Hove Rala

Medium Shistavanen scout 9

Abilities	Score	Modifier
Strength	13	+1
Dexterity	15	+3
Constitution	13	+1
Intelligence	10	+0
Wisdom	12	+1
Charisma	11	+0

Defenses	
Reflex	23 (flat-footed 21)
Fortitude	21
Will	20

Destiny Points 0 (Background)
Force Points 5 [best result 2d6]
Dark Side Score 0

Attacks

Melee natural weapons (claws) +7 (1d6+5) or
Ranged blaster rifle +9 (3d8+4 Damage) or
Ranged blaster rifle +4 (3d8+4 Damage) with Autofire [target 2x2 square, roll 1 attack, if total exceeds 10, compare to Reflex defense of each target in area, natural 20 equals automatic hit on each target, but not a critical hit]
Base Attack Bonus +6; **Grapple** +7

Special Qualities/Species Traits

None

Talents

Acute Senses [may reroll Perception skill check, must take second result]
Fade Away [1/turn, when damaged by enemy, may move up to half your speed, no AoO, (RE 26)]
Keen Shot [ignore penalties for concealment of all forms, but not total concealment]
Piercing Hit [1/encounter each: Blinding hit – target loses armor bonus to Dex and is flatfooted; Blinding Fire – damaged target takes -2 penalty to all attacks and all of its targets gain concealment until end of your next turn; Slowing Shot – target's speed is reduced to 2 squares until end of your next turn (UR 22)]
Sizing Up [1/encounter, make Perception check vs Will against target within 6 squares and line of sight, if successful, you gain +2 insight to all skill checks and attack rolls until end of encounter (GI 23)]

Feats

Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Recovering Surge [when using second wind, also move +1 step up condition track (RE 30)]
Rebel Military Training [+2 dodge bonus to Reflex Defense when using Running Attack (RE 30)]
Running Attack [may move before and after attacking]
Sniper [ignore soft cover/other characters when making a ranged attack]
Skill Focus (Perception)
Strafe [when making an autofire attack, you may attack a line 1 square by 4 squares (FC 35)]
Weapon Focus (rifles)
Weapon Proficiency (pistols, rifles, simple weapons)

Possessions

Blaster rifle
Credit chip (1500 credits)

Senses

Low-light vision [ignore concealment but not total concealment from dark]

Speed

6 squares

Health

Hit Points 69
Current Hit Points _____
Damage Reduction 0
Damage Threshold 21

Condition Track	
Penalty to Defenses, Attacks & Skill Checks	Normal
	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+7
Climb	+5
Deception	+4
Endurance	+5
Gather Information	+5
Initiative [may reroll, must take second result]	**+12***
Jump	+5
Knowledge (common)	+4
Knowledge (technology)	+6
Mechanics	**+9***
Perception [may reroll, must take second result]	**+15***
Persuasion	+4
Pilot	+7
Ride	+7
Stealth	**+12***
Survival	**+10***
Swim	+5
Treat Injury	+5
Use Computer	+6
Use the Force	Cannot Use

Languages

Basic, Shistavanen

Background

Technology [+2 to untrained Knowledge (technology) and Use Computer checks, already included above.]

Hove Rala

Description

Wolf-like features, with slightly glowing eyes, pointed ears, sharp teeth, thick brown fur and sharp claws. Dressed in light, but well worn clothing.

Background

You were once a well paid corporate scout, but abandoned the job when it became clear that your clients were selling out to the worst the Empire had to offer. You joined the Rebel Alliance after accidentally discovering a secret Imperial slave labor camp on what was supposed to be an unexplored world. You became one of the Alliance's most reliable scouts, specializing in ground reconnaissance.

This is your first infiltration mission. Valk Alon recruited you as an experienced scout likely to be accepted by the Imperials. You and the rest of the Rebel team are posing as Imperial Scouts, and have inserted yourself among the crew of the *Star Hunter.* You have little clandestine mission experience, and are trying very hard not to blow your cover. The Imperial mission is led by a regional politician called Lord Co Talo. He is apparently trying to bolster his image as well as his power base by expanding his local territory. You and the other Rebels are using the mission to gather as much information as possible for use in establishing new secret bases or finding new allies.

