

Houston Wafrid Leaway

Human

| | |
|-------|----|
| Level | 3 |
| FP | 10 |

| | |
|------------|----|
| Rank total | 36 |
| Condition | |

| | |
|--------|----|
| Wounds | 31 |
|--------|----|

| | | |
|--------------|----|----|
| Strength | 13 | 1 |
| Dexterity | 12 | 1 |
| Constitution | 8 | -1 |
| Intelligence | 16 | 3 |
| Wisdom | 8 | -1 |
| Charisma | 14 | 2 |

| | |
|--------------|----|
| Reflex sv | 17 |
| Fortitude sv | 14 |
| Will sv | 17 |

| | |
|-------------|---|
| Base attack | 3 |
|-------------|---|

| | |
|----------------------------|--|
| Talents | |
| Double Agent | |
| Exceptional Skill (Decept) | |
| | |
| | |
| | |
| | |
| | |

| | |
|---------------------------|--|
| Feats | |
| Combat Trickery | |
| Cunning Attack | |
| Implant Training | |
| | |
| | |
| | |
| Skill Focus (Deception) | |
| Skill Focus (Use Comput.) | |
| | |
| Weap.Pro(Simple, Pistol) | |

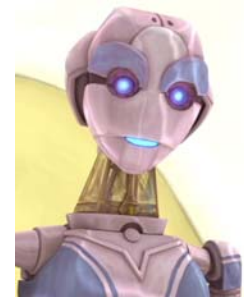
| | |
|---------------------------|--|
| Equipment | |
| Audiorecorder (100 hours) | |
| Comlink, Holo, Encrypted | |
| Energy Cell x6 | |
| High Class Dress | |
| Liquid Cable Dispenser | |
| Medpac x1 | |
| Power Pack x2 | |
| Videorecorder (20 hours) | |
| Contact Stunner Licence | |
| Stun Pistol Licence | |
| Concealed Holster x2 | |
| Tool Kit | |
| Glow Rod | |
| Bracer Computer (+1 int) | |
| Compact datacard (10) | |
| | |
| | |
| Recorders Hidden DC 25 | |
| Recorders Masked DC 21 | |
| | |
| | |
| Combat Implant | |

| | | | | |
|-------|-----|------|---------|-------|
| Armor | Ref | Fort | Max dex | Notes |
| | | | | |
| | | | | |

| | | | | | |
|-----------------|--------|------|-------|------|--------------------------|
| Weapon | Attack | Rate | Dmg | Ammo | Notes |
| Contact Stunner | 4 | S | 1d4+2 | | Stun 2d8+2, Hidden DC 20 |
| Stun Pistol | 4 | S | 3d6+1 | 50 | Up to 20sq, Hidden DC 15 |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| | | | | | |
| Unarmed | 4 | S | 1d4+2 | | |

| | | | | | | |
|----------------|------|-------|-------|------|-------|------|
| Skills | Atri | Total | Class | Rank | Focus | Misc |
| Acrobatics | dex | 2 | | 1 | | |
| Athletics | str | 5 | X | 3 | | |
| Deception | cha | 11 | X | 3 | X | |
| Endurance | con | -1 | | | | |
| Gather info | cha | 6 | X | 3 | | |
| Initiative | dex | 1 | | | | |
| Knowledge | int | 3 | | | | |
| Know (bureauc) | int | 6 | | 3 | | |
| Know (social) | int | 5 | | 2 | | |
| Know (tactics) | int | 7 | X | 3 | | |
| Linguistics | | 1 | | 1 | | |
| Mechanics | int | 4 | | 1 | | |
| Perception | wis | 3 | X | 3 | | |
| Persuasion | cha | 6 | X | 3 | | |
| Pilot | dex | 5 | X | 3 | | |
| Ride | dex | 2 | | 1 | | |
| Stealth | dex | 5 | X | 3 | | |
| Survival | wis | -1 | | | | |
| Treat injury | wis | -1 | | | | |
| Use Computer | int | 12 | X | 3 | X | |
| Use the Force | cha | 2 | | | | |

