

Name: Jell Spiel  
Homeworld: Bespin  
Species: Human  
Gender: Male

DEXTERITY: 2D  
Blaster: 4D+2  
Brawling Parry: 4D  
Dodge: 4D+2  
Vehicle Blasters: 5D+2

KNOWLEDGE: 2D  
Intimidation: 5D+1  
Law Enforcement: 4D  
Streetwise: 4D

PERCEPTION: 2D  
Investigation: 3D  
Search: 4D+1

STRENGTH: 3D  
Brawling: 4D+1  
Climbing/Jumping: 3D+1

MECHANICAL: 3D  
Communications: 4D+2  
Repulsorlift Operation: 5D+2

TECHNICAL: 2D  
First aid: 3D+2  
Security 3D

Move: 10  
Force Sensitive: N  
Force Points: 1  
Dark Side Points: 0  
Character Points: 3

## Equipment:

Blaster Pistol (4D), Comlink, Wing Guard Uniform, Storm IV Twin Pod Cloud Car



Description: Jell Spiel was a Human male from Bespin who served the Bespin Wing Guard as a cloud car pilot during the Galactic Civil War. He co-piloted one of two Storm IV Twin-Pod cloud cars near Cloud City in 3 ABY when the Millennium Falcon arrived there. One Cloud Car fired warning shots at the freighter before escorting it to a landing platform. Spiel's experience as a pilot of cloud car prototypes

proved very useful during the evacuation of Bespin.

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