

# A COLD START



## Age of Rebellion Adventure

by Dustin Kenyon



## SUMMARY

This adventure is created for the *Star Wars: Age of Rebellion* RPG and comes with starting level pre-generated characters. It is designed for players with little to no experience with the game. However, that is not to say that veteran players will not also find enjoyment in playing.

Set between Episodes IV & V, the adventure opens with the PC's (Player Characters) finishing up a mission to help take control of an Imperial vehicle factory. After mopping up a few groups of Stormtroopers, the PC group is contacted by Rebel Alliance officer Captain Bren Derlin. He informs them of their first solo mission as members of the Alliance. They are to travel to an undisclosed planet and check on a Rebel listening outpost that has gone unusually quiet. The group soon finds out that the reason for the outpost's silence is because of the terrifying wildlife!

## PLAYER CHARACTERS

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ACE-GUNNER	Human	Zaq Turk
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Best Skills: Ranged Heavy & Gunner (◆◆◆◆)

Best Talent: Durable (-10 on Critical Hit table when you are critically hit)

Duty: Ground Superiority (showing the Empire that the Rebels are superior in ground combat)

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COMMANDER-TACTICIAN	Human	Van Timmerick
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Best Skills: Cool & Leadership (◆◆◆◆)

Best Talent: Commanding Presence (-1 ■ to Leadership & Cool checks)

Duty: Personnel (always making sure fellow Rebels are safe)

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ENGINEER-MECHANIC	Mon Calamari	Bub Ru
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Best Skills: Computers & Mechanics (◆◆◆◆)

Best Talent: Gearhead (-1 ■ to Mechanics checks)

Duty: Tech Procurement (always looking for Imperial tech to steal)

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SOLDIER-COMMANDO	Wookiee	Grraukkhur "Rock"
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Best Skills: Athletics, Brawl & Melee (◆◆◆◆)

Best Talent: Wookiee Rage (suffer wound, +1 damage with Melee/Brawl checks & suffer critical hit, +2 damage with Melee/Brawl checks)

Duty: Combat Victory (showing the Empire that the Rebels are superior combatants)

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SOLDIER-MEDIC	Duros	Lem Stil
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Best Skills: Medicine & Xenology (◆◆◆◆)

Best Talents: Stimpack Specialization (+1 wound when using stimpack)

Surgeon (+1 wound when making a Medicine check)

Duty: Support (always helping other PC's fulfill their own duties)

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SPY-SCOUT	Bothan	Emath Say'laru
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Best Skills: Perception & Survival (◆◆◆◆)

Best Talent: Outdoorsman (-1 ■ to move through or manage terrain)

Duty: Intelligence (always looking to gather information about the Empire)

## DUTY TRIGGERS

The GM rolls 1d6 to determine which character's Duty triggers for the session. Duty triggers are designated in purple throughout the adventure.

### 1: ACE-GUNNER (Ground Superiority)

In the initial encounter, the PC discovers an abandoned Imperial Heavy Repeating Blaster (page 173 in the AoR core rulebook). The PC has the opportunity to man the gun and end the threat quickly.

### 2: COMMANDER-TACTICIAN (Personnel)

If any one of the PC's goes down or gets critically injured, this character has the opportunity to make sure everyone makes it out alive. In the final encounter a surviving Rebel NPC is in dire need of assistance. Making a potentially self-sacrificing action could save the NPC's life.

### 3: ENGINEER-MECHANIC (Tech Procurement)

While the group is investigating the outpost's computer systems, this PC discovers that the planet has hundreds of kilometers of ice tunnels and caverns underneath the surface. These natural formations could be a great place to build a base that would be undetectable. This PC could inform Captain Derlin of this idea.

### 4: SOLDIER-COMMANDO (Combat Victory)

At the beginning of the session, this PC has the opportunity to show the Imperial Stormtroopers that the Rebel Alliance is superior. Even after the Imperials seem to be defeated, this PC doesn't stop until he or she is absolutely sure they are.

### 5: SOLDIER-MEDIC (Support)

During the course of the session, any time a PC needs medical assistance is an opportunity for this character to show his or her worth. Also, during or after the final encounter this PC could make sure the Rebel NPC's injuries are treated properly. Some NPC's may have life-threatening injuries and the PC's Medicine check may determine who makes it out alive and who doesn't.

### 6: SPY-SCOUT (Intelligence)

While the group is investigating the outpost's computer systems, this PC happens to find an interesting bit of information that the outpost's satellite gathered, unbeknownst to the Rebels stationed there. A random Imperial convoy's manifest shows an unusually high amount of building materials being sent to a forest moon called *Endor*. This PC could decide to share this information with Captain Derlin.

