

(NAME)

LEVEL 4 HUMAN SCOUT

ABILITIES

Strength	12	(+1)
Dexterity	16	(+3)
Constitution	8	(-1)
Intelligence	13	(+1)
Wisdom	14	(+2)
Charisma	10	(+0)

COMBAT

Initiative +7

Defense 17

Vitality Points 19

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Wound Points 8

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SAVING THROWS

Fortitude +1

Reflex +5

Will +4

SKILLS

Climb +8

Computer Use +8

Demolitions +8

Hide +10

Jump +8

Listen +9

Pilot +10

Spot +9



FORCE POINTS 1 □

FEATS

Improved Initiative: You get a +4 bonus on initiative checks (included above).

Point-Blank Shot: At 10m or less, you get a +1 bonus on ranged attacks and damage rolls.

Precise Shot: You do not suffer the normal -4 penalty to ranged attacks at targets engaged in melee.

Starship Operations (starfighter): You do not suffer the normal -4 penalty to pilot a starfighter.

Trailblazing: You are skilled at finding the best route through unfamiliar or obstructed terrain.

Uncanny Dodge: You retain you Dex bonus to Defense even when flat-footed or struck by a hidden attacker.

GEAR

Blaster Rifle: Attack +6, Damage 3d8, Critical 19-20, 2 clips

Field Kit

20 credits

(NAME)

LEVEL 4 MON CALAMARI SOLDIER

ABILITIES

Strength	15	(+2)
Dexterity	14	(+2)
Constitution	12	(+1)
Intelligence	14	(+2)
Wisdom	8	(-1)
Charisma	10	(+0)

COMBAT

Initiative +2

Defense 15

Vitality Points 32

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Wound Points 12

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SAVING THROWS

Fortitude +5

Reflex +3

Will +0

SKILLS

Demolitions +9

Intimidate +7

Repair +9

Treat Injury +6

Climb +5

Move Silently +5



FORCE POINTS 1 □

FEATS

Amphibious: You can breathe air or water. You get a +4 bonus to Swim checks. You suffer a -1 penalty to Will saves in arid environments, but get a +1 bonus in moist environments.

Dodge: You get a +1 bonus to Defense against attacks from one opponent each round.

Low-light Vision: In dim light, you can see twice as far as Humans.

Mobility: You can move normally when adjacent to an opponent.

Point-Blank Shot: At 10m or less, you get a +1 bonus on ranged attacks and damage rolls.

Rapid Shot: With a full-round action, you can take an extra attack with a ranged weapon—but each attack suffers a -2 penalty.

GEAR

Blaster Carbine: Attack +6, Damage 3d8, Critical 19-20, 2 clips

Medpac

30 credits

(NAME)

LEVEL 4 HUMAN SCOUNDREL

ABILITIES

Strength	10	(+0)
Dexterity	16	(+3)
Constitution	8	(-1)
Intelligence	14	(+2)
Wisdom	12	(+1)
Charisma	13	(+1)

COMBAT

Initiative +7

Defense 19

Vitality Points 14

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Wound Points 8

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SAVING THROWS

Fortitude +0

Reflex +7

Will +2

SKILLS

Bluff +8

Computer Use +9

Demolitions +11

Diplomacy +1

Disable Device +11

Escape Artist +10

Move Silently +13

Pilot +10

Repair +9

Search +9

Spot +8

Tumble +10

FORCE POINTS 1 □

FEATS

Better Lucky than Good: Once this session, you may reroll one failed attack, save, or check.

Cautious: You get a +2 bonus to all Demolitions and Disable Device checks (included above).

Heroic Surge: Once this session, you may take one extra move or attack action.

Illicit Barter: You gain a +5 bonus to Diplomacy checks when buying or selling illicit goods.

Improved Initiative: You get a +4 bonus on initiative checks (included above).

Skill Emphasis: You gain a +3 bonus to Move Silently checks (included above).

