

Zurel Hoban (male)

Crewman Zurel Hoban CL 1

Medium Human Scout 1

Background Pilot

Force 5

Init +11 ; Senses Perception +11

Languages Basic, Bothese

[rule]

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

hp 25; Threshold 13

[rule]

Speed 6 squares

Melee unarmed +0 (1d4)

Ranged blaster pistol +2 (3d6)

Base Atk +0; Grp +0

[rule]

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

Possessions blaster pistol, Imperial uniform, comlink

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 accepted. After your basic and advanced training, you now serve aboard the *Executor* as one of the pilot crewmembers on the bridge.

<<BEGIN SIDEBAR>>

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.

<<END SIDEBAR>>

Noa Endac (male)

Crewman Noa Endac CL 1

Medium Human Soldier 1

Background Coruscant

Force 5

Init +7; Senses Perception +5

Languages Basic, High Galactic

[rule]

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

hp 32; Threshold 15

[rule]

Speed 6 squares

Melee shockboxing gloves +2 (1d6+2)

Ranged blaster rifle +4 (3d8)

Base Atk +1; Grp +3

Special Actions Nimble Dodge

[rule]

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

Possessions blaster rifle, blast vest and helmet, shockboxing gloves, Imperial uniform, comlink

[rule]

Nimble Dodge—If an enemy misses you with a melee attack, as a reaction you can move up to 2 squares, but you must end your movement adjacent to your attacker.

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.

<<BEGIN SIDEBAR>>

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.

<<END SIDEBAR>>

Lilit Arranda (female)

Crewman Lilit Arranda CL 1

Medium Human Noble 1

Background Widowed

Force 5

Init +1; Senses Perception +6

Languages Basic, Durese, High Galactic, Rodese, Zabrak

[rule]

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

hp 18; Threshold 11

[rule]

Speed 6 squares

Melee unarmed -1 (1d4-1)

Ranged blaster pistol +1 (3d6)

Base Atk +0; Grp -1

[rule]

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 weapons)

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

Possessions blaster pistol, Imperial uniform, comlink, medical kit, medpac (2)

[rule]

Anticipate Movement—Once per round, as a reaction to an enemy in your line of sight moving, you can enable one ally within your line of sight to move up to his or her speed as a free action.

Widowed—You can take 20 on Gather Information checks, but it takes 20 times as long as normal to gain the information.

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 be 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.

<<BEGIN SIDEBAR>>

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.

<<END SIDEBAR>>

Iaco Shild (male)

Crewman Iaco Shild CL 1

Medium Human Scoundrel 1

Background Labor

Force 5

Init +1; Senses Perception +6

Languages Basic,

[rule]

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

hp 18; Threshold 11

[rule]

Speed 6 squares

Melee unarmed -1 (1d4-1)

Ranged blaster pistol +1 (3d6)

Base Atk +0; Grp -1

Atk Options Point Blank Shot

Special Actions Knack

[rule]

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

Possessions blaster pistol, Imperial uniform, datapad, datacards, blank (10), tool kit

[rule]

Mission Specialist—Allies within 12 squares of you that are untrained in the Mechanics skill gain a +2 competence bonus to Mechanics skill checks.

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.

<<BEGIN SIDEBAR>>

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.

<<END SIDEBAR>>

Ariq Melvar (male)

Crewman Ariq Melvar CL 1

Medium Human Soldier 1

Background Criminal

Force 5

Init +7; Senses Perception +5

Languages Basic, Ryl

[rule]

Defenses Ref 15 (flat-footed 13), Fort 14, Will 11

hp 32; Threshold 14

[rule]

Speed 6 squares

Melee unarmed +2 (1d4+1)

Ranged blaster rifle +3 (3d8)

Base Atk +1; Grp +2

Atk Options Devastating Attack, Point Blank Shot, Rapid Shot

[rule]

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

Talents Devastating Attack

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

Possessions blaster rifle, blast vest and helmet, comlink, medpac

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.

<<BEGIN SIDEBAR>>

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 glorify the Empire and all that it stands for.

<<END SIDEBAR>>

Anya Foravis (female)

Crewman Anya Foravis CL 1

Medium human scoundrel 1

Background Law Enforcement

Force 5

Init +7; Senses Perception +7

Languages Basic

[rule]

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

hp 17; Threshold 10

[rule]

Speed 6 squares

Melee unarmed +1 (1d4+1)

Ranged hold-out blaster pistol +2 (3d4)

Base Atk +0; Grp +2

Atk Options Assured Attack, Pistoleer, Point Blank Shot, Sneak Attack +1d6

[rule]

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 weapons)

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

Possessions hold-out blaster pistol, power pack (2), Imperial uniform, code cylinder, comlink, datapad

[rule]

Assured Attack—Whenever you deal damage to a target with an attack and roll multiple damage dice, you can reroll the lowest damage die but must keep its second result, even if it is worse.

Pistoleer—If you use your hold-out blaster at a target that has not acted yet in combat, you gain a +2 bonus to your attack rolls with the hold-out blaster against that target. This applies to all attacks made until the target acts.

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 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.

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Motivation

As a former MP, you know 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 other 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 get out.

<<END SIDEBAR>>