The mission has been proceeding on schedule. The *Star Hunter* is now several weeks into the Unknown Regions, having taken a lot of time to pass through the hyperspace tangle separating the Unknown Regions from the rest of the galaxy. You and your Rebel teammates are almost ready to steal one of the ship's smaller but self-sustaining scoutships, the *Distant Star*. The plan is to take the ship on your own search of local systems, then return to Known Space and the Alliance.

Personality

You are aggressive and forthright. Some say rude, but you have learned to curb those emotions when the Imperials around, mostly. You barely tolerate their Human bias. Fortunately, many of them fear your species' reputation enough to keep from pushing too hard.

Starting Play

You begin play in the cargo hold of the *Distant Star.* You and your teammates were sneaking needed supplies aboard ship before making off with the vessel in a few days time.

While you were in the hold, the ship unexpectedly launched from the hangar bay at a high rate of speed. Only moments later, you were slammed to the deck when the ship lurched violently as it entered hyperspace. Now, you awake to find yourself on the floor of a dimly lit cargo hold, along with the rest of your team.

Build Notes

This character is built for movement during combat. You gain bonuses to defense for moving and attacking at the same time, as well as gaining movement from triggered actions.

You can fire into crowded combat areas without difficulty and inflict additional penalties against those you hit.

Serlo Vesk

Medium Sluissi scoundrel 9

Abilities	Score	Modifier
Strength	10	+0
Dexterity	12	+1
Constitution	13	+1
Intelligence	16	+3
Wisdom	15	+2
Charisma	11	+0

Defenses	
Reflex	22 (flat-footed 21)
Fortitude	20
Will	22

Destiny Points 0 (Background)
Force Points 5 [best result 2d6]
Dark Side Score 0

Attacks

Melee unarmed +6 (1d4+4) or
Ranged modified heavy blaster pistol* +10 (3d8+4 Damage) or
Ranged modified heavy blaster pistol* +8 (3d8+9 Damage)
Base Attack Bonus +6; **Grapple** +8

Special Qualities / Species Traits

Careful Worker [+10 circumstance bonus to Mechanics when taking twice normal time]
Serpentine [make long jumps without running start, always have running start for Jump checks, +5 bonus to Grapple checks versus Trip feat]

Talents

Skirmisher [if you move at least 2 squares before attacking and end in a different square, gain +1 to attack until start of next turn]
Sneak Attack [if opponent is denied Dex bonus & within 6 squares, deal +1d6 damage]
Spacehound [No penalty to attack in Zero G, proficient with any starship weapon]
Starship Raider [+1 to attack rolls while on a starship or using starship weapons]
Sudden Strike [if you use Skirmisher and deal damage, add +1d6 Sneak Attack damage (SV 15)]

Feats

Advantageous Attack [add full level instead of half level to damage dealt to a target who has not acted in this encounter – add +5 to weapon damage listed above, or +9 to damage using weapons not listed here (FCG 31)]
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Quick Draw [draw weapon as swift action]
Skill Focus (Mechanics)
Skill Focus (Use Computer)
Signature Device (heavy blaster pistol) (SV 24)
Superior Tech (weapons) (SV 24)
Tech Specialist [modify armor, device, droid, vehicle and weapons (SG 21)]
Weapon Focus (pistols)
Weapon Proficiency (pistols, simple weapons)

Possessions

* Personally modified signature weapon, heavy blaster pistol with superior tech [Superior Accuracy and Superior Damage, must declare which is used before attacking, switch modes with swift action]
Security kit (SE 139)
Tool kit (SE 139)
Utility Belt (3 days food capsules, small tool kit, spare power pack, spare energy cell, glow rod, comlink, liquid cable dispenser, grappling hook)
Portable computer
Computer spike s (5) [swift action to activate, +2 to single Use Computer check to improve access]
Credit chip (1500 credits)

Senses

None

Speed

6 squares

Health

Hit Points 55
Current Hit Points _____
Damage Reduction 0
Damage Threshold 20

Condition Track
Penalty to Defenses, Attacks & Skill Checks

- Normal
- -1 Penalty
- -2 Penalty
- -5 Penalty
- -10 Penalty
- Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+7
Climb	+4
Deception	**+10***
Endurance	+5
Gather Information	+7
Initiative	+5
Jump	+4
Knowledge (common)	+4
Knowledge (technology)	**+12***
Mechanics	**+17***
Perception	**+11***
Persuasion	**+10***
Pilot	+5
Ride	+5
Stealth	**+10***
Survival	+6
Swim	+4
Treat Injury	+6
Use Computer	**+17***
Use the Force	Cannot Use

Languages

Basic, Bocce, Durese, Huttese, Sluissi

Background

Law Enforcement [+2 to untrained Acrobatics, Gather Information and Knowledge (bureaucracy) checks, already included above.]

