion 3D+1
STRENGTH 2D
TECHNICAL 2D
Move: 10

INN KEEPER (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 5D+2, Business 5D
MECHANICAL 2D
Equipment:

Sex: Any
PERCEPTION 2D
Cleaning 6D, Persuasion 4D+1
STRENGTH 2D
TECHNICAL 2D
Move: 10

INN KEEPER (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 7D+2, Business 7D
MECHANICAL 2D
Equipment:

Sex: Any
PERCEPTION 2D
Cleaning 8D, Persuasion 5D+1
STRENGTH 2D
TECHNICAL 2D
Move: 10

JANITOR

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Ground Vehicle Operation 3D,
Repulsorlift Operation 3D,
Machinery Operations:
Cleaning Equipment 4D
Move: 10
Equipment: Overalls, Cleaning supplies & equipment.

Sex: Any
PERCEPTION 2D
Cleaning 4D+1, Search 3D+2,
Sneak 3D
STRENGTH 2D
Brawling 3D+1, Stamina 3D
TECHNICAL 2D
Machinery Repair: Cleaning
Equipment 3D+2

JANITOR (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Ground Vehicle Operation 4D,
Repulsorlift Operation 4D,
Machinery Operations:
Cleaning Equipment 6D
Move: 10
Equipment: Overalls, Cleaning supplies & equipment.

Sex: Any
PERCEPTION 2D
Cleaning 6D+1, Search 4D+2,
Sneak 4D
STRENGTH 2D
Brawling 4D+1, Stamina 4D
TECHNICAL 2D
Machinery Repair: Cleaning
Equipment 5D+2

JANITOR (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
MECHANICAL 2D
Ground Vehicle Operation 5D,
Repulsorlift Operation 5D,
Machinery Operations:
Cleaning Equipment 8D
Move: 10
Equipment: Overalls, Cleaning supplies & equipment.

Sex: Any
PERCEPTION 2D
Cleaning 8D+1, Search 5D+2,
Sneak 5D
STRENGTH 2D
Brawling 5D+1, Stamina 5D
TECHNICAL 2D
Machinery Repair: Cleaning
Equipment 7D+2

JOURNALIST

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 3D, Art 3D,
Bureaucracy 3D, Business 3D,
Cultures 3D, Economics 3D,
Law Enforcement 3D,
Planetary Systems 3D, Writing:
News Articles 4D

Sex: Any
PERCEPTION 2D
Investigation 4D, Persuasion 4D
STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D **Move:** 10
Equipment: Suit, Datapad containing news related notes.

JOURNALIST (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 4D, Art 4D,
Bureaucracy 4D, Business 4D,
Cultures 4D, Economics 4D,
Law Enforcement 4D,
Planetary Systems 4D, Writing:
News Articles 6D

Sex: Any
PERCEPTION 2D
Investigation 6D, Persuasion 6D
STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D **Move:** 10
Equipment: Suit, Datapad containing news related notes.

JOURNALIST (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Alien Species 5D, Art 5D,
Bureaucracy 5D, Business 5D,
Cultures 5D, Economics 5D,
Law Enforcement 5D,
Planetary Systems 5D, Writing:
News Articles 8D

Sex: Any
PERCEPTION 2D
Investigation 8D, Persuasion 8D
STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D **Move:** 10
Equipment: Suit, Datapad containing news related notes.

LABORER

Species: Any
DEXTERITY 3D
KNOWLEDGE 2D
MECHANICAL 3D
Machinery Operations 5D

Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 3D+1, Lifting 4D+2,
Stamina 4D
TECHNICAL 3D
Machinery Repair 4D

Move: 10
Equipment: Work Gloves, Safety Goggles, Tools.

LABORER (EXPERIENCED)

Species: Any
DEXTERITY 3D
KNOWLEDGE 2D
MECHANICAL 3D
Machinery Operations 7D

Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 4D+1, Lifting 5D+2,
Stamina 5D
TECHNICAL 3D
Machinery Repair 5D

Move: 10
Equipment: Work Gloves, Safety Goggles, Tools.

LABORER (VETERAN)

Species: Any
DEXTERITY 3D
KNOWLEDGE 2D
MECHANICAL 3D
Machinery Operations 9D

Sex: Any
PERCEPTION 2D
STRENGTH 3D
Brawling 5D+1, Lifting 6D+2,
Stamina 6D
TECHNICAL 3D
Machinery Repair 6D

Move: 10
Equipment: Work Gloves, Safety Goggles, Tools.

LAWYER

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 3D+1,
Bureaucracy 5D, Cultures
3D+1, Law Enforcement:
Loopholes 5D, Willpower 4D+2

Sex: Any
PERCEPTION 3D
Bargain 4D, Con: Jury 4D+1,
Investigation 4D, Persuasion:
Jury 5D, Search 4D

STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D **Move:** 10
Equipment: Expensive suit, Datapad.

LAWYER (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 4D+1,
Bureaucracy 6D, Cultures
4D+1, Law Enforcement:
Loopholes 7D, Willpower 6D+2

Sex: Any
PERCEPTION 3D
Bargain 5D, Con: Jury 6D+1,
Investigation 6D, Persuasion:
Jury 7D, Search 5D

STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D **Move:** 10
Equipment: Expensive suit, Datapad.

LAWYER (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 5D+1,
Bureaucracy 7D, Cultures
5D+1, Law Enforcement:
Loopholes 9D, Willpower 8D+2

Sex: Any
PERCEPTION 3D
Bargain 6D, Con: Jury 8D+1,
Investigation 8D, Persuasion:
Jury 9D, Search 6D

STRENGTH 2D
TECHNICAL 2D

MECHANICAL 2D **Move:** 10
Equipment: Expensive suit, Datapad.

LIBRARIAN

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Bureaucracy 4D, Cultures 4D,
Languages 4D
MECHANICAL 2D
Move: 10
Equipment: Datapad with remote access to the local datanet and library card catalog.

Sex: Any
PERCEPTION 3D
Investigation 4D+2, Search:
Library 5D
STRENGTH 2D
TECHNICAL 2D

LIBRARIAN (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Bureaucracy 6D, Cultures 5D,
Languages 5D
MECHANICAL 2D
Move: 10
Equipment: Datapad with remote access to the local datanet and library card catalog.

Sex: Any
PERCEPTION 3D
Investigation 6D+2, Search:
Library 7D
STRENGTH 2D
TECHNICAL 2D

LIBRARIAN (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Bureaucracy 8D, Cultures 6D,
Languages 6D
MECHANICAL 2D
Move: 10
Equipment: Datapad with remote access to the local datanet and library card catalog.

Sex: Any
PERCEPTION 3D
Investigation 8D+2, Search:
Library 9D
STRENGTH 2D
TECHNICAL 2D

MAID

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Cultures 3D
MECHANICAL 2D
Move: 10
Equipment: Cleaning Supplies

Sex: Any
PERCEPTION 2D
Cleaning 4D, Hide 3D+1,
Search 3D+2
STRENGTH 2D
TECHNICAL 2D

MAID (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Cultures 4D
MECHANICAL 2D
Move: 10
Equipment: Cleaning Supplies

Sex: Any
PERCEPTION 2D
Cleaning 6D, Hide 4D+1,
Search 5D+2
STRENGTH 2D
TECHNICAL 2D

MAID (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 2D
Cultures 5D
MECHANICAL 2D
Move: 10
Equipment: Cleaning Supplies

Sex: Any
PERCEPTION 2D
Cleaning 8D, Hide 5D+1,
Search 7D+2
STRENGTH 2D
TECHNICAL 2D

MINER

Species: Any
DEXTERITY 3D
Brawling Parry 3D+1, Dodge
4D, Melee Combat 3D+2,
Melee Parry 3D
KNOWLEDGE 2D
Geology 3D+1, Survival:
Mines 5D
MECHANICAL 3D
Ground Vehicle Operation:
Mining Vehicles 4D+1,
Machinery Operations:
Mining Equipment 5D,
Sensors 3D+2
Move: 10
Equipment: Glow Rod, Mineral Scanner, Rebreather, Various Tools.

Sex: Any
PERCEPTION 2D
Gambling 3D, Search 3D+2
STRENGTH 3D
Brawling 4D, Climbing/
Jumping 3D+2, Lifting 4D,
Stamina 4D
TECHNICAL 2D
First Aid 3D, Ground Vehicle
Repair 3D, Machinery Repair:
Mining Equipment 3D+2

MINER (EXPERIENCED)

Species: Any
DEXTERITY 3D
Brawling Parry 4D+1, Dodge
5D, Melee Combat 4D+2,
Melee Parry 4D
KNOWLEDGE 2D
Geology 5D+1, Survival:
Mines 7D
MECHANICAL 3D
Ground Vehicle Operation:
Mining Vehicles 6D+1,
Machinery Operations:
Mining Equipment 6D,
Sensors 4D+2
Move: 10
Equipment: Glow Rod, Mineral Scanner, Rebreather, Various Tools.

Sex: Any
PERCEPTION 2D
Gambling 4D, Search 5D+2
STRENGTH 3D
Brawling 5D, Climbing/
Jumping 4D+2, Lifting 6D,
Stamina 5D
TECHNICAL 2D
First Aid 4D, Ground Vehicle
Repair 4D, Machinery Repair:
Mining Equipment 5D+2

MINER (VETERAN)

Species: Any
DEXTERITY 3D
Brawling Parry 5D+1, Dodge
6D, Melee Combat 5D+2,
Melee Parry 5D
KNOWLEDGE 2D
Geology 7D+1, Survival:
Mines 9D
MECHANICAL 3D
Ground Vehicle Operation:
Mining Vehicles 8D+1,
Machinery Operations:
Mining Equipment 8D,
Sensors 5D+2
Move: 10
Equipment: Glow Rod, Mineral Scanner, Rebreather, Various Tools.

Sex: Any
PERCEPTION 2D
Gambling 5D, Search 7D+2
STRENGTH 3D
Brawling 6D, Climbing/
Jumping 5D+2, Lifting 8D,
Stamina 6D
TECHNICAL 2D
First Aid 5D, Ground Vehicle
Repair 5D, Machinery Repair:
Mining Equipment 7D+2

MUSICIAN

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D STRENGTH 2D
MECHANICAL 2D TECHNICAL 2D
Musical Instrument Musical Instrument Repair
Operation 4D+2 3D+1
Move: 10
Equipment: Musical Instrument

MUSICIAN (EXPERIENCED)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D STRENGTH 2D
MECHANICAL 2D TECHNICAL 2D
Musical Instrument Musical Instrument Repair
Operation 6D+2 4D+1
Move: 10
Equipment: Musical Instrument

MUSICIAN (VETERAN)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D STRENGTH 2D
MECHANICAL 2D TECHNICAL 2D
Musical Instrument Musical Instrument Repair
Operation 8D+2 5D+1
Move: 10
Equipment: Musical Instrument

NOBLE

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 3D
Blaster 3D Command: Palace Staff 4D,
KNOWLEDGE 3D Persuasion 4D
Cultures: (Local) 5D, History: STRENGTH 2D
(Local) 4D, Planetary Systems: TECHNICAL 2D
(Local) 5D, Willpower 4D
MECHANICAL 2D Move: 10
Equipment: Expensive clothes, Hold-out Blaster, 1,500 Credits

NOBLE (EXPERIENCED)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 3D
Blaster 3D Command: Palace Staff 5D,
KNOWLEDGE 3D Persuasion 6D
Cultures: (Local) 7D, History: STRENGTH 2D
(Local) 6D, Planetary Systems: TECHNICAL 2D
(Local) 7D, Willpower 6D
MECHANICAL 2D Move: 10
Equipment: Expensive clothes, Hold-out Blaster, 1,500 Credits

NOBLE (VETERAN)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 3D
Blaster 3D Command: Palace Staff 6D,
KNOWLEDGE 3D Persuasion 8D
Cultures: (Local) 9D, History: STRENGTH 2D
(Local) 8D, Planetary Systems: TECHNICAL 2D
(Local) 9D, Willpower 8D
MECHANICAL 2D Move: 10
Equipment: Expensive clothes, Hold-out Blaster, 1,500 Credits

NURSE

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Persuasion 4D, Search 3D
Alien Species 3D+1 STRENGTH 2D
MECHANICAL 2D Stamina 3D+2
Sensors: Medical TECHNICAL 2D
Equipment 3D Computer Program/Repair 4D,
Move: 10 First Aid 4D
Equipment: Nurse's Uniform, Medical Scanner, Datapad.

NURSE (EXPERIENCED)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Persuasion 6D, Search 5D
Alien Species 5D+1 STRENGTH 2D
MECHANICAL 2D Stamina 4D+2
Sensors: Medical TECHNICAL 2D
Equipment 5D Computer Program/Repair 5D,
Move: 10 First Aid 5D
Equipment: Nurse's Uniform, Medical Scanner, Datapad.

NURSE (VETERAN)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Persuasion 8D, Search 7D
Alien Species 7D+1 STRENGTH 2D
MECHANICAL 2D Stamina 5D+2
Sensors: Medical TECHNICAL 2D
Equipment 7D Computer Program/Repair 6D,
Move: 10 First Aid 6D
Equipment: Nurse's Uniform, Medical Scanner, Datapad.

PERFORMER

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Con 4D, Persuasion 4D
Artistic Expression 5D STRENGTH 2D
MECHANICAL 2D TECHNICAL 2D
Move: 10
Equipment: Costume

PERFORMER (EXPERIENCED)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Con 6D, Persuasion 6D
Artistic Expression 7D STRENGTH 2D
MECHANICAL 2D TECHNICAL 2D
Move: 10
Equipment: Costume

PERFORMER (VETERAN)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Con 8D, Persuasion 8D
Artistic Expression 9D STRENGTH 2D
MECHANICAL 2D TECHNICAL 2D
Move: 10
Equipment: Costume

PILOT

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Search 3D

Planetary Systems:

STRENGTH 2D

(Choose One) 4D

TECHNICAL 2D

MECHANICAL 2D

Choose One: Capital Ship

Piloting 5D, Ground Vehicle

If Capital Ship Piloting or Space

Operation: Bus 5D, Hover

Transports is taken, also add

Vehicle Operation: Hoverbus

Astrogation 5D

5D, Repulsorlift Operation:

Repulsorbus 5D, or Space

Transports 5D.

Move: 10

Equipment: Pilot's Uniform

PILOT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Search 4D

Planetary Systems:

STRENGTH 2D

(Choose One) 5D

TECHNICAL 2D

MECHANICAL 2D

Choose One: Capital Ship

Piloting 7D, Ground Vehicle

If Capital Ship Piloting or Space

Operation: Bus 7D, Hover

Transports is taken, also add

Vehicle Operation: Hoverbus

Astrogation 7D

7D, Repulsorlift Operation:

Repulsorbus 7D, or Space

Transports 7D.

Move: 10

Equipment: Pilot's Uniform

PILOT (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Search 5D

Planetary Systems:

STRENGTH 2D

(Choose One) 6D

TECHNICAL 2D

MECHANICAL 2D

Choose One: Capital Ship

Piloting 9D, Ground Vehicle

If Capital Ship Piloting or Space

Operation: Bus 9D, Hover

Transports is taken, also add

Vehicle Operation: Hoverbus

Astrogation 9D

9D, Repulsorlift Operation:

Repulsorbus 9D, or Space

Transports 9D.

