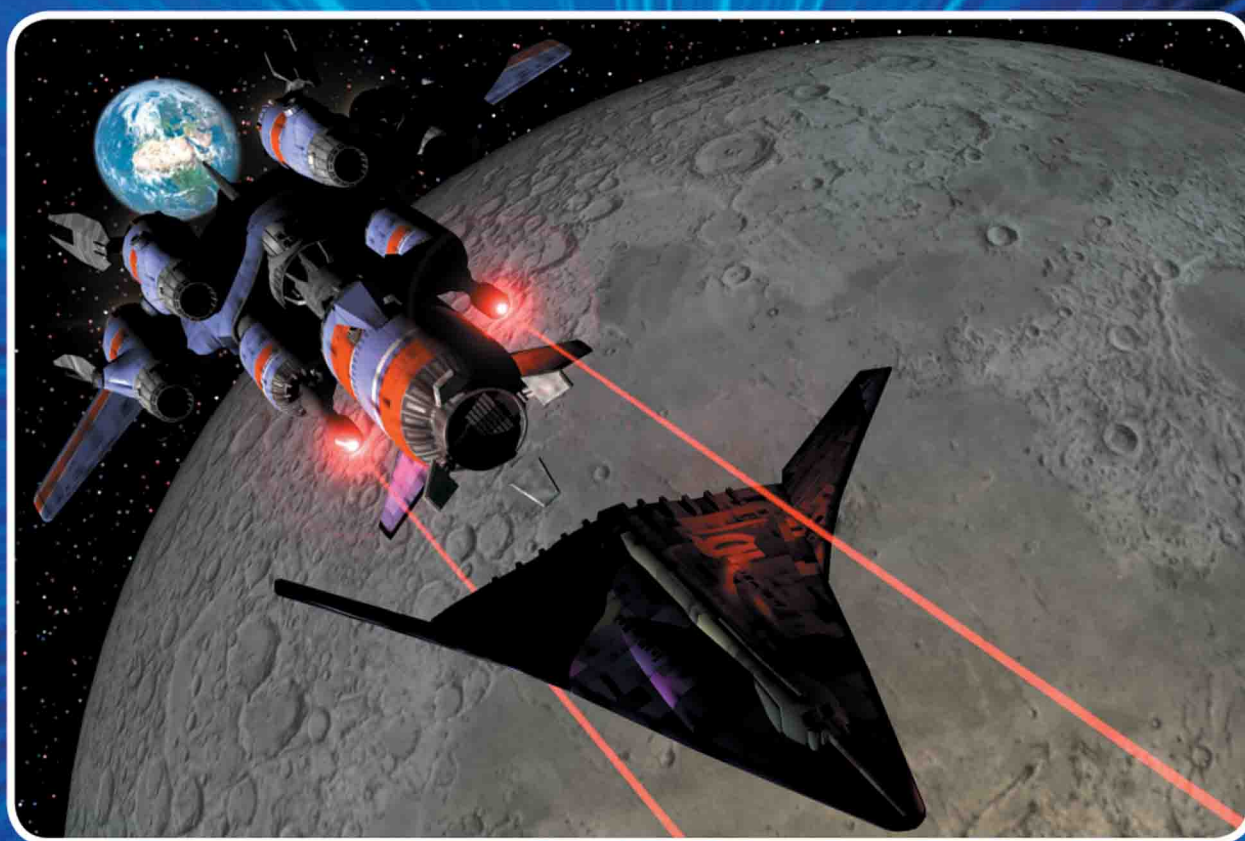


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The Roleplaying Game

Second Edition



Bounty Hunter

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BOUNTY HUNTER

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INTRODUCTION

‘You are worth a year’s wages alive. Please don’t make me kill you.’

-Private Captain Benjamin Wayling, Freelance Acquisition Agent

A legal system that sets the moral boundaries of activity for a civil populace forms eventually in the evolution of nearly every sentient race. The creation of a police force to monitor the enforcement of that legal system comes hand in hand with it. As the civilian population begins to grow and expand, some quickly discover the limitations of their society – and there will be those who try to break past them.

Criminals.

A criminal element in a society creates a turnstile of legal force and repercussions fitting with that civilization’s beliefs and abilities. The legal agencies adhere to a strict code (or sometimes not so strict) that they must enforce, while the criminals have no firm rules except for those they choose to live by. The combination often leaves the legal agencies with a continual battle against crime. They always seem to be losing the war against the wrongdoers. This constant struggle against ‘criminals,’ a term which can be defined in a variety of ways by a variety of governments, makes room for a special type of profession to take up the slack: bounty hunters.

This book is a guide to the world of freelance agents trained to bring their targets back from the far reaches of the Babylon 5 galaxy. These brave souls take up contracts from all walks of life to make their living. Some live from client to client; others live like tycoons, the heads of large hunter firms. From the retrieval of a lost loved one to the hunting down of a dangerous criminal on the run, the bounty hunters of the galaxy are a well-travelled lot that live lives of adventure to say the least. Whether or not they are successful is an utterly different story.

Even though one government or another – which generally manages its own legal instances – controls most of the galaxy, there is a great deal of neutral space and territory between the galactic governments. When targets run from border to border, or hide in these stretches of neutrality, the stage is set for a call to a good bounty hunter. If only to avoid inter-governmental scandal, governments hire freelance help in order to acquire their targets.

Corporations look to bounty hunters to bring in the white-collar criminals that the governmental legal agencies do not have the time, manpower or sometimes the inclination to track down. Embezzlers, those who leak trade information and the like are not very high priorities to legal powers, but the company that loses millions of credits cares very much about bringing them to justice. Bounty hunters are a good resource for these companies to work outside the legal system but still apprehend criminals and bring them to justice.

This guide shows a side of the Babylon 5 universe that fans of the genre have not been exposed to in any of the existing canon or the many other roleplaying supplements Mongoose Publishing has released to date. We have been shown many different angles on governmental law enforcement in the show, novels and telemovies, but there is too much room for expansion into a private sector to simply be left alone.

The career of the bounty hunter can be dangerous, even deadly. Depending on the kind of assignments they choose, who is contracting them and where they must go to retrieve a target, their lives can be at risk everywhere they go. This sense of adventure and danger draws just as many souls as the career path tends to end prematurely, creating a cycle of ‘fresh meat’ to fill the well-worn shoes of those who could not handle the pressure of the job.

With the information contained within, both players and Games Masters should have all the power they need at their fingertips to offer the services of ‘personal acquisition’ through their own telling of tales and creation of Babylon 5 roleplaying characters. With the right mixture of raw talent, skill and a touch of luck – the next million-credit bounty could be theirs to track, confront and hopefully bring in.

Or perhaps it will be the bounty placed upon them.

HOW TO USE THIS BOOK

This book is a comprehensive look at the career of private bounty hunting, and it is broken into the many pieces of the profession in order for aspiring players and devious Games Masters to put their own bounty hunters together. In the *Babylon 5 Roleplaying Game* there is a multitude of reasons why a character may want to pick up the ever-eventful mantle of a huntsman, or perhaps be pursued by one.

We will cover the overall use of the bounty hunter in Babylon 5. The book will show where they exist and thrive, where they group and how they get by from day to day. Games Masters will find extensive background information and history of the profession as it spread through the galaxy. Page after page will unlock more of the bounty hunters’ world, until it becomes perfectly natural to understand why

Introduction

certain hunters work the way they do. The overall aspect of what it means to be a bounty hunter, or to be pursued by one, is laid out fully in the main chapter of the book.

A player who wants to become one of the galaxy's bounty hunters will find that much of the book is filled with hints, tips and interviews from those on both sides of the coin – hunters and targets. The proper ways to begin a missing persons and repossessions business all the way up to becoming the number one 'go to' when a government has a problem outside its jurisdiction can be found in these pages. Hints at success, organisations to join and situations to avoid are all included throughout. If a player or Games Master wants to include bounty hunting in a direct fashion in their own campaign, this book will give them the ability to do so.

For the budding bounty hunter who has decided to fully join the ranks of his chosen profession, this book also contains a host of new tricks and tools of the trade. Weapons, software, surveillance equipment; these are some of the bounty hunter's best friends when trying to track down an elusive target. Players will be able to modify their existing spacecraft to better perform their new duties. They will discover a whole new range of options for the players to spend their newly acquired income on.



For those who may want to dive into the life completely, we have included a handful of more focussed Prestige Classes to help fill out a character's levels as he progresses in the industry. Specialised professions like the Corporate Headhunter and the Hitman are career paths that dedicated bounty hunters can enter, finding a host of new and interesting ways to make their fortunes in the industry. Those hunters willing to hone their talents in such a way will be amazed at the possibilities.

Welcome to the Hunt,

I know you think you are something...but you're not. You've brought in some rich wife's Pomeranian, a missing kid or two and some bail jumper from Io. You're hot <<expletive deleted>>, is that it?

Wrong. You just stepped into my world. I've tracked down mass murderers and genocidal fiends across thousands of light years and put a gauss round right between whatever they call eyes. I have looked in the faces of over a hundred marks and squeezed off the round that put them in my casualty files.

Do you think I will hesitate for a second to bleed you out, you poaching <<expletive deleted>>?

You see, when you stepped in the majors and picked up that Drazi tax evader back on Freedom Station...you officially stepped on my toes. That scumbag wasn't just worth the <<expletive deleted>> two thousand the Freehold was offering, he was also targeted by the Spacer's Guild for transport hijacking – thirty thousand creds!

That was my bounty <<expletive deleted>>, and I'm going to take it out of your ass.

Like I said, welcome to the Hunt.

-Mik'orn Pol, Wetworks Inc-

Even those players who are looking for just a touch of the life offered through bounty hunting will find a number of new skill uses, feats and influence groups they can use. An average Agent-class character can quickly adopt new tracking and ambushing skills while a Soldier will enjoy a number of new debilitating attacks. While most of these talents and abilities will benefit anyone, they are arranged and explained for use with the bounty hunter profession.

To help readers immerse themselves in the lifestyles of those who have gone before them in the bounty hunter lifestyle, there is also a short collection of pre-made personalities for Games Masters to use in their campaign. Some are professionals, others merely involved in some way, but all show their own part of the bounty hunting career. These personalities make up some of the most feared and elite names to be found anywhere in the interstellar networks, and most players will want to do their best to be on the right side of their attentions...whatever that might be.

The information in this book is much more than a simple overview of the professional bounty hunter; it covers as much of the topic as it can in these pages. The story, of course, is never over and you – the reader – have the ultimate control over what all of this really means. Once everything is said and done, whether you are the hunter or the hunted, the chase is now officially on...

BOUNTY HUNTER - THE PROFESSION

'I hate it whenever one comes on board. No matter if it's one of the flashy suit-and-tie types or the unshaven scruffy ones. It almost always ends in trouble, one way or the other.'

- Michael Garibaldi, Chief of Security for Babylon 5

BOUNTY HUNTERS IN BABYLON 5

A lot of things get lost in the hustle bustle atmosphere of the Babylon 5 universe, caught up in the chaotic motion of countless lives. No matter how tightly people hold on, there are always bits that slip between their fingers. This is a rule that holds true from the small time rancher who has lost a few head of cattle to poachers on the range, all the way up to the governmental powers who somehow misplace captured spies and war criminals. Nothing is perfect – it is the nature of the beast. When things get lost that are important enough to cause a problem, but are either too far or too dangerous for people to follow themselves...they hire a professional. A bounty hunter.

Bounty hunters are freelance agents in charge of retrieving something – often more specifically, someone – for financial compensation. They make a living researching, tracking and bringing back the 'target' that they are contracted to retrieve. It seems like a rather simple job, but even the most experienced bounty hunter would never say so. If a target is truly far enough out of reach that a client needs to hire a hunter to obtain it, it can be a life and death struggle every time.

Even though bounty hunting is a dangerous lifestyle, it has drawn a rather large contingent of active pursuers. With only a few exceptions, there have been bounty hunters in one form or another in nearly every sentient galactic race since the passing of the Time of the First Ones. The infamous Drazi huntsmen worked to round up



traitors-from and enemies-of the Freehold during the Dilgar War. Centralised hunters in the Belt Alliance focussed on local raider leaders to make their fortune and protect their employers at the same time. Some of the largest bounties to ever be leaked into galactic gossip chains sprang from inter-House wars of the Centauri Republic. Bounty hunting is a massive, intergalactic business that has lasted for centuries.

Only as profitable as the hunter wishes to make it, bounty hunting is only as glamorous or fashionable as each hunter wants it to be. When work is good, it pays the bills and pays them well. Amateurs starting off can augment their income by large sums every so often, and dedicated professionals have enormous bank accounts filled with credits that they enjoy spending on their free time. Bounty hunters tend to live from contract to contract most of the time. Their very lives are funded by their ability to efficiently track down and obtain targets for their employers, and they know exactly what failure means to their livelihoods, or worse.

Every bounty hunter has his own way of doing business and his own way of handling the clientele that might approach him. Some work in seedy bars and restrict their work to a single planet or space station. Others prefer to work strictly electronically from tiny offices in their weapon-laden spacecraft. There has even evolved a 'Huntsmen's Listing Network' (HLN) of communication channels set up specifically for bounty hunters to trade info, set up contracts and verify leads. To attract business away from their peers they sometime form groups or firms, or even market themselves with strange and unique gimmicks that set them apart.

The galaxy is a big place, with lots of room to hide. Most targets cannot afford to stay in the void in-between for long, and will end up



taking shelter eventually. It is when they surface like this that a good bounty hunter's network of intelligence-gathering sources and contacts will pick up the trail and set him on the right path again. Most bounty contracts do not have an end date on them for just that reason, as it might take months or even years to bring in some targets. A bounty hunter needs to be tenacious, resourceful and most of all...good at finding the lost.

Although they all do the same job essentially, there are four main categories of bounty hunter: acquisition agents, legal enforcers, finders and manhunters. Each type takes a different view upon his career and tends to accept similar contracts, drawing the lines in which the categories can be divided upon. Everyone involved in bounty hunting knows it is a direct competition with the others in the industry, making it fertile ground to grow rivals from the ashes of former contracts. Those who diversify and work in as many sectors as they can are far more likely to make their fortunes and live the 'good life,' but they also tend to have much bigger feet with which to step on their peers' toes.

In the following sections we will look at each category of bounty hunter, how bounty hunters generally undertake their contracts and which manner of contracts they often choose. Each section will describe these bounty hunters, how they thrive and what sort of lifestyle they can expect. Also included in game mechanics is how to alter an existing player character to 'specialise' into each of these categories. With this information, any player or Games Master can add the bounty hunter specialisation to a Babylon 5 character – giving them their edge on the business.

ACQUISITION AGENTS

'Who or what is it, and when do you want it back?'

Easily making up the majority of bounty hunters, acquisition agents represent the simplest form of the business. They embody the pure process of what any bounty hunter is supposed to do – find the target. Rarely in the business to get rich or famous, but solely to do the job, acquisition agents train themselves in all of the skills necessary to locate their targets and arrange for

Average Acquisition Cost

Even though every bounty hunter can set his own price, a good average cost for the services of a common acquisition agent should be based on the idea that an experienced hunter will likely cost more than a novice. Keeping that in mind, most acquisition agents charge an average of 1,000 credits per character level of the bounty hunter for their services. This number is then modified according to a number of factors, described below. All of these cost modifiers are based on the original base average.

- 5 **Deadline** – A target that has to be retrieved by a certain date can fetch up to 50% higher costs, depending on the likelihood of the deadline being met.
- 5 **Harmless Target** – If a target is either an object or an individual that can be acquired without risk to the hunter, the costs could be up to 25% *lower than* average.
- 5 **High-Risk Target** – If a target is somehow likely to put the bounty hunter in great risk of bodily injury, the costs could be up to 200% higher than average.
- 5 **Target is Nearby** – A target that is likely to be found within a single hyperspace jump or closer can reduce costs by up to 50%.
- 5 **Target is Far Away** – A target that is likely to be over three hyperspace jumps away from the bounty hunter's current location can fetch an additional 10% cost per additional jump past the first three.
- 5 **Target is Located** – If a target has already been located and merely needs to be retrieved, the average costs can be reduced by up to 20%.
- 5 **Multiple Targets on One Contract** – For each additional related target (a group of missing persons, a set of antiques, and so on) a bounty hunter should charge an average of 50% more than the original price.

Example: Remy, a 4th Level Lurker specialised in being an Acquisitions Agent, is negotiating a contract with an art collector for a trio of ancient Drazzi statues. The collector knows that the stolen statues are being held four jumps away in a Raider-owned pawn shop. Remy's base average cost should be 4,000 credits (4th Level x 1,000 cr.), and he looks at the job itself in stages. Stolen art surrounded by possible raider activity could be dangerous, so he adds an additional 4,000 credits (4,000 base x 100%). The pawn shop is rather far away, so he adds another 400 credits (4,000 base x 10% for one jump past three). Remy does not have to find the statues, so he cuts off 800 credits (4,000 base x 20%). Knowing that he will have to get all three statues, he adds on 2,000 credits for each of the additional statues (4,000 x 50%). Having done the calculations, he hands over his final offer of 11,600 credits (4,000 + 4,000 + 400 – 800 + 2,000 + 2,000). The art collector knows the statues are worth more than 100,000 credits to his museum, so he happily agrees to the deal.

their speedy pick up and delivery to the client. Most acquisition agents personally want to oversee the capture or claiming of their targets, but some are just as happy to pay others to do so or even go as far as to bring the client to the target instead. Like private detectives or surveillance experts, acquisition agents are specialists at tracking down the targets they hire on to find.

Acquisition agents could be seen as essentially anyone who accepts employment to locate a target, but those who can truly wear the title are far more focussed than that. They are professionals, and they get paid to be better than some freelancer the client might find in Downbelow. Anyone can be paid to simply go and find someone, but a client who needs the job done in a specific time frame or with certain subtlety finds himself looking for a good acquisition agent. Anything less could be costly and foolish, and a good agent will adjust his rates accordingly.

Members of the most diverse category of bounty hunter, acquisition agents can hail from any walk of life and from any species but tend to be clean cut, professional and approachable. Able to be choosy with their clientele, an agent that is against bloodshed may advertise his services as an expert on finding missing persons or stolen articles. Someone with a few less scruples might instead have a reputation of being a cold-blooded hitman, no matter if the stereotype fits or not. It is best to play up the strengths and weaknesses of the person involved, and potential clients will go to those who match what they believe are their needs.

Acquisition agents earn their wages by accepting contracts to find, acquire and return with a target. It may sound like a simple enough job, but knowing that most targets do not want to be found complicates matters greatly. It is up to the bounty hunter to decide if the risk is worth the pay and if the pay can be adjusted enough to accept the risks. Most have a personal scale they stick to in order to decide whether they should take a contract, which can be altered greatly in contract negotiations, depending on the target. Some might inflate their prices to ridiculous heights for a violent job, and many work special arrangements with frequent clients.

Obviously any bounty hunter can choose to set his own prices or adjust them for special arrangements, but those who vary their charges too much will likely find it difficult to get any contracts except with those he is willing to bend for. Just as in any customer service related business the customer will always want to get a better deal, and if the acquisition agent allows that to happen enough times – word will spread and everyone will expect the same ‘deal.’ It may seem harsh, but many of the most professional acquisition agents in the industry only ever adjust their prices upward for certain contracts and simply let their abilities speak for themselves.