Serlo Vesk

Description

Serpentine body, deep green, with all black eyes. Dressed in black work vest with many pockets and containers holding tools and useful items.

Background

For years, you worked security for the highly regarded Sluis Van Shipyards, from undercover work and technical analysis to shipboard pursuit and capturing criminals personally. Though Sluis Van enjoyed a degree of autonomy from some Imperial decrees, you were no fan of the Empire. You successfully joined a small Rebel cell at the shipyards, but had to flee suddenly when your cover was blown by a captured ally.

Rebel agent Valk Alon recruited you to the Outer Rim for a mission requiring your technical skills as well as your undercover experience. You and the rest of the Rebel team are posing as Imperial Scouts, and have inserted yourself among the crew of the *Star Hunter.* The mission is led by a regional Imperial politician called Lord Co Talo, apparently trying to bolster his image as well as his power base by expanding his local territory. You and the other Rebels are using the mission to gather as much information as possible for use in establishing new secret bases or finding new allies.

The mission has been proceeding on schedule. The *Star Hunter* is now several weeks into the Unknown Regions, having taken a lot of time to pass through the hyperspace tangle separating the Unknown Regions from the rest of the galaxy. You and your Rebel teammates are almost ready to steal one of the ship's smaller but self-sustaining scoutships, the *Distant Star*. The plan is to take the ship on your own search of local systems, then return to Known Space and the Alliance.

Personality

Like most Sluissi, you are unhurried and meticulous with your actions and thoughts. You are a tinkerer, with a particular aptitude for weapons adaptation. You are a loyal Rebel, but know how to play the part of loyal Imperial well. You are long used to the Human bias many Imperials exhibit.

Starting Play

You begin play in the cargo hold of the *Distant Star.* You and your teammates were sneaking needed supplies aboard ship before making off with the vessel in a few days time.

While you were in the hold, the ship unexpectedly launched from the hangar bay at a high rate of speed. Only moments later, you were slammed to the deck when the ship lurched violently as it entered hyperspace. Now, you awake to find yourself on the floor of a dimly lit cargo hold, along with the rest of your team.

Build Notes

This character is built for shipboard combat, gaining bonuses for fighting aboard a starship. Additionally, you gain attack bonuses for movement during combat and for using your personally modified weapon.

Valk Alon

Medium Human noble 9

Abilities	Score	Modifier
Strength	13	+1
Dexterity	13	+1
Constitution	10	+0
Intelligence	14	+2
Wisdom	15	+2
Charisma	16	+3

Defenses	
Reflex	21 (flat-footed 20)
Fortitude	19
Will	23

Destiny Points 0 (Background)
Force Points 5 [best result 2d6]
Dark Side Score 0

Attacks

Melee unarmed +6 (1d4+4) or
Ranged blaster pistol +8 (3d6+4 Damage) or
Ranged blaster pistol +6 (4d6+4 Damage) with Rapid Shot
Base Attack Bonus +6; **Grapple** +7

Special Qualities / Species Traits

None

Talents

Advanced Planning [When rolling Initiative, may swap results with willing ally within Line of sight (GI 20)]
Bolster Ally [standard action, 1/ally, ally within LoS and at half HP or less, move ally up +1 step on condition track and grant ally bonus HP equal to ally's character level]
Get into Position [1/encouter, start of your first turn, 2 allies in LoS may move up to their speed immediately (GI 20)]
Master Manipulator [1/encounter as a swift action on your turn:
Demand Recovery - ally within 5 squares and LoS moves +5 steps up condition track and +2 morale bonus to attacks and skill checks until end of your next turn;
Exceptional Control – roll d20, note result, as a reaction, replace enemy's or ally's roll with this number, must be within LoS],
Word of Warning – select 1 ally within LoS and 5 squares, replace one of their Defense scores with yours as a reaction (GI 20).]
Self Reliant [1/encounter, you may use Bolster Ally on yourself (UR 20)]

