Pirate



Character Template

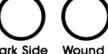
Character Name	
Player Name	
Height	Weight
	Age
DEVTERITY OD. 0	DEDCEMON AD
DEXTERITY 3D+2	PERCEPTION 3D
Blaster	Bargain Command
Dodge 4D+7	Con
Brawling Parry	Con
Heavy Weapons	Hide/Sneak
Melee Parry	Hide/Sneak
Melee Parry	500.01
	STRENGTH 2D+2
KNOWLEDGE 2D	Brawling
Alien Races	Climbing/Jumping
Bureaucracy	Lifting
Cultures	Stamina
Languages	Swimming
Planetary Systems3D	- · · · · · · · · · · · · · · · · · · ·
Streetwise	TECHNICAL3D
Survival	Comp. Prog./Repair
Technology	Demolition
	Droid Prog./Repair
MECHANICAL _ 3D+2	Medicine
Astrogation	Repulsorlift Repair
Beast Riding	Security
Repulsorlift Op	Starship Repair
Starship Gunnery 4D+Z	
Starship Piloting	
Starship Piloting Starship Shields 4D+Z	



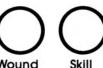
Points



Points



Status



Points

Pirate

Equipment

flashy clothes comlink lots of rings & things vacuum suit blaster 2000 credits standard

saber (just for show — damage code is strength+1D+1)

Background: You were just a kid, and when you were offered a position in the crew of the (Ship), you jumped at the chance. Finally, a way off the hick planet where you grew up! You realized the ship was a little disreputable but you hadn't realized you were hooking up with the genuine article - desperate, grizzled pirates thirsting for gold and the blood of innocents. Arrrr, matey.

Well, it isn't quite like that, actually; pirates are not much like the vidshow stereotype. No one actually says "Arrr, matey." Certainly no one wears an eyepatch or a wooden leg — give modern medicine some credit. And you've never known a pirate who made anyone "walk the airlock." After all, the point of piracy is to make a profit, not cause bloodshed. Atrocities might make a captured ship's crew resist.

Maybe piracy isn't the most honorable profession in the world, but Imperial oppression has driven most of the small traders out of business. Spacers who don't work for the big corporations don't have many options: bankruptcy, retirement, or. . . piracy.

The Empire creates pirates — and then destroys them. Most of your shipmates are in the spice mines of Kessel now. You barely escaped by the skin of your teeth. You plan to revenge them. You hope that one day, you'll be captain of your own ship — a privateer in the service of the Rebellion.

Personality: Wears colorful clothes, laughs a lot, likes to carouse, cheerfully amoral.

A Quote: "Arrr, matey. Make 'em walk the airlock, har har har. (Chuckle.)"

Connection With Other Characters: You might once have raided the ship of any of the other characters. A Retired Imperial Captain or Bounty Hunter might once have pursued you. A Smuggler might have out-run you. You might be related to a Brash Pilot or Kid — or you might be the black sheep of a Senatorial's family.