## DESTINY POINTS

Each PC rolls a Force Die to determine the session's Destiny Point pool.



*Text in blue designates a certain audio track be played or picture be shown.  
(play "Main Title/Rebel Blockade Runner" from Star Wars: A New Hope soundtrack)*

## **OPENING CRAWL**

### **A COLD START**

The dreaded Death Star has been destroyed over Yavin IV. Many individuals now see the Rebel Alliance as a legitimate threat to the Galactic Empire. Some of those individuals have decided to join the Rebels and do their part to help rid the galaxy of tyranny and oppression.

One of many Rebel operations across the galaxy wages on the surface of Iseno, where an Imperial vehicle factory is being overrun. As it winds to a close, a small group of recruits are about to be formed into a team. Their first mission together will be an extreme test of their abilities as lives hang in the balance . . . .

## **PART I - "MOP UP DUTIES"**

*(loop "Shootout In The Cell Bay/Dianoga" from Star Wars: A New Hope soundtrack)*

### **ADVERSARIES**

- (2) 3-man Minion groups of Stormtroopers (page 420 AoR core rulebook).
- Add a third Minion group of Stormtroopers if the ACE-GUNNER'S Duty triggers.

### **SIGHTS & SOUNDS**

- Half built vehicle parts are scattered about, as well as random mechanical parts.
- Smells of metal burning and ozone from blaster fire.
- Distant sounds of battle have grown quieter as the operation winds down.

### **ENCOUNTER DETAILS**

- The purpose of this encounter is to get the PC's feet wet with combat & dice.
- On each PC's turn they should introduce themselves with names & physical descriptions.
- The encounter should be kept short.

*The ACE-GUNNER and the SOLDIER-COMMANDO have their duties trigger during this encounter (see page 3).*

*(stop the audio track at the conclusion of the encounter)*

### **MAIN MISSION BRIEFING**

After the encounter is over, the leader of the PC's company, Captain Bren Derlin, finds the PC's to deliver their first mission assignment as a group.



*"Good job, men," says Captain Derlin as he makes his way to your group. Your commanding officer takes a moment to catch his breath and wipes the sweat from his brow, reinforcing your positive feelings about your CO. Derlin is always in the thick of it alongside his men.*

*"The remaining Imps are surrendering. This operation is officially a success," he says with a small grin.*

*"Well, there's no rest around here. I just received word that I am to send a team off-planet on their own mission." Derlin reaches for his datapad as he gathers you all around closer to hear. "I'll make this as quick as I can. You are to depart immediately."*

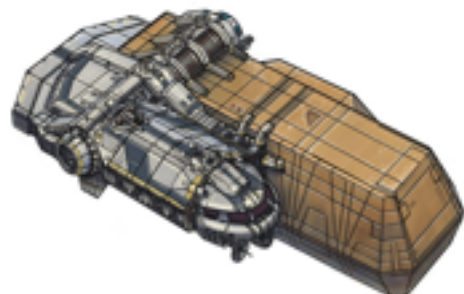
*He begins, "You will be traveling to an undisclosed planet where a secret Alliance listening post has been set up. The outpost's function is to listen for any Imperial transmissions it can find. The sector has been relatively quiet. Unfortunately, the outpost has gone quiet as well. Apparently there's been no word from them for three local days. Somebody needs to check it out and you've just been 'volun-told.'*

*You'll be given coordinates to the planet and to the outpost. Command is hoping it's only a mechanical malfunction. Their satellite isn't sending any signals. I've been told the weather there can sometimes be rough. So it's possible the satellite has been damaged. You'll be supplied with spare parts if you end up needing them. The worst fear is that the outpost personnel's lives are in danger. Your main objective is to secure the worker's situation. Your secondary objective is to repair what needs repairing to get the outpost up and running again."*

*(show the Wayfarer picture)*

*"You'll obviously need a ship. So, I was able to scrounge up a freighter that will be sufficient. It's a Wayfarer-class dubbed The Flying Bantha.*

*Once you've secured the outpost and made any repairs necessary, transmit a message to me*



*from the outpost and let me know of your situation. I'll be departing for the main fleet as soon as we finish here, so I shouldn't have a problem receiving your signal. Any questions?"*

Allow the players to ask any questions they may have. The following are a few stock answers.