Move: 10

Equipment: Pilot's Uniform

PODRACER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Podracer Operation 5D

Podracer Repair 5D,

Move: 10

(A) Podracer Engineering 4D

Equipment: Racing goggles, multitool.

POD RACER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Podracer Operation 7D

Podracer Repair 6D,

Move: 10

(A) Podracer Engineering 5D

Equipment: Racing goggles, multitool.

POD RACER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Podracer Operation 9D

Podracer Repair 7D,

Move: 10

(A) Podracer Engineering 6D

Equipment: Racing goggles, multitool.

PROFESSOR

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Command: Classroom 4D,

Choose one Knowledge skill

Investigation 3D, Persuasion 4D

from the core rulebook

STRENGTH 2D

(Excluding Willpower) at

TECHNICAL 2D

6D. History: (Same as above

skill) 5D

MECHANICAL 2D

Move: 10

Equipment: Datapad, Stack of half graded flimsies.

PROFESSOR (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Command: Classroom 5D,

Choose one Knowledge skill

Investigation 4D, Persuasion 6D

from the core rulebook

STRENGTH 2D

(Excluding Willpower) at 8D.

TECHNICAL 2D

History: (Same as above skill) 7D

MECHANICAL 2D

Move: 10

Equipment: Datapad, Stack of half graded flimsies.

PROFESSOR (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Command: Classroom 6D,

Choose one Knowledge skill

Investigation 5D, Persuasion 6D

from the core rulebook

STRENGTH 2D

(Excluding Willpower) at 10D.

TECHNICAL 2D

History: (Same as above skill) 9D

MECHANICAL 2D

Move: 10

Equipment: Datapad, Stack of half graded flimsies.

RANCHER

Species: 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.

Sex: Any

PERCEPTION 2D

Gambling 3D, Persuasion 3D+2,
Search 4D, Sneak 3D+2

STRENGTH 3D

Brawling 3D+2, Climbing/
Jumping 4D, Stamina 4D

TECHNICAL 2D

First Aid 3D, First Aid: Animals
4D

Move: 10

RANCHER (EXPERIENCED)

Species: Any

DEXTERITY 2D

Dodge 5D, Firearms 6D,
Melee Combat 4D,
Running 4D

KNOWLEDGE 2D

Agriculture 4D, Planetary
Systems 5D, Tactics: Animal
Herding 6D

MECHANICAL 3D

Beast Handling 7D, Beast
Riding 6D+1, Ground Vehicle
Operation 5D

Equipment: Rifle (4D), multitool.

Sex: Any

PERCEPTION 2D

Gambling 4D, Persuasion 4D+2,
Search 6D, Sneak 4D+2

STRENGTH 3D

Brawling 5D+2, Climbing/
Jumping 5D, Stamina 5D

TECHNICAL 2D

First Aid 4D, First Aid: Animals
5D

Move: 10

RANCHER (VETERAN)

Species: Any

DEXTERITY 2D

Dodge 6D, Firearms 8D,
Melee Combat 5D,
Running 5D

KNOWLEDGE 2D

Agriculture 5D, Planetary
Systems 6D, Tactics: Animal
Herding 8D

MECHANICAL 3D

Beast Handling 9D, Beast
Riding 8D+1, Ground Vehicle
Operation 6D

Equipment: Rifle (4D), multitool.

Sex: Any

PERCEPTION 2D

Gambling 5D, Persuasion 5D+2,
Search 8D, Sneak 5D+2

STRENGTH 3D

Brawling 7D+2, Climbing/
Jumping 6D, Stamina 6D

TECHNICAL 2D

First Aid 5D, First Aid: Animals
6D

Move: 10

REPULSORTRUCK DRIVER

Species: Any

DEXTERITY 3D

KNOWLEDGE 2D

Law Enforcement: Traffic
Laws 4D, Planetary Systems:
(Local) 4D

MECHANICAL 3D

Repulsorlift Operation 4D,
Repulsorlift Operation:
Repulsortruck 5D

Equipment: Repulsortruck, Package of Deathsticks, Lighter.

Sex: Any

PERCEPTION 2D

Search: Traffic Maps 4D

STRENGTH 2D

Brawling 4D, Lifting 4D,
Stamina 4D+2

TECHNICAL 3D

Repulsorlift Repair 4D

Move: 10

REPULSORTRUCK DRIVER (EXPERIENCED)

Species: Any

DEXTERITY 3D

KNOWLEDGE 2D

Law Enforcement: Traffic
Laws 5D, Planetary Systems:
(Local) 5D

MECHANICAL 3D

Repulsorlift Operation 5D,
Repulsorlift Operation:
Repulsortruck 7D

Equipment: Repulsortruck, Package of Deathsticks, Lighter.

Sex: Any

PERCEPTION 2D

Search: Traffic Maps 6D

STRENGTH 2D

Brawling 5D, Lifting 5D,
Stamina 5D+2

TECHNICAL 3D

Repulsorlift Repair 5D

Move: 10

REPULSORTRUCK DRIVER (VETERAN)

Species: Any

DEXTERITY 3D

KNOWLEDGE 2D

Law Enforcement: Traffic
Laws 6D, Planetary Systems:
(Local) 6D

MECHANICAL 3D

Repulsorlift Operation 6D,
Repulsorlift Operation:
Repulsortruck 9D

Equipment: Repulsortruck, Package of Deathsticks, Lighter.

Sex: Any

PERCEPTION 2D

Search: Traffic Maps 8D

STRENGTH 2D

Brawling 6D, Lifting 6D,
Stamina 6D+2

TECHNICAL 3D

Repulsorlift Repair 6D

Move: 10

SHOCKBALL PLAYER

Species: Any
DEXTERITY 3D
Dodge 5D, Running 5D,
Shockball Fling 6D,
Shockball Scoop 6D
KNOWLEDGE 2D
Tactics: Shockball 4D
MECHANICAL 2D
Equipment: Shockball Scoop, Shockball Mitt

Sex: Any
PERCEPTION 2D
Search 3D+1, Sneak 3D
STRENGTH 3D
Acrobatics 4D, Climbing/
Jumping 4D+1, Brawling 4D
TECHNICAL 2D
Move: 10

SHOCKBALL PLAYER (EXPERIENCED)

Species: Any
DEXTERITY 3D
Dodge 7D, Running 7D,
Shockball Fling 8D,
Shockball Scoop 8D
KNOWLEDGE 2D
Tactics: Shockball 6D
MECHANICAL 2D
Equipment: Shockball Scoop, Shockball Mitt

Sex: Any
PERCEPTION 2D
Search 5D+1, Sneak 4D
STRENGTH 3D
Acrobatics 5D, Climbing/
Jumping 5D+1, Brawling 5D
TECHNICAL 2D
Move: 10

SHOCKBALL PLAYER (VETERAN)

Species: Any
DEXTERITY 3D
Dodge 9D, Running 9D,
Shockball Fling 10D,
Shockball Scoop 10D
KNOWLEDGE 2D
Tactics: Shockball 8D
MECHANICAL 2D
Equipment: Shockball Scoop, Shockball Mitt

Sex: Any
PERCEPTION 2D
Search 7D+1, Sneak 5D
STRENGTH 3D
Acrobatics 6D, Climbing/
Jumping 6D+1, Brawling 6D
TECHNICAL 2D
Move: 10

SHOCKBOXER

Species: Any
DEXTERITY 3D
Brawling Parry: Shockboxing
4D+2, Dodge 4D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Equipment: Shockboxing Gloves (STR+1D Stun)

Sex: Any
PERCEPTION 2D
STRENGTH 4D
Brawling: Shockboxing 5D+2,
Stamina 5D
TECHNICAL 2D

SHOCK BOXER (EXPERIENCED)

Species: Any
DEXTERITY 3D
Brawling Parry: Shockboxing
6D+2, Dodge 6D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Equipment: Shockboxing Gloves (STR+1D Stun)

Sex: Any
PERCEPTION 2D
STRENGTH 4D
Brawling: Shockboxing 7D+2,
Stamina 7D
TECHNICAL 2D

SHOCK BOXER (VETERAN)

Species: Any
DEXTERITY 3D
Brawling Parry: Shockboxing
8D+2, Dodge 8D+2
KNOWLEDGE 2D
MECHANICAL 2D
Move: 10
Equipment: Shockboxing Gloves (STR+1D Stun)

Sex: Any
PERCEPTION 2D
STRENGTH 4D
Brawling: Shockboxing 9D+2,
Stamina 9D
TECHNICAL 2D

SKYTAXI DRIVER

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 4D, Cultures
3D+2, Law Enforcement:
Traffic Laws 4D, Planetary
Systems: (Local) 4D+2
MECHANICAL 3D
Repulsorlift Operation 4D,
Repulsorlift Operation:
Skytaxi 5D
Equipment: Skytaxi

Sex: Any
PERCEPTION 2D
Bargain 3D, Investigation:
Gossip 4D, Persuasion 3D
STRENGTH 2D
TECHNICAL 2D
Move: 10

SKYTAXI DRIVER (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 5D, Cultures
4D+2, Law Enforcement:
Traffic Laws 5D, Planetary
Systems: (Local) 5D+2
MECHANICAL 3D
Repulsorlift Operation 5D,
Repulsorlift Operation:
Skytaxi 7D
Equipment: Skytaxi

Sex: Any
PERCEPTION 2D
Bargain 4D, Investigation:
Gossip 6D, Persuasion 4D
STRENGTH 2D
TECHNICAL 2D
Move: 10

SKYTAXI DRIVER (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 3D
Alien Species 6D, Cultures
5D+2, Law Enforcement:
Traffic Laws 6D, Planetary
Systems: (Local) 6D+2
MECHANICAL 3D
Repulsorlift Operation 6D,
Repulsorlift Operation:
Skytaxi 9D
Equipment: Skytaxi

Sex: Any
PERCEPTION 2D
Bargain 5D, Investigation:
Gossip 8D, Persuasion 5D
STRENGTH 2D
TECHNICAL 2D
Move: 10

SLICER

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 3D

MECHANICAL 2D

Sex: Any

PERCEPTION 2D

Persuasion 3D+1

STRENGTH 2D

TECHNICAL 3D

Computer Program/Repair 5D,

Droid Programming 4D+2,

System Diagnosis 5D

Move: 10

Equipment: Slicer Equipment, Datapad, Comlink

SLICER (EXPERIENCED)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 4D

MECHANICAL 2D

Sex: Any

PERCEPTION 2D

Persuasion 4D+1

STRENGTH 2D

TECHNICAL 3D

Computer Program/Repair 7D,

Droid Programming 6D+2,

System Diagnosis 7D

Move: 10

Equipment: Slicer Equipment, Datapad, Comlink

SLICER (VETERAN)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

Bureaucracy 5D

MECHANICAL 2D

Sex: Any

PERCEPTION 2D

Persuasion 5D+1

STRENGTH 2D

TECHNICAL 3D

Computer Program/Repair 9D,

Droid Programming 8D+2,

System Diagnosis 9D

Move: 10

Equipment: Slicer Equipment, Datapad, Comlink

SWOOP RACER

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 3D

Swoop Operation 6D

Sex: Any

PERCEPTION 2D

Search 4D

STRENGTH 2D

Stamina 4D

TECHNICAL 2D

Swoop Repair 4D

Move: 10

Equipment: Racing Swoop

SWOOP RACER (EXPERIENCED)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 3D

Swoop Operation 8D

Sex: Any

PERCEPTION 2D

Search 5D

STRENGTH 2D

Stamina 5D

TECHNICAL 2D

Swoop Repair 5D

Move: 10

Equipment: Racing Swoop

SWOOP RACER (VETERAN)

Species: Any

DEXTERITY 2D

KNOWLEDGE 2D

MECHANICAL 3D

Swoop Operation 10D

Sex: Any

PERCEPTION 2D

Search 6D

STRENGTH 2D

Stamina 6D

TECHNICAL 2D

Swoop Repair 6D

Move: 10

Equipment: Racing Swoop

TEACHER

Species: Any

DEXTERITY 2D

KNOWLEDGE 3D

Academics 5D, Alien Species

3D+1, Cultures 3D+1,

Planetary Systems 3D+1

MECHANICAL 2D

Equipment: Datapad containing current curriculum and student grades.

Sex: Any

PERCEPTION 2D

Bargain 3D, Persuasion 4D

STRENGTH 2D

TECHNICAL 2D

Move: 10

TEACHER (EXPERIENCED)

Species: Any

DEXTERITY 2D

KNOWLEDGE 3D

Academics 7D, Alien Species

4D+1, Cultures 4D+1,

Planetary Systems 4D+1

MECHANICAL 2D

Equipment: Datapad containing current curriculum and student grades.

Sex: Any

PERCEPTION 2D

Bargain 4D, Persuasion 6D

STRENGTH 2D

TECHNICAL 2D

Move: 10

TEACHER (VETERAN)

Species: Any

DEXTERITY 2D

KNOWLEDGE 3D

Academics 9D, Alien Species

5D+1, Cultures 5D+1,

Planetary Systems 5D+1

MECHANICAL 2D

Equipment: Datapad containing current curriculum and student grades.

Sex: Any

PERCEPTION 2D

Bargain 5D, Persuasion 8D

STRENGTH 2D

TECHNICAL 2D

Move: 10

TOURIST

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Search 3D

Cultures: (Choose one) 3D,

STRENGTH 2D

Planetary Systems: Choose one) 3D

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Obnoxiously bright clothing, holorecorder, a fist full of pamphlets for local tourist traps, 500 credits

TOURIST (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Search 5D

Cultures: (Choose one) 5D,

STRENGTH 2D

Planetary Systems: Choose one) 5D

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Obnoxiously bright clothing, holorecorder, a fist full of pamphlets for local tourist traps, 500 credits

TOURIST (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

Search 7D

Cultures: (Choose one) 7D,

STRENGTH 2D

Planetary Systems: Choose one) 7D

TECHNICAL 2D

MECHANICAL 2D

Move: 10

Equipment: Obnoxiously bright clothing, holorecorder, a fist full of pamphlets for local tourist traps, 500 credits

VETERINARIAN

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry: Animals 4D,

Persuasion 3D, Search 3D+2

Dodge 3D+1, Melee

STRENGTH 2D

Combat 3D

TECHNICAL 2D

KNOWLEDGE 2D

Agriculture 2D+2, Planetary

First Aid: Animals 5D,

Systems 3D

(A) Medicine: Animals 4D

MECHANICAL 2D

Beast Handling 5D, Beast

Riding 3D

Move: 10

Equipment: Veterinarian tools & medications

VETERINARIAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry: Animals 5D,

Persuasion 4D, Search 5D+2

Dodge 4D+1, Melee

STRENGTH 2D

Combat 4D

TECHNICAL 2D

KNOWLEDGE 2D

Agriculture 3D+2, Planetary

First Aid: Animals 7D,

Systems 4D

(A) Medicine: Animals 6D

MECHANICAL 2D

Beast Handling 7D, Beast

Riding 5D

Move: 10

Equipment: Veterinarian tools & medications

VETERINARIAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Brawling Parry: Animals 6D,

Persuasion 5D, Search 7D+2

Dodge 5D+1, Melee

STRENGTH 2D

Combat 5D

TECHNICAL 2D

KNOWLEDGE 2D

Agriculture 4D+2, Planetary

First Aid: Animals 9D,

Systems 5D

(A) Medicine: Animals 8D

MECHANICAL 2D

Beast Handling 9D, Beast

Riding 7D

Move: 10

Equipment: Veterinarian tools & medications

WAITER

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
Dodge 4D+1 Cleaning 3D, Con 3D, Search 3D
KNOWLEDGE 2D STRENGTH 2D
Alien Species 3D, Culinary TECHNICAL 2D
Arts 3D, Languages 3D+2
MECHANICAL 2D Move: 10
Equipment: Apron, Small datapad for taking orders, 25 credits.

