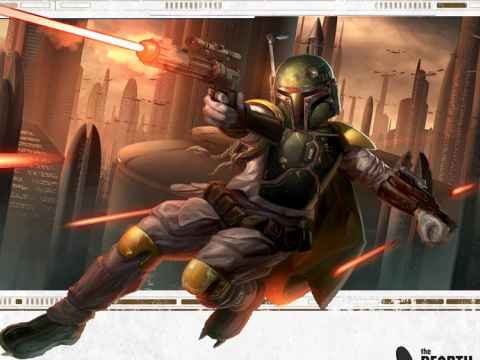


STAR WARS
**EDGE OF THE
EMPIRE**
NPC CUSTOM CARDS



„IRONARM“ STORMTROOPER COMMANDER



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

4

WILLPOWER

1

PRESENCE

WOUNDS

18

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Athletics 3 (●●●), Discipline 3 (◆●●●), Leadership 2 (◆●), Melee 3 (●●●), Ranged [Light] 2 (◆●●●), Resilience 3 (●●●), Vigilance 2 (◆◆●●)

WEAPONS

Reinforced Vibrosword (Melee; Damage 6; Critical 2; Range (Engaged); Vicious 1, Cortosis, Pierce 2)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

TALENTS

Parry 4, Adversary 1

ABILITIES

Tactical Direction

GEAR

Utility Belt, Cybernetic Arms (Mod V and Mod VI), Extra Reload Stormtrooper Armor (+2 soak)

SOURCE

HD:21; ID: 2694

„LOOKOUT“



1

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Gunnery 2 (◆○○○), Perception 3 (○○○○), Piloting [Planetary] 2 (◆○○○)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Scomp Link Piloting

GEAR

-

SOURCE

GMK:9*; ID: 1125

„TOO LOW“ TALO



2 BRAWN	2 AGILITY
2 INTELLECT	3 CUNNING
2 WILLPOWER	3 PRESENCE

WOUNDS
15

SOAK VALUE
4

M/R DEFENSE
0 | 0

SKILLS

Athletics 2 (●●), Cool 1 (◆◆●),
Deception 1 (◆◆●), Leadership 1
(◆◆●), Melee 2 (●●), Negotiation 2
(◆●●), Piloting [Planetary] 2 (●●),
Ranged [Light] 2 (●●), Vigilance 2
(●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical
2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), Utility Belt
Padded Armor (+2 soak)

SOURCE

BtR:29; ID: 1136

„ZEKRA FOL“



1

BRAWN

3

AGILITY

3

INTELLECT

5

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

2 | 2

STRAIN

16

SKILLS

Brawl 2 (◆◆), Charm 3 (◆◆◆), Coercion 3 (◆◆◆◆◆), Cool 3 (◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 4 (◆◆◆◆◆), Negotiation 2 (◆◆◆◆), Outer Rim 2 (◆◆◆◆), Perception 3 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆), Streetwise 2 (◆◆◆◆◆), Underworld 2 (◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Plausible Deniability 2, Smooth Talker 2, Nobody's Fool 2, Adversary 1

ABILITIES

-

GEAR

Datapad Personal Deflector Shield (+2 defense)

SOURCE

JoY:62*; ID: 910

2-1B MEDICAL DROID



1

BRAWN

1

AGILITY

2

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (⬡), Medicine 3 (⬢⬡⬡), Perception 2 (⬢⬡)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

built-in diagnostic and surgical tools

SOURCE

RaGP:43; ID: 1598

3D-4K



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Computers 2 (◆●●),
Perception 1 (●), Xenology 1 (◆◆●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

GMK:10*; ID: 1128

3PX-SERIES PROTOCOL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (◆●), Education 3 (●●●),
Negotiation 2 (●●), Outer Rim 3
(●●●), Xenology 3 (●●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Etiquette and Protocol

GEAR

-

SOURCE

DA:54; ID: 2120

501-Z POLICE DROID



3

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

8

SOAK VALUE

5

M/R DEFENSE

2 | 2

SKILLS

Coercion 2 (●●), Melee 2 (◆●●),
Piloting [Planetary] 2 (◆●●), Ranged
[Heavy] 3 (●●●), Streetwise 3
(●●●), Vigilance 3 (◆●●)

WEAPONS

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

Stun Baton (Melee; Damage 5; Critical
5; Range (Engaged); Stun 3)

Activ1 Riot Shield (Melee; Damage
3; Critical 6; Range (Engaged); Cum-
bersome 3, Defensive 2, Deflection 2,
Disorient 1)

TALENTS

Nobody's Fool 1, Adversary 1

ABILITIES

Droid

GEAR

Binders, Built-in comlink

SOURCE

SoR:139; ID: 2315

5YQ-SERIES PROTOOL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

9

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (◆◆◆◆◆), Core Worlds 1 (◆◆◆◆◆),
Education 1 (◆◆◆◆◆), Lore 1 (◆◆◆◆◆),
Outer Rim 1 (◆◆◆◆◆), Underworld 1
(◆◆◆◆◆), Warfare 1 (◆◆◆◆◆), Xenology
1 (◆◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Etiquette and Protocol

GEAR

-

SOURCE

DA:55; ID: 2121



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

1 | 0

STRAIN

12

SKILLS

Athletics 2 (◆◆●●●), Brawl 3 (●●●●●), Cool 3 (◆◆●●●), Melee 4 (◆●●●●), Perception 3 (◆●●●●), Ranged [Heavy] 3 (●●●●●), Ranged [Light] 2 (◆●●●●), Skullduggery 2 (●●●●●), Streetwise 2 (●●●●●), Vigilance 4 (◆◆●●●)

WEAPONS

Integrated Vibroblade (Melee; Damage 5; Critical 2; Range (Engaged); Defensive 1, Pierce 2)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

Targeted Blow, Lethal Blows 3, Precise Aim 2

ABILITIES

Droid

GEAR

Integrated Comlink Laminated Armor (+2 soak)

SOURCE

LoNH:136*; ID: 2031

AC LAW ENFORCEMENT DROID



3

BRAWN

1

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

2 | 2

SKILLS

Coercion 2 (◆◆), Discipline 2 (◆◆),
Melee 2 (◆◆◆), Piloting [Planetary] 2
(◆◆), Streetwise 3 (◆◆◆), Vigilance
3 (◆◆◆)

WEAPONS

Stun Baton (Melee; Damage 5; Critical
5; Range (Engaged); Stun 3)

Activ1 Riot Shield (Melee; Damage
3; Critical 6; Range (Engaged); Cum-
bersome 3, Defensive 2, Deflection 2,
Disorient 1)

TALENTS

Nobody's Fool 1

ABILITIES

Droid

GEAR

Binders, Built-in comlink

SOURCE

FH:49; ID: 1462

ACCOMPLISHED MECHANIC



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 2 (◆◆◆), Mechanics 2 (◆◆◆), Survival 1 (◆◆), Vigilance 1 (◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Force Rating 1, Imbue Item, Gearhead 1

ABILITIES

-

GEAR

Tool Kit, Emergency Repair Kit

SOURCE

F-CRB:411; ID: 2620

ADAMITE TOWER PALADIN



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Discipline 2 (◆◆●●●), Lightsaber 2 (◆◆●●●), Medicine 3 (◆◆●●●), Melee 2 (◆◆●●●), Ranged [Heavy] 2 (●●●●●), Vigilance 2 (◆◆●●●)

WEAPONS

Longbow (Ranged [Heavy]; Damage 5; Critical 5; Range (Long); Limited Ammo 1, Cumbersome 3, Pierce 1)

Sunfire Sword (Lightsaber; Damage 6; Critical 2; Range (Engaged); Inaccurate 1, Sunder, Breach 1)

TALENTS

Force Rating 2, Parry 3, Adversary 1

ABILITIES

Force Power Enhance, Force Power Heal/Harm

GEAR

Adamite Signet Ring, Warhorse, Quiver of Arrows, Reforged Star Armor (+2 soak; +1 defense)

SOURCE

NoP:36; ID: 3013

ADVOZSE MERCENARIES



SKILLS

Ranged [Light] 1 (◆◆◇), Vigilance 1 (◇)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Blast Vest (+1 soak)

SOURCE

F-BGA:21, F-BGA:25; ID: 2913



AIMEE „FLUTTERPLUME“ KRAEFF



4

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Athletics 3 (◆◆◆◆◆), Brawl 4 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Resilience 3 (◆◆◆◆◆), Streetwise 2 (◆◆◆◆◆), Survival 3 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Pair of vibroknucklers (Brawl; Damage 5; Critical 2; Range (Engaged); Vicious 1, Pierce 1)

TALENTS

Frenzied Attack 2, Adversary 2

ABILITIES

-

GEAR

Feathered mask, Colorful wrestling costume Heavy Clothing (+1 soak)

SOURCE

MPO:58*; ID: 2378

ALENA WANDERER



1

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Charm (◆◆◆), Coordination (◆◆◆◆),
Lore (◆◆◆◆), Mechanics (◆◆◆◆),
Medicine (◆◆◆◆), Survival (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Silhouette 0

GEAR

Traveling PackRobes ()

SOURCE

NoP:55; ID: 3069

ALLIANCE COMMANDER



2

BRAWN

3

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Discipline 3 (●●●), Leadership 3 (◆●●●), Perception 3 (◆●●●), Ranged [Heavy] 2 (◆●●), Ranged [Light] 3 (●●●), Vigilance 2 (◆●●), Warfare 3 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

Field Commander, Command 2, Adversary 2

ABILITIES

Improved Covering Fire

GEAR

-Blast Vest (+1 soak)

SOURCE

A-CRB:412, laRAD:14; ID: 1259

ALLIANCE INFANTRY



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Melee (◆◆), Ranged [Heavy] (◆◆),
Vigilance (◆◆)

WEAPONS

Combat Knife (Melee; Damage 3;
Critical 3; Range (Engaged))

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

Covering Fire

GEAR

-Blast Vest (+1 soak)

SOURCE

A-CRB:411, IaRAD:13; ID: 1252

AMBRAE ENVIRONMENTAL SECURITY GUARD



2
BRAWN

2
AGILITY

2
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

WOUNDS
4

SOAK VALUE
4

M/R DEFENSE
0 | 0

SKILLS

Melee (◆◆), Perception (◆◆), Piloting [Planetary] (◆◆), Ranged [Light] (◆◆), Vigilance (◆◆)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Breath Masks and Respirators, Comlink (handheld) Padded Armor (+2 soak)

SOURCE

MPQ:67; ID: 2388

ANALYSIS DROID



1

BRAWN

1

AGILITY

4

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Computers (◆◆◆◆), Education (◆◆◆◆)

WEAPONS

-

TALENTS

Technical Aptitude 2

ABILITIES

Droid, Silhouette 0

GEAR

Datapad

SOURCE

F-CRB:409; ID: 2603

ANCIENT HUTT SECURITY DROID



4

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

6

M/R DEFENSE

1 | 0

SKILLS

Melee 2 (◆◆◆◆◆), Ranged [Heavy] 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Vibrosword (Melee; Damage 6; Critical 2; Range (Engaged); Vicious 1, Defensive 1, Pierce 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Droid, Huttese

GEAR

-

SOURCE

LoNH:144; ID: 2040

ANTIQUATED BATTLE DROID



2

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Ranged [Heavy] (◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

E-CRB:410; ID: 801

APPRENTICE HUNTER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Perception (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

E-CRB:399, SaVAD:5*; ID: 757

AQUALISH THUG



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆◆), Coercion (◆), Ranged [Light] (◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

SoF:126; ID: 1085

AQUALISH THUG



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆◆), Coercion (◆), Melee (◆◆◆), Ranged [Light] (◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-BGR:46, E-CRB:391; ID: 729

ARAK-SERIES PROBE DROID



2	2
BRAWN	AGILITY
1	2
INTELLECT	CUNNING
1	1
WILLPOWER	PRESENCE

SKILLS

Computers 3 (◆◆◆), Perception 3 (◆◆◆), Ranged [Light] 1 (◆◆)

WEAPONS

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Droid, Sensors, Repulsorlift Locomotion

WOUNDS
15

SOAK VALUE
3

M/R DEFENSE
0 0

GEAR

Built-in sensors, holocam, and comlink

SOURCE

BtR:71; ID: 1185

ARDA I TIE PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery (◆◆◆), Piloting [Space] (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight Suit

SOURCE

OaA:43; ID: 1514

ARDA I VIPER PROBE DROID



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Computers 3 (◆◆◆), Gunnery 2 (◆◆), Perception 3 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Built-in laser canon (Gunnery; Damage 10; Critical 2; Range (Long); Breach 1)

TALENTS

-

ABILITIES

Droid, Self-destruct, Sensors, Repulsorlift Locomotion

GEAR

Built-in hyperspace transponder

SOURCE

OaA:27; ID: 1503

AREND SHEN



2

BRAWN

3

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Charm 4 (◆◆◆◆), Coercion 2 (◆◆◆), Cool 4 (◆◆◆◆), Deception 3 (◆◆◆), Education 5 (◆◆◆◆◆), Negotiation 5 (◆◆◆◆◆), Perception 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Skulduggery 2 (◆◆◆), Streetwise 4 (◆◆◆◆), Underworld 4 (◆◆◆◆)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4

TALENTS

Resolve 1, Smooth Talker 2, Nobody's Fool 2, Adversary 3

ABILITIES

-

GEAR

credit stick with 5000 credits
Heavy Clothing (+1 soak)

SOURCE

JoY:90; ID: 942

ARIS SHEN



2

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 3 (●●●), Cool 2 (◆●●),
Deception 3 (◆●●●), Negotiation
3 (●●●●), Perception 2 (◆◆●●),
Ranged [Light] 3 (●●●), Streetwise 4
(●●●●), Underworld 4 (◆◆●●),
Vigilance 1 (◆◆●)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

**Merr-Sonn IR-5 "Intimidator" Blast-
er Pistol** (Ranged [Light]; Damage 5;
Critical 3; Range (Medium); Auto-Fire,
Inaccurate 1)

TALENTS

Natural Charmer, Quick Draw, Smooth
Talker 2, Adversary 1

ABILITIES

Shadowport Savvy

GEAR

-Heavy Clothing (+1 soak)

SOURCE

JoY:89; ID: 940

ARMED SECURITY GUARD



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Melee (◆◆), Perception (◆◆), Ranged [Light] (◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Padded Armor (+2 soak)

SOURCE

F-CRB:430; ID: 2679

ARMS DEALER



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

1

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Negotiation 1 (◆◆◇), Ranged [Heavy] 2 (◇◇◇), Ranged [Light] 2 (◇◇◇),
Vigilance 1 (◇)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:391, SaVAD:16; ID: 730

ARROGANT HEIR



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (◆◆◇), Coercion 2 (◆◇◇◇),
Cool 1 (◆◆◇), Core Worlds 2 (◇◇◇),
Education 2 (◇◇◇)

WEAPONS

Duelist Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Accurate 2, Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:408; ID: 783

ASHUR SUNGAZER



1

BRAWN

2

AGILITY

3

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 2 (◆◆◆), Cool 1 (◆◆), Discipline 2 (◆◆), Knowledge 3 (◆◆◆), Perception 1 (◆), Vigilance 1 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Stylus, Breath Masks and Respirators, Datapad

SOURCE

F-CRB:425; ID: 2675

ASSASSIN DROID



4

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

19

SOAK VALUE

7

M/R DEFENSE

0 | 1

STRAIN

10

SKILLS

Coercion 3 (◆◆◆), Computers 4 (◆◆◆◆), Gunnery 5 (◆◆◆◆◆), Mechanics 3 (◆◆◆), Melee 3 (◆◆◆), Piloting [Planetary] 3 (◆◆◆), Piloting [Space] 3 (◆◆◆), Ranged [Heavy] 5 (◆◆◆◆◆), Ranged [Light] 5 (◆◆◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Light Repeating Blaster (Ranged [Heavy]; Damage 11; Critical 3; Range (Long); Cumbersome 4, Auto-Fire, Pierce 1)

TALENTS

Barrage 3, Point Blank 3, Adversary 2

ABILITIES

Droid

GEAR

-

SOURCE

A-CRB:427, E-CRB:410, SaVAD:18; ID: 802

ASTROMECH DROID



1

BRAWN

1

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆), Computers 3 (◆◆◆), Cool 2 (◆◆), Mechanics 2 (◆◆), Piloting [Space] 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Tool Kit

SOURCE

A-CRB:428, E-CRB:410, CotGAD:7;
ID: 803

AUTOTURRET



1

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

1 | 2

SKILLS

Perception 2 (●●), Ranged [Light] 2 (◆◆●●), Vigilance 4 (◆◆◆●)

WEAPONS

Built-in repeating blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Auto-Fire)

TALENTS

Adversary 2

ABILITIES

Droid, Hoverer

GEAR

-

SOURCE

OaA:71; ID: 1558

B1 SERIES BATTLE DROID (MODIFIED)



2
BRAWN

2
AGILITY

2
INTELLECT

1
CUNNING

1
WILLPOWER

1
PRESENCE

WOUNDS
5

SOAK VALUE
4

M/R DEFENSE
0 | 0

SKILLS

Gunnery (◆◆), Melee (◆◆), Ranged [Heavy] (◆◆), Ranged [Light] (◆◆)

WEAPONS

Worn-out blaster rifle (Ranged [Heavy]; Damage 7; Critical 3; Range [Long]; Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

Integrated Comlink, On-board Processor

SOURCE

BtR:65; ID: 1179

BAKTOID B1 BATTLE DROIDS



2

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Ranged [Heavy] (◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

GMK:9*; ID: 1123

BANDIN DOBAH



4

BRAWN

2

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Coercion 4 (◆◆◆◆), Melee 2 (◆◆◆◆), Negotiation 2 (◆◆◆◆), Piloting [Space] 3 (◆◆◆◆), Ranged [Light] 2 (◆◆◆◆), Skulduggery 2 (◆◆◆◆), Streetwise 2 (◆◆◆◆), Underworld 2 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

WEAPONS

Vibro-ax (Melee; Damage 7; Critical 2; Range (Engaged); Vicious 3, Sunder, Pierce 2)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Quick Draw, Adversary 2

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

E-CRB:434*; ID: 858

BARABEL ENFORCER



4

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Melee 2 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Ranged [Heavy] 1 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Combat Knife (Melee; Damage 5; Critical 3; Range (Engaged))

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:392; ID: 731

BARABEL ENFORCER



4

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Melee 2 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Serrated Combat Knife (Brawl; Damage 5; Critical 4; Range (Engaged); Disorient 3)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

SoF:126; ID: 1084

BARDOTTAN PALACE GUARD



3

BRAWN

2

AGILITY

2

INTELLECT

1

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

8

SOAK VALUE

3

M/R DEFENSE

2 | 0

SKILLS

Cool (◆◆), Melee (◆◆◆◆)

WEAPONS

Bardottan Electrolance (Melee; Damage 5; Critical 3; Range (Engaged); Defensive 2, Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

NoP:47; ID: 3049

BARGOS'S GAMORREAN



4

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 2 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆)

WEAPONS

Crude Gamorrean vibro-ax (Melee; Damage 7; Critical 4; Range (Engaged); Vicious 3, Pierce 2)

TALENTS

Knockdown

ABILITIES

-

GEAR

-

SOURCE

GMK:6*; ID: 1113

BARON ADMINISTRATOR LANDO CALRISSIAN



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Charm 3 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆),
Core Worlds 1 (◆◆◆◆◆), Deception
4 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆),
Leadership 2 (◆◆◆◆◆), Negotiation
3 (◆◆◆◆◆), Perception 2 (◆◆◆◆◆),
Ranged [Light] 2 (◆◆◆◆◆), Skulduggery
2 (◆◆◆◆◆), Stealth 2 (◆◆◆◆◆),
Streetwise 2 (◆◆◆◆◆), Underworld 2
(◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Plausible Deniability 2, Kill with Kindness
1, Nobody's Fool 2, Adversary 2

ABILITIES

Luck be a Lady

GEAR

Fine Clothing, Dashing Cloak,
Wrist-mounted comlink

SOURCE

JoY:11; ID: 869

BARON KALDO



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

1 | 1

STRAIN

18

SKILLS

Charm 3 (●●●), Coercion 4 (◆●●●), Cool 3 (●●●), Deception 3 (◆●●●), Discipline 3 (●●●), Negotiation 3 (●●●), Perception 4 (●●●●), Streetwise 4 (●●●●), Underworld 3 (●●●), Vigilance 2 (◆●●)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Plausible Deniability 2, Natural Charmer, Natural Negotiator, Adversary 2

ABILITIES

-

GEAR

Comlink (handheld) superior concealed armored clothing (+2 soak; +1 defense)

SOURCE

SoF:47; ID: 1031

BARROWS' THUG



3

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coordination (◆◆), Melee (◆◆◆), Perception (◆◆)

WEAPONS

Makeshift Weapons (Melee; Damage 5; Critical 4; Range (Engaged); Inferior)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

OaA:85; ID: 1572

BESALISK ADVENTURER



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Survival 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Four-armed

GEAR

Utility Belt

SOURCE

F-CRB:418; ID: 2670

BESPIN DEFENSE FORCE PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool (◆◆), Gunnery (◆◆◆), Piloting [Planetary] (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Flight Suit

SOURCE

JoY:95; ID: 949

BHURRA



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Coercion 1 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

Blubber

GEAR

Comlink (handheld) Long Coat (+1 soak)

SOURCE

JoY:24*; ID: 889

BIG GAME HUNTER



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

14

SKILLS

Cool 3 (◆○○○○), Melee 3 (○○○○○), Perception 3 (○○○○○), Piloting [Planetary] 2 (◆○○○○), Ranged [Heavy] 4 (◆○○○○○), Stealth 3 (○○○○○), Survival 4 (◆○○○○○), Xenology 2 (○○○)

WEAPONS

Scoped long-range blaster rifle

(Ranged [Heavy]; Damage 9; Critical 3; Range (Extreme); Reduce difficulty of combat checks at long and extreme range by one.)

Oversized Combat Knife (Melee; Damage 5; Critical 3; Range (Engaged))

TALENTS

Hunter's Quarry, Natural Hunter, Adversary 2

ABILITIES

Animal Combatant, Wilderness Valor

GEAR

Wilderness Survival Kit, Extra Reload, Utility Belt Armored Clothing (+1 soak; +1 defense)

SOURCE

F-CRB:401; ID: 2580

BIM GIZZO



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 1

SKILLS

Charm 2 (●●), Deception 3 (●●●), Perception 3 (●●●), Ranged [Light] 2 (◆●●), Skulduggery 3 (●●●), Stealth 2 (◆●●), Streetwise 2 (◆●●)

WEAPONS

Cybernetic Light Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Convincing Demeanor 2, Adversary 1

ABILITIES

-

GEAR

-

SOURCE

SoF:134; ID: 1097

BITH MUSICIAN



1

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

4

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm (◆◆◆), Cool (◆◆◆), Perception (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Keen Senses

GEAR

Musical Instrument (Common)

SOURCE

F-CRB:402; ID: 2581

BLACK CLAW SABOTEUR



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

1 | 0

SKILLS

Brawl (◆◆), Mechanics (◆◆◆), Ranged [Light] (◆◆), Stealth (◆◆)

WEAPONS

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

TALENTS

-

ABILITIES

Create Bacta

GEAR

-

SOURCE

SoR:55; ID: 2210

BLACK MARKETEER



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Negotiation 2 (◆◆◆), Ranged [Light] 1 (◆◆), Skullduggery 2 (◆◆◆), Streetwise 2 (◆◆◆), Underworld 2 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Black Market Contacts 2

ABILITIES

-

GEAR

-

SOURCE

A-CRB:423, SaVAD:4; ID: 1310

BLACK SUN VIGO



3

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Coercion 4 (◆◆◆◆), Cool 3 (◆◆◆), Melee 3 (◆◆◆), Negotiation 3 (◆◆◆), Perception 4 (◆◆◆◆), Ranged [Heavy] 3 (◆◆◆), Ranged [Light] 3 (◆◆◆), Streetwise 4 (◆◆◆◆), Survival 4 (◆◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Force Pike (Melee; Damage 6; Critical 2; Range (Engaged); Stun Setting, Pierce 2)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 2, Crippling Blow, Adversary 3

ABILITIES

Leader

GEAR

-

SOURCE

E-CRB:406, SaVAD:19; ID: 776

BLAISE ZIRKONN



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

4

WILLPOWER

5

PRESENCE

WOUNDS

25

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

24

SKILLS

Athletics 3 (◆◆◆), Brawl 2 (◆◆), Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Cool 3 (◆◆◆◆◆), Core Worlds 2 (◆◆◆◆), Discipline 4 (◆◆◆◆◆), Education 2 (◆◆◆◆), Leadership 3 (◆◆◆◆◆), Lightsaber 4 (◆◆◆◆◆), Lore 2 (◆◆◆◆◆), Outer Rim 2 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆), Underworld 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)
Customized Lightsaber (Lightsaber; Damage 8; Critical 3; Range (Engaged); Concussive 1, Sunder, Disorient 2, Breach 1)

TALENTS

Reflect 5, Lightsaber Mastery, Draw Closer, Force Rating 3, Parry 5, Drive Back, Adversary 3

ABILITIES

Force Power Influence, Dark Side Force User, Intimidating Presence

GEAR

Comlink (handheld), Datapad, Concealed Armored Robes (+1 soak; +1 defense)

SOURCE

NoP:138; ID: 3121

BLASTER DRONE



1

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Ranged [Light] 3 (◆●●)

WEAPONS

Training Blaster (Ranged [Light];
Damage 2; Critical -; Range (Short);
Stun Damage)

TALENTS

-

ABILITIES

Hoverer

GEAR

-

SOURCE

NoP:133; ID: 3111

BLESHK CALLOR



3

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

17

SOAK VALUE

4

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Athletics 2 (◆○○○○), Brawl 2 (◆○○○○), Cool 3 (○○○○○), Deception 4 (○○○○○), Perception 3 (◆○○○○), Ranged [Light] 2 (◆○○○○), Skullduggery 4 (○○○○○), Stealth 3 (○○○○○), Streetwise 3 (◆○○○○), Survival 3 (◆○○○○), Underworld 4 (◆◆○○○), Vigilance 3 (○○○○○), Warfare 2 (○○○○)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Soft Spot, Convincing Demeanor 2, Jump Up, Knockdown, Durable 2, Adversary 2

ABILITIES

-

GEAR

Comlink (handheld), Datapad Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:142; ID: 2316

BLUE-RATED CONSTABLE



SKILLS

Coercion 2 (●●), Cool 2 (●●), Discipline 2 (●●), Perception 2 (◆●●●), Piloting [Space] 3 (◆●●●●), Ranged [Light] 3 (◆●●●●), Vigilance 3 (◆●●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Skilled Jockey 1, Adversary 1

ABILITIES

Constabulary Honor 3

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:43; ID: 2198



BODDAH VENIK RIN



1

BRAWN

1

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Negotiation 2 (◆◆◆◆◆), Perception 2 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆), Underworld 3 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Plausible Deniability 1, Kill with Kindness 1

ABILITIES

-

GEAR

Narcotic Inhaler, Fine Robes

SOURCE

LoNH:134; ID: 2025

BOFFEN NIBS



1

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (◆◆), Deception 1 (◆◆◆), Education 2 (◆◆◆◆), Perception 2 (◆◆◆◆), Skullduggery 3 (◆◆◆◆◆), Stealth 2 (◆◆◆), Streetwise 1 (◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Stolen gem (Eye of Corell), Cred stick with 2,000 credits, Utility Belt

SOURCE

SoF:135; ID: 1101

BONDA



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆), Melee 2 (◆◆), Perception 1 (◆◆), Ranged [Light] 1 (◆◆)

WEAPONS

Knife (Melee; Damage 4; Critical 3; Range (Engaged))

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Work Clothing (+1 soak)

SOURCE

GMK:22; ID: 1134

BOSS AGENT



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆◇), Computers 1 (◆◆◇)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 1

ABILITIES

-

GEAR

Comlink (handheld), Secure datapad with uplink to BoSS database

SOURCE

A-CRB:416; ID: 1278

BOTHAN SPY



1

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◆), Deception 2 (◆◆◆), Skullduggery 2 (◆◆◆), Streetwise 1 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Encoded Datapad, Secure Comlink

SOURCE

A-CRB:412, laRAD:16; ID: 1255

BRIDGE GUARD



4

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

6

M/R DEFENSE

1 | 1

SKILLS

Melee (◆◆◆◆), Ranged [Light] (◆◆◆◆)

WEAPONS

Vibrosword (Melee; Damage 6; Critical 2; Range (Engaged); Vicious 1, Defensive 1, Pierce 2)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Mask Heavy Battle Armor (+2 soak; +1 defense)

SOURCE

MPQ:90; ID: 2422

BRIONELLE ARMY CADET



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆), Coordination (◆◆◆◆),
Discipline (◆◆), Education (◆◆),
Piloting [Planetary] (◆◆◆◆), Ranged
[Light] (◆◆◆◆), Vigilance (◆◆), Warfare
(◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Academy uniform, Datapad, Comlink
(handheld)

SOURCE

SoR:18; ID: 2161

BROM



3

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 3 (●●●), Coercion 3 (◆●●),
Cool 2 (◆●), Ranged [Light] 2
(◆●●), Resilience 2 (◆●●)

WEAPONS

Brass Knuckles (Brawl; Damage 4;
Critical 4; Range (Engaged); Disorient 3)
Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

StimpackPadded Armor (+2 soak)

SOURCE

SoF:134; ID: 1098

BURR NAXIS



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Discipline 1 (◆◆●), Melee 2 (◆●●), Perception 3 (●●●), Ranged [Light] 3 (●●●), Vigilance 2 (◆●●)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Armored Guard Uniform (+1 soak; +1 defense)