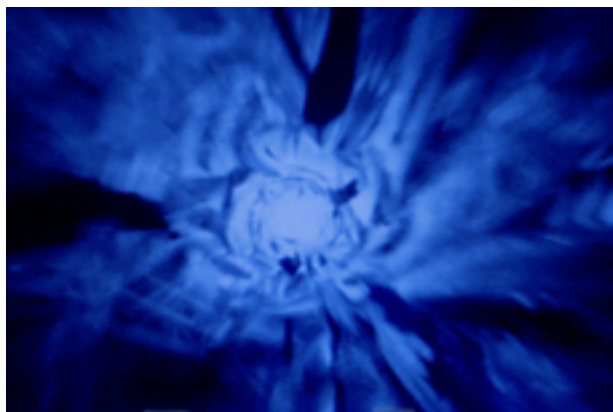
- The name of the planet is classified.
- The climate of the planet is very cold. Cold weather gear will be issued, but the extreme temperatures could still potentially pose a problem.
- There are 3 individuals stationed at the outpost at a time.
- To receive, or send, a signal with little to no interference, the outpost sits atop a large hill.
- The coordinates are preprogrammed in *The Flying Bantha's* navicomputer.
- Along with the cold weather gear and spare parts, the equipment the PC's have will be sufficient for the mission.
- The PC's can man whatever positions they wish aboard the ship. But the discussion needs to be short. The importance of the decision only matters on the following check.

*Derlin looks you all in the eye and says, "I'll conclude with this: be on alert. We do not have extensive records of the planet you'll be traveling to. Therefore, expect surprises. I have the utmost confidence in you all. May the force be with you."*

### **ENTERING HYPERSPACE**

- After the PC's board the ship and get settled they depart Iseno.
- *The Flying Bantha* enters hyperspace.
- The PC's can get to know each other during the journey.
- The players can ask the GM any additional questions, but this part of the session should be kept short.

*(show the hyperspace picture)*

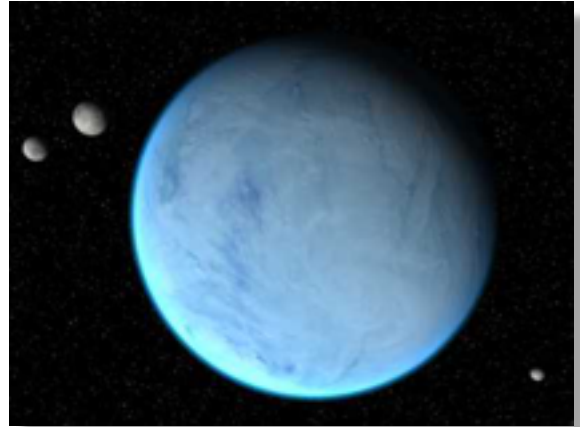


## PART II - "OUTPOST INVESTIGATION"

(show the Hoth Globe picture)

### OUTPOST APPROACH

The PC's can attempt to observe the surface of their destination to make for an easier approach to the outpost. A Perception check can be attempted using *The Flying Bantha's* scopes to scan the region of the planet that the outpost is located.



### Perception Check

- Difficulty: Hard ◆◆◆ due to the planet's thick cloud cover. If available, flip a Destiny Point to upgrade the difficulty as an example for the players.
- ✨: The PC discovers that the group will have to land a few kilometers from the outpost's coordinates because of the uneven terrain. Additional ✨✨ adds ■ to the following Survival check because of the additional environmental information gathered.
- ☁️: The PC learns that a snowstorm is currently moving through the region. Additional ☁️☁️ allows the PC to gather more detailed meteorological data showing that the storm could last for quite some time.
- ⚡: Downgrade the difficulty of the following Survival check because of the additional environmental information gathered.
- ▼: Because of the planet's thick cloud cover over the region, the PC is unable to gather any information about the surface.
- 🌀: The PC receives 1 Strain per 🌀 to reflect the stress of the moment. Being the group's first mission, tensions are high.
- 🚫: Upgrade the difficulty of the following Survival check because the PC reads the surface incorrectly - clear skies and easy terrain. As a result, the group is not prepared for what they will actually face when they land.

### SIGHTS & SOUNDS

- The PC's feel the ship jolt as they enter the planet's atmosphere.
- Through small pockets of clearing in the clouds, the PC's can see that the surface of the planet is very uneven.
- A large snowstorm is moving through the area.
- Once the PC's find a clearing to land the ship and open the ramp to the outside, they instantly feel the sting of the cold.
- Near white-out conditions.

(show the Snow Terrain picture)



The PC group is forced to land their freighter on the nearest level area big enough for their ship. They are roughly three kilometers from the outpost which sits atop a large rocky, snow covered hill.

The PC's can attempt a Survival check to determine the best route and best time of day to travel to the outpost to avoid environmental hazards.