WAITER (EXPERIENCED)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
Dodge 6D+1 Cleaning 5D, Con 4D, Search 5D
KNOWLEDGE 2D STRENGTH 2D
Alien Species 4D, Culinary TECHNICAL 2D
Arts 5D, Languages 4D+2
MECHANICAL 2D Move: 10
Equipment: Apron, Small datapad for taking orders, 50 credits.

WAITER (VETERAN)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
Dodge 8D+1 Cleaning 7D, Con 5D, Search 7D
KNOWLEDGE 2D STRENGTH 2D
Alien Species 5D, Culinary TECHNICAL 2D
Arts 7D, Languages 5D+2
MECHANICAL 2D Move: 10
Equipment: Apron, Small datapad for taking orders, 75 credits.

WRITER

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Investigation 4D
Writing: (Choose Style) 5D
MECHANICAL 2D STRENGTH 2D
TECHNICAL 2D
Move: 10
Equipment: Datapad containing several unpublished works

WRITER (EXPERIENCED)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Investigation 6D
Writing: (Choose Style) 7D
MECHANICAL 2D STRENGTH 2D
TECHNICAL 2D
Move: 10
Equipment: Datapad containing several unpublished works

WRITER (VETERAN)

Species: Any Sex: Any
DEXTERITY 2D PERCEPTION 2D
KNOWLEDGE 2D Investigation 8D
Writing: (Choose Style) 9D
MECHANICAL 2D STRENGTH 2D
TECHNICAL 2D
Move: 10
Equipment: Datapad containing several unpublished works

BODYGUARD, PROFESSIONAL

Species: Any Sex: Any
DEXTERITY 3D PERCEPTION 2D
Blaster 3D+2, Brawling Parry Hide 3D, Persuasion 4D, Search
4D, Dodge 4D, Melee Combat 4D, Sneak 3D+1
3D+2, Melee Parry 4D, STRENGTH 3D
Running 4D Brawling 4D
KNOWLEDGE 2D TECHNICAL 2D
Intimidation 3D, Law Security 2D+2
Enforcement 3D, Streetwise
2D+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 PERCEPTION 2D
Blaster 4D+2, Brawling Hide 3D+2, Persuasion 4D+2,
Parry 5D, Dodge 5D, Melee Search 5D, Sneak 4D
Combat 4D+2, Melee Parry STRENGTH 3D
5D, Running 5D Brawling 5D
KNOWLEDGE 2D TECHNICAL 2D
Intimidation 4D, Law Security 3D+2
Enforcement 4D, Streetwise
3D+1, 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 PERCEPTION 2D
Blaster 5D+2, Brawling Parry Hide 3D+2, Persuasion 4D+2,
6D, Dodge 6D, Melee Combat Search 5D, Sneak 4D
5D+2, Melee Parry 6D, STRENGTH 3D
Running 6D Brawling 5D
KNOWLEDGE 2D TECHNICAL 2D
Intimidation 5D, Law Security 3D+2
Enforcement 5D, Streetwise
4D, 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 PERCEPTION 2D
Blaster 6D+2, Brawling Parry Hide 4D+1, Persuasion 5D+1,
7D, Dodge 7D, Melee Combat Search 6D, Sneak 4D+2
6D+2, Melee Parry 7D, STRENGTH 3D
Running 7D Brawling 7D
KNOWLEDGE 2D TECHNICAL 2D
Intimidation 6D, Law Security 5D+2
Enforcement 6D, Streetwise
4D+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

Sex: 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

TECHNICAL 2D

Security 3D

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

BODYGUARD, ROYAL (EXPERIENCED)

Species: Any

Sex: 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

TECHNICAL 2D

Security 4D

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

BODYGUARD, ROYAL (VETERAN)

Species: Any

Sex: 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

TECHNICAL 2D

Security 5D

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

BODYGUARD, ROYAL (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

Blaster 6D+2, Brawling Parry
6D+1, Dodge 6D+1, Melee
Combat: (Choose One) 7D,
Melee Parry 6D+2

PERCEPTION 2D

Hide 5D, Persuasion 6D,
Search 7D, Sneak 5D+1

STRENGTH 2D

Brawling 6D

KNOWLEDGE 2D

Alien Species 5D+1,
Bureaucracy 4D+1, Cultures:
(Choose One) 6D,
Intimidation 5D, Law
Enforcement 4D+2, Willpower 7D

TECHNICAL 2D

Security 6D

MECHANICAL 2D

Choose One: Ground Vehicle
Operation 6D+1, Hover Vehicle
Operation 6D+1, or Repulsorlift
Operation 6D+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 **PERCEPTION 2D**
Blaster 3D+2, Dodge 3D+1, Investigation 3D, Sneak 3D
Melee Combat 3D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 2D+1 Brawling 3D+2
MECHANICAL 2D **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 **PERCEPTION 2D**
Blaster 4D+2, Dodge 4D+1, Investigation 4D, Sneak 4D
Melee Combat 4D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 3D+1 Brawling 4D+2
MECHANICAL 2D **TECHNICAL 2D**
Repulsorlift Operation 3D, Space
Transports 3D, Starship Gunnery 2D+2
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 **PERCEPTION 2D**
Blaster 5D+2, Dodge 5D+1, Investigation 6D, Sneak 6D
Melee Combat 5D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 4D+1 Brawling 5D+2
MECHANICAL 2D **TECHNICAL 2D**
Repulsorlift Operation 4D, Space
Transports 4D, Starship Gunnery 3D+2
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 **PERCEPTION 2D**
Blaster 6D+2, Dodge 6D+1, Investigation 7D, Sneak 7D
Melee Combat 6D+1
KNOWLEDGE 2D **STRENGTH 2D**
Survival 5D+1 Brawling 6D+2
MECHANICAL 2D **TECHNICAL 2D**
Repulsorlift Operation 5D, Space
Transports 5D, Starship Gunnery 4D+2
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 **PERCEPTION 4D**
Blaster 4D+2, Dodge 3D+2 Con 4D+2, Gambling 4D+1,
Hide 5D, Sneak 5D, Search
KNOWLEDGE 4D 4D+2
Alien Races 5D, Cultures 4D+2,
Languages 4D+1, Planetary **STRENGTH 3D**
Systems 4D+1, Streetwise 5D **TECHNICAL 3D**
MECHANICAL 2D Computer Programing/Repair
Beast Riding 3D, Repulsorlift 4D+1, Demolition 3D+2,
Operation 3D+1, Starship Piloting Security 4D+2, Starship Repair
3D+1 5D
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Uniform
Reference: Cracken's Rebel Field Guide p59

BOSS AGENT (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 4D**
Blaster 5D, Dodge 4D Con 5D+2, Gambling 5D,
Hide 6D, Sneak 5D+2, Search
KNOWLEDGE 4D 5D+2
Alien Races 6D, Cultures 5D+2,
Languages 5D+1, Planetary **STRENGTH 3D**
Systems 5D+1, Streetwise **TECHNICAL 3D**
5D+2 Computer Programing/Repair
MECHANICAL 2D 5D+1, Demolition 4D+1,
Beast Riding 3D+2, Repulsorlift Security 5D+2, Starship Repair
Operation 4D, Starship Piloting 5D+1
4D **Move:** 10
Equipment: Blaster Pistol (4D), Comlink, Uniform

BOSS AGENT (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 4D**
Blaster 5D+1, Dodge 4D+1 Con 6D+2, Gambling 5D+2,
Hide 7D, Sneak 6D+1, Search
KNOWLEDGE 4D 6D+2
Alien Races 7D, Cultures 6D+2,
Languages 6D+1, Planetary **STRENGTH 3D**
Systems 6D+1, Streetwise **TECHNICAL 3D**
6D+1 Computer Programing/Repair
MECHANICAL 2D 6D+1, Demolition 5D,
Beast Riding 4D+1, Repulsorlift Security 6D+2, Starship Repair
Operation 4D+2, Starship Piloting 5D+2
4D+2 **Move:** 10
Equipment: Blaster Pistol (4D), Comlink, Uniform

BOSS AGENT (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 4D**
Blaster 5D+2, Dodge 4D+2 Con 7D+2, Gambling 6D+1,
Hide 8D, Sneak 7D, Search
KNOWLEDGE 4D 7D+2
Alien Races 8D, Cultures 7D+2,
Languages 7D+1, Planetary **STRENGTH 3D**
Systems 7D+1, Streetwise 7D **TECHNICAL 3D**
MECHANICAL 2D Computer Programing/Repair
Beast Riding 5D, Repulsorlift 7D+1, Demolition 5D+2,
Operation 5D+1, Starship Security 7D+2, Starship Repair
Piloting 5D+1 6D+1
Move: 10
Equipment: Blaster Pistol (4D), Comlink, Uniform

BOSS BUREAUCRAT

Species: Any
DEXTERITY 2D
KNOWLEDGE 4D
Alien Races 5D, Cultures 5D,
Languages 4D+1, Planetary
Systems 5D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Uniform
Reference: Cracken's Rebel Field Guide p59

BOSS BUREAUCRAT (EXPERIENCED)

Species: Any
DEXTERITY 2D
KNOWLEDGE 4D
Alien Races 6D, Cultures 6D,
Languages 5D+1, Planetary
Systems 6D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Uniform

BOSS BUREAUCRAT (VETERAN)

Species: Any
DEXTERITY 2D
KNOWLEDGE 4D
Alien Races 7D, Cultures 7D,
Languages 6D+1, Planetary
Systems 7D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Uniform

BOSS BUREAUCRAT (ELITE)

Species: Any
DEXTERITY 2D
KNOWLEDGE 4D
Alien Races 8D, Cultures 8D,
Languages 7D+1, Planetary
Systems 8D
MECHANICAL 2D
Move: 10
Equipment: Comlink, Uniform

BOSS ENFORCER

Species: Any
DEXTERITY 4D
Blaster 5D, Brawling Parry
4D+2, Dodge 4D+1, Grenade
4D+1
KNOWLEDGE 2D
Survival 3D+1
MECHANICAL 3D
Beast Riding 3D+1, Starship
Piloting 3D+1, Starship
Gunnery 3D+2
Sex: Any
PERCEPTION 3D
Hide 3D+1, Sneak 3D+1
STRENGTH 4D
Brawling 4D+1, Climbing/
Jumping 4D+2, Stamina 5D
TECHNICAL 2D
Security 4D, Starship Repair
2D+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
DEXTERITY 4D
Blaster 6D, Brawling Parry
5D+2, Dodge 5D+1, Grenade
5D+1
KNOWLEDGE 2D
Survival 4D+1
MECHANICAL 3D
Beast Riding 4D+1, Starship
Piloting 4D+1, Starship
Gunnery 4D+2
Sex: Any
PERCEPTION 3D
Hide 4D+1, Sneak 4D+1
STRENGTH 4D
Brawling 5D+1, Climbing/
Jumping 5D+2, Stamina 6D
TECHNICAL 2D
Security 5D, Starship Repair
3D+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
DEXTERITY 4D
Blaster 7D, Brawling Parry
6D+2, Dodge 6D+1, Grenade
6D+1
KNOWLEDGE 2D
Survival 5D+1
MECHANICAL 3D
Beast Riding 5D+1, Starship
Piloting 5D+1, Starship
Gunnery 5D+2
Sex: Any
PERCEPTION 3D
Hide 5D+1, Sneak 5D+1
STRENGTH 4D
Brawling 6D+1, Climbing/
Jumping 6D+2, Stamina 7D
TECHNICAL 2D
Security 6D, Starship Repair
4D+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
DEXTERITY 4D
Blaster 8D, Brawling Parry
7D+2, Dodge 7D+1, Grenade
7D+1
KNOWLEDGE 2D
Survival 6D+1
MECHANICAL 3D
Beast Riding 6D+1, Starship
Piloting 6D+1, Starship
Gunnery 6D+2
Sex: Any
PERCEPTION 3D
Hide 6D+1, Sneak 6D+1
STRENGTH 4D
Brawling 7D+1, Climbing/
Jumping 7D+2, Stamina 8D
TECHNICAL 2D
Security 7D, Starship Repair
5D+2
Move: 10
Equipment: Blaster Pistol (4D), Retractable Billy Club (Str +1D),
Comlink, Wrist Manacles (STR 6D to break), Uniform

COMPANY ENFORCER

Species: Any
DEXTERITY 3D+2
Dodge 4D+2, Melee Parry
4D+2, Melee Weapons 4D+2
KNOWLEDGE 2D
MECHANICAL 2D
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
DEXTERITY 3D+2
Blaster 4D+2, Dodge 5D+2,
Melee Parry 5D+2, Melee
Weapons 5D+2
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D))

COMPANY ENFORCER (VETERAN)

Species: Any
DEXTERITY 3D+2
Blaster 5D+2, Dodge 6D+2,
Melee Parry 6D+2, Melee
Weapons 6D+2
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D))

COMPANY ENFORCER (ELITE)

Species: Any
DEXTERITY 3D+2
Blaster 6D+2, Dodge 7D+2,
Melee Parry 7D+2, Melee
Weapons 7D+2
KNOWLEDGE 2D
MECHANICAL 2D
Equipment: Mono-cord Whip (STR+1D+2, Protective Fabric Vest (+2 physical), Steel Club (STR+1D))

CUSTOMS AGENT

Species: Any
DEXTERITY 2D
Blaster 3D
KNOWLEDGE 2D
MECHANICAL 2D
Sensors 4D+1, Space Transports
4D, Starship Gunnery 4D,
Starship Shields 3D+2
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.
Reference: The Far Orbit Project p69

CUSTOMS AGENT (EXPERIENCED)

Species: Any
DEXTERITY 2D
Blaster 4D
KNOWLEDGE 2D
MECHANICAL 2D
Sensors 5D+1, Space Transports
5D, Starship Gunnery 5D,
Starship Shields 4D+2
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.

CUSTOMS AGENT (VETERAN)

Species: Any
DEXTERITY 2D
Blaster 5D
KNOWLEDGE 2D
MECHANICAL 2D
Sensors 6D+1, Space Transports
6D, Starship Gunnery 6D,
Starship Shields 5D+2
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.

