STAR WARS

THE ROLEPLAYING GAME
GAMEMASTER'S SCREEN

IMPERIAL FORCES

Stormtroopers All stats at 2D except *blaster 4D, brawl parry 4D, dodge 4D, brawl 3D* Armor: +2D phys, +1D energy, -1D Dex, Gear: Blaster rifle (5D), blaster pistol (4D)

Scout Trooper. All stats at 2D except *blaster 4D, brawl parry 4D, dodge 4D, Mec 3D, rep-ops:speeder bike 3D+2, brawl 3D* Gear: Armor: +2 phys/ener, hold-out blaster (3D+2), blaster pistol (4D), blaster rifle (5D), concussion grenades (5D/4D/3D/2D), survival gear

Snowtrooper: *Dex 2D, blaster 5D, blaster artillery 4D, brawl parry 4D, dodge 3D, Kno 2D, survival: arctic 4D, Mec 2D, Per 2D, search 3D+1 Str 3D, brawl 4D, Tec 2D* Move: 10. blaster pistol (4D damage), concussion grenades (5D/4D/3D/2D), utility belt, terrain grip boots, snowboot slippers (+2D snowdrift), survival kit.

Storm Commando: *Dex 3D, blaster 7D, brawl parry 5D+2, dodge 5D+2, grenade 5D, melee 5D+2, melee parry 5D+2, Kno 3D, survival 6D, Mec 2D, beast riding 5D, rep-ops 5D, Per 3D, hide 6D+2, search 6D+1, sneak 7D, Str 3D+1, brawl 5D, Tec 3D, armor repair 5D, blaster repair 5D, demolition 4D+2. first aid 4D+2, security 3D+2* Armor: +1D phys & ener, -1D Dex, +1D hide/sneak. Gear: Blaster carbine (5D+2),

Army Trooper: *Dex 3D, blaster 4D+1, dodge 4D+1, grenade 3D+2, vehicle blasters 3D+2, Kno 1D+1, survival 2D+1, Mec 1D+1, rep-ops 2D+1, Per 2D+1, brawling 4D+1, Tec 1D*. Gear: Blaster rifle (5D), armor and helmet (+1D phys, +2 ener), grenades (5D), helmet comlink, survival gear, utility belt

Navy Trooper: *Dex 2D+1, blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2, Kno 1D+1, intimidate 2D+1, streetwise 2D+1, Mec 1D+2, pep-ops 2D+1, capship shields 2D+2, Per 3D, Command 4D, search 4D, Str 2D+2, brawling 4D+2, stamina 3D+2, Tec 1D* Gear: blast helmet (+1D phys, + 1 ener), blaster pistol (4D), comlink

TIE Fighter Pilot *Dex 3D+1, blaster 4D+1, dodge 4D+1, planetary systems 3D, Mec 4D, sensors 4D+2, starfighter pilot 6D, starship guns 5D, Per 3D, command 4D, search 4D, Str 3D, stamina 4D, comprog 3D+1, starfighter rep 5D*. Gear: Navputer link helmet (internal comlink, + 1D to sensors), high-g suit, 1-week rations, blaster pistol (4D), survival gear

Imperial Captain: *Dex 2D+2, blaster 4D+2, dodge 3D+2, grenade 3D+2, Kno 3D, bureauc 4D, Mec 3D+2, astrogation 4D+1, space transp 4D, Per 3D+1, command 5D+1, Str 2D+1, brawl 3D+1, Tec 3D, security 4D*. Gear: Blaster pistol (4D), comlink, rank cylinder.

FRINGERS

Bored Bureaucrat All stats 2D except *dodge 3D, bureaucracy 4D+2, con 4D, persuade 4D+2, comprog/rep 3D+2*. Gear: datapad.

Bounty Hunter, Novice: All stats 2D except *blaster 3D+2, dodge 3D+1, melee 3d+1, survival 2D+1, investigate 3D, sneak 3D, brawl 3D+2*. Blast vest: +2 phys, +1 ener. Gear: Heavy blaster pistol (5D), knife (Str+1D), macrobinoculars, medpac

Bounty Hunter, Advanced All stats 2D except *blaster 6D, dodge 5D, grenade 4D, melee 4D+2, melee parry 3D+1, intimidate 3D, streetwise 3D, survival 2D+1, astrogation 4D, beast riding 3D+2, space transp 5D, starship guns 5D, ship shields 5D, investigate 4D, sneak 4D+2, brawling 5D+2, stamina 3D+2, armor repair 2D+1, blaster repair 2D+1* Armor: +2D phys, +1D energy, -1D Dex. Gear: 2 Heavy blaster pistols (5D), blaster rifle (5D), thermal detonator (10D), vibroknife (Str +3D)

