Characters D6 / Ezra Bridger (Human Jedi) {a



Name: Ezra Bridger
Homeworld: Lothal
Born: Empire Day, 19 BBY, Lothal
Species: Human (Lothalite)
Gender: Male
Height: 1.82 meters (5 feet, 11 inches)
Mass: 50 kilograms
Hair color: Black
Eye color: Blue
Skin color: Copper
Move: 10

DEXTERITY: 4D
- Blaster: 6D
- Brawling Parry: 9D
- Dodge: 9D+1
- Lightsaber: 8D+2
- Pick Pocket: 6D+2
- Vehicle Blasters: 5D+1

PERCEPTION: 3D+2
- Bargain: 5D+1
- Command: 5D+2
- Con: 7D+2
- Hide: 7D+2
- Investigation: 4D+2
- Persuasion: 5D
- Sneak: 7D+2

KNOWLEDGE: 3D
- Languages: 7D
- Planetary Systems: 5D+1
- Scholar (Jedi Lore): 4D+2
- Survival: 7D+2
- Streetwise: 6D+1
- Tactics: 7D+1

STRENGTH: 3D+2
- Brawling: 8D+2
- Climbing/Jumping: 6D+1
- Swimming: 5D

MECHANICAL: 3D
- Astrogation: 5D
- Communications: 5D+2
- Jet Pack Operation: 4D
- Repulsorlift Operation: 6D
- Starfighter Piloting: 5D+2

Space Transports: 5D
Starship Gunnery: 5D+2
Sensors: 4D+1
TECHNICAL: 3D+1
Computer Programming/Repair: 5D+1
Droid Programming/Repair: 5D
Demolitions: 6D+2
First Aid: 6D+1
Lightsaber Repair: 6D+2
Security: 7D+2

Special Abilities:
Force Skills:
Control: 7D+1
Sense: 8D+2
Alter: 7D+2
Force Powers: Accelerate Healing, Absorb/Dissipate Energy, Concentration, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Force push, Force Jump, Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force,Telekinesis, Lightsaber Combat, Affect Mind

EQUIPMENT
CREDITS - 100
Ragged Clothes, Light Armour (+1 vs Energy, +1D vs Physical), Lightsaber (5D)

FORCE SENSITIVE - Y
FORCE POINTS 12
DARK SIDE POINTS 1
CHARACTER POINTS 24

Description: Ezra Bridger, a Force-sensitive human male, was a Jedi Padawan, a freedom fighter, and a revolutionary leader in the early rebellion against the Galactic Empire. He was born on Empire Day in 19 BBY to Ephraim and Mira Bridger. His parents' public criticism of the Empire led to their imprisonment, leaving Bridger an orphan on the planet Lothal as a child. He joined the rebel crew of the Ghost in 5 BBY and was trained in the ways of the Force by Kanan Jarrus. With a particular connection to nature and other living beings, Bridger's abilities grew quickly, and a message of hope he broadcast in the Lothal sector inspired a number of rebel cells to begin working together to fight the Empire.

In 4 BBY, Bridger learned that his parents were killed while attempting to escape from prison. The young Jedi, already having struggled with his dark side, became more conflicted, coming to a head on the ancient Sith world of Malachor where he recovered a Sith holocron in the hopes of destroying the Sith. He also encountered the former Sith Lord Maul, who hoped to make Bridger his apprentice—particularly once Bridger used the dark side to open the holocron. This briefly strained his apprenticeship with Jarrus, who was blinded by Maul on Malachor, but the two repaired their relationship and continued to progress as Jedi.

With his powers growing stronger, especially his natural skill at communicating with other living beings, Bridger took on more leadership roles in the rebellion, including helping Captain CT-7567 "Rex" and a surviving battalion of Separatist Alliance battle droids make peace and bring a sense of closure to the unresolved Clone Wars. Bridger also came into conflict with Grand Admiral

Thrawn, helped fellow crewmate Sabine Wren in her quest to reunite the Mandalorian people, and sought to find Jedi Master Obi-Wan Kenobi, whom Bridger believed was key to destroying the Sith.

