

# Smuggler

**STAR  
WARS®**Character  
Template

Character Name \_\_\_\_\_

Player Name \_\_\_\_\_

Height \_\_\_\_\_ Weight \_\_\_\_\_

Sex \_\_\_\_\_ Age \_\_\_\_\_

Physical Description \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**DEXTERITY** \_\_\_\_ **3D+1**Blaster \_\_\_\_\_ **4D+1**

Brawling Parry \_\_\_\_\_

Dodge \_\_\_\_\_ **3D+2**

Grenade \_\_\_\_\_

Heavy Weapons \_\_\_\_\_

Melee Parry \_\_\_\_\_

Melee \_\_\_\_\_

\_\_\_\_\_

**KNOWLEDGE** \_\_\_\_ **2D+1**

Alien Races \_\_\_\_\_

Bureaucracy \_\_\_\_\_

Cultures \_\_\_\_\_

Languages \_\_\_\_\_

Planetary Systems \_\_\_\_\_

Streetwise \_\_\_\_\_ **3D**

Survival \_\_\_\_\_

Technology \_\_\_\_\_

\_\_\_\_\_

**MECHANICAL** \_\_\_\_ **3D+2**Astrogation \_\_\_\_\_ **4D+1**

Beast Riding \_\_\_\_\_

Repulsorlift Op. \_\_\_\_\_

Starship Gunnery \_\_\_\_\_

Starship Piloting \_\_\_\_\_ **5D+2**

Starship Shields \_\_\_\_\_

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# Smuggler

## Equipment

stock light freighter

heavy blaster pistol

comlink

2000 credits standard

25,000 credits in debt to a crime boss

**Background:** Your parents called it "gallivanting around the galaxy," but as far as you're concerned there's no better life than a free trader's. Travelling as your fancy takes you, trading a little here and a little there, looking for a sharp deal, bargaining and selling. . . . New worlds to see, always a new planet at the end of the journey.

That's how it's supposed to be, anyway. But . . . the Empire is more and more restrictive by the day. Goods that used to be legal are now contraband. Even contraband is harder and harder to come by. Customs inspectors are like bloodhounds. Bribes have become your major expense. You keep on dreaming of making one big killing and getting out . . . but you don't want to get out. To you, your ship is home, transportation, and freedom, all in one package. The idea of losing it kills you.

But you may very well lose it. To keep on operating, you had to borrow money from a mobster, a real slimeball crime king. You're pretty deep in debt now, and they keep on making nasty jokes about breaking your kneecaps. Damn the Empire, anyway! It's their laws and their corruption that brought this all about.

**Personality:** You're tough, smart, good-looking and cynical. You're a fine pilot and a good businessman. Mostly you want to hit it big and be left alone by scum, both criminal and official.

**A Quote:** "I don't have the money *with me*."

**Connection With Other Characters:** You need at least one other person to run your ship, a partner. This could be the Alien Student, the Brash Pilot, the Gambler, the Merc, the Minor Jedi, the Mon Calamari, the Wookiee, or anyone with decent mechanical skills. You could have encountered virtually any of the other characters in the course of your (frequently shady) business dealings.

**STAR  
WARS®**Force  
PointsDark Side  
PointsWound  
StatusSkill  
Points