Enforcer: *Dex 2D+2, blaster 4D+2, brawl parry 4D+2, dodge 4D+1, melee 4D, melee parry 3D+2, Kno 1D+2, Mec 1D+2, Str 2D+2, brawl 4D+2, Tec 2D*. Gear: Blaster pistol (4D), vibroblade (Str+2D)

Smuggler: *Dex 2D+1, blaster 4D, dodge 4D+1, Kno 1D+1, streetwise 4D+2, Mec 2D+2, astrogation 4D, space transp 5D+2, ship guns 4D+2, Per 2D, bargain 2D+2, con 4D+1, Str 2D, Tec 1D+2*. Gear: Heavy blaster pistol (5D), datapad, comlink.

Local Crime Lord All stats 2D except *blaster 3D, brawling parry 3D+2, dodge 3D, melee 3D+2, melee parry 4D+1 business 5D+1, streetwise 4D+2, willpower 3D+2, con 4D+1, gambling 4D, intimidate 4D+2, brawl 4D+1 stamina 3D+1, first aid 3D, security 3D+2*. Gear: Blaster pistol (4D+1), vibroblade (Str +2D), secure datapad, comlink.

Merchant All stats 2D except *streetwise 2D+2, rep-ops 2D+1, bargain 4D, con 3D+2, persuasion 2D+2*. Gear: datapad, wares for sale.

Slick Gambler *Dex 2D+2, Kno 2D, languages 2D+2, Mec 1D+1, Per 3D, bargain 4D, con 4D+2, gambling 5D, hide 4D, Str 1D+2, Tec 1D+1*. Gear: Hold-out blaster (3D+2), sabacc deck.

Thug: All stats 2D except *blaster 2D+1, brawl parry 3D+2, dodge 2D+2, melee 3D, melee parry 3D+2, intimidate 3D+2, streetwise 3D+2, brawl 4D, lift 3D, stamina 2D+2*. Gear: Vibroblade (Str+2D)

Wookiee Sidekick *Dex 1D+2, bowcaster 4D, brawling parry 3D+2, dodge 3D+2, Kno 1D, intimidate 4D+2, streetwise 3D+1, Mec 2D, astrogation 4D, space transp 5D, ship guns 4D, Per 1D, search 3D+2, Str 4D, brawl 5D, Tec 1D+1*. Gear: Bowcaster (4D), ammo bandolier.

COMBAT DROIDS

B1 Battle Droid: *Dex 2D, blaster 3D, Kno 2D, Mec 1D, Per 1D+1, search 3D, Str 2D, brawling 3D, Tec 1D*. Gear: Blaster rifle (5D)

B2 Super Battle Droid: *Dex 2D, blaster 3D, blaster: blaster rifle 4D, dodge 3D, melee combat 3D, vehicle blasters 3D, Kno 1D, Mec 1D, Per 1D, Str 2D, brawling 3D, Tec 1D*. Plasteel armor: +2D phys & energy. Gear: Arm-mounted blaster rifle (5D).

BT-16 Perimeter Security Droid *Dex 4D, Blaster 5D+1, Dodge 5D+1, Kno 2D, language 3D+1, law enforcement 4D+2, survival 3D+1, Mec 1D, Per 4D, search 4D+1, Str 1D, climb 2D+1, swim 2D+1, Tec 2D, comprog/rep 3D+2, security 3D+1* Armor: +2D phys & ener. Move: 14. Gear: Light repeating blaster (6D), comlink, sensor package (+1D search)

BX Droid Commando *Dex 4D, blaster 6D, brawl parry 4D+2, dodge 4D+2, grenade 4D+2, melee 4D+2, Kno 3D, tactics 5D+2, Mec 2D, Per 2D+2, con 3D, search 6D, sneak 6D, Str 2D, brawl 5D, Tec 2D* Durasteel armor: +2D ener, Gear: Blaster rifle (5D), sword (Str +2D), internal comlink, electrobinoculars

Droideka: *Dex 3D, blaster 5D, Kno 1D, Mec 1D, Per 3D, Search 4D, Str 2D (3D+2 rolling), Tec 1D*. Move: 3 (walk)/18 (roll). Shields: +4D ener when standing only. Gear: 2 double heavy blasters 4D (if 5D linked).

