

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



MINIONS

Aleena Wanderer	2
Alliance Infantry	3
Ambrae Environmental Security Guard	4
Analysis Droid	5
Antiquated Battle Droid	6
Apprentice Hunter	7
Aqualish Thug	8
Aqualish Thug	9
Arda I TIE Pilot	10
Armed Security Guard	11
B1 Series Battle Droid (Modified)	12
Baktoid B1 Battle Droids	13
Bardottan Palace Guard	14
Barrows' Thug	15
Bespin Defense Force Pilot	16
Bith Musician	17
Black Claw Saboteur	18
Bridge Guard	19
Brionelle Army Cadet	20
Butterbug Remote	21
BX Commando Droid	22
Campus Security Guard	23
Chandrilan Citizen	24
Coresec Officer	25
Corporate Sector Authority Security Police	26
Corte's Smuggler Crew	27
Cybot Galactica PK-Series Worker Droids	28
Deep Dark Scout Trooper	29
Detention Center Guard	30
Detention Center Staff	31
Devliikk	32
Drall Constable	33
Evocii	34
FD-Series Extinguisher Droid	35
Fondo, Tyss, ans Plaado	36
Generic Remote	37
Glare Peak Security Personnel	38
Gut-Guro	39
Gyrowheel 1.42.08-Series Recycling Droid	40
Huttlet	41
Imperial Army Trooper	42
Imperial Dungeoneer	43
Imperial Gunnery Corps	44
Imperial Naval Trooper	45

Imperial Stormtrooper.....	46
Imperial Stormtrooper "Cavetroopers".....	47
J-57 Cam Droid.....	48
Jostero Pirate.....	49
Klatooinian Paddy Frog.....	50
Klatooinian Thug.....	51
KooChoo.....	52
Kreehawk Ganger.....	53
M226 Bridge Crew.....	54
M226 Navy Crewman.....	55
M226 Navy Troopers.....	56
Maintenance Droid.....	57
Mark IV Patrol Droid.....	58
Marksman-H Combat Remote.....	59
Martle Station Dockhands.....	60
Mechanic.....	61
Medtech Mini-Med.....	62
Menagerie Guards.....	63
Military Starfighter Pilot.....	64
Naval Engineer.....	65
Neimoidian Citizen.....	66
Nerf Herder.....	67
OOM Security Droid.....	68
Orange-Rated Constable.....	69
Ord Radama Security Officer.....	70
Oridelve Miner.....	71
Pirate Crew.....	72
Planetary Defense Force Trooper.....	73
Polis Massa Base Squadron Pilot.....	74
Private Security Guard.....	75
Provincial Law Enforcement Officer.....	76
Q-4 Borer Droid.....	77
Quolas Citizen.....	78
Quolas Guard.....	79
Raider.....	80
Ranat Scout.....	81
Ranat Stalker.....	82
RMD-20 "Eye in the Sky".....	83
Roowarra's Crew.....	84
Saboteur Load Lifter.....	85
Security Enforcer.....	86
Selonian Thug.....	87
Seraphs Gang Member.....	88
Service Patch Remote.....	89
Shen's Goons.....	90
Shield Remote.....	91
Slaver Guard.....	92

Sororith Palace Guard	93
Sorority Coutier.....	94
Sorority Crew.....	95
Sorority Defender.....	96
Sorority Engineer.....	97
Sorority Fighter Jockey.....	98
Sorority Pirate.....	99
Sorority Pirate Queensguard.....	100
Sorority Saboteur.....	101
SoroSuub Corporate Security.....	102
Spaceport Security Detail.....	103
Spaceport Urchin.....	104
Spir Fraxis.....	105
Starfighter Pilot.....	106
Stormtrooper Specialty Corps: Sandtrooper.....	107
Stormtrooper Specialty Corps: Scout Trooper.....	108
Stormtrooper Specialty Corps: Snowtrooper.....	109
Street Tough.....	110
Sullustan Resistance Fighter.....	111
Survivors.....	112
Swamptrooper.....	113
Thamoss's Security Guards.....	114
TIE Pilot.....	115
Toydarian Farmer.....	116
Twi'lek Dancer.....	117
Ugnaught Mechanic.....	118
Vossport City Guard.....	119
Wheel Security.....	120
Wing Guard Officer.....	121
Yacht Crew.....	122
Yiyar Clan Members.....	123
Yiyar Salvage Tech.....	124
Zirkonn's ISB Strike Team.....	125

RIVALS

"Lookout"	130
"Too Low" Talo	131
2-1B Medical Droid	132
3D-4K	133
3PX-Series Protocol Droid	134
501-Z Police Droid	135
5YQ-Series Protol Droid	136
AC Law Enforcement Droid	137
Accomplished Mechanic	138
Advozse Mercenaries	139
Ancient Hutt Security Droid	140
Arak-Series Probe Droid	141
Arda I Viper Probe Droid	142
Arms Dealer	143
Arrogant Heir	144
Ashur Sungazer	145
Astromech Droid	146
Autoturret	147
Barabel Enforcer	148
Barabel Enforcer	149
Bargos's Gamorrean	150
Besalisk Adventurer	151
Bhurra	152
Bim Gizzo	153
Black Marketeer	154
Blaster Drone	155
Blue-Rated Constable	156
Boddah Venik Rin	157
Boffen Nibs	158
Bonda	159
BoSS Agent	160
Bothan Spy	161
Brom	162
Burr Naxis	163
Captain Harl Bess	164
Captain Hylo Sortuli	165
Captain Jostero	166
Captain Shorwarr	167
Cautious Smuggler	168
CG/KDY AT-ED	169
Chameleon Droid	170
Chandrilan Agriculturalist	171
Chandrilan Navy Officer	172
Chara Tull	173

Clay "Pops" Merra.....	174
Clik.....	175
Comm Operator.....	176
Commander Treaska.....	177
COMPNOR Agent.....	178
Con Artist.....	179
Consortium Starfighter Pilot.....	180
CoreSec Investigator.....	181
Corporate Representative.....	182
Corporate Sector Authority Security Captain.....	183
Corrupt Bureaucrat.....	184
Corsec Boarding Officers.....	185
Crew Chief Jerion "Jolt" Terolt.....	186
CSA Intrusion Specialist.....	187
CT-4 Medical Droid.....	188
Customs Inspector.....	189
Cyborg Administrator.....	190
CZ-Series Communications/Business Droid.....	191
Dandy Gambler.....	192
Daro Blunt.....	193
Deck Office Lt. Nela Arseli.....	194
Detention Center Officer.....	195
Diplomat.....	196
Doctor Lorren Morrck.....	197
Domdees.....	198
Dorrian Vodani.....	199
Drall Police Sergeant.....	200
Drendan Binary Load Lifters.....	201
Droideka.....	202
Duros Ship Mechanic.....	203
DZ-70 Fugitive Tracker Droid.....	204
Evun, Alva, and Theel.....	205
Expert Forger.....	206
Fallen Apprentice.....	207
Fereallis Pirate Crewmate.....	208
First Mate Kog.....	209
Fleet Officer.....	210
Forger.....	211
Frangawl Cultist.....	212
FX-769.....	213
Gamorrean Thug.....	214
Gand Findsman.....	215
Gank Hunter.....	216
Gantel Dro.....	217
Garulo.....	218
Gerk.....	219
Gerrol Hunn.....	220

Godon Netakka.....	221
Gorn Vorrox.....	222
Government Bureaucrat.....	223
Government Security Droid.....	224
Craayl's Thugs.....	225
Graf Lind.....	226
Grenzo.....	227
Grinder.....	228
Grizzled Trader.....	229
Guided Bounty Hunter.....	230
Gustip.....	231
GV/3-series Guardian Droid.....	232
Halari Takan.....	233
Haril Zense.....	234
Hired Thug.....	235
Hunters.....	236
Hutt Majordomo.....	237
IA Security Agent.....	238
Imperial Army Officer.....	239
Imperial Destab Agent.....	240
Imperial Intelligence Agent.....	241
Imperial Naval Officer.....	242
Imperial Navy Pilot.....	243
Imperial Sandtrooper Sergeant.....	244
Imperial Security Droid.....	245
Imperial Stormtrooper Sergeant.....	246
Imperial Test Pilot.....	247
Imperial Vehicle Corps.....	248
Imperial Vehicle Corps.....	249
Incom Engineer.....	250
Infochant.....	251
Interrogation Droid.....	252
ISB (Imperial Security Bureau) Agent.....	253
ISB Agent Ferlan.....	254
ISB Supervisor Cal Alsen.....	255
Isshtharr.....	256
IT-3PO.....	257
IT-O Interrogation Droid.....	258
Ithorian Storyteller.....	259
Jalla.....	260
Jayk, Rafe, and Tojo.....	261
JC Series Pilot Droid.....	262
Journeyman Bounty Hunter.....	263
JR-12.....	264
Jyd Renyr.....	265
K-9 Series Hunting Droid.....	266
K4 Security Droid.....	267

