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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Revision #1
Created 27 September 2024 06:21:21 by Admin
Updated 28 September 2024 23:28:21 by Admin