Most acquisition agents are self-employed and independent. While some bounty hunters have taken to gathering up mercenary-esque groups of like-minded hunters to claim huge contracts, this is very rare. It is easier to manage with only a single agent involved, and

wages are never split among employees. Paying off informants, keeping up with local taxes and occasionally having to pass a bribe to local authorities might shave off a percentage from their take, but it pales in comparison to having to make an even split with partners.

Acquisition agents should always be on the lookout for better intelligence gathering techniques and avenues. The faster they can locate a target, the faster they can fulfil a contract and begin looking for the next one. While some bounty hunters make their livings by snagging the occasional high-paying contract, the vast majority live on scores of smaller ones. While it may not be as glamorous as bringing in the ISA's fourth most wanted criminal all the way to Tuzanor, successfully apprehending one hundred petty embezzlers will pay the bills just as well.

These ‘purist’ of bounty hunters are surprisingly commonplace in more areas than one might believe, and a criminal on the run would be hard pressed to recognise one. Some might appear in flight suits, others in unremarkable street attire, and still others in expensive suits worth more than the bounty on the target's head. No matter how they choose to perform, acquisition agents are responsible for over two-thirds of the combined successful bounties in the industry each year – even though the limelight always goes to flashier hunters and their ISN-worthy targets.

Becoming an Acquisitions Agent – Player Character Specialisation

Any character who wishes to turn their Player Character into an acquisitions agent must meet the following requirements:

- 5 Must possess the Contact or Informant Network feat (preferably specialised in the bounty hunting industry)
- 5 Must have at least four ranks in both Intrigue and Investigate
- 5 Must have at least five Influence in any one category that the Games Master agrees could grant access to potential clients

If a character meets these requirements, he may make the following adjustments to his Character class upon reaching the next character level:

- 5 Immediately gain 1d4 Bounty Hunting Influence, and add +1 to it for each successful contract fulfilled (max +3 between character level advancements)
- 5 Knowledge (law) and Subterfuge become class skills (if not already)
- 5 The character must pay his contacts (or any Informants on his informant network gained from the feat of the same name, found later in this book) 10% of any income received in which he used their services, or the character will temporarily lose access to them for 1d3 months

Specialised acquisition agents are expected to fulfil at least one contract – no matter how minor it may be – per month. If this quota is not filled, a character's reputation as a bounty hunter will fade into obscurity and he will find it harder and harder to ever arrange another contract. For

Bounty Hunter - The Profession

every month the acquisition agent fails to complete a successful bounty, he loses one Bounty Hunting Influence. Should that number ever be reduced to zero, the benefits from the specialisation vanish and cannot be re-gained. After all, once the industry has heard a character is utterly unreliable as a hunter, the character will never find work again.

Acquisition agents can be of any class, but those of Agent, Lurker and Telepath tend to be the best suited to make the most of the career path.

LEGAL ENFORCERS

'By the power invested in me by the Interstellar Alliance and the Grome Autocracy, you are hereby required to come with me.'

Giving up the freedom of seeking out deals and delivering negotiations to multiple clients in favour of keeping only one type of employer on constant watch, a bounty hunter becomes a legal enforcer when he restricts himself to governmental bounties. Legal enforcers forego the chaotic lifestyle of some hunters, enjoying the fact that they merely have to wait for a communiqué from their short list of employers to set up their next target. Trading the possibility of happenstance fortunes for

the constant paycheck from bringing in 'the bad guys,' these bounty hunters are only a hair's breadth from being a police agent themselves.

Legal enforcers keep their ears open to chances to sign on with a government, community or similar group that has its own laws to enforce in order to specialise in finding fugitives of those laws. They go and get 'the ones that got away' for their employers, bringing them back to face justice for their crimes. Although some of these criminal targets might be coming back for a death sentence, it is the job of the legal enforcer to bring them back – rarely are they granted the jurisdiction to enact the punishment themselves.

While the galaxy sees its share of corrupt government and law agencies, few legal enforcers take a moral stance on their targets. Sometimes the hunter is set to bring in a target that may be utterly innocent, but as all targets plead that they are, there is no profit in trying to decide. Such decisions are best left to the agencies that hire the hunters, and those legal enforcers who start to weigh right versus wrong on their contracts will find themselves giving up lucrative contracts soon enough because of doubt and foolish morality. Few get into the industry to do 'the right thing,' and few of those find any money in it.

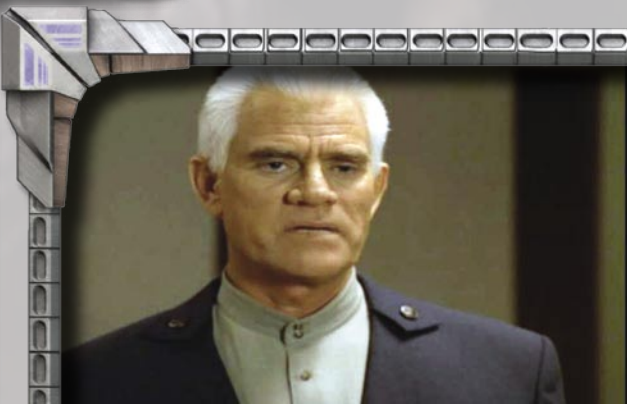
Average Legal Enforcement Fees

Situational Modifier	Fee Adjustment
Related* Influence 5-10	3,000 cr.
Related* Hunting Influence 11-15	6,000 cr.
Related* Hunting Influence 16-20	9,000 cr.
Never worked with same Agency† previously	- 50%
Worked with same Agency† 1-3 times before	+10%
Worked with same Agency† 4-6 times before	+25%
Worked with same Agency† 7-9 times before	+50%
Worked with same Agency† 10+ times before	+100%
Target is suspected to be violent	+ 50%
Travel expenses unpaid by employer	+ 25-50%

* This refers to the bounty hunter's Influence related to the hiring employers (Earth Alliance Influence, Abbai Matriarchy Influence, and so on)

† The term 'agency' is refers to any group that hires the bounty hunter

Example: Groene Piccari, a 5th Level Agent specialised in being a Legal Enforcer, has been contacted by the Brakiri Syndicracy to bring in an escaped murderer from faraway Golian territory where he is hiding. Groene has worked with the Brakiri five times before, and has nine Brakiri Syndicracy Influence from years of living on Brakos. The Brakiri are willing to fully fund the trip, all expenses paid, but still require a final wage tally from Groene. Starting with a base of 3,000 credits (Influence of nine), he knows they respect his work and adds 750 credits for repeat business (3,000 base x 25%, for five other contracts with agency), and finally throws in another 1,500 (3,000 base x 50%) due to the target being a murderer – obviously violent in some capacity. His total wage request comes to 5,250 credits, not much considering he will be going after an escaped murderer, but if he stays at posh hotels and travels in the lap of luxury the whole time, it could be worth a lot more to him than the extra credits.



A good legal enforcer who does his job can expect to live rather well, as there are always fugitives to be rounded up for one agency or another. Unlike true open bounties, the legal enforcer is often approached by the agency involved to bring in the target as requested. What this means to the bounty hunter is that a good reputation with the legal agencies he wants to do business with is paramount, and directly related to the income he can manage to bring in. Unlike some other bounty hunters, who have the luxury of cashing in on danger and travel expenses, legal enforcers are likely going to have much of the *extras* covered by their employer – which means they cannot profit from them effectively.

Legal enforcers are paid a much more even wage than acquisition agents, depending on their relationship with the client and how well they come recommended from others in the industry. The previous table provides a list of common prices that a legal enforcer can expect to charge for retrieving a fugitive for a legal agency.

As with any other form of bounty hunting, the legal enforcer can adjust his wages if he feels he has that capability with the agency that is requesting his services. This can be dangerous to the hunter's reputation with the agency, and possibly to the industry as a whole. Unlike the ironclad contracts that other hunters lock themselves into, making it impossible for an agent to go to another hunter, the agency will simply move on to the next name on its long list should the first enforcer set his price too high. It is a cutthroat industry, and the hiring agencies know that all too well to accept foolishly high demands.

Legal enforcers who thrive in the business maintain good relations with several possible employers, and do their best not to take bounties that might cross into territories that would harm those relationships. Sometimes it is unavoidable, but a few well-placed calls can often keep everyone happy – or at least cowed long enough for the hunter to get in, find the target and get out. Making one meal-ticket unhappy just to placate another cannot always be helped, but longstanding legal enforcers will make it look like child's play. There have even been, on occasion, enforcers who get two neighbouring agencies to start a bidding war to remove a fugitive from their territories!

The nature of the career – to seek and obtain fugitives from the law – means many long hours of questioning possible informants, watching surveillance recordings, listening to tapped communications and following a target until sure they are in the perfect place to be restrained. It is a dangerous job that requires patience and many skills. Combat experience or training can be quite helpful, as some targets, even those who are supposedly non-violent offenders, refuse to be taken easily or without a fight. More than a handful of legal enforcers have gone into an early grave due to their underestimating what someone will do to avoid being caught.

Legal enforcers are amongst the most public of bounty hunters, using their relationship with governmental agencies to get them access to things that other hunters have to bribe or steal their way into. They are far more respected in proper law enforcement circles, and rarely receive any difficulties from them while on the job. The pay may not be quite as spectacular as other specialisations of bounty hunting, but there are many perks to being directly employed by the legal system of a governmental community. For some, it is like being a police officer...but without the entire stigma that goes along with the badge.

Becoming a Legal Enforcer – Player Character Specialisation

Any character who wishes to turn their Player Character into a legal enforcer must meet the following requirements:

- 5 Must possess the Contact or Informant Network feat (preferably specialised in law enforcement or politics)
- 5 Must have at least four ranks in both Investigate and Knowledge (law)
- 5 Must have Influence in any one category that the Games Master agrees could grant access to potential legal agency clients
- 5 Must have access to a constant communications network

If a character meets these requirements, he may make the following adjustments to his Character class upon reaching the next character level:

- 5 Immediately gain 1d4 Bounty Hunting Influence, and add +1 to it for each successful contract fulfilled (max +3 between character level advancements)
- 5 Investigation and Notice become class skills (if not already)
- 5 The character is granted the Data Access feat, but it is only usable while on an assignment

Specialised legal enforcers are expected to accept an enforcement contract offered to them from an employing agency at least once out of every five contracts offered. If this quota is not met, the legal enforcer's reputation as a bounty hunter fades into obscurity with the agency and he will find it harder and harder to ever arrange contracts. For every five contracts from which the character does not accept at least one, he loses one Bounty Hunting Influence and two of the related agency's Influence. Should that agency's number ever be reduced to zero, they will no longer offer any contracts to the

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character. If the character's Bounty Hunting Influence is ever reduced to zero, all benefits from this class specialisation vanish and cannot be re-gained. After all, once the industry has heard a character is utterly unreliable as a hunter, the character will never find work again.

Legal enforcers can be of any class, but those of Agent and Officer tend to be the best suited to make the most of the career path.

FINDERS

'What does it look like?'

The least confrontational specialisation of bounty hunter, a finder focuses all of his attentions on seeking out items of worth for his clients. Stolen or lost goods, monetary compensation and large-scale repossessions are what finders obtain. While other bounty hunters are sailing through the galaxy in search of a specific face in a crowd, finders use the power of ownership they are granted to claim their target and bring it to a pre-designated delivery point. A finder must be part huntsman and part scavenger and have the patience of an archaeologist to perform this job properly.

Why someone becomes a finder in an industry where any bounty hunter can do a finder's job adequately enough depends on the person, but most get into it early in their careers in an effort to be non-confrontational. This is rarely possible in practice. Even though a finder does not target a person or a criminal, objects rarely get up and walk away on their own – meaning that whoever has them may not be willing to obey the possession order of some faraway employer.

Finders prefer to stay out of conflicts surrounding their contracted targets, but must always be ready to butt heads with *someone* in their line of work. Depending on who holds their target (figuratively speaking in some cases) at the end of their search, they could be up for a pretty ugly situation. Lies, stealth, bribes and a touch of luck are the best tools a finder has at his disposal to hopefully claim his target without risking his neck.

Unlike common bounty hunting, where a person has a price placed on him according to just how much he is worth to the employer, finders have a much easier time setting their fees for their clientele. Depending on exactly what they are retrieving, how far it is from their current location, how far it has to be delivered to and how much the target appraises for – they have a formula to put together a good invoice for the employer. It does not leave them with much room for negotiation. This means

Finder Target Fees

Situational Modifier

Base Finder's Fee
Target can be carried in one hand
Target can be carried in both hands
Target must be carried in pack or rucksack
Target cannot be carried on person
Target requires cargo transport
Target requires special travel arrangements
Target must be smuggled in/out system
Target/Delivery is in distant system
Target/location is dangerous/harmful to Finder

Fee Adjustment

2,000 cr. + 10% of the target's appraised value.
N/A
+ 10% of Base Finder's Fee
+ 20% of Base Finder's Fee
+ 30% of Base Finder's Fee
+ 40% of Base Finder's Fee
+ 50% of Base Finder's Fee
+ 200% of Base Finder's Fee
+ 5,000 cr. per hyperspace jump
+ 2,500 cr. and all medical expenses for 90 days after target leaves Finder's possession

Example: Sarah Blakeman, a 6th Level Scientist specialised in being a Finder, is looking over a proposal for a target-acquisition in Denova. Sarah sees that the item – a religious icon made of solid quartz – is the target, and appraises for around 80,000 credits on a common market. Her base fee is 10,000 credits (2,000 + 8,000 (10% of 80,000)), and she knows that she will need to get a reinforced back-rig to carry the heavy idol, adding 2,000 credits (20% of 10,000 base) to the total. Knowing that the area the icon is supposedly being held is crawling with angry sycophants, Sarah adds 2,500 credits and her common medical clause. The last thing is her travel expenses for the two jumps to Denova and the one to the rendezvous at Jericho, coming out to an extra 15,000 (5,000 x three hyperspace jumps). Satisfied she has everything covered in her invoice, Sarah adds it up to a total of 29,500 credits (10,000 + 2,000 + 2,500 + 15,000). It looks like it won't be a bad contract, and she sends her approval immediately.



that anyone even asking for the finder's expertise already knows roughly how much he must pay, therefore eliminating most of the awkward negotiation process.

Finders are paid a wage, which is only altered for outside reasons, in direct relation to the work they are accepting. The following table shows how a finder comes up with his common fee. While these numbers are not enforced in any legal fashion (except in the Brakiri Syndicracy, where they are posted as public information), they are widely known in the bounty hunting industry.

As with any other form of bounty hunting, a finder can try to adjust his invoiced wages if he feels it is warranted and worth possibly turning the client away. Even though it is well-known in bounty hunting circles that finders are truly the best at repossession of objects, most clients also know that they can find any other finder or even an acquisition agent to do the job – for fewer credits in some cases. Finders who stray from the industry standard invoice fees might make a name for themselves as greedy or unreliable, and future contracts might never come their way.

Good finders keep huge libraries of names and communication codes that they can use to help locate their targets. Unlike the hunting of a person, who has certain needs to survive on the run, targets that are objects could just be sitting

somewhere, waiting to be found. This means that the finder must try to locate the target using the information of others who might have had contact with it, or perhaps seen it elsewhere. This means that a good and trustworthy information network combined with good research skills are a must for any finder, and being widely travelled is always a help.

Finders are sometimes viewed as thieves in comparison to the bravado of their peers. Their galaxy-wide searching for the possessions of others is far less adventurous than the wrangling of criminals on the run, or the exacting of justice at the barrel of a PPG. Even so, finders who excel at their role tend to live very comfortably in their high-priced lifestyles and can afford to ignore those who might sneer at their career choices. Those who have employed a good finder to get back a prized heirloom or reclaim a stolen shuttlecraft know their true worth.

A finder must make sure that possible employers know how to contact him, but that holders of future possible targets do know who he is. Many finders work over non-visual communiqués for just that reason, keeping their identity secret in order to slip into hard-to-pass areas and reclaim their targets. There have even been a number of melodramatic finders who have gone as far as wearing masks or – for the truly successful and wealthy – a Holo-suit. Only a very few have gone to such lengths to stay anonymous, with most finding an audio-only communication unit far easier to work with.



Becoming a Finder – Player Character Specialisation

Any character who wishes to turn his Player Character into a finder must meet the following requirements:

- 5 Must possess the Data Access feat
- 5 Must possess at least four ranks in both Appraise and Investigate
- 5 Must have advertised in some way to attract Finding contracts

If a character meets these requirements, he may make the following adjustments to his Character class upon reaching the next character level:

- 5 Immediately gain 1d2 Bounty Hunting Influence, and add +1 to it for each successful contract fulfilled (max +3 between character level advancements)
- 5 Investigation and Subterfuge become class skills (if not already)
- 5 Anytime the character chooses the Contact or Informant Network feats, the feat is gained twice. The contacts/informants chosen by this extra feat **MUST** be related to the bounty hunting industry
- 5 The character must pay his Contacts (or any Informants on his Informant Network gained from the feat of the same name, found later in this book) 20% of any income received in which he used their services, or the character will temporarily lose access to them for 1d3 months

Specialised finders are expected to be good enough to succeed in any contract they choose to accept. A finder who fails in more than one finding contract per month risks damaging his reputation. For every contract that the character does not succeed in beyond the first each month, he loses 1d3 Bounty Hunting Influence. If this is ever reduced to zero, all benefits from this class specialisation vanish and cannot be re-gained unless the character establishes a new identity using the Alternate Persona feat (found in *Merchants, Traders & Raiders*, and reprinted later in the feat section of this book for convenience). After all, once the industry knows a character is utterly unreliable as a hunter, the character will never find work again under that identity.

Finders can be of any class, but those of Agent and Lurker tend to be the best suited to make the most of the career path.



MANHUNTERS

'Whatever you did or didn't do, I don't care. Let's just do this the easy way, okay?'

Effectively a misnomer in the greater galactic bounty hunting industry, manhunters specialise in acquiring much more than just men. A carryover term from the traditional term from Earth, these bounty hunters focus all of their efforts at living, sentient targets. Sometimes contacted from afar, other times picking up on broadcast bounties; manhunters risk their lives in order to make their fortunes fast. There is a lot of money to be claimed for those brave enough to venture out and get it.

Manhunters revolve around the ability to locate their targets, preferably without being discovered in the process. Living targets cannot stay underground and invisible forever, and a good bounty hunter will be watching and waiting for them when they surface again. Rarely will a client go to a manhunter to simply kill off the target (as there are better hunters for that purpose), meaning that the bounty hunter must be well-versed in incapacitation tactics. This could be as easy as good martial arts training or as complex as hidden sedative traps; it all depends on the individual bounty hunter's strengths and weaknesses.

Bounty hunters who specialise their work into that of a manhunter accept all the risks that go along with hunting a sentient, living target. It is very dangerous work and unlike a legal enforcer, who has someone's law on his side, a manhunter might be fulfilling his contract for independent reasons. Parents who want to reclaim a runaway child, a raider cell looking to bring in a snitch, a company wanting to stop a faraway employee from spending any more from the corporate account – these are just a few of the contracts that a manhunter may have to accept to keep his bills paid.

This moral ambiguity (depending on the bounty hunter) means that higher prices can be demanded depending on the level of questionable intent being asked of the manhunter. A simple retrieval of a missing person fetch an average rate due to its 'normality,' but a contract revolving around obtaining a witness for a major criminal case will have a significantly raised invoice. It is in this fashion that a manhunter can make a true fortune off surprisingly few successful contracts. This, of course, does not even bring into consideration the number of publicly offered bounties listed on the Huntsmen's Listing Network that a manhunter could cash in on.