SOURCE

JoY:78; ID: 923

BUTTERBUG REMOTE



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Mechanics (◆), Melee (◆)

WEAPONS

Micro-tools and drills (Melee; Damage 2; Critical 3; Range (Engaged); Pierce 2)

TALENTS

-

ABILITIES

Droid, Silhouette 0

GEAR

-

SOURCE

SM:53; ID: 3163

BX COMMANDO DROID



SKILLS

Cool (◆), Melee (◆◆◆), Ranged [Heavy] (◆◆◆◆), Ranged [Light] (◆◆◆◆), Stealth (◆◆◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 6)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Vibrosword (Melee; Damage 5; Critical 2; Range (Engaged); Vicious 1, Defensive 1, Pierce 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

CotG:69; ID: 2886

CAMPUS SECURITY GUARD



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Coercion (◆◆), Melee (◆◆), Perception (◆◆)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Padded Armor (+2 soak)

SOURCE

F-CRB:428; ID: 2677

CAPTAIN BALREKK



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 2 (◆◆), Coercion 3 (◆◆◆), Deception 2 (◆◆◆), Melee 2 (◆◆◆), Ranged [Heavy] 3 (◆◆◆), Streetwise 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Heavy Blaster Rifle (Ranged [Heavy]; Damage 10; Critical 3; Range (Long); Cumbersome 3, Auto-Fire)

TALENTS

-

ABILITIES

Balrekk's Butchery

GEAR

Extra Reload, Utility Belt
High-temp Environment Armor (+2 soak)

SOURCE

OaA:38; ID: 1511

CAPTAIN BIALAR SELIS



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

1 | 1

STRAIN

12

SKILLS

Coercion 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆), Piloting [Planetary] 2 (◆◆◆), Ranged [Light] 4 (◆◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Relby-K23 blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting, Pierce 2)

Stun Club (Melee; Damage 5; Critical 2; Range (Engaged); Disorient 2)

TALENTS

Good Cop 2, Adversary 2

ABILITIES

Captain of the Wing Guard

GEAR

magnacuffs, Comlink (handheld)
armored Wing Guard uniform (+1 soak; +1 defense)

SOURCE

JoY:88; ID: 937

CAPTAIN GIDEON



3

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

1 | 0

STRAIN

13

SKILLS

Cool 2 (●●), Deception 3 (●●●),
Gunnery 2 (◆●●), Melee 3 (●●●),
Negotiation 2 (●●), Piloting [Space]
3 (●●●), Ranged [Light] 3 (●●●),
Stealth 2 (◆●●), Streetwise 2
(◆●●), Underworld 2 (◆◆●●),
Vigilance 2 (●●)

WEAPONS

Vibrosword (Melee; Damage 5; Critical
2; Range (Engaged); Vicious 1, Defen-
sive 1, Pierce 2)

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Skilled Jockey 2, Nobody's Fool 2,
Adversary 2

ABILITIES

-

GEAR

Breath Masks and Respirators, Utility
BeltPadded Armor (+2 soak)

SOURCE

LoNH:123; ID: 2000

CAPTAIN HARL BESS



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆), Computers 1 (◆◆), Cool 2 (◆◆), Mechanics 2 (◆◆), Piloting [Planetary] 3 (◆◆◆), Piloting [Space] 4 (◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Skilled Jockey 2

ABILITIES

-

GEAR

Repair Tools, Datapad with schematics

SOURCE

OaA:21; ID: 1495

CAPTAIN HYLO SORTULI



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 2 (◆◆◆), Leadership 2 (◆◆◆),
Negotiation 1 (◆◆◆), Piloting [Space]
2 (◆◆), Ranged [Light] 1 (◆◆),
Warfare 3 (◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Command 1, Adversary 1

ABILITIES

-

GEAR

Datapad

SOURCE

DitW:14; ID: 1373

CAPTAIN JOSTERO



2

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

17

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion 3 (◆◆◆), Deception 3 (◆◆◆), Gunnery 2 (◆◆◆), Leadership 2 (◆◆), Perception 2 (◆◆◆), Piloting [Space] 3 (◆◆◆), Ranged [Light] 3 (◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Pirate Leader

GEAR

Comlink (handheld)Padded Armor (+2 soak)

SOURCE

SoF:143; ID: 1110

CAPTAIN REL HARSOL



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

4

WILLPOWER

5

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

20

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆), Coercion 3 (◆◆◆◆◆◆◆◆), Cool 4 (◆◆◆◆◆◆◆◆), Discipline 3 (◆◆◆◆◆◆◆◆), Leadership 5 (◆◆◆◆◆◆◆◆◆◆), Lore 2 (◆◆◆◆◆◆◆◆), Melee 3 (◆◆◆◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆◆◆◆)

WEAPONS

Combat Knife (Melee; Damage 3; Critical 3; Range (Engaged)),)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Scathing Tirade [Improved], Inspiring Rhetoric [Improved], Adversary 2

ABILITIES

Animal Combatant, Wilderness Valor

GEAR

Comlink (handheld)Padded Armor (+2 soak)

SOURCE

BtR:63; ID: 1172

CAPTAIN SHORWARR



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

17

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◇), Brawl 1 (◆◆◇), Perception 1 (◆◇), Ranged [Heavy] 2 (◆◇◇), Ranged [Light] 1 (◆◆◇), Survival 2 (◇◇), Vigilance 2 (◆◇◇)

WEAPONS

Ryyk Blade (Melee; Damage 5; Critical 2; Range (Engaged); Superior, Cumber-
some 3, Defensive 1)

Bola (Ranged [Light]; Damage 2; Critical -; Range (Short); Ensnare 3, Limited
Ammo 1, Knockdown)

Bowcaster (Ranged [Heavy]; Damage 10; Critical 3; Range (Medium); Cum-
bersome 3, Knockdown)

TALENTS

Expert Tracker 1, Natural Hunter, Hunter's Quarry

ABILITIES

Wookie Rage

GEAR

-

SOURCE

BtR:94; ID: 1192

CAPTAIN SHYNDI OGLERK



2

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Coercion 1 (◆◆), Cool 2 (◆◆◆), Deception 3 (◆◆◆◆), Education 2 (◆◆), Leadership 1 (◆◆◆), Melee 2 (◆◆), Negotiation 1 (◆◆◆), Piloting [Space] 1 (◆◆◆), Ranged [Light] 2 (◆◆◆), Skullduggery 2 (◆◆◆◆), Warfare 2 (◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Datapad

SOURCE

DitW:8; ID: 1368

CARN TRUUVIK



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Charm 3 (●●●), Computers 2 (◆●●), Cool 3 (●●●), Deception 3 (●●●), Negotiation 2 (◆●●), Perception 1 (◆◆●), Ranged [Light] 3 (●●●), Skulduggery 2 (◆●●), Streetwise 2 (◆●●), Underworld 2 (◆●●)

WEAPONS

Filed Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Convincing Demeanor 2, Adversary 1

ABILITIES

Skilled Cheater

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

SoF:120; ID: 1074

CATRINNA



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Charm 3 (●●●), Computers 1 (◆◆●), Cool 2 (◆●●), Deception 2 (◆●●), Melee 2 (●●), Negotiation 2 (◆●●), Perception 1 (◆◆●), Ranged [Light] 2 (◆●●), Skullduggery 2 (◆●●), Streetwise 2 (◆●●), Underworld 2 (◆●●), Vigilance 2 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

Natural Charmer, Adversary 1

ABILITIES

-

GEAR

-

SOURCE

SoF:117; ID: 1072

CAUTIOUS SMUGGLER



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 1

SKILLS

Charm 3 (◆○○○), Cool 2 (○○○),
Deception 2 (◆○○○), Piloting [Space]
2 (◆○○○), Ranged [Light] 2 (◆○○○),
Skulduggery 2 (◆○○○), Streetwise 2
(◆○○○)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Force Rating 1, Intuitive Evasion 1,
Skilled Jockey 2

ABILITIES

Force Power Influence

GEAR

-

SOURCE

F-CRB:411; ID: 2621

CG/KDY AT-ED



1

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coordination 2 (◆◆◆), Perception 3 (◆◆◆), Ranged [Heavy] 1 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Forward-mounted blaster (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

Outdoorsman 2

ABILITIES

Droid

GEAR

Fabritech "Surveyor" Mapping and Surveying Suite

SOURCE

EtU:55; ID: 812

CHAMELEON DROID



2

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

8

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Perception 2 (●●), Ranged [Heavy] 1 (◆◆●), Stealth 2 (◆●●)

WEAPONS

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

Stalker 2

ABILITIES

Droid

GEAR

Minelayer with 24 anti-personnel mines

SOURCE

NoP:106; ID: 3094

CHANDRILAN AGRICULTURALIST



3
BRAWN

2
AGILITY

3
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

WOUNDS
13

SOAK VALUE
3

M/R DEFENSE
0 | 0

SKILLS

Athletics 1 (◆◆◇), Mechanics 2 (◆◇◇), Negotiation 2 (◇◇), Resilience 3 (◇◇◇), Survival 2 (◇◇)

WEAPONS

Stun Rifle (Ranged [Heavy]; Damage 9; Critical 4; Range (Long); Stun Damage)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

SoR:18; ID: 2163

CHANDRILAN CITIZEN



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Core Worlds (◆◆◆), Education (◆◆◆),
Negotiation (◆◆◆), Perception (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

100 credits, Datapad, Comlink
(handheld)

SOURCE

SoR:18; ID: 2159

CHANDRILAN GOVERNOR



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

4

WILLPOWER

4

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Charm 4 (●●●●), Cool 3 (◆●●●), Core Worlds 4 (◆●●●), Education 4 (◆●●●), Leadership 3 (◆●●●), Perception 4 (◆●●●), Ranged [Light] 3 (◆●●), Streetwise 2 (◆●●), Vigilance 3 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Kill with Kindness 2, Inspiring Rhetoric [Improved]

ABILITIES

Leader

GEAR

-

SOURCE

SoR:19; ID: 2166

CHANDRILAN NAVY OFFICER



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 2 (◆◆◆), Computers 2 (◆◆◆), Cool 2 (◆◆◆), Core Worlds 2 (◆◆◆), Leadership 3 (◆◆◆)

WEAPONS

Stun pistol (Ranged [Light]; Damage 6; Critical 4; Range (Medium); Stun Damage)

TALENTS

Fire Control 1

ABILITIES

-

GEAR

-

SOURCE

SoR:19; ID: 2165

CHARA TULL



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆), Cool 3 (◆◆◆◆◆◆◆◆),
Gunnery 1 (◆◆◆◆◆◆◆◆), Piloting [Planetary]
2 (◆◆◆◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Master Driver

ABILITIES

-

GEAR

-

SOURCE

JoY:45*; ID: 894

CHISS MERCENARY



2

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

18

SOAK VALUE

4

M/R DEFENSE

1 | 1

STRAIN

13

SKILLS

Coercion 2 (●●), Cool 1 (●),
Coordination 2 (◆●●), Discipline 3
(◆●●), Melee 3 (◆●●), Ranged
[Heavy] 4 (◆●●●), Resilience 3
(◆●●), Vigilance 4 (◆◆●●)

WEAPONS

Cortosis Sword (Melee; Damage 4;
Critical 3; Range (Engaged); Cortosis,
Defensive 1)

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting)

TALENTS

Lethal Blows 2, Quick Strike 2,
Adversary 2

ABILITIES

Infravision

GEAR

StimpackHeavy Battle Armor (+2 soak;
+1 defense)

SOURCE

F-CRB:418; ID: 2671

CLAY „POPS“ MERRA



2
BRAWN

1
AGILITY

3
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

WOUNDS
10

SOAK VALUE
2

M/R DEFENSE
0 | 0

SKILLS

Computers 4 (◆◆◆◆), Mechanics 5 (◆◆◆◆◆), Negotiation 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Tool Kit, Datapad, Hand Scanner

SOURCE

SoF:51; ID: 1042

CLIK



2
BRAWN

3
AGILITY

2
INTELLECT

2
CUNNING

1
WILLPOWER

1
PRESENCE

WOUNDS

15

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 2 (●●), Brawl 1 (◆●),
Computers 2 (●●), Mechanics 4
(◆◆●●)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Gearhead 1

ABILITIES

-

GEAR

Repair Tools, Datapad with schematics

SOURCE

OaA:25; ID: 1500

COLONEL (GENERAL) ROMAR KEK



3

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Discipline 3 (●●●), Gunnery 4 (◆●●●), Leadership 3 (◆●●●), Perception 3 (●●●), Ranged [Heavy] 2 (●●), Ranged [Light] 3 (◆●●), Vigilance 2 (◆●●), Warfare 3 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

Coordinated Assault 2, Command 2, Adversary 2

ABILITIES

Tactical Direction

GEAR

-Blast Vest (+1 soak)

SOURCE

SoR:94; ID: 2227

COMM OPERATOR



SKILLS

Charm 2 (◆◆◆◆◆), Coercion 1 (◆◆◆◆◆), Cool 1 (◆◆◆◆◆), Outer Rim 3 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-



GEAR

Comlink (handheld)

SOURCE

E-CRB:397, CotGAD:14; ID: 750

COMMANDER DANIEL QURNO



3

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

4

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Coercion 3 (◆○○○○), Cool 2 (○○○), Discipline 2 (◆◆○○), Leadership 2 (○○○), Perception 3 (◆○○○), Ranged [Light] 3 (○○○○), Streetwise 2 (○○○), Underworld 2 (◆○○○), Vigilance 3 (◆○○○○), Warfare 2 (◆○○○)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 1, Know Somebody 2

ABILITIES

-

GEAR

-Blast Vest (+1 soak)

SOURCE

OaA:19; ID: 1494

COMMANDER FREILA



2

BRAWN

4

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Astrogation 2 (◆◆◆◆◆), Cool 3 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Gunnery 3 (◆◆◆◆◆), Leadership 2 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Piloting [Space] 3 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆), Warfare 4 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Natural Pilot, Adversary 2

ABILITIES

-

GEAR

-

SOURCE

SoR:43; ID: 2199

COMMANDER TREASKA



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆), Gunnery 2 (◆◆◆),
Piloting [Planetary] 3 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Natural Driver

ABILITIES

-

GEAR

Comlink (handheld)

SOURCE

OaA:93; ID: 1575

COMPNOR AGENT



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 3 (◆◆◆), Computers 2 (◆◆), Core Worlds 2 (◆◆), Deception 3 (◆◆◆), Discipline 1 (◆), Warfare 2 (◆◆)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

TALENTS

-

ABILITIES

-

GEAR

Military Comlink

SOURCE

A-CRB:416; ID: 1280

CON ARTIST



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◇◇◇◇), Cool 2 (◆◆◇◇◇◇),
Deception 3 (◇◇◇◇◇◇), Perception 3
(◇◇◇◇◇◇), Skulduggery 2 (◆◇◇◇◇◇)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Convincing Demeanor 1, Nobody's
Fool 1

ABILITIES

-

GEAR

Comm Jammer, Disguise Kit

SOURCE

F-CRB:404; ID: 2592

CONSORTIUM STARFIGHTER PILOT



2

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 2 (◆◆◆◆◆), Computers 1 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Gunnery 2 (◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Natural Pilot

ABILITIES

-

GEAR

Flight suit and helmet, Crash Survival Kit

SOURCE

MPQ:82; ID: 2410

CORESEC INVESTIGATOR



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆●●●●), Coercion 3 (◆●●●●), Cool 2 (◆●●●●), Melee 2 (●●●●●), Perception 3 (●●●●●), Ranged [Light] 2 (●●●●●), Streetwise 3 (●●●●●), Underworld 3 (●●●●●), Vigilance 2 (●●●●●)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Badge, Comlink (handheld), Datapad-CorSec Mk. IV armored vest (+2 soak)

SOURCE

SoF:21; ID: 979

CORESEC OFFICER



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Brawl (◆◆), Coercion (◆◆), Melee (◆◆), Perception (◆◆), Ranged [Light] (◆◆), Streetwise (◆◆)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

CDEF Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Inferior, Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-CorSec Mk. IV armored vest (+2 soak)

SOURCE

SoF:20; ID: 977

CORPORATE REPRESENTATIVE



2
BRAWN

2
AGILITY

3
INTELLECT

3
CUNNING

2
WILLPOWER

3
PRESENCE

WOUNDS
12

SOAK VALUE
2

M/R DEFENSE
0 | 0

SKILLS

Charm 2 (◆●●●), Cool 2 (◆●●●),
Deception 3 (●●●●), Negotiation 2
(◆●●●), Warfare 2 (◆●●●)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Know Somebody 2

ABILITIES

-

GEAR

Datapad, Expense voucher

SOURCE

A-CRB:429; ID: 1318

CORPORATE SECTOR AUTHORITY SECURITY CAPTAIN



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆●), Discipline 1 (◆◆●), Leadership 1 (◆●), Melee 2 (◆●●), Ranged [Heavy] 2 (●●), Ranged [Light] 1 (◆●), Vigilance 1 (◆◆●)

WEAPONS

Truncheon (Melee; Damage 5; Critical 5; Range (Engaged); Disorient 2)

Riot Gun (Ranged [Heavy]; Damage 7; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

TALENTS

Adversary 1

ABILITIES

Riot Tactics

GEAR

-Riot Armor (+2 soak)

SOURCE

E-CRB:401, CotGAD:2; ID: 762

CORPORATE SECTOR AUTHORITY SECURITY POLICE



SKILLS

Coercion (◆◆), Melee (◆◆), Ranged [Heavy] (◆◆)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

Riot Gun (Ranged [Heavy]; Damage 7; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Riot Armor (+2 soak)

SOURCE

E-CRB:401, CotGAD:1; ID: 759



CORPORATE SECTOR AUTHORITY VICEPREX



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

2 | 0

STRAIN

12

SKILLS

Charm 2 (◆◆◆◆◆◆), Coercion 4 (◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆), Education 3 (◆◆◆◆◆◆), Leadership 2 (◆◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆◆), Outer Rim 2 (◆◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Scathing Tirade [Improved], Inspiring Rhetoric [Improved], Adversary 1

ABILITIES

-

GEAR

-Personal Deflector Shield (+2 defense)

SOURCE

E-CRB:402, CotGAD:3; ID: 763

CORRUPT BUREAUCRAT



2
BRAWN

2
AGILITY

2
INTELLECT

3
CUNNING

3
WILLPOWER

3
PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 1 (◆◆◆◆◆),
Cool 2 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆),
Negotiation 4 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Plausible Deniability 1, Nobody's Fool 2

ABILITIES

-

GEAR

-

SOURCE

E-CRB:408, SaVAD:12; ID: 780

CORSEC BOARDING OFFICERS



3

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Cool 1 (◆◆), Discipline 2 (◆◆◆),
Gunnery 1 (◆◆◆), Melee 2 (◆◆◆),
Perception 3 (◆◆◆), Ranged [Light]
2 (◆◆◆), Resilience 2 (◆◆◆),
Vigilance 2 (◆◆◆)

WEAPONS

Stun Baton (Melee; Damage 5; Critical
5; Range (Engaged); Stun 3)

**Corellian Arms CR-2 Heavy Blaster
Pistol** (Ranged [Light]; Damage 7; Criti-
cal 4; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

-

SOURCE

SoF:127; ID: 1088

CORSEC TACTICAL RESPONSE TEAM MEMBER



3

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Athletics 3 (●●●), Coercion 3 (●●●), Cool 3 (◆●●), Discipline 2 (◆●●), Melee 2 (◆●●), Perception 3 (●●●), Piloting [Planetary] 2 (◆◆●), Piloting [Space] 2 (◆◆●), Ranged [Heavy] 2 (◆◆●), Ranged [Light] 2 (◆◆●), Stealth 2 (◆◆●), Streetwise 3 (●●●), Vigilance 4 (◆●●●)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Defensive Driving 1, Natural Pilot, Adversary 2

GEAR

-Reinforced Flight Suit (+1 soak; +1 defense)

SOURCE

SoF:21; ID: 981

CORTE VOSS



2

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Astrogation 2 (◆○○○○), Brawl 2 (○○○○),
Charm 3 (○○○○○), Cool 3 (○○○○○),
Negotiation 2 (◆○○○○), Piloting
[Space] 3 (◆○○○○○), Ranged [Light] 3
(◆○○○○○), Streetwise 2 (◆○○○○)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Soft Spot, Quick Draw, Rapid Reaction
2, Adversary 1

ABILITIES

-

GEAR

Datapad Heavy Clothing (+1 soak)

SOURCE

LoNH:131*; ID: 2018

CORTE'S SMUGGLER CREW



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Brawl (◆◆), Cool (◆◆), Gunnery (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

LoNH:131; ID: 2019

CRATALA



2

BRAWN

1

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 2 (●●), Coercion 4 (◆●●●), Cool 2 (●●), Discipline 3 (●●●), Education 4 (●●●●), Mechanics 3 (◆●●), Medicine 5 (◆●●●●), Negotiation 3 (◆●●), Perception 2 (◆●●), Ranged [Light] 2 (◆◆), Vigilance 2 (◆●●), Xenology 4 (●●●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Surgeon 3, Anatomy Lessons, Master Doctor

ABILITIES

Cybernetics Expert, Cybernetic Microscopic Vision

GEAR

Medpac, Datapad

SOURCE

BtR:63; ID: 1175

CREW CHIEF JERION „JOLT“ TEROLT



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆◆◆◆), Computers 3 (◆◆◆◆◆), Gunnery 2 (◆◆◆◆◆), Mechanics 4 (◆◆◆◆◆), Piloting [Planetary] 2 (◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Gearhead 1

ABILITIES

-

GEAR

Tool Kit, Comlink (handheld), Datapad

SOURCE

SoR:86; ID: 2226

CSA INTRUSION SPECIALIST



2

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

9

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 3 (◆◆◆◆◆), Cool 2 (◆◆◆◆),
Skulduggery 2 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Force Rating 1, Bypass Security 1

ABILITIES

Computer Affinity

GEAR

Slicer Gear

SOURCE

F-CRB:411; ID: 2623

CT-4 MEDICAL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

8

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◇), Discipline 1 (◆◇), Medicine 3 (◇◇◇), Perception 2 (◆◇), Xenology 3 (◇◇◇)

WEAPONS

-

TALENTS

Surgeon 1, Bacta Specialist 2

ABILITIES

Droid

GEAR

built-in diagnostic and surgical tools, Synthflesh Applicator

SOURCE

SoR:112; ID: 2280

CUSTOMS INSPECTOR



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆●), Perception 3 (◆●●), Vigilance 2 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Hand Scanner

SOURCE

E-CRB:397, CotGAD:15; ID: 751

CYBORG ADMINISTRATOR



2	2
BRAWN	AGILITY
4	2
INTELLECT	CUNNING
3	1
WILLPOWER	PRESENCE

SKILLS

Computers 3 (◆◆◆◆◆), Perception 1 (◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Enhanced Senses

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

GEAR

Comlink (handheld), Datapad with direct access port

SOURCE

A-CRB:431; ID: 1324

CYBOT GALACTICA PK-SERIES WORKER DROIDS



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Mechanics (◆), Melee (◆)

WEAPONS

Mining Beam Drill (Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1)

TALENTS

-

ABILITIES

Droid

GEAR

Built-in Repair Tools

SOURCE

GMK:9*; ID: 1122

CZ-SERIES COMMUNICATIONS/ BUSINESS DROID



1

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Core Worlds 2 (◆◆◆◆◆), Education 3 (◆◆◆◆◆), Negotiation 4 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Etiquette and Protocol

GEAR

Comlink (long range), Inbuilt Datapad

SOURCE

DA:55; ID: 2123

DAGOYAN MASTER



2

BRAWN

3

AGILITY

4

INTELLECT

1

CUNNING

5

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

21

SKILLS

Coercion 3 (◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆◆), Discipline 3 (◆◆◆◆◆◆◆◆), Education 3 (◆◆◆◆◆◆◆◆), Leadership 2 (◆◆◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆◆◆◆)

WEAPONS

Walking Stick (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 1)

TALENTS

Force Rating 3, Adversary 2

ABILITIES

Force Power Sense, Force Power Bind

GEAR

-Robes ()

SOURCE

NoP:47; ID: 3052

DALAN OBEROS



4

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

20

SOAK VALUE

6

M/R DEFENSE

1 | 1

STRAIN

20

SKILLS

Discipline 3 (◆◆◆), Melee 3 (◆◆◆◆), Ranged [Heavy] 3 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Cortosis Gauntlets (Melee; Damage 6; Critical 4; Range (Engaged); Cortosis)
Thermal Detonator (Ranged [Light]; Damage 20; Critical 2; Range (Short); Vicious 4, Limited Ammo 1, Blast 15, Breach 1)

Custom Slugthrower Carbine (Ranged [Heavy]; Damage 8; Critical 3; Range (Medium); Superior, Auto-Fire)

TALENTS

Expert Tracker 1, Quick Draw, Adversary 2

ABILITIES

Praticed Resistance

GEAR

Jet Pack
Cortosis-laced Battle Armor (+2 soak; +1 defense)

SOURCE

CotG:47; ID: 2869

DAMAGED BASILISK



5

BRAWN

2

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

22

SOAK VALUE

7

M/R DEFENSE

0 | 0

STRAIN

22

SKILLS

Melee 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Basilisk Claws (Melee; Damage 7; Critical 2; Range (Engaged); Vicious 1)

TALENTS

Knockdown, Crippling Blow, Adversary 1

ABILITIES

Droid, Silhouette 2

GEAR

-

SOURCE

F-CRB:438; ID: 2681

DANDY GAMBLER



2

BRAWN

2

AGILITY

2

INTELLECT

4

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Cool 3 (◆●●),
Deception 2 (◆◆●●), Perception 3
(◆●●●), Skullduggery 3 (◆●●●),
Streetwise 2 (◆◆●●)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Force Rating 1, Second Chances 2

ABILITIES

All the Luck in the Galaxy

GEAR

-

SOURCE

F-CRB:412; ID: 2625

DARO BLUNT



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆), Cool 1 (◆◆),
Ranged [Light] 3 (◆◆◆)

WEAPONS

Two modified quick draw blaster pistols (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Two-Weapon Combat

GEAR

-Heavy Clothing (+1 soak)

SOURCE

E-CRB:425*; ID: 853

DECK OFFICE LT. NELA ARSELI



2 BRAWN	3 AGILITY
3 INTELLECT	2 CUNNING
2 WILLPOWER	2 PRESENCE

SKILLS

Discipline 3 (◆◆◆), Leadership 1 (◆◆), Perception 2 (◆◆), Ranged [Light] 2 (◆◆◆), Vigilance 2 (◆◆), Warfare 3 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Tactical Direction, Overwhelming Fire

GEAR

Comlink (handheld), Datapad
Adverse Environment Gear (+1 soak)

SOURCE

SoR:73; ID: 2224

WOUNDS
16

SOAK VALUE
3

M/R DEFENSE
0 | 0

DEEP DARK SCOUT TROOPER



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Heavy] (◆◆◆◆),
Ranged [Light] (◆◆◆◆), Vigilance
(◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

Frag Grenade (Ranged [Light]; Dam-
age 8; Critical 4; Range (Short); Limited
Ammo 1, Blast 6)

Heavy Blaster Rifle (Ranged [Heavy];
Damage 10; Critical 3; Range (Long);
Cumbersome 3, Auto-Fire)

TALENTS

-

ABILITIES

-

GEAR

Extra Reload, Utility Belt
Scout Trooper
Armor (+2 soak)

SOURCE

BtR:70; ID: 1181

DEFEL ASSASSIN



3

BRAWN

4

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

17

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Brawl 3 (●●●), Cool 2 (●●),
Coordination 2 (◆◆●●), Melee 3
(●●●), Ranged [Light] 2 (◆◆●●),
Stealth 3 (◆●●), Vigilance 2
(◆●)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Deadly Accuracy, Lethal Blows 2,
Adversary 3

ABILITIES

Shadowed, Light Sensitive

GEAR

-

SOURCE

E-CRB:392; ID: 734

DETENTION CENTER GUARD



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Discipline (◆◆), Melee (◆◆), Ranged [Light] (◆◆), Vigilance (◆◆)

WEAPONS

Stun Baton (Melee; Damage 4; Critical 5; Range (Engaged); Stun 3)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Guard uniform and helmet (+1 soak)

SOURCE

RaGP:39; ID: 1596

DETENTION CENTER OFFICER



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Discipline 3 (◆◆◆), Ranged [Light] 2 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

Tactical Direction, Overwhelming Fire

GEAR

Imperial ID, Code cylinder, Comlink (handheld) Officer Uniform (+1 soak)

SOURCE

RaGP:39; ID: 1597

DETENTION CENTER STAFF



2	2
BRAWN	AGILITY
2	2
INTELLECT	CUNNING
2	2
WILLPOWER	PRESENCE

SKILLS

Computers (◆◆), Mechanics (◆◆), Perception (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Imperial ID, Datapad, Detention center uniform

SOURCE

RaGP:39; ID: 1594

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

DEVLIKK



1

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coordination (◆◆◆), Perception (◆◆),
Piloting [Planetary] (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Magnetic Sense

GEAR

Goggles, Various tools, Utility KitWork
tabard (+1 soak)

SOURCE

OaA:85; ID: 1570

DIPLOMAT



1

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆◆), Cool 1 (◆◆◆◆◆◆),
Deception 1 (◆◆◆◆◆◆), Negotiation 2
(◆◆◆◆◆◆)

WEAPONS

-

TALENTS

Kill with Kindness 1

ABILITIES

-

GEAR

Comlink (handheld), DatapadRobes
(+1 soak)

SOURCE

A-CRB:412, CotGAD:17; ID: 1257

DOCTOR LORREN MORRICK



2

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Computers 2 (◆●●), Discipline 2 (◆●●), Education 3 (◆●●●), Medicine 4 (●●●●)