K4-76A	268
Kanz	269
Kintan Strider	270
Kip Famas	271
KLC Series Exchequer Droid	272
Krash	273
Krezo Wasanti	274
Lathe	275
Liddy Ravora	276
LOM-Series Protocol Droid	277
Lor Keln	278
LRD-Series Envoy Droid	279
Lt. Masi Qual	280
Lt. Rik Torrence	281
Lutrillian Merchant	282
M-3PO-Series Military Protocol Droid	283
M226 Crew Chief	284
Major Yalor	285
Mandi	286
Marv Moray	287
Mate	288
Mature Hutt	289
Medical Droid	290
Mehmet Alover	291
Military Informant	292
Mining Guild Enforcer	293
Mon Calamari Mechanic	294
Mon Calamari Shipwright	295
Moraband Sith Phantasm	296
Mustafarian Miner	297
Narralla	298
Nikto Enforcer	299
Norta	300
Nosh Droma	301
NR-5 Maintenance Droid	302
Oake	303
Olom Roskom	304
Oso Maduk	305
Ossus Stone Guardian	306
Overseer Brynn	307
Pashna Genko	308
Passk	309
Pathran Helshar	310
Petty Officer Tera Wen	311
Phantasmal Beast of Moraband	312
Philanthropic Senator	313
Physician	314

Podracer Pilot.....	315
Pol Orrich.....	316
Probe Droid.....	317
Protocol Droid.....	318
O7-Series Astromech Droid.....	319
Quarren Agitator.....	320
Quartermaster.....	321
Quolas Elder.....	322
Quolas Guard Captain.....	323
R2-B7.....	324
R4-W9.....	325
R7-Series Astromech Droid.....	326
Raquor'Daan Beastmaster.....	327
Rasz Kal.....	328
Rebel Alliance Liaison.....	329
Rebel Specforce Infiltrator.....	330
Regent Credi Soffinn.....	331
Roche J9 Worker Drone.....	332
Roche Siak-series Protocol Droid.....	333
Roowarra.....	334
Saboteur Astromech.....	335
Saboteur Medical Droid.....	336
Sakiyan Bounty Hunter.....	337
Sala Vindako.....	338
Savo and Camerlin.....	339
Scout.....	340
Scout Collector.....	341
Scout Surveyor.....	342
SDMN Series Session Droid.....	343
Sector Ranger.....	344
Security Droid.....	345
Security Droid.....	346
Security Investigator.....	347
Security Officers.....	348
Selonian Wanderer.....	349
Sentry Droid Profile.....	350
Shadowport Mechanic.....	351
Shipjacker.....	352
Slaver.....	353
Slicer.....	354
Smuggler.....	355
Smuggler.....	356
Sorority Bodyguard.....	357
SoroSuub G2 Repair Droid.....	358
SoroSuub Wanderer Scout Survey Droid.....	359
Spaceport Official.....	360
Spaceport Overseer.....	361

Spaceport Security Droids	362
Spaceport Security Officer	363
Spice Pusher	364
Starfighter Ace	365
Stone Guardian	366
Stormtrooper Captain TH-313	367
Stormtrooper Specialty Corps: Dark Trooper	368
Sullustan Pilot-for-Hire	369
Swoop Ganger	370
T'Landa Til Charlatan	371
T-Series Tactical Droid	372
Tabarith's Thug	373
Tactical Assassin Droid	374
Tam Blackstar	375
Tarryn Rayzer	376
Taska Mastigar	377
TC-Series Protocol Droid	378
Tetan Guard	379
The Anvil	380
The Carbine	381
The Gatekeeper	382
TIE Ace	383
Tik	384
Tol Pirilian	385
Tor Haido	386
Toydarian Merchant	387
Toydarian Royal Guard	388
Trandoshan Mercenary	389
Twi'lek Black Marketeer	390
Ugnaught Laborer	391
Urel Haydon	392
Urtuaa Haaot	393
Varla Prule	394
Verd Ramos	395
Viewpointe Residential Tower Security	396
Viper Probe Droid	397
Voralla Morbo	398
Vordan Enforcer	399
Vorn Tel-Ovis	400
VX-19	401
Wealthy Noble	402
WED Treadwell Repair Droid	403
Wheel Security Pilots	404
Wing Guard Sergeant	405
Wingrider	406
Wookie Gladiator	407
Wounded Mantellian Savrip	408

Yarkora Treasure Hunter	409
Yav Yiyar	410
Ysanna Hunter	411
Zel N'got	412
Zerala Dinn	413

NEMESIS

"Ironarm" Stormtrooper Commander	423
"Zekra Fol"	424
A0-2	425
Adamite Tower Paladin	426
Aimee "Flutterplume" Kraeff	427
Alliance Commander	428
Arend Shen	429
Aris Shen	430
Assassin Droid	431
Bandin Dobah	432
Baron Administrator Lando Calrissian	433
Baron Kaldo	434
Big Game Hunter	435
Black Sun Vigo	436
Blaise Zirkonn	437
Bleshk Callor	438
Captain Balrekk	439
Captain Bialar Selis	440
Captain Gideon	441
Captain Rel Harsol	442
Captain Shyndi Oglerk	443
Carn Truuvik	444
Catrinna	445
Chandrilan Governor	446
Chiss Mercenary	447
Colonel (General) Romar Kek	448
Commander Danel Qurno	449
Commander Freila	450
Corporate Sector Authority Viceprex	451
CorSec Tactical Response Team Member	452
Corte Voss	453
Cratala	454
Dagoyan Master	455
Dalan Oberos	456
Damaged Basilisk	457
Defel Assassin	458
Doellinist High Priest	459
Duke Erron Irbian	460
Elaiza	461
Ellor Orgraal	462
Emperor's Hand	463
Eren Garai	464
EV-8D3	465
Fallen Master	466

Fenn Sesslyn.....	467
Forsaken Jedi.....	468
G-100 Remote Banking Droid.....	469
Gaff Kilvaari.....	470
Gareth Agamar.....	471
Gel Marcolf.....	472
General Elora Silssusio.....	473
General Ran Niall.....	474
Gormo Vosadii Grasso.....	475
Graayl Nor.....	476
Halina Patel.....	477
Hutt Crime Lord.....	478
Hutt Slave Dealer.....	479
IG-100 Magnaguard.....	480
Illo Vandin.....	481
Imperial Advisor.....	482
Imperial Assassin.....	483
Imperial Moff.....	484
Imperial Royal Guard.....	485
Intelligence Agent.....	486
Jedi Temple Guardians.....	487
Jedi-in-hiding.....	488
Jerid Sykes.....	489
Kaltho the Hutt.....	490
King Maalva.....	491
Klatooinian Elder.....	492
Lina Naras.....	493
Loan Shark.....	494
Lobot.....	495
Lt. Commander Jilan Noor.....	496
Malau Jocaos.....	497
Malefax.....	498
Marus Grayson.....	499
Master Hunter.....	500
Merderous Fugitive.....	501
Micael Torval.....	502
Mil Mikkir.....	503
Mon Calamari Commander.....	504
Montra Varn.....	505
Morgukai Adept.....	506
Noira.....	507
Onrein Hasar.....	508
Orl Miscord.....	509
Pirate Captain.....	510
Planetary Governor.....	511
Politician / Senator.....	512
Porel Vakra.....	513

Pos Podura	514
Raider Warlord	515
Rebel Cell Leader	516
Reom (Twi'lek)	517
Revah	518
Ryale Wei	519
Salana	520
Scarred Gladiator	521
Senior Advisor Setenna Hase	522
Sera Riggers	523
Shalo Sherin	524
Shreya Ordassa	525
Sianna Sekko	526
Skyholme Astromancer	527
Skyholme Lucite	528
Smuggler Baron	529
Spaceport Administrator	530
Suljo Warde	531
Sunny Bounder	532
Thamoss	533
TJ-11	534
Torani Kulda	535
Tracer	536
Trex	537
Tur and Kel	538
Var Narek	539
Venerable Hutt	540
Venlana Sipal	541
Vorse Tabarith	542
Warg	543
Zeke	544

ALEENA WANDERER



1

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

SKILLS (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

Silhouette 0

GEAR

Traveling Pack, Robes ()

SOURCE

NoP:55; ID: 3069

WOUNDS

15

SOAK VALUE

4

M/R DEFENSE

0 | 0

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 (GROUP ONLY)

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

WEAPONS

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

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

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 (GROUP ONLY)

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

Comlink (handheld), Breath Masks and Respirators, 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 (GROUP ONLY)

Computers (◆◆◆◆), Education (◆◆◆◆)

WEAPONS

-

TALENTS

Technical Aptitude 2

ABILITIES

Droid, Silhouette 0

GEAR

Datapad

SOURCE

F-CRB:409; ID: 2603

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 (GROUP ONLY)

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 (GROUP ONLY)

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 (GROUP ONLY)

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

F-CRB:430; ID: 2679

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 (GROUP ONLY)

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

On-board Processor, Integrated Comlink

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 (GROUP ONLY)

Ranged [Heavy] (♦♦)

WEAPONS

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

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

GMK:9*; ID: 1123

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 (GROUP ONLY)

Cool (◆◆), Melee (◆◆◆◆)

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

NoP:47; ID: 3049

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 (GROUP ONLY)

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

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

OaA:85; ID: 1572

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 (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Flight Suit