### Survival Check

- Difficulty: Hard ◆◆◆ due to the snowstorm. Add ■■ for not being familiar with the planet. (One ■ can be negated with the Scout's *Outdoorsman* talent.)
- ☆: The PC's travel to the outpost in a reasonable time with little or no difficulty. Additional ☆☆ means the group travels to the outpost in an incredibly efficient manner of time.
- 🌀: The PC's learn more about the planet's environment and how to traverse it. This can result in ■ on the next relevant check. Additional 🌀🌀 could result in ■■.
- 🐾: The PC's discover strange tracks in the snow. They appear to be larger than the average humanoid and it seems they are headed toward the outpost. (A Daunting ◆◆◆◆ Survival or Xenology check can be rolled to attempt to figure out what kind of animal made the tracks.)
- ▼: The path the PC's take to the outpost is not optimal. Travel takes 1 day.
- ☄️: Each PC receives 1 Strain per ☄️. This is due to spending time outside in the harsh climate.
- 🌨️: The PC's get caught in the worst part of the storm and are exposed to the harsh environment. Each PC must make a Hard ◆◆◆ Resilience check to avoid inflicting Wounds because of the cold. (▼=1 Wound, ☄️=1 Strain, 🌨️=2 Wounds.)

(loop "The Egg Room" from the Republic Commando soundtrack)

### **OUTPOST INVESTIGATION**

The PC group finally arrives at their destination - the Rebel outpost.

### **SIGHTS & SOUNDS**

- The walk up to the outpost is difficult and tiring as it sits atop a large hill.
- A large satellite, roughly thirty meters tall, sits directly next to the outpost's main building.
- The main blast door to the building has been left open slightly, allowing snow to drift inside the corridor.



At this point, the PC's may want to investigate the outpost. This can be accomplished with a group Perception check. This is done by combining the value of the PC with the highest Rank in Perception and the value of the PC with the highest Characteristic related to the relevant skill (Cunning).

### Group Perception Check

- Difficulty: Average ◆◆.
- ☆: The PC's find the outpost's computers are still running. It seems as though the workers just dropped everything and left. Additional ☆☆ and/or 🐾🐾 shows that there was a physical altercation. Large claw marks are scratched on one wall and part of the floor.
- 🐾: The PC's find tracks in the main corridor, nearly covered by the incoming snow. They lead out of the building and in the opposite direction from where the PC's walked up the hill. (If the PC's rolled a 🐾 on their earlier Survival check, they realize these are the same type of tracks they previously discovered. Again, a Daunting ◆◆◆◆ Survival or Xenology check can be rolled to attempt to figure out what kind of animal made the tracks.)
- ▼: The PC's don't find anything of note after investigating.
- 🐾: Each PC receives 1 Strain per 🐾 due to the stress of the mission.

A PC can check the status of the outpost computer systems. This can be accomplished by attempting a Computers check.

*The ENGINEER-MECHANIC and the SPY-SCOUT have their Duties trigger during this check (see page 3).*

### Computers Check

- Difficulty: Average ◆◆.
- ☆: The PC learns that the satellite has a control board that has malfunctioned and will need to be replaced. If successfully repaired, the PC believes the group can transmit a message to Captain Derlin.
- ☆☆ and/or 🐾🐾: The PC finds a lone camera built in to the computer for logging video journal entries. The last entry shows a mundane report on the planet's magnetic fields. However, the last few seconds show another person opening the blast doors in the background and burst in screaming about some kind of monster. The video abruptly ends.
- 🐾: The PC learns that the planet is named Hoth. They also learn that the planet is part of a handful of possible locations for a new Rebel base.
- ▼: Nothing out of the ordinary is discovered. Scientific measurements of the planet's weather and atmosphere are all that is found.

- ☠️: The PC's tinkering of the computer disables part of the link to the satellite. If the PC's decide to attempt to repair the satellite, add ■ to the Mechanics check.

*(stop the audio track when the PC's venture back outside to the satellite)*

## REPAIRING THE SATELLITE

The PC's can attempt to repair the satellite outside by replacing the nonfunctional control board with the spare parts they brought. The group can then send Captain Derlin a message indicating what they have found at the outpost.

