

Spy: Scout

Shanyi “Scout” Mrakan: 233421, 3 Soak, WT 13, ST 12, Melee/Ranged Defense 0/0

Career Skills: Athletics, Computers, Cool, Coordination, Deception, Knowledge (Warfare), Medicine, Perception, Piloting (Planetary), Skulduggery, Stealth, Survival.

Skills: Coordination 1, Medicine 1, Mechanics 1, Perception 2, Piloting (Planetary) 1, Skulduggery 1, Stealth 1, Survival 2.

Talents: Stalker, Quick Strike, Forager.

Abilities: +1 Success on Resilience checks.

Equipment: 90cr, Heavy Clothing, Blaster Pistol, Scanner Goggles, Utility Belt, Macrobinoculars, Lockpicking Tools, Shistavanen Combat Utility Vibroblade, Backpack, 2 Stimpacks, Emergency Medpac, 10 Field Ration Packs, Glow Rod, Handheld Comlink. (8 Enc)

Note: She usually gets her brother to carry the heavy backpack, and he usually obliges. Without the backpack, her Enc is 5/8.

Motivations: Quest: Vengeance—Shanyi is no combatant, so she seeks her vengeance on the Empire through other means, supporting the alliance cause as a scout.

Duty: Transportation (5): It's her job to make sure everyone in her team gets where they need to go as safely as possible, whether that's booking commercial space transports, driving a rented speeder, or pathfinding through dense wildlands.

Personality: She genuinely cares about her brother, but has a tendency to put her own interests above his, particularly as he is not assertive and rarely argues with her. She behaves very cheerfully, but it's usually a sarcastic act that can turn quite biting sometimes. However, many people find it disarming when they first meet her.

Bio: She grew up in the wilds of Devaron, untouched and unworried by galactic politics. That is, until some on her homeworld chose to rebel against the Empire, including her aunt. Montellian Serat was quickly becoming a hotbed for Rebel activity, and the rebellious enthusiasm attracted Shanyi's aunt.

As the situation became more severe, Shanyi's mother became concerned and tried to dissuade her sister from a course of action she thought nigh-suicidal. When no arguments could change her determination, Shanyi's parents decided to travel to Montellian Serat in hopes that their arguments would have a greater influence when delivered in person.

However, they had no sooner arrived than the Empire laid siege to the city and soon annihilated all rebellious inhabitants—including Shanyi's parents, who were caught up in the net.

This plunged Shanyi into a period of political activism against the Empire, which led to her actually joining the Rebellion at the advice of a local Rebel liaison.

Description: Orange Devaronian, short, athletic, typically dressed in tough and practical clothing that protects her arms and legs and won't easily be snagged or caught on brush.

Diplomat: Ambassador

Beryl Olphen: 223224, 3 Soak, WT 12, ST 12, Melee/Ranged Defense 1/1

Career Skills: Charm, Deception, Discipline, Knowledge (Core Worlds), Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Leadership, Negotiation.

Skills: Charm 2, Knowledge (Xenology) 1, Knowledge (Education) 1, Knowledge (Core Worlds) 2, Leadership 2, Negotiation 2.

Talents: Nobody's Fool, Kill with Kindness 2, Grit, Inspiring Rhetoric.

Abilities: None.

Equipment: 350cr, Armored Clothing, Holdout Blaster, Concealed Recorder, Handheld Comlink. (2 Enc)

Motivations: Belief: Freedom—The Empire chokes out enterprise and enslaves populations, such as the Elom of his home planet.

Duty: Political Support (10): Beryl's job is to bring as many organizations to the Alliance's side as possible, even the perhaps less savory ones.

Personality: He is very meticulous and ordered in his habits, and dislikes interruptions to his routines or patterns. When in a diplomatic context, he has a tendency to act whatever part he believes will best achieve his ends, morphing his behavior and demeanor to ingratiate himself with his targets. This sometimes involves an act of "dropping the act" and becoming direct and serious as a way of demonstrating his "sincerity."

Bio: His parents were rich industrialists on Elom, and sent him to study at a university on Alderaan during the early years of the Galactic Empire. He studied political philosophy, diplomacy, and theater, then returned home after graduation to act as a diplomatic liaison between the family company and various states.

During this time, however, he saw more plainly how the Empire was oppressing other planets and hurting the livelihoods of their inhabitants. He eventually decided to lend his skills to the Rebellion and was chosen to be part of a field team.

Description: Pink-skinned Elomin, average height and build, typically dressed in an unassuming gray cloak worn over dark clothes.

Commander: Tactician

Satato Trence: 232332, 4 Soak, WT 14, ST 13, Melee/Ranged Defense 0/0

Career Skills: Brawl, Coercion, Cool, Discipline, Knowledge (Warfare), Leadership, Perception, Ranged (Heavy), Ranged (Light), Vigilance.