In 1 BBY, Bridger managed to free his people from the Empire's control during the Liberation of Lothal. Towards the end of the battle, he and Thrawn were taken into hyperspace by the purrgil. This opening allowed the Lothal resistance group on the ground to free the planet by destroying the Imperial dome. After the fall of the Empire, Wren and Ahsoka Tano set off on a journey to find Bridger and bring him home.

After a decade of being stranded on the planet Peridea in another galaxy, Ezra renuited with Sabine and Ahsoka as they came to Peridea alongside a force that were looking for Thrawn. After Thrawn successfully escaped Peridea on his Star Destroyer the Chimaera, Ezra escaped too by hitching a ride on it, albeit at the cost of leaving Sabine and Ahsoka behind.

Personality and traits

A Force-sensitive human male, Ezra Bridger had tan skin and untamed black hair. By 2 BBY, Ezra had adopted a shorter hairstyle with short back and sides. He also obtained scars on his left cheek after the battle with the Grand Inquisitor aboard the Imperial Star Destroyer Sovereign. Bridger had a strong sense of humor, leading to him being quick with sarcastic remarks, self-deprecating remarks on his current status or his luck if the moment called for it, or friendly teasing. However, he also a degree of awkwardness, which led to moments like Bridger second-guessing and trying to clarify things he had just said, happily greeting Wren's mother and then getting blasters pointed at him, waving at an Imperial cruiser or Thrawn and his allies upon being spotted, and his attempt to negotiate with Shin Hati and the Night Troopers.

Bridger grew up on his own and worked as a small-time thief and con artist, using his street smarts to steal technology and goods from the forces of the Galactic Empire, though he felt no loyalty to others. Initially, Ezra only saw the crew of the Ghost as a means to an end, stealing any valuables from the ship he could find, but he soon befriended and developed a strong bond with the crew members. Ezra's rough upbringing taught him not to trust others, let alone help them. He learned to survive by depending on himself, which he acknowledged made him selfish. After meeting the crew of the Ghost, his jokey attitude hid from the others what he really felt about his parents, but Ezra eventually became more trusting and realized that he wanted to help others. Ezra was also very charismatic, which helped him get by during his early years. He was thievish, yet easy going and upbeat, and liked to play pranks and make jokes. He developed a friendly rivalry with Sabine Wren and flirted with her for a time, but he eventually came to view her as a sister instead. He often pranked and messed around with Zeb. Jarrus and Syndulla raised him from a troublemaker into a better person.

During the mission to Malachor, Ezra encountered the former Sith apprentice, Maul, who taught him the basic philosophy of the Sith and encouraged Bridger to use his anger to strengthen him. After the loss of Ahsoka Tano and the blinding of his master, Ezra was determined to never allow his friends to be harmed again. Due to this and influence from the Sith holocron, Bridger started to fight more aggressively, such as killing stormtroopers rather than stunning them. Bridger's use of the Sith holocron strained relations with his master Kanan. In addition, Bridger was a headstrong young man who was willing to circumvent orders. Ezra began to repair his relationship with Kanan after his master rescued him during a dangerous mission at Reklam Station.

Ezra also sought to discover the key to destroying the Sith. Despite being tempted by the dark side and Maul, Ezra ultimately chose to remain loyal to his master Kanan and friend Sabine. His selflessness put him at odds with Maul, who failed to understand Ezra's loyalty to his friends. Ezra

also had a great deal of respect for the lives of other sentient beings. This led him to object to Saw Gerrera's harsh treatment of the Geonosian Klik-Klak and his threat to destroy the last Geonosian queen egg. Ezra also had a friendly and kind demeanor which allowed him to gain Klik-Klak's trust.

Ezra was a loyal and sympathetic friend to Sabine Wren, with whom he grew up alongside during the rebellion. While Sabine was training to wield the Darksaber, he patiently taught her lightsaber strokes. When Sabine wanted to give up, Ezra urged her to persevere and reassured her that Kanan meant well. As he matured, Ezra was able to impart wisdom to his peers. When Sabine told him about her estranged relationship with her family who had supported the Empire, Ezra counseled her that at least she had a family to return to unlike himself. Bridger's trust in Wren was so great that he counted on her help in the wake of his disappearance. Ezra also had some skill with manipulating his voice to mimic other individuals. On one occasion, he used this to impersonate the Trandoshan Mining Guild captain Seevor in an attempt to allay the suspicions of the Mining Guild authorities.