WEAPONS

-

TALENTS

Surgeon 2, Bacta Specialist 2

ABILITIES

-

GEAR

Medpac, Synthskin

SOURCE

OaA:23; ID: 1498

DOELLINIST HIGH PRIEST



1

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

13

SOAK VALUE

1

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Charm 2 (◆◆●●●), Discipline 2 (●●●●),
Education 3 (●●●●●), Leadership
3 (◆●●●●●), Lore 4 (◆●●●●●),
Negotiation 3 (◆●●●●●)

WEAPONS

-

TALENTS

Kill with Kindness 2, Nobody's Fool 2,
Command 2, Inspiring Rhetoric

ABILITIES

Invoke Doellin

GEAR

Tayan staff, 500 credits, Priestly robes,
Comlink (handheld), Datapad

SOURCE

SoR:27; ID: 2180

DOMDEES



1

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Deception 3 (◆●●●), Negotiation 3 (●●●●), Outer Rim 2 (◆●●), Underworld 3 (●●●)

WEAPONS

-

TALENTS

Smooth Talker 1

ABILITIES

Silhouette 0, Hoverer

GEAR

Puffy Chef's Hat, Utility Apron, Spatula

SOURCE

LoNH:127; ID: 2006

DORRIAN VODANI



1

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◆), Coordination 2 (◆◆◆), Piloting [Space] 3 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Fine Tuning 2

ABILITIES

-

GEAR

Flight Suit

SOURCE

OaA:60*; ID: 1546

DRALL CONSTABLE



1

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

7

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Melee (◆), Perception (◆◆), Ranged [Light] (◆), Vigilance (◆◆)

WEAPONS

Drall Flashstick (Melee; Damage 3; Critical -; Range (Engaged); Stun Damage, Disorient 3)

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld)

SOURCE

SoF:136; ID: 1103

DRALL POLICE SERGEANT



2

BRAWN

1

AGILITY

4

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Discipline 2 (●●), Leadership 2 (●●), Melee 3 (◆●●), Perception 3 (◆●●), Ranged [Light] 3 (◆◆●), Vigilance 3 (◆●●)

WEAPONS

Drall Flashstick (Melee; Damage 4; Critical -; Range (Engaged); Stun Damage, Disorient 3)

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), Stimpack

SOURCE

SoF:136; ID: 1102

DRENDAN BINARY LOAD LIFTERS



5

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

20

SOAK VALUE

7

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆)

WEAPONS

Lifting Grapplers (Brawl; Damage 10; Critical 4; Range (Engaged); Knock-down, Disorient 2

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

GMK:10*; ID: 1127

DROIDEKA



SKILLS

Gunnery 2 (◆◆●●●), Perception 3 (◆◆●●●), Resilience 3 (◆◆●●●)

WEAPONS

-

TALENTS

-

ABILITIES

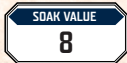
Droid, Fire Sweep, Shield Projector

GEAR

-

SOURCE

CotG:69*; ID: 2891



DUKE ERRON IRBIAN



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Core Worlds 3 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Education 2 (◆◆◆◆◆), Leadership 3 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Streetwise 1 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Plausible Deniability 2, Adversary 1

ABILITIES

Imperial Valor

GEAR

-

SOURCE

CotG:46; ID: 2864

DUROS SHIP MECHANIC



1

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆◇), Computers 1 (◆◆◇), Mechanics 3 (◇◇◇), Melee 1 (◇), Perception 2 (◇◇), Piloting [Space] 1 (◆◇)

WEAPONS

Oversized Hydrospanner (Melee; Damage 4; Critical 4; Range (Engaged); Automatic [T] to all checks with weapon),

TALENTS

Gearhead 1, Fine Tuning 2

ABILITIES

-

GEAR

Tool Kit, Emergency Repair Patch

SOURCE

SoF:61; ID: 1050

DZ-70 FUGITIVE TRACKER DROID



2	1
BRAWN	AGILITY

1	3
INTELLECT	CUNNING

1	1
WILLPOWER	PRESENCE

WOUNDS
12

SOAK VALUE
4

M/R DEFENSE
0 0

SKILLS

Ranged [Light] 2 (◆◆), Stealth 2 (◆◆), Survival 3 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Ionization blaster (Ranged [Light]; Damage 10; Critical 5; Range (Short); Ion, Disorient 5)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Expert Tracker 2, Adversary 1

ABILITIES

Droid

GEAR

-

SOURCE

FH:49; ID: 1463

ELAIZA



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

2 | 1

STRAIN

14

SKILLS

Charm 2 (◆○○○○), Coercion 3 (○○○○○), Cool 3 (○○○○○), Deception 3 (◆○○○○), Discipline 2 (◆○○○○), Lightsaber 4 (◆◆○○○), Melee 2 (○○○), Perception 4 (○○○○○), Stealth 2 (◆○○○○), Streetwise 3 (◆○○○○), Vigilance 3 (○○○○○)

WEAPONS

Elaiza's Lightsaber (Lightsaber; Damage 10; Critical 1; Range (Engaged); Vicious 2, Sunder, Defensive 1, Deflection 2, Breach 1)

TALENTS

Force Rating 3, Sense Emotions, Sense Danger, Ataru Technique, Adversary 2

ABILITIES

Force Power Influence, Force Power Move

GEAR

SOURCE

JoY:82*; ID: 933

ELLOR ORGRAAL



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

18

SKILLS

Coercion 3 (●●●), Computers 3 (●●●), Leadership 3 (●●●), Ranged [Light] 1 (◆●), Warfare 3 (●●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

-

SOURCE

OaA:82*; ID: 1561

EMPEROR'S HAND



4

BRAWN

4

AGILITY

3

INTELLECT

5

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

4

M/R DEFENSE

2 | 3

STRAIN

20

SKILLS

Athletics 2 (◆◆◆◆◆◆◆◆), Brawl 2 (◆◆◆◆◆◆◆◆), Charm 3 (◆◆◆◆◆◆◆◆), Cool 3 (◆◆◆◆◆◆◆◆), Core Worlds 3 (◆◆◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆◆◆), Melee 3 (◆◆◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆◆◆), Ranged [Heavy] 2 (◆◆◆◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆◆◆◆), Stealth 3 (◆◆◆◆◆◆◆◆), Vigilance 4 (◆◆◆◆◆◆◆◆)

WEAPONS

Vibrosword (Melee; Damage 6; Critical 2; Range (Engaged); Vicious 4, Defensive 1, Pierce 2)

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

TALENTS

Stalker 2, Force Rating 2, Intense Focus, Uncanny Senses 2, Adversary 3

SOURCE

E-CRB:402, laRAD:11; ID: 764

EREN GARAI



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Brawl 2 (◆◆●●●), Charm 2 (◆◆●●●), Coercion 2 (◆●●●●), Cool 2 (◆●●●●), Deception 2 (◆●●●●), Discipline 2 (◆●●●●), Education 1 (◆◆●●●), Perception 3 (●●●●●), Ranged [Light] 2 (◆●●●●), Streetwise 2 (◆●●●●), Vigilance 2 (◆●●●●), Xenology 1 (◆◆●●●)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

TALENTS

Adversary 2

ABILITIES

-

GEAR

Cybernetic Brain Implant, Breath Masks and Respirators, Hand Scanner

SOURCE

F-CRB:428; ID: 2678

EV-8D3



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Coercion 3 (●●●), Education 3 (●●●), Perception 1 (●), Xenology 3 (●●●)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

Scathing Tirade [Improved], Nobody's Fool 2

ABILITIES

Droid, Droid Leader

GEAR

-

SOURCE

GMK:8*; ID: 1115

EVOCII



1

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coordination (◆◆), Survival (◆◆),
Vigilance (◆)

WEAPONS

Scrap crossbow (Ranged [Light];
Damage 5; Critical 5; Range (Medium);
Inferior, Vicious 1)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

LoNH:57; ID: 1941

EVUN, ALVA, AND THEEL



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆○○○), Negotiation 2 (○○○), Perception 3 (○○○○), Ranged [Heavy] 2 (○○○), Ranged [Light] 1 (◆○○), Survival 3 (○○○○)

WEAPONS

Slugthrower Pistol (Ranged [Light]; Damage 4; Critical 5; Range (Short)),)
Gaffi Stick (Melee; Damage 5; Critical 3; Range (Engaged); Defensive 1, Disorient 3)
Slugthrower Rifle (Ranged [Heavy]; Damage 7; Critical 5; Range (Medium); Cumbersome 2)

TALENTS

-

ABILITIES

-

GEAR

Various tools, Utility Belt Adverse Environment Gear (+1 soak)

SOURCE

MPQ:61*; ID: 2381

EXPERT FORGER



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Perception 2 (◆◆◆), Streetwise 2 (◆◆◆), Underworld 1 (◆◆◆),
Vigilance 1 (◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

-

ABILITIES

Critical Eye

GEAR

Precision Electronic Forging Tools

SOURCE

A-CRB:424; ID: 1314

FALLEN APPRENTICE



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion 2 (●●), Discipline 3 (◆●●),
Lightsaber 3 (◆●●), Resilience 2
(●●), Stealth 2 (◆●●)

WEAPONS

Basic Lightsaber (Lightsaber; Damage
6; Critical 2; Range (Engaged); Sunder,
Breach 1

TALENTS

Force Rating 1, Soft Spot, Adversary 1

ABILITIES

Dark Side Force User

GEAR

-Black Robes (+1 soak

SOURCE

F-BGR:47, F-CRB:412; ID: 2628

FALLEN MASTER



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

18

SOAK VALUE

4

M/R DEFENSE

1 | 1

STRAIN

18

SKILLS

Athletics 2 (◆◆◆), Coercion 3 (◆◆◆), Discipline 4 (◆◆◆◆), Leadership 2 (◆◆◆), Lightsaber 4 (◆◆◆◆), Lore 2 (◆◆◆), Resilience 3 (◆◆◆)

WEAPONS

Double-bladed mephite lightsaber

(Lightsaber; Damage 8; Critical 2; Range (Engaged); Linked 1, Unwieldy 3, Sunder, Breach 1)

TALENTS

Reflect 5, Hawk Bat Swoop, Force Rating 3, Parry 5, Adversary 2, Reflect (Improve◆)

ABILITIES

Dark Side Force User

GEAR

-Black Robes (+1 soak)

SOURCE

F-BGR:47, F-CRB:412; ID: 2630

FD-SERIES EXTINGUISHER DROID



2	1
BRAWN	AGILITY

SKILLS

Athletics (◆◆)

1	1
INTELLECT	CUNNING

WEAPONS

-

1	1
WILLPOWER	PRESENCE

TALENTS

-

ABILITIES

Droid, Firefighter, Fire Resistant

GEAR

Fire suppression equipment

WOUNDS
2

SOURCE

SoF:102; ID: 827

SOAK VALUE
3

M/R DEFENSE
0 0

FENN SESSLYN



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

13

SKILLS

Coercion 3 (●●●●●), Cool 3 (◆●●●●), Discipline 3 (●●●●●), Leadership 4 (●●●●●), Perception 3 (●●●●●), Ranged [Light] 3 (◆●●●●), Skullduggery 4 (◆●●●●), Streetwise 2 (◆●●●●), Underworld 3 (●●●●●), Vigilance 3 (●●●●●), Warfare 3 (●●●●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Scathing Tirade [Improved], Confidence 2, Natural Leader, Adversary 2, Field Commander [Improved], Commanding Presence 3

ABILITIES

-

GEAR

-Armored Imperial Uniform (+1 soak; +1 defense)

SOURCE

SoR:138; ID: 2313

FEREALLIS PIRATE CREWMATE



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆◆), Cool 2 (◆◆),
Gunnery 1 (◆◆◆), Ranged [Light] 3
(◆◆◆), Vigilance 1 (◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Shock Gloves (Brawl; Damage 3; Critical 5; Range (Engaged); Stun 3)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Breath Masks and Respirators Padded
Armor (+2 soak)

SOURCE

LoNH:123; ID: 2001

FIRST MATE KOG



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◆), Coercion 2 (◆◆◆), Cool 3 (◆◆◆), Deception 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 1 (◆◆), Piloting [Space] 2 (◆◆), Ranged [Light] 2 (◆◆), Skulduggery 3 (◆◆◆), Warfare 3 (◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Datapad

SOURCE

DitW:8; ID: 1369

FLEET OFFICER



2

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 2 (◆◆◆◆◆), Computers 2 (◆◆◆◆◆), Discipline 3 (◆◆◆◆◆), Gunnery 2 (◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Uniform

SOURCE

MPQ:84; ID: 2414

FONDO, TYSS, ANS PLAADO



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Melee (◆◆), Ranged [Light] (◆◆◆), Vigilance (◆)

WEAPONS

Combat Knife (Melee; Damage 3; Critical 3; Range (Engaged)),)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Quick Strike 1

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

LoNH:136*; ID: 2032

FORGER



1

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◆◆◆), Perception 2 (◆◆◆◆◆), Skullduggery 2 (◆◆◆◆◆), Underworld 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:393; ID: 735

FORSAKEN JEDI



3

BRAWN

4

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

3

M/R DEFENSE

2 | 1

STRAIN

14

SKILLS

Coercion 2 (●●), Cool 2 (●●), Deception 3 (◆●●●●), Lightsaber 4 (◆●●●●), Lore 4 (◆●●●●), Melee 2 (◆●●●), Perception 4 (●●●●●), Piloting [Space] 2 (◆◆●●●), Streetwise 3 (◆●●●●), Vigilance 2 (●●)

WEAPONS

Lightsaber (Lightsaber; Damage 10; Critical 1; Range (Engaged); Vicious 2, Sunder, Breach 1

TALENTS

Force Rating 3, Sense Emotions, Uncanny Senses 2, Sense Danger, Adversary 2

ABILITIES

-

GEAR

-

SOURCE

E-CRB:412; ID: 787

FRANGAWL CULTIST



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 2 (◆◆), Melee 2 (◆◆◆), Perception 1 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

NoP:47; ID: 3056

FX-769



1 BRAWN	1 AGILITY
2 INTELLECT	1 CUNNING
1 WILLPOWER	1 PRESENCE

SKILLS

Discipline 1 (⬡), Medicine 3 (⬢⬡⬡),
Melee 3 (⬢⬢⬡), Perception 2 (⬢⬡)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

-

WOUNDS
10

SOAK VALUE
3

M/R DEFENSE
0 | 0

SOURCE

GMK:8*; ID: 1118

G-100 REMOTE BANKING DROID



3

BRAWN

2

AGILITY

4

INTELLECT

1

CUNNING

3

WILLPOWER

1

PRESENCE

SKILLS

Discipline 2 (◆●●●)

WEAPONS

-

TALENTS

Nobody's Fool 3

ABILITIES

Droid

GEAR

Built-in network uplink

WOUNDS

10

SOAK VALUE

8

M/R DEFENSE

0 | 0

STRAIN

4

SOURCE

JoY:69; ID: 917

GAFF KILVAARI



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Astrogation 1 (◆◆●), Leadership 3 (●●●), Mechanics 4 (◆●●●), Perception 3 (●●●), Piloting [Space] 2 (◆●●), Ranged [Heavy] 2 (◆●●), Ranged [Light] 2 (◆●●), Skullduggery 3 (●●●), Stealth 3 (●●●), Vigilance 3 (◆●●)

WEAPONS

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

Selective Detonation 1, Time to Go, Powerful Blast 2, Skilled Jockey 1, Master Grenadier, Adversary 1

ABILITIES

-

GEAR

Demolitions kit, Comlink (handheld)
Padded Armor (+2 soak)

SOURCE

SoR:137; ID: 2310

GAMORREAN THUG



4

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 3 (◆○○○○), Melee 3 (◆○○○○)

WEAPONS

Crude Gamorrean vibro-ax (Melee; Damage 7; Critical 4; Range (Engaged); Vicious 3, Pierce 2)

TALENTS

Knockdown

ABILITIES

-

GEAR

-

SOURCE

E-CRB:413; ID: 788

GAND FINDSMAN



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆), Coordination 2 (◆◆◆), Melee 2 (◆◆◆), Perception 3 (◆◆◆), Ranged [Heavy] 2 (◆◆◆), Survival 3 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Scoped long-range blaster rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Extreme); Reduce difficulty of combat checks at long and extreme range by one.)

TALENTS

Expert Tracker 2, Adversary 1

ABILITIES

Ammonia Breather

GEAR

-

SOURCE

F-CRB:403; ID: 2589

GANK HUNTER



3

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

6

M/R DEFENSE

1 | 1

SKILLS

Athletics 1 (◆◆◇), Coercion 2 (◇◇), Cool 1 (◇), Melee 1 (◆◆◇), Ranged [Heavy] 3 (◆◇◇◇), Stealth 1 (◆◆◆◇), Vigilance 2 (◇◇)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Rifle (Ranged [Heavy]; Damage 10; Critical 3; Range (Long); Cumbersome 3, Auto-Fire)

TALENTS

Rapid Reaction 1

ABILITIES

Cybernetic communications

GEAR

-Heavy Battle Armor (+2 soak; +1 defense)

SOURCE

LoNH:57; ID: 1935

GANTEL DRO



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Discipline 1 (◆◆●), Melee 2 (◆●●), Perception 3 (●●●), Ranged [Light] 3 (●●●), Skulduggery 2 (◆●●), Stealth 3 (●●●), Vigilance 2 (◆●●)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Shadowed, Light Sensitive

GEAR

Protective goggles with built-in infrared vision
Armored Guard Uniform (+1 soak; +1 defense)

SOURCE

JoY:78; ID: 925

GARETH AGAMAR



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Cool 3 (●●●), Gunnery 3 (◆●●●), Leadership 3 (●●●), Perception 3 (●●●), Piloting [Space] 4 (●●●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Master Pilot, Command 2, Quick Strike 2, Skilled Jockey 2, Defensive Driving 2, Form on Me, Adversary 2

ABILITIES

-

GEAR

Flight Suit, Sensory Augmentation Package

SOURCE

SoR:126; ID: 2303

GARULO



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 3 (◆●●●), Gunnery 3 (●●●●),
Streetwise 2 (◆●●●), Underworld 3
(◆●●●)

WEAPONS

-

TALENTS

Natural Driver

ABILITIES

Additional Limbs

GEAR

Datapad

SOURCE

JoY:46*; ID: 897

GEL MARCOLF



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

18

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

20

SKILLS

Coercion 2 (◆◆◆◆◆), Discipline 3 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Perception 2 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Cortosis Sword (Melee; Damage 5; Critical 3; Range (Engaged); Cortosis, Defensive 1)

TALENTS

Force Rating 2, Parry 3, Adversary 1

ABILITIES

Force Power Battle Meditation, Dark Side Force User

GEAR

Comlink (handheld), Kyber crystal amulet Armored Robes (+2 soak; +1 defense)

SOURCE

CotG:38; ID: 2863

GENERAL ELORA SILSSUSIO



2

BRAWN

3

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Deception 3 (◆◆◆◆◆), Discipline 4 (◆◆◆◆◆), Gunnery 1 (◆◆◆), Leadership 3 (◆◆◆◆◆), Negotiation 4 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Streetwise 4 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆), Warfare 2 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Field Commander [Improved], Command 2, Adversary 2

ABILITIES

-

GEAR

-

SOURCE

SoR:81; ID: 2225

GENERAL RAN NIALL



3

BRAWN

4

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

18

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

20

SKILLS

Coercion 2 (◆○○○), Cool 3 (○○○○),
Discipline 3 (○○○○), Gunnery 3
(◆○○○○), Leadership 3 (○○○○),
Perception 3 (◆○○○), Ranged [Heavy]
2 (◆◆○○), Vigilance 3 (○○○○),
Warfare 4 (◆○○○○)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Inspiring Rhetoric, Adversary 2

ABILITIES

Alliance Leader

GEAR

-Heavy Trench Coat (+1 soak)

SOURCE

OaA:19; ID: 1493

GENERIC REMOTE



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS

Perception (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Silhouette 0

GEAR

-

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SOURCE

SM:53; ID: 3162

GERK



4

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Brawl 3 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Resilience 3 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 5; Critical 4; Range (Engaged); Disorient 3)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Breath Masks and Respirators Armored Clothing (+1 soak; +1 defense)

SOURCE

MPO:62*; ID: 2383

GERROL HUNN



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 4 (◆◆◆◆), Cool 2 (◆◆),
Piloting [Planetary] 3 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Brilliant Evasion

ABILITIES

-

GEAR

-

SOURCE

JoY:45*; ID: 893

GLARE PEAK SECURITY PERSONNEL



SKILLS

Coercion (◆◆), Discipline (◆◆), Ranged [Light] (◆◆◆), Vigilance (◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Intimidating 1

ABILITIES

-



GEAR

Glare Peak guard badge
Glare Peak guard uniform (+1 soak)

SOURCE

RaGP:22; ID: 1581

GODON NETAKKA



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Athletics 1 (◆◆), Brawl 1 (◆◆), Perception 1 (◆◆), Piloting [Space] 1 (◆◆◆), Ranged [Light] 2 (◆◆◆◆), Streetwise 1 (◆◆), Vigilance 1 (◆)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

Reinforced Gauntlets (Brawl; Damage 3; Critical 4; Range (Engaged); Disorient 1)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:436*; ID: 862

GORMO VOSADII GRASSO



6

BRAWN

1

AGILITY

4

INTELLECT

6

CUNNING

5

WILLPOWER

3

PRESENCE

WOUNDS

30

SOAK VALUE

10

M/R DEFENSE

0 | 0

STRAIN

20

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆◆), Cool 4 (◆◆◆◆◆◆◆◆), Deception 2 (◆◆◆◆◆◆◆◆), Discipline 4 (◆◆◆◆◆◆◆◆), Negotiation 4 (◆◆◆◆◆◆◆◆), Outer Rim 3 (◆◆◆◆◆◆◆◆), Resilience 3 (◆◆◆◆◆◆◆◆), Underworld 3 (◆◆◆◆◆◆◆◆)

WEAPONS

-

TALENTS

Resolve 2

ABILITIES

Awkward, Ponderous

GEAR

Comlink (handheld), Datapad

SOURCE

SoF:51; ID: 1041

GORN VORROX



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

1 | 1

SKILLS

Deception 2 (◆◆●●●), Negotiation 3 (●●●●●), Perception 2 (◆◆●●●), Ranged [Light] 2 (●●●●)

WEAPONS

Scattergun Blaster (Ranged [Heavy]; Damage 8; Critical 3; Range (Short); Blast 4

TALENTS

-

ABILITIES

-

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

SoF:124; ID: 1080

GOVERNMENT BUREAUCRAT



2
BRAWN

2
AGILITY

3
INTELLECT

2
CUNNING

2
WILLPOWER

1
PRESENCE

WOUNDS
8

SOAK VALUE
2

M/R DEFENSE
0 | 0

SKILLS

Coercion 2 (●●), Computers 1 (◆◆●), Core Worlds 2 (◆●●), Discipline 2 (●●), Education 2 (◆●●), Negotiation 3 (◆◆●)

WEAPONS

-

TALENTS

Nobody's Fool 2

ABILITIES

-

GEAR

Datapad of Imperial regulations

SOURCE

F-CRB:406; ID: 2596

GOVERNMENT SECURITY DROID



2

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Ranged [Light] 3 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-Integrated Armor Plating (+1 soak; +1 defense)

SOURCE

JoY:41; ID: 892

GRAAYL NOR



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Deception 3 (●●●), Perception 2 (◆●●), Piloting [Space] 2 (◆●●), Ranged [Light] 3 (●●●), Skullduggery 2 (◆●●), Streetwise 2 (◆●●), Underworld 2 (◆●●)

WEAPONS

Brass Knuckles (Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

LoNH:140; ID: 2037

GRAAYL'S THUGS



2	3
BRAWN	AGILITY

2	2
INTELLECT	CUNNING

1	2
WILLPOWER	PRESENCE

WOUNDS
12

SOAK VALUE
4

M/R DEFENSE
0 0

SKILLS

Cool 1 (◆●), Perception 2 (●●), Ranged [Light] 2 (◆●●●), Survival 2 (●●), Vigilance 1 (●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Quick Draw

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

LoNH:140; ID: 2038

GRAF LIND



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 0

SKILLS

Athletics 1 (◆●●), Brawl 2 (●●●),
Charm 3 (●●●●), Deception 3
(●●●●), Melee 3 (◆●●●), Ranged
[Light] 2 (◆●●●), Streetwise 3
(●●●●), Underworld 2 (●●●)

WEAPONS

Vibrorapier (Melee; Damage 4;
Critical 2; Range (Engaged); Defensive
1, Pierce 5)

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Natural Brawler, Quick Draw

ABILITIES

-

GEAR

Prosthetic Replacement (Limb) Heavy
Clothing (+1 soak)

SOURCE

MPQ:21*; ID: 2335

GRENZO



3

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Coercion 1 (◆◆), Coordination 1 (◆◆◆◆◆), Deception 1 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Piloting [Space] 1 (◆◆◆◆◆), Ranged [Heavy] 1 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Stealth 1 (◆◆◆◆◆), Streetwise 1 (◆◆◆◆◆), Survival 1 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Lethal Blows 2

ABILITIES

-

GEAR

-Laminate Armor (+2 soak)

SOURCE

SoF:120; ID: 1078

GRINDER



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆), Mechanics 4 (◆◆◆◆), Melee 2 (◆◆), Piloting [Planetary] 3 (◆◆◆), Streetwise 2 (◆◆), Vigilance 2 (◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Tool Kit, Emergency Repair Patch, Disgusting Racing Hides (+1 soak)

SOURCE

SoF:131; ID: 1092

GRIZZLED TRADER



2

BRAWN

2

AGILITY

2

INTELLECT

4

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Deception 2 (◆◆◆◆◆), Knowledge 1 (◆◆◆◆◆), Negotiation 2 (◆◆◆◆◆), Streetwise 1 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Black Market Contacts 1, Force Rating 1

ABILITIES

Force-Sensitive Negotiation

GEAR

-

SOURCE

F-BGR:46; ID: 2902

GUILDED BOUNTY HUNTER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Cool 2 (●●), Melee 1 (◆●), Perception 2 (◆●●), Ranged [Light] 2 (◆●●), Stealth 1 (◆◆●), Streetwise 2 (◆●●), Survival 2 (◆●●)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

Bola (Ranged [Light]; Damage 2; Critical -; Range (Short); Ensnare 3, Limited Ammo 1, Knockdown)

TALENTS

Expert Tracker 1, Quick Draw

ABILITIES

-

GEAR

Utility Belt, Jet Pack Armored Clothing (+1 soak; +1 defense)

SOURCE

A-CRB:424, F-BGR:46, F-CRB:404;
ID: 1311

GUSTIP



1

BRAWN

1

AGILITY

5

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Cool 2 (●●), Core Worlds 3 (◆◆●●●), Education 3 (◆◆●●●), Negotiation 2 (●●), Perception 1 (◆◆●), Streetwise 2 (◆●●), Underworld 3 (◆◆●●●)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Stroke of Genius

ABILITIES

-

GEAR

Encrypted Datapad, Aurodium Canesuperior concealed armored clothing (+2 soak; +1 defense)

SOURCE

SoF:48, SoF:140*; ID: 1034

GUT-GURO



SKILLS

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

-

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

E-CRB:425*; ID: 855

GV/3-SERIES GUARDIAN DROID



3

BRAWN

1

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

1 | 0

SKILLS

Brawl 3 (●●●), Perception 3 (◆●●), Ranged [Light] 2 (◆●),
Vigilance 2 (●●)

WEAPONS

Retractable Light Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Retractable Blade Incisors (Brawl; Damage 5; Critical 3; Range (Engaged); Ensnare 1)

TALENTS

-

ABILITIES

Droid, Olfactory Sensor Suite, Loyalty Imprint

GEAR

-

SOURCE

KtP:49; ID: 2786

GYROWHEEL 1.42.08-SERIES RECYCLING DROID



3	3
BRAWN	AGILITY

0	1
INTELLECT	CUNNING

1	1
WILLPOWER	PRESENCE

WOUNDS
4

SOAK VALUE
4

M/R DEFENSE
0 0

SKILLS

Athletics (◆◆◆), Coordination (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Cleaning devices, Grabber claws

SOURCE

FH:50; ID: 1468

HALARI TAKAN



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Core Worlds 2 (◆◆◆◆◆), Deception 2 (◆◆◆◆◆), Leadership 3 (◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆), Underworld 2 (◆◆◆◆◆), Xenology 2 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Plausible Deniability 2, Nobody's Fool 3, Scathing Tirade, Adversary 1

ABILITIES

Ink Spray, Amphibious

GEAR

Comlink (handheld) Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:133; ID: 2306

HALINA PATEL



2

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Computers 4 (●●●●), Cool 3 (◆●●), Deception 3 (●●●), Education 2 (◆◆●●), Perception 3 (●●●), Ranged [Light] 2 (◆●●), Skulduggery 3 (●●●), Stealth 3 (●●●), Underworld 3 (◆●●●), Vigilance 3 (●●●), Warfare 2 (◆◆●●)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Defensive Slicing 2, Bypass Security 2, Natural Programmer, Technical Aptitude 3, Codebreaker 3, Adversary 2

ABILITIES

-

GEAR

BioTech borg construct Ax8Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:142; ID: 2318

HARIL ZENSE



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 3 (●●●), Ranged [Light] 1 (◆◆●), Skullduggery 3 (◆●●), Survival 2 (●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Master of Shadows

ABILITIES

-

GEAR

-Blast Vest (+1 soak)

SOURCE

OaA:79*; ID: 1560

HIRED THUG



3

BRAWN

2

AGILITY

1

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◇), Coercion 2 (◇◇),
Melee 2 (◆◇◇), Ranged [Light] 1
(◆◇), Survival 1 (◆◆◇)

WEAPONS

Vibro-ax (Melee; Damage 6; Critical
2; Range (Engaged); Vicious 3, Sunder,
Pierce 2)