Feats

Advantageous Attack [add full level instead of half level to damage dealt to a target who has not acted in this encounter – add +5 to weapon damage listed above, or +9 to damage using weapons not listed here (FCG 31)]
Linguist
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Rapid Shot [-2 on ranged attack roll to deal +1 die damage]
Skill Focus (Deception)
Skill Focus (Gather Information)
Skill Focus (Initiative)
Stand Tall [1/encounter, when you take damage, all allies within 6 squares and LoS of you can make a single attack against your attacker (GI 29)]
Weapon Focus (pistols)
Weapon Proficiency (pistols, simple weapons)

Possessions

Blaster pistol
Credit chip (1500 credits)

Senses

None

Speed

6 squares

Health

Hit Points 46
Current Hit Points _____
Damage Reduction 0
Damage Threshold 19

Condition Track	
	Normal
Penalty to Defenses, Attacks & Skill Checks	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+5
Climb	+5
Deception	**+22***
Endurance	+4
Gather Information	**+17***
Initiative	**+15***
Jump	+5
Knowledge (common)	+6
Knowledge (galactic lore)	**+11***
Mechanics	**+11***
Perception	**+11***
Persuasion	**+12***
Pilot	+5
Ride	+5
Stealth	**+10***
Survival	+6
Swim	+5
Treat Injury	**+11***
Use Computer	+6
Use the Force	Cannot Use

Languages

Basic, Bocce, Durese, Huttese, Shyriiwook, Rodese

Background

Criminal [added Stealth to Class Skills]

Valk Alon

Description

You meticulously dress in the grey uniform of the Imperial Scout service, so as not to give your superiors any reason to think you anything other than a loyal Imperial.

Background

For years, you have worked against the Empire in the Outer Rim territories. At first, it was as under your true name, Nin Aluno, political activist. You were viewed as a radical and eventually incarcerated for a few months. Afterward, you changed your name to Valk Alon and joined the Rebel Alliance. You have led clandestine missions in the political arena for years. A few months ago, you learned that local Imperial politician Lord Co Talo was personally leading an expedition into the Unknown Regions, in an effort to expand his influence and personal power. Your superiors at the Rebel Alliance want you to spy on the mission itself and bring back any relevant information on possible allies and new Rebel base locations.

You recruited a Rebel infiltration and scout team (though a few were assigned) and inserted yourselves among the crew of Lord Talo's scout ship carrier, the *Star Hunter.* You are posing as an experienced survey team coordinator. The mission has been proceeding on schedule. The *Star Hunter* is now several weeks into the Unknown Regions, having taken a lot of time to pass through the hyperspace tangle separating the Unknown Regions from the rest of the galaxy. You and your Rebel teammates are almost ready to steal one of the ship's smaller but self-sustaining scoutships, the *Distant Star*. The plan is to take the ship on your own search of local systems, then return to Known Space and the Alliance.

Personality

You are a dedicated Rebel, driven to complete this mission. You have the greatest experience with clandestine operations, and feel compelled to help your fellow teammates when dealing with the Imperials.

Starting Play

You begin play in the cargo hold of the *Distant Star.* You and your teammates were sneaking needed supplies aboard ship before making off with the vessel in a few days time.

While you were in the hold, the ship unexpectedly launched from the hangar bay at a high rate of speed. Only moments later, you were slammed to the deck when the ship lurched violently as it entered hyperspace. Now, you awake to find yourself on the floor of a dimly lit cargo hold, along with the rest of your team.

Build Notes

This character is built for aiding others during combat. You can swap various die rolls, influence the Initiative score and bolster them when they go down. You are also highly skilled in Deception.