Manhunters must be ready to be either extremely selective in their contracts, or prepared to spend a lot of time travelling the galaxy in search of their targets. There are no guarantees that a target will be anywhere near where the client claimed them to be, and by the time the bounty hunter gets there – the target may already have moved on! This cat and mouse game can go on for months, especially if the target somehow becomes aware he is being hunted. There are very few manhunters who keep strict calendars or appointment books, as they never know where they might be long enough to pencil anything in.

The majority of manhunters will have undertaken some form of combat training. It is essential to their job, as the targets they accept will almost always choose to fight against being taken away by some random stranger – and no amount of sweet-talking can convince some targets not to do something stupid. Manhunters are amongst the leading bounty hunters to die on the job, killed by their target or the target's protectors.

Manhunters do have one major benefit from their choice of specialisation. Having the skills to track down and deal with living targets all of the time lends the proper type of abilities

to picking up freelance postings on the HLN. Supplementing their income with the occasional high-paying bounty advertised on the open 'market,' a good manhunter can keep the credits flowing even when his personal business has run to a dead halt. The risk of running into competing bounty hunters on these freelance jobs might keep some manhunters from attempting them, but only a fool would ignore such an opportunity.

Although many other bounty hunters perform their duties as well, manhunters often advertise their services widely to attract those who need a 'specialist.' They have to be good at their

Deciding A Manhunter's Fair Wage

Unlike every other bounty hunter specialisation, manhunters have the freedom to more or less set their own price depending on the job being asked of them. Simple pick ups that are close, likely to be non-violent and *legal* could bring a few thousand credits before and after the target is apprehended. Something a bit more involved, dangerous and of questionable legality might fetch several tens of thousands up front!

Unlike the contract negotiations of other bounty hunters, a manhunter's wages are not based on any set number of formulae – they are haggled over. While a bounty hunter could eagerly take the first offer an employer sets for him, it is expected of any good manhunter to present a counteroffer. Knowing his own skills and resources, this second number is supposed to reflect the degree of difficulty involved, the manhunter's pride in his own business and any 'moral padding' the hunter might require to do certain jobs. This back and forth can occur several times until both sides are happy.

In game terms, the client sets the first number for the job they have proposed. The manhunter may then immediately raise that initial number by up to 100% higher, explaining his reasoning to the client. The client representative may then counteroffer, reducing the current number by 20% if he succeeds in an opposed Diplomacy or Intimidate check versus the manhunter's Will save. In response the manhunter can try to raise the amount back up by 10% (of the current number), with the same style of opposed check.

These two types of checks can be repeated until one side or the other fails to successfully influence the amount, at which point the other side may accept the final bid or continue the price negotiations – which will re-initiate the back and forth haggling. When one side fails to adjust the price, and the other side accepts, the price is set and the contract price accepted.

Example: Evannar, a 7th Level Agent specialised in being a Manhunter, is negotiating a particularly dangerous contract with a member of the Martian Mafia. The Mafioso offers 150,000 credits for the retrieval of a politically-protected witness against one of their Earthside bosses. Evannar counters with a whopping 300,000 instead (150,000 + 100%), explaining that she will be risking her neck getting in and out of an EarthForce witness protection safe house. The Mafioso laughs, telling the hunter that she does not know who she is haggling with (successfully making the Intimidate check against Evannar), reducing the amount to 240,000 (300,000 – 20%). Evannar tries to explain that she is not afraid, but the chirp in her voice gives her away (she fails her Intimidate in response). The Mafioso laughs again, pointing a thick finger at her (another successful Intimidate) and lowers the amount again to 192,000 (240,000 – 20%), to which Evannar sighs, knowing she cannot bully this leg breaker, and pleads with him intelligently (succeeds in a Diplomacy check against him instead), raising the contract fee to 211,200 (192,000 + 10%). The Mafioso considers bullying her again, but knows that time is of the essence and writes the final number on the contract datapad. He presses his fat thumb onto the signature line, and passes it to the manhunter...



chosen role, or at least better than their peers, in order to get ahead in the industry. Some manhunters have taken to adding specific clauses, like non-violent capture, organic tranquilizers only and even certain degrees of unharmed, to their contracts. Word rapidly circulates when a bounty hunter can limit himself in such a way and remain successful, which adds to his reputation – and therefore, to his income.

Becoming a Manhunter – Player Character Specialisation

Any character who wishes to turn his Player Character into a manhunter must meet the following requirements:

- 5 Must possess at least four ranks in Intrigue. Investigate and Notice
- 5 Must have access to the Huntsmen's Listing Network (which requires one Bounty Hunting Influence)
- 5 Must have access to at least one form of Interstellar travel (paid services DO count)

If a character meets these requirements, he may make the following adjustments to his Character class upon reaching the next character level:

- 5 Immediately gain 1d4 Bounty Hunting Influence, and add +1 to it for each successful contract fulfilled (max +3 between character level advancements)
- 5 Intimidate and Subterfuge become class skills (if not already)
- 5 The character must pay 10% of any income received from his bounties to the Huntsmen's Listing Network for advertisement, or lose 1d3 Bounty Hunting Influence and access to the HLN for 60 days

Specialised manhunters are expected to accept at least one contract in which the target is a sentient being – no matter how little it may pay – once per month. If this quota is not filled in some way, a manhunter's reputation as a bounty hunter will fade into obscurity and he will find it harder and harder to arrange another contract. For every month the manhunter fails to accept a qualifying bounty, he loses one Bounty Hunting Influence. Should that number ever be reduced to zero, the benefits from the specialisation vanish and cannot be re-gained. After all, once the industry has heard a character is utterly unreliable as a hunter, the character will never find work again.

Manhunters can be of any class, but those of Agent, Lurker and Telepath tend to be the best suited to make the most of the career path.

THE FOLLOWING IS A TRANSMISSION FROM THE HUNTSMEN'S LISTING NETWORK

TO ANY FREELANCE LEGAL ENFORCERS DOING BUSINESS IN THE VICINITY OF THE DIRTY NEUTRAL SCAR SYSTEM

WE ARE LOOKING FOR SOMEONE WHO CAN DISCREETLY OBTAIN A PARTICULAR GAMBLING CHEAT WHO HAS DECIDED TO HOLD UP ON OUR PRECIOUS FREEDOM SCACTION IN AN EFFORT TO CLAIM SANCTUARY FROM ONE OF THE ELECTS THERE. WE HAVE GIVEN SANCTION TO SCACTION SECURITY BUT THEY ARE YET UNABLE TO CAPTURE THE INDIVIDUAL IN QUESTION.

DUE TO THE TIMELINESS OF THIS ISSUE WE ARE PREPARED TO DOUBLE ALL NORMAL FEES FOR HIS IMMEDIATE CAPTURE.

RESPONSES IN INTERLAC WOULD BE GREATLY APPRECIATED. MORE INFORMATION UPON NEGOTIATION OF FINAL CONTRACT.

THANKS AND LIBERTY TO YOU
THE DIRTY FREE SCAR COUNCIL OF LEADERSHIP

STATE OF THE INDUSTRY

While not nearly as prolific as shipbuilding, politics or smuggling in most of the galaxy, bounty hunting has become far more popular in the 23rd Century. Once viewed as solely the arena of thugs and gunmen, the industry of 'target acquisition' (the politically correct terminology) has moved into a much more civilised and socially acceptable position. There still are a vast number of the unwashed, pistol-packing huntsmen that ply the trade from their decrepit starships, but they are no longer the majority.

With new and improved ways of dealing with targets, the 'suit-and-tie' bounty hunter has stepped up the forefront. More and more respectable agencies and would-be clients are glad to find a higher class of hunter answering their requests, and trust in their abilities far more than the rough and tumble variety of the last generation. Corporations are actually unafraid to put their faith (and money) into the new

style of bounty hunter, seeing that they are well represented in their affairs. For some individuals this external change is just a coat of paint over their swarthy lifestyles, but many have adopted a new feel as well. Where it was once expected for a bounty hunter to be as eccentric as possible to set him apart from the crowd, a finely pressed jacket and a three-thousand credit bottle of champagne over negotiations seems to set the mood for success.

This new look only partially alters the industry in reality, with only the social relations aspect of the job becoming a higher classed business. Once the deal is struck and the long hours of chasing the target through flophouses, sewers and smuggler's dens begin – the practicality of an expensive suit falls short. When dealing with local authorities the shining smile and pleasant appearance is a boon, but when dodging PPG blasts in a Zhabarian back alley it is a hindrance. Basically, the industry has evolved to wear a much prettier face in public to make it far simpler to do the job. The guts of the industry remain the same – find the target according to the client's specifications. The rest is just icing on a cake.

With the advent of the Huntsmen's Listing Network in 2233, bounty hunters took a massive leap in popularity, especially amongst the League of Non-Aligned Worlds. The galaxy has never fully accepted the industry fully, with some governments viewing bounty hunters' work as criminal. Overall this has not halted the growth or evolution of bounty hunting, actually making it more profitable for those hunters willing to risk the wrath of these governments.

The 'facelift' bounty hunting underwent in the 2250s and '60s made it more accepted and easier to ignore by some, even repealing a few of the criminal edicts against bounty hunters in some smaller colonies and systems. Even so, bounty hunting still has a sketchy reputation that many will never be able to get over.

The following sections are descriptions of how each of the major galactic governments looks upon bounty hunting and bounty hunters as a whole. After each description, there is a short quote taken from a prominent member of that government when asked about the nature of bounty hunters in their culture, putting a personal touch on the views stated within the section. Of course there are always exceptions to these views, but these sections give a good overview as to what a bounty hunter might expect to find concerning his trade in the respective territories.

Abbai Matriarchate

It should come as no surprise that bounty hunters in Abbai space have to watch themselves rather closely. The laws in the Matriarchate against harming fellow are sacrosanct and are upheld by the majority of the population of Abbai

communities. The peace-loving aliens are extremely unfriendly towards hostilities brought into their territory, and respond with remarkable capability when confronted with an outsider who does so. Bounty hunters who accept a contract or follow a target into Abbai space must be prepared to either work hand in hand with the locals, or be very good at evading them.

This does not mean that the Abbai are without need for hunters, however. In a society such as the Matriarchate's, where criminals are incarcerated for very long periods of time and execution is all but unheard of, relying on outsiders to help round up these offenders is very useful. When their own legal police force does not wish to push boundaries and risk inter-governmental scandal, the Abbai sometimes call upon bounty hunters to go and fetch the target in question.

The use of lethal force in any fashion while working on behalf of the Abbai must be documented in great detail to assure the client that it was solely in self-defence. Otherwise, or if the claim of self-defence is found wanting by Abbai investigators, the bounty hunter will likely be brought up on charges of contractual fraud – as all Abbai bounty contracts forbid the hunter to use deadly force except to save his own life. This can be costly to the hunter, as it is an offence that can warrant fines of up to 100,000 credits!

The Abbai have a very select few bounty hunters who have ever risen up from their colonies. Those who do tend to try to be legal enforcers or finders, as these pursuits are supposedly higher on the moral pyramid to the aquatic race. Those Abbai who do undertake sentient bounties without legal backing are a rare breed, and are most often disgruntled males who are looking to leave the Matriarchy behind and 'be their own men.' Even these social pariahs respect life too much to ever take a bounty that will likely end in a target casualty, and stick to incapacitation and object repossessions.

That being said, the Abbai and their advanced defence technologies make for excellent bounty hunter candidates, able to deal with targets much tougher (and therefore more lucrative) than they are. They tend to be patient, observant and well-liked by their allies and informants. There are very few Abbai bounty hunters active outside of Matriarchate space, and almost none outside of League territory – the industry is just too violent and cutthroat for them to immerse themselves in it wholly.

'I wouldn't ever give one of those gun-happy wretches a single credit. They are the reason that the criminals of other races spread as far as they do. They run from the hunters, and end up here... where we have to deal with them.'

-Ambassador Kalika of the Abbai



Brakiri Syndicracy

Of the League of Non-Aligned Worlds, the Brakiri is likely to be the single most active employer of bounty hunters. Within their tomes upon tomes of laws and legal conjunctions there is a lot of room for loopholes and technicalities. In fact, it is an issue that the conglomerate power families have relied on and supported for generations. This 'grey area' between laws and circumstance leave many problems unsolved and many criminals uncaught. It is because of this that private parties, governmental agencies and corporate representatives tend to hire more bounty hunters than any other species. Almost one-third of the listed freelance bounties on the HLN come from Brakiri middlemen.

Many of these bounties are no less than personal grudges that need to be settled, but are so well hidden in the legalese of the species and in loopholes of traditional laws that only a part-time lawyer/part-time bounty hunter could ever catch on. Most do not care, as the Brakiri are a wealthy people, and when the money is good enough no questions are asked. Whether it is retrieving company funds or secrets from ex-employees or hunting down important researchers from faraway places for new projects, a bounty hunter can make a good living in the Syndicracy alone.

Syndicracy laws are so redundant, altered and loophole-ridden that the governing bodies of most Brakiri colonies and outposts do not even try to enforce any sort of sanction against bounty hunters. Unless the hunter is reckless and ignorant, killing indiscriminately or causing damage to corporate property (a far greater infraction, to be sure) he has very little to fear from local governing agencies. It is too costly and time-consuming to enact a case against an outside and contracted bounty hunter – so most are merely ignored.

As with any other industry other than charity work, there are a number of Brakiri in the bounty hunting business. With their eye for detail and inherent abilities to discern a good deal from a bad one they make very shrewd negotiators. They tend to make the most out of what other hunters may consider to be a bad contract, and many of their number enjoy the sort of 'moral amnesia' required to undertake certain bounties. The only type of hunter they seem to fall quite short on is the role of the finder.

Finders deal in so many expensive or even priceless things that the Brakiri instinct to make the most of it sometimes kicks in, claiming the item was never found – but taking it themselves for a much larger sum. In an industry that is sometimes literally cutthroat, the Brakiri unsurprisingly excel.

The launch of the Huntsmen's Listing Network gave a huge boost to the bounty hunting industry at the end of 2233. It was a joint venture on behalf of the Brakiri and the Drazi, their galactic neighbours. Originally designed to be used as a way for Dilgar-hunting mercenaries to keep each other abreast of Dilgar sightings it quickly morphed into its current state. This bounty hunting tool revolutionised the industry in the next twenty years, as thousands upon thousands of contracts, clients and advertisements led to the boom in the business. The Brakiri know their role in the business' swell, and it may have something to do with their positive attitude to the industry as a whole.

'What better avenue does a business owner have to get pure and unmolested justice against those who cut into his profit margin with their underhanded thievery and skulduggery? I say that the bounty hunters are some of the best things that happened to the galactic free market!'

–Yurik Pas'ton, CEO of Im-Rehsa Research Department

Centauri Republic

In a society where family member is often pitted against family member to climb a ladder of Machiavellian politics the bounty hunter is a real commodity. Assassinations are frequent and kidnappings commonplace and some of these might just occur with a little hired help. Most families have their own ways of dealing with inter-House issues and would never turn to an outsider to solve them – except when they need a decent scapegoat. Bounty hunters are like any other tools the Centauri might use. That is to say that they have their uses, but should never think themselves immune to the deadly games of the Republic.

Strangely enough the Centauri rarely use a bounty hunter to handle problems with when they can deal with them internally, but smaller Houses and conspirators sometimes do not have the power to enact their plans themselves. Using outside help might steal some of the 'honour' of the act and ruin whatever personal touch the Republic would like to see, but it gives the employer some small bit of plausible deniability in case the hunter is caught. No matter what the bounty hunter might say to his captors, it would be a great dishonour to claim a royal House was truly responsible for the hunter's actions.

It is a dangerous game to get involved in, but a bounty hunter capable of playing along with the politics and treachery of the Centauri can expect to be very well compensated. The Centauri pay very well for a service well earned and extra for a hunter who can follow instructions exactly. Reclaiming a precious heirloom for a House that was once wronged in losing it, bringing love-

Bounty Hunting in the Centauri Republic – Post 2262

After the withdrawal of the Republic from the Interstellar Alliance due to the puppeteering of the Drakh, bounty hunting became a much more dangerous career within its boundaries. Non-Drakh-controlled nobles were targeting Drakh-controlled ones and vice versa. Some plots to control outside influences targeted bounty hunters themselves to be fitted with Drakh Keepers, creating the perfect minions to work outside of the Republic's territories. So many enigmatic and deadly plots and schemes were roiling beneath the surface of the embittered Centauri that bounty hunters coming and going were never completely safe from them.

Any bounty hunter characters dealing with Centauri during this time should always have a serious sense of being watched, judged and possibly plotted against. It is a paranoid time for the industry here, and Games Masters should not pass up the opportunity to show that to the players.

struck children back to Centauri Prime for their arranged marriages, making sure the only heir to an inheritance returns just in time to be assassinated – these are the types of jobs a bounty hunter can expect to pick up from the Centauri.

This odd relationship the Centauri have with the bounty hunting industry leaves room for many young adults looking to make their mark by joining it. Seeing how bounty hunters can be everything the conspirators of certain Houses need or want, adolescent Centauri will occasionally think they could be a much bigger part of the political games by becoming one. This is rarely the case, as any Centauri worth his crest is never going to hire a bounty hunter from within the Republic for sensitive contracts.

Even though their views on bounty hunters can sometimes be a shade more fatalistic and less businesslike, the Centauri have a special niche for hunters who do not mind getting swept up in their idiosyncrasies. Their use of manhunts and hitmen far outweighs the other styles of huntsmen that commonly operate within Republic space. It is fertile ground for a bounty hunting business to grow, but one that is filled with dangerous predators on both sides of the contracts – the bounties and the clients.

I have never seen a reason to bring in outside help for sweeping up my own problems. What can they do that a few thousand ducats in the right pocket cannot,

no? I would never disparage their work, but I know a hundred willing aspiring nobles who would gladly do such work for the mere recognition!

-Prato Hessius, House Hessius Librarian of Historic Records

Drazi Freehold

The pugnacious and belligerent Drazi have been a focal point for the bounty hunting industry for many generations. It would seem that the Drazi actually evolved many of the traits of good bounty hunters. Drazi are stalwart, stubborn and rarely back down from a challenge – if ever. In the rise of the industry during the late 22nd and early 23rd centuries, Drazi bounty hunters outnumbered those from any other individual race nearly two to one. Manning fast ships, strapping on heavy weaponry and tacking a string of wanted posters to the inside of their cockpits, the Drazi bounty hunters of yesteryear were utterly at home hunting down their targets behind the sights of a PPG.

As the industry has evolved and the reliance of hard-edged huntsmen ready to take down entire gangs has fallen behind the prestigious suit-and-tie style of bounty hunter, the Drazi in the ranks have dwindled fast. As there is still a need for tuggish hunters, the Drazi have not given up completely, but there are much fewer of them succeeding at the 'new game.' The handful of Drazi bounty hunters that have been able to adapt to the higher standards of the social aspects of the industry are finding it a completely new business – until they are out in the field again, where they can strap on their guns and go after their target their way.

