

How did you get your ship? Let's see.... Roll a d12.....

1. You won it from a high stakes gambler in a card game. He's angry about it, and vows to win it back... whether you want to or not.
2. You owe a loan shark the money for it, which means that he better see his money when it's due, or there will be hell to pay.
3. After being framed for a murder you didn't commit, you were being chased by local authorities on a backwater planet in the outer core. Making your way through a space port, you jumped into the first ship you saw and took off. The owner tried to be a hero and you were forced to kill him.
4. You inherited it from a dead uncle. Your dead uncle owed a Hutt a lot of credits for it. You don't know this Hutt, but he sure knows you.
5. You made a down payment on it fair and square using money from an inheritance, savings, and old fashioned hard work. You owe about 55,000 credits on it to a bank in the core worlds.
6. The ship belonged to a freight business you worked for. After the owner died, you kept the ship thinking she didn't have an heir.
7. You booked passage on this ship, and at some point it was boarded by Imperial Customs Agents. They killed the crew aboard after a scuffle. You managed to hide and wait it out. Upon arrival at an Imperial base, you started the ship and took off, avoiding a squadron of TIE-Fighters along the way.
8. You were hired to sabotage the ship and keep a small group of rebel sympathizers from delivering a weapons cache to another group of rebels on a backwater planet. You were caught on board the ship and had to kill the rebels in order to escape. The ship was your only way out, and now the rebellion would love to get their hands on you and get their ship back.
9. You booked passage and the ship was waylaid by pirates. They stole the cargo, killed the crew, but you hid and survived. When they went back to their ship, you took off. Before you did, however, you accidentally fired off a shot that rocked the pirate ship to its core. Oops. Quick! Jump to lightspeed.
10. Walking through a spaceport, a disheveled man approached you. "Here, here, take my ship, it's caused me nothing but trouble." He hands you a datapad with the transponder codes, ownership documents, etc... He runs away, constantly looking over his shoulder like a mad man.
11. With some crazy luck and help from the maker, you managed to overpower the fledgling bounty hunter that was taking you to the Imperial Prison on Kessel for trumped up drug charges. He's dead and you have his ship. But the Empire is still after you. More so now.
12. You woke up on board the ship one day, with little or no memories of how you got there. It was drifting through wild space, and you managed to power it on and plot a course to the nearest dock. You still have very little memory of anything that took place prior to that. You're not even too sure of who you are.