

# Pirate



Character Name \_\_\_\_\_  
Player Name \_\_\_\_\_  
Height \_\_\_\_\_ Weight \_\_\_\_\_  
Sex \_\_\_\_\_ Age \_\_\_\_\_  
Physical Description \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## DEXTERITY 3D+2

Blaster \_\_\_\_\_  
Brawling Parry \_\_\_\_\_  
Dodge 4D+2  
Grenade \_\_\_\_\_  
Heavy Weapons \_\_\_\_\_  
Melee Parry \_\_\_\_\_  
Melee 4D+2

## KNOWLEDGE 2D

Alien Races \_\_\_\_\_  
Bureaucracy \_\_\_\_\_  
Cultures \_\_\_\_\_  
Languages \_\_\_\_\_  
Planetary Systems 3D  
Streetwise 3D  
Survival \_\_\_\_\_  
Technology \_\_\_\_\_

## MECHANICAL 3D+2

Astrogation \_\_\_\_\_  
Beast Riding \_\_\_\_\_  
Repulsorlift Op. \_\_\_\_\_  
Starship Gunnery 4D+2  
Starship Piloting \_\_\_\_\_  
Starship Shields 4D+2

## PERCEPTION 3D

Bargain \_\_\_\_\_  
Command \_\_\_\_\_  
Con \_\_\_\_\_  
Gambling \_\_\_\_\_  
Hide/Sneak \_\_\_\_\_  
Search 4D

## STRENGTH 2D+2

Brawling \_\_\_\_\_  
Climbing/Jumping \_\_\_\_\_  
Lifting \_\_\_\_\_  
Stamina \_\_\_\_\_  
Swimming \_\_\_\_\_

## TECHNICAL 3D

Comp. Prog./Repair \_\_\_\_\_  
Demolition \_\_\_\_\_  
Droid Prog./Repair \_\_\_\_\_  
Medicine \_\_\_\_\_  
Repulsorlift Repair \_\_\_\_\_  
Security \_\_\_\_\_  
Starship Repair \_\_\_\_\_



Force  
Points



Dark Side  
Points



Wound  
Status



Skill  
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.