Skills: Coercion 2, Deception 2, Discipline 2, Leadership 2, Ranged (Heavy) 2, Vigilance 1.

Talents: Outdoorsman, Commanding Presence, Toughened, Confidence.

Abilities: Boost to Charm, Deception, Negotiation; remove 2 Setback in darkness, add 1 in light

Equipment: 120cr, Padded Armor, Blaster Rifle (Weapon Sling, Combat Tested), Handheld Comlink, Extra Reload, Field Goggles, Utility Belt. (5 Enc)

Motivations: Cause: Overthrow the Empire—The Republic was bad, but the Empire is worse, and has marred his homeworld. He will make common cause with those who wish to restore the Republic for as long as it takes to overthrow the Empire.

Duty: Loss Prevention (10): Satato is charged with the command of a small team, of which every member is vital. To lose even one of them could seriously jeopardize the mission. Because he is responsible for planning all of their actions, their lives are his responsibility.

Personality: He is enigmatic and stoic, almost never showing any kind of emotion. He brings a calm, collected demeanor and is seemingly never taken by surprise.

Bio: Like many young, patriotic Umbaran men, he joined the Umbaran Militia in the leadup to the Clone Wars, seeking to protect his nation's sovereignty against anyone who would infringe on it. With the death of Mee Deechee, Umbara's relationship with the Republic deteriorated rapidly and they seceded. In the coming war, he fought bravely against the Jedi and their clones, but the cause was ultimately lost.

Umbara suffered under the boot of the new Empire, and Satato left his homeworld to seek out an organization that would do something about it. While he had expected to fight as a footsoldier or NCO, they instead tapped him as a field team leader, hoping that his veterancy and combat experience would help him protect and direct any teams put under his authority.

He still uses his old service rifle from the Umbaran Militia, but he has since swapped out or painted the polymer casings to black from the original white so that it does not stick out as much.

Description: Umbaran, very pale, tall and broad. He wears goggles with red lenses that reduce the effect of bright lights to a manageable level. He is rarely seen without his padded armor, which takes the form of a thick, blast-dampening protector that covered his back, front, and shoulders; thick gauntlets; greaves; and a helmet, although he often forgoes it. He usually covers the assembly in a dark tan trench coat. He keeps his rifle slung across his back on its strap so that it stays out of the way but he can quickly loop it into position should he need it.

Soldier: Vanguard

Garval “Rocky” Mrakan: 432321, 5 Soak, WT 19, ST 12, Melee/Ranged Defense 1/1

Career Skills: Athletics, Brawl, Cool, Knowledge (Warfare), Medicine, Melee, Ranged (Light), Ranged (Heavy), Resilience, Survival, Vigilance.

Skills: Athletics 2, Brawl 2, Ranged (Heavy) 2, Resilience 1, Survival 2.

Talents: Body Guard, Toughened 2, Rapid Reaction, Conditioned.

Abilities: +1 Success on Resilience.

Equipment: 50cr, Armored Half-Vest, E-5 Blaster Rifle, Stealth Vibro-Knife, Shock Gloves, Load-Bearing Gear, Handheld Comlink, Extra Reload. (3 Enc).

Motivations: Relationship: Sister—His parents died at the Empire’s hands, and while that alone did not drive him from the family farm, his sister’s insistence on joining up did. If he was to look after her, he’d have to be where she was.

Duty: Support (5): Beyond protecting his sister, he is also responsible for ensuring the physical safety of the rest of the team, whether sparing his sister from a sore back by carrying her pack, tangling with a wild animal, or fighting off Imperials.

Personality: He’s friendly and still maintains his “hometown nice” persona, but has become increasingly restless to return home. Contrary to many Devaronian males, who seem driven to roam as wide and far as they can, his wanderlust was always satisfied by jaunts into the jungle, sometimes disappearing for a couple weeks at a time. He would rather return home, but he won’t for as long as his sister is still in need of his protection.

He has become somewhat embittered by his treatment by aliens, who are often wary of him because of his appearance and the stereotypes of Devaronian men. Because of the dramatic sexual dimorphism of Devaronians, his sister doesn’t receive any such treatment.

Bio: He grew up on a farm in the wilds of Devaron, unbothered by political concerns in his family’s rural pocket of jungle. However, when his aunt became swept up in a rebellious tide against the Empire and moved to Montellian Serat, the political realities of the new order became far more clear.

His parents tried to dissuade her, but she didn’t listen. They finally traveled to the city to convince her in person (or, his father privately confided in him, bundle her up and bring her home by force), but were caught in the Empire’s siege and killed along with the actual rebels.

His father’s last words to him before leaving for Montellian Serat were to look after his sister, and that is what he plans to do. While he would rather live a quiet life on a farm in the middle of nowhere, wild quarra couldn’t keep his sister home and so he followed along.

Description: He wears similar clothes to his sister, but adds an armored half-vest overtop for an additional layer of protection.