

TESS GREER

TEMPLATE: Outlaw Technician

DEXTERITY 2D+1

Blaster 5D+2, brawl parry 6D, dodge 5D, melee combat 4D+2, melee parry 4D+2, running 5D, vehicle blasters 6D

KNOWLEDGE 2D+2

Alien species 4D, bureaucracy 5D+2, bureaucracy: BoSS 7D, bureaucracy: Imperial Space Ministry 7D+2, business 5D, business: starships 8D, languages 6D, planetary systems 5D+2, streetwise 6D, streetwise: Corporate Sector 7D+2, streetwise: Nar Shaddaa 8D, value 7D, value: starships and parts 9D, willpower 6D

MECHANICAL 4D

Archaic starship piloting 4D+2, astrogation 6D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 5D, communications 5D, hover vehicle operation 6D, ground vehicle operation 5D+2, repulsorlift operation 6D+2, sensors 6D+1, space transports 8D, space transports: Ghtroc 720 9D+1, starfighter piloting 6D+2, starship gunnery 6D+2, starship shields 7D+2, swoop operation 6D, walker operation 4D+2

PERCEPTION 2D+1

Bargain 6D+2, bargain: starships and parts 8D, command 5D, command: technicians 7D+2, forgery 6D, forgery: starship documents 8D+2, gambling 6D+2, hide 7D, persuasion 5D+1, search 5D+2, sneak 6D

STRENGTH 2D+2

Brawling 5D, climbing/jumping 4D+2, lifting 3D+2, stamina 5D, swimming 4D+2

TECHNICAL 4D

(A) Capital starship engineering 2D, capital ship repair 5D, (A) capital starship weapon engineering 3D, capital starship weapon repair 6D, computer programming/repair 6D+2, droid programming 5D, droid repair 5D+2, ground vehicle repair 6D, hover vehicle repair 6D+1, repulsorlift repair 9D, security 6D+2, (A) space transports engineering 5D, space transports repair 9D+2, space transports repair: Ghtroc 720 11D, space transports repair: Action IV transport 10D, (A) starfighter engineering 4D, starfighter repair 8D, (A) starship weapon engineering 4D+1, starship weapon repair 7D+2, walker repair 5D

FORCE POINTS: 1

CHARACTER POINTS: 15

MOVE: 10

AGE: 30 (6 years ASW4)

HEIGHT: 5 ft. 4 in.

WEIGHT: 110 lbs.

HAIR: Blonde

EYES: Hazel

DESCRIPTION: Tess does not dress in a feminine style, preferring her tech's coveralls, tool belts, and maintenance accessories. Despite her tomboyish taste in clothes, unkempt appearance, and the slight smudge of servo grease on her nose or cheek, Tess still manages to attract the attention of men who see her natural beauty.

PERSONALITY: Growing up on the Fringe has hardened Tess as much as anyone else that



has spent their entire life on backwater worlds, far away from the Galactic Civil War. She is self-reliant, determined, and completely independent. Tess not only grew up out in the Fringe, but has spent her life working away in her father's garage, the son he never had, and as a result, Tess has a mouth dirtier than a greasy servo motor or a corroded ion coil. Time spent in the retinue of the spacers, smugglers, and scoundrels of her father's garage on Nar Shaddaa has also rubbed off on her; she is a no-nonsense kind of girl, and despite her small stature, Tess packs a wallop with her fists that is only equaled by her mouth. Those that know her, however, can see past her rough exterior, and that she really doesn't mean any offense to anyone while cursing at them.

QUOTE: "Like I'm just supposed to <censored> know what's wrong with it... let me see... <censored>! How the <censored> did you do this?! You did what?! What the <censored> were you thinkin', you stupid <censored>! This is gonna <censored> cost ya..."

EQUIPMENT: Technician's coveralls, tool harness, hydrosprayer, beam drill, plasma welder, welder's face plate and goggles, fusion cutter, power scanner, work light, computer tool kit, ship jacking kit (+3D to *security* rolls when bypassing a starship's security systems), droid tool kit, vehicle tool kit, datapad, microthrust portable computer (5D power, 20D memory, 4D data files on assorted starships, vehicles, and droids), Certified Starship Engineer certification, modified blaster (5D)

CAPSULE: Tess Greer was born on Nar Shaddaa, the only child of Irek and Shanna Greer. Irek's Garage was, and still is, a popular maintenance shed for the countless smugglers and spacers that visit the infamous "Smuggler's Moon," and Irek's reputation for excellent work has earned him a solid welcome among many criminal circles. Her entire childhood was spent crawling among starship hulls, her teenage years displaying a natural affinity for mechanics. She attended the Imperial Engineering Academy at the age of 18, and from there she was further educated at the Institute of Starship Engineering.

A promising career in the Imperial Navy lay ahead for Tess, and she served a tour aboard the Imperial Star Destroyer *Bastion*. Tess was the best technician onboard the *Bastion*, and her strong will was further magnified by her Imperial uniform. The captain of the *Bastion*, Greggor Thell, eventually saw Tess as a romantic interest. Had he not been so forward in his advances, Tess would perhaps have married the successful and distinguished officer. Greggor, however, despite his military and tactical patience, was spoiled when it came to his personal relationships. After making an unwanted advance within his private quarters, Tess punched him solidly in his jaw, knocking out Greggor with a single punch. She was summarily court-martialed, barely avoiding a lengthy prison term because of her exceptional technical record and performance.

