

Zurel Hoban

Medium human scout 1

Force 5

Init +11; **Senses** Perception +11

Defenses Ref **15** (flat-footed 13), Fort **13**, Will **12**; Dodge

hp **25**; **Threshold** 13

Speed 6 squares

Ranged Blaster Pistol +2 (3d6)

Base Atk +0; **Grp** +2

Special Actions *Dodge, Shake it Off (2 swifts to recover), Watchful Step*

Abilities Str 10, Dex 14, Con 13, Int 13, Wis 12, Cha 10

Talents Watchful Step

Feats Dodge, Shake It Off, Skill Focus (Perception), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6, Initiative +11, Knowledge (bureaucracy) +6, Knowledge (galactic lore) +3, Knowledge (physical sciences) +6, Mechanics +3, Perception +11, Pilot +7, Stealth +7, Use Computer +6

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Noa Endac

Medium human soldier 1

Force 5

Init +7; **Senses** Perception +5

Defenses Ref **16** (flat-footed 13), Fort **15**, Will **11**

hp **32**; **Threshold** 15

Speed 6 squares

Melee shockboxing gloves +2 (1d6+2)

Ranged blaster rifle +4 (3d8)

Ranged blaster rifle -1 (3d8, 2x2 area) with autofire

Base Atk +1; **Grp** +3

Attack Options *Autofire (blaster rifle)*

Special Actions *Nimble Dodge* (if foe misses you w/ melee attack, you can move 2 sq. as a reaction, but must end movement adjacent to foe)

Abilities Str 12, Dex 15, Con 14, Int 12, Wis 10, Cha 10

Talents Nimble Dodge

Feats Armor Proficiency (light, medium), Martial Arts I, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Knowledge (bureaucracy) +6, Knowledge (tactics) +6, Perception +5, Use Computer +6

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Lilit Arranda

Medium human noble 1

Force 5

Init +1; **Senses** Perception +6

Defenses Ref **13** (flat-footed 12), Fort **11**, Will **14**

hp **18**; **Threshold** 11

Speed 6 squares

Ranged blaster pistol +1 (3d6)

Base Atk +0; **Grp** +1

Special Actions *Anticipate Movement* (1/rnd, reaction to foe in LoS moving, you direct ally to move his speed as free action), *Surgical Expertise* (can perform surgery in 10 min), *Widowed* (can take 20 on Gather Info, but takes 20 times as long)

Abilities Str 9, Dex 12, Con 10, Int 13, Wis 13, Cha 15

Talents Anticipate Movement

Feats Linguist, Skill Focus (Treat Injury), Surgical Expertise, Weapon Proficiency (pistols, simple)

Skills Deception +7; Gather Information +6; Knowledge (galactic lore) +6; Knowledge (life sciences) +6; Knowledge (social sciences) +6; Perception +6; Persuasion +7; Treat Injury +11

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Iaco Schild

Medium human scoundrel 1

Force 5

Init +1; **Senses** Perception +6

Defenses Ref **14** (flat-footed 13), Fort **11**, Will **13**

hp **18**; **Threshold** 11

Speed 6 squares

Ranged Blaster Pistol +2* (3d6+1*)

Base Atk +0; **Grp** +7

Attack Options *Point Blank Shot** (+1 to atk/dmg w/in 20 sq.)

Special Actions *Knack* (can re-roll any skill chk 1/day, keep better roll), *Mission Specialist (Mechanics)* (allies w/in 12 sq of you that are un-trained in Mechanics gain +2 competence bonus on Mechanics checks)

Abilities Str 8, Dex 13, Con 10, Int 16, Wis 12, Cha 12

Talents Knack

Feats Point Blank Shot, Mission Specialist (Mechanics), Skill Focus (Mechanics), Weapon Proficiency (pistols, simple weapons)

Skills Climb +1, Deception +6, Endurance +2, Gather Information +6, Jump +1, Knowledge (technology) +8, Mechanics +13, Perception +6, Persuasion +6, Stealth +6; Use Computer +8