CUSTOMS AGENT (ELITE)

Species: Any
DEXTERITY 2D
Blaster 6D
KNOWLEDGE 2D
MECHANICAL 2D
Sensors 7D+1, Space Transports
7D, Starship Gunnery 7D,
Starship Shields 7D+2
Equipment: Blaster Pistol (4D), Comlink, Vacsuit, Medpac, Survival Kit, Datapad.

CRIME SCENE INVESTIGATOR

Species: Any

DEXTERITY 2D

Blaster 2D+2, Brawling Parry
2D+2, Dodge 3D

KNOWLEDGE 2D

Alien Species 3D+2,
Bureaucracy 3D, Cultures
3D+2, Languages 3D+1, Law
Enforcement 4D, Planetary
Systems 3D

MECHANICAL 2D

Repulsorlift Operation 2D+2,
Sensors 3D

Move: 10

Equipment: Forensic Tools

Sex: Any

PERCEPTION 2D

Forgery 3D, Hide 4D,
Investigation 3D+2,
Investigation: Crime Scene
4D+2, Persuasion 3D+1,
Search 4D

STRENGTH 2D

Brawling 2D+2

TECHNICAL 2D

Computer Programming/
Repair 3D, First Aid 3D+2,
Security 3D+1

CRIME SCENE INVESTIGATOR (ELITE)

Species: 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

Sex: Any

PERCEPTION 2D

Forgery 6D, Hide 7D,
Investigation 7D+2,
Investigation: Crime Scene
8D+2, Persuasion 6D+1,
Search 7D

STRENGTH 2D

Brawling 4D+2

TECHNICAL 2D

Computer Programming/
Repair 6D, First Aid 6D+2,
Security 6D+1

CRIME SCENE INVESTIGATOR (EXPERIENCED)

Species: Any

DEXTERITY 2D

Blaster 3D, Brawling Parry
3D+1, Dodge 3D+2

KNOWLEDGE 2D

Alien Species 4D+2, Bureaucracy
4D, Cultures 4D+2, Languages
4D+1, Law Enforcement 5D,
Planetary Systems 4D

MECHANICAL 2D

Repulsorlift Operation 3D+1,
Sensors 4D

Move: 10

Equipment: Forensic Tools

Sex: Any

PERCEPTION 2D

Forgery 4D, Hide 5D,
Investigation 4D+2,
Investigation: Crime Scene
5D+2, Persuasion 4D+1,
Search 5D

STRENGTH 2D

Brawling 3D+1

TECHNICAL 2D

Computer Programming/
Repair 4D, First Aid 4D+2,
Security 4D+1

CRIME SCENE INVESTIGATOR (VETERAN)

Species: 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

Sex: Any

PERCEPTION 2D

Forgery 5D, Hide 6D,
Investigation 5D+2,
Investigation: Crime Scene
6D+2, Persuasion 5D+1,
Search 6D

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

Computer Programming/
Repair 5D, First Aid 5D+2,
Security 5D+1

LOCATION ENFORCEMENT OPERATIVE

Species: Any
DEXTERITY 3D+2
Blaster 6D, Brawling Parry 5D+2, Dodge 6D, Melee Combat 4D

Sex: Any
PERCEPTION 3D+2
Command 4D+2, Con 5D, Hide 4D, Investigation 6D, Persuasion 4D+2, Search 5D+1, Sneak 5D

KNOWLEDGE 2D+2
Alien Species 4D, Bureaucracy 5D, Cultures 3D, Intimidation 5D, Languages 4D, Law Enforcement 7D, Streetwise 6D, Survival 4D+2, Willpower 4D

STRENGTH 3D
Brawling 4D, Climbing/Jumping 3D+2, Stamina 3D+1

TECHNICAL 3D
Computer Program/Repair 4D+2, Droid Programming 4D, First Aid 4D, Security 5D

MECHANICAL 2D
Communications 3D+2, Repulsorlift Operation 4D, Sensors 3D, Space Transports 3D+1, Starship Gunnery 3D

Move: 10

Equipment: Authority Credit Voucher (20,000 limit), Datapad, Espo-
issue Blaster (4D), Authority Security Division ID.
Reference: Pirates & Privateers p78

LOCATION ENFORCEMENT OPERATIVE (EXPERIENCED)

Species: Any
DEXTERITY 3D+2
Blaster 7D, Brawling Parry 6D+2, Dodge 7D, Melee Combat 5D

Sex: Any
PERCEPTION 3D+2
Command 5D+2, Con 6D, Hide 5D, Investigation 7D, Persuasion 5D+2, Search 6D+1, Sneak 6D

KNOWLEDGE 2D+2
Alien Species 5D, Bureaucracy 6D, Cultures 4D, Intimidation 6D, Languages 5D, Law Enforcement 8D, Streetwise 7D, Survival 5D+2, Willpower 5D

STRENGTH 3D
Brawling 5D, Climbing/Jumping 4D+2, Stamina 4D+1

TECHNICAL 3D
Computer Program/Repair 5D+2, Droid Programming 5D, First Aid 5D, Security 6D

MECHANICAL 2D
Communications 4D+2, Repulsorlift Operation 5D, Sensors 4D, Space Transports 4D+1, Starship Gunnery 4D

Move: 10

Equipment: Authority Credit Voucher (20,000 limit), Datapad, Espo-
issue Blaster (4D), Authority Security Division ID.

LOCATION ENFORCEMENT OPERATIVE (VETERAN)

Species: Any
DEXTERITY 3D+2
Blaster 8D, Brawling Parry 7D+2, Dodge 8D, Melee Combat 6D

Sex: Any
PERCEPTION 3D+2
Command 6D+2, Con 7D, Hide 6D, Investigation 8D, Persuasion 6D+2, Search 7D+1, Sneak 7D

KNOWLEDGE 2D+2
Alien Species 6D, Bureaucracy 7D, Cultures 5D, Intimidation 7D, Languages 6D, Law Enforcement 9D, Streetwise 8D, Survival 6D+2, Willpower 6D

STRENGTH 3D
Brawling 6D, Climbing/Jumping 5D+2, Stamina 5D+1

TECHNICAL 3D
Computer Program/Repair 6D+2, Droid Programming 6D, First Aid 6D, Security 7D

MECHANICAL 2D
Communications 5D+2, Repulsorlift Operation 6D, Sensors 5D, Space Transports 5D+1, Starship Gunnery 5D

Move: 10

Equipment: Authority Credit Voucher (20,000 limit), Datapad, Espo-
issue Blaster (4D), Authority Security Division ID.

NEW REPUBLIC SECURITY FORCE AGENT

Species: Any
DEXTERITY 3D
Blaster 5D, Dodge 5D, Melee Combat 4D+1, Melee Parry 4D+2

Sex: Any
PERCEPTION 4D
Bargain 5D, Command 5D+1, Hide 5D, Investigation 6D+2, Sneak 5D

KNOWLEDGE 4D
Alien Species 4D+2, Cultures 5D, Languages 5D, Planetary Systems 5D+2, Law Enforcement 7D, Streetwise 5D

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

TECHNICAL 2D
Armor Repair 3D, Blaster Repair 4D, Computer Programming/Repair 3D+2

MECHANICAL 2D
Astrogation 3D, Sensors 3D+1, Space Transports 3D+1, Starfighter Piloting 3D+1

Move: 10

Equipment: Blaster Pistol (4D), Blast Helmet (+1 energy, +1D physical),
Comlink, Medpac, Survival Kit.
Reference: GG11 Criminal Organizations p94

NEW REPUBLIC SECURITY FORCE AGENT (EXPERIENCED)

Species: Any
DEXTERITY 3D
Blaster 6D, Dodge 6D, Melee Combat 5D+1, Melee Parry 5D+2

Sex: Any
PERCEPTION 4D
Bargain 6D, Command 6D+1, Hide 6D, Investigation 7D+2, Sneak 6D

KNOWLEDGE 4D
Alien Species 5D+1, Cultures 5D+2, Languages 5D+2, Planetary Systems 6D+1, Law Enforcement 8D, Streetwise 6D

STRENGTH 3D
Brawling 5D, Stamina 5D+2

TECHNICAL 2D
Armor Repair 3D+2, Blaster Repair 4D+2, Computer Programming/Repair 4D+1

MECHANICAL 2D
Astrogation 3D+2, Sensors 4D, Space Transports 4D, Starfighter Piloting 4D

Move: 10

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

NEW REPUBLIC SECURITY FORCE AGENT (VETERAN)

Species: Any
DEXTERITY 3D
Blaster 7D, Dodge 7D, Melee Combat 6D+1, Melee Parry 6D+2

Sex: Any
PERCEPTION 4D
Bargain 7D, Command 7D+1, Hide 7D, Investigation 8D+2, Sneak 7D

KNOWLEDGE 4D
Alien Species 6D, Cultures 6D+1, Languages 6D+1, Planetary Systems 7D, Law Enforcement 9D, Streetwise 7D

STRENGTH 3D
Brawling 6D, Stamina 6D+2

TECHNICAL 2D
Armor Repair 4D+1, Blaster Repair 5D+1, Computer Programming/Repair 5D

MECHANICAL 2D
Astrogation 4D+1, Sensors 4D+2, Space Transports 4D+2, Starfighter Piloting 4D+2

Move: 10

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

NEW REPUBLIC SECURITY FORCE AGENT (ELITE)

Species: Any

DEXTERITY 3D

Blaster 8D, Dodge 8D, Melee
Combat 7D+1, Melee Parry
7D+2

KNOWLEDGE 4D

Alien Species 6D+2, Cultures
7D, Languages 7D, Planetary
Systems 7D+2, Law
Enforcement 10D, Streetwise 8D

MECHANICAL 2D

Astrogation 5D, Sensors 5D+1,
Space Transports 5D+1,
Starfighter Piloting 5D+1

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

Sex: Any

PERCEPTION 4D

Bargain 8D, Command 8D+1,
Hide 8D, Investigation 9D+2,
Sneak 8D

STRENGTH 3D

Brawling 7D, Stamina 7D+2

TECHNICAL 2D

Armor Repair 5D, Blaster
Repair 6D, Computer
Programming/Repair 5D+2

Move: 10

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
3D+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.

Sex: Any

PERCEPTION 3D

Bargain 4D, Con 3D+1, Forgery
3D+1, Hide 3D+2, Investigation
4D+1, Investigation 5D (Choose
one), Persuasion 4D, Search
4D+1, Sneak 3D+2

STRENGTH 2D

Brawling 3D+1, Climbing/
Jumping 3D, Stamina 3D

TECHNICAL 2D

First Aid 3D, Security 4D

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.

Sex: Any

PERCEPTION 3D

Bargain 5D, Con 4D+1, Forgery
4D+1, Hide 4D+2, Investigation
5D+1, Investigation 6D (Choose
one), Persuasion 5D, Search
5D+1, Sneak 4D+2

STRENGTH 2D

Brawling 4D+1, Climbing/
Jumping 4D, Stamina 4D

TECHNICAL 2D

First Aid 4D, Security 5D

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.

Sex: Any

PERCEPTION 3D

Bargain 6D, Con 5D+1, Forgery
5D+1, Hide 5D+2, Investigation
6D+1, Investigation 7D (Choose
one), Persuasion 6D, Search
6D+1, Sneak 5D+2

STRENGTH 2D

Brawling 5D+1, Climbing/
Jumping 5D, Stamina 5D

TECHNICAL 2D

First Aid 5D, Security 6D

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.

Sex: Any

PERCEPTION 3D

Bargain 7D, Con 6D+1, Forgery
6D+1, Hide 6D+2, Investigation
7D+1, Investigation 8D (Choose
one), Persuasion 7D, Search
7D+1, Sneak 6D+2

STRENGTH 2D

Brawling 6D+1, Climbing/
Jumping 6D, Stamina 6D

TECHNICAL 2D

First Aid 6D, Security 7D

POLICE PATROLMAN

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 4D, Brawling Parry 3D+2, Investigation 3D+1,
Dodge 4D+1, Running 3D+1 Persuasion 3D+2, Search 3D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 3D+1, Cultures Brawling 3D+1, Climbing/
3D+2, Law Enforcement 4D, Jumping 3D, Stamina 3D

Streetwise 3D+1

TECHNICAL 2D

First Aid 3D, Security 3D

MECHANICAL 2D

Repulsorlift Operation 3D,

Swoop Operation 3D+1

Move: 10

Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.

POLICE PATROLMAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 5D, Brawling Parry Investigation 4D+1, Persuasion
4D+2, Dodge 4D+1, Running 4D+2, Search 4D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 4D+1, Cultures Brawling 4D+1, Climbing/
4D+2, Law Enforcement 5D, Jumping 4D, Stamina 4D

Streetwise 4D+1

TECHNICAL 2D

First Aid 4D, Security 4D

MECHANICAL 2D

Repulsorlift Operation 4D,

Swoop Operation 4D+1

Move: 10

Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.

POLICE PATROLMAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 6D, Brawling Parry Investigation 5D+1, Persuasion
5D+2, Dodge 5D+1, Running 5D+2, Search 5D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 5D+1, Cultures Brawling 5D+1, Climbing/
5D+2, Law Enforcement 6D, Jumping 5D, Stamina 5D

Streetwise 5D+1

TECHNICAL 2D

First Aid 5D, Security 5D

MECHANICAL 2D

Repulsorlift Operation 5D,

Swoop Operation 5D+1

Move: 10

Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.

POLICE PATROLMAN (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 7D, Brawling Parry Investigation 6D+1, Persuasion
6D+2, Dodge 6D+1, Running 6D+2, Search 6D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 6D+1, Cultures Brawling 6D+1, Climbing/
6D+2, Law Enforcement 7D, Jumping 6D, Stamina 6D

Streetwise 6D+1

TECHNICAL 2D

First Aid 6D, Security 6D

MECHANICAL 2D

Repulsorlift Operation 6D,

Swoop Operation 6D+1

Move: 10

Equipment: Blaster Pistol (4D), Stun Cuffs, Patrolman's Badge, Patrolman's Uniform.

PRIVATE INVESTIGATOR

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 4D, Brawling Parry Bargain 3D+2, Con 4D,
3D+2, Dodge 4D+1, Firearms Gambling 3D+1, Hide 4D+1,
4D, Melee Combat 3D, Melee Investigation 4D, Persuasion
Parry 3D+2, Pick Pocket 4D, 3D+2, Search 3D+2, Sneak 4D+1
Running 3D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 4D, Cultures 4D+1, Brawling 3D+2, Climbing/
Law Enforcement 4D, Jumping 3D+2, Stamina 4D

Streetwise 4D

TECHNICAL 2D

First Aid 3D, Security 4D+1

MECHANICAL 2D

Repulsorlift Operation 3D+2

Move: 10

Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.

PRIVATE INVESTIGATOR (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 5D, Brawling Parry 4D+2, Bargain 4D+2, Con 5D,
Dodge 5D+1, Firearms Gambling 4D+1, Hide 5D+1,
Melee Combat 4D, Melee Parry Investigation 5D, Persuasion
4D+2, Pick Pocket 5D, Running 4D+2, Search 4D+2, Sneak 5D+1
4D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 5D, Cultures Brawling 4D+2, Climbing/
5D+1, Law Enforcement 5D, Jumping 4D+2, Stamina 5D

Streetwise 5D

TECHNICAL 2D

First Aid 4D, Security 5D+1

MECHANICAL 2D

Repulsorlift Operation 4D+2

Move: 10

Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.