GEAR

Heavy Blaster Pistol (with grappling spike launcher): Attack +6, Damage 3d8, Critical 19–20, 1 clip

Hold-Out Blaster: Attack +6, Damage 3d4, Critical 20, 1 clip

Security Kit

250 credits



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(NAME)

LEVEL 4 HUMAN FRINGER

ABILITIES

Strength	15	(+2)
Dexterity	14	(+2)
Constitution	10	(+0)
Intelligence	12	(+1)
Wisdom	14	(+2)
Charisma	8	(-1)

COMBAT

Initiative +2

Defense 16

Vitality Points 23

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Wound Points 10

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SAVING THROWS

Fortitude +4

Reflex +4

Will +3

SKILLS

Climb +9

Diplomacy -1

Hide +9

Jump +9

Listen +11

Pilot +9

Search +8

Spot +11

Treat Injury +6

FORCE POINTS 1 □

FEATS

Adaptive Learning: Treat Injury is a class skill.

Alertness: You get a +2 bonus on all Listen and Spot checks (included above).

Barter: You get a +5 bonus on Diplomacy checks to buy or sell equipment (not included above).

Jury-Rig: You gain a +2 bonus to Repair checks on temporary repairs.

Point-Blank Shot: At 10m or less, you get a +1 bonus on ranged attacks and damage rolls.

Precise Shot: You do not suffer the normal -4 penalty to ranged attacks at targets engaged in melee.

GEAR

Blaster Carbine: Attack +5, Damage 3d8, Critical 19-20, 1 clip

Slugthrower Rifle: Attack +5, Damage 2d6, Critical 20, 8 shots

Slugthrower Pistol: Attack +5, Damage 2d8, Critical 20, 8 shots

All-Temperature Cloak

Medpak

10 credits

(NAME)

LEVEL 4 HUMAN NOBLE

ABILITIES

Strength	8	(-1)
Dexterity	12	(+1)
Constitution	10	(+0)
Intelligence	14	(+2)
Wisdom	13	(+1)
Charisma	16	(+3)

COMBAT

Initiative +5

Defense 15

Vitality Points 18

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Wound Points 10

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SAVING THROWS

Fortitude +1

Reflex +5

Will +5

SKILLS

Bluff +6

Computer Use +9

Diplomacy +10

Disable Device +5

Disguise +10

Gather Information +6

Knowledge +9

Sense Motive +8

Treat Injury +8



FORCE POINTS 1 □

FEATS

Bonus Class Skill: Treat Injury is a class skill.

Call in a Favor: You can call on contacts or resources.

Command: With a Cha check (DC 15+), you can increase the cooperation bonus of other heroes working together by +2.

Improved Initiative: You get a +4 bonus on initiative checks (included above).

Inspire Confidence: With a Diplomacy check (DC 10+), you grant a +1 bonus to attacks, skill checks, and Will saves of allies. It lasts 10 minutes per round spent speaking.

Heroic Surge: Once this session, you may take one extra move or attack action, before or after your normal action.

Lightning Reflexes: You get a +2 bonus to Reflex saves (included above).

GEAR

Heavy Blaster Pistol: Attack +4, Damage 3d8, Critical 20, 2 clips

Comlink

500 credits

(NAME)

LEVEL 4 SULLUSTAN SOLDIER/SCOUNDREL

ABILITIES

Strength	12	(+1)
Dexterity	18	(+4)
Constitution	12	(+1)
Intelligence	13	(+1)
Wisdom	8	(-1)
Charisma	10	(+0)

COMBAT

Initiative +4

Defense 19

Vitality Points 28

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Wound Points 15

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SAVING THROWS

Fortitude +4

Reflex +7

Will -1

SKILLS

Diplomacy +0

Disable Device +8

Escape Artist +9

Intimidate +7

Move Silently +9

Repair +8

Search +8

FORCE POINTS 1 □

FEATS

Better Lucky than Good: Once this session, you may reroll one failed attack, save, or check. You must take the second result.

Darkvision: You can see in the dark up to 20 meters.

Illicit Barter: You gain a +5 bonus to Diplomacy checks when buying or selling illicit goods (not included above).

Point-Blank Shot: At 10m or less, you get a +1 bonus on ranged attacks and damage rolls.

Precise Shot: You do not suffer the normal -4 penalty to ranged attacks at targets engaged in melee.

Toughness: You gain +3 wound points (included above).