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Ariq Melvar

Medium human soldier 1

Force 5

Init +7; **Senses** Perception +5

Defenses Ref **15** (flat-footed 13), Fort **15**, Will **11**

hp **32**; **Threshold** 15

Speed 6 squares

Ranged blaster rifle +4* (3d8+1*)

Ranged blaster rifle +2* (4d8+1*) with Rapid Shot

Base Atk +1; **Grp** +2

Attack Options *Devastating Attack (Rifles), Point Blank Shot** (+1 to atk/dmg w/in 20 sq.), *Rapid Shot*

Abilities Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 8

Talents Devastating Attack (Rifles)

Feats Armor Proficiency (light, medium), Point Blank Shot, Rapid Shot, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +4, Initiative +7, Perception +5, Stealth +7, Use Computer +6

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Anya Foravis

Medium human scoundrel 1

Force 5

Init +7; **Senses** Perception +7

Defenses Ref **15** (flat-footed 13), Fort **10**, Will **14**

hp **17**; **Threshold** 10

Speed 6 squares

Ranged hold-out blaster +3* (3d4+1*)

Base Atk +0; **Grp** +2

Attack Options *Assured Attack* (may reroll the lowest die of damage when you make an attack), *Pistoleer* (if you use your hold-out blaster against a target that hasn't acted yet, you gain a +2 to atk until they act), *Point Blank Shot** (+1 to atk/dmg w/in 20 sq.), *Sneak Attack* +1d6 (deal +1d6 damage to a flat-footed foe w/in 6 sq.)

Abilities Str 12, Dex 14, Con 9, Int 10, Wis 15, Cha 12

Talents Sneak Attack +1d6

Feats Assured Attack, Pistoleer, Point Blank Shot, Weapon Proficiency (pistols, simple)

Skills Acrobatics +4, Deception +6, Gather Information +3, Initiative +7, Knowledge (bureaucracy) +2, Perception +7, Stealth +5, Use Computer +7

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



ASP-7 Labor Droid - Modified

Medium droid (5th-degree) non-heroic 2

Init +2; **Senses** Perception +1

Defenses Ref **15** (flat-footed 14), Fort **13**, Will **10**

hp 5; **Threshold** 13

Speed 6 squares (walking)

Melee club +4 (1d6+3) or

Melee claw +4 (1d4+3)

Base Atk +1; **Grp** +4

Abilities Str 17, Dex 12, Con -, Int 6, Wis 11, Cha 5

Feats Armor Proficiency (light), Skill Focus (Endurance), Skill Training (Mechanics)

Skills Endurance +11, Mechanics +4

Systems walking locomotion, basic processor, 2 claw appendages, durasteel shell (+4 armor)

Possessions makeshift club

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



“Bail Antilles”

Medium human non-heroic 3/soldier 1

Force 4

Init +8; **Senses** Perception +4; low-light vision

Defenses Ref **21** (flat-footed 19), Fort **17**, Will **13**

hp 38; **Threshold** 17

Speed 4 squares

Ranged blaster rifle +6 (3d8+1)

Ranged blaster rifle +1 (3d8+1, 2x2 sq.) with autofire

Base Atk +3; **Grp** +5

Attack Options autofire (blaster rifle)

Abilities Str 12, Dex 15, Con 13, Int 10, Wis 12, Cha 10

Talents Armored Defense

Feats Armor Proficiency (light, medium), Weapon Focus (rifles), Weapon Proficiency (rifles, pistols, simple)

Skills Initiative +8, Pilot +8

Possessions blaster rifle, battle armor with helmet package, utility belt with comlink (encrypted)

CL 2

Damage

Normal

-1



-2



-5



-10



Helpless



Rebel Troopers

Medium human nonheroic 3

Init +7; **Senses** Perception +6

Defenses Ref **13** (flat-footed 12), Fort **11**, Will **10**

hp **10**; **Threshold** 11

Speed 6 squares

Ranged blaster pistol +5* (3d6+1*)

Base Atk +2; **Grp** +3

Attack Options *Point Blank Shot** (+1 to atk/dmg w/in 20 sq.)