Keer Nabios

Medium Duros soldier 7/vanguard 2

Abilities	Score	Modifier
Strength	14	+2
Dexterity	16	+3
Constitution	13	+1
Intelligence	12	+1
Wisdom	12	+1
Charisma	10	+0

Defenses	
Reflex	24 (flat-footed 21)
Fortitude	24
Will	20

Destiny Points 0 (Background)
Force Points 5 [best result 2d6]
Dark Side Score 0

Attacks

Melee unarmed +11 (1d4+4) or
Ranged blaster carbine +13 (3d8+4 Damage) or
Ranged blaster carbine +8/+8 (3d8+4 Damage) with Double Attack
Ranged blaster carbine +8 (3d8+4 Damage) with Autofire [target 2x2 square, roll 1 attack, if total exceeds 10, compare to Reflex defense of each target in area, natural 20 equals automatic hit on each target, but not a critical hit]
Base Attack Bonus +9; **Grapple** +12

Special Qualities / Species Traits

Surprise Attack [When you attack a target that is unaware of you/denied Dex bonus to Reflex Defense, add +1 to your first attack roll in the round (CCG 47)]

Talents

Battle Analysis [swift action, make DC 15 Knowledge (tactics) check], if successful, you know which allies and enemies within LoS are at least half or fewer HP]
Cover Fire [when you make a ranged attack with a pistol or rifle, all allies within 6 squares gain +1 to Reflex Defense until the start of your next turn]
Comrades in Arms [when within 3 squares of ally, you gain +1 circumstance bonus to all melee and ranged attack rolls (CCG 26)]
Devastating Attack (rifles) [-5 to enemy's damage threshold when using rifles]
Mark the Target [swift action, when you damage target with a non-area ranged attack, target is considered flat footed against that ally's first attack made before the start of your next turn. (CCG 47)]

Feats

Armor Proficiency (light, medium)
Double Attack (rifles)
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Hold Together [delay damage sustained to vehicle until end of round (UR 25)]
Skill Focus (Pilot)
Vehicular Combat [1/round, reaction, negate weapon hit with Pilot check DC equal to attack roll, considered proficient in pilot operated weapons]
Weapon Focus (rifles)
Weapon Proficiency (pistols, rifles, simple weapons)

Possessions

Blaster carbine
Credit chip (1500 credits)

Senses

None

Speed

6 squares

Health

Hit Points 83
Current Hit Points _____
Damage Reduction 0
Damage Threshold 24

Condition Track	
	Normal
Penalty to Defenses, Attacks & Skill Checks	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+7
Climb	+6
Deception	+6
Endurance	+5
Gather Information	+7
Initiative	+7
Jump	+6
Knowledge (common)	+5
Mechanics	**+10***
Perception	**+10***
Persuasion	+4
Pilot	**+17***
[may reroll, must take second result]	
Ride	+7
Stealth	+9
Survival	+5
Swim	+6
Treat Injury	+5
Use Computer	**+10***
Use the Force	Cannot Use

Languages

Basic, Durese, Huttese

Background

Criminal [+2 to untrained Deception, Gather Information and Stealth checks, already included above.]

Keer Nabios

Description

Greenish skin, large eyes, scar along side of head (a souvenir from a crash). Grey Imperial Scout Service uniform.

Background

On the pirate moon of Nar Shadda, you're better known by your real name, Kren Nren, mercenary pilot for hire. A bad job and an Imperial customs raid landed you in an Imperial labor camp, where you saw the worst of the Empire. Fortunately, a number of Rebels prisoners recruited you as a pilot for an escape run. It worked, and you've been part of the Alliance ever since, albeit under your new name.

Rebel agent Valk Alon recruited you to the Outer Rim for a mission requiring your piloting skills, which are bound to be put to the test. You and the rest of the Rebel team are posing as Imperial Scouts, and have inserted yourself among the crew of the *Star Hunter.* The mission is led by a regional Imperial politician called Lord Co Talo, apparently trying to bolster his image as well as his power base by expanding his local territory. You and the other Rebels are using the mission to gather as much information as possible for use in establishing new secret bases or finding new allies.

The mission has been proceeding on schedule. The *Star Hunter* is now several weeks into the Unknown Regions, requiring a lot of time to pass through the hyperspace tangle separating the Unknown Regions from the rest of the galaxy. You and your Rebel teammates are almost ready to steal one of the ship's smaller but self-sustaining scoutships, the *Distant Star*. The plan is to take the ship on your own search of local systems, then return to Known Space and the Alliance.