LR-57 Combat Droid: *Dex 2D+2, blaster 4D, Kno 1D, Mec 1D, Per 2D, search 6D, hide 5D+1, Str 5D+1, Tec 1D* Durasteel armor: +1D phys. Gear: 2 double heavy blasters (6D), internal comlink, sensor package (+2D search), low-light vision (-2D diff)

IG-86 Sentinel Droid *Dex 4D, blaster 4D+2, dodge 5D+2, Kno 2D, Mec 1D, Per 2D, search 4D, Str 3D+1, brawl 4D, climb/jump 6D, Tec 1D, comprog/rep 2D+2*. Durasteel armor: +1D phys, +1 energy. Gear: Blaster rifle (5D).

IT-0 Interrogation Droid: *Dex 1D, dodge 3D, melee 3D, melee parry 3D, interrogation tools 4D+1, Kno 3D, alien species 4D, human biology 5D, intimidation 6D, intimidate:interrogation 7D, Mec 2D, sensors 3D, Per 4D, search 5D, Str 3D, Tec 2D, first aid 4D, security 4D*. Move: 3. Gear: laser scalper (3D), hypo injectors (4D stun), power shears (5D), grasping claw (+1D to lifting)

Viper Probe Droid: *Dex 4D, blaster 4D, Kno 2D+2, planetary sys 4D, Mec 3D, sensors 6D, Per 3D, search 4D, search:tracking 7D, Str 4D, Tec 2D+1*. Gear: Blaster cannon (4D+2), long-range comlink, long-range sensor (+1D search 200m-5km), motion sensor (+2D search moving objects <100m)

UTILITY DROIDS

R2 Astromech Droid: *Dex 1D, Kno 1D, Mec 2D, astrogation 5D, space transp 3D, starfighter pilot 3D, Per 1D, Str 1D, Tec 2D, Comprog/rep 4D, starfighter rep 5D* Move: 5. Gear: Lifting arm (+1D lift), arc welder (3D) circular saw (4D), holoproj, fire exting, extend 360 eye. Cost: 4525

R4 Agromech Droid: *Dex 1D, Kno 1D, Mec 2D, rep-ops 4D, Per 1D, Str 1D, Tec 2D, comprog/rep 5D, replift rep 4D, space transp rep 5D* Move & Gear: as R2. Cost: 3000.

3P0 Protocol Droid: All stats 1D but *Kno 3D, cultures 6D, languages 10D* Move: 8. Cost: 3000.

EV Supervisor Droid: *Dex 1D, Kno 3D, intimidation 4D, languages 4D, value: droids 5D, Mec 1D, Per 2D, command: droids 5D, Str 1D, Tec 3D, comprog/rep 4D, droid prog 5D, droid rep 4D*. Move: 7. Cost: 6400.

2-1B Surgeon Droid: *Dex 1D, Kno 2D, alien species 5D, Mec 2D, bacta ops 5D, Per 3D, injury diagnostic 5D, Str 1D, Tec 3D, first aid 6D, medicine 9D* Move 4. Gear: Hypo injector (4D stun). Cost: 4300.

FX-6 Medical Droid all stats 1D but *alien species 3D, bacta ops 3D+1, injury diagnostic 3D+2, Tec 2D, first aid 3D+2, medicine 4D* Move: 4. Gear: med scomp link (+1D med skills), 14 light arms, 6 main arms, hypo injector (4D stun). Cost: 3800.

ASP Worker Droid: all stats 1D but *search 2D, lift 2D* Move: 6. Cost: 1000.

J9 Worker Droid: *Dex 2D, Kno 4D, alien species 5D+1, bureauc 5D+2, languages 4D+1, Mec 1D, Per 3D, bargain 4D+2, sneak 4D, Str 1D, Tec 1D, security 5D* Gear: smell sense (+1D search by odor), microwave sensor (+1D security), comm module (+2D languages). Cost: 1200.

FA-4 Pilot Droid: *Dex 2D, Kno 2D, Planet sys 4D+1, Mec 3D, astrogation 4D, space transp 4D+2, ship shields 3D+2, Per 1D, search 2D, Str 1D, Tec 2D, comprog/rep 4D, space transp rep 3D* Move: 7. Gear: Astrog buffer (stores 10 jumps). Cost: 4200.