SOURCE

JoY:95; ID: 949

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 (GROUP ONLY)

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 (GROUP ONLY)

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

WEAPONS

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

TALENTS

-

ABILITIES

Create Bacta

GEAR

-

SOURCE

SoR:55; ID: 2210

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 (GROUP ONLY)

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 (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Academy uniform, Comlink (handheld),
Datapad

SOURCE

SoR:18; ID: 2161

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 (GROUP ONLY)

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



3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

WEAPONS

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

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

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

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

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 (GROUP ONLY)

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

CHANDRILAN CITIZEN



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

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

100 credits, Comlink (handheld),
Datapad

SOURCE

SoR:18; ID: 2159

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 (GROUP ONLY)

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 SECTOR AUTHORITY SECURITY POLICE



SKILLS (GROUP ONLY)

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



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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

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

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

BtR:70; ID: 1181

DETENTION CENTER GUARD



BRAWN

AGILITY



INTELLECT

CUNNING



WILLPOWER

PRESENCE



WOUNDS

5



SOAK VALUE

3



M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Guard uniform and helmet (+1 soak)

SOURCE

RaGP:39; ID: 1596

DETENTION CENTER STAFF



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

SKILLS (GROUP ONLY)

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 (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

Magnetic Sense

GEAR

Goggles, Various tools, Utility Kit, Work
tabard (+1 soak)

SOURCE

OaA:85; ID: 1570

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld)

SOURCE

SoF:136; ID: 1103

EVOCII



1

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

FD-SERIES EXTINGUISHER DROID



2	1
BRAWN	AGILITY

SKILLS (GROUP ONLY)

Athletics (♦♦)

1	1
INTELLECT	CUNNING

WEAPONS

-

TALENTS

-

1	1
WILLPOWER	PRESENCE

ABILITIES

Droid, Firefighter, Fire Resistant

GEAR

Fire suppression equipment

WOUNDS
2

SOAK VALUE
3

M/R DEFENSE
0 0

SOURCE

SoF:102; ID: 827

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 (GROUP ONLY)

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

GENERIC REMOTE



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS (GROUP ONLY)

Perception (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Silhouette 0

GEAR

-

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SOURCE

SM:53; ID: 3162

GLARE PEAK SECURITY PERSONNEL



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

GUT-GURO



SKILLS (GROUP ONLY)

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



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 (GROUP ONLY)

Athletics (◆◆◆), Coordination (◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Grabber claws, Cleaning devices

SOURCE

FH:50; ID: 1468

HUTTLET



2

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

SKILLS (GROUP ONLY)

Brawl (◆◆), Resilience (◆◆)

WEAPONS

-

TALENTS

Durable 1

ABILITIES

Stinky, Awkward

GEAR

-

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

SOURCE

LoNH:46; ID: 1931

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Trooper uniform and helmet (+1 soak)

SOURCE

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

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 (GROUP ONLY)

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 (GROUP ONLY)

Gunnery (◆◆)

WEAPONS

Heavy Repeating Blaster (Gunnery; Damage 15; Critical 2; Range (Long); Cumbersome 5, Vicious 1, 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 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 (GROUP ONLY)

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 STORMTROOPER



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

SKILLS (GROUP ONLY)

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

WEAPONS

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

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

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

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Extra Reload, 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

WOUNDS
5

SOAK VALUE
5

M/R DEFENSE
0 | 0

IMPERIAL STORMTROOPER "CAVETROOPERS"



SKILLS (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

HD:11; ID: 2684



J-57 CAM DROID



1

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS (GROUP ONLY)

Perception (◆), Vigilance (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Flyer

GEAR

Holocam

WOUNDS

2

SOAK VALUE

0

M/R DEFENSE

0 | 0

SOURCE

SoF:102; ID: 823

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

Silhouette 0, Amphibious

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Heavy Clothing (+1 soak)

SOURCE

LoNH:69; ID: 1955

KOOCHOO



4

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

Brawl (◆◆◆◆), Melee (◆◆◆◆)

WEAPONS

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

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

MPO:24*; ID: 2340

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 (GROUP ONLY)

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

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

CotG:58; ID: 2873

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 (GROUP ONLY)

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 NAVY CREWMAN



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

SKILLS (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

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

WOUNDS
4

SOAK VALUE
2

M/R DEFENSE
0 | 0

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 (GROUP ONLY)

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

SKILLS (GROUP ONLY)

Mechanics (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Tool Kit

WOUNDS

3

SOAK VALUE

3

M/R DEFENSE

0 | 0

SOURCE

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

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 (GROUP ONLY)

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

WEAPONS

-

TALENTS

-

ABILITIES

Droid

GEAR

Holorecorder, Military Comlink

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 (GROUP ONLY)

Perception (◆), Ranged [Light] (◆◆◆)

WEAPONS

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

TALENTS

-

ABILITIES

Hoverer, Droid, Silhouette 0

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 (GROUP ONLY)

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

MECHANIC



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

SKILLS (GROUP ONLY)

Mechanics (◆◆◆)

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

Repair Tools

SOURCE

A-CRB:413; ID: 1264

WOUNDS

4

SOAK VALUE

3

M/R DEFENSE

0 | 0

MEDTECH MINI-MED



1

BRAWN

1

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

0

PRESENCE

WOUNDS

1

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Surgeon's Aid

GEAR

-

SOURCE

FH:49; ID: 1465

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Heavy Clothing (+1 soak)

SOURCE

NoP:142; ID: 3132

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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 (GROUP ONLY)

Melee (◆)

WEAPONS

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

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

TALENTS

-

ABILITIES

Strength in Numbers

GEAR

-

SOURCE

CotG:52; ID: 2871

NERF HERDER



BRAWN

AGILITY



INTELLECT

CUNNING



WILLPOWER

PRESENCE



WOUNDS

3



SOAK VALUE

2



M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

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 (GROUP ONLY)

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 (GROUP ONLY)

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 (GROUP ONLY)

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

WEAPONS

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

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

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)

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

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



WOUNDS

5



SOAK VALUE

3



M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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 GUARD



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

1 | 0

SKILLS (GROUP ONLY)

Coordination (◆◆◆), Melee (◆◆),
Ranged [Light] (◆◆◆), Survival (◆◆)

WEAPONS

Diuro (Melee; Damage 3; Critical 3;
Range (Engaged); Defensive 1)

Slugthrower Pistol (Ranged [Light];
Damage 4; Critical 5; Range (Short))

TALENTS

-

ABILITIES

Glider

GEAR

Binders, bearsloth venom (2 doses),
Padded Armor (+2 soak)

SOURCE

CotG:26; ID: 2849

RAIDER



3

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

6

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

WEAPONS

Stabbing Sword (Melee; Damage 5; Critical 3; Range (Engaged); Vicious 1)

Hand Crossbow (Ranged [Light]; Damage 5; Critical 4; Range (Medium); Prepare 1, Limited Ammo 1)

TALENTS

-

ABILITIES

-

GEAR

Boiled Leather Jerkin (+1 soak)

SOURCE

NoP:37; ID: 3027

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 (GROUP ONLY)

Brawl (◆), Melee (◆), Skullduggery (◆◆◆), Stealth (◆◆◆), Survival (◆◆◆)

WEAPONS

Makeshift Knife (Melee; Damage 2; Critical 4; Range (Engaged)),)

Ranat Bite (Brawl; Damage 1; Critical 4; Range (Engaged); Pierce 1

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 (GROUP ONLY)

Brawl (◆◆), Melee (◆◆), Stealth (◆◆◆), Survival (◆◆◆)

WEAPONS

Ranat Bite (Brawl; Damage 2; Critical 4; Range (Engaged); Pierce 1)

Makeshift Spear (Melee; Damage 3; Critical 3; Range (Engaged)),

TALENTS

-

ABILITIES

Cornered Fury

GEAR

-

SOURCE

A-CRB:449; ID: 1363

RMD-20 "EYE IN THE SKY"



1

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS (GROUP ONLY)

Perception (◆), Vigilance (◆)

WEAPONS

-

TALENTS

-

ABILITIES

Hoverer, Droid, Silhouette 0

GEAR

Recording Holocam

WOUNDS

3

SOAK VALUE

1

M/R DEFENSE

0 | 0

SOURCE

KtP:50; ID: 2790

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Uniform (+1 soak)

SOURCE

SoF:73; ID: 1070

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 (GROUP ONLY)

Brawl (◆◆◆), Melee (◆◆◆), Perception (◆), Stealth (◆◆◆), Vigilance (◆◆)

WEAPONS

Selonian Glaive (Melee; Damage 6; Critical 3; Range (Engaged); Defensive 1, Pierce 3)

Tail (Brawl; Damage 7; Critical 5; Range (Engaged); Disorient 2, Knockdown)

TALENTS

-

ABILITIES

-

GEAR

Padded Armor (+2 soak)

SOURCE

SoF:48; ID: 1036

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 (GROUP ONLY)

Melee (◆◆), Piloting [Planetary] (◆◆◆), Ranged [Light] (◆◆◆), Streetwise (◆◆◆)