B0-N1
 Service Droid (3rd class), Noble 1, hp 19, Ref 13, For 10, Will 15
 Str 8, Dex 12, Int 14, Wis 12, Cha 14
 Knowledge (Galaxy Lore) 7, Knowledge (Life) 7, Mechanics 7,
 Persuasion 7, Pilot 6, Treat Injury 6, Use Computer 7
 Integrated: Translator DC 10, Tool kit, Medical Kit, Medpack,
 Sewing kit, Steam Iron, Cloth&Boots Brushes, Stain Removal



DeathCount Feint 2swift=> +2 attack
 3rd count from Parth
 Protector of the Fort Moor
 Ambassador of Beeches of Zarena
 "Ted vam to smrtelne spocitam!"

Destiny: _____

| | |
|-----------------|------|
| Credits | 3257 |
| Destiny Points: | 3 |
| Dark Points: | 0 |

| | |
|--|------------------------------|
| Wilhelm Teodor, Leris Sukko, Miqa Barrizek | |
| Languages: | Basic, High Galactic, Binary |
| Carry weight in kg (max) | 7,3 (42,25) |

Obsidian Claw (Spar Obsidianu), CEC HWK-290
 Level 3 Pilot 5 Attack 3
 Gunner Attack
 Modifikace iniciativy a pilotaze: -10
 Ref (flat) 18(12) Fort 28 Armor 12
 Inic 1 Pilot 1
 HP 160 DR 15
 Treshold 78 Fly (air) 13 Fly (star) 4

Zbrane

Med. Linked Blaster Cannon Ovlada: Pilot
 Attack 7 Dmg 5d10x2
 Med. Linked Blaster Cannon Ovlada: Gunner
 Attack - Dmg 5d10x2

Str 52 Dex 22 Cargo: 150
 Int 14 Crew 2 Passangers: 6
 Consumables 6m Hyperdrive x2

Poznamky: Navicomp, Sublight 4, Maneuvering Thr. +2,
 Atmospheric Thrusters +10% air speed, Medical bay,
 Advanced Luxury upgrade = 2000 per month

A basic luxury upgrade changes a starship from a harsh travel vehicle to a comfortable home on the move. An advanced luxury upgrade goes a step farther, making the ship the equivalent of an upper-scale hotel. An extreme



CEC HWK-290

The Corellian Engineering Corporation designed the Hawk series of transports in the decades before the Clone Wars, in an effort to break into a new market for small, fast cargo ships. Although the YT-series of ships was wildly successful financially, it was seen by the galaxy at large as being rugged but ugly—tramp ships for tramp captains. The Hawk line was aimed at more upscale clients—wealthy merchants in need of ships to land at resort worlds without being an eyesore, and nobles or politicians in need of a cargo craft for personal business that wouldn't lower their prestige. The line was a modest success, but never hit sales numbers to rival YT-series ships, and it was discontinued during the Clone Wars to make way for more military production.

The Hwk-290 is the most prevalent of the Hawk-series of freighters, and a common sight through the Clone Wars and the first few decades of the New Order. It is extremely nimble for a cargo vessel, depending on maneuverability rather than strong shields or armor to survive attack. Stock versions of the ship have no weapons, but as with most CEC models, it's easy to add a few lasers as modifications. (Linked blaster cannons are the most common addition, and two sets are included in the statistics here.) Ships actually intended for military use (such as the *Moldy Crow*, used by Kyle Katarn among others) can carry more than twice as many weapons, though at the expense of some cargo capacity.

