

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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