WEAPONS

Chain (Melee; Damage 5; Critical 5; Range (Engaged); Knockdown, Inaccurate 1)

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

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 (GROUP ONLY)

Computers (◆), Mechanics (◆)

WEAPONS

-

TALENTS

Technical Aptitude 1

ABILITIES

Droid, Silhouette 0

GEAR

Built-in toolkit

SOURCE

SM:53; ID: 3166

SHEN'S GOONS



MINION

3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

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

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

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

TALENTS

-

ABILITIES

-

GEAR

Adverse Environment Gear (+1 soak)

SOURCE

MPQ:62; ID: 2384

SORORITH PALACE GUARD



SKILLS (GROUP ONLY)

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 COUTIER



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

3

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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 (GROUP ONLY)

Computers (◆◆◆), Gunnery (◆◆◆),
Mechanics (◆◆◆), Melee (◆◆),
Ranged [Light] (◆◆◆)

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Breath mask or space suit,
Glow Rod, Tool Kit

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 (GROUP ONLY)

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

WEAPONS

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

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

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 (GROUP ONLY)

Computers (◆◆◆), Mechanics (◆◆◆),
Melee (◆◆◆), Ranged [Light] (◆◆)

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Tool Kit, Breath Masks and Respirators,
Glow Rod, 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 (GROUP ONLY)

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

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Flight suit and helmet

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 (GROUP ONLY)

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

WEAPONS

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)

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

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 (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

MPQ: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 (GROUP ONLY)

Computers (◆◆◆), Mechanics (◆◆◆◆),
Melee (◆◆), Ranged [Light] (◆◆),
Skullduggery (◆◆)

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Heavy Clothing (+1 soak)

SOURCE

MPQ:75; ID: 2401

SOROSUUB 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 (GROUP ONLY)

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

WEAPONS

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

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

SoR:139; ID: 2314

SPACEPORT SECURITY DETAIL



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

4

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

Perception (◆◆), Ranged [Light] (◆◆)

WEAPONS

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



1

BRAWN

2

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

3

PRESENCE

WOUNDS

3

SOAK VALUE

1

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

SPIR FRAXIS



SKILLS (GROUP ONLY)

2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:425*; ID: 854

WOUNDS

6

SOAK VALUE

2

M/R DEFENSE

0 | 0

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Food and Water packs,
Extra Reload, High-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 (GROUP ONLY)

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

WEAPONS

Blaster Sniper Rifle with scope

(Ranged [Heavy]; Damage 10; Critical
3; Range (Extreme); Cumbersome 3,
Slow-Firing 1, Accurate 1, Pierce 2)

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

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

TALENTS

-

ABILITIES

-

GEAR

Utility Belt, Extra Reload, 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

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Discipline (◆◆◆◆),
Gunnery (◆◆◆◆), Melee (◆◆◆◆),
Ranged [Heavy] (◆◆◆◆), Resilience
(◆◆◆◆), Survival (◆◆◆◆)

WEAPONS

Multi-optic sighted blaster rifle

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

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

WOUNDS
5

SOAK VALUE
5

M/R DEFENSE
0 0

TALENTS

-

ABILITIES

-

GEAR

Snowtrooper Armor (+2 soak)

SOURCE

RaGP:25*, A-CRB:422, laRAD: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 (GROUP ONLY)

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

WEAPONS

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

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

-

SOURCE

E-CRB:396, F-BGR:46, F-CRB:405,
SaVAD:1; ID: 746

SULLUSTAN RESISTANCE FIGHTER



SKILLS (GROUP ONLY)

Melee (◆◆◆), Perception (◆◆), Ranged [Heavy] (◆◆◆), Ranged [Light] (◆◆◆), Skullduggery (◆◆), Stealth (◆◆◆)

WEAPONS

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

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

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

TALENTS

-

ABILITIES

-

GEAR

Padded Armor (+2 soak)

SOURCE

SoR:138; ID: 2311

SURVIVORS



2

BRAWN

2

AGILITY

2

INTELLECT

1

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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



MINION

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

5

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Extra Reload, Rebreather, Electrobinoc-
ulars, Swamptrooper Armor (+2 soak)

SOURCE

LoNH:128; ID: 2013

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 (GROUP ONLY)

Deception (◆◆), Perception (◆◆), Ranged [Heavy] (◆◆◆), Ranged [Light] (◆◆◆), Vigilance (◆◆)

WEAPONS

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

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

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

TALENTS

Quick Strike 1

ABILITIES

-

GEAR

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

SOURCE

LoNH:132; ID: 2022

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 (GROUP ONLY)

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

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 (GROUP ONLY)

Athletics (◆◆), Melee (◆◆),
Negotiation (◆◆◆), Survival (◆◆)

WEAPONS

Farming Implement (Melee; Damage
3; Critical 6; Range (Engaged);
Disorient 1

TALENTS

-

ABILITIES

Hoverer, Silhouette 0

GEAR

-

SOURCE

LoNH:80; ID: 1983

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 (GROUP ONLY)

Charm (◆◆◆◆), Coordination (◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Dancing attire

SOURCE

E-CRB:414, CotGAD:13; ID: 791

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 (GROUP ONLY)

Athletics (◆◆), Mechanics (◆◆◆), Resilience (◆◆)

WEAPONS

Giant Hydrospanner (Melee; Damage 3; Critical 4; Range (Engaged); Knockdown)

TALENTS

-

ABILITIES

Stubborn and Dependable, Silhouette 0

GEAR

Utility Belt, Tool Kit, Durable clothing (+1 soak)

SOURCE

F-CRB:404; ID: 2591

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 (GROUP ONLY)

Brawl (◆◆◆), Melee (◆◆◆), Vigilance (◆◆)

WEAPONS

Shield (Melee; Damage 3; Critical 5; Range (Engaged); Deflection 2, Defensive 2)

Voss Warspear (Melee; Damage 5; Critical 4; Range (Engaged); Defensive 2)

TALENTS

-

ABILITIES

-

GEAR

Steel Breastplate (+1 soak)

SOURCE

NoP:35; ID: 3008

WHEEL SECURITY



BRAWN

AGILITY



INTELLECT

CUNNING



WILLPOWER

PRESENCE



WOUNDS

5



SOAK VALUE

4



M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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), Datapad, Riot Armor (+2 soak)

SOURCE

BtR:34; ID: 1139

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 (GROUP ONLY)

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

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 (GROUP ONLY)

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

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 (GROUP ONLY)

Athletics (◆◆), Discipline (◆), Melee (◆◆), Piloting [Planetary] (◆◆◆), Ranged [Light] (◆◆◆), Stealth (◆◆◆)

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

BtR:29; ID: 1137

YIYAR SALVAGE TECH



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

5

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS (GROUP ONLY)

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

WEAPONS

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

BtR:87; ID: 1191

ZIRKONN'S ISB STRIKE TEAM



SKILLS (GROUP ONLY)

Cool (◆◆), Discipline (◆◆), Perception (◆◆), Ranged [Light] (◆◆), Vigilance (◆◆)

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Padded Armor (+2 soak)

SOURCE

NoP:139; ID: 3122

"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

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

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

TALENTS

Adversary 1

ABILITIES

-

GEAR

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

SOURCE

BtR:29; ID: 1136

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

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

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

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

TALENTS

Adversary 1, Nobody's Fool 1

ABILITIES

Droid

GEAR

Binders, Built-in comlink

SOURCE

SoR:139; ID: 2315

5YQ-SERIES PROTOL 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

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

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

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

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

ADVOZSE MERCENARIES



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

8

SOAK VALUE

4

M/R DEFENSE

0 | 0

SKILLS

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

WEAPONS

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

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

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Blast Vest (+1 soak)

SOURCE

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

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

ARAK-SERIES PROBE DROID



2

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

15

SOAK VALUE

3

M/R DEFENSE

0 | 0

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

GEAR

Built-in sensors, holocam, and comlink

SOURCE

BtR:71; ID: 1185

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

Self-destruct, Droid, Sensors, Repulsorlift Locomotion

GEAR

Built-in hyperspace transponder

SOURCE

OaA:27; ID: 1503

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

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

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

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

Breath Masks and Respirators, Datapad,
Stylus

SOURCE

F-CRB:425; ID: 2675

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

Hoverer, Droid

GEAR

-

SOURCE

OaA:71; ID: 1558

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

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

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

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

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

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

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

SoF:126; ID: 1084

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

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

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

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

Adversary 1, Convincing Demeanor 2

ABILITIES

-

GEAR

-

SOURCE

SoF:134; ID: 1097

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

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

BLUE-RATED CONSTABLE



3

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

13

SOAK VALUE

4

M/R DEFENSE

1 | 1

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

Adversary 1, Skilled Jockey 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

Kill with Kindness 1, Plausible Deniability 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

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

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

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

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

Stimpack, Padded 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

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

JoY:78; ID: 923

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

Datapad with schematics, Repair Tools

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

Adversary 1, Command 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 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

Ryjk Blade (Melee; Damage 5; Critical 2; Range (Engaged); Cumbersome 3, Defensive 1, Superior)

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

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

TALENTS

Natural Hunter, Expert Tracker 1, Hunter's Quarry

ABILITIES

Wookie Rage

GEAR

-

SOURCE

BtR:94; ID: 1192

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 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

