

Name:

The Sly Scoundrel

SAVE THE UNIVERSE

Style:

- Respectably fashionable.
- Slick and glossy.
- Sketchy and dangerous.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A concealable weapon.
A communicator.
A set of false identification.

Other details:

Early History:

What's your preferred crime?

What aspect of the galactic conflict did you learn to exploit?

Relationship History:

Which hero helped you in the past, despite their better judgment?

Pursuit:

- You owe someone a large debt. Who is it, and which hero can help you repay it?
- Another hero wants you to take on a responsibility. What is it?
- You're developing an inconvenient emotional connection to another hero. Who is it?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Theft, smuggling, grifting, and organized crime.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Veteran Warrior

SAVE THE UNIVERSE

Style:

- Monstrous and intimidating.
- Stocky and surly.
- Small but savage.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A powerful weapon.
A communicator.
A bandolier of explosives.

Other details:

Early History:

What military force did you once fight alongside?

What did the Enemy take from you?

Relationship History:

Which hero do you owe a life debt to?

Pursuit:

- You don't understand why you're fascinated by another hero. Who is it?
- You want revenge against someone. Who, and which hero can help you?
- You're looking for a peaceful occupation you can devote your life to. Which hero can help you?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Tools and tactics of war.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Mysterious Seer

SAVE THE UNIVERSE

Style:

- Easily overlooked.
- Older and wiser.
- Ethereal and mysterious.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A strange ancient weapon.
A communicator.
A tome of wisdom and lore.

Other details:

Early History:

Why did you nearly lose your way?

How did your abilities make you a target for the Enemy?

Relationship History:

You once appeared mysteriously to help another hero. Who was it?

Pursuit:

- Another hero believes that your abilities come with a troublesome secret. Who is it?
- You must stop someone who uses their powers for evil. Which hero can help?
- Another hero believes you have a dangerous flaw. Who, and what's the flaw?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Strange powers which you must use wisely.

Your strange powers:



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Courageous Outsider

SAVE THE UNIVERSE

Style:

- Backwater peasant.
- Relic of a vanished culture.
- Honorable questing warrior.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A low-tech weapon from home.
A communicator.
A precious memento.

Other details:

Early History:

What isolates your home from galactic events?

What took you away from home?

Relationship History:

Which hero was the first friend you made after leaving home?

Pursuit:

- You believe another hero is capable of a daunting achievement. Who, and what?
- You believe you can turn a villain away from evil. Which hero warns you otherwise?
- Which hero can help you return home? What must you do first?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Rushing into overwhelming danger.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Fallen Noble

SAVE THE UNIVERSE

Style:

- Lofty and proper.
- Droll pleasure-seeker.
- Young idealistic scion.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

An artful and decorative weapon.
A communicator.
A pocketful of wealth.

Other details:

Early History:

What noble rank and role did you once hold?

What disaster cost you your position?

Relationship History:

Which hero had a dispute with your family?

Pursuit:

- You want to prove to another hero that you've abandoned your past behavior. What was it?
- You want to return to your former position. Which hero disagrees?
- Someday you intend to face an old rival. Which hero can give you the strength you need?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Your family's history, knowledge, and resources.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Reformed Defector

SAVE THE UNIVERSE

Style:

- Aloof and precise.
- Morose and haunted.
- Vengeful and righteous.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A common weapon of the Enemy.
A communicator.
A uniform or other identifying symbol of the Enemy.

Other details:

Early History:

What position did you hold in the Enemy's service?

Why did you serve the enemy?

Relationship History:

Which hero helped you escape from the Enemy, and how?

Pursuit:

- You must prove you weren't part of an Enemy atrocity. Which hero thinks you're guilty?
- When you escaped, who did you leave behind? Which hero can help you rescue them?
- The Enemy harmed one of the other heroes. Who, and how can you make amends?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

The Enemy's secrets.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Gifted Engineer

SAVE THE UNIVERSE

Style:

- Oil-stained and uncouth.
- Overconfident prodigy.
- Eccentric academic.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A quirky handmade weapon.
A communicator.
A sophisticated scientific scanner.

Other details:

Early History:

How did you employ your technical genius before you joined the Resistance?

What was your greatest creation?

Relationship History:

Which hero suffered as the result of your obsession with science, and how?

Pursuit:

- Another hero is suffering from something your science can mend. Who is it?
- You must build a powerful tool to help the Resistance. Which hero can assist you?
- You must devise a way to destroy a tool of the Enemy. Which hero's experience might help?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Science and technology.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)

Name:

The Relentless Hunter

SAVE THE UNIVERSE

Style:

- Battered and worn.
- Sharp and elegant.
- Hostile and battle-ready.
- Other:

Look:

- Human.
- Mostly human.
- Totally alien.
- Robotic.

Details:

Equipment:

A long-range weapon.
A communicator.
A gadget that provides short bursts of mobility, like a grapple gun or jet pack.

Other details:

Early History:

What targets did you once hunt?

Who was your best client?

Relationship History:

Which hero once eluded you? Or did you let them escape?

Pursuit:

- An emotional situation is brewing between you and another hero. Who is it?
- Which target must you hunt down? Which hero could help you?
- A hero insists you reconcile with a member of your family. Which hero? What's the dispute?

History:



Sixes always pass.



Fives pass when you use your preferred actions (checked below):

- ADJUST a technological device.
- ATTACK with force or words.
- INSPIRE courage, defiance, or loyalty.
- MANEUVER with speed or agility.
- OUTWIT with cunning or stealth.
- REVEAL information or wisdom.



Fours pass when you rely on your expertise or your ship's advantages.

Your expertise:

Stealth and investigation.



Threes pass when your health is Strong or Fair.

Health:

Strong
Fair
Shaken
Hurt
Down



Twos pass when another hero helps you.



Ones always fail.



Destiny (check to reverse a failure, declare a fact, or restore someone's health)