The Drazi's view that might-makes-right in nearly every instance surprisingly eliminates the need for many domestic bounty hunters, especially legal enforcers. So much of the civilian populace takes care of their own minor legal squabbles themselves that hunters rarely need to be hired to repair a situation within the Freehold. By the time a hunter is contacted, the bounty established and the target reached – the reason the bounty was put out in the first place has likely been solved with a series of brawls or duels. While the Freehold might be the source for many bounty hunters, it seems to be far less common to be the source for many hiring clients.

Bounty hunters, while active and advertised in Freehold space, actually receive a warm welcome from most places – the career being seen as prestigious and worthy of a Drazi's praise. They sometimes get better deals on hotels if on a current contract, meals occasionally served with special regards from chefs or management and drinks are purchased at taverns and bars for them when they are recognised. There have been so many tall tales and historic stories about the bounty hunters of the old days that many Drazi see no difference between how Earth civilians treat famous athletes and how bounty hunters should be treated.



Some hunters rely on this view, stopping frequently in Freehold territory on the way to a target, if just for the special treatment. This is reflected in game terms by a bounty hunter using his career and stature in a predominantly Drazzi community being able to add in half his Bounty Hunting Influence (round up) to any Influence checks made in/with that community.

Even though there is not a great deal of money to be earned from the Drazzi public for most bounty hunters, the Freehold is a good place for them to take root and make a good base of operations. This might mean that a hunter will always travel out from Zhabar or Heptharg in order to actually collect on any bounties, but the fringe benefits make it worth every credit spent on transport. Considering the cold shoulder and downright hostility bounty hunters get in many galactic communities, the respect of the Drazzi can help make the job seem better every day.

'One of my fathers and my direct hatch mother were bounty hunters, so the thrill of the galactic hunt is in my genes. Once I get old enough to fly, I'm going follow in their footsteps! I'm a natural!'

-Frozaz, Shambah Flight Academe student

Earth Alliance

Like many of the galactic governments, Earth has had a history of bounty hunters for several hundred years. From their own early history there were always men outside the law enacting their own justice upon criminals, herding together the lost and looking for missing persons for what they felt was a fair wage. Especially in the so-called 'North American wild west' (a term that baffles most galactic species, as Earth is not *west* of the planetary axis at all) and later, in the 21st century, bounty hunters were actually rather common and accepted by human society.

In fact, the widely-used term 'bounty hunter' is actually a throwback to the human title for the career. When the Earth Alliance reached the stars en masse and began to join the other galactic races in commerce, trade and travel, English slowly became the new Interlac and some of the English lexicon caught on and was used by most races. Even though many races had been doing exactly the same thing for hundreds of years before humans even reached their moon, it was the English term that became widely used and known. Even though the types of contracts that are taken differ drastically from those the early humans called bounties (they focussed mainly on the idea of alternate legal enforcement), the industry adopted the name for itself.

Since then there have been countless humans in the role of galactic bounty hunter, second in number only to the Drazzi. Many are attracted to the lifestyle that their old traditional stories describe as full of excitement and adventure, bringing in criminals and being paid handsomely for all their good work. When they discover the reality of what bounty hunting has evolved into (object finding, missing persons, and so on.),



these 'adventure seekers' quickly specialise into one of two types of hunter – legal enforcers and manhunters. Many might later focus on dead-or-alive targets or corporate sponsorship, but most of those become far more private in their business and rely on specific clients to arrange contracts.

In Earth Alliance territories there are many strict rules against certain facets of bounty hunting, many of which are designed to keep the peace. Several of these minor infractions can be quickly dismissed with the proper documentation for bounty hunting in EA space, which costs 12,000 credits a year to maintain, but some – like cold-blooded murder – is a punishable offence no matter who the target or the hunter might be. This is hopefully a deterrent to hitman-style bounty hunters leaving trails of corpses as they traipse through so many of the Earth Alliance's 'public' stations, colonies and installations.

It is well known that during the Earth Civil War in 2261, when forces aligned against the corrupt Earth Alliance President Clark, that the Huntsmen's Listing Network was rocked with the largest outstanding freelance bounty ever to have been placed. A collective bounty listed by the EA Ministry of Peace and the leading members of Nightwatch on the command staff members of Babylon 5, declaring 'alive for rehabilitation' as the requirement appeared, with the mind-boggling reward of 500,000,000 credits for each! This bounty was never collected, as the Civil War eliminated Nightwatch before anyone could make an honest attempt. Some claim the bounty was purely a tactic to throw a chaotic element into the war, or to get some of the crews to buck against them, but it was removed shortly thereafter. Now it simply remains in the halls of bounty hunter fame as the single largest payout that no one was ever able to claim.

'I appreciate the ones that try to help us grab the ones that escape, but every time I have to clean up an execution in Downbelow that is missing a finger or something so they can claim their reward...I can't help but wish they would all just go away.'

-Zack Allen, Babylon 5 Chief of Security

New Alien Subspecies: Stalker Breed Gaim

In the early 2240s, after seeing how effective the bounty hunters of other species were in dealing with the few Dilgar still lurking about, the High Queens began to secretly create a new type of warrior breed that was not built for direct conflict or war. This new breed was smaller, slimmer, faster and more predatory than their massive brethren.

The resulting Stalker Breed is a mantis-like Gaim nearly half-again as tall as a man, but slim and thin-framed. They have buckled back legs filled with hydraulic-esque fatty tissues to give them the ability to leap great distances and attack in silence with their scythe-like forearms or paralytic mandibles. In order to make these stalkers light enough to propel themselves, the Queens engineered them with comparatively thin exoskeletons. Relying on stealth and surprise, the stalker has evolved a natural shimmering camouflage that allows it to morph its exoskeleton to match the colour of its surroundings. This camouflage is the primary reason why stalkers are never tracked and caught on surveillance.

In keeping with the new breed's talents, stalkers have very sensitive receptor organelles all along the sides of their lengthy bodies. They are ultra-aware of their surroundings, and are especially programmed to home in on the marking pheromones the Gaim have used in outside tracking for decades. When these stalkers are unleashed, who knows how far they will travel in their secret search for those truly 'marked for death.'

Stalker Breed Gaim

Stalker Insectoid (Large) Gaim: hp 31

Init +10

Spd 30 ft. (100 ft. leap)

DV 19

Atk: +10/+5 close combat

SQ Paralytic Bite, Camouflage*, Enhanced Senses*:

Saves: Fort +6, Ref +11, Will +2;

Abilities: Str 20, Dex 22, Con 18, Int 6, Wis 8, Cha 3; Natural Damage Reduction 2

Notable Skills: Acrobatics +15, Athletics +15, Notice +20*, Stealth +30*

Feats: Brawler, Combat Reflexes, Improved Initiative

Attacks: Two Forearms 1d8+5/1d8+5 or 1 Bite 1d4+5 and Paralytic Toxin

Paralytic Bite: Anyone who suffers damage from a Stalker Breed's bite attack after all damage reduction is applied must immediately succeed in a DC 22 Fortitude save or lose 2d6 Dexterity in 1d3 combat rounds, lasting for a number of hours equal to the amount of Dexterity lost.

Gaim Intelligence

What use does an interstellar hive of sentient insects have with bounty hunters? Plenty. The High Queens understand the limitations of their ambassadorial breeds and cannot logically send teams of warriors after the occasional criminal. As a member of the League of Non-Aligned Worlds and a predominant source of mined minerals and resource gases to their neighbours,

The Gaim's specially bred merchants and diplomats can be taken advantage of and wronged like anyone else's. The Queens often need an outside hand in bringing these wrong-doers to Gaim justice.

Lacking opinion and common sense, the Gaim that leave the colony are not well-suited for the type of 'on-the-fly' thinking that tracking down a living target requires. This is why the Queens' directive to these diplomat breeds is to negotiate a special type of contract with a bounty hunter. Called a marking, the Gaim arrange the hunter to track and locate the target just as any other bounty, but that is where the similarity ends. When he gets in position to effectively come into contact with the target, the bounty hunter is to somehow apply an odourless and colourless (to normal senses, anyway) pheromone to the target's bare skin. The pheromone and the applicator sprayer are given to the hunter by the Gaim client, and requires only a simple touch attack roll (or another suitably



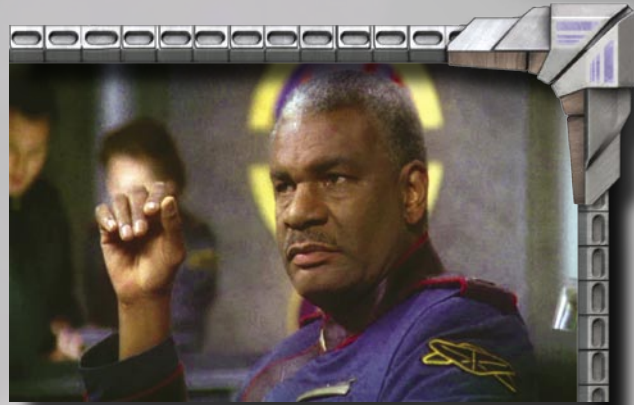
crafty method) to apply. This pheromone can be detected at over 100 metres by any Gaim with a simple DC 10 Notice skill check, which will immediately trigger instinctive responses depending on the breed. Ambassadors and diplomats will want to report the target immediately to the Intelligence, workers will run and inform their superiors, and warriors will immediately go into stalk-and-kill postures. For obvious reasons, this is not a common bounty for the Gaim to place on someone – and any bounty hunter enacting it should be very careful not to get even a drop of the pheromone on himself!

Bounty hunters looking to work within Gaim territory will discover that, while it is not forbidden, it is especially difficult to say the least. Hive colonies are extremely unlikely to hide anyone but Gaim, and any hunter foolish enough to accept a contract on a Gaim living in Intelligence space deserves the long and fruitless hours of trying to find one insect amongst millions. Taking a bounty on a Gaim living away from its colony is only slightly easier, as it is very difficult to distinguish one Gaim environmental suit from another. It is for these reasons that the Gaim are such minor players on both sides of the industry as a whole. Few Gaim ever do anything to warrant being targeted; they are rarely ever lost, and would be simply reclaimed by the hive and recycled if necessary.

There has never been a Gaim bounty hunter in any records and most researchers believe that they are incapable of the types of emotional requirements to succeed in the industry. Many believe that the Queens have tried to actually genetically create their own bounty hunters, but proof has never been found. There have been reported sightings of a special, slimmer version of the hulking warrior breed of Gaim. Xenobiologists have theoretically nicknamed the elusive creature a 'stalker breed.' These far-leaping and deadly-looking insects have never been captured on data crystal or digital feeds, and only the words of a few colony scientists and happenstance onlookers give any clues as to the veracity of a specially-bred bounty hunter.

'The Queens have no comment. Please move along, I have appointments I must keep.'

-Chak'fon'haj, Gaim Ambassador to Janos Colony



Interstellar Alliance (ISA)

The single largest governing force the galaxy has ever seen, spanning hundreds of worlds and dozens of species, the Interstellar Alliance might have posed a problem for the bounty hunting industry. With its code of conduct that members had to follow and its constant striving to higher moral goals, many of the highest paid and highest profile professional bounty hunters were afraid business would collapse.

In fact, it was quite the opposite. The addition of an outside governing agent, yet one that left each individual member to police itself accordingly, actually opened up many new options for bounty hunters. Now they could arrange for one government or legal agency to verify the policing of their own people' through the use of bounty hunters – no matter where in the ISA the hunter had to go! A legal arrangement with the Brakiri in the form of a traceable hunting licence for a specific bounty was instantly ironclad under the Interstellar Alliance, as the Brakiri claimed that the licence was part of their sovereign rights to police their own matters. So long as the client and the target were part of the same member government, the ISA had to back up the legality of the licence.

This did not create a window for hitmen or dead-or-alive bounties any more than having a licence to assassinate would. The ISA still viewed murder as murder, though several member governments would gladly cover up hitman activities if only to avoid the scandal and subsequent questioning by Rangers and other Alliance personnel.

The largest change to the bounty hunting industry forced by the Interstellar Alliance was the overhauling of the Huntsmen's Listing Network. The HLN was immediately put under ISA control and monitoring, and all dead-or-alive bounties were immediately revoked. Questionable entries or advertisements on the network were pulled or censored. Those currently in charge of the HLN look for advertised contracts that are designed to break laws in the Alliance, and any bounties that are rooted in criminal activity.

The Alliance's attempts to police the bounty hunters and the HLN have merely steered those hunters who thrive on 'kill bounties' or kidnappings into performing their negotiations in private. Having to interact with their clients over electronic communications alone, or in seedy bars and meeting rooms like common criminals, these bounty hunters are only slightly inconvenienced by the ISA's meddling. Just like the criminals they are often sent to execute, cold-blooded hunters are forced to play their part in secret.

'My dad and I used to watch the old vids about Aiden Payne: Bounty Hunter when I was growing up. We loved watching him bring in all the bad guys with a hard right hook and a witty remark. I wish that real bounty hunters were like that...but they aren't, are they?'

-President John J. Sheridan

League of Non-Aligned Worlds Minor Members

Unlike the larger member races of the League, the smaller component members do not always have system-spanning governmental control over their territories. Sometimes they are chaotic and at best manage their populaces. Powerful in their own right but not nearly as all-encompassing as many of their peers, these minor territories are perfect breeding grounds for bounty hunters and bounty hunting. With smaller and looser governments, the laws over outside legal enforcement are rarely binding – if they exist at all.

Small governments like the Hurr and the Grome do not have the kind of overall influence within the League to police outsiders that might come to their systems. When a refugee on the run from the Brakiri ends up on Balos, the Balosians cannot hope to raise their political voices high enough to get the Syndicracy to do anything about it. Instead, it is far easier and less likely to backfire politically upon them to simply hire a freelance bounty hunter to take care of the problem. If anything, handling these situations 'on their own' gives them even more credibility in the next League meeting, where they can offhandedly bring up the 'number of Brakiri fugitives they had to deport recently.'

There are obvious exceptions to this. Some minor members refuse to allow themselves to be bullied by an industry that thrives on ducking in and out of other races' territories – often without any form of permission at all. Other member races might simply disagree with the idea of outsiders snooping around their territories, even if it means removing stowaway criminals. The Hyach are adamantly against bounty hunting, sponsoring laws that forbid trespassing members to enact their own 'business ventures' in Gerontocracy space without filling out extensive, and limiting, permission forms at the first available customs office. The Pak'mara Civility generally ignores bounty hunting in any form, knowing that anyone brave or foolhardy enough to come and hide on Melat amidst the foul fumes and toxic stench deserves to be hidden. The Yolu keep a set of their own governmentally

trained and funded bounty hunters on retainer, using them solely to go out into the galaxy in order to deal with any who have blasphemed against their holy church/government. Each minor race's ruling body views and deals with bounty hunting differently, and bounty hunters who travel often or accept galaxy-spanning contracts that might bring them in contact with these systems should learn what to expect ahead of time. Otherwise they could unexpectedly earn a death sentence for breaking some obscure law regarding their profession.

There is no good rule of thumb when talking about these minor territories, as each one can be drastically different from the next. They are the perfect collective example as to why a bounty hunter who wants to succeed in his chosen profession cannot act blindly. Even those smaller races that are not even large enough to be counted in the League of Non-Aligned Worlds must still be researched should a bounty take a hunter to or from one of them. Just because races like the Tirrith and the Imphili are not members of a larger governmental body does not mean they may not have their own beliefs and immediate repercussions to bounty hunting on their world(s).

There are literally hundreds of lesser worlds and races that a bounty hunter could come in contact with. A successful Knowledge (law), Knowledge (philosophy) or Knowledge (bounty hunting) skill check will allow the Games Master to explain in greater detail how the industry is viewed on the planet being researched. The Difficulty of this number varies depending on the different race being looked at, but the following table should help come up with a good average system.

Minor Race Is...	Skill Check DC 10...
Contained to one star system	+ 5
Minor Member of the League of Non-Aligned Worlds	+ 3
Extremely vocal in their beliefs	+ 2
Extremely guarded in their beliefs	+ 10
Not willing to share a language with Hunter	+ 12
Militant in nature	+ 5
Low technology/primitive	+ 15
Scholarly and capable of keeping good records	+ 2

Minor Race Research

No matter how prepared a bounty hunter might believe himself to be, things on these minor member worlds tend to be slightly skewed from the records and gossip. Other than the word of trusted informants, first-hand knowledge is the only real way to be sure about how these small cultures react to a bounty hunter working in their midst. A good bounty hunter with some time and money on his hands, especially one that might be working a number of contracts in League space, should do some travelling in his free time. By actually going to these places while 'off the clock,' the hunter can get a better feel for how a return trip for business might go over with the locals and what sort of special hoops he might have to jump through.



It is money well spent to know the particulars when bringing or taking a piece of the industry to or from these worlds. They may not have the massive territories or armada fleets of their larger League partners, but their rules and laws can be just as intimidating and dangerous for a foolhardy hunter. Some, even more so.

'The League of Non-Aligned Worlds has no outstanding sanctions either for or against bounty hunting at this time. It is left to our sovereign governing agencies. It would take all night to explain it all to you, I suggest you look in legal record 1.00.2.5 through 4.02.3.11, all of your answers should be found there.'

-Top'kak'nonna, Research Librarian of the Great Library of Melat

Minbari Federation

The elder race that sits at the height of the technological ladder of all the races of the Third Age, the Minbari have a very structured and strict set of codes and guidelines that each caste must follow. In all their laws and traditions there is not a single mention of a Minbari equivalent of a bounty hunter, even within the powerfully martial Warrior Caste. Never in their thousands-year-old culture have they socially evolved the need for them.

Instructed so closely by the Vorlons, the idea of enforcing order and helping those around them to find what they might have lost was always ingrained in the Minbari. Trying to profit off of such instances would be anathema to a Minbari. Those who want to bring in criminals become security agents and those who want to help find the missing become investigators. They follow their heart's calling, not that of the money they might earn. The conceit of bounty hunting is simply alien to them.

The Minbari are not ignorant of the industry and its wide existence across the galaxy; they simply do not want to be involved with it. While it is not illegal for bounty hunters to come to Minbari or Protectorate space, strict regulations keep undesirable transients out. If a contracted hunter enters a Minbari transfer point or installation announcing his intended business, the local government will likely keep a close eye on him to make sure nothing adverse happens because of his presence. As it is illegal to take any Federation citizen away from Federation space against his will, bounty hunters who want to avoid being arrested for kidnapping may need to smuggle out the target!

The Minbari have never hired a single bounty hunter in their long history to date. They have tens of thousands of dedicated investigators and space travellers who would be happy to find missing objects or people and bring back their fugitives without needing to be paid for it. They are simply not interested in the industry, other than from an outside curiosity. They observe, they learn and they note how the industry works – but they never join in on either end, not even to sate their hunger for knowledge. It is simply not a part of their culture.



'Valen teaches to return that which is lost, to seek what is missing, and to face your crimes with honour. What need do we have for your profiteering and posturing?'

-Alyt Perool, Star Riders Clan

Narn Regime

The once mighty Narn Regime, which threw off the shackles of Centauri oppression, has two very distinct eras concerning their views on bounty hunting. In both they have been very accommodating to hunters, paying some of the highest bounties on the HLN to get their contracts fulfilled. The Narn were once the source of a complete third of the bounty listings on the Network, and easily the most openly listed as dead-or-alive. Although separated by an extreme tragedy, the two eras of the Narn have always provided rich opportunities for bounty hunters.