PRIVATE INVESTIGATOR (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 6D, Brawling Parry 5D+2, Bargain 5D+2, Con 6D,
Dodge 6D+1, Firearms Gambling 5D+1, Hide 6D+1,
Melee Combat 5D, Melee Investigation 6D, Persuasion
Parry 5D+2, Pick Pocket 6D, 5D+2, Search 5D+2, Sneak 6D+1
Running 5D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 6D, Cultures 6D+1, Brawling 5D+2, Climbing/
Law Enforcement 6D, Jumping 5D+2, Stamina 6D

Streetwise 6D

TECHNICAL 2D

First Aid 5D, Security 5D+1

MECHANICAL 2D

Repulsorlift Operation 5D+2

Move: 10

Equipment: Blaster Pistol (4D) or Pistol (3D+2), Outdated Suit.

PRIVATE INVESTIGATOR (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 7D, Brawling Parry 6D+2, Bargain 6D+2, Con 7D,
Dodge 7D+1, Firearms Gambling 6D+1, Hide 7D+1,
Melee Combat 6D, Melee Parry Investigation 7D, Persuasion
6D+2, Pick Pocket 7D, Running 6D+2, Search 6D+2, Sneak 7D+1
6D+2

KNOWLEDGE 3D

STRENGTH 2D

Alien Species 7D, Cultures 7D+1, Brawling 6D+2, Climbing/
Law Enforcement 7D, Jumping 6D+2, Stamina 7D

Streetwise 7D

TECHNICAL 2D

First Aid 6D, Security 6D+1

MECHANICAL 2D

Repulsorlift Operation 6D+2

Move: 10

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

PERCEPTION 4D

Bargain 5D, Command 5D,
Hide 5D, Investigation 7D,
Sneak 5D

KNOWLEDGE 4D

Alien Species 5D, Cultures 5D+1,
Languages 5D, Planetary
Systems 5D+1, Law Enforcement
8D, Streetwise 5D+2

STRENGTH 3D

Brawling 4D, Stamina 4D+2

TECHNICAL 2D

Armor Repair 3D, Blaster
Repair 4D, Computer
Programming/Repair 3D+1

MECHANICAL 2D

Astrogation 3D, Sensors 3D+1,
Space Transports 3D, Starfighter
Piloting 3D

Move: 10

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

Reference: GG 11 Criminal Organizations p91

SECTOR RANGER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 6D+1, Dodge 5D+2,
Melee Combat 6D, Melee
Parry 5D+2

PERCEPTION 4D

Bargain 6D, Command 6D,
Hide 6D, Investigation 8D,
Sneak 6D

KNOWLEDGE 4D

Alien Species 6D, Cultures 6D+1,
Languages 6D, Planetary
Systems 6D+1, Law Enforcement
9D, Streetwise 6D+2

STRENGTH 3D

Brawling 5D, Stamina 5D+2

TECHNICAL 2D

Armor Repair 4D, Blaster
Repair 5D, Computer
Programming/Repair 4D+1

MECHANICAL 2D

Astrogation 4D, Sensors 4D+1,
Space Transports 4D, Starfighter
Piloting 4D

Move: 10

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

SECTOR RANGER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 7D+1, Dodge 6D+2,
Melee Combat 7D, Melee
Parry 6D+2

PERCEPTION 4D

Bargain 7D, Command 7D,
Hide 7D, Investigation 9D,
Sneak 7D

KNOWLEDGE 4D

Alien Species 7D, Cultures 7D+1,
Languages 7D, Planetary
Systems 7D+1, Law Enforcement
10D, Streetwise 7D+2

STRENGTH 3D

Brawling 6D, Stamina 6D+2

TECHNICAL 2D

Armor Repair 5D, Blaster
Repair 6D, Computer
Programming/Repair 5D+1

MECHANICAL 2D

Astrogation 5D, Sensors 5D+1,
Space Transports 5D, Starfighter
Piloting 5D

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

PERCEPTION 4D

Bargain 8D, Command 8D,
Hide 8D, Investigation 10D,
Sneak 8D

KNOWLEDGE 4D

Alien Species 8D, Cultures 8D+1,
Languages 8D, Planetary
Systems 8D+1, Law Enforcement
11D, Streetwise 8D+2

STRENGTH 3D

Brawling 7D, Stamina 7D+2

TECHNICAL 2D

Armor Repair 6D, Blaster
Repair 7D, Computer
Programming/Repair 6D+1

MECHANICAL 2D

Astrogation 6D, Sensors 6D+1,
Space Transports 6D, Starfighter
Piloting 6D

Move: 10

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

SECURITY CONSULTANT

Species: Any

Sex: Any

DEXTERITY 2D

Alien Species 2D+2,
Bureaucracy 4D, Business:
Security 4D, Cultures 2D+2,
Law Enforcement 2D+1,
Streetwise 2D+1, Value: Security
Equipment 4D, Willpower 4D

PERCEPTION 2D

Bargain 3D+1, Persuasion 4D,
Search 3D+2

STRENGTH 2D

TECHNICAL 2D

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

Alien Species 3D+2,
Bureaucracy 5D, Business:
Security 5D, Cultures 3D+2,
Law Enforcement 3D+1,
Streetwise 3D+1, Value: Security
Equipment 5D, Willpower 5D

PERCEPTION 2D

Bargain 4D+1, Persuasion 5D,
Search 4D+2

STRENGTH 2D

TECHNICAL 2D

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

Alien Species 4D+2,
Bureaucracy 6D, Business:
Security 6D, Cultures 4D+2,
Law Enforcement 4D+1,
Streetwise 4D+1, Value: Security
Equipment 6D, Willpower 6D

PERCEPTION 2D

Bargain 5D+1, Persuasion 6D,
Search 5D+2

STRENGTH 2D

TECHNICAL 2D

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

PERCEPTION 2D

KNOWLEDGE 2D

Bargain 6D+1, Persuasion 7D,

Alien Species 5D+2,

Search 6D+2

Bureaucracy 7D, Business:

STRENGTH 2D

Security 7D, Cultures 5D+2,

TECHNICAL 2D

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

PERCEPTION 2D

Brawling Parry 3D, Dodge

Forgery 3D, Hide 3D+2,

3D+2, Melee Combat 4D,

Persuasion 3D, Search 4D

Melee Parry 3D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 3D+2

Bureaucracy 3D, Intimidation

TECHNICAL 2D

3D, Willpower 3D

Security 3D+1

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

PERCEPTION 2D

Brawling Parry 4D, Dodge

Forgery 4D, Hide 4D+2,

4D+2, Melee Combat 5D,

Persuasion 4D, Search 4D

Melee Parry 4D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 4D+2

Bureaucracy 4D, Intimidation

TECHNICAL 2D

4D, Willpower 4D

Security 4D+1

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

PERCEPTION 2D

Brawling Parry 5D, Dodge

Forgery 5D, Hide 5D+2,

5D+2, Melee Combat 6D,

Persuasion 5D, Search 5D

Melee Parry 5D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 5D+2

Bureaucracy 5D, Intimidation

TECHNICAL 2D

5D, Willpower 5D

Security 5D+1

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

PERCEPTION 2D

Brawling Parry 6D, Dodge

Forgery 6D, Hide 6D+2,

6D+2, Melee Combat 7D,

Persuasion 6D, Search 6D

Melee Parry 6D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 6D+2

Bureaucracy 6D, Intimidation

TECHNICAL 2D

6D, Willpower 6D

Security 6D+1

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

PERCEPTION 2D

Blaster 4D+2, Brawling 4D+2,
Brawling Parry 4D+1,
Dodge 4D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

Reference: Hideouts & Strongholds p51

SECURITY PATROLMAN (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D+2, Brawling
5D+2, Brawling Parry
5D+1, Dodge 5D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

SECURITY PATROLMAN (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D+2, Brawling
6D+2, Brawling Parry
6D+1, Dodge 6D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

SECURITY PATROLMAN (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 7D+2, Brawling
7D+2, Brawling Parry
7D+1, Dodge 7D

STRENGTH 2D

TECHNICAL 2D

KNOWLEDGE 2D

MECHANICAL 2D

Move: 10

Equipment: Heavy Blaster Pistol (5D), Blast Vest (+1D physical, +1 energy), Comlink, Speeder Bike.

SKIP TRACER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 3D+2, Running 3D

Bargain 3D+1, Con 3D+1, Hide
4D+2, Investigation 5D+2,

KNOWLEDGE 2D

Alien Species 4D, Planetary

Persuasion 4D, Search 5D,

Systems 4D+1, Streetwise

Sneak 4D+1

6D+2

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Ground Vehicle Operation 3D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, 500 Credits.

Reference: GG 11 Criminal Organizations p93

SKIP TRACER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 4D+2, Running 4D

Bargain 4D+1, Con 4D+1, Hide
5D+2, Investigation 6D+2,

KNOWLEDGE 2D

Alien Species 5D, Planetary

Persuasion 5D, Search 6D,

Systems 5D+1, Streetwise

Sneak 5D+1

7D+2

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Ground Vehicle Operation 4D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, 500 Credits.

SKIP TRACER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 5D+2, Running 5D

Bargain 5D+1, Con 5D+1, Hide
6D+2, Investigation 7D+2,

KNOWLEDGE 2D

Alien Species 6D, Planetary

Persuasion 6D, Search 7D,

Systems 6D+1, Streetwise

Sneak 6D+1

8D+2

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Ground Vehicle Operation 5D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, 500 Credits.

SKIP TRACER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Dodge 6D+2, Running 6D

Bargain 6D+1, Con 6D+1, Hide
7D+2, Investigation 8D+2,

KNOWLEDGE 2D

Alien Species 7D, Planetary

Persuasion 7D, Search 8D,

Systems 7D+1, Streetwise 9D+2

Sneak 7D+1

MECHANICAL 2D

STRENGTH 2D

Ground Vehicle Operation 6D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D), Datapad, 500 Credits.

STARPORT SECURITY GUARDS

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Blaster: Blaster Pistol 5D

STRENGTH 3D

KNOWLEDGE 1D

Brawling 5D

MECHANICAL 1D

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).

Reference: Planets Collection p137

STARPORT SECURITY GUARDS (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Blaster: Blaster Pistol 6D

STRENGTH 3D

KNOWLEDGE 1D

Brawling 6D

MECHANICAL 1D

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).

STARPORT SECURITY GUARDS (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Blaster: Blaster Pistol 7D

STRENGTH 3D

KNOWLEDGE 1D

Brawling 7D

MECHANICAL 1D

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).

STARPORT SECURITY GUARDS (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 3D

Blaster: Blaster Pistol 8D

STRENGTH 3D

KNOWLEDGE 1D

Brawling 8D

MECHANICAL 1D

TECHNICAL 1D

Move: 10

Equipment: Blaster Rifle (5D), Coyn'skar (STR+2D), Blast Vest (+1D physical, +1 energy).

SWAT

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D+1, Blaster Artillery

Command 3D, Hide 3D+2,

4D, Blindfighting 4D, Brawling

Investigation 3D, Search: Threat

Parry 4D, Dodge 5D, Grenade

Assessment 4D, Sneak 4D

4D+2, Melee Combat 4D, Melee

STRENGTH 2D

Parry 4D, Missile Weapons 4D,

Brawling 4D, Climbing/

Running 4D

Jumping 4D, Stamina 4D

KNOWLEDGE 2D

TECHNICAL 2D

Alien Species 2D+1, Cultures

Armor Repair 3D, Blaster

2D+1, Intimidation 4D,

Repair 3D, Demolitions 4D,

Languages 2D+1, Law

First Aid 3D, Security 4D

Enforcement 3D, Streetwise

3D, Survival: Urban 3D+2,

Tactics: SWAT 4D, Willpower 4D

MECHANICAL 2D

Move: 10

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)

SWAT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D+1, Blaster Artillery

Command 4D, Hide 4D+2,

5D, Blindfighting 5D, Brawling

Investigation 4D, Search: Threat

Parry 5D, Dodge 6D, Grenade

Assessment 5D, Sneak 5D

5D+2, Melee Combat 5D, Melee

STRENGTH 2D

Parry 5D, Missile Weapons 5D,

Brawling 5D, Climbing/

Running 5D

Jumping 5D, Stamina 5D

KNOWLEDGE 2D

TECHNICAL 2D

Alien Species 3D+1, Cultures

Armor Repair 4D, Blaster

3D+1, Intimidation 5D,

Repair 4D, Demolitions 5D,

Languages 3D+1, Law

First Aid 4D, Security 5D

Enforcement 4D, Streetwise

4D, Survival: Urban 4D+2,

Tactics: SWAT 5D, Willpower 5D

MECHANICAL 2D

Move: 10

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)

SWAT (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 7D+1, Blaster Artillery

Command 5D, Hide 5D+2,

6D, Blindfighting 6D, Brawling

Investigation 5D, Search: Threat

Parry 6D, Dodge 7D, Grenade

Assessment 6D, Sneak 6D

6D+2, Melee Combat 6D, Melee

STRENGTH 2D

Parry 6D, Missile Weapons 6D,

Brawling 6D, Climbing/

Running 6D

Jumping 6D, Stamina 6D

KNOWLEDGE 2D

TECHNICAL 2D

Alien Species 4D+1, Cultures

Armor Repair 5D, Blaster

4D+1, Intimidation 6D,

Repair 5D, Demolitions 6D,

Languages 4D+1, Law

First Aid 5D, Security 6D

Enforcement 5D, Streetwise

5D, Survival: Urban 5D+2,

Tactics: SWAT 6D, Willpower 6D

MECHANICAL 2D

Move: 10

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)

SWAT (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 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

Command 6D, Hide 6D+2, Investigation 6D, Search: Threat Assessment 7D, Sneak 7D
STRENGTH 2D
Brawling 7D, Climbing/Jumping 7D, Stamina 7D

KNOWLEDGE 2D

TECHNICAL 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

Armor Repair 6D, Blaster Repair 6D, Demolitions 7D, First Aid 6D, Security 7D

MECHANICAL 2D

Move: 10

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

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Capital Ship Gunnery 4D, Capital Ship Piloting 4D, Capital Ship Shields 3D

Move: 10

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

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Capital Ship Gunnery 5D, Capital Ship Piloting 5D, Capital Ship Shields 4D

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.

SYSTEM PATROL OFFICER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Capital Ship Gunnery 6D, Capital Ship Piloting 6D, Capital Ship Shields 5D

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.

SYSTEM PATROL OFFICER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 2D

Capital Ship Gunnery 7D, Capital Ship Piloting 7D, Capital Ship Shields 6D

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Cacsuit, Medpac, Survival Kit, Datapad.