GEAR

Blaster Rifle: Attack +7, Damage 3d8, Critical 19-20, 2 clips

Breath Mask

Tool Kit

40 credits



(NAME)

LEVEL 4 HUMAN JEDI CONSULAR

ABILITIES

Strength	8	(-1)
Dexterity	13	(+1)
Constitution	10	(+0)
Intelligence	12	(+1)
Wisdom	16	(+3)
Charisma	14	(+2)

COMBAT

Initiative	+1
Defense	17
Vitality Points	26
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Wound Points	10
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SAVING THROWS

Fortitude	+4
Reflex	+3
Will	+7

SKILLS

Affect Mind	+9
Diplomacy	+8
Enhance Ability	+7
Enhance Senses	+10
Force Defense	+7
Force Stealth	+7
Heal Another	+10
See Force	+10

FORCE POINTS 2 □□

FEATS

- Alter:** With an Int check (DC 15), you can move small objects.
- Control:** You can enter a trance to reduce your need for air and food.
- Force Sensitive:** With a Wis check (DC 20), you avoid being surprised.
- Lightsaber Defense:** When wielding a lightsaber, you gain a +2 bonus to Defense (included above).
- Quickness:** You gain +3 Vitality Points (included above).
- Sense:** You sometimes receive vague impressions of the Force.
- Weapon Finesse:** You use your Dex modifier for your lightsaber (included below).

GEAR

Lightsaber: Attack +4, Damage 2d8, Critical 19–20
Comlink
 100 credits



(NAME)

LEVEL 4 HUMAN JEDI GUARDIAN

ABILITIES

Strength	12	(+1)
Dexterity	16	(+3)
Constitution	14	(+2)
Intelligence	13	(+1)
Wisdom	10	(+0)
Charisma	8	(-1)

COMBAT

Initiative +3

Defense 19

Vitality Points 36

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Wound Points 14

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SAVING THROWS

Fortitude +6

Reflex +7

Will +2

SKILLS

Battlemind +9

Enhance Ability +9

Force Defense +9

Force Push +8

Heal Self +9

Move Object +8



FORCE POINTS 2 □□

FEATS

Alter: With an Int check (DC 15), you can move a small object.

Cleave: If you drop an opponent with a melee attack, you can immediately make a second attack.

Control: You can enter a trance to reduce your need for air and food.

Force Sensitive: With a Wis check (DC 20), you avoid being surprised.

Heroic Surge: Once this session, you may take one extra move or attack action, before or after your normal action.

Power Attack: You may subtract up to 4 from your attack roll and add it to your damage.

Sense: You sometimes receive vague impressions of the Force.

GEAR

Lightsaber: Attack +5, Damage 2d8, Critical 19–20

Comlink

100 credits

(NAME)

LEVEL 4 HUMAN SCOUT

ABILITIES

Strength	12	(+1)
Dexterity	16	(+3)
Constitution	8	(-1)
Intelligence	13	(+1)
Wisdom	14	(+2)
Charisma	10	(+0)

COMBAT

Initiative +7

Defense 17

Vitality Points 19

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Wound Points 8

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SAVING THROWS

Fortitude +1

Reflex +5

Will +4

SKILLS

Climb +8

Computer Use +8

Demolitions +8

Hide +10

Jump +8

Listen +9

Pilot +10

Spot +9

FORCE POINTS 1 □

FEATS

Improved Initiative: You get a +4 bonus on initiative checks (included above).

Point-Blank Shot: At 10m or less, you get a +1 bonus on ranged attacks and damage rolls.

Precise Shot: You do not suffer the normal -4 penalty to ranged attacks at targets engaged in melee.

Starship Operations (starfighter): You do not suffer the normal -4 penalty to pilot a starfighter.

Trailblazing: You are skilled at finding the best route through unfamiliar or obstructed terrain.

Uncanny Dodge: You retain you Dex bonus to Defense even when flat-footed or struck by a hidden attacker.