A Mechanics check can be attempted to replace the control board. *Once the PC opens the casing, which takes a fair amount of time, he/she realizes he/she must replace the control board and put the casing back on as fast as possible. The longer the inside is exposed to the outside elements, the more likely more parts could fail.*

*When the PC has removed the casing and is well into his/her repairs, the Wampas attack the group. See "Wampa Encounter" below for more details. The Mechanics check and the Wampa Encounter happen simultaneously.*

### Mechanics Check

- Difficulty: Hard ◆◆◆ due to the fact that the control board is buried deep in the structure of the satellite base. Add ■ because of the ice that has accumulated on the metal casing. (The ■ can be negated with the Mechanic's Gearhead talent.)
- ☆: The satellite is repaired properly. However, the PC must spend the first round of combat putting the casing of the satellite back together. If the PC chooses not to do this, the difficulty will be upgraded to the Computers check to attempt to transmit a message to Captain Derlin. Additional ☆☆ means the satellite is repaired faster than normal. The PC making the check does not have to sacrifice any turns during combat to finish the repairs.
- 🙌: The satellite is repaired incredibly well and it probably works even better than it did before. Add ■, or more per 🙌, to the Computers check attempted to transmit a message to Captain Derlin.
- 📶: The satellite is repaired perfectly. In fact, the PC accidentally taps into the outpost personnel's distress beacon. The group can use the coordinates to track down the missing Rebels.
- ▼: The PC is unable to repair the satellite. Between the adverse conditions and the stress of being attacked, the replacement control board breaks as it is being installed. The result of this will be explained at the end of the session.
- ☠️: The stress of the situation takes its toll. The PC receives 1 Strain per ☠️.

*(loop "Imperial Attack" from Star Wars: A New Hope soundtrack)*

## WAMPA ENCOUNTER

Two Wampas attempt to sneak up on the group and attack while the satellite is being repaired. The players should not know what they are rolling for on the following group Perception check.

### Group Perception Check

- Difficulty: **◆◆◆◆** This is set by the inverse of the Wampa's Stealth + Camouflaged Talent.
- **★**: The PC's see the attack coming. They have a chance to position themselves and Initiative will be determined with a Cool check.
- **★★** and/or **☹☹**: The PC's each receive **■** on their Initiative checks to represent the Wampa's failure to sneak up on the PC's.
- **⊕**: The group sees the Wampas coming from a distance. The PC's are rewarded with an upgrade to their Initiative checks.
- **▼**: The Wampas succeed in sneaking up on the group. The PC's do not have the opportunity to get in a desired position and they must begin encounter where they are currently located. Initiative will be determined with a Vigilance check.
- **☹**: Each PC receives 1 **■** per **☹** on their Initiative checks due to being in an unfamiliar environment.
- **☹**: The Wampas sneak up on the PC's so well that the Wampas are awarded with an upgrade to their Initiative check.



Each PC will have to roll a Fear check after seeing that the Wampas are about to attack. The results of this check are explained below.

### Fear Check

- Difficulty: **◆◆◆** vs. Discipline. This is because there is major threat to one's safety and moderate fear for one's life.
- **★**: The PC avoids any fear effects except those triggered by **☹**.
- **☹**: The PC gains **■** on their first check. **☹☹** can be spent to grant **■** to an additional PC's first check.
- **⊕**: The PC is not afraid. In fact, he/she is absolutely ready for combat. The PC can upgrade their first check.
- **▼**: The PC adds **■** to each action he/she takes during the encounter.
- **☹**: The PC suffers a number of Strain equal to the number of **☹**. **☹☹☹** or more makes the PC Staggered (cannot perform actions) for the first round.
- **☹**: The PC is incredibly frightened and increases the difficulty of all checks by one until the end of the encounter.

## **ADVERSARIES**

- (2) Wampas (page 63 in *Strongholds of Resistance*).

## **SIGHTS & SOUNDS**

- The Wampas stand roughly 10 feet tall each and are terrifying.
- One of the Wampas has a red streak down his chin and neck. One can only assume it's blood from a fresh meal.
- The Wampas growl ferociously as they close in on the PC's.
- It is clear that this is going to be a fight to the death.

## **ENCOUNTER DETAILS**

- The Wampas will each fight to their deaths.

*(stop the audio track at the conclusion of the encounter)*

## **PART III - "RESCUES & WRAP-UPS"**

After the encounter has been resolved and the satellite has been repaired, the PC's notice the tracks from the Wampas. They lead to the Wampa's lair which is not too far from the outpost. The PC's can reach the lair easily. What they find horrifies them.

## **THE WAMPA LAIR**

- The tracks lead to a large opening in a snowbank which reveals the lair. Inside, the lair opens up into a rather large cavern of ice stalagmites and stalactites.
- Towards the back of the cavern are the three missing outpost workers. They hang upside-down with their feet frozen into the icy ceiling.
- The workers appear to be unconscious.

*(show the Wampa Lair picture)*



The PC's can attempt to rescue the workers from the ceiling and give them medical aid. They appear to be in critical condition. Each of the three workers must have a Medicine check attempted on them to stabilize their condition. Their fates are determined by these skill checks.

