

Quixotic Jedi

STAR WARS
Character
Template

Character Name _____

Player Name _____

Height _____ Weight _____

Sex _____ Age _____

Physical Description _____

DEXTERITY ____ 3D+2

Blaster _____

Brawling Parry _____

Dodge _____

Grenade _____

Heavy Weapons _____

Melee Parry 5D+2

Melee 4D+2

PERCEPTION ____ 3D

Bargain _____

Command _____

Con _____

Gambling _____

Hide/Sneak _____

Search 4D

STRENGTH ____ 3D

Brawling _____

Climbing/Jumping _____

Lifting _____

Stamina _____

Swimming _____

TECHNICAL ____ 2D+1

Comp. Prog./Repair _____

Demolition _____

Droid Prog./Repair _____

Medicine _____

Repulsorlift Repair _____

Security _____

Starship Repair _____

Sense (1D) 2D

KNOWLEDGE __ 2D+1

Alien Races _____

Bureaucracy _____

Cultures _____

Languages 3D+1

Planetary Systems _____

Streetwise _____

Survival _____

Technology _____

MECHANICAL _ 2D+2

Astrogation _____

Beast Riding _____

Repulsorlift Op. 3D+2

Starship Gunnery _____

Starship Piloting _____

Starship Shields _____



Force
Points



Dark Side
Points



Wound
Status



Skill
Points

Quixotic Jedi

Equipment

duelling sword (it'll have to do until you find a real lightsaber — damage code is strength+1D+1)
1000 credits standard

Background: You claim to be a Jedi. Actually, you're not. You've read all about the exploits of the great Jedi Knights — so much so that you don't quite realize they no longer exist. If truth be told, you're a little crazy. You've learned of the atrocities of the Empire and of Darth Vader, and have decided to leave your comfortable existence and venture forth into the galaxy on a great quest to restore the Jedi. You've read as much as you can about the Jedi training methods and their powers, and you've tried to train yourself as best you can.

Everyone thinks you're crazy. They think the Jedi were legendary, that it's all a bunch of hokey pseudo-religious nonsense.

But sometimes — just sometimes — you can feel the Force. Sometimes — when you're in great danger, or when things are breaking your way — you can use Jedi powers.

In any event, you fight for the Rebellion and try to right individual injustices whenever you come across them. You're basically a good fellow, so who cares if you're a little touched?

Personality: Elaborately courteous, unfailingly cheerful, and basically nuts. You come up with complicated, hare-brained schemes which invariably fail. You adhere to the Jedi Code (see page 69).

A Quote: "I feel . . . a disturbance in the Force." (Yeah, sure, pal.)

Connection With Other Characters: A Brash Pilot or Tongue-Tied Engineer might actually believe in you. He'd apprentice himself to you, and fiercely defend you against the sarcasm and scepticism of others. An Alien Student might scoff, but offer to teach you. A Failed Jedi might become close friends, and may give you a few pointers. A Smuggler or Pirate might keep you around for amusement value.

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