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

Datapad, Hand Scanner, Tool Kit

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

Datapad with schematics, Repair Tools

SOURCE

OaA:25; ID: 1500

COMM OPERATOR



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

4

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

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 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
(◇◇◇◇◇◇), Skullduggery 2 (◆◇◇◇◇◇)

WEAPONS

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

TALENTS

Convincing Demeanor 1, Nobody's
Fool 1

ABILITIES

-

GEAR

Disguise Kit, Comm Jammer

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

Crash Survival Kit, Flight suit and helmet

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

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

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

Nobody's Fool 2, Plausible Deniability 1

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

Corellian Arms CR-2 Heavy Blaster Pistol (Ranged [Light]; Damage 7; Critical 4; Range (Medium); Stun Setting)
Stun Baton (Melee; Damage 5; Critical 5; Range (Engaged); Stun 3)

TALENTS

Adversary 1

ABILITIES

-

GEAR

-

SOURCE

SoF:127; ID: 1088

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

Comlink (handheld), Datapad, Tool Kit

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

BRAWN

2

AGILITY

4

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

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

WEAPONS

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

TALENTS

-

ABILITIES

Enhanced Senses

GEAR

Datapad with direct access port, Com-link (handheld)

SOURCE

A-CRB:431; ID: 1324

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

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
(◆●●●), Skulduggery 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

WOUNDS

16

SOAK VALUE

3

M/R DEFENSE

0 | 0

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

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

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

SOURCE

RaGP:39; ID: 1597

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), Datapad, Robes
(+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

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

Hoverer, Silhouette 0

GEAR

Spatula, Puffy Chef's Hat, Utility Apron

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 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); Disorient 3, Stun Damage)

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Disorient 3, Stun Damage, Limited Ammo 1, 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); Disorient 2, Knockdown)

TALENTS

-

ABILITIES

Droid

GEAR

-

SOURCE

GMK:10*; ID: 1127

DROIDEKA



5

BRAWN

3

AGILITY

1

INTELLECT

1

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

18

SOAK VALUE

8

M/R DEFENSE

0 | 0

SKILLS

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

WEAPONS

-

TALENTS

-

ABILITIES

Droid, Shield Projector, Fire Sweep

GEAR

-

SOURCE

CotG:69*; ID: 2891

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

Fine Tuning 2, Gearhead 1

ABILITIES

-

GEAR

Emergency Repair Patch, Tool Kit

SOURCE

SoF:61; ID: 1050

DZ-70 FUGITIVE TRACKER DROID



2

BRAWN

1

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

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); Disorient 5, Ion)

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

TALENTS

Adversary 1, Expert Tracker 2

ABILITIES

Droid

GEAR

-

SOURCE

FH:49; ID: 1463

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

Slugthrower Pistol (Ranged [Light]; Damage 4; Critical 5; Range (Short),)

Gaffi Stick (Melee; Damage 5; Critical 3; Range (Engaged); Disorient 3, Defensive 1)

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, Adversary 1, Soft Spot

ABILITIES

Dark Side Force User

GEAR

Black Robes (+1 soak)

SOURCE

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

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

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

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

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

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

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

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

WOUNDS

10

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

GMK:8*; ID: 1118

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

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.)

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

TALENTS

Adversary 1, Expert Tracker 2

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

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

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

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 (●●●), Skullduggery 2 (◆●●), Stealth 3 (●●●), Vigilance 2 (◆●●)

WEAPONS

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

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

TALENTS

-

ABILITIES

Light Sensitive, Shadowed

GEAR

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

SOURCE

JoY:78; ID: 925

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

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

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

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'S THUGS



2

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

2

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

Emergency Repair Patch, Tool Kit, 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

Force Rating 1, Black Market Contacts 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

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

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

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

TALENTS

Expert Tracker 1, Quick Draw

ABILITIES

-

GEAR

Jet Pack, Utility Belt, 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 Cane, superior concealed armored clothing (+2 soak; +1 defense)

SOURCE

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

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

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

TALENTS

-

ABILITIES

Loyalty Imprint, Droid, Olfactory Sensor
Suite

GEAR

-

SOURCE

KtP:49; ID: 2786

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

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

ABILITIES

Ink Spray, Amphibious

GEAR

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

SOURCE

SoR:133; ID: 2306

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); Blast 6,
Limited Ammo 1)

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 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

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

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

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

TALENTS

Adversary 1

ABILITIES

-

GEAR

Comlink (handheld), Stimpack, Heavy Clothing (+1 soak)

SOURCE

SoF:133; ID: 1095

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 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 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 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 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 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

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

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

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

TALENTS

Adversary 1

ABILITIES

Tactical Direction

GEAR

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

SOURCE

OaA:40; ID: 1512

IMPERIAL SECURITY DROID



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

WOUNDS

5

SOAK VALUE

2

M/R DEFENSE

0 | 0

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

Hoverer, Droid

GEAR

-

SOURCE

RaGP:21; ID: 1578

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

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

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

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

TALENTS

Adversary 1

ABILITIES

Tactical Direction

GEAR

Utility Belt, Extra Reload, 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, Adversary 1, Skilled Jockey 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

Datapad with schematics, Repair Tools

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

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

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

TALENTS

-

ABILITIES

Hoverer, Droid, Silhouette 0

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

ISB ID, Comlink (handheld), ISB uniform

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

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

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

TALENTS

Point Blank 1, Adversary 1

ABILITIES

Teamwork, Tremor, Near-Sighted, 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

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); Cumbersome 2, Vicious 5)

TALENTS

Adversary 1, Lethal Blows 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); Disorient 2, Defensive 1, 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

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

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); Disorient 1, Inferior, Knockdown)

TALENTS

Adversary 1, Durable 5

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

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

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

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

Shock Gloves (Brawl; Damage 4; Critical 5; Range (Engaged); Stun 3)

TALENTS

-

ABILITIES

-

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

MPQ:27*; ID: 2342

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

ASP-series labor droid, Fine Clothing, 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

Booster Blue (1 dose), Slicer Gear, Data-pad, Tool Kit, 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

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

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

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

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

Rhetorical Mimic, Droid

GEAR

-

SOURCE

DA:57; ID: 2129

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

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

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

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

Full Throttle, Skilled Jockey 2

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

Upper class clothing, 250 credits

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 CREW CHIEF



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

A-CRB:450; ID: 1348

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

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

Adversary 1, Deadly Accuracy 1

ABILITIES

-

GEAR

Secure Comlink, Laminate Armor (+2 soak)

SOURCE

MPQ:35*; ID: 2354

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

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

Ponderous, Awkward

GEAR

-

SOURCE

LoNH:46; ID: 1932

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

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

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

ABILITIES

Amphibious

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:133; ID: 2305

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

Disguise Kit, Disassembly-capable Secure Military Comlink

SOURCE

A-CRB:420; ID: 1292

MINING GUILD ENFORCER



3

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

WOUNDS

11

SOAK VALUE

4

M/R DEFENSE

0 | 0

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

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

Emergency Repair Patch, Tool Kit

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

Comlink (handheld), Datapad with schematics, Repair Tools

SOURCE

SoR:35; ID: 2190

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); Disorient 2,
Stun Damage, Breach 1

TALENTS

-

ABILITIES

Creature of Illusion, Darkest Dreams

GEAR

-

SOURCE

CotG:85; ID: 2897

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

Utility Kit, Servant Apron

SOURCE

OaA:86; ID: 1574

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

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

Utility Belt, Comlink (handheld), Tool Kit,
Padded 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 (◆●●), Skullduggery 4 (◆◆●●), Streetwise 3 (◆●●)

WEAPONS

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

TALENTS

Bought Info, Convincing Demeanor 3, Natural Charmer, Know Somebody 1, Wheel and Deal 3, Adversary 1, Nobody's Fool 2, Greased Palms

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

Built-in Repair Tools, Fine Manipulator Arm

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

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

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

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

TALENTS

Point Blank 1

ABILITIES

Hard of Hearing, Teamwork

GEAR

Utility Belt, Worn Clone Trooper Armor
(+2 soak)

SOURCE

MPO:29*; ID: 2348

OLOM ROSKOM



2

BRAWN

2

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

3

PRESENCE

WOUNDS

8

SOAK VALUE

2

M/R DEFENSE

0 | 0

SKILLS

Charm 2 (◆◆◆◆◆), Cool 1 (◆◆◆◆◆),
Discipline 3 (◆◆◆◆◆), Mechanics 3
(◆◆◆◆◆), Melee 1 (◆◆◆◆◆), Negotiation 3
(◆◆◆◆◆), Perception 1 (◆◆◆◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Comlink (handheld), Datapad, RMS
executive coverall, Imperial ID, RMS
ID, Tool Kit

SOURCE

RaGP:42; ID: 1603

OSO MADUK



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 (◆◆◆), Deception 2 (◆◆◆), Perception 2 (◆◆◆), Skulduggery 2 (◆◆◆), Stealth 2 (◆◆)

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

Scanner Goggles

SOURCE

SoF:141; ID: 1108

OSSUS STONE GUARDIAN



5

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

1

WILLPOWER

1

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

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

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

Datapad, Business attire, 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

Glider, For Quolas!

