Characters D6 / Ezra Bridger



CHARACTER NAME -Ezra Bridger
Homeworld: Lothal
Born: 19 BBY
Species: Human (Lothalian)
Gender: Male
Height: 1.65 meters
Mass: 50 kilograms
Hair color: Black
Eye color: Blue
Skin color: Copper
MOVE - 10

DEXTERITY: 4D
- Blaster: 6D
- Brawling Parry: 5D
- Dodge: 7D+1
- Lightsaber: 7D+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
- Survival: 5D+2
- Streetwise: 6D+1
- Tactics: 5D+1

STRENGTH: 3D+1
- 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: 5D+1
Lightsaber Repair: 4D+2
Security: 7D+2

Special Abilities:

Control: 5D+1
Accelerate Healing, Absorb/Dissipate Energy, Concentration, Enhance Attribute, Hibernation Trance, Rage, Resist Stun, Force push, Force Jump

Sense: 6D+2
Combat Sense, Danger Sense, Life Detection, Life Sense, Magnify Senses, Sense Force

Alter: 4D+2
Telekinesis

Control and Sense
Lightsaber Combat

Control, Sense and Alter
Affect Mind

EQUIPMENT
CREDITS - 100
Street Clothes, Lightsaber 5D, Energy Slingshot, DL-44 Heavy Blaster Pistol (5D), R-series manipulator (+1D to pick locks)
FORCE SENSITIVE - Y
FORCE POINTS 6
DARK SIDE POINTS 1
CHARACTER POINTS 12

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, whose 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. 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, Bridger took on more leadership roles in the rebellion, including helping Clone 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 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.

Ezra Bridger was born in 3258 LY, on the day of the inception of the Galactic Empire, and grew up on the planet Lothal in the Outer Rim Territories. Hoping to make the galaxy a better place for him, his parents Mira and Ephraim Bridger set up public broadcasting transmissions to speak out against the Empire's harsh rule in 14 BBY. however this would cost them their own lives. By 12 BBY, his parents were found and taken away by the Empire, leaving Ezra to live largely on his own for the next eight years and find work as a con artist and thief, stealing technology and reselling it on the black market, while unknowingly using the Force to occasionally get himself out of tough situations. Eventually, he would come to live in the abandoned LothalNet comm tower E-272, where he would keep a collection of stormtrooper helmets.

Bridger would later be apprenticed to a Xexto, Ferpil Wallaway, owner of a pawn shop in Lothal, and skilled pickpocket who had various underworld connections. The Xexto taught the boy everything he knew, and they would try to pick each other clean for fun. The boy worked for him, doing jobs like scamming wealthy-looking tourists and trick them and selling them stuff. Bridger would also befriend Moreena Krai, a girl of the same age as him, who knew of his under-handed skills.

One day at Capital City's spaceport, Bridger was selling tickets for a Gladiator Night between a Houk and Feeorin when Krai told him her family and her were leaving for Alderaan to live with her grandmother due to the Empire, and bade farewell to the boy. Later that day, Bridger caught sight of the Hound's Tooth and met Trandoshan bounty hunter Bossk, who hired him as a guide to Ake's Tavern. As they reached their destination, Bossk sent Bridger instead to lure his prey, Gronson "Shifty" Takkaro, out; soon enough, however, a confrontation between Bossk and the assassins Angrigo and the Kratchell twins ensued, in which Bridger stunned Takkaro, and Bossk killed the assassins, only for Imperial authorities to surround them. Aware of a likely set-up by Lieutenant Herdringer, Bossk was forced to leave Takkaro and follow Bridger, and the two escaped from the Imperials on a speeder bike. During their escape, however, Bossk was injured and convinced Bridger to help him by offering the boy all the content of his strongbox onboard the Tooth.

In the course of an hour, Bridger took the Trandoshan to his tower and tended to his wounds, before the bounty hunter woke up, "disguised" himself as a blind Trandoshan and almost immediately prompted Bridger into leading him to a posting agency at the spaceport, where he accessed the Imperial Enforcement DataCore to check records on Herdringer. However, they discovered Herdringer had been dead for months, and Bossk surmised that his replacement,

Jenkes, had been the one to set him up, now also aware that he and Takkaro had worked together in gladiator arena in Nyriaan years before. Their search, though, attracted Jenkes' attention, who sent troopers to attack them, but Bridger and Bossk managed to slip away again, and they went to Wallaway's pawn shop, where they saw from afar as Jenkes shot Wallaway and took his money.

Once Jenkes left the shop, Bridger and Bossk entered the place, only for Wallaway to die on Bridger's arms. Convinced by Bossk, he accompanied the Trandoshan to Monad Outpost during Gladiator Night, where they faced Jenkes. During the confrontation, Bridger used his stolen Imperial comlink to alert Jenkes' superiors, while Bossk told everyone on the arena of Jenkes' actions. Bridger, then, proceeded to stun the Imperial before he could flee the arena, just before Imperial forces arrived and swarmed the arena. The next morning, as promised, Bossk gave Bridger the contents of his strongbox, which turned out to be just seventy-five credits, and the Trandoshan bade him farewell.

On his way home, Bridger was walking through the fields around his tower when a freighter shot down a TIE fighter, which crashed not far from him. As Ezra tried to help Baron Valen Rudor, he was rebuked for touching the starfighter. After successfully opening the top of the cockpit, Brdiger hopped inside and managed to trick the unlucky pilot into thinking he was helping get his armor unstuck, when in fact, he was actually stealing bits of equipment. After grabbing Rudor's helmet for his collection, Bridger quickly left the wreckage, while revealing his thievish intentions. Rudor, not meaning to be outsmarted by a kid, attempted to kill him with his fighter's lasers, but the boy's latent Force-sensitivity alerted him to a laser blast from the vengeful pilot. While the pilot was bewildered at how Bridger managed to survive the shot, the boy knocked him out with his energy slingshot, and strutted away with his prize.

Personality and traits

A Force-sensitive human male, Ezra Bridger had tan skin and untamed black hair. He later obtained scars on his left cheek after the battle aboard the Imperial Star Destroyer. 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. By 2 BBY, Ezra had adopted a shorter hairstyle with short back and sides.

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. Sometime after meeting the crew of the Ghost, Ezra became a bit more trusting. 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 flirted with Sabine and pranked Zeb, but with his jokey attitude he hid from the others what he really felt about his parents, as he didn't trust people easily.

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. 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 counselled her that at least she had a family to return to unlike himself. 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's 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 Garazeb "Zeb" Orrelios. 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. 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. 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 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.

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. By the time the rebellion had discovered Atollon, Ezra was able to fight his master Kanan to a draw in a training exercise. 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. 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.

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. 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.

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.

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's 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.

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