Frag Grenade (Ranged [Light]; Dam-
age 8; Critical 4; Range (Short); Limited
Ammo 1, Blast 6)

TALENTS

-

ABILITIES

-

GEAR

-Beast-Hide Warrior's Armor (+1 soak)

SOURCE

A-CRB:424, SaVAD:2; ID: 1315

HUNTERS



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Ranged [Heavy] 1 (◆◆◇)

WEAPONS

Slugthrower Rifle (Ranged [Heavy];
Damage 7; Critical 5; Range (Medium);
Cumbersome 2

TALENTS

-

ABILITIES

-

GEAR

-Heavy Fur Clothes (+1 soak)

SOURCE

F-BGA:14; ID: 2912

HUTT CRIME LORD



6

BRAWN

1

AGILITY

4

INTELLECT

6

CUNNING

5

WILLPOWER

3

PRESENCE

WOUNDS

30

SOAK VALUE

10

M/R DEFENSE

0 | 0

STRAIN

20

SKILLS

Athletics 1 (◆◆◆◆◆), Charm 2 (◆◆◆◆◆), Coercion 4 (◆◆◆◆◆), Cool 5 (◆◆◆◆◆), Deception 5 (◆◆◆◆◆), Discipline 5 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆), Negotiation 5 (◆◆◆◆◆), Outer Rim 3 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Resilience 8 (◆◆◆◆◆), Underworld 3 (◆◆◆◆◆)

WEAPONS

Large-bore blaster pistol (Ranged [Light]; Damage 8; Critical 3; Range (Medium); Stun Setting)

TALENTS

Durable 3, Resolve 2, Convincing Demeanor 2, Nobody's Fool 3

ABILITIES

Awkward, Ponderous

GEAR

-

SOURCE

A-CRB:424, E-BGR:46, E-CRB:406, SaVAD:20; ID: 779

HUTT MAJORDOMO



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆○○○), Coercion 3 (○○○○),
Cool 2 (◆○○), Deception 3 (○○○○),
Discipline 2 (◆○○), Leadership 2
(◆○○), Negotiation 2 (◆○○),
Perception 2 (◆○○), Streetwise 3
(○○○○), Underworld 3 (○○○○),
Vigilance 2 (◆○○)

WEAPONS

-

TALENTS

Plausible Deniability 1, Nobody's Fool 1,
Intimidating 2

ABILITIES

-

GEAR

Fine Clothing

SOURCE

LoNH:45; ID: 1929

HUTT SLAVE DEALER



6

BRAWN

1

AGILITY

4

INTELLECT

5

CUNNING

5

WILLPOWER

3

PRESENCE

WOUNDS

30

SOAK VALUE

10

M/R DEFENSE

0 | 0

STRAIN

30

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Cool 4 (◆◆◆◆◆), Deception 4 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Negotiation 5 (◆◆◆◆◆), Outer Rim 2 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Resilience 8 (◆◆◆◆◆), Streetwise 5 (◆◆◆◆◆), Underworld 4 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Durable 3, Intimidating 3

ABILITIES

Awkward, Ponderous

GEAR

-

SOURCE

F-CRB:405; ID: 2593

HUTTLET



2

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

SKILLS

Brawl (◆◆), Resilience (◆◆)

WEAPONS

-

TALENTS

Durable 1

ABILITIES

Awkward, Stinky

GEAR

-

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

SOURCE

LoNH:46; ID: 1931

IA SECURITY AGENT



2

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Brawl 2 (●●), Discipline 2 (●●), Perception 2 (◆●●), Ranged [Light] 3 (◆●●), Survival 3 (●●●), Vigilance 2 (●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Shock Gloves (Brawl; Damage 2; Critical 5; Range (Engaged); Stun 3)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), StimpackHeavy Clothing (+1 soak)

SOURCE

SoF:133; ID: 1095

IG-100 MAGNAGUARD



4

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

20

SOAK VALUE

8

M/R DEFENSE

1 | 1

STRAIN

14

SKILLS

Athletics 3 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Coordination 4 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Electrostaff (Melee; Damage 8; Critical 3; Range (Engaged); Cortosis, Linked 1, Unwieldy 3, Cumbersome 3, Stun Setting)

TALENTS

Parry 4, Pin, Adversary 1

ABILITIES

Droid

GEAR

-Built-in Armor Plating (+2 soak; +1 defense)

SOURCE

F-CRB:409; ID: 2605

ILLO VANDIN



5

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

20

SOAK VALUE

6

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Brawl 2 (◆◆◆◆◆◆◆◆), Charm 4 (◆◆◆◆◆◆◆◆), Cool 4 (◆◆◆◆◆◆◆◆), Deception 4 (◆◆◆◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆◆◆), Streetwise 4 (◆◆◆◆◆◆◆◆), Underworld 4 (◆◆◆◆◆◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 2, Adversary 1

ABILITIES

-

GEAR

Fine Clothing, Comlink (handheld)

SOURCE

MPQ:52*; ID: 2371

IMPERIAL ADVISOR



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Charm 4 (●●●●), Coercion 4 (◆●●●), Core Worlds 3 (●●●), Deception 4 (●●●●), Education 2 (◆●●), Negotiation 3 (◆●●), Perception 4 (●●●●), Skullduggery 3 (◆●●), Vigilance 3 (●●●)

WEAPONS

-

TALENTS

Natural Charmer, Plausible Deniability 2, Nobody's Fool 2

ABILITIES

-

GEAR

Lavishly adorned robes, Sundry Personal Staff, Extensive credentials

SOURCE

E-CRB:416, IaRAD:9; ID: 1284

IMPERIAL ARMY OFFICER



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Discipline 3 (◆◆◆), Knowledge 2 (◆◆), Ranged [Light] 2 (◆◆), Vigilance 2 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

Tactical Direction, Overwhelming Fire

GEAR

Comlink (long range) Officer Uniform (+1 soak)

SOURCE

A-BGR:45, A-CRB:419, IaRAD:8; ID: 713

IMPERIAL ARMY TROOPER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline (◆◆), Ranged [Heavy] (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Trooper uniform and helmet (+1 soak)

SOURCE

A-BGR:45, A-CRB:418, IaRAD:7; ID: 684

IMPERIAL ASSASSIN



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

20

SKILLS

Athletics 2 (◆◆●●●●), Cool 3 (◆◆●●●●),
Coordination 3 (●●●●●●), Discipline
3 (●●●●●●), Melee 4 (◆◆●●●●●●),
Perception 4 (◆◆●●●●●●), Piloting
[Space] 2 (◆◆●●●●), Ranged [Heavy]
4 (◆◆●●●●●●), Stealth 4 (◆◆●●●●●●),
Vigilance 4 (◆◆●●●●●●)

WEAPONS

Combat Vibroblade (Melee; Damage
5; Critical 2; Range (Engaged); Vicious
2, Pierce 2)

Disruptor Rifle (Ranged [Heavy];
Damage 10; Critical 2; Range (Long);
Vicious 2, Cumbersome 2)

TALENTS

Indistinguishable 2, Parry 3, Adversary
2

ABILITIES

Neurotoxin Doses

GEAR

-

SOURCE

F-CRB:406; ID: 2599

IMPERIAL DESTAB AGENT



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

4

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion 3 (◆◆◆◆◆), Core Worlds 2 (◆◆), Deception 3 (◆◆◆◆◆), Discipline 3 (◆◆◆◆◆), Outer Rim 2 (◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Scathing Tirade [Improved]

ABILITIES

Destabilizing Influence

GEAR

-Heavy Clothing (+1 soak)

SOURCE

A-CRB:417; ID: 1286

IMPERIAL DUNGEONEER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Melee (◆◆◆), Ranged [Heavy] (◆◆), Vigilance (◆◆)

WEAPONS

Truncheon (Melee; Damage 5; Critical 5; Range (Engaged); Disorient 2)

Riot Gun (Ranged [Heavy]; Damage 7; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Binders, Comlink (handheld) Padded Armor (+2 soak)

SOURCE

F-CRB:407; ID: 2600

IMPERIAL GUNNERY CORPS



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Gunnery (◆◆)

WEAPONS

Heavy Repeating Blaster (Gunnery; Damage 15; Critical 2; Range (Long); Vicious 1, Cumbersome 5, Auto-Fire, Pierce 2)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

Gun Crew

GEAR

-Trooper uniform and helmet (+1 soak)

SOURCE

A-CRB:418; ID: 1288

IMPERIAL INTELLIGENCE AGENT



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl 2 (◆◆●●●), Charm 2 (◆◆●●●),
Coercion 2 (◆◆●●●), Deception 2
(◆◆●●●), Ranged [Light] 2 (◆◆●●●),
Streetwise 2 (◆◆●●●), Vigilance 2
(◆◆●●●)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Hand Scanner

SOURCE

E-CRB:402, IaRAD:10; ID: 765

IMPERIAL MOFF



2

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

4

WILLPOWER

5

PRESENCE

WOUNDS

13

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆), Coercion 4 (◆◆◆◆◆◆◆◆), Cool 3 (◆◆◆◆◆◆◆◆), Core Worlds 4 (◆◆◆◆◆◆◆◆), Deception 4 (◆◆◆◆◆◆◆◆), Discipline 3 (◆◆◆◆◆◆◆◆), Leadership 4 (◆◆◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆◆◆), Streetwise 2 (◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Plausible Deniability 4, Inspiring Rhetoric [Supreme], Adversary 1

ABILITIES

Imperial Valor

GEAR

-

SOURCE

A-BGR:46*, A-CRB:417, E-CRB:403, laRAD:12; ID: 718

IMPERIAL NAVAL OFFICER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 3 (◆◆◆), Ranged [Light] 2 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

Tactical Direction

GEAR

-Heavy Clothing (+1 soak)

SOURCE

E-BGR:45, E-CRB:403; ID: 768

IMPERIAL NAVAL TROOPER



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Perception (◆◆), Ranged [Light] (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Blast vest and Helmet (+1 soak)

SOURCE

A-CRB:419, A-CRB:440*, E-CRB:403;
ID: 767

IMPERIAL NAVY PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery 2 (◆◆◆), Piloting [Space] 2 (◆◆◆), Vigilance 1 (◆◆)

WEAPONS

-

TALENTS

Full Throttle

ABILITIES

-

GEAR

Flight Suit

SOURCE

BtR:78; ID: 1186

IMPERIAL ROYAL GUARD



3

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

12

SKILLS

Athletics 2 (◆◆◆), Discipline 3 (◆◆◆), Melee 4 (◆◆◆◆), Perception 3 (◆◆◆), Ranged [Light] 3 (◆◆◆), Vigilance 4 (◆◆◆◆)

WEAPONS

Cortosis-plated force pike (Melee; Damage 6; Critical 2; Range (Engaged); Cortosis, Stun Setting, Pierce 2)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Heightened Awareness, Parry 4, Adversary 2

ABILITIES

-

GEAR

-Heavy Battle Armor (+2 soak; +1 defense)

SOURCE

F-CRB:407; ID: 2602

IMPERIAL SANDTROOPER SERGEANT



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged [Heavy] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Heavy Blaster Rifle (Ranged [Heavy]; Damage 10; Critical 3; Range (Long); Cumbersome 3, Auto-Fire)

TALENTS

Adversary 1

ABILITIES

Tactical Direction

GEAR

Extra Reload, Utility Belt Stormtrooper Armor (+2 soak)

SOURCE

OaA:40; ID: 1512

IMPERIAL SECURITY DROID



2	2
BRAWN	AGILITY
2	2
INTELLECT	CUNNING
2	2
WILLPOWER	PRESENCE

SKILLS

Perception 2 (●●), Ranged [Light] 2 (●●), Vigilance 2 (●●)

WEAPONS

Built-in auto-blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Auto-Fire)

TALENTS

-

ABILITIES

Droid, Hoverer

GEAR

-

SOURCE

RaGP:21; ID: 1578

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

IMPERIAL STORMTROOPER



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Heavy] (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Extra Reload, Utility Belt
Stormtrooper Armor (+2 soak)

SOURCE

RaGP:39, A-CRB:420, OaA:88, OaA:92,
E-BGA:22*, E-CRB:404, F-BGR:45,
F-CRB:407, IaRAD:1; ID: 769

IMPERIAL STORMTROOPER "CAVETROOPERS"



SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Heavy] (◆◆◆◆),
Vigilance (◆◆◆)

WEAPONS

Oversized Vibroknife (Melee; Damage
5; Critical 2; Range (Engaged); Vicious
1, Pierce 2)

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Low-light vision gear
Scout Trooper
Armor (+2 soak)

SOURCE

HD:11; ID: 2684

IMPERIAL STORMTROOPER SERGEANT



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged [Heavy] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Heavy Blaster Rifle (Ranged [Heavy]; Damage 10; Critical 3; Range (Long); Cumbersome 3, Auto-Fire)

TALENTS

Adversary 1

ABILITIES

Tactical Direction

GEAR

Extra Reload, Utility Belt Stormtrooper Armor (+2 soak)

SOURCE

A-BGR:46, A-CRB:420, E-BGR:45, E-CRB:404, F-BGR:45, F-CRB:408, laRAD:2; ID: 716

IMPERIAL TEST PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 2 (●●), Gunnery 2 (◆●●), Perception 2 (●●), Piloting [Space] 2 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Natural Pilot, Skilled Jockey 1, Adversary 1

ABILITIES

-

GEAR

Flight Suit, Sensory Augmentation Package

SOURCE

SoR:127; ID: 2304

IMPERIAL VEHICLE CORPS



2
BRAWN

3
AGILITY

2
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

WOUNDS
12

SOAK VALUE
3

M/R DEFENSE
0 | 0

SKILLS

Gunnery 2 (◆◆◆), Piloting [Planetary] 2 (◆◆◆)

WEAPONS

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Trooper uniform and helmet (+1 soak)

SOURCE

A-CRB:419; ID: 1289

IMPERIAL VEHICLE CORPS



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Gunnery 2 (◆◆◆◆◆), Piloting [Planetary]
2 (◆◆◆◆◆)

WEAPONS

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Trooper uniform and helmet (+1 soak)

SOURCE

OaA:34; ID: 1509

INCOM ENGINEER



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆◆◆◆), Computers 1 (◆◆◆◆◆), Mechanics 2 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Gearhead 1

ABILITIES

-

GEAR

Repair Tools, Datapad with schematics

SOURCE

A-CRB:413; ID: 1262

INFOCHANT



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Deception 2 (◆◆◆◆◆), Knowledge 2 (◆◆◆◆◆), Perception 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Datapad

SOURCE

A-CRB:425, E-CRB:393, SaVAD:17; ID: 736

INTELLIGENCE AGENT



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 2 (◆◆◆), Coercion 2 (◆◆◆), Deception 2 (◆◆◆), Melee 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Streetwise 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Encrypted Datapad, Secure Comlink

SOURCE

A-CRB:419; ID: 1290

INTERROGATION DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion 4 (◆◆◆◆), Medicine 3 (◆◆◆), Perception 2 (◆◆), Ranged [Light] 3 (◆◆◆)

WEAPONS

Built-in Acid Jet (Ranged [Light]; Damage 5; Critical 2; Range (Short); Burn 2)

Built-in Sonic Torture Device (Ranged [Light]; Damage 5; Critical -; Range (Short); Concussive 3, Stun Damage, Slow-Firing 1)

TALENTS

-

ABILITIES

Droid, Silhouette 0, Hoverer

GEAR

Built-in Interrogation Drug Syringe

SOURCE

F-CRB:410; ID: 2609

ISB (IMPERIAL SECURITY BUREAU) AGENT



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆◆), Deception 1 (◆◆◆◆), Discipline 1 (◆◆◆◆), Melee 1 (◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Streetwise 1 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆)

WEAPONS

TT24 Holdout Blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld)

SOURCE

BtR:26; ID: 832

ISB AGENT FERLAN



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆◆), Deception 1 (◆◆◆◆◆),
Discipline 1 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆),
Ranged [Light] 1 (◆◆◆◆◆), Vigilance
1 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), ISB uniform, ISB ID

SOURCE

RaGP:29; ID: 1584

ISB SUPERVISOR CAL ALSEN



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (◆◆), Coercion 2 (◆◆◆), Deception 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Streetwise 1 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

TT24 Holdout Blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Hand Scanner Heavy Trench Coat (+1 soak)

SOURCE

BtR:26; ID: 833

ISSHTHARR



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

20

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆), Brawl 2 (◆◆◆),
Mechanics 2 (◆◆), Piloting [Space] 3
(◆◆◆), Ranged [Heavy] 3 (◆◆◆),
Ranged [Light] 2 (◆◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting

TALENTS

-

ABILITIES

-

GEAR

-Hide armor (+1 soak)

SOURCE

OaA:63*; ID: 1548

IT-3PO



1

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Deception 1 (◆●),
Education 3 (●●●●), Negotiation 2
(●●), Perception 1 (◆●), Xenology
3 (●●●)

WEAPONS

-

TALENTS

Convincing Demeanor 2

ABILITIES

Droid, Etiquette and Protocol

GEAR

-

SOURCE

BtR:33; ID: 1138

IT-O INTERROGATION DROID



1

BRAWN

1

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 3 (◆●●●), Cool 2 (●●●), Discipline 2 (●●●), Medicine 3 (◆●●●), Melee 2 (◆●●), Perception 2 (◆●●)

WEAPONS

Laser scalpel (Melee; Damage 3; Critical 3; Range (Engaged); Pierce 2)

TALENTS

-

ABILITIES

Droid

GEAR

Interrogation Tools, Hypodermic Injectors

SOURCE

A-CRB:444; ID: 1342

ITHORIAN STORYTELLER



2

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Cool 1 (◆●), Lore 3 (◆●●●)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:413; ID: 789

J-57 CAM DROID



1

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS

Perception (◆), Vigilance (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Flyer

GEAR

Holocam

WOUNDS

2

SOAK VALUE

0

M/R DEFENSE

0 | 0

SOURCE

SoF:102; ID: 823

JALLA



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Coordination 1 (◆●),
Deception 1 (◆◆●), Education
2 (◆●●), Perception 1 (◆◆●),
Ranged [Light] 1 (◆●), Skullduggery
2 (◆●●), Stealth 2 (●●), Streetwise
2 (◆●●)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Nobody's Fool 1

ABILITIES

-

GEAR

-

SOURCE

SoF:120; ID: 1077

JAYK, RAFE, AND TOJO



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (●●), Discipline 2 (◆●●),
Melee 2 (●●), Ranged [Heavy] 2
(●●), Survival 2 (●●), Vigilance 3
(●●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical
2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting

TALENTS

Point Blank 1, Adversary 1

ABILITIES

Near-Sighted, Teamwork, Tremor, Poor
Memory

GEAR

Utility Belt
Worn Clone Trooper Armor
(+2 soak)

SOURCE

MPO:30*; ID: 2352

JC SERIES PILOT DROID



1

BRAWN

3

AGILITY

2

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 2 (◆◆), Piloting [Planetary] 2 (◆◆◆◆), Piloting [Space] 2 (◆◆◆◆), Ranged [Light] 1 (◆◆◆◆)

WEAPONS

Light pop-up blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Full Throttle

ABILITIES

Droid

GEAR

-

SOURCE

EtU:56; ID: 813

JEDI TEMPLE GUARDIANS



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

4

M/R DEFENSE

2 | 2

STRAIN

18

SKILLS

Discipline 2 (◆◆◆), Lightsaber 2 (◆◆◆), Medicine 2 (◆◆), Melee 2 (◆◆◆), Perception 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Temple Guard Lightsaber Pike

(Lightsaber; Damage 6; Critical 2; Range (Engaged); Unwieldy 3, Linked 1, Stun 4, Defensive 1, Sunder, Breach 1)

TALENTS

Force Rating 4, Parry 4, Reflect 4, Adversary 1

ABILITIES

Force Power Bind

GEAR

KeysJedi Temple Guard Armor (+1 soak; +2 defense)

SOURCE

NoP:72; ID: 3086

JEDI-IN-HIDING



3

BRAWN

3

AGILITY

4

INTELLECT

2

CUNNING

4

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Athletics 1 (◆◆●), Charm 2 (●●), Cool 2 (●●), Coordination 1 (◆◆●), Deception 2 (●●), Discipline 4 (●●●●), Lightsaber 4 (◆●●●), Lore 3 (◆●●), Perception 4 (◆◆●●), Piloting [Space] 2 (◆●●), Resilience 2 (◆●●), Vigilance 2 (◆◆●●)

WEAPONS

Lightsaber (Lightsaber; Damage 10; Critical 1; Range (Engaged); Vicious 2, Sunder, Breach 1

TALENTS

Uncanny Reactions 2, Force Rating 3, Uncanny Senses 1, Adversary 2

ABILITIES

Force Power Enhance, Force Power Forsee, Force Power Move

GEAR

-Jedi Robes (+1 soak)

SOURCE

A-CRB:432; ID: 1328

JERID SYKES



2

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Astrogation 3 (●●●), Coercion 2 (◆●●), Cool 3 (◆●●), Discipline 3 (●●●), Gunnery 3 (◆●●●), Leadership 3 (◆●●), Piloting [Space] 3 (◆●●●), Ranged [Light] 2 (◆◆●●), Survival 2 (◆●●)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

TALENTS

Natural Pilot, Intimidating 2

ABILITIES

-

GEAR

Officer's Uniform, Crash Survival Kit

SOURCE

MPQ:79*, ID: 2406

JOSTERO PIRATE



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Gunnery (◆◆◆), Piloting [Space] (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Armored Flight Suit (+2 soak)

SOURCE

SoF:144; ID: 1112

JOURNEYMAN BOUNTY HUNTER



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Coercion 1 (◆◆◆◆◆), Coordination 1 (◆◆◆◆◆), Ranged [Heavy] 1 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

Disruptor Rifle (Ranged [Heavy]; Damage 10; Critical 2; Range (Long); Vicious 5, Cumbersome 2)

TALENTS

Lethal Blows 1, Adversary 1

ABILITIES

-

GEAR

-Laminate Armor (+2 soak)

SOURCE

A-BGR:46, E-BGR:46, E-CRB:400*, SaVAD:6; ID: 719

JR-12



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

1 | 1

SKILLS

Cool 3 (◆◆◆), Discipline 3 (◆◆◆),
Mechanics 2 (◆◆), Negotiation 2
(◆◆), Perception 3 (◆◆◆), Ranged
[Heavy] 2 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Natural Hunter

ABILITIES

Droid

GEAR

Utility Belt

SOURCE

MPQ:50*; ID: 2370

JYD RENYR



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

13

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆),
Deception 2 (◆◆◆◆◆), Discipline
2 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆),
Negotiation 2 (◆◆◆◆◆), Streetwise 2
(◆◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Fine suit, Comlink (handheld), Datapad

SOURCE

MPQ:56*; ID: 2373

K-9 SERIES HUNTING DROID



2

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

9

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl 3 (◆○○○), Perception 3 (○○○○), Stealth 3 (○○○○), Survival 3 (○○○○)

WEAPONS

Teeth and claws (Brawl; Damage 5; Critical 5; Range (Engaged); Pierce 1)

TALENTS

Hunter 2

ABILITIES

Droid

GEAR

Fabritech "Hound" Sensor Suite

SOURCE

EtU:54; ID: 809

K4 SECURITY DROID



2

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

2 | 1

SKILLS

Melee 2 (⬡⬡), Ranged [Light] 3 (⬡⬡⬡), Vigilance 2 (⬢⬡)

WEAPONS

Security Staff (Melee; Damage 4; Critical 2; Range [Engaged]; Defensive 1, Disorient 2, Pierce 2)

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-armored plating (+1 soak; +1 defense)

SOURCE

JoY:90; ID: 945

K4-76A



2

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Computers 3 (◆◆◆), Gunnery 3 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

True Aim 1

ABILITIES

Droid

GEAR

-

SOURCE

JoY:47*; ID: 899

KALTHO THE HUTT



5

BRAWN

1

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

30

SOAK VALUE

9

M/R DEFENSE

0 | 2

STRAIN

20

SKILLS

Charm 2 (◆●●●●), Coercion 4 (◆●●●●), Cool 3 (●●●●●), Deception 3 (◆●●●●), Discipline 3 (●●●●●), Leadership 2 (◆●●●●), Negotiation 4 (◆●●●●), Outer Rim 2 (◆◆●●●), Resilience 5 (●●●●●●●), Underworld 5 (◆●●●●●●), Vigilance 3 (●●●●●)

WEAPONS

-

TALENTS

Durable 3, Resolve 2

ABILITIES

Awkward, Ponderous

GEAR

-

SOURCE

JoY:59*; ID: 903

KANZ



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆◇), Cool 3 (◆◆◇),
Deception 2 (◇◇◇), Melee 3 (◆◆◇),
Perception 1 (◆◇), Skullduggery 2
(◇◇), Stealth 1 (◆◇)

WEAPONS

Vibroknife (Melee; Damage 3; Critical
2; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

Expert Tracker 1

ABILITIES

-

GEAR

-

SOURCE

SoF:120; ID: 1076

KING MAALVA



1

BRAWN

1

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

5

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆◆◆), Coercion 4 (◆◆◆◆◆◆◆◆◆◆), Deception 4 (◆◆◆◆◆◆◆◆◆◆), Discipline 4 (◆◆◆◆◆◆◆◆◆◆), Leadership 3 (◆◆◆◆◆◆◆◆◆◆), Negotiation 4 (◆◆◆◆◆◆◆◆◆◆), Outer Rim 2 (◆◆◆◆◆◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆◆◆◆◆◆), Underworld 2 (◆◆◆◆◆◆◆◆◆◆)

WEAPONS

Ceremonial Sword (Melee; Damage 2; Critical 3; Range (Engaged)),

TALENTS

Plausible Deniability 2, Nobody's Fool 1, Scathing Tirade

ABILITIES

Silhouette 0, Hoverer

GEAR

Royal Crown, Encrypted credit voucher with 50,000 credits
Armored Clothing (+1 soak; +1 defense)

SOURCE

LoNH:80; ID: 1987

KINTAN STRIDER



5

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

18

SOAK VALUE

6

M/R DEFENSE

0 | 0

SKILLS

Brawl 2 (◆◆◆◆◆◆◆◆), Melee 2 (◆◆◆◆◆◆◆◆), Survival 2 (◆◆◆◆◆◆◆◆),
Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Crude club (Melee; Damage 8; Critical 3; Range (Engaged); Inferior, Knock-down, Disorient 1

TALENTS

Durable 5, Adversary 1

ABILITIES

Reckless Strike, Hard to Kill

GEAR

-

SOURCE

LoNH:64; ID: 1950

KIP FAMAS



2

BRAWN

4

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 3 (◆●●●●), Gunnery 3 (◆●●●●●), Leadership 2 (●●●●), Piloting [Space] 4 (●●●●●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Form on Me, Skilled Jockey 2

ABILITIES

Intuitive Navigation

GEAR

X-wing, R2-series astromech droid

SOURCE

SoR:126; ID: 2298

KLATOOINIAN ELDER



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

20

SKILLS

Charm 1 (◆◆●), Coercion 2 (●●), Cool 2 (◆●●), Deception 2 (◆●●), Discipline 3 (◆●●), Leadership 3 (●●●), Lore 4 (◆●●●), Melee 1 (◆●), Negotiation 2 (◆●●), Vigilance 3 (◆●●)

WEAPONS

Ceremonial shamshir (Melee; Damage 4; Critical 3; Range (Engaged); Vicious 1, Pierce 1)

TALENTS

Plausible Deniability 2, Inspiring Rhetoric, Nobody's Fool 2, Adversary 2

ABILITIES

Blessing of the Ancients

GEAR

-

SOURCE

LoNH:69; ID: 1958

KLATOONIAN PADDY FROG



1

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

1

M/R DEFENSE

1 | 1

SKILLS

Athletics (◆), Stealth (◆◆◆), Survival (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Amphibious, Silhouette 0

GEAR

-

SOURCE

LoNH:69; ID: 1959

KLATOOINIAN THUG



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Melee (◆◆), Perception (◆◆), Ranged [Light] (◆◆◆), Vigilance (◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

LoNH:69; ID: 1955

KLC SERIES EXCHEQUER DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

3

PRESENCE

WOUNDS

8

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Computers 2 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Negotiation 2 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Wheel and Deal 2

ABILITIES

Droid

GEAR

Mercantile computer with holonet connection

SOURCE

EtU:56; ID: 815

KOOCHOO



4

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆◆◆), Melee (◆◆◆◆)

WEAPONS

Reinforced manipulators (Brawl; Damage 5; Critical 4; Range (Engaged); Disorient 3)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

MPO:24*; ID: 2340

KRASH



4

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

6

M/R DEFENSE

1 | 1

SKILLS

Brawl 3 (◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆),
Leadership 1 (◆◆◆◆), Melee 2
(◆◆◆◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆◆◆◆),
Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Shock Gloves (Brawl; Damage 4; Critical 5; Range (Engaged); Stun 3)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

MPO:27*; ID: 2342

KREEHAWK GANGER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Piloting [Planetary] (◆◆◆), Piloting [Space] (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Brass Knuckles (Brawl; Damage 3; Critical 4; Range (Engaged); Disorient 3)

TALENTS

-

ABILITIES

-

GEAR

Mobquet Flare-V swoop bike with garish paint job
Heavy Clothing (+1 soak)

SOURCE

CotG:58; ID: 2873

KREZO WASANTI



1

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Deception 2 (◆◆◆◆◆), Mechanics 1 (◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆), Underworld 4 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Fine Clothing, ASP-series labor droid, import/export shop keycard

SOURCE

MPQ:24*, ID: 2338

LATHE



1

BRAWN

3

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Brawl 2 (◆◆), Computers 3 (◆◆◆), Discipline 2 (◆◆◆), Education 2 (◆◆◆), Mechanics 2 (◆◆◆), Perception 3 (◆◆◆), Underworld 3 (◆◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 2; Critical 4; Range (Engaged); Disorient 3)