GEAR

Blaster Rifle: Attack +6, Damage 3d8, Critical 19-20, 2 clips

Field Kit

20 credits



(NAME)

LEVEL 4 WOOKIEE SCOUT

ABILITIES

Strength	14	(+2)
Dexterity	13	(+1)
Constitution	14	(+2)
Intelligence	8	(-1)
Wisdom	12	(+1)
Charisma	10	(+0)

COMBAT

Initiative +1

Defense 15

Vitality Points 30

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Wound Points 14

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SAVING THROWS

Fortitude +4

Reflex +3

Will +2

SKILLS

Climb +11

Computer Use +3

Intimidate +4

Listen +6

Move Silently +6

Pilot +11

Spot +6

Survival +4



FORCE POINTS 1 □

FEATS

Dodge: You get a +1 bonus to Defense against attacks from one opponent each round.

Extraordinary Recuperation: You regain 8 vitality points per hour.

Skill Emphasis: You gain a +3 bonus to Pilot checks (included above).

Starship Operations (space transports): You do not suffer the normal -4 penalty to pilot a space transport.

Trailblazing: You are skilled at finding the best route through unfamiliar or obstructed terrain.

Uncanny Dodge: You retain your Dex bonus to Defense even when flat-footed or struck by a hidden attacker.

Wookiee Rage: You can rage for up to 7 rounds to gain +4 Str, +8 Vitality Points, and a +2 bonus to Fort and Will saves, but you suffer a -2 penalty to Defense and cannot use skills that require patience. At the end of the rage, you suffer 1d4 vitality points per round of rage.

GEAR

Blaster Rifle: Attack +4, Damage 3d8, Critical 19-20, 2 clips

Breath Mask

Glow Rod

Medpac

20 credits

**THE GENCON 2001 STAR WARS DELVE
CHARACTER GROUP BLUE ALPHA**

(NAME)

LEVEL 4 HUMAN SCOUNDREL

ABILITIES

Strength	10	(+0)
Dexterity	16	(+3)
Constitution	8	(-1)
Intelligence	14	(+2)
Wisdom	12	(+1)
Charisma	13	(+1)

COMBAT

Initiative +7

Defense 19

Vitality Points 14

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Wound Points 8

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SAVING THROWS

Fortitude +0

Reflex +7

Will +2

SKILLS

Bluff +8

Computer Use +9

Demolitions +11

Diplomacy +1

Disable Device +11

Escape Artist +10

Move Silently +13

Pilot +10

Repair +9

Search +9

Spot +8

Tumble +10



FORCE POINTS 1 □

FEATS

Better Lucky than Good: Once this session, you may reroll one failed attack, save, or check.

Cautious: You get a +2 bonus to all Demolitions and Disable Device checks (included above).

Heroic Surge: Once this session, you may take one extra move or attack action.

Illicit Barter: You gain a +5 bonus to Diplomacy checks when buying or selling illicit goods.

Improved Initiative: You get a +4 bonus on initiative checks (included above).

Skill Emphasis: You gain a +3 bonus to Move Silently checks (included above).

GEAR

Heavy Blaster Pistol (with grappling spike launcher): Attack +6, Damage 3d8, Critical 19–20, 1 clip

Hold-Out Blaster: Attack +6, Damage 3d4, Critical 20, 1 clip

Security Kit

250 credits

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(NAME)

LEVEL 4 HUMAN NOBLE

ABILITIES

Strength	8	(-1)
Dexterity	12	(+1)
Constitution	10	(+0)
Intelligence	14	(+2)
Wisdom	13	(+1)
Charisma	16	(+3)

COMBAT

Initiative +5

Defense 15

Vitality Points 18

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Wound Points 10

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SAVING THROWS

Fortitude +1

Reflex +5

Will +5

SKILLS

Bluff +6

Computer Use +9

Diplomacy +10

Disable Device +5

Disguise +10

Gather Information +6

Knowledge +9

Sense Motive +8

Treat Injury +8



FORCE POINTS 1 □

FEATS

Bonus Class Skill: Treat Injury is a class skill.

Call in a Favor: You can call on contacts or resources.

Command: With a Cha check (DC 15+), you can increase the cooperation bonus of other heroes working together by +2.

Improved Initiative: You get a +4 bonus on initiative checks (included above).

Inspire Confidence: With a Diplomacy check (DC 10+), you grant a +1 bonus to attacks, skill checks, and Will saves of allies. It lasts 10 minutes per round spent speaking.

Heroic Surge: Once this session, you may take one extra move or attack action, before or after your normal action.

Lightning Reflexes: You get a +2 bonus to Reflex saves (included above).