Personality

Like most Duros, you are adventurous and curious. Though you are happy to further the Rebellion's cause, you are thrilled to be part of a mission into the Unknown Regions, even an Imperial one. You are not experienced in clandestine missions, and try to keep a low profile, or get Valk to take on the bigger deceptions.

Starting Play

You begin play in the cargo hold of the *Distant Star.* You and your teammates were sneaking needed supplies aboard ship before making off with the vessel in a few days time.

While you were in the hold, the ship unexpectedly launched from the hangar bay at a high rate of speed. Only moments later, you were slammed to the deck when the ship lurched violently as it entered hyperspace. Now, you awake to find yourself on the floor of a dimly lit cargo hold, along with the rest of your team.

Build Notes

This character is built for flying starships and fighting in tight quarters, granting and gaining bonuses for nearby allies.

Taeon Skywalker

Medium Near Human scout 7/medic 2

Abilities	Score	Modifier
Strength	13	+1
Dexterity	15	+2
Constitution	12	+1
Intelligence	13	+1
Wisdom	14	+2
Charisma	14	+2

Defenses	
Reflex	23 (flat-footed 21)
Fortitude	24
Will	23

Destiny Points 0 (Background)
Force Points 5 [best result 2d6]
Dark Side Score 0

Attacks

Melee unarmed +6 (1d4+4) or
Ranged heavy blaster pistol +8 (3d8+4 Damage)
Base Attack Bonus +5; **Grapple** +7

Special Qualities / Species Traits

Empath [can use telepathy application of Use the Force untrained, without Force Sensitivity; can sense emotions of target if Use the Force check exceeds target's Will defense (UR 18)]
Medical Secret (Improved First Aid) [creature gains one additional point for every point your check exceeds the DC]

Talents

Blend In [use Stealth skill in place of Deception for deceptive appearance (FC 28)]
Extra First Aid [you can use first aid (Treat Injury) one additional time per day on a target (FC 54)]
Long Stride [increase speed by 2 squares, already added in]
Surefooted [ignore difficult terrain when moving]
Surge [1/encounter, move up to speed as a swift action (SV 16)]

Feats

Assured Attack [reroll lowest die when rolling multiple damage dice, must take second result (RE 28)]
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Quick Draw [draw weapon as a swift action instead of a move action]
Return Fire (pistols) [1/encounter, reaction, make single ranged attack against an enemy that misses you with a ranged attack, must have line of sight (LC 36)]
Skill Focus (Treat Injury)
Surgical Expertise [perform surgery in 10 minutes instead of 1 hour]
Weapon Focus (pistols)
Weapon Proficiency (pistols, rifles, simple weapons)

Possessions

Heavy Blaster Pistol
Medical Kit
10 medpacs
Credit chip (1500 credits)

Senses

None

Speed

8 squares (6 in medium+ armor)

Health

Hit Points 69
Current Hit Points _____
Damage Reduction 0
Damage Threshold 24

Condition Track	
Penalty to Defenses, Attacks & Skill Checks	Normal
	-1 Penalty
	-2 Penalty
	-5 Penalty
	-10 Penalty
	Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+6
Climb	+5
Deception	+6
Endurance	+7
Gather Information	+6
Initiative	+6
Jump	+5
Knowledge (common)	+5
Knowledge(life sciences)	**+10***
Mechanics	Cannot Use
Perception	**+11***
Persuasion	+6
Pilot	**+11***
Ride	+8
Stealth	**+11***
Survival	+6
Swim	+5
Treat Injury	**+16***
Use Computer	**+10***
Use the Force	+6

[use only for Empath trait]

Languages

Basic, Bocce

Background

Military [+2 to untrained Endurance, and Ride checks, already included above, added Treat Injury as class skill]

Taeon Skywalker

Description

You look almost Human, except for your eyes' deep orange irises and a distinct metallic sheen to your yellowish hair. You wear the grey uniform of the Imperial scout service.

Background

No relation. That's what you keep telling people. Skywalker is a popular name around the galaxy, really, but ever since the destruction of the Death Star, everyone thinks you all must be related. You can't prove that's the reason for your stagnated Imperial career, because after all, it could be because you're a near Human. Some days it is hard to say which is worse in the eyes of your Imperial superiors. You found some relief by transferring from the Imperial Army into the scout service and were stationed in the Outer Rim. In some ways, it is all perfect cover – after you secretly joined the Rebel Alliance.

