

Reeth Lightstar (Wildcard)



Attributes: Agility D8, Smarts D6, Spirit D6, Strength D6, Vigour D4

Skills: Fighting D6, Shooting D8, Gambling D4, *Intimidation D6, Notice D4, Persuasion D6, Piloting D8, Repair D4, Streetwise D6

Charisma: +2; **Pace:** 6"; **Parry:** 5; **Toughness:** 4

Hindrances: Loyal, Wanted (minor) - Empire

Edges: Ace, Fast Draw

Gear: 300cr; Blaster Pistol (10/20/40, 2d6+1, ROF 1, AP1), Comlink

Description

Young, not unattractive Corellian woman, she is tall and slim with short black hair. Her dark eyes have an amused, confident gleam. Normally dresses in a midnight blue flight suit, a short, heavy yellow spacer's jacket and boots. She wears her blaster low down on the hip - after the fashion of the Corellian pirates.

Background

Reeth always wanted to fly and joined the Academy as soon as she was old enough. A gifted (though rebellious) student she grew disenfranchised with the way in which the Empire was increasingly coming to dominate the institution. Not wanting to become part of the Imperial machine she dropped out, bumming around spacer's bars and trying to get signed on to a ship.

It was in one such bar that she met Mung Namor who noticed the spirited girl and offered her a place in his organisation which she eagerly accepted. She didn't realise at the time that this was the Mung of Mung's Raiders; a notorious pirate organisation operating in the very heart of the Empire. Despite Imperial propaganda, they were not a group of murderous killers and raiders, but had certainly been a thorn in the side of the Imperial Starfleet for many years (and Mung himself had ties with the newly formed Rebellion against the Empire). He took the young girl under his wing and she soon became a loyal member of his band - herself not having much love for the Empire.

For two years she took part in their various raids and operations, until the Empire finally caught up with Mung's Raiders. How they discovered their well hidden base is unknown, but those that weren't killed in the raid were captured and sentenced to the many Imperial work camps. Reeth was one of the lucky ones she was away from the asteroid base when the Imperials attacked. Returning to find the base destroyed and narrowly escaping the patrol ships still in the area, she made her way to the Outer Rim. Not knowing if her former companions were alive or dead she became her own boss and captain of the Tigerclaw.

Notes

Quite charming when she turns it on, Reeth exhibits an air of hard-nosed confidence that almost borders on cockyness (but not to the point of rashness - well not often anyway). She gets into scrapes and gets herself out of them. Despite this she would rather skirt round trouble than run head-on into it, but if someone is spoiling for a fight she is quite happy to oblige. She operates as an independent ship captain and makes very little distinction between legal and illegal jobs. Her amoral attitude is more down to her contempt for the Empire than a lack of knowing wrong from right. Her ship, The Tigerclaw is a YT-2000 freighter - formally one of the Mung's small fleet of pirate ships, it punches above its weight.