GEAR

Heavy Blaster Pistol: Attack +4, Damage 3d8, Critical 20, 2 clips

Comlink

500 credits

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(NAME)

LEVEL 4 TRANDOSHAN SOLDIER/SCOUT

ABILITIES

Strength	15	(+2)
Dexterity	13	(+1)
Constitution	15	(+2)
Intelligence	10	(+0)
Wisdom	12	(+1)
Charisma	8	(-1)

COMBAT

Initiative +1

Defense 18

Vitality Points 34

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Wound Points 15

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SAVING THROWS

Fortitude +6

Reflex +3

Will +3

SKILLS

Intimidate +5

Knowledge (streetwise) +2

Pilot +5

Repair +5

Spot +5

Survival +5

Treat Injury +5



FORCE POINTS 1 □

FEATS

Armor Bonus: You have +1 natural armor (included above).

Darkvision: You can see in the dark up to 20 meters.

Multishot: You may multifire at only a -2 penalty, and autofire at only a -4 penalty.

Point-Blank Shot: At 10m or less, you get a +1 bonus on ranged attacks and damage rolls.

Rapid Shot: With a full-round action, you can take an extra attack with a ranged weapon—but each attack suffers a -2 penalty.

Track: You may use your Survival skill to track creatures across most types of terrain.

GEAR

Blaster Rifle: Attack +4, Damage 3d8, Critical 19-20, 2 clips

Heavy Blaster Pistol: Attack +4, Damage 3d8, Critical 20, 2 clips

Vibrodammer: Attack +5, Damage 2d4+2, Critical 20

Armored Flight Suit

30 credits

(NAME)

LEVEL 4 HUMAN JEDI CONSULAR

ABILITIES

Strength	8	(-1)
Dexterity	13	(+1)
Constitution	10	(+0)
Intelligence	12	(+1)
Wisdom	16	(+3)
Charisma	14	(+2)

COMBAT

Initiative	+1
Defense	17
Vitality Points	26
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Wound Points	10
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SAVING THROWS

Fortitude	+4
Reflex	+3
Will	+7

SKILLS

Affect Mind	+9
Diplomacy	+8
Enhance Ability	+7
Enhance Senses	+10
Force Defense	+7
Force Stealth	+7
Heal Another	+10
See Force	+10



FORCE POINTS 2 □□

FEATS

- Alter:** With an Int check (DC 15), you can move small objects.
- Control:** You can enter a trance to reduce your need for air and food.
- Force Sensitive:** With a Wis check (DC 20), you avoid being surprised.
- Lightsaber Defense:** When wielding a lightsaber, you gain a +2 bonus to Defense (included above).
- Quickness:** You gain +3 Vitality Points (included above).
- Sense:** You sometimes receive vague impressions of the Force.
- Weapon Finesse:** You use your Dex modifier for your lightsaber (included below).

GEAR

Lightsaber: Attack +4, Damage 2d8, Critical 19–20
Comlink
 100 credits

(NAME)

LEVEL 4 HUMAN JEDI GUARDIAN

ABILITIES

Strength	12	(+1)
Dexterity	16	(+3)
Constitution	14	(+2)
Intelligence	13	(+1)
Wisdom	10	(+0)
Charisma	8	(-1)

COMBAT

Initiative +3

Defense 19

Vitality Points 36

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Wound Points 14

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SAVING THROWS

Fortitude +6

Reflex +7

Will +2

SKILLS

Battlemind +9

Enhance Ability +9

Force Defense +9

Force Push +8

Heal Self +9

Move Object +8

FORCE POINTS 2 □□

FEATS

Alter: With an Int check (DC 15), you can move a small object.

Cleave: If you drop an opponent with a melee attack, you can immediately make a second attack.

Control: You can enter a trance to reduce your need for air and food.

Force Sensitive: With a Wis check (DC 20), you avoid being surprised.

Heroic Surge: Once this session, you may take one extra move or attack action, before or after your normal action.

Power Attack: You may subtract up to 4 from your attack roll and add it to your damage.

Sense: You sometimes receive vague impressions of the Force.

GEAR

Lightsaber: Attack +5, Damage 2d8, Critical 19–20

Comlink

100 credits