Ezra was a good actor and was able to pretend to be a bounty hunter during a mission to rescue Kallus. During the course of that mission, he learned to trust the rogue ISB agent and rebel sympathizer with keeping Chopper Base a secret. Due to his youth, Ezra at times could be impulsive. His emotional concern for Kenobi also made him susceptible to the Dark Sider Maul's machinations. Ezra's belief that Kenobi held the key to destroying the Sith led him to embark on an errant mission to find Kenobi. Ezra soon found that Kenobi was more than capable of fending for himself and that his real place was with his adoptive rebel family.

As he grew older, Ezra came to appreciate his master Kanan for teaching him to be a better person. Ezra's devotion to the rebel cause motivated him not to give up when it seemed impossible to solicit reinforcements for the besieged rebel forces at Atollon. His courage and devotion won him the admiration and respect of Mon Mothma and Ursa Wren. Ezra was despondent about the rebel defeat at Atollon but Kanan reassured him that they were still alive to fight another day.

While Ezra admired Saw Gerrera for yielding results, he became disillusioned with the Partisan leader's aggressive tactics and reckless disregard for the lives of non-combatants. Ezra was distraught to learn about his friend Old Jho's death and was visibly angered when Baron Rudor mocked Jho. Like Sabine, Ezra was willing to undertake risky and dangerous actions in service of the Rebel Alliance.

Ezra's sense of comradeship led him to lead a mission to rescue his rebel cell's leader Hera Syndulla. Ezra and his fellow Spectres were devastated by the loss of their co-leader Kanan, who was a mentor and teacher to Ezra. Ezra was lost and frightened during his master's death. After encountering a white loth-wolf named "Dume" who carried Kanan's conscience, Ezra regained his confidence and led a mission to save the Lothal Jedi Temple from the Empire.

Ezra's respect for Ahsoka Tano led him to save her from death by pulling her into the mystical World Between Worlds. Ezra gained Tano's respect for saving her life. In return, Tano promised to find him when she returned to her time. Despite missing his master, Ezra realized under Tano's tutelage that Kanan had died to save the lives of him and his rebel comrades. As a result, Ezra made peace with Kanan's sacrifice. To prevent the Emperor from entering the World Between Worlds, Ezra and his rebel comrades sealed the portal; thus denying the Emperor's ambitions of controlling time and the universe.

Ezra was a cunning and skilled military commander who was able to utilize the Lothal rebels' limited resources to their best advantage. Recognizing that the rebels lacked an army that could

take Capital City, he instead devised a plot that involved luring Governor Pryce to the Lothal rebel camp so that they could take her prisoner. As a commander, Ezra was not one to take the glory for himself but instead thanked his comrades for helping them to achieve victory. Ezra's primary goal as rebel leader was to show the galaxy that the Empire could be defeated and driven from Lothal.

Working with Hera, Rex, Kallus, and Ryder Azadi, Ezra helped lead a successful operation to capture the Dome's command center and initiate Protocol 13. In line with the Jedi philosophy of not letting innocents suffer, Ezra willingly surrendered himself to Thrawn to save the people of Capital City. Unlike Thrawn, Ezra believed that the Force was not a weapon and disagreed with Thrawn's idea that the Jedi did not know how to wield power. While Ezra was tempted by the Emperor's offer of reuniting with his family, Ezra realized that the Emperor was trying to manipulate him. Ezra was also willing to sacrifice himself to see that the purrgil took Thrawn and his fleet away from Lothal. Regarding the Spectres as his family, Ezra entrusted them with protecting his homeworld in his absence.