*The SOLDIER-MEDIC's Duty triggers here (see page 3).*

*The COMMANDER-TACTICIAN's Duty triggers here as well. The PC can, essentially, take the place of one of the workers. Narratively, the PC gives something of themselves to save one of the worker's lives. Here are a few examples:*

- *Giving a large quantity of blood.*
- *Donating a vital organ.*
- *Breaking the worker's fall from the ceiling after being released.*
- *Helping the worker down from the ceiling and accidentally slipping and cutting themselves on a sharp piece of ice.*

*The details of the sacrifice are left up to the GM. But the PC will then be subject to the following Medicine check with any of the results being a possibility.*

### Medicine Check

- Difficulty: Hard **◆◆◆** due to the fact that the workers have been inside the lair for some time. Add **■** because of the extreme environmental conditions. Also, if available, the GM should feel free to spend a Destiny Point to increase the difficulty of the check. This will heighten the tension of this, literally, life or death situation.
- **☆☆**: The worker's injuries are still serious and he/she remains unconscious, but his/her condition becomes stable. They must be evacuated soon to ensure their future condition. Additional **☆☆** means the worker's condition is upgraded fair. He/she will hold on with no problems until they reach proper facilities.
- **☺☺**: The worker is put in a comfortable position and he/she feels minimal pain. Additional **☺☺** increases the worker's level of comfort.
- **⊕**: The worker's condition is upgraded to fair and they regain consciousness. The worker can describe to the PC's what exactly happened as the Wampa's attacked the outpost.
- **▼**: The worker remains in critical condition. It's clear that they will not survive the evacuation.
- **☹☹**: The worker becomes increasingly more uncomfortable and feels more pain with each additional **☹☹**.
- **☹☹**: Unfortunately there is nothing the PC could have done. The injuries were too severe to allow a recovery. The worker's vitals are absent and he/she dies in the PC's arms.

(play "The Rebel Fleet; End Title" from Star Wars: The Empire Strikes Back soundtrack)

## WRAPPING UP THE ADVENTURE

Once the worker's are secure, the PC's can carefully take them to *The Flying Bantha* for evacuation. Either on board the freighter or through the outpost's now functioning satellite relay, the PC's can contact Captain Derlin and explain the situation. Derlin congratulates the PC's on a job well done.

If the ENGINEER-MECHANIC's duty triggers during the session, Derlin expresses his interest in the discovery. He informs the PC's he will relay the information to command and suggest more exploration of the planet as the Alliance is currently looking for locations to build a secluded base.

If the player group wishes to continue their adventures, the PC Duty that triggered for the session should be increased at the GM's discretion. Experience should be rewarded as well.

## PRE-GENERATED CHARACTERS



**STAR WARS AGE OF REBELLION**  
 REBELS SIDE

CHARACTER NAME: **Van Timmerick**  
 LEVEL: **HUBBIE**  
 CLASS: **COMMANDER**  
 SPECIALIZATION: **TACTICS**

STATS: 3, 14, 12, 0, 8

ABILITIES: 2, 2, 2, 2, 2, 4

STATS TABLE:

STAT	MIN	MAX	INITIAL	FINAL
Aggression	0	0	0	0
Alertness	0	0	0	0
Charisma	0	0	0	0
Courage	0	0	0	0
Empathy	0	0	0	0
Endurance	0	0	0	0
Energy	0	0	0	0
Focus	0	0	0	0
Intelligence	0	0	0	0
Leadership	0	0	0	0
Morale	0	0	0	0
Negotiation	0	0	0	0
Perception	0	0	0	0
Planning	0	0	0	0
Reaction	0	0	0	0
Resilience	0	0	0	0
Stamina	0	0	0	0
Strength	0	0	0	0
Willpower	0	0	0	0

CHARACTER SHEET 115

**STAR WARS AGE OF REBELLION**  
 REBELS SIDE

CHARACTER NAME: **Van Timmerick**

STATS: 3, 14, 12, 0, 8

ABILITIES: 2, 2, 2, 2, 2, 4

STATS TABLE:

STAT	MIN	MAX	INITIAL	FINAL
Aggression	0	0	0	0
Alertness	0	0	0	0
Charisma	0	0	0	0
Courage	0	0	0	0
Empathy	0	0	0	0
Endurance	0	0	0	0
Energy	0	0	0	0
Focus	0	0	0	0
Intelligence	0	0	0	0
Leadership	0	0	0	0
Morale	0	0	0	0
Negotiation	0	0	0	0
Perception	0	0	0	0
Planning	0	0	0	0
Reaction	0	0	0	0
Resilience	0	0	0	0
Stamina	0	0	0	0
Strength	0	0	0	0
Willpower	0	0	0	0

