

# Roles

Each character has a role that represents the most significant set of background and skills for their life experience at the start of a campaign. Their role determines where they came from—but not necessarily where they are going next. Roles provide attribute and skill boosts, along with starting equipment for new characters.

## Diplomat

**+1D KNO, +2D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Galaxy, Streetwise, Willpower, Xenology, Persuade, Tactics, Deceive, Hide, Search, Intimidate, Computers

**Starting Gear:** Holdout blaster, survival pack, comlink, datapad, pocket scrambler, underlayer flak armor

## Doctor

**+1D KNO, +2D TEC**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Galaxy, Willpower, Xenology, Search, Stamina, Computers, Medicine

**Starting Gear:** Holdout blaster, survival pack, comlink, medpacs (2), 200 extra credits

## Engineer

**+1D MEC, +2D TEC**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Throw, Galaxy, Streetwise, Drive, Gunnery, Sensors, Search, Stamina, Armament, Computers, Droids, Vehicles

**Starting Gear:** Combat knife, holdout blaster, survival pack, comlink, datapad, underlayer flak armor

## Entertainer

**+1D KNO, +2D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Persuade, Tactics, Deceive, Hide, Search, Athletics, Stamina

**Starting Gear:** Holdout blaster, survival pack, comlink, datapad, repair kit, 200 extra credits

# Hunter

**+2D DEX, +1D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Survival, Drive, Gunnery, Pilot, Hide, Search, Athletics, Brawl, Intimidate, Stamina, Armament

**Starting Gear:** Combat knife, blaster pistol, survival pack, comlink, macrobinoculars, binders, underlayer flak armor

# Infiltrator

**+1D DEX, +2D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Throw, Streetwise, Survival, Deceive, Hide, Search, Athletics, Brawl, Stamina, Computers, Droids

**Starting Gear:** Combat knife, holdout blaster, survival pack, data spike, comlink, underlayer flak armor

# Noble

**+2D KNO, +1D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Galaxy, Streetwise, Xenology, Persuade, Tactics, Deceive, Hide, Search, Intimidate

**Starting Gear:** Survival pack, comlink, datapad, 400 extra credits

# Pilot

**+2D MEC, +1D TEC**

**+1 Skill Boost (choose four):** Agility, Blasters, Galaxy, Streetwise, Astrogation, Drive, Gunnery, Pilot, Sensors, Search, Computers, Droids, Vehicles

**Starting Gear:** Blaster pistol, survival pack, comlink, underlayer flak armor

# Laborer

**+2D STR, +1D TEC**

**+1 Skill Boost (choose four):** Throw, Brawl, Athletics, Stamina, Hide, Search, Streetwise, Survival, Drive, Armament, Droids, Medicine, Vehicles

**Starting Gear:** Truncheon, survival pack, all-weather cloak, comlink, datapad, repair kit, 200 extra credits

# Scavenger

**+1D PER, +2D TEC**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Galaxy, Streetwise, Survival, Astrogation, Drive, Gunnery, Pilot, Sensors, Persuade, Hide, Search, Athletics, Armament, Computers, Droids, Vehicles

**Starting Gear:** Truncheon, blaster pistol, survival pack, comlink, datapad, underlayer flak armor

# Scholar

**+2D KNO, +1D TEC**

**+1 Skill Boost (choose four):** Agility, Blasters, Galaxy, Streetwise, Willpower, Xenology, Astrogation, Sensors, Search, Armament, Computers, Droids, Medicine, Vehicles

**Starting Gear:** Holdout blaster, survival pack, comlink, datapad, fusion lantern, 200 extra credits

# Scout

**+1D DEX, +2D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Survival, Xenology, Astrogation, Drive, Pilot, Sensors, Hide, Search, Medicine, Vehicles

**Starting Gear:** Combat knife, blaster pistol, survival pack, comlink, datapad, macrobinoculars, underlayer flak armor

# Scoundrel

**+1D DEX, +2D MEC**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Throw, Streetwise, Astrogation, Drive, Gunnery, Pilot, Sensors, Hide, Search, Armament, Computers, Vehicles

**Starting Gear:** Truncheon, blaster pistol, survival pack, comlink, underlayer flak armor

# Soldier

**+2D DEX, +1D STR**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Throw, Drive, Gunnery, Sensors, Hide, Search, Athletics, Brawl, Intimidate, Stamina, Armament, Medicine, Vehicles

**Starting Gear:** Combat knife, blaster pistol, survival pack, comlink, datapad, underlayer flak armor

# Spy

**+1D DEX, +2D PER**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Steal, Throw, Galaxy, Streetwise, Astrogation, Sensors, Hide, Search, Athletics, Brawl, Intimidate, Swim, Armament, Computers

**Starting Gear:** Combat knife, holdout blaster, survival pack, comlink, datapad, pocket scrambler, underlayer flak armor

# Thug

**+1D DEX, +2D STR**

**+1 Skill Boost (choose four):** Agility, Blasters, Melee, Throw, Streetwise, Willpower, Drive, Search, Athletics, Brawl, Intimidate, Stamina

**Starting Gear:** Brass knuckles, blaster pistol, survival pack, comlink, underlayer flak armor

# Trader

**+1D STR, +1D KNO, +1D PER**

**+1 Skill Boost (choose four):** Blasters, Melee, Galaxy, Streetwise, Xenology, Astrogation, Sensors, Persuade, Deceive, Search, Computers, Droids, Medicine, Vehicles

**Starting Gear:** Truncheon, holdout blaster, survival pack, comlink, datapad, 200 extra credits

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