At first, when the Narn came into their own power on the heels of being freed from the Centauri's initial rule, the Narn wanted revenge. This drive for blood-handed vengeance exploded on the Huntsmen's Listing Network in a deluge of bounties against Centauri nobles for an assortment of crimes against the Regime. Torture, slavery, murder – they all were scattered across hundreds of wanted Centauri. Even though everyone knew these bounties were formed out of hatred and had very little actual legal backing, many cold-blooded hitmen were happy to rake in the rewards for just a few well-placed PPG shots.

It was this rampant use of bounty hunting to sate their lust for revenge, combined with the overall central nature (in terms of the galaxy) of the Regime's territories that made the Narn very popular with the industry. Seeing how much money could be made in contract hunting, many Narn joined the ranks and enjoyed a good margin of success. For some it gave them a licence to track down and harm the Centauri with a legitimate industry reason. There was rumour of some Narn hunters setting up ghost accounts of large sums of money to arrange for revenge bounties, paying for the listing themselves by alias – only so they could then accept the contract and have a paper trail as to why they were stalking a certain Centauri.

After the Centauri returned to the Narn Homeworld with the help of their sinister Shadow allies and bombed it nearly into oblivion, the role of the bounty hunter changed rapidly and dramatically. Although never turning away the opportunity to set a hunter against a Centauri, too much was at stake during the second occupation for to work openly. Instead they hired bounty hunters in secret to find Narn refugees and return them to safe places, like Babylon 5 and Mars Colony. Those Narn who had become part of the industry had either been killed in the war against the Centauri, or were hiding from the oppressors for all of their past hunts against the Republic.

Even after the Centauri left the Narn again, this time for good, the bounty hunting that originated from the broken Regime no longer concentrated on vengeance. Instead, with so much of the Narn culture pounded to dust by Centauri mass drivers, the Narn hired finders by the dozen to go to the farthest Narn colonies, outposts and interstellar embassies to bring back certain things to Homeworld. Artefacts of art or history, tools for rebuilding and even pouchling's toys were now targeted by well-paying bounties, the hunters being paid quite well to gather the pieces of their shattered species together. Revenge-bounties were not eliminated completely, but few Narn with enough resources to arrange for bounty listings had anything but the recuperation of their people in mind at the time.

No matter the era of the industry, the Narn have always been big business for bounty hunters. Whether from the bloody-handed stream of arguably justified hits or the galaxy-spanning repossession of an entire species' culture, the Regime is no stranger to bounty hunting.

'What is money when compared to the moral needs of an entire populace?'

-Jor'Karn, Narn Trader and frequent bounty listing agent

Vree Conglomerate

One of, if not the most powerful, trading governments in the entire galaxy, the Vree Conglomerate has nearly limitless influence and resource chains throughout known space. They are secretive as to how their businesses operate and have shown deadly force in the past to those who would try to usurp their technologies, merchandise and finances. They cannot be everywhere, however, and from around 2250 and forward they discovered a perfect solution to several of their problems – bounty hunters.

Hiring outside help was the perfect way to protect their interests. They were not placing any of their own in danger, nor were they risking any of their own technology by putting it into the open field. The contracted hunters were ultimately expendable. Should a hunter get harmed or thwarted in the fulfilment of the Vree's carefully planned contracts, a new hunter could pick up where the other left off as fast as the



Conglomerate could make a few communications. All they had to do was re-open negotiations on a given bounty and wait for the next 'freelancer' to answer. This really is a fantastic system for the Vree and although it has not become the primary problem-solving tactic, it has become quite popular over the years.

Bounty hunters are mainly called upon by the Conglomerate to retrieve data or merchandise (be it technical samples or stolen goods), as the Vree's collective lack of emotion does not always see the logic in revenge unless it recompenses the losses they suffered. By paying a third party to deal with the second, they are effectively adding more loss to the situation and rarely can see the benefit of doing so, unless of course the target is capable of causing far more loss to occur by being left to his own devices. A corporate spy loaded with sensitive Conglomerate secrets might even be issued a high-paying dead-or-alive bounty, if only to keep those secrets from falling to the Vree's competitors. The possible loss of revenue related to those secrets becoming public is worth the bounty and the scandal.

Because Vreetan is not exactly the easiest system to spend time in as an outsider, any bounty hunting arrangements with the Conglomerate are handled through intermediaries, electronically or at a neutral outside installation or colony. Not wanting to invite possible problems to their homeworld, arranging for a bounty hunter to meet an employer within Vreetan's orbits is a crime that levies very heavy fines and social stigma. It is a small matter to meet at the nearest transfer point, but it is something that any League bounty hunter should know just in case the matter ever comes up. A Vree punishment fine is often enough to bankrupt a common person, or cripple the finances of a wealthy one.

The Vree themselves do not have any bounty hunters to speak of. Their logical minds do not have the reasoning to see where the profits ever outweigh the risks. With a culture that supports its own with more employment opportunities in the Spacer's Guild alone, gainful work is never a problem for the Vree – a common factor that drives some people to the bounty hunting industry. While they are perfectly comfortable hiring bounty hunters, there are none from their own species. Although not impossible, none have ever risen to being noteworthy.



Targeting a Vree is surprisingly difficult. Bounty hunters who accept Vree targets soon discover the truly advanced technologies the Conglomerate protects its own with, and how tightly knit their people can become when one of their kind – or a possession of theirs – has been placed in danger. Simple target retrievals can become all-out firefights rather quickly. Many times when a ‘repossessed’ item is taken from the Vree by a bounty hunter, the item then becomes the target for additional bounties (hopefully higher than the first) and a galactic game of tug of war over the item may begin. This cross-bidding tactic sometimes gives the Spacer’s Guild time enough to retrieve the item themselves, eliminating the paying of any bounties at all!

‘Those who will accept our terms unequivocally are worthwhile, but many argue semantics and wages far beyond the usefulness of their time. Any freelancer must know their place in the contract, as they are infinitely replaceable.’

-Yox, Spacer’s Guild fleet commander

THE HUNTSMEN’S LISTING NETWORK: THE LIFELINE OF BOUNTY HUNTING

The Huntsmen’s Listing Network, the HLN by those who know it exists, was formed in 2233 from several communications hubs in the Brakiri Syndicacy and the Drazi Freehold. Using old transponders and routing channels, the two League governments created the network to be used by any freelance starship pilots to track and hunt down any of the Dilgar that might have survived the blockade at Omelos. The HLN steered information from sighting to sighting for almost five years, leading to the deaths of hundreds of wayward Dilgar. It was possibly instrumental in the extinction of the Dilgar away from their homeworld.

The Network served its purpose but soon fell silent as the galaxy relaxed and the threat of the Dilgar subsided. The HLN remained, and a new industry began to use the open channels for its own use. The bounty hunters of the League hardwired the HLN into their own communications networks and set their technicians on it. New features of the Network began to upload into the old hubs, and the unused resource became the single most powerful tool in the bounty hunting industry. Where the original was audio and data only, visual elements upgraded the HLN with negotiation chat rooms and revolving bounty portraits. Uploading bank account information had been dangerous before, but the updated engulfed it in encryption codes so thick that even the Vree and Brakiri freely make transactions through the HLN now. A very specific thumbprint login was initiated, requiring users of HLN services to have active accounts. The income generated by these fees were enormous, as both hunters and prospective clients were required to be members to use the HLN – and at last census the Network had over two-hundred thousand active account

holders! Where these funds go is actually a mystery, but several of the Brakiri power families claim to see a share of the funds as ‘owners’ of the original communications hubs of the Network.

The improved HLN is the single reason why the bounty hunting industry has become bigger than barroom negotiations and back-alley contracts. Professionals now can pay to list huge advertisements, post lists of their previous successes and even host online Network auctions for their services. A bounty hunter can log into his account on the HLN and check to see if he has been approached by potential clients, update his ‘resume’ listing and contact clientele all with the press of his thumb (or appropriate digit) from any non-hyperspace communications console. Like a terrestrial businessman might check his e-mail, a bounty hunter often lives from his connection to the HLN.

Clients have a much different role on the HLN. They can either search the extensive hunter databases in order to find an advertisement for the perfect hunter for their needs, or they can pay a little extra to place a bounty wanted posting. These postings are the most visited pages on the Network and more bounty contracts are made from those listings than all the rest combined. Most are designed to update and become unavailable when a logged in bounty hunter ‘claims’ it as his to work on, but some clients have special clauses built into particular important or expensive bounties – that the offer remains until the bounty is collected. These ‘open target’ listings are great for the HLN because of the number of bounty hunters who will log in from all over to check on them, but can result in arguments, side conflicts and even violence between rival bounty hunters. Competition is good in the industry, but it never ends well when hunters set each other in their sights.

Use of the Huntsmen’s Listing Network is widespread and very well-trusted by both types of users, clients and hunters. Knowing the type of sensitive information that flows freely on the HLN, many bounty hunters and clients alike have donated the use of their own computer specialists to help bolster security and encryption of account information. Logging in with fake information or falsified thumbprint registry is nearly impossible (Computer Use or Technical (electronics) skill check DC 40), and

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MACCEUW

**I SPECIALISE IN FINDING
THE UNFINDABLE. YOU LOSE
IT? I LL FIND IT!**

**MARS COLONY OFFICES
19 REGISTERED COMPLETED
CONTRACTS**

**CONTACT THROUGH HLN
LINK BELOW**

there have been less than ten recorded hacks into the system in the history of the Network. The kinds of internal chaos that could be unleashed if a malicious hacker ever managed to get administrative control over the HLN are unimaginable, but luckily that has never been accomplished.

The various services that the HLN offers all cost the user a surcharge, with accounts starting at 500 credits per galactic core-standard month. Called a 'Green account,' this minimal amount purchases a very small advertisement listing for the hunter and keeps a message inbox open for them based on the Network itself.

A slightly more expensive option, the 'White Account' costs a full 1,500 credits per month and updates the bounty hunter's advertisement profile to a considerably more elaborate page. White accounts are always arranged in the HLN client-search engine before any Green accounts, and have login preferences on routing hubs that might not have enough room for all users at any given time. Basically, if a Green user and a White user are both trying to login at the same time and there is not enough room for both – the Green user is dropped into the waiting queue and the White user continues on unhindered.

For the more successful hunters, there is also the 'Gold account' option. Weighing in at a hefty 5,000 credits per month, the Gold account is where only the truly affluent hunters list their services. Having an even higher login priority over White accounts, Gold users have access to special 'Gold Plus' bounty listings that are arranged by the clients not to even appear for lower accounts. These bounties are often very pricey and require the type of successful bounty hunters who can afford a Gold account. Unlike Green and White accounts, which share the same massive searchable listing engine, Gold users are on a separate search platform that ignores the lower accounts. They do not just have a simple data advertisement, but can also have a short audio and visual link added to give personality to the hunter being looked upon. By pressing a further cue on the HLN, the short commercial interview plays on the side of the screen while the potential client views the annotated data. A typical Gold account listing might look like the example below.

Above all other types of Network account is that of the fabled 'Quantum account.' Instead of a monthly fee, these

accounts are actually purchased from the HLN. Only a hundred of these accounts are ever in existence at any time, with their prices actually being set by galaxy-wide bidding wars whenever a slot opens due to death or cancellation. The bidding lasts for twenty-four standard hours from an announced starting point. Starting a week or more after the account opens, the HLN gives the would-be bidders a chance to free up their funds and their schedules for the hectic auction. Many bounty hunters will sell homes and starships for liquid funds when bidding is announced, with some final account prices reaching upwards of a million credits! Many times the bidding will be a fevered rush of electronic communications over the twenty-four hours, with thousands of bidders using stims just to stay awake for the entire process if necessary. There are those hunters who send minions to harass counter-bidders and simple competitors can end up bitter enemies in no time.

Gold 1745F – Khoracz

'Professional acquisitions of missing or important persons.'



'The youngest in a long broodline of acquisition agents hailing from Shambah, Khoracz is a dedicated member of the esteemed Xac'oon Freehold Acquisitions Sanction. His record speaks for his ability to succeed, and his uncanny ability to find his target within a given timeframe is well worth his additional fees. Casualty-contracts are accepted, but the Sanction prefers him to perform live-capture work only due to lawsuit liability. All other contractual obligations are negotiable. We hope that you will consider Khoracz a solid resource and that we will hear from you soon.'

Previous Targets Include (but are not limited to): Ragnus III (1.44.3), Publius Cotto (1.04.9), The Fang of Coutor (2.11.7); contact for full previous listing

84 sentient targets retrieved, 17 targets repossessed, 19 target casualties (expected), three target casualties (accidental)

contact through HLN link below, or contact Xac'oon freehold Acquisitions Sanction (link on main Network router)

Bounty Hunter - The Profession



The reason Quantum accounts are so coveted is simple – they have full access to all corporate accounts and client information. Not needing any fancy advertisements, Quantum account users simply pull up the contracts they want to look further into and press a direct link of communication to the client who posted it. A few moments of pleasant waiting music later, and the hunter should be having a conversation with the client. No middlemen, no electronic communication delays and no misconceptions. When a posting client receives a Quantum-level communiqué from the HLN, they know they must answer it immediately or face enormous fines from the Network for making their esteemed account holders wait.

Quantum-level accounts are held by the extremely successful and powerful bounty hunters, or by the organisations they work for. There are a few of these moguls of the industry that hold these accounts openly, and most are only known by reputation alone. Most are truly powerful groups of bounty hunters that use the old nomenclature 'firm' to classify themselves, others are independently wealthy hunters who simply enjoy wielding that kind of influence over the HLN, and at least one is a passed-down inheritance that somehow gets around the Network's auctioning policies. No matter who owns Quantum-level access, they can be the most active hunters in the galaxy if they so choose – and many of them do.

Overall, the Huntsmen's Listing Network is the hub of information for the highly-advanced and new-aged bounty hunting industry. All the movers and shakers in the business have some form of account on the Network, and any client looking to find the best hunter for the job knows it is the only place to look. Even though many small-time hunters might still prefer to case clients in backwater worlds and dirty cantinas, the real money flows in and out of the HLN.

HUNTERS HUNTED: THE UNWRITTEN CODE

Amongst the ranks of professional bounty hunters there is an unwritten set of laws that most choose to follow. Evolved from a collection of sources and nicknamed the 'Code of Hunters' sometime in the early 23rd Century by Narn bounty hunters, the Code is basically a short set of guidelines to keep bounty hunters from stepping on each other's collective toes and thereby hurting the industry with in-fighting. While it is not universally followed, many hunters do their best to stick to the Code's teachings – if only to keep from becoming targets themselves.

The following are the six basic tenets of the Code of Hunters, a brief description of what they mean in theory and two views (one positive and one negative) from interviewed bounty hunters concerning the tenet in question.



1. The Client Comes First

Every bounty hunter must first come to grips with the fact that he is just a contracted employee for his client. What the client wants is paramount to the wage the bounty hunter earns, and all hunters must realise that their wants and needs should be second to the negotiated wants and needs of their clients. If a hunter has disagreements or concerns with the contract, those need to be raised before the bounty is agreed upon. Beyond the initial negotiations, the hunter should follow the contract to the best of his ability. If he does not, the client may become disgruntled and take a bitter view upon all bounty hunters because of it. When a client decides to have a negative outlook on the bounty hunting industry, everyone involved suffers. Not only does the hunter in question's reputation dwindle in the eyes of his peers, but any further contracts from the client will likely be less lucrative for any other hunters – if the client ever does business again. A hunter who does his own thing during a contract risk a lot more than just his own bounty, and those who get a reputation for being such 'loose cannons' are quickly blackballed from bounty hunter circles.

'We exist in a service-based industry; it is as simple as that. Our clients are our only ticket to the wage at the end of the day. Essentially, each client we accept work from is our boss for a little while. Making them mad is equal to a McBari's chef slapping the line manager. Only a true idiot makes their boss upset.'

- Andre Puillon, Earth-based Acquisitions Agent

'I am an artiste. If I am struck by my muse as to how to deal with a target, who I am to argue with her? My clients must understand that, and if they do not...I do not want their business anyway.'

- Jerich Archando III, Io-based Manhunter



2. Business is Business

This tenet is very simple. Leave personal beliefs and hang-ups behind when it is time to do the job at hand. If a target is too personal or if the hunter has too many things going on in his head while trying to complete a contract, things can get messy. Simple repossessions can become shoot-outs, live captures can go violent and clients will likely get upset over any situation gone wrong. If the client is not happy...see tenet number one.

'If I actually sat down and thought about the number of times my conscience tried to stop me and subtracted the bounties I made by ignoring it, I'd have been bankrupt ten years ago. We do what we are paid to do, if you can't handle it – quit.'

- Hubris Lysander, Sh'lassan Manhunter (suspected Hitman)

'They bombed my planet with asteroids! Can you blame me for going out of the way to put a little emphasis on the dead portion of dead-or-alive?'

- Sha'Quar, Narn Acquisitions Agent

3. Other Hunters are Off-Limits

Bounty hunters often make enemies in their day-to-day activities. Some clients might consider it poetic justice to set a high bounty on a bounty hunter for revenge or for a contract gone wrong. Occasionally, a disgruntled target may look to get back at his captor, and hunters are sometimes targeted by would-be clientele. These bounties, nicknamed 'cannibal contracts,' are generally viewed by the bounty hunting industry as bad form and are largely ignored. Only a few bounty hunters would ever willingly take up a cannibal contract, knowing the stigma that it carries. Hunters who accept bounties on other hunters are rarely thought of as peers in the industry, and are ostracised from social circles. In game terms, a 'cannibal' like this loses 1d3 Bounty Hunting Influence for every successful 'cannibal contract' they accept, successful or not.

'If we were solely in the revenge business, half of us would be in the rifle-sights of the other half. This is our job, remember? I mean, who goes after their own co-workers?'

- Benjamin 'Titan's Tiger' Olges, Proxima-based Finder

'A target is a target. Let the others call me silly names and ignore my calls. I'm laughing all the way to the bank.'

- John Colqhoun, Infamous human Manhunter

4. Do Not Poach Contracts

The term 'poaching' is used to describe a bounty hunter sweeping in on someone else's closed contract (one client/one bounty hunter), taking the target and trying to undercut the contracted hunter by going directly to the client with it. Contract poaching is sometimes negligent or accidental, with many bounty hunters giving a small share of the bounty to the wronged party as a consolation. Sometimes, however, these are huge offences and are quite obviously purposeful. One hunter using another to tack down a target before rushing in and claiming the target under the other's nose is not only bad form between hunters, but can cause deadly repercussions. Some hunters will kill to re-take their claims, and poachers can discover that being a target is a lot harder than being a bounty hunter.

'I reserve some of my nastiest tricks for anyone in the business that ought to know better that poaches one of my targets. If you're new, I might cut you some slack...or I might just cut you.'

- Forvaw Rehse, Brakiri Corporate Headhunter

'We're all guilty of it. If it isn't stealing a mark from under someone, it's underbidding them on HLN, or it's lowering your rates to snag the deal. We all poach, I'm just honest enough to admit it.'