Powers and abilities

Force abilities

Bridger possessed a strong connection to the Force, which prompted Jarrus to offer him the chance to train under him. He was able to perform Force-enhanced jumps even without proper training, and could sense things through the Force, such as when he sensed Kanan Jarrus' presence for the first time, or when he was drawn to the former Jedi's lightsaber and holocron. When Valen Rudor tried to kill him with his TIE fighter's laser cannons from behind, Bridger sensed the danger and dodged the shot. He also had an affinity in the use of telekinesis, such as when he instinctively pushed Agent Kallus several feet away to save Zeb. Ezra and his master, Kanan Jarrus soon developed a tactic of combining his use of the Force, especially Force push, with that of Kanan. This notably allowed them to send Darth Vader himself flying into the path of a collapsing walker with their combined Force powers, though the Sith Lord had not been paying them any attention at the time.

Under Jarrus' training, Bridger's Force abilities became more refined, particularly becoming aware of his natural ability to connect with nature and other life-forms despite it being hard to practice that ability. He learned how to tame a horde of fyrnocks; on the same day, however, he made a connection to the dark side and this power was amplified to the point of being able to summon a giant fyrnock, though he quickly collapsed from the unprepared exposure to the malevolent power. As he became more sensitive to the Force and broadened his abilities, he became even more skilled at communicating with other creatures, though he experienced difficulty when trying to connect with the Krykna spiders of Atollon. Nonetheless, he was able to understand other creatures to a greater degree than even his master. By the time of the Liberation of Lothal, his skills had reached a level where he was able to command to an entire pod of purrgil.

Bridger was also known to have Force visions. After building his own lightsaber, Bridger initially struggled in learning how to use Form V, but later proved to have enough proficiency to deflect blaster fire. During a mission to Takobo, Ezra was able to use his Force connection to calm the wailing Ithorian infant Pypey. On a latter occasion, he also managed to communicate with the Purrgil King and convince them to help the Spectres. Later, he used a Jedi mind trick to force the Imperial commander of a fighter carrier to order an evacuation of his ship. Ezra also used a Jedi mind trick to convince a stormtrooper that he was Lieutenant Lyste. After training with the Sith holocron, Ezra learned to completely control a person's mind rather than influence them such as when he forced an Imperial walker pilot to turn on his comrades and commit suicide.

Ezra was also able to Force jump for long distances. On one occasion, he jumped out of a

descending Imperial Troop Transport and jumped over two other transports as they were falling down a gorge. Ezra missed the cliff and was only saved from death by Sabine. Due to this Force powers, Ezra was able to perceive and interact with the loth-wolf, a mythical Lothalian creature long believed to be extinct. Despite his Force–enhanced fighting abilities, Ezra found the Noghri tracker Rukh to be a difficult opponent to subdue. Still, Ezra managed use his ingenuity to escape Rukh while recovering a hyperdrive unit on Lothal.

Bridger's Force powers gave him an advantage in unarmed combat even against formidable opponents such as the Trandoshan Seevor. While no match for Seevor's agility and strength, Ezra managed to use the Force to cause Seevor to trip and fall to his death inside a smelter. Ezra was also able to briefly help Ahsoka Tano in creating a protective Force barrier capable of holding back fiery dark side energy conjured by Darth Sidious. Ezra was proficient enough to summon the Force to crush several Royal Guards and stormtroopers with debris from a portion of the Lothal Jedi Temple. In addition, Ezra was able to use the Force to command a pod of purrgil to carry him, Thrawn, and the Chimaera away from Lothal.

During his years in exile, Ezra developed his force abilities further and, due to now lacking a lightsaber, learned to mix his telekinesis with unarmed combat. Bridger successfully used his abilities to defeat a group of bandits, force pushing them away while dodging and blocking their strikes. When faced with the mercenary Shin Hati, Ezra dodged every one of her lightsaber strikes with ease, even directly stopping her blade with Force Stasis.

Lightsaber skills
As Ezra's Jedi training continued under Kanan, his lightsaber skills improved over time. Due to his role in the rebellion, Ezra had several opportunities to put his lightsaber skills into action. During an escape from an Imperial Interdictor, Ezra used his lightsaber to deflect blaster bolts and clear a hallway for escape. By the following year, Ezra had begun to study Form IV through a recording of the former Jedi Knight Anakin Skywalker found in Kanan's holocron, and he could briefly engage the Fifth Brother and Seventh Sister in a duel alongside Kanan. By the time the rebellion had discovered Atollon, Ezra was able to fight his master Kanan to a draw in a training exercise. Ezra was ultimately no match for Darth Vader. He lasted only seconds in a lightsaber duel with the Sith Lord before having his lightsaber destroyed.