TALENTS

Defensive Slicing 2

ABILITIES

-

GEAR

Tool Kit, Booster Blue (1 dose), Datapad, Slicer Gear Heavy Clothing (+1 soak)

SOURCE

MPQ:26*; ID: 2341

LIDDY RAVORA



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Deception 2 (◆◆◆◆◆), Negotiation 2 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Encrypted Datapad, Comlink (handheld)

SOURCE

SoF:51; ID: 1043

LINA NARAS



2

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Charm 2 (◆◆◆◆◆◆), Coercion 4 (◆◆◆◆◆◆), Computers 1 (◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆), Melee 2 (◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆◆)

WEAPONS

Stun Baton (Melee; Damage 4; Critical 5; Range (Engaged); Stun 3)

TALENTS

Scathing Tirade [Improved], Adversary 1

ABILITIES

-

GEAR

Detention center administrator's uniform, Imperial ID, Code cylinder, Comlink (handheld), Datapad

SOURCE

RaGP:38; ID: 1592

LOAN SHARK



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

13

SKILLS

Charm 2 (◆◆◆◆◆◆), Coercion 2 (◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆), Deception 4 (◆◆◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Natural Negotiator, Spare Clip, Adversary 1

ABILITIES

-

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

E-CRB:393; ID: 737

LOBOT



2

BRAWN

2

AGILITY

5

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Computers 3 (◆◆◆◆◆◆◆◆◆◆), Discipline 3 (◆◆◆◆◆◆◆◆◆◆), Education 2 (◆◆◆◆◆◆◆◆◆◆), Mechanics 2 (◆◆◆◆◆◆◆◆◆◆), Outer Rim 1 (◆◆◆◆◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆◆◆◆◆), Underworld 1 (◆◆◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Defensive Slicing 2, Speaks Binary 2, Adversary 1

ABILITIES

-

GEAR

Borg Construct Aj^6 implant Durable clothing (+1 soak)

SOURCE

JoY:12*; ID: 871

LOM-SERIES PROTOCOL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Education 3 (●●●),
Negotiation 2 (●●), Outer Rim 2
(◆●●), Xenology 3 (●●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Etiquette and Protocol, Insectoid
Appearance

GEAR

-

SOURCE

DA:58; ID: 2131

LOR KELN



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Brawl 2 (●●), Piloting [Planetary] 3 (●●●), Ranged [Light] 2 (◆●●), Streetwise 2 (◆◆●●), Vigilance 1 (◆●)

WEAPONS

Vibroknucklers (Brawl; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 1)

Custom Heavy Blaster Pistol (Ranged [Light]; Damage 8; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

Push the Limit

GEAR

Mobquet Flare-V swoop bike with garish paint job
Armored Clothing (+1 soak; +1 defense)

SOURCE

CotG:58*; ID: 2877

LRD-SERIES ENVOY DROID



1

BRAWN

1

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆●●●), Education 2 (●●●●),
Negotiation 2 (◆●●●), Perception
2 (◆●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Rhetorical Mimic

GEAR

-

SOURCE

DA:57; ID: 2129

LT. COMMANDER JILAN NOOR



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Athletics 2 (●●), Brawl 2 (●●),
Coercion 3 (●●●), Cool 2 (◆◆●●●),
Discipline 4 (◆●●●), Leadership 4
(●●●●), Ranged [Light] 3 (◆●●),
Vigilance 3 (●●●)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Tactical Combat Training, Adversary 1

ABILITIES

Tactical Direction, Imperial Valor

GEAR

Imperial Uniform, Military Comlink

SOURCE

A-CRB:456; ID: 1356

LT. MASI QUAL



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coordination 3 (◆○○○○), Ranged [Light] 3 (◆○○○○), Skulduggery 3 (○○○○), Stealth 4 (○○○○○○), Streetwise 2 (◆○○), Warfare 1 (◆○)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Throwing Knives (Ranged [Light]; Damage 3; Critical 3; Range (Short); Limited Ammo 1)

TALENTS

Master of Shadows

ABILITIES

-

GEAR

-Blast Vest (+1 soak)

SOURCE

OaA:64*; ID: 1550

LT. RIK TORRENCE



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Piloting [Planetary] 3 (◆◆◆◆◆), Piloting [Space] 3 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Skilled Jockey 2, Full Throttle

ABILITIES

-

GEAR

-Blast Vest (+1 soak)

SOURCE

OaA:65*; ID: 1551

LUTRILLIAN MERCHANT



2

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (◆◆◇), Cool 1 (◆◆◇),
Deception 1 (◆◆◇), Discipline
1 (◆◇◇), Negotiation 2 (◆◇◇◇),
Streetwise 2 (◆◇◇◇)

WEAPONS

-

TALENTS

Greased Palms

ABILITIES

Blubber

GEAR

250 credits, Upper class clothing

SOURCE

JoY:14, CotGAD:16; ID: 886

M-3PO-SERIES MILITARY PROTOCOL DROID

**1****BRAWN****1****AGILITY****3****INTELLECT****1****CUNNING****2****WILLPOWER****1****PRESENCE****WOUNDS****14****SOAK VALUE****2****M/R DEFENSE****0 | 0**

SKILLS

Discipline 1 (◆◇), Education 3 (◇◇◇◇), Vigilance 2 (◇◇), Warfare 3 (◇◇◇)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Military Analyst

GEAR

-

SOURCE

DA:56; ID: 2127

M226 BRIDGE CREW



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation (◆◆◆), Computers (◆◆◆), Piloting [Space] (◆◆), Ranged [Light] (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

A-CRB:456; ID: 1357

M226 CREW CHIEF



SKILLS

Athletics 2 (●●), Brawl 2 (●●),
Coercion 1 (◆●●), Discipline 2
(◆●●), Leadership 3 (●●●),
Mechanics 3 (◆●●), Melee 2 (●●),
Vigilance 2 (◆●●)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Breath Masks and Respirators,
Datapad, Comlink (handheld)

SOURCE

A-CRB:450; ID: 1348

M226 NAVY CREWMAN



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Brawl (◆◆), Mechanics (◆◆), Melee (◆◆), Vigilance (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Breath Masks and Respirators, Comlink (handheld)

SOURCE

A-CRB:447, A-CRB:450; ID: 1346

M226 NAVY TROOPERS



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Discipline (◆◆), Perception (◆◆),
Piloting [Planetary] (◆◆), Ranged
[Light] (◆◆), Vigilance (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Blast vest and
Helmet (+1 soak)

SOURCE

A-CRB:452; ID: 1354

MAINTENANCE DROID



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Mechanics (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Tool Kit

SOURCE

RaGP:20*, A-CRB:428, E-CRB:411,
CotGAD:8; ID: 804

MAJOR YALOR



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 4 (◆○○○○), Cool 3 (○○○○), Gunnery 2 (○○), Piloting [Space] 3 (◆○○○)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Field Commander

ABILITIES

-

GEAR

Flight Suit

SOURCE

OaA:24; ID: 1499

MALAU JOCAOS



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

5

M/R DEFENSE

2 | 2

STRAIN

29

SKILLS

Coercion 3 (●●●), Coordination 2 (◆●●), Deception 4 (◆●●●), Piloting [Planetary] 2 (◆●●), Ranged [Light] 4 (◆●●●), Skulduggery 3 (●●●), Stealth 3 (●●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Intense Presence, Adversary 2

ABILITIES

-

GEAR

-Personal Deflector Shield (+2 defense)

SOURCE

OaA:84*; ID: 1564

MALEFAX



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Brawl 1 (◆◆◆◆), Coercion 3 (◆◆◆◆◆), Coordination 1 (◆◆◆◆), Deception 2 (◆◆◆◆), Discipline 2 (◆◆◆◆), Melee 2 (◆◆◆◆), Perception 1 (◆◆◆◆), Ranged [Light] 1 (◆◆◆◆), Skullduggery 2 (◆◆◆◆), Stealth 3 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

WEAPONS

Ancient Sith Sword (Melee; Damage 5; Critical 2; Range (Engaged); Pierce 2)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Force Rating 2

ABILITIES

Dark Side Force User, Force Power Sense, Force Power Move

GEAR

Comlink (handheld), StimpackBlack Robes (+1 soak)

SOURCE

F-BGA:26; ID: 2918

MANDI



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (●●), Coercion 3 (◆●●), Deception 2 (●●), Leadership 2 (◆●●), Melee 3 (◆●●), Piloting [Planetary] 3 (●●●), Ranged [Light] 2 (◆●●), Stealth 3 (●●●)

WEAPONS

Vibrosword (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Defensive 1, Pierce 2)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Deadly Accuracy 1, Adversary 1

ABILITIES

-

GEAR

Secure Comlink Laminated Armor (+2 soak)

SOURCE

MPQ:35*; ID: 2354

MARK IV PATROL DROID



1

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

1

M/R DEFENSE

0 | 3

SKILLS

Discipline (◆), Perception (◆◆), Stealth (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Military Comlink, Holorecorder

SOURCE

A-CRB:452; ID: 1353

MARKSMAN-H COMBAT REMOTE



1

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

1

M/R DEFENSE

1 | 1

SKILLS

Perception (◆), Ranged [Light] (◆◆◆)

WEAPONS

Micro Stun Blaster (Ranged [Light];
Damage 1; Critical -; Range (Short);
Stun Damage)

TALENTS

-

ABILITIES

Droid, Silhouette 0, Hoverer

GEAR

-

SOURCE

KtP:49; ID: 2788

MARTLE STATION DOCKHANDS



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆), Brawl (◆◆◆),
Coercion (◆◆), Mechanics (◆◆), Melee
(◆◆◆)

WEAPONS

Heavy Tool (Melee; Damage 5; Critical
5; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

-

GEAR

Space Suit, Breath Masks and Respira-
tors, Workgang Uniform

SOURCE

A-CRB:441; ID: 1339

MARUS GRAYSON



2

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

2 | 2

STRAIN

13

SKILLS

Charm 2 (●●), Coercion 3 (●●●), Cool 2 (●●), Core Worlds 4 (●●●●), Deception 3 (◆●●●●), Education 2 (◆◆●●), Negotiation 4 (◆◆●●), Ranged [Light] 1 (◆●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Resolve 1, Adversary 2

ABILITIES

Imperial Haughtiness

GEAR

Encrypted Credit Chip with 5,000--10,00- credits, Formal clothing, Personal Deflector Shield (+2 defense)

SOURCE

JoY:64*; ID: 915

MARV MORAY



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◆●), Brawl 1 (◆◆◆●),
Leadership 1 (◆◆◆●), Perception 2
(●●), Ranged [Light] 1 (◆●)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Work Clothing (+1 soak)

SOURCE

GMK:22; ID: 1132

MASTER HUNTER



4

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

20

SOAK VALUE

6

M/R DEFENSE

1 | 1

STRAIN

13

SKILLS

Brawl 2 (◆◆◆◆◆◆), Coercion 2 (◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆), Melee 2 (◆◆◆◆◆◆), Perception 3 (◆◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆◆), Ranged [Heavy] 3 (◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆), Stealth 2 (◆◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Vibroknife (Melee; Damage 5; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Heavy Blaster Rifle (Ranged [Heavy]; Damage 10; Critical 3; Range (Long); Cumbersome 3, Auto-Fire)

TALENTS

Deadly Accuracy 1, Lethal Blows 2, Adversary 2

GEAR

-Heavy Battle Armor (+2 soak; +1 defense)

SOURCE

E-CRB:400, SaVAD:7*; ID: 758

MATE



3

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Coercion 2 (●●), Gunnery 3 (◆●●),
Melee 2 (◆●●), Perception 2 (◆●),
Piloting [Space] 1 (◆●), Ranged [Light]
1 (◆●), Vigilance 2 (●●)

WEAPONS

Heavy Club (Melee; Damage 7; Critical
4; Range (Engaged); Disorient 2)
Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:434*; ID: 860

MATURE HUTT



4

BRAWN

1

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

17

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◆◆◆), Charm 1 (◆◆◆), Coercion 2 (◆◆◆◆◆), Cool 1 (◆◆◆), Deception 2 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Outer Rim 1 (◆◆◆), Ranged [Light] 1 (◆◆◆), Resilience 5 (◆◆◆◆◆◆◆), Underworld 2 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Durable 2, Convincing Demeanor 1, Nobody's Fool 1

ABILITIES

Awkward, Ponderous

GEAR

-

SOURCE

LoNH:46; ID: 1932

MECHANIC



3

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Mechanics (◆◆◆)

WEAPONS

Heavy Hydrospanner (Melee; Damage 8; Critical 4; Range (Engaged); Inaccurate 1)

TALENTS

-

ABILITIES

-

GEAR

Repair Tools

SOURCE

A-CRB:413; ID: 1264

MEDICAL DROID



1

BRAWN

1

AGILITY

2

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (⬡), Medicine 3 (⬢⬡⬡), Perception 2 (⬢⬡)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

built-in diagnostic and surgical tools

SOURCE

A-CRB:428, E-CRB:411, F-CRB:410, CotGAD:9; ID: 805

MEDTECH MINI-MED



SKILLS

1

BRAWN

1

AGILITY

WEAPONS

-

1

INTELLECT

1

CUNNING

TALENTS

-

1

WILLPOWER

0

PRESENCE

ABILITIES

Droid, Surgeon's Aid

GEAR

-

WOUNDS

1

SOURCE

FH:49; ID: 1465

SOAK VALUE

2

M/R DEFENSE

0 | 0

MEHMET ALOVAR



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Charm 3 (●●●), Core Worlds 2 (◆◆●●), Deception 3 (●●●●), Discipline 3 (◆●●●), Education 3 (◆●●●), Leadership 3 (●●●●), Lore 3 (◆●●●), Negotiation 4 (◆●●●●), Outer Rim 2 (◆◆●●), Xenology 2 (◆◆●●)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Inspiring Rhetoric, Natural Charmer, Confidence 1, Kill with Kindness 2, Adversary 1

ABILITIES

Amphibious

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:133; ID: 2305

MENAGERIE GUARDS



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

1 | 0

SKILLS

Melee (◆◆◆), Ranged [Heavy] (◆◆◆◆),
Vigilance (◆◆)

WEAPONS

Soporific-Tipped Bow and Arrows
(Ranged [Heavy]; Damage 5; Critical
4; Range (Medium); Stun 4, Limited
Ammo 1)

Light Spear (Melee; Damage 6; Critical
3; Range (Engaged); Pierce 1)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

NoP:142; ID: 3132

MERDEROUS FUGITIVE



3

BRAWN

4

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Brawl 2 (◆◆●●●), Discipline 2 (◆◆●●●),
Melee 4 (◆◆●●●●), Perception 2
(◆◆●●●●), Stealth 2 (◆◆●●●●),
Vigilance 3 (●●●●●)

WEAPONS

Serrated Vibroknife (Melee; Damage
5; Critical 2; Range (Engaged); Vicious
2, Pierce 2)

TALENTS

Force Rating 3, Soft Spot, Adversary 2

ABILITIES

Dark Side Force User, Force Power
Protect/Unleash

GEAR

-

SOURCE

F-CRB:413; ID: 2632

MICHAEL TORVAL



2

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Charm 3 (◆◆◆), Cool 3 (◆◆◆),
Deception 4 (◆◆◆◆), Education 2
(◆◆), Negotiation 3 (◆◆◆),
Perception 3 (◆◆◆), Ranged [Light]
1 (◆◆), Streetwise 2 (◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Force Rating 1, Sense Emotions

ABILITIES

-

GEAR

Fashionable clothing

SOURCE

MPQ:65*; ID: 2386

MIL MIKKIR



2

BRAWN

2

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

2 | 2

STRAIN

12

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆), Coercion 2 (◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆◆◆), Education 2 (◆◆◆◆◆◆◆◆), Negotiation 4 (◆◆◆◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆◆◆◆), Streetwise 1 (◆◆◆◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Plausible Deniability 2, Smooth Talker 2

ABILITIES

-

GEAR

Datapad Personal Deflector Shield (+2 defense)

SOURCE

JoY:61*; ID: 905

MILITARY INFORMANT



1

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆), Deception 2 (◆◆◆), Stealth 1 (◆◆), Vigilance 1 (◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Indistinguishable 1

ABILITIES

-

GEAR

Disassembly-capable Secure Military Comlink, Disguise Kit

SOURCE

A-CRB:420; ID: 1292

MILITARY STARFIGHTER PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery (◆◆◆), Piloting [Space] (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:405; ID: 770

MINING GUILD ENFORCER



3	2
BRAWN	AGILITY

2	3
INTELLECT	CUNNING

3	2
WILLPOWER	PRESENCE

SKILLS

Brawl 2 (◆◆◆), Coercion 2 (◆◆◆), Discipline 1 (◆◆◆), Streetwise 2 (◆◆◆), Vigilance 1 (◆◆◆)

WEAPONS

Spiked knuckle-gloves (Brawl; Damage 5; Critical 3; Range (Engaged); Vicious 1)

TALENTS

Loom

ABILITIES

-

GEAR

Comlink (handheld), Guild Membership-Leather Vest (+1 soak)

SOURCE

NoP:63; ID: 3076

WOUNDS

11

SOAK VALUE

4

M/R DEFENSE

0 | 0

MON CALAMARI COMMANDER



2

BRAWN

2

AGILITY

4

INTELLECT

1

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Coercion 2 (◆○○○), Cool 3 (○○○○),
Discipline 2 (◆○○), Leadership 3
(○○○○), Outer Rim 3 (◆○○○○),
Warfare 3 (◆○○○○)

WEAPONS

-

TALENTS

Commanding Presence 1, Fire Control 1,
Adversary 1

ABILITIES

Amphibious

GEAR

Comlink (handheld), Datapad

SOURCE

SoR:35; ID: 2191

MON CALAMARI MECHANIC



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆◇), Computers 1 (◆◆◇), Mechanics 2 (◆◇◇◇), Vigilance 1 (◆◇)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

Amphibious

GEAR

Tool Kit, Emergency Repair Patch

SOURCE

E-CRB:398; ID: 752

MON CALAMARI SHIPWRIGHT



2

BRAWN

2

AGILITY

3

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◇), Education 2 (◆◇◇), Mechanics 2 (◆◇◇)

WEAPONS

-

TALENTS

Known Schematic

ABILITIES

Amphibious

GEAR

Repair Tools, Datapad with schematics, Comlink (handheld)

SOURCE

SoR:35; ID: 2190

MONTRA VARN



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Computers 2 (◆◆◆), Cool 3 (◆◆◆), Coordination 2 (◆◆◆), Deception 4 (◆◆◆◆), Discipline 3 (◆◆◆), Melee 2 (◆◆), Perception 3 (◆◆◆), Ranged [Light] 2 (◆◆◆), Skulduggery 3 (◆◆◆), Stealth 3 (◆◆◆), Streetwise 2 (◆◆◆), Vigilance 2 (◆◆◆), Warfare 1 (◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Natural Charmer, Clever Solution, Convincing Demeanor 2, Adversary 2

ABILITIES

-

GEAR

Comlink (handheld), Encrypted datapad with Imperial holonet uplink
Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:134; ID: 2308

MORABAND SITH PHANTASM



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

1

SOAK VALUE

7

M/R DEFENSE

1 | 1

SKILLS

Coercion 1 (◆◆), Discipline 3 (◆◆◆),
Lightsaber 2 (◆◆◆), Stealth 4
(◆◆◆◆)

WEAPONS

*Spectral blade, shadowsaber, or
ghostly claws* (Lightsaber; Damage
6; Critical 4; Range (Engaged); Stun
Damage, Disorient 2, Breach 1

TALENTS

-

ABILITIES

Creature of Illusion, Darkest Dreams

GEAR

-

SOURCE

CotG:85; ID: 2897

MORGUKAI ADEPT



4

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

6

M/R DEFENSE

1 | 1

STRAIN

15

SKILLS

Athletics 2 (◆◆◆◆◆◆◆◆), Brawl 2 (◆◆◆◆◆◆◆◆), Cool 1 (◆◆◆◆◆◆◆◆), Deception 2 (◆◆◆◆◆◆◆◆), Discipline 1 (◆◆◆◆◆◆◆◆), Melee 3 (◆◆◆◆◆◆◆◆), Resilience 1 (◆◆◆◆◆◆◆◆), Survival 2 (◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Morgukai Cortosis Staff (Melee; Damage 8; Critical 1; Range (Engaged); Cortosis, Defensive 1, Breach 1)

TALENTS

Lethal Blows 2, Adversary 1

ABILITIES

Kajain'sa'Nikto

GEAR

-

SOURCE

LoNH:65; ID: 1954

MUSTAFARIAN MINER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆), Brawl 3 (◆◆◆),
Melee 1 (◆◆◆), Resilience 2 (◆◆◆),
Vigilance 1 (◆◆◆)

WEAPONS

Vibro-ax (Melee; Damage 6; Critical
2; Range (Engaged); Vicious 3, Sunder,
Pierce 2)

TALENTS

Adversary 1

ABILITIES

Heat Resistance

GEAR

-

SOURCE

F-CRB:418; ID: 2674

NARRALLA



1

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Coordination 1 (◆◆◆), Perception 2 (◆◆◆), Stealth 2 (◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

Magnetic Sense

GEAR

Servant Apron, Utility Kit

SOURCE

OaA:86; ID: 1574

NAVAL ENGINEER



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers (◆◆◆), Mechanics (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

A-CRB:420; ID: 1293

NEIMOIDIAN CITIZEN



1

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Melee (♦)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Truncheon (Melee; Damage 3; Critical 5; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

Strength in Numbers

GEAR

-

SOURCE

CotG:52; ID: 2871

NERF HERDER



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Survival (◆◆)

WEAPONS

Shepherd's Crook (Melee; Damage 3; Critical 4; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

-

GEAR

Flock of nerfs

SOURCE

A-CRB:433; ID: 1330

NIKTO ENFORCER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Athletics 1 (◆◆◆), Brawl 1 (◆◆◆),
Melee 1 (◆◆◆), Perception 1 (◆◆◆),
Resilience 1 (◆◆◆), Survival 1 (◆◆◆)

WEAPONS

Tuskbeast Pike (Melee; Damage 7;
Critical 3; Range (Engaged); Defensive
1, Knockdown)

TALENTS

-

ABILITIES

-

GEAR

-Armored Clothing (+1 soak; +1
defense)

SOURCE

LoNH:65; ID: 1952

NOIRA



2

BRAWN

4

AGILITY

4

INTELLECT

4

CUNNING

4

WILLPOWER

5

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

1 | 0

STRAIN

18

SKILLS

Charm 4 (◆○○○○), Coercion 3 (◆○○○○), Cool 5 (○○○○○), Deception 4 (○○○○○), Leadership 5 (○○○○○), Melee 3 (◆○○), Negotiation 4 (◆○○○○), Ranged [Light] 2 (◆◆○○), Streetwise 4 (○○○○○), Underworld 3 (◆○○○○)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Vibrorapier (Melee; Damage 4; Critical 2; Range (Engaged); Defensive 1, Pierce 5)

TALENTS

Steely Nerves, Command 2, Adversary 2

ABILITIES

Awe-inspiring

GEAR

Pirate Queen's mask, Breath Masks and Respirators Ornate Armor (+2 soak)

SOURCE

MPQ:91*; ID: 2425

NORTA



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Cool 1 (◆◆), Mechanics 3 (◆◆◆),
Negotiation 3 (◆◆◆), Piloting
[Planetary] 2 (◆◆◆), Ranged [Light]
2 (◆◆◆), Underworld 2 (◆◆◆),
Vigilance 2 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Contraption

ABILITIES

-

GEAR

Tool Kit, Comlink (handheld), Utility
BeltPadded Armor (+2 soak)

SOURCE

BtR:83; ID: 1187

NOSH DROMA



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

1

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Computers 3 (●●●), Core Worlds 3 (●●●), Deception 4 (◆●●●), Negotiation 3 (●●●), Outer Rim 3 (●●●), Perception 3 (◆●●), Ranged [Light] 2 (◆●●), Skulduggery 4 (◆◆●●), Streetwise 3 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Wheel and Deal 3, Nobody's Fool 2, Convincing Demeanor 3, Natural Charmer, Bought Info, Greased Palms, Know Somebody 1, Adversary 1

ABILITIES

-

GEAR

2000 credits, Comlink (handheld), Datapad

SOURCE

SoR:142; ID: 2320

NR-5 MAINTENANCE DROID



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 2 (◆◆), Mechanics 2 (◆◆)

WEAPONS

Arc welder (Melee; Damage 4; Critical -; Range (Engaged); Stun Damage)

Heavy Grasper Arm (Melee; Damage 2; Critical 5; Range (Engaged))

TALENTS

-

ABILITIES

Droid

GEAR

Fine Manipulator Arm, Built-in Repair Tools

SOURCE

A-CRB:451; ID: 1350

OAKE



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (●●), Discipline 2 (◆●●●),
Medicine 2 (●●), Melee 2 (●●),
Ranged [Heavy] 2 (●●), Survival 2
(●●), Vigilance 3 (●●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical
2; Range (Engaged); Vicious 1, Pierce 1)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

Light Repeating Blaster (Ranged
[Heavy]; Damage 11; Critical 3; Range
(Long); Cumbersome 4, Auto-Fire,
Pierce 1)

TALENTS

Point Blank 1

ABILITIES

Teamwork, Hard of Hearing

GEAR

Utility Belt
Worn Clone Trooper Armor
(+2 soak)

SOURCE

MPO:29*; ID: 2348

OLOM ROSKOM



2	2
BRAWN	AGILITY
2	2
INTELLECT	CUNNING
3	3
WILLPOWER	PRESENCE

SKILLS

Charm 2 (◆◆◆◆◆), Cool 1 (◆◆◆◆◆), Discipline 3 (◆◆◆◆◆), Mechanics 3 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

WOUNDS
8

SOAK VALUE
2

M/R DEFENSE
0 0

GEAR

Imperial ID, Comlink (handheld), RMS executive coverall, Tool Kit, Datapad, RMS ID

SOURCE

RaGP:42; ID: 1603

ONREIN HASAR



2

BRAWN

3

AGILITY

4

INTELLECT

4

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

20

SKILLS

Coercion 4 (●●●●), Cool 3 (●●●), Deception 4 (●●●●), Discipline 4 (●●●●), Leadership 3 (●●●), Melee 2 (●●), Negotiation 3 (●●●), Ranged [Light] 2 (◆●●), Streetwise 3 (◆●●), Underworld 4 (●●●●)

WEAPONS

Modded Blaster Pistol (Ranged [Light]; Damage 8; Critical 3; Range (Medium); Superior, Stun Setting)

Refined Cortosis Staff (Melee; Damage 5; Critical 5; Range (Engaged); Cortosis)

TALENTS

Intimidating 2, Adversary 1

ABILITIES

Fearsome Aspect

GEAR

Comlink (handheld) Armored Robes (+2 soak; +1 defense)

SOURCE

CotG:67; ID: 2885

OOM SECURITY DROID



2

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Ranged [Heavy] (◆◆), Vigilance (◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

SoF:125; ID: 828

ORANGE-RATED CONSTABLE



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Discipline (◆), Perception (◆◆), Piloting [Planetary] (◆◆◆), Ranged [Light] (◆◆◆), Vigilance (◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Skilled Jockey 1

ABILITIES

Constabulary Honor 2

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:43; ID: 2196

ORD RADAMA SECURITY OFFICER



SKILLS

Coercion (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Security Uniform (+1 soak)

SOURCE

OaA:83; ID: 1563

ORIDELVE MINER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆), Perception (◆◆)

WEAPONS

Weapons improvised from mining tools (Melee; Damage 5; Critical 5; Range (Engaged); Cumbersome 4)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Work Clothing (+1 soak)

SOURCE

GMK:22; ID: 1131

ORL MISCORD



1

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

4

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

18

SKILLS

Astrogation 3 (◆◆◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆◆◆), Discipline 2 (◆◆◆◆◆◆◆◆),
Melee 3 (◆◆◆◆◆◆◆◆), Perception 3 (◆◆◆◆◆◆◆◆),
Vigilance 2 (◆◆◆◆◆◆◆◆),
Xenology 4 (◆◆◆◆◆◆◆◆)

WEAPONS

Hidden Razor-dagger (Melee; Damage 2; Critical 2; Range (Engaged); Vicious 3, Pierce 3)

Wizard's Staff (Melee; Damage 4; Critical 4; Range (Engaged); Disorient 2)

TALENTS

Ritual Caster, Force Rating 4, Adversary 2

ABILITIES

Force Power Influence, Force Power Protect/Unleash, Dark Side Force User, Force Power Forsee

GEAR

-Heavy and Smelly Robes (+1 soak)

SOURCE

NoP:142; ID: 3133

OSO MADUK



2	2
BRAWN	AGILITY
3	3
INTELLECT	CUNNING
2	3
WILLPOWER	PRESENCE

SKILLS

Charm 2 (◆◆◆), Deception 2 (◆◆◆), Perception 2 (◆◆◆), Skulduggery 2 (◆◆◆), Stealth 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

WOUNDS
12

SOAK VALUE
2

M/R DEFENSE
0 0

GEAR

Scanner Goggles

SOURCE

SoF:141; ID: 1108

OSSUS STONE GUARDIAN



5	3
BRAWN	AGILITY

2	2
INTELLECT	CUNNING

1	1
WILLPOWER	PRESENCE

WOUNDS

10

SOAK VALUE

7

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆), Perception 2 (◆◆), Vigilance 2 (◆◆)

WEAPONS

Stone Fists (Brawl; Damage 8; Critical 4; Range (Engaged); Cortosis, Concussive 1)

TALENTS

Durable 2

ABILITIES

Droid

GEAR

Integrated SecureTech "Nightsight" passive sensor suite
Cortosis Chassis (+2 soak)