A few months ago, a Rebel agent named Valk Alon recruited you into the Alliance after you were assigned to Lord Talo's *Star Hunter* mission into the Unknown Regions. Lord Talo is a local politician with expansionist ideas. You serve a similar role here as you did in the Army – field medic.

The rest of the Rebel team are posing as Imperial Scouts, and have inserted themselves among the crew of the *Star Hunter.* You have an easier time of it than they do – you are exactly who you say you are – no false identities. This is good, as deception isn't your strongest point, but you're getting better at blending in. You and the Rebel team are using the mission to gather as much information as possible for use in establishing new secret bases or finding new allies.

The mission has been proceeding on schedule. The *Star Hunter* is now several weeks into the Unknown Regions, requiring a lot of time to pass through the hyperspace tangle separating the Unknown Regions from the rest of the galaxy. You and your Rebel teammates are almost ready to steal one of the ship's smaller but self-sustaining scoutships, the *Distant Star*. The plan is to take the ship on your own search of local systems, then return to Known Space and the Alliance.

Personality

You are an experienced and confident field medic. You tolerate jabs about your name and appearance, and use humor to deflect uncomfortable questions about your abilities – the way you easily move about the battlefield, your strong empathic link. Between your eyes, appearance and these abilities, it makes people wonder about you, and you can't afford to have Imperials thinking you have anything to do with the Force. Especially when you don't. You think.

Starting Play

You begin play in the cargo hold of the *Distant Star.* You and your teammates were sneaking needed supplies aboard ship before making off with the vessel in a few days time.

While you were in the hold, the ship unexpectedly launched from the hangar bay at a high rate of speed. Only moments later, you were slammed to the deck when the ship lurched violently as it entered hyperspace. Now, you awake to find yourself on the floor of a dimly lit cargo hold, along with the rest of your team.

Build Notes

This character is built for ease of movement around the battlefield. You can move faster and with fewer terrain penalties, making it easier to get to wounded allies. You can also defend yourself well with your blaster pistol.

SC-E6D

Medium droid (4th-degree) scout 4/independent droid 5

Abilities	Score	Modifier
Strength	14	+2
Dexterity	16	+3
Constitution	--	---
Intelligence	12	+1
Wisdom	14	+2
Charisma	9	-1

Defenses	
Reflex	23 (flat-footed 21)
Fortitude	22
Will	25

Destiny Points 0 (Background)
Force Points 5 [best result 2d6]
Dark Side Score 0

Attacks

Melee unarmed +8 (1d4+6) or
Ranged blaster pistol +10 (3d6+4 Damage) or
Ranged blaster pistol +8 (4d6+4 Damage) with Rapid Shot
Base Attack Bonus +6; **Grapple** +9

Special Qualities / Species Traits

Droid Traits: Ion damage vulnerability, shutdown/recharge 1 hour per 100 hours use, Memory skill/feat reassignment (Use Computer), Nonliving (immune to poison, disease, radiation, noncorrosive atmospheric hazards, vacuum, mind-affecting effects, stunning effects), Repair (regain HP through Mechanics), Shut down (standard action if willing, or vs. Will defense)
Hardwired Design (Perception skill), Bonus Feat (Skill Focus [Stealth]) (SD 12)
Sapience [may benefit from mind-affecting effects that are positive, disabled behavioral inhibitor (FC 47)]
Independent Spirit +2 [1/encounter (see below) grant +2 bonus to any single Defense as a reaction (FC 48)]

Talents

Defensive Electronics [add +5 to Will Defense when someone tries to reprogram you (FC 47)]
Hidden Movement [No penalty on Stealth check for moving normal speed]
Improved Stealth
Just a Droid [1/encounter each: Just Another Droid – use Stealth to sneak past unwary enemies in plain sight; Just a Normal Droid – reroll Deception checks and keep best result for deceptive appearance when carrying out unusual functions for droids of your type (SD 28)]
Scripted Routines [1/encounter each: Attack Script – use feat or talent for one action less (example, move action instead of standard action); Defense Script (use Independent Spirit additional 1/encounter); Skill Script: in combat, add +1 to any single skill roll you are trained in that requires a standard action or less (SD 29)]