Abilities Str 11, Dex 13, Con 12, Int 9, Wis 10, Cha 8

Talents Dastardly Strike, Sneak Attack (+1d6), Strike and Run

Feats Armor Proficiency (light), Point Blank Shot, Weapon Focus (pistols), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Perception +6

Possessions blaster pistol, blast helmet and vest, comlink (encrypted)

CL 1

Damage

Normal

-1



-2



-5



-10



Helpless



Malkor Trel

Medium human non-heroic 3/scoundrel 2

Force 4

Init +4; **Senses** Perception +3

Defenses Ref **16** (flat-footed 14), Fort **12**, Will **14**

hp **23**; **Threshold** 12

Speed 6 squares

Melee knife +5 (1d4)

Ranged blaster pistol +6* (3d6+2*)

Base Atk +3; **Grp** +5

Attack Options *Point Blank Shot** (+1 to atk/dmg w/in 20 sq.), *Precise Shot*

Abilities Str 9, Dex 15, Con 10, Int 13, Wis 12, Cha 13

Talents Trace

Feats Point Blank Shot, Precise Shot, Skill Focus (Mechanics, Use Computer), Toughness, Weapon Finesse, Weapon Proficiency (pistols, simple)

Skills Deception +8, Mechanics +13, Use Computer +13

Possessions blaster pistol, knife, Imperial uniform, comlink (encrypted), datacard

CL 3

Damage

Normal

-1



-2



-5



-10



Helpless



Onderian Raptor – Ghtroc 720

Colossal Space Transport*

Init -3; **Senses** Perception +5

Defenses; Ref **14** (Flat-footed 12), Fort **25**; +12 Armor

hp **110**; **DR** 15; **SR** 20; **Threshold** 75

Speed 2 squares (starship scale)

Ranged double laser cannon +1 (-4 autofire) [4d10x2] *GUNNER* or

Ranged proton torpedoes +1 (9d10x2) *GUNNER*

Fighting space 1 sq. (starship scale); **Cover** total

Base Atk +0; **Grp** +35

Atk Options autofire (double laser cannons)

Abilities Str 40, Dex 14, Con –, Int 13

Skills Initiative -3, Mechanics +5, Perception +5, Pilot -3, Use Computer +5

Crew 2 (normal); **Passengers** 10

Cargo 135 tons; **Consumables** 2 months; **Carried Craft** none

Payload 4 proton torpedoes

Hyperdrive x2 (backup x15), navicomputer

**This ship is treated as a Gargantuan starfighter for the purposes of being targeted by capital ship weapons, dogfighting, and using starship maneuvers.*

CL 7

Damage

Normal

-1



-2



-5



-10



Helpless



TIE Fighter

Huge Starfighter

Init +8; **Senses** Perception +6

Defenses; Ref 15 (Flat-footed 11), Fort 22, +3 Armor; *vehicular combat*

hp 60; **DR** 10; **Threshold** 32

Speed fly 16 sq (5 sq starship scale)

Ranged Laser Cannons +6 (4d10x2)

Ranged Laser Cannons +1 (4d10x2), autofire

Fighting Space 8x8 (1 sq starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +24

Atk Options Autofire (Laser Cannons)

Abilities Str 34, Dex 18, Con --, Int 14

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8, Use Computer +6

Crew 1 (skilled); **Passengers** none

Cargo 65kg; **Consumables** 2 days; **Carried Craft** none

Availability military; **Cost** not available for sale

*The *Executor*, the *Accuser*, and the *Tyrant* will act last in initiative and spend their standard actions to provide Tactical Fire (3 sq. rad around ship, all allies gain +1 atk/+1 die of dmg). These Star Destroyers have a speed of 3 squares (starship scale).