CHARACTER SHEET 115

**STAR WARS AGE OF REBELLION**  
 REBELS SIDE

CHARACTER NAME: **Bub Ru**  
 LEVEL: **MCN CALABRE**  
 CLASS: **ENGINEER**  
 SPECIALIZATION: **MEDICINE**

STATS: 3, 14, 12, 0, 8

ABILITIES: 2, 2, 4, 2, 2, 2

STATS TABLE:

STAT	MIN	MAX	INITIAL	FINAL
Aggression	0	0	0	0
Alertness	0	0	0	0
Charisma	0	0	0	0
Courage	0	0	0	0
Empathy	0	0	0	0
Endurance	0	0	0	0
Energy	0	0	0	0
Focus	0	0	0	0
Intelligence	0	0	0	0
Leadership	0	0	0	0
Morale	0	0	0	0
Negotiation	0	0	0	0
Perception	0	0	0	0
Planning	0	0	0	0
Reaction	0	0	0	0
Resilience	0	0	0	0
Stamina	0	0	0	0
Strength	0	0	0	0
Willpower	0	0	0	0

CHARACTER SHEET 100

**STAR WARS AGE OF REBELLION**  
 REBELS SIDE

CHARACTER NAME: **Bub Ru**

STATS: 3, 14, 12, 0, 8

ABILITIES: 2, 2, 4, 2, 2, 2

STATS TABLE:

STAT	MIN	MAX	INITIAL	FINAL
Aggression	0	0	0	0
Alertness	0	0	0	0
Charisma	0	0	0	0
Courage	0	0	0	0
Empathy	0	0	0	0
Endurance	0	0	0	0
Energy	0	0	0	0
Focus	0	0	0	0
Intelligence	0	0	0	0
Leadership	0	0	0	0
Morale	0	0	0	0
Negotiation	0	0	0	0
Perception	0	0	0	0
Planning	0	0	0	0
Reaction	0	0	0	0
Resilience	0	0	0	0
Stamina	0	0	0	0
Strength	0	0	0	0
Willpower	0	0	0	0

CHARACTER SHEET 100

### Graukkhur "Rock"

**AGE OF REBELLION**

CHARACTER NAME: **Graukkhur "Rock"**  
 RACE: **WORMS**  
 CLASS: **SOLDIER**  
 SPECIALIZATION: **COMMAND**

HP: 6 | DEFENSE: 18 | COOLDOWN: 10 | MOVEMENT: 0 8

STRENGTH: 4 | AGILITY: 3 | PERCEPTION: 2 | INTUITION: 2 | WILLPOWER: 1 | RESOLVE: 2

SKILL	VALUE
Adaptability Int	0.0
Adaptability Sp	0.0
Attack Int	0.0
Attack Sp	0.0
Charm Int	0.0
Charm Sp	0.0
Concentration Int	0.0
Concentration Sp	0.0
Cool Int	0.0
Cool Sp	0.0
Determination Int	0.0
Determination Sp	0.0
Endurance Int	0.0
Endurance Sp	0.0
Leadership Int	0.0
Leadership Sp	0.0
Morale Int	0.0
Morale Sp	0.0
Negotiation Int	0.0
Negotiation Sp	0.0
Resistance Int	0.0
Resistance Sp	0.0
Planning - Mechanics Int	0.0
Planning - Mechanics Sp	0.0
Autonomy Int	0.0
Autonomy Sp	0.0
Religiosity Int	0.0
Religiosity Sp	0.0
Steadiness Int	0.0
Steadiness Sp	0.0
Speed Int	0.0
Speed Sp	0.0
Uplift Int	0.0
Uplift Sp	0.0

**CHARACTER SHEET**

### AGE OF REBELLION

**THE VANGUARD**  
The Chapter has selected your fellow Worms and taken care your homeworld of Earth. You have been designated as a leader of the Vanguard. They depend on you to guide them up.

**THE DUTY UNIT**  
You have been assigned to the Vanguard. You are expected to lead them up. You are expected to lead them up. You are expected to lead them up.

