

## Characters D6 / Jeroen Webb (Human)

Name: Jeroen Webb  
Homeworld: Ralltiir  
Species: Human  
Gender: Male  
Eye color: Blue  
Skin color: Light  
Move: 10

### DEXTERITY: 2D+1

Blasters: 4D+2  
Brawling Parry: 4D+2  
Dodge: 5D

### PERCEPTION: 3D

Bargain: 4D+1  
Con: 6D  
Hide: 5D+1  
Investigation: 5D+2  
Persuasion: 4D+2  
Search: 5D+1  
Sneak: 6D

### KNOWLEDGE: 2D

Alien Species: 3D+2  
Intimidation: 3D+1  
Languages: 4D  
Planetary Systems: 4D+1  
Streetwise: 5D+1  
Survival: 4D+2

### STRENGTH: 3D

Brawling: 5D  
Climbing/Jumping: 4D+2

### MECHANICAL: 2D

Beast Riding: 4D+1  
Communications: 3D+2  
Repulsorlift Operation: 5D  
Space Transports: 4D+2

### TECHNICAL: 3D



Capital Ship Repair: 6D+2  
Computer Programming/Repair: 4D+2  
Droid Programming/Repair: 4D+1  
First Aid: 3D+2  
Repulsorlift Repair: 4D  
Security: 5D  
Space Transport Repair: 7D  
Starfighter Repair: 6D

## EQUIPMENT

CREDITS - 150

Rebel Cold Weather Armor (+1D vs Cold, +1D vs Physical, +2 Vs Energy), Blaster Rifle (5D), MacroBinoculars, Comlink, Toolkit

FORCE SENSITIVE - N

FORCE POINTS 2

DARK SIDE POINTS 0

CHARACTER POINTS 4

Description: Jeroen Webb was a Human male native of the planet Ralltiir who became a spy for the local Ralltiir underground following the Imperial subjugation of his homeworld. Webb helped his close friend Pharl McQuarrie stage a diversionary raid on Ralltiir that allowed information concerning the Empire's first Death Star battlestation to reach Princess Leia Organa of the Rebel Alliance, culminating in the Death Star's eventual destruction at the Battle of Yavin. Three years later, Webb once more worked alongside McQuarrie at Echo Base, the Rebellion's High Command headquarters on the ice planet Hoth.

### ***Biography***

#### *Ralltiiri Rebel*

Jeroen Webb hailed from the Core World Ralltiir. Following the Galactic Empire's subjugation of his homeworld three weeks before the Battle of Yavin, Webb joined the local Ralltiir underground as a spy in resistance of the Imperial occupation. After Webb's close friend Pharl McQuarrie fled Ralltiir to seek help from the Rebel Alliance, Webb's Rebel cell coincidentally soon came into possession of information concerning the Empire's new secret weapon, the first Death Star battlestation.

Webb worked to help McQuarrie sneak back onto Ralltiir, past the Imperial blockade of the planet, to take command of the local resistance and stage a diversionary raid that allowed the Death Star information to reach Princess Leia Organa and the Rebel Alliance. Thanks in part to Webb's efforts, the Rebellion went on to capture the battlestation's full technical schematics as part of Operation Skyhook, leading to the Death Star's eventual destruction at the Battle of Yavin.

#### *Service at Echo Base*

Jeroen Webb (center) looks on as Han Solo departs Echo Base to search for the missing Luke Skywalker.

Webb later served at the Alliance High Command headquarters of Echo Base on the ice planet Hoth. His

new post once more had him working alongside Pharl McQuarrie, who was second-in-command to base commander General Carlist Rieekan. At Echo Base, Webb became one of the Rebels' tauntaun handlers.

In 3 ABY, just prior to the Battle of Hoth, Webb was present in Echo Base's tauntaun stable, conversing with another officer, the night Commander Luke Skywalker went missing during a routine scouting mission of the external Hoth perimeter. Webb watched as Han Solo disregarded the warnings of Captain Tigran Jamiro to take his own tauntaun out into the dangerously cold Hoth night in search of Skywalker.

### ***Personality and traits***

Jeroen Webb was a skilled starship pilot when he joined the Rebel Alliance. He was also a close friend of fellow Ralltiir native Pharl McQuarrie, one of their homeworld's respected military advisors prior to the Imperial occupation of the planet. A Human, Webb had blue eyes and light skin.

### ***Equipment***

During the night Han Solo departed Echo Base to search for the missing Luke Skywalker, Webb donned the field-soldier variant of the Rebels' standard cold-weather armor, including headgear, anti-glare goggles, scarf, padded vest, thermal flak jacket, gloves, belt, leggings, and boots. His equipment also included binoculars.

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