

# KRUDAR

Krudar is a Duros gunner who signed aboard the *FarStar* to help explore the Kathol sector and



add a few more kill marks on his blast vest. The gunner wears an Imperial gunner's helmet and blast vest — a souvenir he took from a dead gunner on a boarding action years ago. The vest is decorated with small red metal studs in neat rows, each stud representing a starship or capital ship kill.

Much about Krudar's past is unknown — although his companion Boom has apparently been with him for some time. Like the quiet Duros, Boom keeps silent about Krudar's past. Krudar seems to

be calm and peaceful, enjoying traveling the stars. However, his true self rebels against the peaceful nature of most Duros — he concerns himself with material gain and prestige. He attributes his zest for participating in space battles to the “thrill of victory I felt while serving the Rebel Alliance.” These days, however, he's more concerned with keeping track of his starfighter hits and the number of capital ships he helps destroy.

Krudar originally spent time as a turbolaser gunner aboard a Rebel Nebulon-B frigate. He soon became disenchanted by the Rebels' constant rhetoric about freedom and justice for everyone in the galaxy — Krudar felt this was simply warped verbal justification for their acts of war. If there was anything to be gained by rebellion, Krudar hadn't received it yet. He later jumped ship to join a pirate band for more tangible rewards, and he served as gunner against Rebel, Imperial and neutral vessels. When the Imperials finally destroyed the pirate band, Krudar escaped with his pirate friend, Boom. He and Boom wandered the Outer Rim Territories for some time, serving as starship gunners aboard several smuggling freighters. The two only recently arrived on Kal'Shebbol to lie low for a while.

Krudar spends much of his time in the *FarStar*'s turbolasers, checking them out or standing duty there. He's proud to keep the guns in the best condition he can. Krudar speaks very little, although he often translates for his companion, Boom, when necessary.

## ■ Krudar

**Type:** Duros Gunner

**DEXTERITY** 3D

Blaster artillery 4D, vehicle blasters 4D

**KNOWLEDGE** 2D

Alien species 3D, planetary systems 3D

**MECHANICAL** 4D+2

Capital ship gunnery 7D+2, starship gunnery 6D+2

**PERCEPTION** 2D

Persuasion 4D, search 3D

**STRENGTH** 2D+1

Lifting 4D+1

**TECHNICAL** 4D

Capital starship weapon repair 6D, starship weapon repair 5D

**Force Points:** 1

**Character Points:** 5

**Move:** 10

**Equipment:** Blaster pistol (4D), blast helmet (+1D physical, +1 energy), blast vest (+1D physical, +1 energy, torso only), starship weapon repair kit (+1D to *capital ship weapon repair*)