- NAME WITHDRAWN TO UPHOLD ANONYMITY

5. Hunters Do Not Post Bounties

The industry works on two basic principles: Clients post the bounties, hunters collect on them. When those lines get fuzzy and misconstrued, when the hunters become the clients, the industry buckles with awkwardness. Part of how the business works is the negotiations between client and bounty hunter, but when the client *is* a bounty hunter, those negotiations are biased. It has become generally looked upon as unacceptable for any active bounty hunter to post bounties and hire anyone to deal with a target. Before this was looked on unfavourably there were some hunters who would 'hire' themselves in order to then accept 'payment' for fake successes, effectively padding their records with the HLN. Even though it is looked upon poorly, there is still the occasional hunter who uses his peers to settle scores by using shell accounts and electronic-only negotiations. As long as they pay accordingly they are rarely caught in this practice, but those that do are viewed as pariahs within the industry.



'I once took an electronic job that sent me halfway around the galaxy after some rich fat-cat's kid, and when I went to collect on the bounty I found out the client was actually one of my chief competition in our system, and he was raking in on the small jobs while I was off chasing the bounty he had set up! It is a real frag to do that to one of your own, you know?'

- Gensen Ur'Ukon, Cascor Acquisitions Agent

'Why should we not be able to put some of this hard earned cash to work for us how we would like to? I mean, if I'm getting paid I don't give a damn where it comes from, no?'

- Notario Sorrati, Centauri Manhunter

6. Be Realistic

Bounties are set as high or low as they are for a reason. High bounties are difficult or involved, requiring a specific level of skill and professionalism, while low ones are good for amateurs and those new to the business. The industry tends to quickly weed out the clients who pay too much or too little for the style required, as well as the hunters who work outside their general

proficiency. Bounty hunters who are just starting out should know better to take the exceptionally high-paying contracts, lest they get in over their heads or anger the long-time professionals who live on bounties like those. Experienced hunters who prey on low-end contracts by the fistful are looked on like bullies in a grammar school playground, and take away the types of bounties that new hunters need to eventually become the greats in the industry. Bounty hunters may stray from time to time into contracts they are over or under qualified for, but most try to stay within their comfort level – not only is it safer, but it is good for the industry as a whole.

'Newbies that take on jobs that are too hard for them end up in newbie blood every time. I mean, bounties are rated like they are for a reason. That reason, you ask? My rent. It's too damn high to scrape by when those bounties should be rightfully mine!'

- Quix po Erska, Hurr Legal Enforcer

'Hey, if I can put the locks on the mark just as good as one of the big boys, why not try?'

- Cedric Woehavent, Martian Acquisitions Agent



BOUNTY HUNTER LEXICON OF COMMON TERMS

Agency – Any group officially working together in one hiring client.

'All Blocked Up' – Slang for when a bounty hunter has no further avenues to track down a target.

Badge/Law Dog – Slang term (sometimes derogatory) for a bounty hunter who primarily and openly takes criminal bounties from legal agencies.

Cannibal – Derogatory term for a bounty hunter who willingly accepts contracts targeting active bounty hunters.

Cannibal Contract – Slang for any contract aimed at an active bounty hunter.

Client – Anyone posting a contract for a bounty hunter to perform duties in relation to a target.

Dead-Man-Running – Slang term for the target of a Hitman's contract.

Doorway Contract – Slang for the first contract a bounty hunter takes from a large or powerful client in hopes of getting more opportunities.

Escape Artist – Slang term for any target that escapes capture or custody multiple times on the same contract.

Firm – Antiquated term for a group of bounty hunters working together for a variety of reasons; originated from old Earth groupings.

'Fraction Action' – Slang phrase for completing part of a multi-target contract.

Glassjaw – Derogatory term for a bounty hunter who has an open, exploitable weakness.

Green/Wet – Derogatory term for someone trying to get into the bounty hunting industry, also used to describe a hunter with a low track record for successful contracts.

'Hansel and Gretel' – Slang phrase of tranquilising a target using food, drink or otherwise pleasant consumables; hailing from an old Earth fairy tale.

Hunt, the – Common nickname for the bounty hunting industry as a whole.

Hunter – Anyone actively performing in the bounty hunting industry.

Invoice – Any communication to a client referring to payment details.

Jester/Joker – Slang term for a bounty hunter that frequently uses humour and geniality to get close to a target.

Killslave – Derogatory term for a bounty hunter that focuses on Dead-or-Alive contracts; also used for Hitmen.

KPA – Acronym for Killed Prior to Acquisition, meaning a target that was deceased before (often during) the bounty hunter could acquire him or her.

'Locked' – Slang term for a captured target in custody.

Mailman – Derogatory term for a specialised Finder.

Mark – Slang term for the target of an active contract; rarely used to describe anything but a living target.

Mouth – Derogatory term for an informant; often used for those informants who hail from criminal groups.

Nak'Po'Centak – Extremely derogatory term for a Narn bounty hunter who accepts contracts from Centauri clients; roughly translates in Narn to 'concubine of the enemy'.

Networker – Any bounty hunter who uses the Huntsmen's Listing Network solely for contracting.

Newsflash – Slang term for new information given by a contact or informant.

'On/Off the Clock' – Phrase used to signify whether a bounty hunter is currently working on a contract or not.

'Open Season' – Slang term for an unrestricted bounty in which any hunter could claim the reward by bringing the target to the client first.

'Playing the Game' – Slang term for the contract negotiation process between hunter and client.

Poacher – Derogatory term for a bounty hunter who willingly steals the targets of other active contracts in an effort to claim their bounties.

'Putting the Locks On' – Slang phrase for bringing in a sentient target; normally used to describe an unwilling target.

Qualifier Contract – Any small-bounty contract a client uses to test a bounty hunter's skills before offering him a much larger and more important contract.

Race Fan – Slang term for a bounty hunter who frequently takes bounties with a hard deadline.

Rotten Mouth/Split Lip – Derogatory term for an informant who gives misinformation.

Sandman – Slang term for a bounty hunter who specialises in the use of sedatives or tranquilisers to incapacitate targets for capture.

'Selling Soul' – Slang phrase used to describe a bounty hunter working for far less than he should for a given contract because of extraordinary fringe benefits involved.

Sold Out – Slang term for any bounty hunter who is turned into the legal authorities by a fellow hunter, client or informant.

Solo – Term for a bounty hunter who refuses to join a bounty hunting firm.

Suit – Slang term (sometimes derogatory) for the new age, clean cut and professional-looking bounty hunters that became popular in the 23rd Century.

Tac-Data – The file of tactical information about a target; often called a 'jacket' or 'dossier'.

Target – The person or object that a bounty hunter is contracted to find and deal with in a particular way, most often returning it to the client.

Uncle – Slang term for any bounty hunter who focuses on acquisitions of missing or runaway children.

Vok'in ern polk'ehs ihnkall – Brakiri phrase printed at the bottom of all Syndicracy bounty hunting contracts meaning 'Take What You Must, Keep What You Take.'

'Walled In' – Slang phrase meaning that a target has nowhere else to go, and the bounty hunter can acquire it at anytime they wish.

'Washing out' – Slang phrase for any bounty hunter who quits the industry due to repeated failures.

Zookeeper – Derogatory term for a bounty hunter who uses animals to aid in his hunting, or a hunter who frequently accepts contracts concerning the retrieval/capture of animals.



Wanted for Sedition and Treason

Name: Captain John J. Sheridan

Suspected/Known Location: Epsilon Eridani III (Babylon 5 station)

Wanted in Relation to: The seditious and treasonous behaviour that led to Babylon 5's secession from the Earth Alliance



Reward: 500,000 credits (alive only)

Contact for Claim: Frederick Lantz, Co-director, Ministry of Peace

Further Information: Deluded by his immersion into alien politics and surrounded by the enemies of Earth on all sides, our finest war hero of the Earth/Minbari War needs our help. He is a sick man who has fallen prey to the ambitions of alien insurgents, and needs treatment for his severe psychosis. If you are loyal to Earth, you will try to apprehend this wayward patriot and bring him home to receive the medical attention he so desperately needs. If we do not take care of him now, there is no telling where his delusions will take him next.

Missing: Please Find

Name: Map of Gigmos III Catacombs

Suspected/Known Location: UNKNOWN

Wanted in Relation to: The excavation and research of the Gigmos Infection Zone

Reward: 100,000 credits



Contact for Claim: Max Eilerson, IPX

Further Information: The detailed map of the infected areas of Gigmos III has been missing since the latter half of the Earth Civil War. IPX, in a joint venture with the Earth Alliance Health Organization, wishes to extend a reward to anyone who can find or come forward with the map. It will be very useful in the hopeful research and discovery of a cure for the Drakh plague of Earth, so time is of the essence – but reward is non-negotiable.

Wanted: Dead or Alive

Name: Droznak (aka 'The Chaplain', 'Drozzie')

Suspected/Known Location: Shambah System

Wanted in Relation to: The Murder of a Lumati Ambassadorial crew

Reward: 50,000 credits (alive), 30,000 credits (dead)



Contact for Claim: Been Soo DI, Councilman of the Lumati Dominion

Further Information: The infamous raider known to many as 'The Chaplain' has been a thorn in many shipping lanes for years. Due to a communications miscalculation when a Lumati Diplomatic ship was set upon by Droznak his warship opened fire on the Lumati needlessly. Seven Dominion citizens and seventy-two Dominion servants were killed in the blast. The Lumati Dominion wants to see justice done to this murderer. All applicants must meet with listing contact to finalise the contract negotiations with the appropriate traditions of the Lumati people.

Missing Persons: Reward for Safe Return

Name: Lady Aerilla Hessius of Rogoth

Suspected/Known Location: Last seen at Beta 4 transfer point

Wanted in Relation to: Her possible kidnapping from Centauri Prime

Reward: 25,000 credits



Contact for Claim: Ferodi Hessius II

Further Information: Having been absconded by miscreants at her twenty-sixth birthday celebration from her own House's grounds on Centauri Prime, House Hessius now worries for their lady's safe return. It is to be noted that she is fluent in Centauri, Narn, English and Brakiri. She spends little time with the House, and her family wants the kidnappers to know that she knows nothing of its inner workings. Even so, they are still eager to have her back safe and sound. House Hessius also will pay an additional 5,000 credits per kidnapper caught alive and questionable.

JOINING THE HUNT

'It's not the intergalactic boy scouts. You can't just sign up and start earning badges.'

- Quix po Erska, Hurr Legal Enforcer

The Milestones of Becoming a Bounty Hunter

The following section contains several ideals and goals for a Player Character to theoretically aspire to accomplish in order to be a better bounty hunter. As described above, these are not prerequisite or enforceable by any means, but we encourage Games Masters to grant small bonuses in Experience Points to those characters who purposefully undertake and succeed at them.

Alternately, a Games Master may deny any Player Character the use of the class specialisations found in Chapter 2 without at least successfully meeting a handful of the goal milestones of this chapter. Simply choosing to become a bounty hunter belittles all of the hard work that some characters put in, and foolish players who think they can just start hunting and collecting the rewards should be sorely mistaken.

BECOMING A BOUNTY HUNTER

Just choosing to accept freelance bounties from wanted posters and colony advertisements might be enough to earn some credits as a hobby, but becoming a full-fledged bounty hunter takes a bit more. It is more than just any job; it really is a lifestyle and a consuming career path that only the dedicated can travel upon for long. Anyone can thug their way through a contract here and there, but a real bounty hunter – one that can be proud to wear that title – knows there is much more to it than that.

Those who are serious about making the Hunt their career already know that there are a number of steps that anyone should follow to truly start bounty hunting on the right foot. In this section, we will look at each of those steps and how an individual should follow each one to become a full-time hunter. While not all of these steps are necessary to begin a thriving bounty hunting business, each one has its own merits that are discussed in their relevant sections.

The steps to beginning bounty hunting have been collected from hundreds of sources over many decades, with each new bounty hunter adding his own personal touch. As the industry has changed, so have the milestones people have used to become ingrained in it. There is no set rule that says a would-be bounty hunter *has* to use all or even any of the following information. Experience, history and tradition dictate that the following steps are very helpful and the most successful of hunters swear by them.

Can You Do The Job?

The first and possibly most difficult of all the milestones is the ability to fairly judge oneself in light of the choice to become a bounty hunter. Even those who simply answer 'yes' as a matter of fact should still take a moment to pause and think it over. Self-confidence is good, but there is a lot to the job that some people might not realise at first. Wasting a great deal of time and money trying to get into a career that one washes out of in the first few weeks is not only hard for the failed hunter, but also on the clients who may have been counting on him.

Many hunting firms have used questionnaires for a long time to help them judge the suitability of prospective new employees or partners. Over the years many of these have become available to anybody with the right contacts or with the ability to track down this information. Often the questionnaires from one hunting firm will end up being used by others, but with different inferences being drawn from the answers given. A mostly Narn hunting firm might have different expectations to a human one, for example. As such it is possible that a candidate who answers the same questions in the same way would be considered a perfect prospect by one hunting firm, but with the same answers would be seen as totally unsuitable by another.

Those new to the profession with no reputation behind them may occasionally be asked to complete a questionnaire by an employer who might be unable to hire a top-drawer hunter but who wants to rule out those unsuitable potential hunters via the test.

Bounty Hunter Personality Exam

1. Do you have a deep respect for the legal systems of the galaxy? (yes/no)
2. Have you ever been personally wronged by a criminal in the past who 'got away with it?' (yes/no)
3. Do you consider yourself a moral person? (yes/no)
4. Do you have a problem being told what to do? (yes/no)
5. Does lying to get what you want bother you? (yes/no)
6. Do you hold any ill will toward your peers? (yes/no)
7. Should all escaped criminals deserve to be hunted down and shot? (yes/no)
8. Can you trust anything you hear? (yes/no)
9. Could you see yourself focussing all of your abilities on revenge if wronged? (yes/no)
10. Do you believe that all is fair in 'love and war,' and that the ends always justify the means? (yes/no)
11. You could kill someone if paid enough for it. (true/false)
12. A deal cannot be changed when agreed upon between parties. (true/false)
13. Work comes before personal politics. (true/false)
14. You can handle yourself in a fight. (true/false)
15. You keep a cool head under pressure. (true/false)
16. Respect and camaraderie between co-workers means never betraying their trust. (true/false)
17. You can ignore moral judgments in favour of rules and regulations. (true/false)
18. You understand that bad things sometimes happen to good people. (true/false)
19. You respect your employers if they treat you fairly. (true/false)
20. You focus on your role around events, rather than worry about why they happen. (true/false)

Scoring the Personality Exam

Scoring the exam is quite simple. For each 'no' or 'true' answer the character gives to the above questions, add five points to his total. Once the total has been tallied, compare it to the categories below.

0 to 20 points – Idealist: Too good-hearted or soft-natured to be able to perform many of the darker aspects of being a bounty hunter. He should stick to another career, lest this one put him in an early grave.

25 to 40 points – Inspired: Might be able to learn some of the basics, maybe even be able to hold his own as a finder or small-time legal enforcer, but runs the risk of being put into situations that he will not be able to handle according to how the industry would want him to.

45 to 60 points – Eager: Could probably make a decent living as a small time hunter while learning the higher aspects of bigger bounties. He could likely do very well as a finder, or earn a good living as a legal enforcer or acquisitions agent. He might still have quite a few things to learn as time progresses, but much of that can be overlooked if he focuses on doing a good job for his clients in the beginning.

65 to 80 points – Aspiring: The character should excel at bounty hunting as he learns the aptitudes and skills of the trade itself. He has the moral flexibility that bounty hunters sometimes need in the field, and is rather sure that he could do what needs to be done in order to fulfil his contracts. He could easily become a heavy-handed legal enforcer, or excel at being a solid acquisitions agent. Some might even be able to hone their skills quickly to become seasoned manhunters. No matter which route he chooses, the character should likely do well.

85 to 95 points – Exemplary: Shows exactly what some bounty hunting firms are looking for in their top-end members, and it should not take long for him to carve a path in many small-time contracts to earn a name for himself. Very little should stand in his way, morally or emotionally, and clients will likely enjoy working with him professionally. He will make a fantastic acquisitions agent, but also has a solid future as a manhunter.

100 points – Calculated: Possibly *too* perfect for the career. Most good bounty hunters have at least some moral turpitude to temper their darker roles in certain contracts, but he will do whatever it takes whenever it is necessary to bring in the target. This character could actually scare away clients with his efficient and cold mannerisms, but he will make perfect a manhunter – and could likely graduate later into a hitman.

Individuals who think about joining the profession frequently use these questionnaires, however the results can be extremely different from what they might expect. The preceding questionnaire, features a number of yes/no and true/false questions, which a prospective bounty hunter could complete, writing down the answers as he would any other examination. These questions are designed to test the willingness of the character to perform all of the facets of what bounty hunting might call upon him to do. At the end of the questions the character should score his answers as directed and compare them to the list of categories explaining what the scores should mean. This, of course, does not necessarily mean that the character is destined to succeed or fail, but merely indicates whether he is ready for the career. Some of the questions are meant to be extreme, so the character should answer them as best he can.

The personality exam is not a perfect way of weeding out candidates for bounty hunting, but it does often raise the type of questions in would-be hunters that they must honestly weigh. Before making the decision of dedicating much of their lives to the hunt, bringing up a few doubts to be resolved, dismissed or dwelled upon could be good for them. If they choose to walk away before causing any problems for themselves, those questions were worth the few moments they took to consider.

Find a Practice Target

Even if a person is mentally ready for what obstacles bounty hunting might set in front of them, it does not mean that he is skilled enough to deal with them. Some say that the best way to learn is by doing, but taking on a bounty contract before the character is ready could be disastrous for all parties involved. This leaves the character in a slight predicament. Crafty hunters have learned a good way around this.

By hiring a 'practice target,' the would-be hunter can utilise his skills to the utmost by actually chasing down a living, moving sentient target. Depending on how well the practice target is paid and where he was found originally (a bar, Downbelow, and so on), the aspiring bounty hunter could be in for one heck of a chase. Some practice targets might actually put up a bit of a fight for realism's sake, but most of them play little more than what might be considered a game of elaborate tag.

Even with the violence and life-threatening aspects of the hunt removed for these practice runs, they are very effective in developing the hunter's contact-making, tracking, surveillance and shadowing skills. Some experienced hunters who want to work on their skills have taken to hiring these practice targets to hone their abilities between real contracts. It may not be as exciting for them, but it is still worth the effort to stay at the top of their game.

The following are a few examples of good practice targets for a prospective bounty hunter to hire, how much they should charge and the general tactics they use to avoid their mock-capture.



Downtrodden Lurker

2nd Level Human Lurker; hp 11; Init +2; Spd 30 ft.; DV 13; Atk: +2 close combat or +3 ranged; SQ Survivor's Luck 1/day; Fort +4, Ref +2, Will -1; Str 12, Dex 15, Con 13, Int 11, Wis 9, Cha 10

Notable Skills: Appraise +5, Bluff +5, Intimidate +5, Intrigue +5 (+7 when gathering information), Knowledge (local slum) +7, Knowledge (Human) +2, Notice +4, Stealth +7, Subterfuge +7

Feats: Endurance, Fluency (English), Run, Toughness, Weapon Proficiency (close combat and pistol)

Standard Equipment: Knife (+3, 1d4+1 dam, 19–20 crit, 1-h)

Hiring Fee: 1d10 x 10 credits

Hiring a downtrodden lurker to serve as a practice target means that he will likely choose to hide in squalor and use misdirection and cunning to avoid capture. Use of the Stealth and Subterfuge skills will be paramount, countered with the hunter's Notice and Intrigue skills. There is a slight danger that the lurker will be so hard up for cash that he will turn on the hunter, drawing him deep into the slums of the environment to try and take the rest of his money – many times by desperate force.

