

Samples of main characters tailored for use with the optional "Character Improvement" rules. This is strictly fan-based material and is solely intended for private use. Some images may be custom Star Wars figures designed by other fans.



**JAK-99**
15

<b>Hit Points</b>	30	<b>Special Abilities</b> Unique / Droid Flight <b>Careful Shot</b> (If this character does not move this turn he gets +4 to Attack.)
<b>Defense</b>	15	
<b>Attack</b>	+5	
<b>Damage</b>	20	
<b>Range</b>	14	

STAR WARS™

**Learned Abilities / Cost**

Bounty Hunter / Cost:2  
 Double Attack / Cost: 3  
 Commander Effect: Droid Followers within 6 squares gain Careful Shot  
 Cost: 3 \*Requires Bounty Hunter ability and Double Attack



**JAMJAMOK,  
WOOKIEE SCOUT**
15

<b>Hit Points</b>	30	<b>Special Abilities</b> Unique <b>Momentum</b> (If this character moves this turn he gets +4 to hit and +10 damage to adjacent enemies.) <b>Stealth</b> (If this character has cover, he does not count as the nearest enemy for an attacker farther than 6 squares.)
<b>Defense</b>	14	
<b>Attack</b>	+6	
<b>Damage</b>	20	
<b>Range</b>	12	

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**Learned Abilities / Cost**

Accurate Shot / Cost:2  
 Recon / Cost: 3  
 Commander Effect: Scout Followers within 6 squares gain Accurate Shot  
 Cost: 3 \*Requires Accurate Shot ability and Recon