SOURCE

NoP:128; ID: 3109

OVERSEER BRYNN



2	2
BRAWN	AGILITY

2	3
INTELLECT	CUNNING

2	3
WILLPOWER	PRESENCE

WOUNDS
10

SOAK VALUE
2

M/R DEFENSE
0 0

SKILLS

Cool 1 (◆◆◇), Discipline 1 (◆◇), Perception 1 (◆◆◇), Ranged [Light] 1 (◆◇)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld)

SOURCE

E-BGA:18; ID: 2907

PASHNA GENKO



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 2 (◆◆◆), Gunnery 3 (◆◆◆◆◆), Leadership 3 (◆◆◆◆), Piloting [Space] 3 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Form on Me

ABILITIES

Amphibious

GEAR

Flight Suit, R5-series astromech droid, Y-wing

SOURCE

SoR:126; ID: 2301

PASSK



3

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆●●●), Deception 3 (◆●●●●), Discipline 3 (●●●●●), Lore 4 (◆●●●●), Negotiation 3 (●●●●●), Ranged [Light] 2 (●●●), Underworld 3 (●●●●●)

WEAPONS

Claws (Brawl; Damage 4; Critical 3; Range (Engaged)),)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Business attire, Datapad, curio shop

SOURCE

A-CRB:439*; ID: 1334

PATHRAN HELSHAR



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 0

SKILLS

Coordination 2 (◆◆◆), Leadership 2 (◆◆◆), Melee 2 (◆◆), Perception 2 (◆◆), Ranged [Heavy] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Survival 2 (◆◆)

WEAPONS

Diiro (Melee; Damage 3; Critical 3; Range (Engaged); Defensive 1)

Slugthrower Rifle (Ranged [Heavy]; Damage 7; Critical 5; Range (Medium); Cumbersome 2)

TALENTS

Adversary 1

ABILITIES

For Quolas!, Glider

GEAR

bearsloth venom (2 doses) Thick Furs and Leathers (+1 soak)

SOURCE

CotG:31; ID: 2856

PETTY OFFICER TERA WEN



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆), Discipline 3 (◆◆◆), Leadership 2 (◆◆◆), Perception 2 (◆◆), Piloting [Planetary] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Coordinated Assault 1

ABILITIES

-

GEAR

Comlink (handheld) Blast vest and Helmet (+1 soak)

SOURCE

A-CRB:446*; ID: 1345

PHANTASMAL BEAST OF MORABAND



4

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 3 (◆◆◆◆◆◆), Brawl 2 (◆◆◆◆◆◆), Cool 1 (◆◆◆◆◆◆), Stealth 2 (◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆)

WEAPONS

-

TALENTS

Crippling Blow

ABILITIES

Living Shadow

GEAR

-

SOURCE

CotG:84; ID: 2893

PHILANTHROPIC SENATOR



2	2
BRAWN	AGILITY
3	2
INTELLECT	CUNNING
3	5
WILLPOWER	PRESENCE

WOUNDS
12

SOAK VALUE
2

M/R DEFENSE
0 | 0

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆◆◆◆), Core Worlds 2 (◆◆◆◆◆◆◆◆◆◆), Deception 1 (◆◆◆◆◆◆◆◆◆◆), Education 2 (◆◆◆◆◆◆◆◆◆◆), Leadership 3 (◆◆◆◆◆◆◆◆◆◆), Negotiation 4 (◆◆◆◆◆◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆◆◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:408; ID: 784

PHYSICIAN



2

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◆◆◆), Education 3 (◆◆◆◆◆), Medicine 3 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Surgeon 2, Bacta Specialist 2

ABILITIES

-

GEAR

Medpac, Bacta (liter), Synthskin

SOURCE

A-CRB:430, CotGAD:4; ID: 1319

PIRATE CAPTAIN



4

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

20

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

12

SKILLS

Coercion 3 (◆○○○), Cool 3 (○○○○),
Coordination 2 (◆◆○○), Deception
3 (○○○○), Gunnery 2 (◆◆○○),
Leadership 2 (◆○○), Melee 4
(○○○○), Ranged [Heavy] 3
(◆○○○○), Resilience 2 (◆◆○○),
Skulduggery 3 (○○○○)

WEAPONS

Vibro-ax (Melee; Damage 7; Critical
2; Range (Engaged); Vicious 3, Sunder,
Pierce 2)

Heavy Blaster Rifle (Ranged [Heavy];
Damage 10; Critical 3; Range (Long);
Cumbersome 3, Auto-Fire)

TALENTS

Feral Strength 2, Knockdown, Adversary
2

ABILITIES

Pirate Leader

GEAR

-Armored Clothing (+1 soak; +1
defense)

SOURCE

A-CRB:426, E-CRB:394, SaVAD:11;
ID: 740

PIRATE CREW



2

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Cool (◆◆), Ranged [Heavy] (◆◆◆),
Ranged [Light] (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

A-CRB:425, E-CRB:393, SaVAD:10;
ID: 738

PLANETARY DEFENSE FORCE TROOPER



2
BRAWN

2
AGILITY

2
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Discipline (◆◆), Ranged [Heavy] (◆◆), Ranged [Light] (◆◆)

WEAPONS

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Blast Vest (+1 soak)

SOURCE

E-CRB:405, F-CRB:402*; ID: 772

PLANETARY GOVERNOR



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆), Coercion 4 (◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆◆◆), Education 4 (◆◆◆◆◆◆◆◆), Leadership 3 (◆◆◆◆◆◆◆◆), Perception 4 (◆◆◆◆◆◆◆◆), Piloting [Planetary] 2 (◆◆◆◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆◆◆◆), Resilience 2 (◆◆◆◆◆◆◆◆), Skulduggery 3 (◆◆◆◆◆◆◆◆), Streetwise 2 (◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 2, Kill with Kindness 2, Inspiring Rhetoric [Improved]

ABILITIES

Leader

GEAR

SOURCE

E-CRB:405, CotGAD:19; ID: 774

PODRACER PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Cool 3 (◆◆◆), Mechanics 3 (◆◆◆),
Piloting [Planetary] 4 (◆◆◆◆),
Streetwise 2 (◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Skilled Jockey 1, Full Throttle

ABILITIES

-

GEAR

Tool Kit, Podracer

SOURCE

F-CRB:402; ID: 2585

POL ORRICH



4

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

6

M/R DEFENSE

0 | 0

SKILLS

Brawl 3 (◆◆◆), Coercion 3 (◆◆◆), Ranged [Heavy] 2 (◆◆), Resilience 2 (◆◆◆◆), Streetwise 2 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

WEAPONS

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Sabacc Deck, Comlink (handheld), Utility Belt, StimpackPadded Armor (+2 soak)

SOURCE

SoF:49; ID: 1040

POLIS MASSA BASE SQUADRON PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool (◆◆), Gunnery (◆◆◆), Piloting [Space] (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight Suit, X-wing

SOURCE

SoR:126; ID: 2302

POLITICIAN / SENATOR



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆◆◆◆◆),
Core Worlds 2 (◆◆◆◆◆◆◆◆◆◆), Deception
1 (◆◆◆◆◆◆◆◆◆◆), Education 2 (◆◆◆◆◆◆◆◆◆◆),
Negotiation 2 (◆◆◆◆◆◆◆◆◆◆)

WEAPONS

-

TALENTS

Works Like a Charm, Commanding
Presence 2

ABILITIES

-

GEAR

Bodyguards, Comlink (handheld),
Datapad

SOURCE

A-CRB:430, CotGAD:20*; ID: 1321

POREL VAKRA



3

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

4

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

18

SKILLS

Brawl 3 (●●●), Coercion 2 (◆◆●●), Cool 3 (◆●●), Negotiation 2 (●●), Perception 3 (●●●), Ranged [Light] 3 (●●●), Streetwise 3 (●●●), Underworld 3 (●●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Dodge 1, Point Blank 2, Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), Datapad, Armored Suit (+1 soak)

SOURCE

MPQ:93*; ID: 2429

POS PODURA



2

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Charm 1 (◆◆), Computers 1 (◆◆◆◆◆), Cool 2 (◆◆), Deception 2 (◆◆◆◆), Education 3 (◆◆◆◆◆), Negotiation 1 (◆◆), Skulduggery 1 (◆◆◆◆), Streetwise 1 (◆◆◆◆)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Resolve 2, Idealist 1

ABILITIES

Twi'lek

GEAR

Stolen credentials and encrypted expense voucher with 5,000 credits

SOURCE

JoY:62*; ID: 909

PRIVATE SECURITY GUARD



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Discipline (◆◆), Melee (◆◆◆), Perception (◆◆), Ranged [Heavy] (◆◆◆), Vigilance (◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Riot Gun (Ranged [Heavy]; Damage 7; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Armored Guard Uniform (+1 soak; +1 defense)

SOURCE

JoY:78; ID: 926

PROBE DROID



2

BRAWN

3

AGILITY

2

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Perception 4 (◆◆◆◆◇), Ranged [Light]
2 (◆◇◇◇)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

Droid, Self-destruct Mechanism, Hoverer

GEAR

Long-range terrain scanner, Holo-Mes-
senger, Life Form Scanner

SOURCE

F-BGR:46; ID: 2904

PROTOCOL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Education 3 (●●●),
Negotiation 2 (●●), Perception 1 (●),
Xenology 3 (●●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Etiquette and Protocol

GEAR

-

SOURCE

RaGP:33*, A-CRB:429, E-CRB:412,
F-CRB:410, CotGAD:10; ID: 807

PROVINCIAL LAW ENFORCEMENT OFFICER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Perception (◆◆),
Ranged [Light] (◆◆), Vigilance (◆◆)

WEAPONS

Truncheon (Melee; Damage 5; Critical 5; Range (Engaged); Disorient 2)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Police Armor (+1
soak)

SOURCE

F-CRB:403; ID: 2587

Q-4 BORER DROID



1

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Perception (◆), Ranged [Light] (◆◆)

WEAPONS

Heavy-duty Drilling Laser (Ranged [Light]; Damage 6; Critical 3; Range (Engaged); Pierce 4)

TALENTS

-

ABILITIES

Droid

GEAR

Rock-scanning Sensors

SOURCE

SoR:113; ID: 2282

Q7-SERIES ASTROMECH DROID



1

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

9

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆), Computers 3 (◆◆◆), Cool 2 (◆◆), Mechanics 2 (◆◆), Piloting [Space] 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Built-in Repair Tools

SOURCE

SoT:47; ID: 1673

QUARREN AGITATOR



2	2
BRAWN	AGILITY
2	3
INTELLECT	CUNNING
2	3
WILLPOWER	PRESENCE

SKILLS

Charm 2 (◆○○○), Coercion 2 (○○○),
Deception 2 (◆○○○)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Scathing Tirade

ABILITIES

Amphibious

WOUNDS

13

SOAK VALUE

2

M/R DEFENSE

0 | 0

GEAR

Inflammatory pamphlets and propa-
ganda

SOURCE

A-CRB:413; ID: 1266

QUARTERMASTER



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 2 (◆◆◆), Negotiation 3 (◆◆◆), Streetwise 2 (◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 1, Know Somebody 2

ABILITIES

-

GEAR

-Blast Vest (+1 soak)

SOURCE

A-CRB:414; ID: 1267

QUOLAS CITIZEN



1

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

2

M/R DEFENSE

1 | 0

SKILLS

Coordination (◆◆◆), Melee (◆),
Ranged [Heavy] (◆◆◆), Survival (◆◆)

WEAPONS

Diirō (Melee; Damage 2; Critical 3;
Range [Engaged]; Defensive 1)

Slugthrower Rifle (Ranged [Heavy];
Damage 7; Critical 5; Range [Medium];
Cumbersome 2)

TALENTS

-

ABILITIES

Glider

GEAR

bearsloth venom (1 dose) Thick Furs and
Leathers (+1 soak)

SOURCE

CotG:32; ID: 2858

QUOLAS ELDER



1

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

9

SOAK VALUE

2

M/R DEFENSE

1 | 0

SKILLS

Coordination 2 (◆◆◆), Leadership 2 (◆◆◆), Melee 2 (◆◆), Negotiation 3 (◆◆◆)

WEAPONS

Diiro (Melee; Damage 2; Critical 3; Range (Engaged); Defensive 1)

TALENTS

Inspiring Rhetoric

ABILITIES

Glider

GEAR

bearsloth venom (5 doses)Ornate Thick Furs and Leathers (+1 soak)

SOURCE

CotG:32; ID: 2861

QUOLAS GUARD



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

1 | 0

SKILLS

Coordination (◆◆◆), Melee (◆◆),
Ranged [Light] (◆◆◆◆), Survival (◆◆)

WEAPONS

Slugthrower Pistol (Ranged [Light];
Damage 4; Critical 5; Range (Short))

Diuro (Melee; Damage 3; Critical 3;
Range (Engaged); Defensive 1

TALENTS

-

ABILITIES

Glider

GEAR

bearsloth venom (2 doses), BindersPadded
Armor (+2 soak)

SOURCE

CotG:26; ID: 2849

QUOLAS GUARD CAPTAIN



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

1 | 0

SKILLS

Coordination 2 (◆○○○○), Discipline 2 (○○○○), Melee 3 (○○○○○), Ranged [Light] 3 (○○○○○), Vigilance 1 (◆○○)

WEAPONS

Slugthrower Pistol (Ranged [Light]; Damage 4; Critical 5; Range (Short))
Diuro (Melee; Damage 4; Critical 3; Range (Engaged); Defensive 1

TALENTS

Adversary 1

ABILITIES

Restraint, Glider

GEAR

Binders, bearsloth antivenom (2 doses), Comlink (handheld), bearsloth venom (10 doses)Padded Armor (+2 soak)

SOURCE

CotG:26; ID: 2853

R2-B7



1

BRAWN

1

AGILITY

4

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆◆◆), Computers 2 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Mechanics 2 (◆◆◆◆◆)

WEAPONS

Arc welder (Melee; Damage 4; Critical -; Range (Engaged); Stun Damage

TALENTS

-

ABILITIES

Droid

GEAR

Tool Kit

SOURCE

GMK:8*; ID: 1116

R4-W9



1

BRAWN

1

AGILITY

2

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆), Computers 3 (◆◆◆), Cool 1 (◆), Mechanics 2 (◆◆), Piloting [Space] 2 (◆◆)

WEAPONS

Arc welder (Melee; Damage 4; Critical -; Range (Engaged); Stun Damage

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

E-CRB:430*; ID: 857

R7-SERIES ASTROMECH DROID



1

BRAWN

1

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆), Computers 3 (◆◆◆), Cool 2 (◆◆), Mechanics 3 (◆◆◆), Piloting [Space] 2 (◆◆)

WEAPONS

Arc welder (Melee; Damage 4; Critical -; Range (Engaged); Stun Damage

TALENTS

Hold Together, Galaxy Mapper 1

ABILITIES

Droid

GEAR

Built-in Repair Tools

SOURCE

SoT:46; ID: 1672

RAIDER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆◆), Melee (◆◆◆), Ranged [Light] (◆◆), Survival (◆◆)

WEAPONS

Hand Crossbow (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Limited Ammo 1, Prepare 1)

Stabbing Sword (Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1)

TALENTS

-

ABILITIES

-

GEAR

-Boiled Leather Jerkin (+1 soak)

SOURCE

NoP:37; ID: 3027

RAIDER WARLORD



4

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

6

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Melee 2 (◆◆●●), Perception 3 (●●●), Ranged [Light] 1 (◆◆●), Resilience 2 (◆◆●●), Survival 3 (●●●)

WEAPONS

-

TALENTS

Force Rating 2, Parry 3, Adversary 1

ABILITIES

Dark Side Force User, Force Power Heal/Harm

GEAR

-

SOURCE

NoP:36; ID: 3023

RANAT SCOUT



1

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆), Melee (◆), Skullduggery (◆◆◆), Stealth (◆◆◆), Survival (◆◆◆)

WEAPONS

Ranat Bite (Brawl; Damage 1; Critical 4; Range (Engaged); Pierce 1)

Makeshift Knife (Melee; Damage 2; Critical 4; Range (Engaged)),

TALENTS

-

ABILITIES

Cornered Fury

GEAR

-

SOURCE

A-CRB:451; ID: 1364

RANAT STALKER



2

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

8

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Melee (◆◆), Stealth (◆◆◆), Survival (◆◆◆)

WEAPONS

Makeshift Spear (Melee; Damage 3; Critical 3; Range (Engaged),)

Ranat Bite (Brawl; Damage 2; Critical 4; Range (Engaged); Pierce 1

TALENTS

-

ABILITIES

Cornered Fury

GEAR

-

SOURCE

A-CRB:449; ID: 1363

RAQUOR'DAAN BEASTMASTER



3

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Melee 2 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Ranged [Heavy] 2 (◆◆◆◆◆), Resilience 3 (◆◆◆◆◆), Survival 3 (◆◆◆◆◆)

WEAPONS

Beastmaster's Vibro-Glaive (Melee; Damage 5; Critical 2; Range (Engaged); Defensive 2, Pierce 3)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Pheromone Communication

GEAR

-

SOURCE

LoNH:77; ID: 1981

RASZ KAL



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 2

SKILLS

Deception 3 (●●●), Perception 2 (◆●●), Piloting [Space] 2 (◆●●), Ranged [Light] 3 (●●●), Skullduggery 2 (◆●●), Streetwise 2 (◆●●), Underworld 2 (◆●●)

WEAPONS

Brass Knuckles (Brawl; Damage 3; Critical 4; Range (Engaged); Disorient 3)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 2

ABILITIES

-

GEAR

Broken Hyperdrive motivator Padded Armor (+2 soak)

SOURCE

SoF:125; ID: 1082

REBEL ALLIANCE LIAISON



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Cool 1 (◆◆), Coordination 1 (◆◆◆), Discipline 2 (◆◆◆), Melee 1 (◆◆), Negotiation 3 (◆◆◆), Ranged [Heavy] 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)
Molecular Stiletto (Melee; Damage 2; Critical 2; Range (Engaged))

TALENTS

Adversary 1

ABILITIES

-

GEAR

-

SOURCE

E-CRB:408, laRAD:15; ID: 782

REBEL CELL LEADER



3

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

4

WILLPOWER

2

PRESENCE

WOUNDS

19

SOAK VALUE

4

M/R DEFENSE

1 | 1

STRAIN

16

SKILLS

Charm 3 (◆◆◆◆◆), Coercion 2 (◆◆◆◆◆), Cool 3 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Leadership 3 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Warfare 1 (◆◆◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 4, Pierce 2)
Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)
Fire Bomb (Ranged [Light]; Damage 7; Critical 3; Range (Short); Limited Ammo 1, Inaccurate 1, Blast 7, Burn 2)

TALENTS

Inspiring Rhetoric, Adversary 2

ABILITIES

Alliance Leader

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

A-CRB:414, IaRAD:20; ID: 1270

REBEL SPECFORCE INFILTRATOR



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Melee 2 (◆◆◆), Perception 1 (◆◆◆), Ranged [Light] 2 (◆◆◆), Skullduggery 2 (◆◆◆), Stealth 3 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

Stalker 2, Adversary 1

ABILITIES

Swipe 1, Shadowed

GEAR

Encrypted Comlink Reinforced Blast Vest (+2 soak)

SOURCE

A-CRB:414, IaRAD:19; ID: 1274

REGENT CREDI SOLFINN



1

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

11

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆●●●), Cool 4 (◆●●●●),
Deception 3 (◆●●●●), Discipline
2 (●●●), Education 3 (●●●●●),
Negotiation 3 (●●●●●), Perception 2
(◆◆●●●)

WEAPONS

-

TALENTS

Kill with Kindness 1, Adversary 2

ABILITIES

-

GEAR

Comlink (handheld), Datapad

SOURCE

SoR:47; ID: 2200

REOM (TWI'LEK)



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Astrogation 1 (◆◆◆), Charm 2 (◆◆◆), Coercion 4 (◆◆◆◆), Cool 2 (◆◆◆), Deception 2 (◆◆◆◆), Discipline 3 (◆◆◆), Mechanics 5 (◆◆◆◆◆), Medicine 1 (◆◆◆), Melee 2 (◆◆◆), Negotiation 3 (◆◆◆), Piloting [Space] 2 (◆◆◆), Ranged [Light] 3 (◆◆◆), Underworld 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Convincing Demeanor 2, Nobody's Fool 1, Gearhead 2, Adversary 2

ABILITIES

Technical Master

GEAR

Pet Bogwing ("Mordekai"), Tool Kit, Datapad, Utility Belt Heavy Clothing (+1 soak)

SOURCE

BtR:16; ID: 831

REVAH



2

BRAWN

3

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Charm 3 (●●●●●), Coercion 3 (●●●●●), Cool 2 (◆●●●●), Deception 3 (◆●●●●), Discipline 3 (●●●●●), Leadership 3 (●●●●●), Ranged [Light] 2 (◆●●●●), Underworld 3 (◆●●●●), Vigilance 3 (●●●●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Soft Spot, Adversary 1

ABILITIES

Pirate Leader

GEAR

Sorority Mask Heavy Clothing (+1 soak)

SOURCE

MPQ:36*; ID: 2356

RMD-20 „EYE IN THE SKY“



1

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Perception (◆), Vigilance (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Silhouette 0, Hoverer

GEAR

Recording Holocam

SOURCE

KtP:50; ID: 2790

ROCHE J9 WORKER DRONE



1

BRAWN

2

AGILITY

3

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

11

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 1 (●), Education 4 (◆●●●●),
Negotiation 2 (◆●), Xenology 3
(●●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Olfactory and microwave sensors

SOURCE

SoR:113; ID: 2284

ROCHE SIAK-SERIES PROTOCOL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (◆◆◆), Education 2 (◆◆◆), Negotiation 3 (◆◆◆), Xenology 3 (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

SoR:113; ID: 2285

ROOWARRA



4

BRAWN

2

AGILITY

1

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

17

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Piloting [Space] 1 (◆◆◆◆◆), Ranged [Heavy] 1 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆)

WEAPONS

Bowcaster (Ranged [Heavy]; Damage 10; Critical 3; Range (Medium); Cumbersome 3, Knockdown)

TALENTS

-

ABILITIES

Wookiee Rage

GEAR

-

SOURCE

DitW:7; ID: 1366

ROOWARRA'S CREW



2

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Mechanics (◆), Perception (◆◆), Ranged [Light] (◆◆◆), Vigilance (◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

DitW:7; ID: 1367

RYALE WEI



2

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

13

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Charm 3 (◆◆◆◆◆◆◆◆), Coercion 4 (◆◆◆◆◆◆◆◆), Cool 3 (◆◆◆◆◆◆◆◆), Deception 4 (◆◆◆◆◆◆◆◆), Leadership 4 (◆◆◆◆◆◆◆◆), Melee 3 (◆◆◆◆◆◆◆◆), Streetwise 4 (◆◆◆◆◆◆◆◆), Underworld 4 (◆◆◆◆◆◆◆◆)

WEAPONS

Vibrorapier (Melee; Damage 4; Critical 2; Range (Engaged); Defensive 1, Pierce 5)

TALENTS

Nobody's Fool 2, Adversary 2

ABILITIES

Leader

GEAR

-

SOURCE

MPQ:71*; ID: 2400

SABOTEUR ASTROMECH



1

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (◆◆◆), Computers 3 (◆◆◆), Cool 2 (◆◆), Gunnery 2 (◆◆), Mechanics 2 (◆◆), Piloting [Space] 3 (◆◆◆)

WEAPONS

Arc welder (Melee; Damage 4; Critical -; Range (Engaged); Stun Damage

TALENTS

-

ABILITIES

Droid

GEAR

Built-in Repair Tools

SOURCE

DitW:22; ID: 1382

SABOTEUR LOAD LIFTER



5

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

20

SOAK VALUE

7

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆◆◆), Brawl (◆◆◆◆◆),
Melee (◆◆◆◆◆)

WEAPONS

Large Improvised Weapon (Melee;
Damage 7; Critical 5; Range (Engaged);
Cumbersome 4)

Truncheon lifters (Brawl; Damage 6;
Critical 5; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

Droid, Silhouette 2

GEAR

-

SOURCE

DitW:22; ID: 1381

SABOTEUR MEDICAL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (●), Medicine 3 (●●●), Perception 2 (◆●)

WEAPONS

Anesthetic Injector (Medicine; Damage 8; Critical 5; Range (Engaged); Stun Damage)

Vibroscalpel (Melee; Damage 2; Critical 4; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

-

ABILITIES

Droid

GEAR

built-in diagnostic and surgical tools

SOURCE

DitW:22; ID: 1378

SAKIYAN BOUNTY HUNTER



2

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆), Coordination 1 (◆◆◆◆◆), Perception 1 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Stealth 1 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

SakTek D-29 Repulsor Rifle

(Gunnery; Damage 8; Critical 4; Range (Medium); Knockdown, Disorient 3, Stun Damage)

TALENTS

Expert Tracker 2

ABILITIES

-

GEAR

BindersSakiyan Shadowsuit (+1 soak)

SOURCE

LoNH:73; ID: 1965

SALA VINDAKO



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Discipline 2 (◆○○○), Melee 3 (○○○○), Negotiation 2 (○○), Ranged [Light] 3 (○○○○), Survival 3 (○○○○), Vigilance 2 (◆○○), Xenology 3 (◆○○)

WEAPONS

Soporific-Tipped Bow and Arrows

(Ranged [Heavy]; Damage 5; Critical 4; Range (Medium); Stun 4, Limited Ammo 1)

Beast Goad (Melee; Damage 6; Critical 4; Range (Engaged); Disorient 2, Pierce 2)

TALENTS

Hunter 2, Adversary 1

ABILITIES

-

GEAR

-Heavy Leather Clothing (+1 soak; +1 defense)

SOURCE

NoP:141*; ID: 3130

SALANA



3

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

2 | 2

STRAIN

15

SKILLS

Charm 3 (◆◆◆), Coercion 2 (◆◆), Leadership 3 (◆◆◆), Negotiation 3 (◆◆◆), Perception 2 (◆◆), Ranged [Light] 2 (◆◆◆), Skulduggery 2 (◆◆◆), Streetwise 3 (◆◆◆), Warfare 2 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Inspiring Rhetoric, Adversary 2

ABILITIES

-

GEAR

Comlink (handheld) Personal Deflector Shield (+2 defense)

SOURCE

SoR:47; ID: 2201

SAVO AND CAMERLIN



4

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

5

M/R DEFENSE

1 | 1

SKILLS

Cool 2 (●●), Melee 3 (◆●●●●), Perception 2 (●●), Ranged [Light] 3 (●●●), Vigilance 2 (●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Comlink (handheld), Scanner Goggles, Datapad Armored Clothing (+1 soak; +1 defense)

SOURCE

LoNH:135*; ID: 2028

SCARRED GLADIATOR



4

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

19

SOAK VALUE

6

M/R DEFENSE

2 | 0

STRAIN

16

SKILLS

Athletics 2 (◆◆◆◆◆◆), Brawl 4 (◆◆◆◆◆◆), Coordination 1 (◆◆◆◆◆), Medicine 3 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Streetwise 2 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Force Rating 2, Adversary 2

ABILITIES

Dark Side Force User, Force Power Heal/Harm

GEAR

-

SOURCE

F-CRB:413; ID: 2635

SCOUT



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Astrogation 3 (●●●), Gunnery 2 (◆●●), Mechanics 2 (◆●●), Outer Rim 2 (◆●●), Piloting [Space] 3 (●●●), Ranged [Light] 1 (◆◆●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Galaxy Mapper 3

ABILITIES

-

GEAR

Scout Ship, Datapad

SOURCE

F-CRB:402; ID: 2583

SCOUT COLLECTOR



4

BRAWN

1

AGILITY

2

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

20

SOAK VALUE

8

M/R DEFENSE

1 | 1

SKILLS

Perception 3 (◆◆◇), Xenology 4 (◆◆◇◇)

WEAPONS

Grapple arms (Brawl; Damage 6; Critical 5; Range (Engaged); Ensnare 3)

TALENTS

-

ABILITIES

Silhouette 3, Droid, Hoverer

GEAR

Cryostorage bay

SOURCE

EtU:57; ID: 819

SCOUT SURVEYOR



2

BRAWN

4

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Perception 3 (◆◆◆), Ranged [Light] 1 (◆◆◆◆), Stealth 2 (◆◆◆◆), Survival 3 (◆◆◆)

WEAPONS

Stun blaster (Ranged [Light]; Damage 8; Critical -; Range (Short); Stun Damage, Disorient 3)

TALENTS

Swift, Hunter 1

ABILITIES

Droid

GEAR

-

SOURCE

EtU:57; ID: 821

SDMN SERIES SESSION DROID



1

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

3

PRESENCE

WOUNDS

7

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆○○○), Computers 2 (○○○),
Cool 2 (◆○○○), Coordination 2 (○○○),
Deception 2 (○○○)

WEAPONS

-

TALENTS

Plausible Deniability 1, Smooth Talker 2

ABILITIES

Droid, Backup Entertainer

GEAR

-

SOURCE

FH:50; ID: 1470

SECTOR RANGER



3

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 1 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Coordination 2 (◆◆◆◆◆), Ranged [Heavy] 3 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆), Survival 3 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

E-CRB:405; ID: 775

SECURITY DROID



2

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Ranged [Light] 3 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

E-CRB:412, CotGAD:11; ID: 808

SECURITY DROID



2

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Ranged [Light] 3 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Snare Launcher (Ranged [Light]; Damage 0; Critical -; Range (Short); Ensnare 5, Limited Ammo 1)

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Heightened Awareness

ABILITIES

Droid

GEAR

-

SOURCE

JoY:80; ID: 928

SECURITY ENFORCER



3

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Melee (◆◆◆), Perception (◆◆),
Ranged [Heavy] (◆◆)

WEAPONS

Shock Truncheon (Melee; Damage 5;
Critical 4; Range [Engaged]; Stun 3)