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

BRAWN

2

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

5

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

Bacta (liter), Synthskin, Medpac

SOURCE

A-CRB:430, CotGAD:4; ID: 1319

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

Full Throttle, Skilled Jockey 1

ABILITIES

-

GEAR

Podracer, Tool Kit

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

SOURCE

SoF:49; ID: 1040

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

Hoverer, Droid, Self-destruct Mechanism

GEAR

Life Form Scanner, Holo-Messenger,
Long-range terrain 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

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

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

WOUNDS

13

SOAK VALUE

2

M/R DEFENSE

0 | 0

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

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 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 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

Diiro (Melee; Damage 4; Critical 3; Range (Engaged); Defensive 1)

Slugthrower Pistol (Ranged [Light]; Damage 4; Critical 5; Range (Short))

TALENTS

Adversary 1

ABILITIES

Glider, Restraint

GEAR

bearsloth venom (10 doses), Binders, Comlink (handheld), bearsloth antivenom (2 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

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 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 (◆◆◆), Skulduggery 2 (◆◆◆), Stealth 3 (◆◆◆)

WEAPONS

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

TALENTS

Adversary 1, Stalker 2

ABILITIES

Shadowed, Swipe 1

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

Adversary 2, Kill with Kindness 1

ABILITIES

-

GEAR

Comlink (handheld), Datapad

SOURCE

SoR:47; ID: 2200

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

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 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); Disorient 3, Stun Damage, Knockdown)

TALENTS

Expert Tracker 2

ABILITIES

-

GEAR

Binders, Sakiyan 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

Beast Goad (Melee; Damage 6;
Critical 4; Range (Engaged); Disorient
2, Pierce 2)

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

TALENTS

Adversary 1, Hunter 2

ABILITIES

-

GEAR

Heavy Leather Clothing (+1 soak; +1
defense)

SOURCE

NoP:141*; ID: 3130

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

Scanner Goggles, Utility Belt, Comlink (handheld), Datapad, Armored Clothing (+1 soak; +1 defense)

SOURCE

LoNH:135*; ID: 2028

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

Datapad, Scout Ship

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

Hoverer, Droid, Silhouette 3

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); Disorient 3, Stun Damage)

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

Smooth Talker 2, Plausible Deniability 1

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 Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting)
Blaster Pistol (Ranged [Light];
Damage 6; Critical 3; Range (Medium);
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); Limited Ammo 1, Ensnare 5)

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 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

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

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

TALENTS

-

ABILITIES

-

GEAR

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

SOURCE

SoF:126*; ID: 1086

SELONIAN WANDERER



3

BRAWN

3

AGILITY

2

INTELLECT

1

CUNNING

3

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

1 | 0

SKILLS

Brawl 1 (◆◆◆◆◆), Melee 1 (◆◆◆◆◆),
Resilience 1 (◆◆◆◆◆), Vigilance 1
(◆◆◆◆◆)

WEAPONS

Selonian Glaive (Melee; Damage 6;
Critical 3; Range (Engaged); Defensive
1, Pierce 3)

Tail (Brawl; Damage 7; Critical 5; Range
(Engaged); Disorient 2, Knockdown)

TALENTS

-

ABILITIES

-

GEAR

Stimpack, Padded Armor (+2 soak)

SOURCE

SoF:123; ID: 1079

SENTRY DROID PROFILE



1

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

1

WILLPOWER

1

PRESENCE

SKILLS

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

WEAPONS

-

TALENTS

-

ABILITIES

-

GEAR

-

WOUNDS

0

SOAK VALUE

0

M/R DEFENSE

0 | 0

SOURCE

E-CRB:431; ID: 864

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

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

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

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

TALENTS

Adversary 1

ABILITIES

-

GEAR

Electronic Lock Breaker

SOURCE

E-CRB:394, SaVAD:14; ID: 742

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); Limited Ammo 1, Knockdown, Ensnare 3)

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

Battered stun pistol (Ranged [Light]; Damage 7; Critical -; Range (Short); Stun Damage)

TALENTS

-

ABILITIES

-

GEAR

-

SOURCE

E-CRB:394, SaVAD:13; ID: 741

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

Adversary 1, Skilled Jockey 2

ABILITIES

-

GEAR

-

SOURCE

A-CRB:427, E-CRB:396, SaVAD:8;
ID: 745

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

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

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

TALENTS

Targeted Blow

ABILITIES

-

GEAR

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

SOURCE

MPO:65; ID: 2387

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 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 DROIDS



2

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

WOUNDS

8

SOAK VALUE

3

M/R DEFENSE

0 | 0

SKILLS

Discipline 1 (🟡), Ranged [Light] 3 (🟢🟡🟡)

WEAPONS

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

TALENTS

-

ABILITIES

-

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

WOUNDS

14

SOAK VALUE

4

M/R DEFENSE

1 | 0

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

Stimpack, Padded Armor (+2 soak)

SOURCE

E-CRB:398; ID: 863

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

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

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

TALENTS

-

ABILITIES

-

GEAR

Death Sticks (1 dose), Glitterstim (1 dose), Avabush Spice (1 dose)

SOURCE

F-CRB:405; ID: 2594

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

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

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

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

BlasTech SE-14r Light Repeating Blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

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

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

TALENTS

Adversary 1

ABILITIES

Bad Knee

GEAR

Utility Belt, Extra Reload, 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

Plasma Shell Assault Cannon

(Gunnery; Damage 10; Critical 2; Range (Long); Cumbersome 3, Auto-Fire, Concussive 1, Inaccurate 1, Breach 1)

Missile Tube (Gunnery; Damage 20; Critical 2; Range (Extreme); Guided 3, Limited Ammo 6, Cumbersome 3, Blast 10, Prepare 1, Breach 1)

TALENTS

Adversary 1

ABILITIES

Enhanced Senses, Droid

GEAR

Internal Comlink, Jet Pack, Power Armor (+2 soak; +1 defense)

SOURCE

A-CRB:421; ID: 1296

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

SWOOP GANGER



2

BRAWN

3

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

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

WOUNDS

12

SOAK VALUE

2

M/R DEFENSE

0 | 0

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

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

Integral Wrist Blaster (Ranged [Light]; Damage 5; Critical 3; Range (Medium); Stun Setting)

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

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

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

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

Wresting costume, Mask

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
BRAWN

0
AGILITY

3
INTELLECT

2
CUNNING

3
WILLPOWER

2
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

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

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-issued luxury airspeeder, Imperial ID, City government ID, City government datapad (encrypted), 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

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

Hoverer, Silhouette 0

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

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

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

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

TALENTS

Body Guard 1

ABILITIES

Hoverer, Silhouette 0

GEAR

Electro-visor, Padded Armor (+2 soak)

SOURCE

LoNH:81; ID: 1992

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

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting)
Claws (Brawl; Damage 5; Critical 4;
Range (Engaged)),

TALENTS

-

ABILITIES

Regeneration

GEAR

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

SOURCE

BtR:87; ID: 1190

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 (◆◆), Skullduggery 2 (◆◆◆), Streetwise 2 (◆◆◆), Underworld 2 (◆◆◆), Vigilance 2 (◆◆)

WEAPONS

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

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

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

TALENTS

Adversary 1, Black Market Contacts 2

ABILITIES

-

GEAR

-

SOURCE

E-CRB:397; ID: 749

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

Stubborn and Dependable, Silhouette 0

GEAR

Durable clothing (+1 soak)

SOURCE

JoY:14, CotGAD:6; ID: 881

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

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

TALENTS

Adversary 1, Stalker 2

ABILITIES

-

GEAR

Encrypted Comlink, Cybernetic right arm, left eye, and right leg, 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

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, Jewelry, Uniform (+1
soak)

SOURCE

A-CRB:441*; ID: 1336

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

VIEWPORTE 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

Hoverer, Droid, Self-destruct Mechanism

GEAR

Life Form Scanner, long-range holonet
communicator, 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

Stimpack, Emergency Repair Kit, Heavy
Clothing (+1 soak)

SOURCE

E-BGA:14; ID: 2905

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

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 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 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 Reload, Wing 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); Disorient 3,
Stun Damage)

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



5

BRAWN

2

AGILITY

1

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

WOUNDS

16

SOAK VALUE

5

M/R DEFENSE

0 | 0

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

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

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

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

TALENTS

Adversary 2

ABILITIES

-

GEAR

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

SOURCE

BtR:29; ID: 1135

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); Cumbersome 2, Prepare 1, Limited Ammo 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

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 (◆◆◆◆◆◆◆◆), Skulduggery 1 (◆◆◆◆◆◆◆◆), Stealth 1 (◆◆◆◆◆◆◆◆)

WEAPONS

Stun Grenade (Ranged [Light]; Damage 8; Critical -; Range (Short); Disorient 3, Stun Damage, Limited Ammo 1, 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, Adversary 1, Smooth Talker 2, Nobody's Fool 2