Following the mission to Malachor, Ezra adopted his master's style of fighting, using a blaster in conjunction with his new lightsaber. After training with the Sith holocron, Ezra's fighting style became more brutal and aggressive. Ezra ended his brief dabbling with the dark side after a meeting with the mysterious entity known as Bendu. During the skirmish on Dathomir, Ezra wielded the darksaber alongside his own lightsaber to destroy the altar of the Nightsister spirits, thus showing some skill in Jar'Kai. As Ezra's Jedi training and skills improved, he was able to impart his knowledge to Sabine. Ezra proved to be a patient teacher and taught Sabine to practice with stick fighting as a preparation for wielding the Darksaber. By the time his allies and he liberated Lothal, Ezra demonstrated skill in engaging foes equipped with an Electrostaff, where he managed to repel Rukh.

Other abilities
After multiple training exercises with Hera, Ezra had grown enough as a pilot to lead Jon Vander in disabling the TIE Defender piloted by Vult Skerris. Ezra was also a competent gunner and managed to shoot down a tactical infiltration pod. Gold Two would praise his skills as a pilot, but Thrawn regarded Bridger as an only modestly skilled pilot. Due to his compassion and understanding of others, Ezra often served as the unofficial diplomat of the Ghost crew on many occasions.

Ezra also learned how to operate a jetpack but struggled to master the machine. Despite his limited mastery of the jetpack, Ezra managed to use one to fire a rocket at a TIE fighter. Ezra was able to pilot a range of starships including an RZ-1T trainer and a TIE/D Defender Elite. Ezra's piloting skills enabled him to shoot down three TIE/IN Interceptors during a mission on Lothal, though he did so from the cockpit of a vastly superior TIE/D Defender Elite.

Ezra was also a builder and guided his fellow Spectres as they built Loth-bat gliders for their mission to rescue Hera. Ezra was able to use his natural connection to the Force to communicate and summon wolves. Under Sabine's tutelage, Ezra learned how to decipher and activate the Painting of the Mortis gods, a portal to the World Between Worlds. As a result, Ezra was able to both lock and unlock the portal to the mystical dimension.

As a military commander, Ezra was able to work with other people. He worked with Ryder Azadi to lure Governor Pryce into a trap. Ezra also knew how to delegate tasks and plan for contingencies. He tasked Mart Mattin, Wolffe, and Cikatro Vizago with summoning a pod of purrgil to attack Thrawn's fleet.

Equipment

Bridger utilized an old R-series manipulator to pick electronic locks. Before his training at the Lothal Jedi Temple, Bridger was also equipped with an energy slingshot that he often used to stun his opponents. Bridger's equipment included a blaster, and he frequently stole helmets and technology from the Empire, including a custom-painted stormtrooper cadet helmet to intercept short-range transmissions. He was also the owner of a surplus 614-AvA speeder bike that he gave a custom paint job. He wore a wrist comm on the left sleeve of his jacket.

After his mission within the Lothal Jedi Temple where he received a Kyber crystal, Ezra assembled his own lightsaber. This lightsaber had a blue colored blade and had a guard extending from the top to the bottom of the hilt that protected the main handle of the blade. Ezra's was a unique hybrid that featured a fully functional blaster pistol built into the handle. Darth Vader later destroyed this lightsaber on Malachor.

About six months after the encounter on Malachor, Ezra constructed a green-bladed lightsaber and also acquired a DL-44 heavy blaster pistol. After the second mission to Ryloth, Ezra stole a scout trooper's helmet and gave it to Sabine to customize. While in the factory on Lothal, Ezra donned a Scout trooper armor to get the schematics for the TIE Defender. Ezra also knew how to fight with sticks well enough to train Sabine. During an undercover mission to rescue Kallus, Ezra donned an Imperial uniform in order to assume Lieutenant Lyste's identity. On another occasion, Ezra donned a spacesuit during a joint mission with Clan Wren to destroy an Imperial interdictor cruiser. He once used a JT-12 jetpack although he had trouble using it and lend it to Alrich Wren.

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