CL 7

Damage

Normal

-1



-2



-5



-10



Helpless



Zurel Hoban

Pilot Crewman

Background - *Pilot*

You grew up on the core world of Chandrila as the son of one of the planetary senator's aides. With the assistance of your father's connections with certain high-ranking officials within the Empire, your enlistment application into the Imperial Navy was readily accepted. After your basic and advanced training, you now serve aboard the *Executor* as one of the pilot crewmembers on the bridge.

Motivation

Being a friendly sort, you forged many connections with your co-workers, especially your shift supervisor, Lieutenant Commander Tanith Sorn. The news of the reason behind your mission will be enough to encourage you to find the perpetrator and bring him to justice.

Noa Endac

Security Force Crewman

Background - *Coruscant*

Raised on Coruscant as the son of a military officer, you were raised in a highly disciplined manner to respect and follow the rules. Expected to join the military at the appropriate age, you enlisted in the Imperial Navy and excelled in your training, even becoming one of your class' top shockboxers. Now, you serve as a crewman with the *Executor's* security force.

Motivation

As you see it, accepting this mission gives you a way to advance your military career quickly, especially under Lord Vader's command. You want to make sure that your mission is successful to earn the reputation and respect you need to rise through the ranks.

Lilit Arranda

Ship Medic

Background - *Widowed*

A native of Alderaan, you were raised with the ideals common with your people to respect life and nature. To that end, following the seemingly needless death of your husband you enlisted with the Imperial military and underwent training to become a medic, hoping eventually to become either a doctor or a medical specialist after you complete your tour of duty. You hope that your first assignment aboard the *Executor* will bring distinction to your career.

Motivation

You have witnessed atrocities during the first part of your enlistment that makes you cringe inside and almost brings you to the point of resigning from the Imperial Navy. However, you have heard of the Rebel Alliance and their ideals. You want to join the Rebellion but are not sure how you can go about doing it.

Iaco Shild

Droid Technician

Background - *Labor*

An exception among your peers, you were raised on Dantooine instead of one of the Core Worlds. Helping your father support his farm, you nurtured your talents with machines and helped keep the farm's vehicles and droids operational. Dissatisfied with the rural life, you enlisted in the Imperial Navy at your first chance and followed your dream to see the galaxy. Now, you serve as one of the droid technicians with the *Executor's* droid pool.

Motivation

You have always liked droids and have always taken steps to help droids be better accepted by society. However, this behavior has gotten you into trouble in the past with your superiors, and you hope that taking this mission will help improve your standing.

Ariq Melvar

Security Force Crewman

Background - *Criminal*

You are a native of Coruscant, but you are not considered one of the rich elite that live within the spires of Imperial City. Your life has been rough, as your family struggled to make ends meet. You even got into some trouble with the authorities when you were a kid—but sometimes stealing is the only way to keep yourself fed. When you became the right age, you enlisted in the Imperial Navy under a false identity as a means to improve your standing in life. So far, the Empire has been good to you, and you hope to continue to serve for the rest of your days.

Motivation

The Empire has treated you well, and you do not see that changing as long as you loyally serve in the Navy. Everything that you do helps to glorify the Empire and all that it stands for.

Anya Foravis

Intelligence Analyst Assistant

Background – *Law Enforcement*

Having grown up on the distant world of Bakura, you aren't quite as accustomed to the sights and sounds of the galaxy as your fellow crewmembers. Fortunately, your perseverance as a young officer and excellent scores in small arms marksmanship and counterintelligence aptitude tests (not to mention your short service in the Bakuran military police) earned you an appointment to your post on the *Executor*. You serve as an intelligence analyst assistant.

Motivation

As a former MP, you believe in the value of law, order, and obedience. However, you have personally witnessed the highest-ranking member of the Empire on the *Executor*, Darth Vader, acting violently outside of established protocol. You have begun to doubt that others in the Empire share your discipline and merely use the order the Empire imposes as an excuse. It's time to clean up the Empire—or to get out.