BOTHAN POLICE MEMBER

Species: Bothan

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster: Stun Pistol 5D,

STRENGTH 2D

Brawling Parry 4D, Dodge 4D

Brawling 3D+1

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 3D+2

Move: 10

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

BOTHAN POLICE MEMBER (EXPERIENCED)

Species: Bothan

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster: Stun Pistol 6D,

STRENGTH 2D

Brawling Parry 5D, Dodge 5D

Brawling 4D+1

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 4D+2

Move: 10

Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.

BOTHAN POLICE MEMBER (VETERAN)

Species: Bothan

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster: Stun Pistol 7D,

STRENGTH 2D

Brawling Parry 6D, Dodge 6D

Brawling 5D+1

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 5D+2

Move: 10

Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.

BOTHAN POLICE MEMBER (ELITE)

Species: Bothan

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster: Stun Pistol 8D,

STRENGTH 2D

Brawling Parry 7D, Dodge 7D

Brawling 6D+1

KNOWLEDGE 2D

TECHNICAL 2D

MECHANICAL 2D

Repulsorlift Operation 6D+2

Move: 10

Equipment: Stun Pistol (4D+2 Stun), Blast Vest (+1D physical, +1 energy), Gold and Gray Uniform, Comlink Headset.

CAL AMBRE GUARD

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 3D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 3D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D)

Reference: Cracken's Field Operatives p83

CAL AMBRE GUARD (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 4D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D)

CAL AMBRE GUARD (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 5D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D)

CAL AMBRE GUARD (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D+1

STRENGTH 2D

KNOWLEDGE 2D

Brawling 6D

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D)

CHATTZA PROTECTOR

Species: Rodian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D, Grenade 4D,

STRENGTH 3D

Melee Combat 4D+2,

TECHNICAL 2D

Melee Parry 4D

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

CHATTZA PROTECTOR (EXPERIENCED)

Species: Rodian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D, Grenade 5D,

STRENGTH 3D

Melee Combat 5D+2,

TECHNICAL 2D

Melee Parry 5D

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.)

CHATTZA PROTECTOR (VETERAN)

Species: Rodian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D, Grenade 6D,

STRENGTH 3D

Melee Combat 6D+2,

TECHNICAL 2D

Melee Parry 6D

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.)

CHATTZA PROTECTOR (ELITE)

Species: Rodian

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 7D, Grenade 7D,

STRENGTH 3D

Melee Combat 7D+2,

TECHNICAL 2D

Melee Parry 7D

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.)

CORSEC POLICE OFFICER

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 3D+1, Dodge 3D+1,

Investigation 3D, Persuasion

Running 3D, Vehicle Blasters

2D+2, Search 3D

2D+2

STRENGTH 2D

KNOWLEDGE 2D

Brawling 3D

Law Enforcement: Corellian

TECHNICAL 2D

System 3D+1, Streetwise 2D+2

Security 2D+2

MECHANICAL 2D

Repulsorlift Operation 3D

Move: 10

Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink

CORSEC POLICE OFFICER (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D+1, Dodge 4D+1,

Investigation 4D, Persuasion

Running 4D, Vehicle Blasters

3D+2, Search 4D

3D+2

STRENGTH 2D

KNOWLEDGE 2D

Brawling 4D

Law Enforcement: Corellian

TECHNICAL 2D

System 4D+1, Streetwise 3D+2

Security 3D+2

MECHANICAL 2D

Repulsorlift Operation 4D

Move: 10

Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink

CORSEC POLICE OFFICER (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D+1, Dodge 5D+1,

Investigation 5D, Persuasion

Running 5D, Vehicle Blasters

4D+2, Search 5D

4D+2

STRENGTH 2D

KNOWLEDGE 2D

Brawling 5D

Law Enforcement: Corellian

TECHNICAL 2D

System 5D+1, Streetwise 4D+2

Security 4D+2

MECHANICAL 2D

Repulsorlift Operation 5D

Move: 10

Equipment: CorSec Badge, CorSec Officer Uniform, Blaster Pistol (4D), Stun Cuffs, Comlink

CORSEC POLICE OFFICER (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D+1, Dodge 6D+1,

Investigation 6D, Persuasion

Running 6D, Vehicle Blasters

5D+2, Search 6D

5D+2

STRENGTH 2D

KNOWLEDGE 2D

Brawling 6D

Law Enforcement: Corellian

TECHNICAL 2D

System 6D+1, Streetwise 5D+2

Security 5D+2

MECHANICAL 2D

Repulsorlift Operation 6D

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

PERCEPTION 3D

Hide 3D+1, Investigation 4D,
Persuasion 3D+2, Search 4D,
Sneak 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

STRENGTH 2D

Brawling 3D+1

TECHNICAL 2D

Security 3D+2

MECHANICAL 2D

Repulsorlift Operation 4D

Move: 10

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

PERCEPTION 3D

Hide 4D+1, Investigation 5D,
Persuasion 4D+2, Search 5D,
Sneak 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

STRENGTH 2D

Brawling 4D+1

TECHNICAL 2D

Security 4D+2

MECHANICAL 2D

Repulsorlift Operation 5D

Move: 10

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

PERCEPTION 3D

Hide 5D+1, Investigation 6D,
Persuasion 5D+2, Search 6D,
Sneak 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

STRENGTH 2D

Brawling 5D+1

TECHNICAL 2D

Security 5D+2

MECHANICAL 2D

Repulsorlift Operation 6D

Move: 10

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

PERCEPTION 3D

Hide 6D+1, Investigation 7D,
Persuasion 6D+2, Search 7D,
Sneak 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

STRENGTH 2D

Brawling 6D+1

TECHNICAL 2D

Security 6D+2

MECHANICAL 2D

Repulsorlift Operation 7D

Move: 10

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

PERCEPTION 2D

Investigation 3D, Persuasion
2D+2, Search 3D

KNOWLEDGE 2D

Law Enforcement: Corellian
System 4D, Planetary Systems:
Corellian System 4D,
Streetwise 3D

STRENGTH 2D

Brawling 3D+2, Stamina 4D

TECHNICAL 3D

Computer Program/Repair
3D+1, First Aid 3D+2, Security
3D+2, Starfighter Repair 3D+2

MECHANICAL 3D

Astrogation 3D+1, Starfighter
Piloting 4D, Starship Gunnery
4D, Starship Shields 3D+2

Move: 10

Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D),
Comlink, MedPac

CORSEC STARFIGHTER PILOT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 5D, Dodge 5D

PERCEPTION 2D

Investigation 4D, Persuasion
3D+1, Search 4D

KNOWLEDGE 2D

Law Enforcement: Corellian
System 5D, Planetary Systems:
Corellian System 5D,
Streetwise 4D

STRENGTH 2D

Brawling 4D+2, Stamina 5D

TECHNICAL 3D

Computer Program/Repair
4D, First Aid 4D+1, Security
4D+2, Starfighter Repair 4D+1

MECHANICAL 3D

Astrogation 4D, Starfighter
Piloting 5D, Starship Gunnery
5D, Starship Shields 4D+2

Move: 10

Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D),
Comlink, MedPac

CORSEC STARFIGHTER PILOT (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 6D, Dodge 6D

PERCEPTION 2D

Investigation 5D, Persuasion
4D, Search 5D

KNOWLEDGE 2D

Law Enforcement: Corellian
System 6D, Planetary Systems:
Corellian System 6D,
Streetwise 5D

STRENGTH 2D

Brawling 5D+2, Stamina 6D

TECHNICAL 3D

Computer Program/Repair
4D+2, First Aid 5D, Security
5D+2, Starfighter Repair 5D

MECHANICAL 3D

Astrogation 4D+2, Starfighter
Piloting 6D, Starship Gunnery
6D, Starship Shields 5D+2

Move: 10

Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D),
Comlink, MedPac

CORSEC STARFIGHTER PILOT (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

Blaster 7D, Dodge 7D

PERCEPTION 2D

Investigation 6D, Persuasion
4D+2, Search 6D

KNOWLEDGE 2D

Law Enforcement: Corellian
System 7D, Planetary Systems:
Corellian System 7D,
Streetwise 6D

STRENGTH 2D

Brawling 6D+2, Stamina 7D

TECHNICAL 3D

Computer Program/Repair
5D+1, First Aid 5D+2, Security
6D+2, Starfighter Repair 5D+2

MECHANICAL 3D

Astrogation 5D+1, Starfighter
Piloting 7D, Starship Gunnery
7D, Starship Shields 6D+2

Move: 10

Equipment: CorSec ID, CorSec Pilot Uniform, Blaster Pistol (4D),
Comlink, MedPac

ELROOD BAZAAR SECURITY GUARDS

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 3D+1, Dodge 4D **STRENGTH 3D+2**
KNOWLEDGE 2D **TECHNICAL 2D**
Languages 3D+1
MECHANICAL 2D **Move: 10**
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.
Reference: Planets Collection p131

ELROOD BAZAAR SECURITY GUARDS (EXPERIENCED)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 4D+1, Dodge 5D **STRENGTH 3D+2**
KNOWLEDGE 2D **TECHNICAL 2D**
Languages 4D
MECHANICAL 2D **Move: 10**
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.

ELROOD BAZAAR SECURITY GUARDS (VETERAN)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 5D+1, Dodge 6D **STRENGTH 3D+2**
KNOWLEDGE 2D **TECHNICAL 2D**
Languages 4D+2
MECHANICAL 2D **Move: 10**
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.

ELROOD BAZAAR SECURITY GUARDS (ELITE)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D+1, Dodge 7D **STRENGTH 3D+2**
KNOWLEDGE 2D **TECHNICAL 2D**
Languages 5D+1
MECHANICAL 2D **Move: 10**
Equipment: Hold Out Blaster (3D+2), Blast Vest (+1 energy, +1D physical), Comlink, Datapad.

ESC SECURITY TEAM MEMBER

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 6D **STRENGTH 2D**
KNOWLEDGE 2D **TECHNICAL 2D**
Cultures 4D+1, Law Brawling 5D
Enforcement 6D
MECHANICAL 2D **Move: 10**
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.
Reference: Planets Collection p123

ESC SECURITY TEAM MEMBER (EXPERIENCED)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 7D **STRENGTH 2D**
KNOWLEDGE 2D **TECHNICAL 2D**
Cultures 5D, Law Brawling 6D
Enforcement 7D
MECHANICAL 2D **Move: 10**
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.

ESC SECURITY TEAM MEMBER (VETERAN)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 8D **STRENGTH 2D**
KNOWLEDGE 2D **TECHNICAL 2D**
Cultures 5D+2, Law Brawling 7D
Enforcement 8D
MECHANICAL 2D **Move: 10**
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.

ESC SECURITY TEAM MEMBER (ELITE)

Species: Human **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 9D **STRENGTH 2D**
KNOWLEDGE 2D **TECHNICAL 2D**
Cultures 6D+1, Law Brawling 8D
Enforcement 9D
MECHANICAL 2D **Move: 10**
Equipment: Blaster Pistol (4D), Armored Vest (+1D physical, +1 energy), Datapad, Comlink.

ESPO OFFICER

Species: Any

Sex: Any

DEXTERITY 2D+1

Blaster 4D, Brawling Parry 3D+1, Melee Combat 3D+1, Running 4D

PERCEPTION 2D

Bargain 4D, Command 4D, Investigation 4D, Search 4D, Sneak 3D+2

KNOWLEDGE 2D

Alien Species 3D, Bureaucracy 4D, Intimidation 4D, Law Enforcement 4D, Planetary Systems 3D+2, Streetwise 3D+2

STRENGTH 2D

Brawling 2D+2, Climbing/Jumping 3D. Lifting 3D, Stamina 2D+2

TECHNICAL 2D

Computer Programming/Repair 4D, Demolition 3D+1, Droid Programming 4D, First Aid 4D, Security 5D+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 4D+1, Melee Combat 4D+1, Running 5D

PERCEPTION 2D

Bargain 5D, Command 5D, Investigation 5D, Search 5D, Sneak 4D+2

KNOWLEDGE 2D

Alien Species 4D, Bureaucracy 5D, Intimidation 5D, Law Enforcement 5D, Planetary Systems 4D+2, Streetwise 4D+2

STRENGTH 2D

Brawling 3D+2, Climbing/Jumping 4D. Lifting 4D, Stamina 4D+2

TECHNICAL 2D

Computer Programming/Repair 4D+2, Demolition 4D, Droid Programming 4D+2, First Aid 4D+2, Security 6D+1

MECHANICAL 1D+2

Beast Riding 3D+2, Communications 5D+1, Ground Vehicle Operation 3D+2, Repulsorlift Operation 4D+2, Walker Operation 4D

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 5D, Brawling Parry 5D+1, Melee Combat 5D+1, Running 6D

PERCEPTION 2D

Bargain 6D, Command 6D, Investigation 6D, Search 6D, Sneak 5D+2

KNOWLEDGE 2D

Alien Species 5D, Bureaucracy 6D, Intimidation 6D, Law Enforcement 6D, Planetary Systems 5D+2, Streetwise 5D+2

STRENGTH 2D

Brawling 4D+2, Climbing/Jumping 5D. Lifting 5D, Stamina 5D+2

TECHNICAL 2D

Computer Programming/Repair 5D+1, Demolition 4D+2, Droid Programming 5D+1, First Aid 5D+1, Security 7D

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

PERCEPTION 2D

Bargain 7D, Command 7D, Investigation 7D, Search 7D, Sneak 6D+2

KNOWLEDGE 2D

Alien Species 6D, Bureaucracy 7D, Intimidation 7D, Law Enforcement 7D, Planetary Systems 6D+2, Streetwise 6D+2

STRENGTH 2D

Brawling 5D+2, Climbing/Jumping 6D. Lifting 6D, Stamina 6D+2

TECHNICAL 2D

Beast Riding 5D, Communications 7D+1, Ground Vehicle Operation 5D+2, Repulsorlift Operation 6D+2, Walker Operation 6D

Computer Programming/Repair 6D, Demolition 5D+1, Droid Programming 6D, First Aid 6D, Security 8D

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 **PERCEPTION 2D**
Blaster 2D+1, Dodge 3D Search 3D
KNOWLEDGE 2D **STRENGTH 2D**
Law Enforcement 3D **TECHNICAL 2D**
MECHANICAL 2D Capital Starship Repair 2D+2,
Astrogation 2D+2, Capital Ship Capital Starship Weapon Repair
Gunnery 3D, Capital Ship Piloting 2D+1
3D+1, Communications 3D,
Sensors 3D, Space Transports 3D **Move: 10**
Equipment: ESPO Uniform, Blaster (4D), Comlink

ESPO PICKET FLEET HAND (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 3D, Dodge 3D+2 Search 4D
KNOWLEDGE 2D **STRENGTH 2D**
Law Enforcement 3D+2 **TECHNICAL 2D**
MECHANICAL 2D Capital Starship Repair 3D+1,
Astrogation 3D+1, Capital Ship Capital Starship Weapon Repair
Gunnery 4D, Capital Ship Piloting 3D
4D+1, Communications 4D,
Sensors 4D, Space Transports 4D **Move: 10**
Equipment: ESPO Uniform, Blaster (4D), Comlink