Although she could have easily remained on Nar Shaddaa with her father, Tess decided to ply her trade elsewhere in the galaxy. The Corporate Sector always appealed to Tess, so she boarded a freighter headed for Etti IV, one of the Sector's biggest worlds. Tess would have planned to obtain a lucrative job on board a corporate transport, but her dishonorable discharge and summary court-martial offenses were stacked against her. There were still alternatives...

Tess worked at a few small independent garages, but the pay wasn't exactly what she wanted. Recharging power cells, cleaning filters and changing ion coils wasn't her way of reaching an enjoyable retirement. It was only fortune that introduced her to a woman named Jessa. Jessa shared a common interest with Tess, and the two developed an immediate rapport one

day when Jessa came looking for a pair of servomotors for a YT-1300. The two met regularly after that, and became quick friends. It wasn't long before Jessa asked her to join her father's "outlaw" tech operation in the Sector. The pay was better, and the opportunities that Tess always dreamed of were readily available. Jessa's father, a man named "Doc," readily took Tess on as a part of his operation.

After two years of working with Jessa and Doc, Tess decided that she wanted to see more of the galaxy. Parting on good terms with her friends, with an open invitation to return, Tess sought out a freighter to sign aboard on. Although she received many offers, she turned down all of the spacers who just seem to want to have a petite "girl" on board, but one offer did appeal to her. A trio of bounty huntresses from House Renliss was in need of a skilled technician to get their recently bought YT-2400 the *Huntress* up to more appropriate standards. These women, Saera and Seara Sturm, and the Twi'lek Sal'dira, offered Tess not only generous wages, but a share of the bounties they collected. Tess enjoyed the agreement, and signed on with the huntresses.

Although Tess didn't really develop a close friendship with the cyborg Seara, who became increasingly distant and "mechanical" over time due to her BioTech Borg Construct brain interface. Her twin sister Saera, however, and the Twi'lek Sal'dira, became good friends with Tess, admiring the *Huntress'* amazing transformation from a beat up old freighter into a formidable starship for a bounty hunter. Tess upgraded their engines, improved their weaponry, and outfitted the *Huntress* with numerous "illegal" items that she could obtain through her underground connections, and that the huntresses could pay for with the lucrative bounties they collected. One such bounty was that placed on a wanted smuggler named Dace Sartan and his Wookiee companion Chacca Kor, whom the huntresses snared in a trap on Travnin. Although Tess was part of the lure to lead the smugglers into the trap, where Tess was hired to do some work on their ship the *Epoch Dawn*, Tess actually took a liking to the roguish Dace, who reminded her of the dashing men she grew up with on Nar Shaddaa. Tess decided to betray her employers by discreetly leaving a datapad of hers within the *Dawn*. That message warned Dace about the huntresses' plans to capture him and the Wookiee. The smugglers abruptly left Travnin before the huntresses arrived.

Tess was glad that Dace and Chacca had managed to escape, but a little nervous that the huntresses might have discovered her duplicity. Still, she probably would have remained in the employ of the huntresses if they had not changed their style. Wanting more money out of their bounties, but not being able to reliably force an increase in the bounty itself, the cyborg Seara developed a cruel and sadistic scheme. After having performed a job for Torel Vorne, a crimelord on Reuss VIII in the Portmoak sector, Seara arranged a deal with the crimeboss to deliver freshly harvested organs for his black market organ "donation" scheme. Vorne agreed to pay the ladies handsomely for fresh organs, which they would steal from their acquisitions while being transferred to legal authorities. A modified 2-1B medical droid, with a life preservation override program, and a bacta tank for recovering "donors" were installed inside the *Huntress*. Now the huntresses could reap in lucrative profits from their acquisitions, turning the criminals over to authorities still living, if needed, with appropriate life support to keep them available for questioning and trial. Although the first few receivers of their bounties were horrified at the sight of organ ripped acquisitions, House Renliss used its political and legal connections to keep the ladies from being arrested (for a share of their profits, of course). Tess couldn't tolerate this for long, and left the huntresses after they performed this grisly scheme on their first victim.

After leaving the huntresses, Tess drifted to Mos Eisley, a popular starport city for smugglers and spacers in the Outer Rim. She had saved up quite a good deal of money from her time with the huntresses; enough to purchase an old docking bay. Docking Bay 95, also known as Greer's Garage, was her first real business venture, and her first step in achieving her childhood dream of owning her own garage. Since then, Tess has made many friends amongst the freighter captains that visit the spaceport, and thanks to the lack of any real customs or Imperial presence, Tess can readily supply restricted or "illegal" starship parts for her customers. Lady Valarian keeps Tess on retainer, and many of Jabba's old smugglers still come around for repairs and services. Tess has done well enough to purchase several other docking bays (Bays 85, 88, 89, 90, 91, and 93), cloud car escorts and landing platforms for incoming ships, an Action IV bulk freighter called the *Tatooine Queen*, which she uses for towing and salvage runs, as well as the smuggling of starship parts, and her own personal Ghtroc 720 freighter she calls the *Distant Horizon*. Business is booming for Tess Greer, and her name is quickly becoming known throughout the Outer Rim.. Her father never could have been more proud.