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Uniform (+1 soak)

SOURCE

SoF:73; ID: 1070

SECURITY INVESTIGATOR



1

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Coercion 2 (◆◆◆), Deception 2 (◆◆◆), Discipline 2 (◆◆◆), Perception 2 (◆◆◆)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

TALENTS

-

ABILITIES

-

GEAR

-Uniform (+1 soak)

SOURCE

SoF:73; ID: 1071

SECURITY OFFICERS



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (◆◆), Melee 1 (◆◆), Perception 2 (◆◆), Ranged [Light] 1 (◆◆), Streetwise 2 (◆◆), Vigilance 2 (◆◆)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), StimpackPadded Armor (+2 soak)

SOURCE

SoF:126*; ID: 1086

SELONIAN THUG



3

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆◆), Melee (◆◆◆), Perception (◆), Stealth (◆◆◆), Vigilance (◆◆)

WEAPONS

Tail (Brawl; Damage 7; Critical 5; Range (Engaged); Knockdown, Disorient 2)
Selonian Glaive (Melee; Damage 6; Critical 3; Range (Engaged); Defensive 1, Pierce 3)

TALENTS

-

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

SoF:48; ID: 1036

SELONIAN WANDERER



3	3
BRAWN	AGILITY

2	1
INTELLECT	CUNNING

3	1
WILLPOWER	PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

1 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Resilience 1 (◆◆◆◆◆), Vigilance 1 (◆◆◆◆◆)

WEAPONS

Tail (Brawl; Damage 7; Critical 5; Range (Engaged); Knockdown, Disorient 2)
Selonian Glaive (Melee; Damage 6; Critical 3; Range (Engaged); Defensive 1, Pierce 3)

TALENTS

-

ABILITIES

-

GEAR

StimpackPadded Armor (+2 soak)

SOURCE

SoF:123; ID: 1079

SENIOR ADVISOR SETENNA HASE



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

17

SKILLS

Charm 3 (●●●), Cool 2 (◆●●),
Discipline 2 (◆●●), Education 4
(●●●●), Leadership 2 (◆●●),
Negotiation 3 (●●●), Ranged [Light]
2 (●●), Warfare 1 (◆◆●)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Field Commander, Command 2,
Adversary 2

ABILITIES

Improved Covering Fire

GEAR

-Blast Vest (+1 soak)

SOURCE

OaA:18; ID: 1492

SENTRY DROID PROFILE



1

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

0

SOAK VALUE

0

M/R DEFENSE

0 | 0

SKILLS

Gunnery 2 (◆◆◆◆◆), Piloting [Space]
2 (◆◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:431; ID: 864

SERA RIGGERS



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

3

M/R DEFENSE

0 | 0

STRAIN

16

SKILLS

Cool 3 (●●●), Leadership 3 (●●●), Negotiation 2 (◆●●), Perception 4 (◆●●●), Ranged [Light] 2 (●●), Streetwise 3 (●●●), Vigilance 2 (◆●●)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Nobody's Fool 1, Adversary 1

ABILITIES

Spaceport Leader

GEAR

Comlink (handheld), DatapadUniform (+1 soak)

SOURCE

SoF:49; ID: 1038

SERAPHS GANG MEMBER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Melee (◆◆), Piloting [Planetary] (◆◆◆), Ranged [Light] (◆◆◆), Streetwise (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Chain (Melee; Damage 5; Critical 5; Range (Engaged); Knockdown, Inaccurate 1)

TALENTS

-

ABILITIES

-

GEAR

-Riding Leather (+1 soak)

SOURCE

SoF:131; ID: 1094

SERVICE PATCH REMOTE



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers (◆), Mechanics (◆)

WEAPONS

-

TALENTS

Technical Aptitude 1

ABILITIES

Droid, Silhouette 0

GEAR

Built-in toolkit

SOURCE

SM:53; ID: 3166

SHADOWPORT MECHANIC



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 1 (◆◆◇), Computers 2 (◆◇◇), Mechanics 3 (◇◇◇), Streetwise 2 (◆◇◇), Underworld 2 (◆◇◇)

WEAPONS

Heavy Hydrospanner (Melee; Damage 7; Critical 4; Range (Engaged); Inaccurate 1)

TALENTS

-

ABILITIES

-

GEAR

Tool Kit

SOURCE

A-CRB:426, CotGAD:5; ID: 1316

SHALO SHERIN



2

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

2 | 2

STRAIN

12

SKILLS

Charm 3 (●●●), Coercion 3 (◆●●),
Deception 4 (●●●●), Leadership
3 (●●●), Negotiation 3 (●●●),
Ranged [Light] 2 (●●), Streetwise 3
(◆●●), Underworld 2 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Gang Leader, Smooth Talker 1,
Adversary 1

ABILITIES

-

GEAR

Fine Clothing Personal Deflector Shield
(+2 defense)

SOURCE

LoNH:135*; ID: 2027

SHEN'S GOONS



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆◆), Coercion (◆), Gunnery (◆◆◆), Ranged [Heavy] (◆◆◆), Streetwise (◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 4; Critical 4; Range (Engaged); Disorient 3)
Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

Lethal Blows 1

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

JoY:87; ID: 934

SHIELD REMOTE



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS

Vigilance (◆)

WEAPONS

-

TALENTS

Body Guard 1

ABILITIES

Droid, Silhouette 0

GEAR

General Purpose Scanner

WOUNDS

6

SOAK VALUE

3

M/R DEFENSE

1 | 1

SOURCE

SM:53; ID: 3167

SHIPJACKER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆), Deception 2 (◆◆◆), Piloting [Space] 2 (◆◆◆), Skulduggery 2 (◆◆◆), Stealth 2 (◆◆◆), Vigilance 1 (◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

Electronic Lock Breaker

SOURCE

E-CRB:394, SaVAD:14; ID: 742

SHREYA ORDASSA



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 2 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Deception 1 (◆◆◆◆◆), Education 4 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Nobody's Fool 1, Scathing Tirade

ABILITIES

-

GEAR

Datapad

SOURCE

JoY:60*; ID: 904

SIANNA SEKKO



3

BRAWN

4

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

18

SOAK VALUE

5

M/R DEFENSE

1 | 1

STRAIN

18

SKILLS

Deception 2 (◆◆◆◆◆◆), Discipline 3 (◆◆◆◆◆◆), Lightsaber 3 (◆◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆◆), Stealth 2 (◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆)

WEAPONS

Blood Blade (Lightsaber; Damage 6; Critical 2; Range (Engaged); Cortosis, Vicious 3, Pierce 3)

BlasTech SE-14r Light Repeating Blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

TALENTS

Reflect 3, Force Rating 3, Parry 3, Parry (Improve◆), Ataru Technique, Adversary 2

ABILITIES

Force Power Enhance, Force Power Misdirect

GEAR

StimpackCombat Robes (+2 soak; +1 defense)

SOURCE

NoP:123; ID: 3104

SKYHOLME ASTROMANCER



1

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

4

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

20

SKILLS

Astrogation 4 (●●●●), Discipline 3 (◆●●●), Lore 4 (●●●●), Perception 3 (◆●●●), Vigilance 2 (◆◆●●)

WEAPONS

Wizard's Staff (Melee; Damage 4; Critical 4; Range (Engaged); Disorient 2)

TALENTS

Ritual Caster, Force Rating 4, Adversary 2

ABILITIES

Force Power Protect/Unleash, Force Power Forsee

GEAR

Wizard Pouch Heavy and Smelly Robes (+1 soak)

SOURCE

NoP:37; ID: 3031

SKYHOLME LUCITE



1

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

4

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

18

SKILLS

Astrogation 4 (●●●●●), Deception 3 (◆●●●●), Discipline 2 (◆◆●●●), Lore 4 (●●●●●), Melee 3 (◆◆●●●), Perception 3 (◆●●●●), Vigilance 2 (◆◆●●●)

WEAPONS

Hidden Razor-dagger (Melee; Damage 2; Critical 2; Range (Engaged); Vicious 3, Pierce 3)

Wizard's Staff (Melee; Damage 4; Critical 4; Range (Engaged); Disorient 2)

TALENTS

Ritual Caster, Force Rating 4, Adversary 2

ABILITIES

Force Power Protect/Unleash, Dark Side Force User, Force Power Forsee

GEAR

Wizard Pouch Heavy and Smelly Robes (+1 soak)

SOURCE

NoP:37; ID: 3033

SLAVER



3

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion 2 (●●), Melee 2 (◆●●), Ranged [Light] 2 (◆●●), Vigilance 2 (●●)

WEAPONS

Net (Ranged [Light]; Damage 2; Critical -; Range (Short); Ensnare 3, Limited Ammo 1, Knockdown)

Battered stun pistol (Ranged [Light]; Damage 7; Critical -; Range (Short); Stun Damage)

Truncheon (Melee; Damage 5; Critical 5; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:394, SaVAD:13; ID: 741

SLAVER GUARD



3

BRAWN

2

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Melee (◆◆◆), Ranged [Heavy] (◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Force Pike (Melee; Damage 6; Critical 2; Range (Engaged); Stun Setting, Pierce 2)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Adverse Environment Gear (+1 soak)

SOURCE

MPQ:62; ID: 2384

SLICER



2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 2 (◆◆◆◆◆◆), Cool 2 (◆◆◆◆◆◆),
Skulduggery 1 (◆◆◆◆◆◆)

WEAPONS

Stun blaster (Ranged [Light]; Damage 6; Critical -; Range (Short); Stun Damage

TALENTS

Bypass Security 1

ABILITIES

-

GEAR

Slicer Gear

SOURCE

A-CRB:426, E-CRB:395, SaVAD:15;
ID: 743

SMUGGLER



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆), Cool 1 (◆◆◆),
Piloting 3 (◆◆◆), Ranged [Light]
2 (◆◆◆), Skulduggery 2 (◆◆◆),
Streetwise 2 (◆◆◆), Vigilance 1 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Skilled Jockey 2

ABILITIES

-

GEAR

-

SOURCE

A-BGR:46, E-BGR:46; ID: 720

SMUGGLER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆), Cool 1 (◆◆◆),
Piloting [Space] 3 (◆◆◆), Ranged
[Light] 2 (◆◆◆), Skullduggery 2
(◆◆◆), Streetwise 2 (◆◆◆),
Vigilance 1 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Skilled Jockey 2, Adversary 1

ABILITIES

-

GEAR

-

SOURCE

A-CRB:427, E-CRB:396, SaVAD:8;
ID: 745

SMUGGLER BARON



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

18

SOAK VALUE

3

M/R DEFENSE

1 | 1

STRAIN

12

SKILLS

Astrogation 3 (●●●), Charm 2 (◆◆●●), Cool 3 (◆●●●), Gunnery 3 (●●●), Piloting [Planetary] 3 (●●●), Piloting [Space] 4 (◆●●●), Ranged [Light] 3 (●●●), Skullduggery 2 (◆●●), Streetwise 4 (◆●●●), Underworld 3 (●●●), Vigilance 2 (●●)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Master Pilot, Skilled Jockey 2, Adversary 1

ABILITIES

-

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

E-CRB:395, SaVAD:9; ID: 744

SORORITH PALACE GUARD



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Cool (◆◆), Discipline (◆◆), Melee (◆◆◆), Ranged [Heavy] (◆◆◆)

WEAPONS

Vibrosword (Melee; Damage 5; Critical 2; Range (Engaged); Vicious 1, Defensive 1, Pierce 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing Uniforms (+1 soak)

SOURCE

MPQ:70; ID: 2396

SORORITY BODYGUARD



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆○○○○), Brawl 3 (○○○○○),
Cool 2 (○○○), Melee 2 (◆○○○○),
Piloting [Planetary] 2 (◆○○○○), Ranged
[Light] 3 (○○○○○), Vigilance 3 (○○○○○)

WEAPONS

Vibroknife (Melee; Damage 4; Critical
2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Targeted Blow

ABILITIES

-

GEAR

Comlink (handheld) Heavy Clothing
(+1 soak)

SOURCE

MPO:65; ID: 2387

SORORITY COUTIER



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm (◆◆), Deception (◆◆),
Streetwise (◆◆), Underworld (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Flamboyant clothing

SOURCE

MPQ:70; ID: 2394

SORORITY CREW



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers (◆◆◆), Gunnery (◆◆◆◆),
Mechanics (◆◆◆◆), Melee (◆◆◆),
Ranged [Light] (◆◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical
2; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

-

ABILITIES

-

GEAR

Glow Rod, Tool Kit, Utility Belt, Breath
mask or space suit

SOURCE

MPQ:89; ID: 2419

SORORITY DEFENDER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Melee (◆◆◆), Ranged [Light] (◆◆),
Vigilance (◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical
2; Range (Engaged); Vicious 1, Pierce 2)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Breath Masks and Respirators
Padded
Armor (+2 soak)

SOURCE

MPQ:85; ID: 2415

SORORITY ENGINEER



3

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Computers (◆◆◆), Mechanics (◆◆◆),
Melee (◆◆◆), Ranged [Light] (◆◆)

WEAPONS

Heavy Hydrospanner (Melee;
Damage 8; Critical 4; Range (Engaged);
Inaccurate 1)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Glow Rod, Tool Kit, Breath Masks and
Respirators, Utility Belt, Sealed Coveralls

SOURCE

MPQ:88; ID: 2417

SORORITY FIGHTER JOCKEY



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation (◆◆), Gunnery (◆◆◆),
Piloting [Space] (◆◆◆), Ranged [Light]
(◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight suit and helmet, Utility Belt

SOURCE

MPQ:79; ID: 2404

SORORITY PIRATE



2

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆), Cool (◆◆), Melee (◆◆), Ranged [Heavy] (◆◆◆), Ranged [Light] (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Vibrosword (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Defensive 1, Pierce 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

MPO:31; ID: 2353

SORORITY PIRATE QUEENSGUARD



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Coercion (◆◆), Cool (◆◆), Melee (◆◆◆), Ranged [Heavy] (◆◆◆), Vigilance (◆◆)

WEAPONS

Vibro-ax (Melee; Damage 6; Critical 2; Range (Engaged); Vicious 3, Sunder, Pierce 2)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

MPO:36; ID: 2357

SORORITY SABOTEUR



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Computers (◆◆◆), Mechanics (◆◆◆),
Melee (◆◆), Ranged [Light] (◆◆),
Skullduggery (◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical
2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Utility Belt Heavy Clothing (+1 soak)

SOURCE

MPQ:75; ID: 2401

SOROSUB CORPORATE SECURITY



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

2 | 2

SKILLS

Coercion (◆◆), Melee (◆◆◆◆), Perception (◆◆◆), Ranged [Heavy] (◆◆◆◆), Resilience (◆◆◆◆), Vigilance (◆◆◆)

WEAPONS

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

Stun Baton (Melee; Damage 5; Critical 5; Range (Engaged); Stun 3)

Activ1 Riot Shield (Melee; Damage 3; Critical 6; Range (Engaged); Cumbersome 3, Defensive 2, Deflection 2, Disorient 1)

TALENTS

-

ABILITIES

-

GEAR

Binders, Comlink (handheld)Padded Armor (+2 soak)

SOURCE

SoR:139; ID: 2314

SOROSUB G2 REPAIR DROID



1

BRAWN

2

AGILITY

2

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Astrogation 2 (●●), Computers 3 (◆●●), Core Worlds 1 (◆●), Mechanics 3 (◆●●), Outer Rim 1 (◆●), Piloting [Space] 2 (●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

SoR:114; ID: 2286

SOROSUB WANDERER SCOUT SURVEY DROID



2

BRAWN

4

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Perception 3 (◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Stealth 2 (◆◆◆◆◆), Survival 3 (◆◆◆◆◆)

WEAPONS

Stun blaster (Ranged [Light]; Damage 6; Critical -; Range (Short); Stun Damage

TALENTS

Swift, Hunter 1

ABILITIES

Droid

GEAR

-

SOURCE

SoR:114; ID: 2287

SPACEPORT ADMINISTRATOR



2

BRAWN

2

AGILITY

4

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

14

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Charm 2 (◆◆◆◆◆), Coercion 2 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Deception 2 (◆◆◆◆◆), Perception 4 (◆◆◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Plausible Deniability 2, Nobody's Fool 1, Adversary 1

ABILITIES

Spaceport Leader

GEAR

Comlink (handheld), Datapad

SOURCE

E-CRB:398, CotGAD:18; ID: 755

SPACEPORT OFFICIAL



2
BRAWN

2
AGILITY

2
INTELLECT

2
CUNNING

2
WILLPOWER

2
PRESENCE

WOUNDS
12

SOAK VALUE
2

M/R DEFENSE
0 | 0

SKILLS

Charm 1 (◆◆), Coercion 1 (◆◆), Cool 1 (◆◆), Outer Rim 3 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Encrypted Comlink

SOURCE

OaA:77; ID: 1559

SPACEPORT OVERSEER



2
BRAWN

2
AGILITY

3
INTELLECT

3
CUNNING

2
WILLPOWER

3
PRESENCE

WOUNDS
12

SOAK VALUE
2

M/R DEFENSE
0 | 0

SKILLS

Coercion 2 (●●), Cool 2 (◆●●), Perception 3 (●●●), Streetwise 3 (●●●), Vigilance 3 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Datapad

SOURCE

A-CRB:431; ID: 1322

SPACEPORT SECURITY DETAIL



SKILLS

Perception (◆◆), Ranged [Light] (◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

E-CRB:398; ID: 753



SPACEPORT SECURITY DROIDS



2	2
BRAWN	AGILITY
1	2
INTELLECT	CUNNING
1	1
WILLPOWER	PRESENCE

SKILLS

Discipline 1 (🟡), Ranged [Light] 3 (🟢🟡🟡)

WEAPONS

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

WOUNDS
8

SOAK VALUE
3

M/R DEFENSE
0 0

GEAR

-

SOURCE

E-BGA:18, E-BGA:24; ID: 2906

SPACEPORT SECURITY OFFICER



3 BRAWN	3 AGILITY
3 INTELLECT	3 CUNNING
2 WILLPOWER	2 PRESENCE

SKILLS

Cool 1 (◆◆), Discipline 2 (◆◆◆), Ranged [Heavy] 2 (◆◆◆◆), Ranged [Light] 1 (◆◆◆), Resilience 2 (◆◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

Adversary 1

ABILITIES

-

GEAR

StimpackPadded Armor (+2 soak)

SOURCE

E-CRB:398; ID: 863

WOUNDS
14

SOAK VALUE
4

M/R DEFENSE
1 | 0

SPACEPORT URCHIN



1

BRAWN

2

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

3

PRESENCE

WOUNDS

3

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Skulduggery (◆◆◆), Stealth (◆◆),
Streetwise (◆◆◆), Survival (◆◆◆)

WEAPONS

Small rocks (Ranged [Light]; Damage
1; Critical -; Range (Short); Stun Damage

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:399; ID: 756

SPICE PUSHER



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Deception 3 (●●●), Negotiation 3 (◆◆●), Ranged [Light] 2 (◆●●), Skulduggery 3 (●●●), Streetwise 4 (◆●●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Glitterstim (1 dose), Death Sticks (1 dose), Avabush Spice (1 dose)

SOURCE

F-CRB:405; ID: 2594

SPIR FRAXIS



SKILLS

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:425*; ID: 854



STARFIGHTER ACE



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 3 (◆◆◆), Gunnery 2 (◆◆◆),
Piloting [Space] 3 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight Suit, Astromech Droid

SOURCE

A-CRB:415, IaRAD:18; ID: 1275

STARFIGHTER PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool (◆◆), Gunnery (◆◆◆), Piloting [Space] (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight Suit

SOURCE

A-CRB:415, IaRAD:17; ID: 1276

STONE GUARDIAN



5

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

7

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Perception 2 (◆◆),
Vigilance 2 (◆◆)

WEAPONS

Stoney Fists (Brawl; Damage 8; Critical 4; Range (Engaged); Concussive 1)

TALENTS

Durable 2

ABILITIES

Droid

GEAR

Integrated SecureTech "Nightsight" passive sensor suite

SOURCE

NoP:106; ID: 3097

STORMTROOPER CAPTAIN TH-313



3	3
BRAWN	AGILITY
2	2
INTELLECT	CUNNING
3	2
WILLPOWER	PRESENCE

WOUNDS
20

SOAK VALUE
5

M/R DEFENSE
0 | 0

SKILLS

Athletics 2 (◆◆◆), Deception 1 (◆◆), Discipline 2 (◆◆◆), Leadership 3 (◆◆◆), Melee 2 (◆◆◆), Ranged [Heavy] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Resilience 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 4; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

BlasTech SE-14r Light Repeating Blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

TALENTS

Adversary 1

ABILITIES

Bad Knee

GEAR

Extra Reload, Utility Belt Stormtrooper Armor (+2 soak)

SOURCE

CotG:65; ID: 2882

STORMTROOPER SPECIALTY CORPS: DARK TROOPER



4

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

8

M/R DEFENSE

1 | 1

SKILLS

Brawl 2 (◆◆◆◆◆◆◆◆), Gunnery 4 (◆◆◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Missile Tube (Gunnery; Damage 20; Critical 2; Range (Extreme); Limited Ammo 6, Guided 3, Blast 10, Cumbersome 3, Prepare 1, Breach 1)

Plasma Shell Assault Cannon (Gunnery; Damage 10; Critical 2; Range (Long); Cumbersome 3, Concussive 1, Inaccurate 1, Auto-Fire, Breach 1)

TALENTS

Adversary 1

ABILITIES

Droid, Enhanced Senses

GEAR

Internal Comlink, Jet Pack Power Armor (+2 soak; +1 defense)

SOURCE

A-CRB:421; ID: 1296

STORMTROOPER SPECIALTY CORPS: SANDTROOPER



3	3
BRAWN	AGILITY

2	2
INTELLECT	CUNNING

3	1
WILLPOWER	PRESENCE

WOUNDS
5

SOAK VALUE
5

M/R DEFENSE
0 0

SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Heavy] (◆◆◆◆),
Resilience (◆◆◆), Survival (◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Food and Water packs, Extra Reload,
Utility BeltHigh-temp Environment
Armor (+2 soak)

SOURCE

A-CRB:422, OaA:37*; ID: 1300

STORMTROOPER SPECIALTY CORPS: SCOUT TROOPER



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
5

SOAK VALUE
4

M/R DEFENSE
0 | 0

SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Ranged [Heavy] (◆◆◆◆),
Ranged [Light] (◆◆◆◆), Vigilance
(◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

Frag Grenade (Ranged [Light]; Dam-
age 8; Critical 4; Range (Short); Limited
Ammo 1, Blast 6)

Blaster Sniper Rifle with scope
(Ranged [Heavy]; Damage 10; Critical 3;
Range (Extreme); Accurate 1, Slow-Fir-
ing 1, Cumbersome 3, Pierce 2)

TALENTS

-

ABILITIES

-

GEAR

Extra Reload, Utility Belt
Scout Trooper
Armor (+2 soak)

SOURCE

A-CRB:422, 1aRAD:3; ID: 1303

STORMTROOPER SPECIALTY CORPS: SNOWTROOPER



3 BRAWN	3 AGILITY
2 INTELLECT	2 CUNNING
3 WILLPOWER	1 PRESENCE

WOUNDS
5

SOAK VALUE
5

M/R DEFENSE
0 | 0

SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Gunnery (◆◆◆), Melee (◆◆◆),
Ranged [Heavy] (◆◆◆), Resilience
(◆◆◆), Survival (◆◆)

WEAPONS

Heavy Repeating Blaster (Gunnery;
Damage 15; Critical 2; Range (Long);
Vicious 1, Cumbersome 5, Auto-Fire,
Pierce 2)

Multi-optic sighted blaster rifle
(Ranged [Heavy]; Damage 9; Critical 3;
Range (Long); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Snowtrooper Armor (+2 soak)

SOURCE

RaGP:25*, A-CRB:422, IaRAD:4; ID:
1306

STREET TOUGH



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Melee (◆◆◆), Ranged [Heavy] (◆◆),
Ranged [Light] (◆◆), Skulduggery
(◆◆)

WEAPONS

Truncheon (Melee; Damage 5; Critical
5; Range (Engaged); Disorient 2)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

Slugthrower Rifle (Ranged [Heavy];
Damage 7; Critical 5; Range (Medium);
Cumbersome 2)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:396, F-BGR:46, F-CRB:405,
SaVAD:1; ID: 746

SULJO WARDE



4

BRAWN

4

AGILITY

3

INTELLECT

4

CUNNING

4

WILLPOWER

4

PRESENCE

WOUNDS

20

SOAK VALUE

6

M/R DEFENSE

1 | 1

STRAIN

22

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Cool 3 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 3 (◆◆◆◆◆), Lightsaber 4 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Warde's Lightsaber (Lightsaber; Damage 9; Critical 1; Range (Engaged); Sunder, Breach 1)

TALENTS

Reflect 3, Center of Being 2, Force Rating 5, Parry 3, Parry (Improve◆), Reflect (Improve◆), Center of Being (Improve◆), Saber Throw, Adversary 3

ABILITIES

Dark Side Force User, Force Power Enhance, Force Power Move, Force Power Warde's Foresight

GEAR

Kyber Crystal Armored Robes (+2 soak; +1 defense)

SOURCE

CotG:93; ID: 2900

SULLUSTAN PILOT-FOR-HIRE



1

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Astrogation 4 (◆◆◆◆), Cool 1 (◆◆), Gunnery 2 (◆◆), Perception 5 (◆◆◆◆◆), Piloting [Planetary] 3 (◆◆◆), Piloting [Space] 3 (◆◆◆), Ranged [Light] 1 (◆◆), Survival 1 (◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:396; ID: 747

SULLUSTAN RESISTANCE FIGHTER



SKILLS

Melee (◆◆◆), Perception (◆◆), Ranged [Heavy] (◆◆◆), Ranged [Light] (◆◆◆), Skullduggery (◆◆), Stealth (◆◆◆)

WEAPONS

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Combat Knife (Melee; Damage 4; Critical 3; Range (Engaged)),)

Blaster Carbine (Ranged [Heavy]; Damage 9; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

SoR:138; ID: 2311

SUNNY BOUNDER



3

BRAWN

4

AGILITY

2

INTELLECT

4

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

6

M/R DEFENSE

1 | 1

STRAIN

12

SKILLS

Coercion 2 (◆◆◆◆◆), Cool 4 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Piloting [Planetary] 3 (◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Chain (Melee; Damage 6; Critical 5; Range (Engaged); Knockdown, Inaccurate 1)

TALENTS

Full Throttle [Improved], Natural Driver, Adversary 1

ABILITIES

-

GEAR

-Riding Armor (+1 soak; +1 defense)

SOURCE

SoF:130; ID: 1090

SURVIVORS



2

BRAWN

2

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Discipline (◆◆), Melee (◆◆), Ranged [Heavy] (◆◆), Ranged [Light] (◆◆)

WEAPONS

Worn-out blaster pistol (Ranged [Light]; Damage 4; Critical 6; Range (Medium); Stun Setting)

Combat Knife (Melee; Damage 3; Critical 3; Range (Engaged)),

TALENTS

-

ABILITIES

Animal Combatant, Wilderness Valor

GEAR

Comlink (handheld)

SOURCE

BtR:64; ID: 1176

SWAMPTROPPER



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆◆), Discipline (◆◆◆),
Melee (◆◆◆), Perception (◆◆),
Ranged [Heavy] (◆◆◆), Ranged
[Light] (◆◆◆), Survival (◆◆), Vigilance
(◆◆◆)

WEAPONS

Frag Grenade (Ranged [Light]; Dam-
age 8; Critical 4; Range (Short); Limited
Ammo 1, Blast 6)

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Extra Reload, Rebreather, Electrobinoc-
ularsSwamptrooper Armor (+2 soak)

SOURCE

LoNH:128; ID: 2013

SWOOP GANGER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆), Piloting [Planetary] 1 (◆◆◆), Ranged [Light] 1 (◆◆◆), Streetwise 1 (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:397, SaVAD:3; ID: 748

T'LANDA TIL CHARLATAN



4

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

20

SOAK VALUE

6

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Charm 3 (◆◆◆),
Deception 3 (◆◆◆)

WEAPONS

-

TALENTS

Blooded 2

ABILITIES

Humming Vibrations

GEAR

-

SOURCE

LoNH:87; ID: 1999

T-SERIES TACTICAL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Cool 3 (●●●), Discipline 2 (●●), Leadership 3 (●●●), Perception 2 (●●), Vigilance 2 (●●), Warfare 3 (●●●)

WEAPONS

-

TALENTS

Field Commander

ABILITIES

Droid, CDE-T Tactical Computer

GEAR

-

SOURCE

LbE:45; ID: 2716

TABARITH'S THUG



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

8

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Coercion 1 (◆◆◆◆◆),
Ranged [Light] 1 (◆◆◆◆◆)

WEAPONS

Brass Knuckles (Brawl; Damage 4;
Critical 4; Range (Engaged); Disorient 3)
Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Long Coat (+1 soak)

SOURCE

JoY:24; ID: 888

TACTICAL ASSASSIN DROID



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

14

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Melee 2 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Integral Wrist Blaster (Ranged [Light]; Damage 5; Critical 3; Range (Medium); Stun Setting)

Force Pike (Melee; Damage 6; Critical 2; Range (Engaged); Stun Setting, Pierce 2)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

F-CRB:440; ID: 2683

TAM BLACKSTAR



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery 2 (◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

Skilled Jockey 2

ABILITIES

-

GEAR

Flight Suit

SOURCE

OaA:42; ID: 1513

TARRYN RAYZER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆●●●), Computers 2 (●●●),
Cool 2 (◆●●), Mechanics 3 (◆●●),
Piloting [Planetary] 4 (◆●●●),
Streetwise 2 (◆●●)