ESPO PICKET FLEET HAND (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 3D+2, Dodge 4D+1 Search 5D
KNOWLEDGE 2D **STRENGTH 2D**
Law Enforcement 4D+1 **TECHNICAL 2D**
MECHANICAL 2D Capital Starship Repair 4D,
Astrogation 4D, Capital Ship Capital Starship Weapon Repair
Gunnery 5D, Capital Ship Piloting 3D+2
5D+1, Communications 5D,
Sensors 5D, Space Transports 5D **Move: 10**
Equipment: ESPO Uniform, Blaster (4D), Comlink

ESPO PICKET FLEET HAND (ELITE)

Species: Any **Sex:** Any
DEXTERITY 2D **PERCEPTION 2D**
Blaster 4D+1, Dodge 5D Search 6D
KNOWLEDGE 2D **STRENGTH 2D**
Law Enforcement 5D **TECHNICAL 2D**
MECHANICAL 2D Capital Starship Repair 4D+2,
Astrogation 4D+2, Capital Ship Capital Starship Weapon Repair
Gunnery 6D, Capital Ship Piloting 4D+1
6D+1, Communications 6D,
Sensors 6D, Space Transports 6D **Move: 10**
Equipment: ESPO Uniform, Blaster (4D), Comlink

ESPO PICKET FLEET TROOPER

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D, Brawling Parry 3D+2, Bargain 3D, Search 4D, Sneak
Melee Combat 4D, Melee 3D+2
Combat: Stun Baton 5D, **STRENGTH 2D**
Running 4D Brawling 3D, Brawling: Zero-G
KNOWLEDGE 1D Combat 5D+2 Climbing/
Intimidation 3D+1, Law Jumping 4D. Lifting 4D,
Enforcement 3D, Streetwise Stamina 4D+2
3D, Survival 3D **TECHNICAL 2D**
MECHANICAL 2D Computer Programming/Repair
Capital Ship Gunnery 4D, 3D, Droid Programming 3D,
Ground Vehicle Operation 3D, Security 3D
Repulsorlift Operation 4D,
Space Transports: Pinnacle 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, 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 (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D, Brawling Parry 4D+2, Bargain 3D+2, Search 5D,
Melee Combat 5D, Melee Sneak 4D+2
Combat: Stun Baton 6D, **STRENGTH 2D**
Running 5D Brawling 4D, Brawling: Zero-G
KNOWLEDGE 1D Combat 6D+2 Climbing/
Intimidation 4D, Law Jumping 5D. Lifting 5D, Stamina
Enforcement 4D, Streetwise 5D+2
3D+2, Survival 3D+2 **TECHNICAL 2D**
MECHANICAL 2D Computer Programming/Repair
Capital Ship Gunnery 4D+2, 3D+2, Droid Programming
Ground Vehicle Operation 4D, 3D+2, Security 4D
Repulsorlift Operation 5D, Space
Transports: Pinnacle 5D+2 **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, 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)

ESPO PICKET FLEET TROOPER (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 6D, Brawling Parry 5D+2, Bargain 4D+1, Search 6D, Melee Combat 6D, Melee Sneak 5D+2
Combat: Stun Baton 7D, **STRENGTH 2D**
Running 6D Brawling 5D, Brawling: Zero-G
KNOWLEDGE 1D Combat 7D+2, Climbing/
Intimidation 4D+2, Law Jumping 6D. Lifting 6D,
Enforcement 5D, Streetwise Stamina 6D+2
4D+1, Survival 4D+1 **TECHNICAL 2D**
MECHANICAL 2D Computer Programming/Repair
Capital Ship Gunnery 5D+1, 4D+1, Droid Programming
Ground Vehicle Operation 5D, 4D+1, Security 5D
Repulsorlift Operation 6D, Space
Transports: Pinnacle 6D+1 **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, 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)

ESPO PICKET FLEET TROOPER (ELITE)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 7D, Brawling Parry 6D+2, Bargain 5D, Search 7D, Melee Combat 7D, Melee Sneak 6D+2
Combat: Stun Baton 8D, **STRENGTH 2D**
Running 7D Brawling 6D, Brawling: Zero-G
KNOWLEDGE 1D Combat 8D+2, Climbing/
Intimidation 5D+1, Law Jumping 7D. Lifting 7D, Stamina
Enforcement 6D, Streetwise 7D+2
5D, Survival 5D **TECHNICAL 2D**
MECHANICAL 2D Computer Programming/Repair
Capital Ship Gunnery 6D, 5D, Droid Programming 5D,
Ground Vehicle Operation 6D, Security 6D
Repulsorlift Operation 7D,
Space Transports: Pinnacle 7D **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, 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)

ESPO TROOPER

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 3D+2, Brawling Parry Bargain 2D+1, Search 3D+1
3D+2, Melee Combat: Stun **STRENGTH 2D**
Baton 5D Brawling 2D+2, Climbing/
KNOWLEDGE 1D Jumping 3D. Lifting 3D, Stamina
Intimidation 3D, Law Enforcement 2D+2
2D+2, Streetwise 3D **TECHNICAL 2D**
MECHANICAL 2D Security 3D
Beast Riding 3D, Ground Vehicle
Operation 2D+2, Repulsorlift
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.

Reference: Han Solo and the Corporate Sector Sourcebook p47.

ESPO TROOPER (EXPERIENCED)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 4D+2, Brawling Parry Bargain 3D, Search 4D+1
4D+2, Melee Combat: Stun **STRENGTH 2D**
Baton 6D Brawling 3D+2, Climbing/
KNOWLEDGE 1D Jumping 4D. Lifting 4D,
Intimidation 3D+2, Law Stamina 3D+2
Enforcement 3D+2, Streetwise **TECHNICAL 2D**
3D+2 Security 4D
MECHANICAL 2D
Beast Riding 3D+2, Ground
Vehicle Operation 3D+1,
Repulsorlift Operation 3D+2 **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.

ESPO TROOPER (VETERAN)

Species: Any **Sex:** Any
DEXTERITY 3D **PERCEPTION 2D**
Blaster 5D+2, Brawling Parry Bargain 3D+2, Search 5D+1
5D+2, Melee Combat: Stun **STRENGTH 2D**
Baton 7D Brawling 4D+2, Climbing/
KNOWLEDGE 1D Jumping 5D, Lifting 5D,
Intimidation 4D+1, Law Stamina 4D+2
Enforcement 4D+2, **TECHNICAL 2D**
Streetwise 4D+1 Security 5D
MECHANICAL 2D
Beast Riding 4D+1, Ground
Vehicle Operation 4D,
Repulsorlift Operation 4D+1 **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.

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/
Jumping 6D, Lifting 6D,
Stamina 5D+2

KNOWLEDGE 1D

Intimidation 5D, Law
Enforcement 5D+2,
Streetwise 5D

TECHNICAL 2D

Security 6D

MECHANICAL 2D

Beast Riding 5D, Ground Vehicle
Operation 4D+2, Repulsorlift
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.

IOTRAN POLICEMAN

Species: Iotran

Sex: Any

DEXTERITY 2D

Blaster 3D, Dodge 3D,
Firearms 3D+2

PERCEPTION 2D

Investigation 4D, Persuasion 3D
Search 3D+1

KNOWLEDGE 2D

Alien Species 2D+1, Law
Enforcement 4D,
Streetwise 2D+1

STRENGTH 2D

Brawling 3D

TECHNICAL 2D

MECHANICAL 2D

Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

Move: 10

IOTRAN POLICEMAN (EXPERIENCED)

Species: Iotran

Sex: Any

DEXTERITY 2D

Blaster 4D, Dodge 4D,
Firearms 4D+2

PERCEPTION 2D

Investigation 5D, Persuasion 4D
Search 4D+1

KNOWLEDGE 2D

Alien Species 3D, Law
Enforcement 5D,
Streetwise 3D

STRENGTH 2D

Brawling 4D

TECHNICAL 2D

MECHANICAL 2D

Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

Move: 10

IOTRAN POLICEMAN (VETERAN)

Species: Iotran

Sex: Any

DEXTERITY 2D

Blaster 5D, Dodge 5D,
Firearms 5D+2

PERCEPTION 2D

Investigation 6D, Persuasion 5D
Search 5D+1

KNOWLEDGE 2D

Alien Species 3D+2, Law
Enforcement 6D,
Streetwise 3D+2

STRENGTH 2D

Brawling 5D

TECHNICAL 2D

MECHANICAL 2D

Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

Move: 10

IOTRAN POLICEMAN (ELITE)

Species: Iotran

Sex: Any

DEXTERITY 2D

Blaster 6D, Dodge 6D,
Firearms 6D+2

PERCEPTION 2D

Investigation 7D, Persuasion 6D
Search 6D+1

KNOWLEDGE 2D

Alien Species 4D+1, Law
Enforcement 7D,
Streetwise 4D+1

STRENGTH 2D

Brawling 6D

TECHNICAL 2D

MECHANICAL 2D

Equipment: IPF Badge, IPF Issue Slugthrower Pistol (4D, Ammo: 12), IPF Police Uniform

Move: 10

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

PERCEPTION 3D

Bargain 3D+1, Command 4D, Investigation 5D, Persuasion 4D, Search 5D, Sneak 4D+2

STRENGTH 3D+2

Brawling 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 Enforcement 6D, Streetwise 5D+2, Survival 5D, Tactics 4D, Willpower 4D

TECHNICAL 2D

Computer Program/Repair 3D, Droid Programming 3D, First Aid 4D, Security 5D

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

IOTRAN BRACEMAN (EXPERIENCED)

Species: Iotran

Sex: Any

DEXTERITY 4D

Blaster 6D, Brawling Parry 6D, Dodge 6D, Firearms 7D, Grenade 5D+2, Melee Combat 5D+2, Melee Parry 5D+1, Running 5D+2, Vehicle Blasters 5D+1

PERCEPTION 3D

Bargain 4D+1, Command 5D, Investigation 6D, Persuasion 5D, Search 6D, Sneak 5D+2

STRENGTH 3D+2

Brawling 7D, Climbing/Jumping 6D, Stamina 6D, Swimming 5D+1

KNOWLEDGE 2D+2

Alien Species 4D, Bureaucracy 5D, Cultures 4D, Intimidation 6D, Languages 4D+1, Law Enforcement 7D, Streetwise 6D+2, Survival 6D, Tactics 5D, Willpower 5D

TECHNICAL 2D

Computer Program/Repair 4D, Droid Programming 4D, First Aid 5D, Security 6D

MECHANICAL 2D+2

Astrogation 4D, Communications 5D, Ground Vehicle Operation 5D, Sensors 4D, Space Transports 4D

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 (VETERAN)

Species: Iotran

Sex: Any

DEXTERITY 4D

Blaster 7D, Brawling Parry 7D, Dodge 7D, Firearms 8D, Grenade 6D+2, Melee Combat 6D+2, Melee Parry 6D+1, Running 6D+2, Vehicle Blasters 6D+1

PERCEPTION 3D

Bargain 5D+1, Command 6D, Investigation 7D, Persuasion 6D, Search 7D, Sneak 6D+2

STRENGTH 3D+2

Brawling 8D, Climbing/Jumping 7D, Stamina 7D, Swimming 6D+1

KNOWLEDGE 2D+2

Alien Species 5D, Bureaucracy 6D, Cultures 5D, Intimidation 6D, Languages 5D+1, Law Enforcement 8D, Streetwise 7D+2, Survival 7D, Tactics 6D, Willpower 6D

TECHNICAL 2D

Computer Program/Repair 5D, Droid Programming 5D, First Aid 6D, Security 7D

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

PERCEPTION 3D

Bargain 6D+1, Command 7D, Investigation 8D, Persuasion 7D, Search 8D, Sneak 7D+2

STRENGTH 3D+2

Brawling 9D, Climbing/Jumping 8D, Stamina 8D, Swimming 7D+1

KNOWLEDGE 2D+2

Alien Species 6D, Bureaucracy 7D, Cultures 6D, Intimidation 7D, Languages 6D+1, Law Enforcement 9D, Streetwise 8D+2, Survival 8D, Tactics 7D, Willpower 7D

TECHNICAL 2D

Computer Program/Repair 6D, Droid Programming 6D, First Aid 7D, Security 8D

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 **PERCEPTION** 2D
Blaster 4D+1, Melee Combat: **STRENGTH** 3D
Stun Baton 4D+2 Brawling 4D
KNOWLEDGE 2D **TECHNICAL** 2D
MECHANICAL 2D **Move:** 10
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 **PERCEPTION** 2D
Blaster 5D+1, Melee Combat: **STRENGTH** 3D
Stun Baton 5D+2 Brawling 5D
KNOWLEDGE 2D **TECHNICAL** 2D
MECHANICAL 2D **Move:** 10
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 **PERCEPTION** 2D
Blaster 6D+1, Melee Combat: **STRENGTH** 3D
Stun Baton 6D+2 Brawling 6D
KNOWLEDGE 2D **TECHNICAL** 2D
MECHANICAL 2D **Move:** 10
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 **PERCEPTION** 2D
Blaster 7D+1, Melee Combat: **STRENGTH** 3D
Stun Baton 7D+2 Brawling 7D
KNOWLEDGE 2D **TECHNICAL** 2D
MECHANICAL 2D **Move:** 10
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 **PERCEPTION** 2D+1
Blaster 3D, Brawling 2D+2, **STRENGTH** 2D+1
Dodge 3D Brawling 3D
KNOWLEDGE 1D+2 **TECHNICAL** 1D+2
MECHANICAL 2D **Move:** 10
Special Abilities
Aquatic: Can breathe both air and water and can withstand
extreme pressures found in ocean depths.
Equipment: Blaster Carbine (4D+2) Comlink
Reference: Classic Adventures Volume Three p70

QUARREN SECURITY GUARD (EXPERIENCED)

Species: Quarren **Sex:** Any
DEXTERITY 2D **PERCEPTION** 2D+1
Blaster 4D, Brawling 3D+2, **STRENGTH** 2D+1
Dodge 4D Brawling 4D
KNOWLEDGE 1D+2 **TECHNICAL** 1D+2
MECHANICAL 2D **Move:** 10
Special Abilities
Aquatic: Can breathe both air and water and can withstand
extreme pressures found in ocean depths.
Equipment: Blaster Carbine (4D+2) Comlink

QUARREN SECURITY GUARD (VETERAN)

Species: Quarren **Sex:** Any
DEXTERITY 2D **PERCEPTION** 2D+1
Blaster 5D, Brawling 4D+2, **STRENGTH** 2D+1
Dodge 5D Brawling 5D
KNOWLEDGE 1D+2 **TECHNICAL** 1D+2
MECHANICAL 2D **Move:** 10
Special Abilities
Aquatic: Can breathe both air and water and can withstand
extreme pressures found in ocean depths.
Equipment: Blaster Carbine (4D+2) Comlink

QUARREN SECURITY GUARD (ELITE)

Species: Quarren **Sex:** Any
DEXTERITY 2D **PERCEPTION** 2D+1
Blaster 6D, Brawling 5D+2, **STRENGTH** 2D+1
Dodge 6D Brawling 6D
KNOWLEDGE 1D+2 **TECHNICAL** 1D+2
MECHANICAL 2D **Move:** 10
Special Abilities
Aquatic: Can breathe both air and water and can withstand
extreme pressures found in ocean depths.
Equipment: Blaster Carbine (4D+2) Comlink

RADELL SECURITY GUARDS

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 4D, Dodge 4D+2

Command 4D

KNOWLEDGE 2D

STRENGTH 3D+2

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

Reference: Planets Collection p129

RADELL SECURITY GUARDS (EXPERIENCED)

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 5D, Dodge 5D+2

Command 4D+2

KNOWLEDGE 2D

STRENGTH 3D+2

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

RADELL SECURITY GUARDS (VETERAN)

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 6D, Dodge 6D+2

Command 5D+1

KNOWLEDGE 2D

STRENGTH 3D+2

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

RADELL SECURITY GUARDS (ELITE)

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

Blaster 7D, Dodge 7D+2

Command 6D

KNOWLEDGE 2D

STRENGTH 3D+2

MECHANICAL 2D

TECHNICAL 2D

Move: 10

Equipment: Blaster Pistol (4D+2), Blast Vest (+1 energy, +1D physical), Blast Helmet (+1 energy, +1D physical).