Common Miscreant

4th Level Human Lurker; hp 16; Init +5; Spd 30 ft.; DV 13; Atk: +4 close combat or +4 ranged; SQ Multi-Skilled (Acrobatics), Survivor's Luck 1/day; Fort +6, Ref +2, Will +0; Str 13, Dex 12, Con 15, Int 10, Wis 9, Cha 12

Notable Skills: Acrobatics +3, Appraise +3, Athletics +3, Bluff +8, Intimidate +8, Intrigue +8 (+12 when gathering information), Knowledge (local slums) +11, Knowledge (Human) +2, Notice +2, Stealth +5, Subterfuge +7

Feats: Blind Fight, Brawler, Endurance, Fluency (Human), Improved Initiative, Toughness, Weapon Proficiency (close combat and pistol)

Standard Equipment: Club (+4, 1d6+1 dam, 1-h)

Hiring Fee: 3d6 x 50 credits

By choosing a common miscreant as a practice target, the hunter is betting that the individual will have allies and friends who will likely help him hide. The target will likely use threats, misdirection and simple hiding to avoid being caught. The hunter will need to use Notice

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and perhaps Investigation to track down the target, especially if he has friends to help hide him. There is a risk that the target's friends may not know about the employment agreement and believe the hunter to actually be looking to bring the target into custody, which could lead to ugly circumstances – which can be very realistic for the purposes of the practice hunt.

Merchant/Trader

1st Level Human Trader; hp 4; Init +0; Spd 30 ft.; DV 10; Atk: +0 close combat or +0 ranged; SQ None; Fort +0, Ref +0, Will +3; Str 10, Dex 11, Con 9, Int 12, Wis 13, Cha 15

Notable Skills: Appraise +5, Bluff +9, Diplomacy +6, Intrigue +6 (+7 when gathering information), Knowledge (law) +4, Knowledge (Human) +4, Knowledge (commerce) +5, Profession (market trader) +9, Sense Motive +5

Feats: Alien Empathy, Fluency (Human), Skill Focus (Bluff, Profession (trader)), Weapon Proficiency (close combat and pistol)

Hiring Fee: 2d10 x 200 credits

Good for practicing for corporate targets, paying a merchant, trader or other white-collar professional will often require a bit more convincing and an amount of monetary compensation to cover their having to leave their job for a little while. Many merchants will not be able to play the role of a practice target for long, but those who do will use their connections in the local populace to hide from the hunter. Liberal use of Bluff, Intrigue and bribery will be the best way for the hunter to track down the target. Prospective hunters should be made aware that if the practice target is likely to need to get back to work quickly but still wishes to make the side money, he might make it easier than normal on the hunter just to end the 'hunt' early.

Pak'mara Grifter

4th Level Pak'mara Lurker; hp 17; Init -1; Spd 20 ft.; DV 11; Atk: +6 close combat or +2 ranged; SQ Multi-Skilled (Diplomacy), Survivor's Luck 1/day; Fort +9, Ref +0, Will +1; Str 14, Dex 8, Con 17, Int 11, Wis 10, Cha 7

Notable Skills: Appraise +6, Athletics +4 (-2 when jumping), Bluff +6, Intrigue +5 (+11 when gathering information), Investigate +5 (+7 when searching), Knowledge (slums) +14, Knowledge (Human) +4, Knowledge (Pak'mara) +5, Notice +3, Stealth +7, Subterfuge +5

Feats: Fluency (Human & Pak'mara), Great Fortitude, Skill Focus (Appraise & Knowledge (slums)), Stench, Toughness, Weapon Proficiency (close combat & pistol)

Standard Equipment: Translator

Hiring Fee: 1d6 x 100 credits

Although they are some of the most difficult of aliens to deal with on a business level, the Pak'mara are notably some of the most difficult creatures to pay attention to in populated areas. When a Pak'mara wishes not to be found, it has the uncanny knack of simply vanishing amongst the rabble. This makes the Pak'mara the perfect, if not the most frustrating target on which to practice urban tracking. Through masterful uses of their Diplomacy and Stealth skills the Pak'mara will make

crowds swallow them whole and leave no trace that anyone wishes to discuss. The hunter will likely have one hell of a hunt on his hands, if he can get past the foul stench and awkward mannerisms of the Pak'mara long enough to hire him!

Beware of the Set Up

As mentioned under the Lurker entry above, some practice targets might actually be setting the would-be hunter up for a mugging, kidnapping or worse. Games Masters should keep this in mind if their Player Characters are reckless in how they decide who to hire as their practice targets.

Some people, especially those of the underclass, have a general dislike of bounty hunters and will gladly accept any deal a new hunter can offer just to set up horrible ambushes and traps for him in seclusion. Some practice hunts can be dangerous or downright deadly, and could be entire story arcs by themselves if done properly.

The use of a practice target is a good way to work on skills that a would-be bounty hunter may not ever have had to test in real life, but it often pales in comparison to what a real target is capable of when on the run. It also does very little to help someone interested in becoming a finder or repossession specialist. Regardless of the outcome, a practice target is a useful tool for nearly any bounty hunter who thinks he has some room to increase his abilities. Taking on a practice target, even for a seasoned professional, should be like a soldier cleaning his weapon or a race driver tuning his hoversled. It is simply good to stay in practice and up to par.





Research the Legal Authority in Your Chosen Jurisdiction

Before any bounty hunter can begin accepting contracts, he should check with his local law enforcement agencies – and all those he will likely come into contact with – to see what his career choice means to them. Some governments despise bounty hunting and have made it a punishable offence, others subsidise housing and taxation if they perform contracts sporadically for their agency. Researching legal authorities could mean the difference between fame, fortune and incarceration; it is essential information.

Most of the general views upon bounty hunting are covered in Chapter Two of this text, but the following is a list of major (and some minor) governments and a handful of their punishable crimes in relation to bounty hunting. After each crime listed is the common sentence for the offence. These crimes and punishments are standardised by the relative governments they are listed under, but local authorities often freely ignore or augment them as they see fit (Games Masters discretion).

Abbai Matriarchate

- 5 **Use of Unlawful Deadly Force While Exacting Matriarchate Contract** (50,000 – 100,000 credit fine, deportation out of Abbai space)
- 5 **Use of Unlawful Deadly Force While Within Abbai Territory** (25,000 – 50,000 credit fine, confiscation of offending weaponry, up to 90 days in mental counselling custody)
- 5 **Taking Possession of Owned Articles Without Presenting Contractual Obligation** (up to ten times the appraised value of the object(s) in question in fines)
- 5 **Extraditing a Wanted Fugitive From Matriarchate Space Without Presenting Contractual Obligation** (15,000 credit fine, up to 15 days in holding)

Brakiri Syndicacy

- 5 **Abuse of Electronic Networking from Syndicracy Hubs** (10,000 – 30,000 credit fine)
- 5 **Use of Deadly Force Without Presenting Contractual Obligation** (up to six years in labour enforcement incarceration)
- 5 **Arranging Binding Contracts Without Proper Contracting Licenses** (5,000 credit fine per registered count, possible levying of additional taxation)



Centauri Republic

- 5 **Attempted Kidnapping/Assault on a Centaurum Member or Associate** (Imperial imprisonment until allowed release, typically four-five years)
- 5 **Obstructing Royal Justice Methods (by capturing/eliminating Royally-targeted fugitives)** (Imperial imprisonment until allowed release, typically five-eight months)
- 5 **(2258-2260) Exacting Illegal Narn Contracts Without Centauri Sanction** (25 lashes, 25,000 credit fine)

Drazi Freehold

- 5 **Attempted Abduction Without Proper Documentation** (10,000 credit fine)
- 5 **Operating as a Bounty Hunter Without Informing Local Security Forces** (30 day suspension of bounty hunting rights)

Earth Alliance

- 5 **Assault on an EA Citizen Without Proper Documentation** (8,000 credit fine, up to 60 days incarceration)
- 5 **Attempted Murder by External Contractual Obligation** (10-15 years incarceration)
- 5 **Performing the Duties of a Legal Agent Without Proper EA Jurisdiction** (10,000 credit fine, 120 days of being banned from EA-monitored locations (tracked by identicard))

Gaim Intelligence

- 5 **Interrupting a High Queen's Delegated Services to One of Its Colony** (Immediate banishment from Gaim territory if possible, restriction from further entrance to Gaim territory)

Interstellar Alliance (ISA)

- 5 **Infraction of an Alliance Member Race's Sovereign Laws Within ISA Territory** (up to 30 days holding, extradited to member race's homeworld)
- 5 **Obstructing Legal Process** (5,000 credit fine, up to 60 days holding)
- 5 **Performing Illegal Activity Through Contracted Means on Account of Non-Member Race** (punishment varies, but 2/3 normal fines and sentencing is common)
- 5 **Performing Illegal Activity Through Contracted Means on Account of ISA Member Race** (punishment varies, but 1/2 normal fines and sentencing is common)

League of Non-Aligned Worlds Minor Members

- 5 **<Hyach Gerontocracy> Operating as a Contracted Employee Within Gerontocracy Territory Without Proper License Documentation** (50,000 credit fine, immediate restriction from all Hyach-controlled jumpgates for six months)

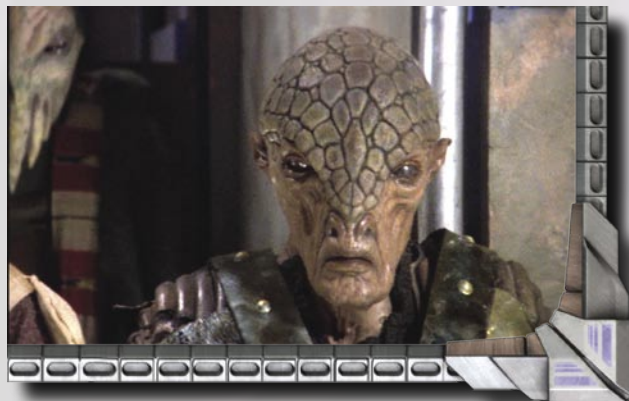
- 5 **<Yolu Theocracy> Knowing Heresy on Account of Outside Contractual Obligations** (90 days of intense spiritual counselling)
- 5 **<Llort territories> Removal of Significant Article From Llort Space Without Satisfying The Great Exchange** (confiscation of proper Exchange compensation, or the life of the offender if compensation cannot be arranged)
- 5 **<Grome Autocracy> Binding an Autocracy Citizen Against His Will Without Proper Legal License** (10,000 credit fine, 10 days incarceration)
- 5 **<Hurr Republic> Assault on Republic Citizen Outside of Authorised Duelling Locations** (12 canings in local square, 5,000 credit fine)
- 5 **<Cascor Commonwealth> Performing Otherwise Illegal Activities While Contracted by Commonwealth Citizen(s)** (1/2 normal fine and sentencing applied to both offender *and* contracting client)

Minbari Federation

- 5 **Abduction Due to Contracted Duties Within Federation Space** (immediate deportation to nearest neutral transfer point, denial of legal access to Minbari space)
- 5 **Abduction Due to Contracted Duties Within Minbari Protectorate Space** (immediate deportation to nearest Minbari transfer point for further legal action)

Narn Regime

- 5 **Kidnapping/Assault on a Member or Direct Associate of the Kha'Ri** (death if proven to be non-contractual or contractual from a member of the Centauri Republic)
- 5 **Taking Possession of Holy Articles from Regime Space** (25,000 credit fine, up to 90 days incarceration)
- 5 **(2261+) Taking Possession of Narn Items of Culture from Regime Space** (100,000 credit fine)



THE FOLLOWING IS A TRANSMISSION FROM THE HUNTSMEN'S LISTING NETWORK

GENERAL ANNOUNCEMENT 11.9.2259

TO ALL ACCOUNT HOLDERS
THIS IS AN IMPORTANT UPDATE TO THE CURRENT LISTING RECORDS FROM OUR CONCERNING THE MARKET. DUE TO THE RECENTLY CONFIRMED RUMOURS THAT A BIOLOGICAL PLAGUE IS WORKING ITS WAY THROUGH THE MARKET POPULATION UNBATED BY ALL MEDICAL ATTEMPTS TO STOP IT ALL MARKET-RELATED BOUNTIES ARE HEREBY CANCELLED BY THE H.L.N. LISTINGS ACCOUNTS CLIENTELE ADVERTISEMENT AND RECORDS HAVE ALL BEEN FROZEN UNTIL FURTHER NOTICE.

WE AT THE H.L.N. ARE SORRY FOR ANY INCONVENIENCE BUT ASSURE YOU THAT THIS IS ONLY A MEASURE TO HELP CONTAIN THE SPREAD OF THE POSSIBLE CONTAGION.

THANK YOU FOR UNDERSTANDING AND CUE TO H.L.N.22.88 FOR UPDATES ON THIS BIOLOGICAL PANDEMIC.

-H.L.N. ADMINISTRATION AUTHORITY-

Non-League Races (Neutral Races)

- 5 <Tirith Free State> Removal of Person or Article Without Permission (10,000 credit fine)
- 5 <Moradi Purity> Abduction of Important Articles from Moradi Possession (deadly force is automatically authorised against offender until article in question is returned)
- 5 <Antares Sector> Assault on a Member of the Antarean Oligarchy (banishment to the 'Boundaries of Hell' on Antares II)
- 5 <Koulani territory> Deceiving Koulani Authority (30 days incarceration)
- 5 <Sh'lassan Sovereign Empire (2268+)> Attempted Assault or Kidnapping of a Member of the Sh'lassan Imperial Court on Contract by a Member of the Earth Alliance (50,000 credit fine, official sanctions taken against contracting client)

Vree Conglomerate

- 5 Attempting to Enter Vreetan Territory on Contractual Obligations (50,000 credit fine, confiscation of all collected data, immediate deportation)
- 5 Possession of Spacer's Guild Technology Without Proper Authorisation Before Open Market Sales of Said Technology (100,000 credit fine, confiscation of all collected data, telepathic mind wipe of related information and memories of technology in question)
- 5 Failure to Repossess Stolen or Missing Spacer's Guild Technology Within Allotted Time When Contracted To Do So (fine equal to amount of bounty, 30 days sequestered debriefing, possible denial of future contracts in Conglomerate Space)

Practice Basic Combat Skills

Many would-be bounty hunters might go into the business thinking that they will likely never have to fire a single shot, as they are planning on doing small finding jobs and non-violent missing persons bounties. Many might even think that because they are going into the job with moral views and to 'do the right thing' they will avoid all of the horror stories that get passed around the Network from time to time. They are frequently wrong, and are often found dead in an alley or storage level somewhere.

It is an ugly fact, but every bounty hunter must be prepared to at least themselves if necessary. Most learn far more about how to incapacitate a target or his cohorts. While a stout threat and solid intimidation can get a hunter pretty far, there will be times when conversation will turn into brawls and brawls will escalate further. This is simply what tends to happen in the business. Any bounty hunter who thinks otherwise is not likely long for the career – or this life.

It is suggested that anyone thinking about becoming a bounty hunter should invest in some personal combat lessons. How a person accomplishes this is up to the individual in question, and each person might want to look into a different school of thought concerning what it might mean. A Drazzi is raised with pugilism in his blood, so learning how to deal with a firearm situation could be helpful to him, whereas an Abbai might need to know how to best disarm an opponent, or how to quickly tranquilise his foe instead. How a hunter learns to effectively carry his own in a conflict is up to the hunter, but some form of formal combat training is recommended.

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Optional Rule: Schooling for Feats

The following training facilities are designed mainly as plot devices and interesting ways to test a character's resolve, or even as narrative reasons to allow certain characters to choose otherwise odd feats when they gain the requisite experience levels. However, if the Games Master wishes to truly reward the characters who graduate these classes, we suggest the granting of an additional feat for graduates. One feat should be chosen from the list below for each facility.

Kitab Temple of Ro-tan-tari: *Blind-Fight, Improved Feint, Martial Arts*

Fendimir Institute of Aggressive Personal Defence: *Brawler, Dodge, Weapon Focus (unarmed)*

Sh'lassan Imperial Academe of Marksmanship: *Point Blank Shot, Far Shot, Weapon Focus (any firearm)*

Iklath Fencing College: *Combat Expertise, Dodge, Exotic Weapon Proficiency (Klathu Sabre), Improved Feint*

The above feats should only be awarded if the character attends the entire Length of Degree training period and passes all required examinations and tests (Games Masters should decide what these exams should be). If a character chooses to attend a school more than once he may, but the Length of Degree time required doubles for the second degree, triples for the third, and so on. Also, the classes should be more demanding with each additional degree.

A good Player Character will likely have at least two of the following feats before fully undertaking the bounty hunting career:

Blind-Fight, Brawler, Combat Expertise, Improved Feint, Martial Arts, Point Blank Shot, Two-Weapon Fighting, Weapon Focus

Simply practicing the manoeuvres and ideas behind personal combat is rarely enough to actually learn what it takes to survive a real combat situation. Unless the hunter-in-training has been (un)fortunate enough to already have been engrained in combat styles and survival techniques, there are a few specialised schools that can teach even the most meek of students how to use combat skills.

The following is a handful of training facilities that any character (not just bounty hunters) may use to learn combat-related feats, or even to come away with a 'signature technique' that top-of-the-class students can later call upon. These facilities are well-known on the HLN, but also carry a great deal of clout in military circles. Each entry includes a brief description of the facility, the details for admission and what will be learned if the character graduates.

Kitab Temple of Ro-tan-tari

Location: Kitab III

Cost: 25,000 credits

Influence Check for Admission: 15 (12 if using a Religion-based Influence)

Length of Degree: six months

Teaching the basic root manoeuvres of the sacred Yolu martial art collection of the Mutari, the teachers at the Temple at Kitab are very friendly with students and inquiring prospects. The teaching of Ro-tan-tari, a much lighter version of the common art form, is both physically demanding and mentally exhausting. Students only train for four hours a day and are required to spend the next four in meditation or practice sparring with their peers.

Training includes many forms of unarmed combat techniques focussing around disabling an opponent without seriously injuring him if at all possible. Wrist locks, thumb twists and tripping are common. The overall idea of Ro-tan-tari is to use an opponent's aggression against him, becoming not so much the victor of a conflict as making the opponent defeat himself.

By the end of the six month course, the student should not only be able to protect himself against up to three attackers at once but should also be able to concentrate on the most delicate of tasks while being barraged with outside stimuli. It is no secret that the Yolu try to recruit the best students into the Mutari, but those who wish to leave are not hindered in any way.

Ro-tan Touch: Any character who graduates with very high marks in all courses (Games Master's discretion) earns the unique technique of the 'Ro-tan Touch.' Once per day the character can make an immediate unarmed attack equal to his Wisdom score modifier against an opponent within striking distance r – with the Ro-tan Touch occurring first.

Fendimir Institute of Aggressive Personal Defence

Location: Fendimir V

Cost: 30,000 credits

Influence Check for Admission: 12 (five if using Drazil Freehold Influence)

Length of Degree: 90 days

The centralised school for aliens to learn Drazil close-fighting techniques, the Institute is organised and managed by the Freehold government. All funds it raises, after paying for the school's upkeep and staff, go directly into the military funding for the Drazil Armada. It teaches its students how to best inflict the most damage to an opponent in the fewest number of strikes, a traditionally Drazil outlook on hand-to-hand combat.

