***Heroes are Made, not Born***

***Han Solo***

**Han Solo**

Legend, Elder

Gray Path, Order of the Mercenary

Weapons Specialist, Human Male, Right Handed

Height: 1.8m – Weight: 81.6kg – Age: 69

Physical description:

* Hair: Light brown/gray, medium length, scruffy but well-kempt; usually clean-shaven
* Eyes: Brown
* Skin tone: somewhat pale
* Identifying marks: horizontal scar under lip over left side of chin; flesh-colored mole at left end of chin scar
* Build: medium build, muscled from work as a smuggler and starship captain, but advanced age prevents him from having the physical strength of his youth
* Attire:
  + White long-sleeve shirt worn with collar up; buttons present for about one third of the length from the collar.
  + Weathered dark brown leather jacket
  + Plain brown pants worn with brown leather belt
  + Gunmetal-buckled, brown leather belt and leg holster holds DL-44 blaster pistol
  + Dark black/brown leather boots

Weapon Loadout:

* DL-44 heavy blaster pistol

General Aspects

* *Who’s scruffy lookin’?* – Han Solo is a coarse individual, both in mannerism and in appearance, and clearly shows off his criminal underworld origins. Despite that he is a genuinely good person behind the rough exterior, this public image can be a blessing in rougher crowds and a burden in more sophisticated or regimented ones.
* *Tell Jabba that I’ve got his money.* – Despite his reputation as a skillful pilot and smuggler, Han Solo tends to think of saving his skin before anything else, and will dump cargo, borrow money, and otherwise swindle folks to make ends meet for himself; especially if the other party is crooked as well. While he tries to pay people back (or at least claims to), he tends to wait until they come knocking at his door with blasters drawn. Because of this, he has a poor reputation when it comes to paying back debts, financial or otherwise, and by extension working for a greater cause that does not show immediate profit.

Personality Aspects

* *I take orders from just one person: me.* – It’s not easy to get close to Han Solo. Whether flying his ship or on the ground, getting him to do something that doesn’t immediately benefit *him* is a difficult task. Unless a person is in his close circle of friends, or the task involves them, Han is hard to persuade, and nearly impossible to give orders to, making him quite the headache in military operations. However, because of his stalwartness, he comes off as very confident, if not a bit cocky.
* *I’m nice men.* – Despite Han’s portrayal as a scoundrel to the galaxy at large, he is very personable when not being shot at. When not searching for personal gain, he can even be a “smooth operator” when it comes to building personal rapport or relationships. This dual nature – scoundrel and kindly – can confuse those not familiar with Solo, while those that are more familiar with him are likely to grow (too) fond of him.

Combat Aspects

* *Prefer a straight fight* – Han doesn’t mind the advantage of a surprise attack or a good ruse, but the active use of stealth in combat agitates him. If given the choice, Solo will take the more standard shootout over proper subterfuge. When itching for such an encounter, his ability to lie his way out of a difficult situation can sometimes falter. If the greatest advantage is in some low-down trickery though, he will use it to the fullest effect; especially since it usually means a good firefight afterward.
* *Never tell me the odds.* – Above all else, Han Solo likes to push the limits of what is impossible. Be it flying through a volatile asteroid field in a dogfight, or playing with luck in a quick-draw with his blaster. In short, Solo is an inherent risk-taker. If given options for an action, he will often take the riskiest maneuver with the greatest return on investment – especially since he always somehow manages to come out on top.

Skills

* +5 – Pilot (S), Astrogation
* +4 – Subterfuge, Blasters
* +3 – Explosives, Pilot (L)
* +2 – Endurance, Mechanic, Tactics
* +1 – Athletics, Linguistics, Medicine

Skill Feats

* Proficiency III
* Assess the Situation
* Disarming Smile
* Divine Intervention
* Do a Barrel Roll!
* Down Scope
* Go Ahead, Make My Day
* I Bet You Have
* I’ve Got A Bad Feeling About This
* Medley III
* No Scope
* Order Feat: Mercenary
* Run And Gun
* War Hero
* You May Have Heard of Me

General Feats

* Just Another Face
* Eye of the Tiger

Specialization

* Primary Martial Art: None
* Secondary Martial Art: None
* Primary Weapon Specialization: Blasters

Knowledge

* Languages
  + Basic
  + Shyriiwook
* Lore
  + The history of the modern era, including the waning years of the Old Republic, the Imperial Period, and the New Republic
  + Black market trading and knowledge
  + Criminal organizations of the galaxy