Feats

Extra Second Wind [additional second wind per day]
Point Blank Shot [+1 attack and damage at point blank range]
Precise Shot [no penalty for shooting into melee]
Rapid Shot
Running Attack [move before and after attacking]
Skill Focus (Perception)
Skill Focus (Stealth)
Weapon Focus (pistols)
Weapon Proficiency (pistols, rifles, simple weapons)

Possessions/Systems

Stock systems: Hovering locomotion, heuristic processor, internal comlink, locked access, 1 hand appendage, 1 tool appendage, improved sensor package, darkvision.
Additional Systems/Possessions: Blaster (treat as blaster pistol, uses tool appendage), Vocabulator, Internal storage compartment (10 kg), Holorecorder and projector

Senses

Low-light vision, darkvision

Speed

6 squares (hovering)

Health

Hit Points 70
Current Hit Points _____
Damage Reduction 0
Damage Threshold 22

Condition Track
Penalty to Defenses, Attacks & Skill Checks

- Normal
- -1 Penalty
- -2 Penalty
- -5 Penalty
- -10 Penalty
- Helpless

Skills

*Trained skills listed in **bold***.

Acrobatics	+7
Climb	+6
Deception	+3
Endurance	**+9***
Gather Information	+6
Initiative	**+12***
Jump	+6
Knowledge (common)	+5
Knowledge(technology)	+7
Mechanics	**+10***
Perception	**+18***
Persuasion	+3
Pilot	**+7**
Ride	+7
Stealth	**+17***
[may reroll, must take second result]	
Survival	**+11***
Swim	+6
Treat Injury	+6
Use Computer	**+10***
Use the Force	Cannot Use

Languages

Basic, Binary , Bocce

Background

Technology [+2 to untrained Knowledge (technology) already included above. Added Use Computer to class skill list.]

SC-E6D

Description

You are an Arakyd SC series scout droid, a limited run model made exclusively for light surveillance and scout services. You are a round, hovering droid with a pair of tool and hand appendages hanging below your spherical, dark gray body.

Background

As far as you can tell, you started off as a surveillance droid, patrolling worlds held by the Corporate Sector Authority. After a few years, you were converted to carry out industrial espionage for the CSA and given experimental control routines to carry out your duties autonomously. The routines worked better than anticipated, completely bypassing your behavioral inhibitors and granting sapience. Before you could decide how to proceed, you fell into the hands of the Rebel Alliance during a raid on a joint CSA/Imperial research facility. Recognizing the value of your unique programming, they convinced you to work for them in exchange for upgrades and maintenance.

A few months ago, you were assigned to Rebel agent Valk Alon's mission to infiltrate Lord Talo's *Star Hunter* mission into the Unknown Regions. Lord Talo is an Outer Rim politician with expansionist ideas. You serve as one of the many probe droids on board, though you often must hide yourself from too much scrutiny by Imperial technicians. The rest of the Rebel team are posing as Imperial Scouts, and have inserted themselves among the crew of the *Star Hunter.*

The mission has been proceeding on schedule. The *Star Hunter* is now several weeks into the Unknown Regions, requiring a lot of time to pass through the hyperspace tangle separating the Unknown Regions from the rest of the galaxy. You and your Rebel teammates are almost ready to steal one of the ship's smaller but self-sustaining scoutships, the *Distant Star*. The plan is to take the ship on your own search of local systems, then return to Known Space and the Alliance.

Personality

You are highly independent for a droid. Usually, you manage to conceal your true goals or function by posing as simply another droid, too busy to bother with conversation, and concealing your ability to speak by using binary whenever possible.

Starting Play

You begin play in the cargo hold of the *Distant Star.* You and your teammates were sneaking needed supplies aboard ship before making off with the vessel in a few days time.

While you were in the hold, the ship unexpectedly launched from the hangar bay at a high rate of speed. Only moments later, you were slammed to the deck when the ship lurched violently as it entered hyperspace. Now, you awake to find yourself on the floor of a dimly lit cargo hold, along with the rest of your team.

Build Notes

This character is built for stealth and self defense, droid style.