Hwk-290

CL 9

| |
|---|
| Colossal space transport |
| Init +0; Senses Perception +5 |
| Defenses Ref 17 (flat-footed 12), Fort 28; +12 armor hp 160; DR 15; Threshold 78 |
| Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale) |
| Ranged 2 blaster cannons +2 (see below) |
| Fighting Space 1 square (starship scale); Cover total |
| Base Atk +0; Grp +38 |
| Abilities Str 46, Dex 20, Con —, Int 14 |
| Skills Initiative +0, Mechanics +5, Perception +5, Pilot +0, Use Computer +5 |
| Crew 2 (normal); Passengers 6 |
| Cargo 150 tons; Consumables 6 months; Carried Craft none |
| Hyperdrive x2, navicomputer |
| Availability Licensed; Cost 135,000 (55,000 used) |
| Blaster cannons (pilot, gunner) Atk +4, Dmg 5d10x2 |

| | |
|----------------------------------|--|
| Correlian Vibrosaw Massacre | Vibrosaw (2d10, 10kg), Face mask (0,5kg, voice modulator, +2 intimidate) |
| Save Trooper Rhi'an | Blaster carbine (3d8, 2,2kg), 2 Frag grenades (4d6, 0,5kg), Stormtrooper armor (10kg) |
| The Huntsman | Wookiee bowcaster (3d10, 8kg), Tactical Suit (2kg, like jumpsuit, in jungle +2 stealth), Trophies (2kg) |
| The Slaver And The Princess | Ryyk Blade (2d10, 1,5kg), Combat jumpsuit (8kg, intimidating decoration +2 to intimidate) |
| Deathcount, First Alien Blood | Light repeating blaster (3d8, 6kg), Survival knife (1d6, 1,4kg) |
| Deathcount III | Composite bow (1d6, 1,4kg), 6 explosive arrows (4d6), Survival knife (1d6, 1,4kg) |
| Dirty Houston | Oversized slugthrower pistol (2d10, 2kg, exotic, large, innacurate, penetrating 5) |
| Death Bond | Blaster pistol hold-out (3d4, 0,5kg), Expensive suit (Persuasion +2) |
| Alien Terminator | Scatter gun (3d8/2d8, 4kg), Flamer (1d6, reduced flame, 7kg) |
| Count, The Droid Destroyer | Dire sword (1d10, 4kg, large with ion charger 2d6), Repulsor boots (hover 2sq, 2kg) |
| Mission Possible | Form-Fitting Stealth Suit (+2 Stealth, 1kg), Security Kit (+2, 1kg), Grappling Gun (1kg, 4x 15m), Datapad (+2, 1kg) |
| Hyperdrived | Jumpsuit (+1 For, 1kg), Bracer Computer with sexy Duros Holo Avatar (1 kg, +2 int), Tool Kit (1kg), Needler (2d4, 1kg) |
| Lightspeed and Furious | Speeder Bike (Aratech 74-Z, core 176), Vibrolance (2d10, 2kg) |
| Four in AT-TE and a Jedi | Phase I Clone Armor (+6 Ref, +2 For, 10kg), Blaster Pistol, Sidearm (3d6, 250 ammo, 1kg) |
| Conqueror of the Lost Temple | Breath Mask (3kg, 1 hour), Lightwhip (2d4, reach 2, 1kg), Fast Flesh Medpack (+5, 1kg) |
| Savior of the Outer Rim | Seatrooper Armor (+4 Ref, +2 For, +4 Swim, 14kg), SG-4 Blaster Rifle (3d8, harpoon 2d6 underwater, 5kg) |
| Piecemaker | Heavy Blaster Pistol (3d8, 1,3kg), Grenade Launcher (1d4, 4x dud grenade, 5kg) |
| The Voyages of the VSD Protector | Navy Officer Uniform (+5 deception), Code Cylinders, Blaster Pistol (3d6, 1kg) |
| The Bantha of Duneworld | Dune Dress (+5 fortitude against heat, 1kg), Slugthrower rifle with Vibro Axe (2d8 shot, or 2d10 melee, 12kg) |
| Houston Balboa | Shockboxing gloves (1d4+1, 0,5kg), San-ni Staff (2d6/2d6, 2,2kg) |