**STATS**  
 STRONG: 215  
 WEAK: 0  
 COOL: 0  
 CHARM: 0  
 ENDURANCE: 0

**CRITICAL ISSUES**

ISSUE	STATUS
Adaptability	0.0
Attack	0.0
Charm	0.0
Concentration	0.0
Cool	0.0
Determination	0.0
Endurance	0.0
Leadership	0.0
Morale	0.0
Negotiation	0.0
Resistance	0.0
Planning - Mechanics	0.0
Autonomy	0.0
Religiosity	0.0
Steadiness	0.0
Speed	0.0
Uplift	0.0

### Lem Still

**AGE OF REBELLION**

CHARACTER NAME: **Lem Still**  
 RACE: **DWARF**  
 CLASS: **SOLDIER**  
 SPECIALIZATION: **MEDIC**

HP: 3 | DEFENSE: 13 | COOLDOWN: 12 | MOVEMENT: 0 8

STRENGTH: 2 | AGILITY: 2 | PERCEPTION: 4 | INTUITION: 2 | WILLPOWER: 2 | RESOLVE: 2

SKILL	VALUE
Adaptability Int	0.0
Adaptability Sp	0.0
Attack Int	0.0
Attack Sp	0.0
Charm Int	0.0
Charm Sp	0.0
Concentration Int	0.0
Concentration Sp	0.0
Cool Int	0.0
Cool Sp	0.0
Determination Int	0.0
Determination Sp	0.0
Endurance Int	0.0
Endurance Sp	0.0
Leadership Int	0.0
Leadership Sp	0.0
Morale Int	0.0
Morale Sp	0.0
Negotiation Int	0.0
Negotiation Sp	0.0
Resistance Int	0.0
Resistance Sp	0.0
Planning - Mechanics Int	0.0
Planning - Mechanics Sp	0.0
Autonomy Int	0.0
Autonomy Sp	0.0
Religiosity Int	0.0
Religiosity Sp	0.0
Steadiness Int	0.0
Steadiness Sp	0.0
Speed Int	0.0
Speed Sp	0.0
Uplift Int	0.0
Uplift Sp	0.0

**CHARACTER SHEET**

### AGE OF REBELLION

**THE FAMILY**  
Your family has moved to the planet. You are the only remaining member who has been selected. You fight for the planet to live and move from history.

**THE DUTY UNIT**  
You are expected to lead them up. You are expected to lead them up. You are expected to lead them up.

**STATS**  
 STRONG: 540  
 WEAK: 0  
 COOL: 0  
 CHARM: 0  
 ENDURANCE: 0

**CRITICAL ISSUES**

ISSUE	STATUS
Adaptability	0.0
Attack	0.0
Charm	0.0
Concentration	0.0
Cool	0.0
Determination	0.0
Endurance	0.0
Leadership	0.0
Morale	0.0
Negotiation	0.0
Resistance	0.0
Planning - Mechanics	0.0
Autonomy	0.0
Religiosity	0.0
Steadiness	0.0
Speed	0.0
Uplift	0.0



**JEDI WRAP**  
**AGE OF REBELLION**  
 REBELLION CARDS

**CHARACTER NAME:** Emath Saylaru

**CLASS:** BOWMAN

**LEVEL:** 107

**CLASSIFICATION:** SCOUT RECRUIT

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**STATS:** 3, 11, 13, [ ]

**SKILLS:** 1, 3, 2, 4, 2, 2

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**ACTIVITIES:**

**PROFICIENCY:** Accuracy: 0.0, Balance: 0.0, Control: 0.0, Defense: 0.0, Dodge: 0.0, Endurance: 0.0, Force: 0.0, Initiative: 0.0, Leadership: 0.0, Mobility: 0.0, Perception: 0.0, Reflexes: 0.0, Strength: 0.0, Tactics: 0.0, Training: 0.0, X-Factor: 0.0

**ARMOR:** Head: 0, Body: 0, Limbs: 0, Shield: 0, Total: 0

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**STATS SUMMARY:**

**HP:** 100

**CHARACTER SHEET**

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**THE REPUBLIC**

Being from Coruscant and serving the Republic and all it stood for, you are determined to make sure you can contribute to what it was before completion of the war.

**THE REPUBLIC**

You know that every rebel might be working for the Jedi, but not every Jedi might be working for the Jedi. You can't trust a Jedi until you see their face.

**PROFICIENCY TABLE:**

ACTIVITIES: 1, 2, 3, 4, 5, 6

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**ACTIVITIES:**

1. [ ]

2. [ ]

3. [ ]

4. [ ]

5. [ ]

6. [ ]

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**CENTRAL BOARD:**

[ ]

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**ACTIVITIES:**

1. [ ]

2. [ ]

3. [ ]

4. [ ]

5. [ ]

6. [ ]

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**ACTIVITIES:**

1. [ ]

2. [ ]

3. [ ]

4. [ ]

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6. [ ]

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**ACTIVITIES:**

1. [ ]

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**ACTIVITIES:**

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**ACTIVITIES:**

1. [ ]

2. [ ]

3. [ ]

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