RINGALI SHELL SECURITY

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 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

RINGALI SHELL SECURITY (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 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

RINGALI SHELL SECURITY (VETERAN)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 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

RINGALI SHELL SECURITY (ELITE)

Species: Any

Sex: Any

DEXTERITY 2D

PERCEPTION 2D

KNOWLEDGE 2D

STRENGTH 2D

MECHANICAL 2D

TECHNICAL 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

PERCEPTION 2D

Blaster 4D+2, Melee Weapons: **STRENGTH 2D+2**

Stun Baton 5D

Brawling 3D+2

KNOWLEDGE 2D

TECHNICAL 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.)

Reference: Adventure Journal #9 p194

SANTHE SECURITY GUARD (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+2, Melee Weapons: **STRENGTH 2D+2**

Stun Baton 6D

Brawling 4D+2

KNOWLEDGE 2D

TECHNICAL 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.)

SANTHE SECURITY GUARD (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D+2, Melee Weapons: **STRENGTH 2D+2**

Stun Baton 7D

Brawling 5D+2

KNOWLEDGE 2D

TECHNICAL 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.)

SANTHE SECURITY GUARD (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 7D+2, Melee Weapons: **STRENGTH 2D+2**

Stun Baton 8D

Brawling 6D+2

KNOWLEDGE 2D

TECHNICAL 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

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 3D+2, Melee 3D+1

Search 4D

KNOWLEDGE 4D

STRENGTH 3D

Law Enforcement: Spira 6D,

Brawling 3D+2

Streetwise 5D+1

TECHNICAL 2D

MECHANICAL 2D

Security 4D

Move: 10

Equipment: Blaster (3D), Uniform Security Sweeper.

Reference: Adventure Journal #1 p62

SPIRA SECURITY POLICE (EXPERIENCED)

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 4D+2, Melee 4D+1

Search 5D

KNOWLEDGE 4D

STRENGTH 3D

Law Enforcement: Spira 7D,

Brawling 4D+2

Streetwise 6D

TECHNICAL 2D

MECHANICAL 2D

Security 5D

Move: 10

Equipment: Blaster (3D), Uniform Security Sweeper.

SPIRA SECURITY POLICE (VETERAN)

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 5D+2, Melee 5D+1

Search 7D

KNOWLEDGE 4D

STRENGTH 3D

Law Enforcement: Spira 8D,

Brawling 5D+2

Streetwise 6D+2

TECHNICAL 2D

MECHANICAL 2D

Security 6D

Move: 10

Equipment: Blaster (3D), Uniform Security Sweeper.

SPIRA SECURITY POLICE (ELITE)

Species: Human

Sex: Any

DEXTERITY 2D

PERCEPTION 3D

Blaster 6D+2, Melee 6D+1

Search 8D

KNOWLEDGE 4D

STRENGTH 3D

Law Enforcement: Spira 9D,

Brawling 6D+2

Streetwise 7D+1

TECHNICAL 2D

MECHANICAL 2D

Security 7D

Move: 10

Equipment: Blaster (3D), Uniform Security Sweeper.

TRIANII RANGER

Species: Trianii

Sex: Any

DEXTERITY 3D+2

Blaster 7D, Brawling Parry 6D,
Dodge 8D, Grenade 5D+2,
Melee Combat 7D

PERCEPTION 3D

Command 5D, Con 4D,
Investigation 6D, Persuasion
5D, Search 5D, Sneak 4D

KNOWLEDGE 2D+2

Alien Species 5D, Bureaucracy
3D+2, Cultures 3D+1,
Intimidation 4D, Languages
3D+1, Law Enforcement 4D,
Planetary Systems: Trianii Space
5D, Streetwise: Trianii Space 6D,
Survival 5D, Willpower 5D

STRENGTH 3D+2

Acrobatics 5D+2, Brawling 6D,
Climbing/Jumping 5D+1,
Stamina 5D, Swimming 4D

TECHNICAL 2D+1

Computer Programming/Repair
4D, Droid Programming 4D,
First Aid 4D+2, Security 5D,
Space Transports Repair 4D+1

MECHANICAL 2D+2

Astrogation 4D, Communications
4D, Repulsorlift Operation 5D,
Sensors 4D, Space Transports
5D+2, Starship Gunnery 5D,
Starship Shields 4D+1

Move: 12

Special Abilities:

Prehensile Tail: Trianii 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), Trianii Ranger ID, RX Patrol Ship.

Reference: Pirates & Privateers p76

TRIANII RANGER (EXPERIENCED)

Species: Trianii

Sex: Any

DEXTERITY 3D+2

Blaster 8D, Brawling Parry 7D,
Dodge 9D, Grenade 6D+2,
Melee Combat 8D

PERCEPTION 3D

Command 5D+2, Con 4D+2,
Investigation 7D, Persuasion
5D+2, Search 6D, Sneak 5D

KNOWLEDGE 2D+2

Alien Species 6D, Bureaucracy
4D+2, Cultures 4D+1,
Intimidation 5D, Languages
4D+1, Law Enforcement 5D,
Planetary Systems: Trianii Space
6D, Streetwise: Trianii Space
7D, Survival 6D, Willpower 6D

STRENGTH 3D+2

Acrobatics 6D+2, Brawling 7D,
Climbing/Jumping 6D+1,
Stamina 6D, Swimming 5D

TECHNICAL 2D+1

Computer Programming/Repair
4D+2, Droid Programming
4D+2, First Aid 5D+1, Security
6D, Space Transports Repair 5D

MECHANICAL 2D+2

Astrogation 4D+2, Communications
4D+2, Repulsorlift Operation 5D+2,
Sensors 4D+2, Space Transports
6D+1, Starship Gunnery 5D+2,
Starship Shields 5D

Move: 12

Special Abilities:

Prehensile Tail: Trianii 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), Trianii Ranger ID, RX Patrol Ship.

TRIANII RANGER (VETERAN)

Species: Trianii

Sex: Any

DEXTERITY 3D+2

Blaster 9D, Brawling Parry 8D,
Dodge 10D, Grenade 7D+2,
Melee Combat 9D

PERCEPTION 3D

Command 6D+1, Con 5D+1,
Investigation 8D, Persuasion
6D+1, Search 7D, Sneak 6D

KNOWLEDGE 2D+2

Alien Species 7D, Bureaucracy
5D+2, Cultures 5D+1,
Intimidation 6D, Languages
5D+1, Law Enforcement 6D,
Planetary Systems: Trianii Space
7D, Streetwise: Trianii Space
8D, Survival 7D, Willpower 7D

STRENGTH 3D+2

Acrobatics 7D+2, Brawling 8D,
Climbing/Jumping 7D+1,
Stamina 7D, Swimming 6D

TECHNICAL 2D+1

Computer Programming/Repair
5D+1, Droid Programming
5D+1, First Aid 6D, Security 7D,
Space Transports Repair 5D+2

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

Move: 12

Special Abilities:

Prehensile Tail: Trianii 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), Trianii Ranger ID, RX Patrol Ship.

TRIANII RANGER (ELITE)

Species: Trianii

Sex: Any

DEXTERITY 3D+2

Blaster 10D, Brawling Parry 9D,
Dodge 11D, Grenade 8D+2,
Melee Combat 10D

PERCEPTION 3D

Command 7D, Con 6D,
Investigation 9D, Persuasion
7D, Search 8D, Sneak 7D

KNOWLEDGE 2D+2

Alien Species 8D, Bureaucracy
5D+2, Cultures 6D+1,
Intimidation 7D, Languages
6D+1, Law Enforcement 7D,
Planetary Systems: Trianii Space
8D, Streetwise: Trianii Space
9D, Survival 8D, Willpower 8D

STRENGTH 3D+2

Acrobatics 8D+2, Brawling 9D,
Climbing/Jumping 8D+1,
Stamina 8D, Swimming 7D

TECHNICAL 2D+1

Computer Programming/Repair
6D, Droid Programming 6D,
First Aid 6D+2, Security 8D,
Space Transports Repair 6D+1

MECHANICAL 2D+2

Astrogation 6D, Communications
6D, Repulsorlift Operation 7D,
Sensors 6D, Space Transports
7D+2, Starship Gunnery 7D,
Starship Shields 6D+1

Move: 12

Special Abilities:

Prehensile Tail: Trianii 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), Trianii Ranger ID, RX Patrol Ship.

TWI'LEK GATE GUARD

Species: Twi'lek

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 4D+2, Dodge 4D,
Melee Combat 6D, Melee
Parry 5D+1

STRENGTH 3D
Brawling 4D+2

TECHNICAL 2D

KNOWLEDGE 2D

Intimidation 4D

MECHANICAL 2D

Move: 10

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)

Species: Twi'lek

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 5D+2, Dodge 5D,
Melee Combat 7D, Melee
Parry 6D+1

STRENGTH 3D
Brawling 5D+2

TECHNICAL 2D

KNOWLEDGE 2D

Intimidation 5D

MECHANICAL 2D

Move: 10

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)

Species: Twi'lek

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 6D+2, Dodge 6D,
Melee Combat 8D, Melee
Parry 7D+1

STRENGTH 3D
Brawling 6D+2

TECHNICAL 2D

KNOWLEDGE 2D

Intimidation 6D

MECHANICAL 2D

Move: 10

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)

Species: Twi'lek

Sex: Any

DEXTERITY 3D

PERCEPTION 2D

Blaster 7D+2, Dodge 7D,
Melee Combat 9D, Melee
Parry 8D+1

STRENGTH 3D
Brawling 7D+2

TECHNICAL 2D

KNOWLEDGE 2D

Intimidation 7D

MECHANICAL 2D

Move: 10

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
DEXTERITY 2D+2
Blaster 4D, Brawling Parry 4D, Dodge 4D
KNOWLEDGE 2D
Streetwise: Cloud City 5D, Willpower 4D
MECHANICAL 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
DEXTERITY 2D+2
Blaster 4D+2, Brawling Parry 4D+2, Dodge 4D+2
KNOWLEDGE 2D
Streetwise: Cloud City 6D, Willpower 5D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)

WING GUARD CUSTOMS OFFICIAL (VETERAN)

Species: Any
DEXTERITY 2D+2
Blaster 5D+1, Brawling Parry 5D+1, Dodge 5D+1
KNOWLEDGE 2D
Streetwise: Cloud City 7D, Willpower 6D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)

WING GUARD CUSTOMS OFFICIAL (ELITE)

Species: Any
DEXTERITY 2D+2
Blaster 6D, Brawling Parry 6D, Dodge 6D
KNOWLEDGE 2D
Streetwise: Cloud City 8D, Willpower 7D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical)

WING GUARD OFFICER

Species: Any
DEXTERITY 2D+2
Blaster 4D, Brawling Parry 4D, Dodge 4D, Melee Combat 4D+1, Melee Parry 3D+2
KNOWLEDGE 2D+1
Streetwise 3D+1, Streetwise: Cloud City 5D, Willpower 4D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.
Reference: GG3 The Empire Strikes Back p72

WING GUARD OFFICER (EXPERIENCED)

Species: Any
DEXTERITY 2D+2
Blaster 5D, Brawling Parry 5D, Dodge 5D, Melee Combat 5D+1, Melee Parry 4D+2
KNOWLEDGE 2D+1
Streetwise 4D, Streetwise: Cloud City 6D, Willpower 5D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.

WING GUARD OFFICER (VETERAN)

Species: Any
DEXTERITY 2D+2
Blaster 6D, Brawling Parry 6D, Dodge 6D, Melee Combat 6D+1, Melee Parry 5D+2
KNOWLEDGE 2D+1
Streetwise 4D+2, Streetwise: Cloud City 7D, Willpower 6D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.

WING GUARD OFFICER (ELITE)

Species: Any
DEXTERITY 2D+2
Blaster 7D, Brawling Parry 7D, Dodge 7D, Melee Combat 7D+1, Melee Parry 6D+2
KNOWLEDGE 2D+1
Streetwise 5D+1, Streetwise: Cloud City 8D, Willpower 7D
MECHANICAL 2D
Move: 10
Equipment: Blaster Rifle (5D), Blast Vest (+1 energy, +1D physical), Comlink.

WING GUARD PILOT

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 3D

Blaster 4D, Dodge 4D, Vehicle Command 3D+2, Search 4D

Blasters 5D+2

STRENGTH 3D+1

Brawling 4D

KNOWLEDGE 2D+1

TECHNICAL 3D+1

Bureaucracy 3D+1

Security 4D+2

MECHANICAL 2D+2

Repulsorlift Operation: Cloud

Car 6D+2

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Binders.

Reference: Movie Trilogy Sourcebook p104

WING GUARD PILOT (EXPERIENCED)

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 3D

Blaster 4D+2, Dodge 5D, Command 4D+1, Search 5D

Vehicle Blastors 6D+2

STRENGTH 3D+1

Brawling 4D+2

KNOWLEDGE 2D+1

TECHNICAL 3D+1

Bureaucracy 4D

Security 5D+1

MECHANICAL 2D+2

Repulsorlift Operation: Cloud

Car 7D+2

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Binders.

WING GUARD PILOT (VETERAN)

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 3D

Blaster 5D+1, Dodge 6D, Command 5D, Search 6D

Vehicle Blastors 7D+2

STRENGTH 3D+1

Brawling 5D+1

KNOWLEDGE 2D+1

TECHNICAL 3D+1

Bureaucracy 4D+2

Security 6D

MECHANICAL 2D+2

Repulsorlift Operation: Cloud

Car 8D+2

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Binders.

WING GUARD PILOT (ELITE)

Species: Any

Sex: Any

DEXTERITY 3D+1

PERCEPTION 3D

Blaster 6D, Dodge 7D, Command 5D+2, Search 7D

Vehicle Blastors 8D+2

STRENGTH 3D+1

Brawling 6D

KNOWLEDGE 2D+1

TECHNICAL 3D+1

Bureaucracy 5D+1

Security 6D+2

MECHANICAL 2D+2

Repulsorlift Operation: Cloud

Car 9D+2

Move: 10

Equipment: Blaster Pistol (4D), Comlink, Binders.