ABILITIES

Force Power Influence

GEAR

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

SOURCE

NoP:138; ID: 3115

"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

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

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

TALENTS

Adversary 1, Parry 4

ABILITIES

Tactical Direction

GEAR

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

SOURCE

HD:21; ID: 2694

"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

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

ABILITIES

-

GEAR

Datapad, Personal Deflector Shield (+2 defense)

SOURCE

JoY:62*; ID: 910

A0-2



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 (◆◆), Skulduggery 2 (◆◆), Streetwise 2 (◆◆), Vigilance 4 (◆◆◆◆)

WEAPONS

Blaster Rifle (Ranged [Heavy]; Damage 9; Critical 3; Range (Long); Stun Setting)
Integrated Vibroblade (Melee; Damage 5; Critical 2; Range (Engaged); Defensive 1, Pierce 2)

TALENTS

Targeted Blow, Precise Aim 2, Lethal Blows 3

ABILITIES

Droid

GEAR

Integrated Comlink, Laminate Armor (+2 soak)

SOURCE

LoNH:136*; ID: 2031

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); Cumbersome 3, Pierce 1, Limited Ammo 1)

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

TALENTS

Force Rating 2, Adversary 1, Parry 3

ABILITIES

Force Power Enhance, Force Power Heal/Harm

GEAR

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

SOURCE

NoP:36; ID: 3013

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

Adversary 2, Frenzied Attack 2

ABILITIES

-

GEAR

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

SOURCE

MPO:58*; ID: 2378

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

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

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

TALENTS

Adversary 2, Field Commander, Command 2

ABILITIES

Improved Covering Fire

GEAR

Blast Vest (+1 soak)

SOURCE

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

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

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

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

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

TALENTS

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

ABILITIES

Shadowport Savvy

GEAR

Heavy Clothing (+1 soak)

SOURCE

JoY:89; ID: 940

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

Point Blank 3, Adversary 2, Barrage 3

ABILITIES

Droid

GEAR

-

SOURCE

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

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 (◆◆◆◆), Skullduggery 2 (◆◆◆◆), Streetwise 2 (◆◆◆◆), Underworld 2 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

WEAPONS

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

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

TALENTS

Adversary 2, Quick Draw

ABILITIES

-

GEAR

Heavy Clothing (+1 soak)

SOURCE

E-CRB:434*; ID: 858

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

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

ABILITIES

Luck be a Lady

GEAR

Dashing Cloak, Fine Clothing,
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

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

ABILITIES

-

GEAR

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

SOURCE

SoF:47; ID: 1031

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

Adversary 2, Natural Hunter, Hunter's Quarry

ABILITIES

Animal Combatant, Wilderness Valor

GEAR

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

SOURCE

F-CRB:401; ID: 2580

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

Adversary 3, Crippling Blow, Nobody's Fool 2

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); Disorient 2, Sunder, Concussive 1, Breach 1)

TALENTS

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

ABILITIES

Force Power Influence, Intimidating Presence, Dark Side Force User

GEAR

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

SOURCE

NoP:138; ID: 3121

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

ABILITIES

-

GEAR

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

SOURCE

SoR:142; ID: 2316

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

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

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

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

TALENTS

-

ABILITIES

Balrekk's Butchery

GEAR

Utility Belt, Extra Reload, 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

Adversary 2, Good Cop 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, Defensive 1, Pierce 2)

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

TALENTS

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

ABILITIES

-

GEAR

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

SOURCE

LoNH:123; ID: 2000

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

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

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

TALENTS

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

ABILITIES

Animal Combatant, Wilderness Valor

GEAR

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

SOURCE

BtR:63; ID: 1172

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 (●●●●●), Skullduggery 2 (◆●●●●), Streetwise 2 (◆●●●●), Underworld 2 (◆●●●●)

WEAPONS

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

TALENTS

Adversary 1, Convincing Demeanor 2

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

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

TALENTS

Adversary 1, Natural Charmer

ABILITIES

-

GEAR

-

SOURCE

SoF:117; ID: 1072

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

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

Blaster Rifle (Ranged [Heavy]; Damage
9; Critical 3; Range (Long); Stun Setting)
Cortosis Sword (Melee; Damage 4;
Critical 3; Range (Engaged); Defensive
1, Cortosis)

TALENTS

Adversary 2, Lethal Blows 2, Quick
Strike 2

ABILITIES

Infravision

GEAR

Stimpack, Heavy Battle Armor (+2 soak;
+1 defense)

SOURCE

F-CRB:418; ID: 2671

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

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

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

TALENTS

Adversary 2, Coordinated Assault 2, Command 2

ABILITIES

Tactical Direction

GEAR

Blast Vest (+1 soak)

SOURCE

SoR:94; ID: 2227

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

CORPORATE SECTOR AUTHORITY VICEPREX



2	2
BRAWN	AGILITY
4	3
INTELLECT	CUNNING
2	4
WILLPOWER	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

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

ABILITIES

-

GEAR

Personal Deflector Shield (+2 defense)

SOURCE

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

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

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)

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

TALENTS

Natural Pilot, Adversary 2, Defensive Driving 1

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

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

ABILITIES

-

GEAR

Datapad, Heavy Clothing (+1 soak)

SOURCE

LoNH:131*; ID: 2018

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

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 Bind, Force Power Sense

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

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

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

Cortosis Gauntlets (Melee; Damage 6; Critical 4; Range (Engaged); Cortosis)

TALENTS

Adversary 2, Expert Tracker 1, Quick Draw

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

Adversary 1, Knockdown, Crippling Blow

ABILITIES

Droid, Silhouette 2

GEAR

-

SOURCE

F-CRB:438; ID: 2681

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

Adversary 3, Lethal Blows 2, Deadly
Accuracy

ABILITIES

Light Sensitive, Shadowed

GEAR

-

SOURCE

E-CRB:392; ID: 734

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

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

ABILITIES

Invoke Doellin

GEAR

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

SOURCE

SoR:27; ID: 2180

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

Adversary 1, Plausible Deniability 2

ABILITIES

Imperial Valor

GEAR

-

SOURCE

CotG:46; ID: 2864

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); Deflection 2, Sunder, Defensive 1, Vicious 2, Breach 1)

TALENTS

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

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); Blast 6, Limited Ammo 1)

TALENTS

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

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

Breath Masks and Respirators, Cybernetic Brain Implant, 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 Leader, Droid

GEAR

-

SOURCE

GMK:8*; ID: 1115

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); Sunder, Unwieldy 3, Linked 1, Breach 1)

TALENTS

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

ABILITIES

Dark Side Force User

GEAR

Black Robes (+1 soak)

SOURCE

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

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

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

ABILITIES

-

GEAR

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

SOURCE

SoR:138; ID: 2313

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 Danger,
Adversary 2, Sense Emotions, Uncanny
Senses 2

ABILITIES

-

GEAR

-

SOURCE

E-CRB:412; ID: 787

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

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

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

TALENTS

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

ABILITIES

-

GEAR

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

SOURCE

SoR:137; ID: 2310

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

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

ABILITIES

-

GEAR

Flight Suit, Sensory Augmentation Package

SOURCE

SoR:126; ID: 2303

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); Disorient 3, Stun Damage, Limited Ammo 1, Blast 8)

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

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

TALENTS

Force Rating 2, Adversary 1, Parry 3

ABILITIES

Force Power Battle Meditation, Dark Side Force User

GEAR

Kyber crystal amulet, Comlink (hand-held), 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

Adversary 2, Field Commander [Improved], Command 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

Adversary 2, Inspiring Rhetoric

ABILITIES

Alliance Leader

GEAR

Heavy Trench Coat (+1 soak)

SOURCE

OaA:19; ID: 1493

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

Ponderous, Awkward

GEAR

Comlink (handheld), Datapad

SOURCE

SoF:51; ID: 1041

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

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

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

ABILITIES

-

GEAR

BioTech borg construct Ax8, Armored Clothing (+1 soak; +1 defense)

SOURCE

SoR:142; ID: 2318

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

Ponderous, Awkward

GEAR

-

SOURCE

F-CRB:405; ID: 2593

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); Cumbersome 3, Linked 1, Cortosis, Stun Setting, Unwieldy 3)

TALENTS

Pin, Adversary 1, Parry 4

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

Adversary 1, Nobody's Fool 2

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

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

ABILITIES

-

GEAR

Sundry Personal Staff, Lavishly adorned robes, Extensive credentials

SOURCE

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

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

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

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

TALENTS

Indistinguishable 2, Adversary 2,
Parry 3

ABILITIES

Neurotoxin Doses

GEAR

-

SOURCE

F-CRB:406; ID: 2599

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

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

ABILITIES

Imperial Valor

GEAR

-

SOURCE

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

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); Stun Setting, Cortosis, Pierce 2)

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

TALENTS

Adversary 2, Parry 4, Heightened Awareness

ABILITIES

-

GEAR

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

SOURCE

F-CRB:407; ID: 2602

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

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, Defensive 1, Sunder, Stun 4, Linked 1, Breach 1)

TALENTS

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

ABILITIES

Force Power Bind

GEAR

Keys, Jedi 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

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

ABILITIES

Force Power Forsee, Force Power Enhance, 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