DUM Pit Droid: *Dex 2D, Kno 1D, Mec 1D, rep-ops 2D+2, Per 1D, Str 2D, lift 4D, Tec 2D, comprog/rep 3D, replift rep 4D*. Move: 6. Cost: 1300.

PREDATORS

Acklay: *Dex 1D+1, Per 2D+1, search 6D, Str 7D, climb/jump 8D*. Abilities: Armor:(+2D phys), bite (Str+2), claws (Str+1D), reflexes (init +1D Per), radiation resist (+1D)

Dianoga: *Dex 2D, Per 3D+1, Str 6D* Move: 3: Camouflage: +4D sneak. Tentacles: (vs victim Str to avoid pull)

Ghest: *Dex 1D, Per 2D, Str 7D* Move: 15 (swim) / 8 (walk). Abilities: Teeth (Str+2D), claws Str+1D.

Gutkurr: *Dex 2D, Per 3D+1, search 5D+2, search: tracking 6D+2, Str 6D* Move: 12. Abilities: Claws (Str+2), bite (Str+1D+2), Carapace (+2 phys, +2D ener), low-light vision.

K'lor'slug: *Dex 4D, dodge 5D, Per 4D, sneak 5D, Str 2D* Abilities: Pincers (Str+1D+2), tail (Str+1D), neurotoxin (On difficult roll, tail poison is applied. If fail Difficult stamina or Str then victim immobilized for 1D minutes, swamp camouflage (+2D sneak in swamps)

Katarn: *Dex 3D, dodge 6D+1, Per 4D, search: hunting 7D, sneak 5D, Str 4D* Move: 15. Abilities: Teeth (Str+1D), claws (Str+1D), horns (Str+1).

Kintan Strider *Dex 2D, Per 1D, search 5D+1, Str 6D+1, brawl 7D+1*. Abilities: Armor (+2D phys), healing (4x rate)

Mastif Phalone *Dex 3D+1, Per 3D+2, search 4D+1, sneak 5D+1, Str 5D+1* Move: 12. Abilities: Claws (Str+1), beak (Str+1D), low-light vision, savage frenzy (+1D atk & dmg if *wounded*) savannah hunter (+1D sneak on savannahs)

Narglatch: Dex 2D+1, Per 3D, search 4D, tracking 4D+2, sneak 5D+1, Str 7D, brawl 9D, climb/jump 7D+2, swim 8D+1. Move 12 / 18 (Swim). Abilities: Bite (Str+2D), claws (Str+1D+1), low-light vision.

Nashtah: *Dex 2D+2, Per 3D, search: tracking venom 7D, Str 4D+1, brawling 7D, stamina 10D+2* Move 15. Abilities: Armor (+1D phys), claws (Str+2D), teeth (Str+1D+2), barbed tail (Str+1D and marks with tracking venom).

Nexu: *Dex 4D+2, Per 3D, hide 4D+1, search 5D, sneak 4D+1, Str 4D+1, climb/jump 6D+1* Move: 16. Abilities: Bite (Str+2), Claws (Str+1), reflexes (init +1D Per), hearing (+1D listening).

Quamin: *Dex 4D, Per 2D, Str 3D* Move: 16. Abilities: Flight (+1D sneak), razor tail whip (Str+1D+2 & slow healing), smell sense (no penalty at zero visibility).

Rancor: *Dex 4D, Per 1D, search: tracking 3D, Str 7D*. Move: 20. Abilities: Armor (+3D phys & ener), claws (STR+3D), bite (STR+5D)

Reek: *Dex 1D+1, Per 1D, hide 2D, search 2D+1, Str 6D* Abilities: Horn (Str+1D), enraged (init +1D Per), thick skin (+2D phys).

Slivilith: *Dex 3D+1, Per 2D+1, search 4D+1, Str 8D+1* Move: 6 / 30(fly). Abilities: darkvision (20m), six tentacles (Str+2)

Wampa: *Dex 3D, Per 4D, search: arctic tracking 6D, sneak: arctic 7D, Str 7D* Move: 13. Abilities: Claws: Str +1, teeth (Str+2), camouflage (+3D sneak in arctic), heat-diffusing body (+2D sneak vs sensors).

Zuxu: *Dex 3D+2, Per 2D+2, sneak 3D+1, Str 2D, swim 4D*. Move: 18 (swim) / 3 (walk). Abilities: Bite (Str+3D)