WEAPONS

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Full Throttle

ABILITIES

-

GEAR

Comlink (handheld)

SOURCE

JoY:47*; ID: 898

TASKA MASTIGAR



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

1 | 1

SKILLS

Brawl 2 (●●), Charm 3 (●●●), Coercion 3 (◆●●), Deception 2 (◆●●●), Discipline 2 (●●), Melee 2 (●●), Negotiation 3 (●●●), Outer Rim 2 (◆●●), Ranged [Light] 2 (◆●●), Streetwise 3 (◆●●●), Underworld 3 (●●●), Xenology 1 (◆◆●)

WEAPONS

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Plausible Deniability 3, Nobody's Fool 3, Scathing Tirade, Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), Datapad, Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:143; ID: 2321

TC-SERIES PROTOCOL DROID



1

BRAWN

1

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (●●), Education 3 (●●●),
Negotiation 1 (◆●), Perception 2
(◆●), Xenology 3 (●●●)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Etiquette and Protocol, Advanced
Language Module

GEAR

-

SOURCE

DA:55; ID: 2125

TETAN GUARD



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

5

M/R DEFENSE

1 | 1

SKILLS

Brawl 3 (●●●), Coercion 2 (●●), Cool 3 (◆●●), Discipline 3 (◆●●), Ranged [Heavy] 2 (◆●●), Ranged [Light] 2 (◆●●), Vigilance 3 (◆●●)

WEAPONS

Ceremonial Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun Setting)

TALENTS

Body Guard 2

ABILITIES

-

GEAR

Binders, Comlink (handheld) Ceremonial Armor (+2 soak; +1 defense)

SOURCE

NoP:63, NoP:124; ID: 3072

THAMOSS



4

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

6

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Brawl 3 (◆◆◆), Negotiation 3 (◆◆◆), Perception 3 (◆◆◆), Ranged [Light] 2 (◆◆), Streetwise 3 (◆◆◆), Underworld 2 (◆◆◆), Vigilance 3 (◆◆◆)

WEAPONS

Disruptor Pistol (Ranged [Light]; Damage 10; Critical 2; Range (Short); Vicious 4)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Adversary 1

ABILITIES

Trandoshan Claws

GEAR

Comlink (handheld)Padded Armor (+2 soak)

SOURCE

LoNH:132*; ID: 2021

THAMOSS'S SECURITY GUARDS



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Deception (◆◆), Perception (◆◆),
Ranged [Heavy] (◆◆◆), Ranged [Light]
(◆◆◆), Vigilance (◆◆)

WEAPONS

Combat Knife (Melee; Damage 4;
Critical 3; Range (Engaged)),)

Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

Blaster Carbine (Ranged [Heavy];
Damage 9; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Quick Strike 1

ABILITIES

-

GEAR

Thermal Cloak, Comlink (handheld)Ar-
mored Clothing (+1 soak; +1 defense)

SOURCE

LoNH:132; ID: 2022

THE ANVIL



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆○○○○), Brawl 3 (○○○○○),
Coercion 2 (○○○), Coordination 3
(○○○○○), Discipline 2 (○○○), Melee
2 (◆○○○), Resilience 2 (◆○○○),
Streetwise 1 (◆○○)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Mask, Wrestling costume

SOURCE

MPQ:56*; ID: 2376

THE CARBINE



3

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Cool 2 (●●), Gunnery 3 (◆●●●●),
Piloting [Planetary] 3 (◆●●●●),
Ranged [Light] 3 (◆●●●●)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Dead to Rights

ABILITIES

-

GEAR

-

SOURCE

JoY:46*; ID: 895

THE GATEKEEPER



0	0
BRAWN	AGILITY

3	2
INTELLECT	CUNNING

3	2
WILLPOWER	PRESENCE

WOUNDS
0

SOAK VALUE
0

M/R DEFENSE
0 0

SKILLS

Cool 1 (◆◆), Discipline 1 (◆◆◆),
Knowledge 2 (◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

F-BGA:13; ID: 2910

TIE ACE



2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery 2 (◆◆◆◆◆), Piloting [Space] 2 (◆◆◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight Suit, Sensory Augmentation Package

SOURCE

A-CRB:423, laRAD:6; ID: 1309

TIE PILOT



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery (◆◆◆), Piloting [Space] (◆◆◆)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Flight Suit

SOURCE

A-CRB:423, E-BGA:26*, F-CRB:408, laRAD:5; ID: 1307

TIK



3

BRAWN

4

AGILITY

1

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

9

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Brawl 3 (●●●), Coercion 2 (●●),
Melee 3 (●●●), Perception 2
(◆◆●●), Stealth 4 (●●●●),
Survival 4 (●●●●), Vigilance 2
(●●)

WEAPONS

Makeshift Spear (Melee; Damage 4;
Critical 3; Range (Engaged)),

TALENTS

Natural Brawler, Jump Up

ABILITIES

Cornered Fury

GEAR

Tribal Fetishes

SOURCE

A-CRB:449; ID: 1362

TJ-11



2

BRAWN

1

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

0 | 1

STRAIN

13

SKILLS

Coercion 2 (●●), Cool 2 (◆●●●),
Education 1 (◆◆●), Leadership 3
(●●●), Perception 2 (◆●●●),
Ranged [Light] 3 (◆◆●), Vigilance 2
(●●), Warfare 2 (◆●●●)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Field Commander, Command 2,
Adversary 2

ABILITIES

Droid

GEAR

Comlink (handheld), Datapad

SOURCE

DitW:23*; ID: 1383

TOL PIRILIAN



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Cool 1 (◆◆●),
Deception 3 (●●●)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

City government datapad (encrypted),
City government ID, city-issued luxury
airspeeder, Imperial ID, Protocol Droid

SOURCE

RaGP:29*; ID: 1589

TOR HAIDO



2

BRAWN

1

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Cool 1 (◆◆◇), Discipline 1 (◆◇),
Mechanics 2 (◆◇◇), Negotiation
1 (◆◆◇), Perception 1 (◆◆◇),
Skullduggery 1 (◆◆◇)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

CotG:60; ID: 2879

TORANI KULDA



2

BRAWN

4

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

0 | 0

STRAIN

12

SKILLS

Athletics 2 (●●), Coercion 3 (◆●●), Cool 2 (●●), Perception 2 (◆◆●●), Ranged [Heavy] 3 (◆●●●), Ranged [Light] 2 (◆◆●●), Streetwise 2 (◆◆●●), Survival 3 (◆●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

Soft Spot, Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), Utility Belt

SOURCE

LoNH:136*; ID: 2029

TOYDARIAN FARMER



2

BRAWN

1

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

4

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Melee (◆◆),
Negotiation (◆◆◆), Survival (◆◆)

WEAPONS

Farming Implement (Melee; Damage
3; Critical 6; Range (Engaged);
Disorient 1

TALENTS

-

ABILITIES

Silhouette 0, Hoverer

GEAR

-

SOURCE

LoNH:80; ID: 1983

TOYDARIAN MERCHANT



1

BRAWN

1

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆), Cool 2 (◆◆◆),
Deception 3 (◆◆◆), Negotiation
2 (◆◆◆), Perception 3 (◆◆◆),
Streetwise 2 (◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

Natural Negotiator, Nobody's Fool 1

ABILITIES

Silhouette 0, Hoverer

GEAR

Loaded Chance Cubes, Dataslate

SOURCE

LoNH:80, F-CRB:403; ID: 1985

TOYDARIAN ROYAL GUARD



2

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Discipline 4 (◆○○○○), Melee 2 (○○), Perception 2 (○○), Ranged [Heavy] 2 (◆◆○○), Ranged [Light] 2 (◆◆○○), Vigilance 3 (○○○)

WEAPONS

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

Cortosis Sword (Melee; Damage 5; Critical 3; Range (Engaged); Cortosis, Vicious 1, Sunder)

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)

TALENTS

Body Guard 1

ABILITIES

Silhouette 0, Hoverer

GEAR

Electro-visor, Padded Armor (+2 soak)

SOURCE

LoNH:81; ID: 1992

TRACER



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

16

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Coercion 2 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 2 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Ranged [Light] 3 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Adversary 1

ABILITIES

-

GEAR

Detention center prisoner uniform

SOURCE

RaGP:46; ID: 1600

TRANDOSHAN MERCENARY



3

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Coercion 2 (●●), Cool 1 (◆●),
Discipline 1 (◆●), Lore 2 (◆●●),
Melee 2 (◆●●), Ranged [Heavy] 2
(●●), Vigilance 2 (●●)

WEAPONS

Claws (Brawl; Damage 5; Critical 4;
Range (Engaged)).)

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting

TALENTS

-

ABILITIES

Regeneration

GEAR

Comlink (handheld) Padded Armor
(+2 soak

SOURCE

BtR:87; ID: 1190

TREX



4

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

11

SKILLS

Brawl 1 (◆◆◆◆◆), Cool 1 (◆◆◆◆◆),
Discipline 1 (◆◆◆◆◆), Mechanics
3 (◆◆◆◆◆), Negotiation 1 (◆◆◆◆◆),
Perception 2 (◆◆◆◆◆), Piloting 1
(◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆),
Vigilance 1 (◆◆◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

Trandoshan Claws

GEAR

Emergency Repair Kit, Comlink (hand-
held), Stimpack Heavy Clothing (+1 soak)

SOURCE

E-BGA:24; ID: 2908

TUR AND KEL



5

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

24

SOAK VALUE

6

M/R DEFENSE

1 | 1

STRAIN

8

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Resilience 3 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Spiked Mace (Melee; Damage 9; Critical 2; Range (Engaged); Disorient 3, Pierce 2)

TALENTS

Durable 2, Frenzied Attack 1

ABILITIES

Berserk Rage

GEAR

-Armored Clothing (+1 soak; +1 defense)

SOURCE

MPQ:70*; ID: 2399

TWI'LEK BLACK MARKETEER



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Negotiation 2 (◆◆◆), Ranged [Light] 1 (◆◆), Skulduggery 2 (◆◆◆), Streetwise 2 (◆◆◆), Underworld 2 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Shock Gloves (Brawl; Damage 2; Critical 5; Range (Engaged); Stun 3)

Thermal Detonator (Ranged [Light]; Damage 20; Critical 2; Range (Short); Vicious 4, Limited Ammo 1, Blast 15, Breach 1)

TALENTS

Black Market Contacts 2, Adversary 1

ABILITIES

-

GEAR

-

SOURCE

E-CRB:397; ID: 749

TWI'LEK DANCER



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Charm (◆◆◆◆), Coordination (◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Dancing attire

SOURCE

E-CRB:414, CotGAD:13; ID: 791

UGNAUGHT LABORER



3

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

10

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◆), Mechanics 2 (◆◆◆), Melee 1 (◆◆◆)

WEAPONS

Hydrospanner (Melee; Damage 3; Critical 4; Range (Engaged); Knockdown)

TALENTS

-

ABILITIES

Silhouette 0, Stubborn and Dependable

GEAR

-Durable clothing (+1 soak)

SOURCE

JoY:14, CotGAD:6; ID: 881

UGNAUGHT MECHANIC



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Mechanics (◆◆◆), Resilience (◆◆)

WEAPONS

Giant Hydrospanner (Melee; Damage 3; Critical 4; Range (Engaged); Knockdown)

TALENTS

-

ABILITIES

Silhouette 0, Stubborn and Dependable

GEAR

Tool Kit, Utility Belt Durable clothing (+1 soak)

SOURCE

F-CRB:404; ID: 2591

UREL HAYDON



2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●●●), Deception 3 (●●●●●), Melee 2 (●●●), Perception 1 (◆◆●), Ranged [Light] 2 (◆●●●●), Skullduggery 2 (◆●●●●), Stealth 3 (●●●●●), Vigilance 1 (◆●●)

WEAPONS

Light Blaster Pistol (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Stun Setting)

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)

TALENTS

Stalker 2, Adversary 1

ABILITIES

-

GEAR

Cybernetic right arm, left eye, and right leg, Encrypted Comlink Reinforced Blast Vest (+2 soak)

SOURCE

OaA:22; ID: 1497

URTUAA HAAOT



2

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

11

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Cool 3 (●●●),
Discipline 2 (●●), Negotiation 3
(●●●)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

Natural Negotiator

ABILITIES

-

GEAR

-

SOURCE

OaA:66*; ID: 1552

VAR NAREK



2

BRAWN

3

AGILITY

4

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

4

M/R DEFENSE

2 | 2

STRAIN

20

SKILLS

Computers 3 (◆◆◆◆◆◆◆◆), Cool 1 (◆◆◆◆◆◆◆◆), Coordination 2 (◆◆◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆◆◆), Piloting [Planetary] 2 (◆◆◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆◆◆), Skulduggery 1 (◆◆◆◆◆◆◆◆), Stealth 3 (◆◆◆◆◆◆◆◆), Warfare 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Convincing Demeanor 2, Adversary 1

ABILITIES

-

GEAR

Wrist link with microtrackerPersonal Deflector Shield (+2 defense)

SOURCE

OaA:69*; ID: 1556

VARLA PRULE



2

BRAWN

2

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Coercion 2 (◆●●),
Deception 3 (●●●), Discipline 2
(◆●●), Leadership 3 (●●●),
Negotiation 3 (●●●), Ranged [Light]
1 (◆●)

WEAPONS

Light Blaster Pistol (Ranged [Light];
Damage 5; Critical 4; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Fine Clothing, JewelryUniform (+1 soak)

SOURCE

A-CRB:441*; ID: 1336

VENERABLE HUTT



5

BRAWN

1

AGILITY

4

INTELLECT

5

CUNNING

4

WILLPOWER

3

PRESENCE

WOUNDS

20

SOAK VALUE

7

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Athletics 1 (◆◆◆◆◆), Charm 2 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Cool 2 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆), Discipline 3 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆), Outer Rim 2 (◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆), Resilience 5 (◆◆◆◆◆), Underworld 2 (◆◆◆◆◆)

WEAPONS

-

TALENTS

Durable 2, Convincing Demeanor 2, Nobody's Fool 2

ABILITIES

Awkward, Ponderous

GEAR

-

SOURCE

LoNH:47; ID: 1933

VENLANA SIPAL



2

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

STRAIN

13

SKILLS

Charm 3 (◆◆◆◆◆◆), Coercion 3 (◆◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆), Melee 2 (◆◆◆◆◆◆), Negotiation 3 (◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆◆), Underworld 2 (◆◆◆◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

Point Blank 2, Adversary 2

ABILITIES

-

GEAR

Conservative Clothing, Stimpack

SOURCE

MPQ:17*; ID: 2334

VERD RAMOS



1

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Cool 4 (◆◆◆◆), Coordination 3 (◆◆◆), Discipline 4 (◆◆◆◆), Melee 4 (◆◆◆◆), Negotiation 2 (◆◆), Perception 2 (◆◆), Stealth 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Datapad

SOURCE

SoF:141; ID: 1109

VIEWPOINTE RESIDENTIAL TOWER SECURITY



3

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◇), Brawl 2 (◆◇◇◇),
Coercion 2 (◇◇◇), Discipline 1 (◆◇◇)

WEAPONS

Shock Gloves (Brawl; Damage 3;
Critical 5; Range (Engaged); Stun 3)

TALENTS

-

ABILITIES

-

GEAR

-Security Uniform (+1 soak)

SOURCE

RaGP:20; ID: 1576

VIPER PROBE DROID



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 1

SKILLS

Cool 1 (●), Perception 2 (◆●●),
Ranged [Light] 2 (◆●●), Survival 2
(◆●●), Vigilance 2 (◆●)

WEAPONS

Built-in blaster pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
Stun Setting)

TALENTS

-

ABILITIES

Droid, Self-destruct Mechanism, Hoverer

GEAR

long-range holonet communicator, Life
Form Scanner, Long-range Sensor Array

SOURCE

F-CRB:410, HD:10; ID: 2614

VORALLA MORBO



2

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (◆◆◆◆◆), Deception 2 (◆◆◆◆), Perception 2 (◆◆◆◆)

WEAPONS

-

TALENTS

Kill with Kindness 1

ABILITIES

-

GEAR

100 credits, Morbo's Place cantina

SOURCE

SoR:55; ID: 2212

VORDAN ENFORCER



3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics 1 (◆◆◆), Melee 1 (◆◆◆), Perception 1 (◆◆), Ranged [Heavy] 2 (◆◆◆◆), Survival 1 (◆◆), Vigilance 1 (◆◆)

WEAPONS

Vodran Hunting Rifle (Ranged [Heavy]; Damage 7; Critical 4; Range (Long); Cumbersome 2)

TALENTS

-

ABILITIES

Loyalty

GEAR

-

SOURCE

LoNH:85; ID: 1997

VORN TEL-OVIS



2

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (◆◆), Knowledge 1 (◆◆),
Mechanics 1 (◆◆), Negotiation 1
(◆◆), Vigilance 1 (◆◆)

WEAPONS

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Emergency Repair Kit, Stimpack Heavy
Clothing (+1 soak)

SOURCE

E-BGA:14; ID: 2905

VORSE TABARITH



4

BRAWN

3

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

14

SKILLS

Brawl 3 (◆◆◆◆◆◆◆◆◆◆), Charm 1 (◆◆◆◆◆), Coercion 3 (◆◆◆◆◆), Deception 3 (◆◆◆◆◆◆◆◆◆◆), Discipline 1 (◆◆◆◆◆), Leadership 1 (◆◆◆◆◆), Melee 2 (◆◆◆◆◆◆◆◆◆◆), Negotiation 2 (◆◆◆◆◆◆◆◆◆◆), Ranged [Heavy] 2 (◆◆◆◆◆◆◆◆◆◆), Ranged [Light] 2 (◆◆◆◆◆◆◆◆◆◆), Skullduggery 2 (◆◆◆◆◆◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆◆◆◆◆◆), Underworld 3 (◆◆◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

Plausible Deniability 1, Street Smarts 2, Nobody's Fool 1, Adversary 1

ABILITIES

-

GEAR

-Heavy Clothing (+1 soak)

SOURCE

JoY:63*; ID: 911

VOSSPORT CITY GUARD



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

2 | 2

SKILLS

Brawl (◆◆◆), Melee (◆◆◆), Vigilance (◆◆)

WEAPONS

Shield (Melee; Damage 3; Critical 5; Range (Engaged); Defensive 2, Deflection 2)

Voss Warspear (Melee; Damage 5; Critical 4; Range (Engaged); Defensive 2)

TALENTS

-

ABILITIES

-

GEAR

-Steel Breastplate (+1 soak)

SOURCE

NoP:35; ID: 3008

VX-19



2
BRAWN

2
AGILITY

3
INTELLECT

2
CUNNING

2
WILLPOWER

1
PRESENCE

WOUNDS
12

SOAK VALUE
3

M/R DEFENSE
0 | 0

SKILLS

Computers 3 (●●●), Mechanics 2 (◆●●), Vigilance 2 (●●), Xenology 3 (●●●)

WEAPONS

Built-in blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

Technical Aptitude 3

ABILITIES

Droid

GEAR

-

SOURCE

OaA:67*; ID: 1553

WARG



5

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

24

SOAK VALUE

7

M/R DEFENSE

1 | 1

STRAIN

8

SKILLS

Athletics 2 (◆◆◆◆◆), Brawl 3 (◆◆◆◆◆), Melee 3 (◆◆◆◆◆), Resilience 3 (◆◆◆◆◆), Survival 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆)

WEAPONS

Massive vibro-ax (Melee; Damage 9; Critical 2; Range (Engaged); Vicious 3, Cumbersome 4, Sunder, Pierce 2)

TALENTS

Durable 2, Frenzied Attack 1

ABILITIES

Berserk Rage

GEAR

-Laminate Armor (+2 soak)

SOURCE

MPQ:89*; ID: 2421

WEALTHY NOBLE



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

13

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 3 (●●●), Cool 1 (◆◆●),
Deception 3 (●●●), Education 2
(●●), Melee 2 (●●)

WEAPONS

Vibrosword (Melee; Damage 4; Critical
2; Range (Engaged); Vicious 1, Defen-
sive 1, Pierce 2)

Holdout Blaster (Ranged [Light];
Damage 5; Critical 4; Range (Short);
Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

A-CRB:430, E-CRB:409, CotGAD:12;
ID: 785

WED TREADWELL REPAIR DROID



1

BRAWN

2

AGILITY

3

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Computers 1 (◆◆◇), Mechanics 2 (◆◇◇)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Auxiliary Mechanics Equipment

SOURCE

BtR:26; ID: 835

WHEEL SECURITY



2

BRAWN

2

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Brawl (◆◆), Coercion (◆◆), Melee (◆◆), Ranged [Light] (◆◆), Vigilance (◆◆)

WEAPONS

Truncheon (Melee; Damage 4; Critical 5; Range (Engaged); Disorient 2)

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), DatapadRiot Armor (+2 soak)

SOURCE

BtR:34; ID: 1139

WHEEL SECURITY PILOTS



2	2
BRAWN	AGILITY
2	2
INTELLECT	CUNNING
2	1
WILLPOWER	PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Gunnery 1 (◆◇), Piloting [Space] 2 (◇◇)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Flight Suit

SOURCE

BtR:34; ID: 1140

WING GUARD OFFICER



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion (◆◆), Discipline (◆◆), Leadership (◆◆), Melee (◆◆), Piloting [Planetary] (◆◆◆), Ranged [Light] (◆◆◆), Vigilance (◆◆)

WEAPONS

Relby-K23 blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting, Pierce 2)

Stun Club (Melee; Damage 5; Critical 2; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

Covering Fire

GEAR

magnacuffs
Wing Guard Uniform (+1 soak)

SOURCE

JoY:12; ID: 876

WING GUARD SERGEANT



2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Coercion 1 (◆◆◆), Discipline 1 (◆◆◆), Leadership 2 (◆◆◆), Melee 2 (◆◆), Piloting [Planetary] 2 (◆◆◆), Ranged [Light] 2 (◆◆◆), Vigilance 2 (◆◆◆)

WEAPONS

Relby-K23 blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting, Pierce 2)

Stun Club (Melee; Damage 5; Critical 2; Range (Engaged); Disorient 2)

TALENTS

-

ABILITIES

Tactical Direction

GEAR

Comlink (handheld), Extra ReloadWing Guard Uniform (+1 soak)

SOURCE

JoY:13; ID: 877

WINGRIDER



2

BRAWN

1

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (●●), Cool 2 (●●),
Coordination 3 (◆◆●), Melee 3
(◆●●), Perception 3 (◆●●), Ranged
[Heavy] 3 (◆◆●), Survival 3 (◆●●),
Vigilance 2 (◆●●)

WEAPONS

Drall Flashstick (Melee; Damage
4; Critical -; Range (Engaged); Stun
Damage, Disorient 3)

Light Blaster Carbine (Ranged
[Heavy]; Damage 8; Critical 3; Range
(Medium); Stun Setting)

TALENTS

Feral Strength 2, Let's Ride

ABILITIES

-

GEAR

-

SOURCE

SoF:29; ID: 992

WOKIE GLADIATOR



5

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS

Athletics 2 (◆◆◆◆◆◆◆◆), Brawl 4 (◆◆◆◆◆◆◆◆), Coordination 2 (◆◆◆◆◆◆◆◆), Melee 4 (◆◆◆◆◆◆◆◆), Ranged [Heavy] 2 (◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Vibro-ax (Melee; Damage 8; Critical 2; Range (Engaged); Vicious 3, Sunder, Pierce 2)

TALENTS

Adversary 1

ABILITIES

Wookie Rage

GEAR

-

SOURCE

E-CRB:414; ID: 793

WOUNDED MANTELLIAN SAVRIP



SKILLS

Athletics 2 (◆◆◆◆◆◆◆◆), Brawl 3 (◆◆◆◆◆◆◆◆), Discipline 2 (◆◆◆◆◆◆◆◆), Melee 2 (◆◆◆◆◆◆◆◆), Perception 2 (◆◆◆◆◆◆◆◆), Resilience 3 (◆◆◆◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆◆◆◆)

WEAPONS

Large Club (Melee; Damage 8; Critical 3; Range (Engaged); Disorient 3)

TALENTS

-

ABILITIES

Poisonous Bite

GEAR

-

SOURCE

MPQ:61; ID: 2382



YACHT CREW



2

BRAWN

3

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

6

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Gunnery (◆◆◆), Piloting [Space] (◆◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-Mechanics' coveralls (+1 soak)

SOURCE

JoY:91; ID: 947

YARKORA TREASURE HUNTER



3

BRAWN

2

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◇◇), Coercion 4 (◆◆◇◇), Cool 2 (◆◆◇◇), Deception 4 (◇◇◇◇), Lore 2 (◆◇◇)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:414; ID: 794

YAV YIYAR



3

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

18

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Cool 1 (◆◆●), Deception 2 (◆●●●),
Melee 2 (◆●●), Piloting [Space] 3
(●●●●), Ranged [Light] 3 (●●●●),
Stealth 2 (◆●●), Streetwise 2
(◆●●●), Vigilance 2 (●●)

WEAPONS

Vibroknife (Melee; Damage 4; Critical
2; Range (Engaged); Vicious 1, Pierce 2)
Heavy Blaster Pistol (Ranged [Light];
Damage 7; Critical 3; Range (Medium);
Stun Setting)

TALENTS

Adversary 2

ABILITIES

-

GEAR

Comlink (handheld) Armored Clothing
(+1 soak; +1 defense)

SOURCE

BtR:29; ID: 1135

YIYAR CLAN MEMBERS



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

8

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Athletics (◆◆), Discipline (◆), Melee (◆◆), Piloting [Planetary] (◆◆◆), Ranged [Light] (◆◆◆), Stealth (◆◆◆)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld) Padded Armor (+2 soak)

SOURCE

BtR:29; ID: 1137

YIYAR SALVAGE TECH



BRAWN

AGILITY



INTELLECT

CUNNING



WILLPOWER

PRESENCE

SKILLS

Brawl (◆◆), Coercion (◆◆), Mechanics (◆◆), Melee (◆◆), Ranged [Light] (◆◆)

WEAPONS

Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 3; Range (Medium); Stun Setting)

TALENTS

-

ABILITIES

-



WOUNDS

5



SOAK VALUE

4



M/R DEFENSE

0 | 0

GEAR

Comlink (handheld) Padded Armor (+2 soak)

SOURCE

BtR:87; ID: 1191

YSANNA HUNTER



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (◆◆), Ranged [Heavy] 2 (◆◆◆◆), Survival 3 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

WEAPONS

Concussion bow (Ranged [Heavy]; Damage 8; Critical 5; Range (Medium); Limited Ammo 1, Cumbersome 2, Prepare 1)

TALENTS

Force Rating 1, Animal Empathy

ABILITIES

Projectile Guidance

GEAR

Travel Rations
Beast-Hide Warrior's Armor (+1 soak)

SOURCE

NoP:67; ID: 3080

ZEKE



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

15

SOAK VALUE

5

M/R DEFENSE

0 | 0

STRAIN

15

SKILLS

Athletics 2 (●●), Discipline 3 (●●●), Leadership 4 (◆◆●●), Mechanics 2 (●●), Ranged [Heavy] 3 (●●●), Ranged [Light] 2 (◆●●), Resilience 3 (◆●●), Survival 2 (◆●●), Vigilance 3 (●●●)

WEAPONS

Vibroknife (Melee; Damage 3; Critical 2; Range (Engaged); Vicious 1, Pierce 2)
Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

TALENTS

Point Blank 1, Adversary 1

ABILITIES

Squad Leader, Teamwork

GEAR

Utility Belt
Worn Clone Trooper Armor (+2 soak)

SOURCE

MPQ:29*; ID: 2345

ZEL N'GOT



1

BRAWN

1

AGILITY

4

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

8

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS

Computers 2 (◆◆◆◆◆◆◆◆), Cool 1 (◆◆◆◆◆◆◆◆), Discipline 1 (◆◆◆◆◆◆◆◆), Mechanics 2 (◆◆◆◆◆◆◆◆), Perception 1 (◆◆◆◆◆◆◆◆), Ranged [Light] 1 (◆◆◆◆◆◆◆◆), Skullduggery 1 (◆◆◆◆◆◆◆◆), Stealth 1 (◆◆◆◆◆◆◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Limited Ammo 1, Stun Damage, Disorient 3, Blast 8)

Holdout Blaster (Ranged [Light]; Damage 5; Critical 4; Range (Short); Stun Setting)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

CotG:64; ID: 2880

ZERALA DINN



3

BRAWN

2

AGILITY

2

INTELLECT

4

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

1 | 1

SKILLS

Athletics 2 (◆○○○○), Brawl 2 (◆○○○○), Charm 3 (○○○○○), Cool 3 (○○○○○), Coordination 2 (○○○○), Deception 4 (○○○○○), Lore 3 (◆○○○○), Perception 2 (◆◆○○○), Ranged [Light] 3 (◆○○○○), Skulduggery 3 (◆○○○○), Streetwise 3 (◆○○○○), Vigilance 2 (○○○○)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Refined Cortosis Gauntlets (Brawl; Damage 4; Critical 4; Range (Engaged); Cortosis)

TALENTS

Force Rating 1, Smooth Talker 2, Nobody's Fool 2, Adversary 1

ABILITIES

Force Power Influence

GEAR

Comlink (handheld), Datapad Armored Clothing (+1 soak; +1 defense)

SOURCE

NoP:138; ID: 3115

ZIRKONN'S ISB STRIKE TEAM



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

Cool (◆◆), Discipline (◆◆), Perception (◆◆), Ranged [Light] (◆◆), Vigilance (◆◆)

WEAPONS

Blaster Pistol (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Stun Setting)

Frag Grenade (Ranged [Light]; Damage 8; Critical 4; Range (Short); Limited Ammo 1, Blast 6)

TALENTS

-

ABILITIES

-

GEAR

-Padded Armor (+2 soak)

SOURCE

NoP:139; ID: 3122