

Armchair Historian



Character Name _____
Player Name _____
Height _____ Weight _____
Sex _____ Age _____
Physical Description _____

DEXTERITY _____ **3D**
Blaster _____
Brawling Parry _____
Dodge _____ **4D**
Grenade _____
Heavy Weapons _____
Melee Parry _____
Melee _____

PERCEPTION _____ **3D+2**
Bargain _____ **4D+Z**
Command _____
Con _____
Gambling _____
Hide/Sneak _____ **5D+Z**
Search _____

KNOWLEDGE _____ **4D**
Alien Races _____
Bureaucracy _____ **5D**
Cultures _____
Languages _____
Planetary Systems _____
Streetwise _____
Survival _____ **5D**
Technology _____

STRENGTH _____ **2D+2**
Brawling _____
Climbing/Jumping _____
Lifting _____
Stamina _____
Swimming _____

MECHANICAL _____ **2D+2**
Astrogation _____
Beast Riding _____
Repulsorlift Op. _____ **3D+Z**
Starship Gunnery _____
Starship Piloting _____
Starship Shields _____

TECHNICAL _____ **2D**
Comp. Prog./Repair _____
Demolition _____
Droid Prog./Repair _____
Medicine _____
Repulsorlift Repair _____
Security _____
Starship Repair _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Armchair Historian

Equipment

Rebel uniform
blaster
comlink
1000 credits standard

Background: You were a petty bureaucrat in a department (e.g., the Floater Vehicles Department) of the (Planet) government until (Planet) was occupied by Imperial stormtroopers. The Imperials purged the planetary government of anyone whose loyalty was tainted — including you, although you can't imagine why. You barely got warning in time to flee.

You're a military hobbyist. You've never seen action, but you've read everything on military history you could get your hands on, you've viewed all the popular vidshows on military affairs, and you've followed naval procurement policies closely. In your daydreams, you've always seen yourself as a leader of soldiers — a major contrast to the mundane dreariness of life in an overgrown bureaucracy. You're not particularly excited about the Rebellion — it doesn't look to you like they've got much of a chance — but, well, any port in a storm.

Personality: Dry, a little dull. Although deficient in weapons skills, you're likely to keep your head under fire, and may eventually become a useful soldier.

A Quote: "If Kreuge had only swept farther with the right wing at Salvara instead of turning when he did, the whole history of the Clone Wars would be different!"

Connection With Other Characters: You might have been a citizen of any Noble's or Senatorial's planet. You might have suspended a Brash Pilot's landspeeder license. You might have known the Outlaw's family. You have a real love/hate relationship with any military character (Merc, Retired Captain, etc.): you admire the character for his or her expertise, but you are convinced you know more about military strategy and can do better.

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