Crash Survival Kit, Officer's Uniform

SOURCE

MPQ:79*, ID: 2406

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

Resolve 2, Durable 3

ABILITIES

Ponderous, Awkward

GEAR

-

SOURCE

JoY:59*; ID: 903

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

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

ABILITIES

Hoverer, Silhouette 0

GEAR

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

SOURCE

LoNH:80; ID: 1987

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

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

ABILITIES

Blessing of the Ancients

GEAR

-

SOURCE

LoNH:69; ID: 1958

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

Adversary 1, Scathing Tirade [Improved]

ABILITIES

-

GEAR

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

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

Adversary 1, Spare Clip, Natural Negotiator

ABILITIES

-

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

E-CRB:393; ID: 737

ROBOT



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

Adversary 1, Speaks Binary 2, Defensive Slicing 2

ABILITIES

-

GEAR

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

SOURCE

JoY:12*; ID: 871

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

Military Comlink, Imperial Uniform

SOURCE

A-CRB:456; ID: 1356

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

Adversary 2, Intense Presence

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

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

GEAR

Comlink (handheld), Stimpack, Black Robes (+1 soak)

SOURCE

F-BGA:26; ID: 2918

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

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

SOURCE

JoY:64*; ID: 915

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

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

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

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

TALENTS

Adversary 2, Lethal Blows 2, Deadly Accuracy 1

GEAR

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

SOURCE

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

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, Adversary 2, Soft Spot

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

Smooth Talker 2, Plausible Deniability 2

ABILITIES

-

GEAR

Datapad, Personal Deflector Shield (+2 defense)

SOURCE

JoY:61*; ID: 905

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

Adversary 1, Fire Control 1,
Commanding Presence 1

ABILITIES

Amphibious

GEAR

Comlink (handheld), Datapad

SOURCE

SoR:35; ID: 2191

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

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

ABILITIES

-

GEAR

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

SOURCE

SoR:134; ID: 2308

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); Defensive 1, Cortosis, Breach 1)

TALENTS

Adversary 1, Lethal Blows 2

ABILITIES

Kajain'sa'Nikto

GEAR

-

SOURCE

LoNH:65; ID: 1954

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

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

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

TALENTS

Adversary 2, Command 2, Steely Nerves

ABILITIES

Awe-inspiring

GEAR

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

SOURCE

MPQ:91*; ID: 2425

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); Stun Setting, Superior)

Refined Cortosis Staff (Melee; Damage 5; Critical 5; Range (Engaged); Cortosis)

TALENTS

Adversary 1, Intimidating 2

ABILITIES

Fearsome Aspect

GEAR

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

SOURCE

CotG:67; ID: 2885

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

Force Rating 4, Ritual Caster, Adversary 2

ABILITIES

Force Power Influence, Force Power Forsee, Dark Side Force User, Force Power Protect/Unleash

GEAR

Heavy and Smelly Robes (+1 soak)

SOURCE

NoP:142; ID: 3133

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 (◆◆○○),
Skullduggery 3 (○○○○)

WEAPONS

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

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

TALENTS

Adversary 2, Knockdown, Feral
Strength 2

ABILITIES

Pirate Leader

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

A-CRB:426, E-CRB:394, SaVAD:11;
ID: 740

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

Kill with Kindness 2, Nobody's Fool 2, Inspiring Rhetoric [Improved]

ABILITIES

Leader

GEAR

SOURCE

E-CRB:405, CotGAD:19; ID: 774

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

Point Blank 2, Adversary 1, Dodge 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

Idealist 1, Resolve 2

ABILITIES

Twi'lek

GEAR

Stolen credentials and encrypted expense voucher with 5,000 credits

SOURCE

JoY:62*; ID: 909

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, Adversary 1, Parry 3

ABILITIES

Dark Side Force User, Force Power Heal/Harm

GEAR

-

SOURCE

NoP:36; ID: 3023

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

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

Fire Bomb (Ranged [Light]; Damage 7; Critical 3; Range (Short); Blast 7, Burn 2, Limited Ammo 1, Inaccurate 1)

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

TALENTS

Adversary 2, Inspiring Rhetoric

ABILITIES

Alliance Leader

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

A-CRB:414, laRAD:20; ID: 1270

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

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

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

TALENTS

Gearhead 2, Adversary 2, Convincing Demeanor 2, Nobody's Fool 1

ABILITIES

Technical Master

GEAR

Tool Kit, Utility Belt, Datapad, Pet Bogwing ("Mordekai"), 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

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

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

TALENTS

Adversary 1, Soft Spot

ABILITIES

Pirate Leader

GEAR

Sorority Mask, Heavy Clothing (+1 soak)

SOURCE

MPQ:36*; ID: 2356

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

Adversary 2, Nobody's Fool 2

ABILITIES

Leader

GEAR

-

SOURCE

MPQ:71*; ID: 2400

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

Adversary 2, Inspiring Rhetoric

ABILITIES

-

GEAR

Comlink (handheld), Personal Deflector Shield (+2 defense)

SOURCE

SoR:47; ID: 2201

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

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

Adversary 2, Field Commander,
Command 2

ABILITIES

Improved Covering Fire

GEAR

Blast Vest (+1 soak)

SOURCE

OaA:18; ID: 1492

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

Adversary 1, Nobody's Fool 1

ABILITIES

Spaceport Leader

GEAR

Comlink (handheld), Datapad, Uniform (+1 soak)

SOURCE

SoF:49; ID: 1038

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

Adversary 1, Gang Leader, Smooth
Talker 1

ABILITIES

-

GEAR

Fine Clothing, Personal Deflector Shield
(+2 defense)

SOURCE

LoNH:135*; ID: 2027

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

Scathing Tirade, Nobody's Fool 1

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

BlasTech SE-14r Light Repeating Blaster (Ranged [Light]; Damage 6; Critical 3; Range (Medium); Auto-Fire, Stun Setting)

Blood Blade (Lightsaber; Damage 6; Critical 2; Range (Engaged); Vicious 3, Cortosis, Pierce 3)

TALENTS

Ataru Technique, Force Rating 3, Reflect 3, Adversary 2, Parry 3, Parry (Improve◆)

ABILITIES

Force Power Enhance, Force Power Misdirect

GEAR

Stimpack, Combat 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

Force Rating 4, Ritual Caster, Adversary 2

ABILITIES

Force Power Forsee, Force Power Protect/Unleash

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

Force Rating 4, Ritual Caster, Adversary 2

ABILITIES

Force Power Forsee, Dark Side Force User, Force Power Protect/Unleash

GEAR

Wizard Pouch, Heavy and Smelly Robes (+1 soak)

SOURCE

NoP:37; ID: 3033

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 (●●●), Skulduggery 2 (◆●●), Streetwise 4 (◆●●●), Underworld 3 (●●●), Vigilance 2 (●●)

WEAPONS

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

TALENTS

Adversary 1, Master Pilot, Skilled Jockey 2

ABILITIES

-

GEAR

Armored Clothing (+1 soak; +1 defense)

SOURCE

E-CRB:395, SaVAD:9; ID: 744

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

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

ABILITIES

Spaceport Leader

GEAR

Comlink (handheld), Datapad

SOURCE

E-CRB:398, CotGAD:18; ID: 755

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

Force Rating 5, Center of Being 2, Reflect (Improve◆), Reflect 3, Center of Being (Improve◆), Adversary 3, Saber Throw, Parry 3, Parry (Improve◆)

ABILITIES

Force Power Warde's Foresight, Force Power Move, Dark Side Force User, Force Power Enhance

GEAR

Kyber Crystal, Armored Robes (+2 soak; +1 defense)

SOURCE

CotG:93; ID: 2900

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

Chain (Melee; Damage 6; Critical 5; Range (Engaged); Knockdown, Inaccurate 1)

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

TALENTS

Adversary 1, Natural Driver, Full Throttle [Improved]

ABILITIES

-

GEAR

Riding Armor (+1 soak; +1 defense)

SOURCE

SoF:130; ID: 1090

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

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

Adversary 2, Field Commander,
Command 2

ABILITIES

Droid

GEAR

Comlink (handheld), Datapad

SOURCE

DitW:23*; ID: 1383

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

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

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

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

TALENTS

Adversary 1, Soft Spot

ABILITIES

-

GEAR

Utility Belt, Comlink (handheld)

SOURCE

LoNH:136*; ID: 2029

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

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

Comlink (handheld), Stimpack,
Emergency Repair Kit, 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

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

Adversary 1, Convincing Demeanor 2

ABILITIES

-

GEAR

Wrist link with microtracker, Personal Deflector Shield (+2 defense)

SOURCE

OaA:69*; ID: 1556

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

Ponderous, Awkward

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

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); Cumber-some 4, Sunder, Pierce 2, Vicious 3)

TALENTS

Durable 2, Frenzied Attack 1

ABILITIES

Berserk Rage

GEAR

Laminate Armor (+2 soak)

SOURCE

MPQ:89*; ID: 2421

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

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

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

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

TALENTS

Point Blank 1, Adversary 1

ABILITIES

Squad Leader, Teamwork

GEAR

Utility Belt, Worn Clone Trooper Armor (+2 soak)

SOURCE

MPQ:29*; ID: 2345