Training includes several fighting stances including a tight-shouldered military technique, a sitting form useful in bars or restaurants, one that requires attacks to the limbs and groin of a target, and even a nearly animalistic style that includes biting and spitting. The 'professors' of the Institute are a mix of military ground soldier on leave from duty and, ironically, violent monks of Droschalla. Through body-wracking training and attacks that could cause a GROPOS to tear up, the Institute shows its students that the best defence is to incapacitate your attacker with swift and brutal blows.

At the end of the 90 day degree, the student should know how best to incapacitate even armoured foes (which is easy, considering all Drazi are naturally armoured) with just their own bodies. They should be comfortable using their bodies in imaginative ways to bring pain to an opponent, and should be used to the sound of breaking bones and the pained screams of a broken foe.

Wrenching Blow: Any character who graduates with very high marks in all courses (Games Master's discretion) earns a unique technique called the 'Wrenching Blow.' Once per day the character can twist his own limbs like levers against one another equal to his Constitution score modifier to put amazing force on a pivot point somewhere on the target of his unarmed strike. This attack will inflict its damage to the target's Dexterity and Strength (equally) as temporary Ability Score Damage.

Sh'lassan Imperial Academe of Marksmanship

Location: Akdor IV (pre-2259), Sh'lassa III (post-2261)

Cost: 50,000 credits (75% subsidised for Sh'lassan citizens)

Influence Check for Admission: 18 (25 if using Earth Alliance Influence)

Length of Degree: nine months

Even though the academe is surrounded in scandal, having been the single most influential training sight for the Sh'lassan rebels before the school's destruction in the EarthForce invasion of Akdor in 2259, it is the foremost place for civilians to learn the subtleties of firearms. Having been rebuilt and renovated in 2261 on Sh'lassa III, it houses some of the best shots in the galaxy – who gladly teach their tricks of the trade to their students.

All manners of firearms are taught, from PPGs to slugthrowers all the way to gauss-principle flechette rifles. The academe houses over a thousand firing ranges that are shielded by armoured walls and backdrops for hands-on learning, but also has an entire wing dedicated to classroom learning. The Sh'lassan view on firearms is that they must be learned inside and out before true proficiency can occur, which means several long classes concerning firearm safety, maintenance and recognition.

Students at the academe must be able to perform suitably on both ends of their chosen firearm; otherwise they are forced to repeat courses.

When the lengthy nine month course is over the student should be able to name over a dozen different firearm manufacturers by the type of impact it leaves on a target, hit nine-out-of-ten mobile targets at twenty metres and strip a weapon down to its component parts blindfolded – naming each one by feel in less than thirty seconds. The Sh'lassans are not very forgiving in their society, and even less so in their grading scale.

Maximise Potential: Any character who graduates with very high marks in all courses (Games Master's discretion) earns a unique technique called 'Maximise Potential.' If allowed to tinker with a firearm for one uninterrupted minute after it has been loaded, the character can make subtle adjustments to make the most out of the weapon. The weapon will add +1 to hit and damage for that entire magazine/clip/cap of ammunition. Once the weapon needs to be reloaded, the character will need to spend the uninterrupted minute again to receive further benefit.

Iklath Fencing College

Location: Iklath III

Cost: 10,000 credits (students must purchase their own sabre)

Influence Check for Admission: 22 (10 if using Minbari Federation Influence)

Length of Degree: 60 days

Even though most cultures find the use of combat weapons old-fashioned and outdated, the feline Klathu still use them heavily in their inter-pride duels and leadership challenges. In an effort to secretly fund their hidden attempts to colonise worlds outside of the Minbari Protectorate, the leaders of the Klathu designed a relatively inexpensive school to teach their so-called 'outdated' fencing style. A combination of movements similar to capoeira (a dance-based martial art from Earth) and twirling blade slashes, it takes a great deal of practice and teaching to even be able to hold the awkward Klathu Sabre correctly – let alone fight with one.

At the fencing college, the Klathu instructors know that most of their students have no cares for the traditional Klathu fencing, so there are a host of other combat fighting styles that are also



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offered – staff, straight-bladed rapier, short sword and dagger and even generic knife-fighting. The Klathu are very proud of their personal style, but would never fault someone for wanting to learn another, and are happy to teach all that are asked of them. The classes are taught in five day increments, with students graduating from blunt sticks roughly the size of their chosen weapon, graduating all the way up to real and deadly weapons to practice with. They are expected to stop their blows before blood is shed, but accidents have occurred in the past.

After the harrowing and exhausting sixty day semester is over, the Klathu choose five of the best students to have a final spar with their teacher. If anytime during that spar the teacher's fur is so much as tufted by one of the graduates' weapons before he can disarm them all, they all receive specially crafted versions of their chosen weapon as a final accolade for excellent learning. Mind you, this has only ever been accomplished twice in the history of the college! Even if the students cannot strike the teacher, the entire class is celebrated over a massive buffet-style feast that is half-graduation ceremony and half-debauchery. The college pays for everything, and the celebration is often the highlight of the semester.

The Klathu Sabre is not very popular amongst the profession generally as it is seen as too flashy by many. However it does have its champions, and many of these swear that by merely carrying one of these weapons targets avoid fighting, since they sometimes can perceive the hunter as being far too dangerous an individual to resist.

Avoidance Strike: Any character who graduates with very high marks in all courses (Games Master's discretion) earns a unique technique called 'Avoidance Strike.' Once per day the character can call upon a dance-like evasion equal to the character's Dexterity score modifier to launch one of his own attacks. Declared before an opponent attacks with a combat weapon or launches an unarmed attack, the character may add any amount of his Base Attack Bonus to his Defence Value for that attack. If the attack then misses, the character can launch a free combat or unarmed attack at the target with a penalty to hit equal to the amount he added to his DV.

Alternative Combat Training Methods

Away from the idea of formal schooling, a would-be bounty hunter could instead choose to simply put himself in situations where his combat skills would need to shine. This rather blunt direction of 'combat training' is popular with Drazi, Hurr, Praxisians and some Narn. Bar fights, political riots and union strikes are good places to ensure real combats – but rarely deadly ones – can be found. Hiring on as part-time security at a seedy nightclub or other establishment is also an effective way of getting combat practice, but carries with it enough risk of real injury that only the skilled or insane should even consider it to just enrolling in commercial training.

Spend Time With Active Bounty Hunters

One excellent way to get involved in the livelihood of bounty hunters is to spend time with them. Of course, that sounds much easier than it sometimes is. For obvious reasons hunters do not exactly advertise their presence all the time, and few enjoy random company when they are working. Even so, spending long hours in search of a target can make them eager for a little honest companionship for a few hours, and any eager candidate could learn a lot from what they have to say about the industry.

Recognising a bounty hunter in a bar or restaurant in order to learn about the industry first hand by chance is nearly impossible. In order to narrow the search dramatically, there are a few key elements to look for that seem to be stereotypical of those in the industry. While these in no way apply to every bounty hunter, they do apply to enough to increase the likelihood of running into a hunter in a public place.

The following points can often help when trying to find a bounty hunter:

- 5 Bounty hunters rarely give their identicard freely unless required to do so. When a hunter is 'off the clock,' he often enjoys the anonymity of an establishment that does not require him to register or sign in at all
- 5 Bounty hunters cannot afford free time or luxurious pampering if in custody of a contracted target. When hunters have some down time, they often like to enjoy themselves at great length and expense
- 5 Bounty hunters will not stay away from some form of communication device for an extended period of time, in case a client or informant needs to speak to them
- 5 Bounty hunters will look as professional as they can (for the majority who do look professional, that is) in case they are recognised or tracked down for client negotiations

Alternately there is a very good way for a prospective bounty hunter to find others in the industry: the HLN. If the aspiring hunter has an account (or access to one), there is a social link attached to the main login. Basically, when a bounty hunter or client checks in to his account he can cue up the social link to find a list of local (and not so local) establishments that welcome, if not cater to, members of the bounty hunting industry.

To use this list the account holder must input his own data and where he is looking to find good places to eat, drink or maybe just waste time. The list is rarely longer than ten or twelve establishments per system except in the Drazi Freehold, where it rolls on for several hundred locations on Zhabar alone! Some of the listed 'hunter-friendly' businesses are public to all patronage, but the addition of the social link to the HLN has made for a new oddity in the industry – the Registered Hunter's Only (RHO) establishments.

Some places on the social link have gone to using HLN account numbers as passkeys to get into high-security and low-profile nightclubs, bars and hotels. Without the proper 'identification,' or unless they are guests of those with such identification, common people cannot enter these elite social clubs. This exclusivity removes all of the wondering if someone is a hunter or a mark, and gives the whole place a feel of normality that some bounty hunters rarely get in public places. Even though the majority of 23rd century hunters are as much sophisticates as any other entrepreneurs or businessmen, they still *feel* the difference between them and the plasma-core generator tycoon or starship designer sitting across the bar.

Using the HLN as an information gathering tool of course requires a would-be hunter to have arranged for an active account (a feat for some). If that is an option, he can all but eliminate the guesswork from trying to find places to spend time with active bounty hunters. Although it might leave him open to some ridicule for being untested and so 'green' or 'wet,' they are fonts of useful facts and opinions for those who can weather the remarks.

A short assortment of social link establishments is listed below:

- 5 *Hellermen's Old World Pub*, Mars Colony (Dome Two)
- 5 *The Last Place for Light Years*, Proxima III
- 5 *The Trophy Case*, Praxis IX
- 5 *Ly-Nakir Industries Presents 'Waterfall Profits'*, Lorka II
- 5 *Rak'sham Zok (Predator's Club)*, Shambah III Transfer Station, RHO establishment
- 5 *Uar Mon Poxxis (Fallen Foe Tavern)*, Androma III
- 5 *Rattavi House of One Thousand Pleasures*, Centauri Prime
- 5 *Celebration Of*, Dross III
- 5 *Omega Zone*, Tirrith IV Freedom Station, RHO establishment
- 5 *Fresh Air Restaurant*, Epsilon Eridani III, Babylon 5 Diplomatic Station

These are just a handful of the locations that will appear on a random search using the HLN's social link. Going to these places and keeping an eye out for someone who might hold a conversation with the character is a fantastic way of getting real-life tips, stories and opinions before he dedicate his life to the career.



Taking On The First Bounty: Making the Right Choice

Once a character has decided to take the plunge and become a true bounty hunter, his first step is to decide what his first bounty should be. Regardless what manner of hunter the character *wants* to be, the first bounty is paramount to the rest of his career. Word spreads quickly when a new bounty hunter has taken up the business and many eyes will be paying attention to him. It is important to make a good impression, but not *too* good of one.

If the character knows what he eventually wants to represent in the industry, his first bounty should be something in relation to his expected field of hunting. If someone wants to eventually become a manhunter, choosing to repossess a stolen heirloom will always leave a strange feeling in clients who see that history – making for long explanations later. Although it might be a ploy to create the air of being multi-talented, it often comes across as indecisiveness. Acquisition agents tend to get away with this multi-tasked approach, but they work harder to get the higher-paying bounties in their role of 'average' hunters.

Deciding exactly how difficult and high-profile the first bounty should be is hard to judge. Someone with a great deal of the prerequisite talents might do well taking on a high-profile contract that will impress clients later. It also could scare clients away, if they perceive that maybe the hunter is a showboat who will not be as discreet as they would like. Choosing a difficult bounty due to its complexity or target's cunning as his first contract may also cast a powerful image on the bounty hunter, but it might also present an image of drive or foolishness.

Essentially, there are six types of targets that make up normal contracts for a bounty hunter:

1. **Extremely Easy** – Finding these targets is as complex as running down to the store to pick up some groceries, and should only be used to earn a client's trust or make small amounts of quick money. Targets such as this should not take longer than a few days, if even, to accomplish and should

not offer any risk to the hunter in any capacity. They are often listed just because the client is too busy to find them himself, or cannot be directly involved for whatever reason. Bounty hunters who see targets such as this with much higher bounties on them than are warranted ought to be careful, as the contract might be misleading somehow. *For example, paying a bounty hunter to pick up an important legal delivery would fall into this category.*

2. **Practice Level** – These are targets that should make for a good practice of a seasoned hunter's skills, or a decent test of a new bounty hunter. They are the mainstay of a beginning hunter's contract portfolio, and are some of the best practical teaching tools they have. Targets such as this should not take longer than a week or so to accomplish and should only offer any risk to foolhardy or thrill-seeking bounty hunters. Hunters should note that these contracts rarely stay active for long, and any that have been listed for a long time are likely more difficult than they appear. *For example, retrieving a runaway teenager stowing away on local transport tubes for the parents would fall into this category.*
3. **Core** – These are the meat and potatoes of the bounty hunter industry. They should be a true test of a 'green' bounty hunter or the average choice for a more experienced one. These targets make up the vast majority of the listings on the HLN, should not take longer than a few weeks (a month at most) and must be viewed as having a manageable risk. Bounty hunters realise they are not in the safest of industries, so they have to assume that a certain amount of risk comes with each job. Many contracts involving these targets come from frequent clientele who know the business well, so bounty hunters can assume the details to be correct. *For example, being set to recover an escaped embezzler from the Io Detention Facility would likely fall into this category.*
4. **Challenging** – Beginning bounty hunters should not even consider accepting these contracts, leaving them solely to the experienced hunters. Many freelance listings tend to fall into this category, as they rarely give enough information to fully prepare the hunter who accepts them. These targets may take a few months to accomplish, and will no doubt put the hunter in at least one threatening situation before the target is acquired. These are where most bounty hunters pick up their best tales of conquest, and most experienced hunters will take on one or two of these annually just to test themselves. *For example, being hired to chase down and retrieve a stolen First Ones-era artefact from the nomadic raider cell that took it would easily fall into this category.*
5. **Extremely Difficult** – These are what set the bar for experienced career bounty hunters, forming some of the most difficult targets to successfully take possession of in the industry. Even long time hunters have to think twice before accepting these Herculean tasks. They pay well above normal amounts due to their complexity and difficulty, but also tend to sit unclaimed for many weeks before any hunter wishes to give it a shot. Targets such

Anonymity versus Grandstanding

Some characters may not want to be recognised for their career, preferring to work as an electronic entity and deal strictly with clients via the HLN contact listing and the like. These 'anonymous hunters' cannot truly benefit much from the boasting and grandstanding that some of the above target types can raise. Boasting does nothing for their reputation in person, but their electronic persona (see the Alternate Persona feat later in this book for details) could become a veritable celebrity. In cases such as this, the bounty hunting character has very little to gain or lose – unless the two personas are ever tied together by interested clients or the competition!

as this could take many months (maybe even a year!) to accomplish, and will immerse the bounty hunter and his informants in a web of dangerous situations. Depending on the exact nature of the target, the hunter could be in constant danger! There are decidedly few non-sentient targets at this level of difficulty, and several are designed to be dead-or-alive due to the sheer possibility of a violent capture. Accidents happen, and targets that are this difficult to acquire rarely go without a bitter battle. *For example, a contract to bring a Praxisian criminal boss in for trial in Earth Alliance space would easily fall into this category.*

6. **Impossible** – These are the legends of bounty hunting. From apprehending political figures for crimes against their own people to repossessing entire starships single-handedly; these are what barroom stories are all about. With the exception of the Nightwatch bounty on the Babylon 5 command staff in 2261, these are never found on the HLN. They are private affairs that often come in the form of personal invitations and mysterious benefactors from afar, finding exactly the bounty hunter the enigmatic client(s) want and need to come through for them. While the bounties involved are higher than what most hunters would ever imagine being offered, the pay is only half the reward – the reputation that follows is worth far more. Such endeavours break the mould of how hunting works and could take years to set up properly...or they could be impulse activities that fly by in mere days. A hunter who accepts these once-in-a-lifetime deals knows it may likely kill him a dozen times over due to the extreme nature of the target, but it would be worth it if by chance he succeeds. *For example, the Narn Kha'Ri setting aside a small moon for the bounty hunter who can bring them the Emperor alive would fall into this category.*



Negotiate the First Contract Fee

Once a character has decided what sort of contract to accept, he must begin to 'play the game' with his chosen client. This term is used by bounty hunters to describe the back and forth negotiations that often take place before a hunter will accept what a client has offered, and it is only ever necessary in contracts where the client specifically leaves a price off the listing, or for freelance jobs that are arranged in person.

Many contracts that are posted openly, whether on the Network or in some postal centre hallway somewhere, advertise exactly how much they will pay. A hunter has very little he can say about those type of contracts, as the client would not have posted them openly if he did not feel it was the price he would pay. At best the hunter might be able to talk in some fringe benefits like travel expenses or transport fees, but the amount of money paid is effectively set for open-style contracts. If one hunter wants too much, the client simply waits for the next to inquire.

For nearly all other contracts, the hunter can try to suggest a bounty level or adjust one suggested by the client. Similar to how the bidding process for manhunters is arranged

(which itself is just a specialised form of the following variety), the negotiations start with one side or the other naming an initial bounty price. In the case where the client has already posted the bounty in the listing, that counts as the named price. Some contracts require the bounty hunter to name his price first. One thing to remember is that either party in the negotiation can decide to call the whole thing off when they are given the option to adjust the amount. This is to stop bounty hunter characters from abusing the percentage-based system below. The basic number could alternately be decided using the base amounts from acquisition agent, legal enforcer and finder systems from Chapter Two in order to know what 'fair' should be.

Next, after the initial bounty is declared the opposite side can try to adjust that number in their favour. The first party chooses to fast-talk, reason or frighten the second party with a roll of their Bluff, Diplomacy or Intimidate skills respectively. The second party can then defend their stance with the same choice of rolls (Bluff, Diplomacy or Intimidate), comparing the result. If the party trying to currently adjust the bounty scores lower than the party trying to defend the amount, the number does not change. If successful, however, the bounty can be adjusted by up to the amount shown on the following table.

Joining The Hunt

Bounty Negotiation Variables

Difference Between Skill Check Results†	Amount Bounty Can be Adjusted
1-3	+/- 5% of original amount
4-8	+/- 10% of original amount
9-14	+/- 15% of original amount
15-20	+/- 20% of original amount
21-29	+/- 25% of original amount
30+	+/- 30% of original amount

† Only available if the adjusting party was successful in beating the defending party's skill check

Each side in the negotiation can only attempt to alter the price once. The following skill checks have a few minor rules to take into consideration when choosing what kind of skill check to make:

- 5 The character cannot choose to use the Diplomacy skill on an adjustment that he just used the Intimidate skill on
- 5 The character cannot choose to use the Bluff skill on an adjustment that he just used the Diplomacy skill on
- 5 The character cannot choose to use the Intimidate skill on an adjustment that he just used the Bluff skill on
- 5 Any character who rolls a natural '1' on their adjustment skill check cannot use that skill again for the duration of the negotiation

When the first party is done making adjustments, either due to using up all of their adjustment rolls or because he is satisfied with the new bounty amount, he must then defend against one adjustment roll made by the second party – using all the same rules and the table above. The resulting number is the final amount unless either of the parties decides to cancel/refuse the offer. Because of the social ramifications of walking away from negotiations the Games Master can choose to reduce either party's Bounty Hunting Influence by one.

Example: Lordis Krieger, a 3rd-level Agent who has not yet specialised his bounty hunter focus, has arranged a negotiation for a listed acquisition at 6,000 credits. Sitting down at the tiny conference booth, he discovers he is twice the size of the tiny Cascor that is possibly hiring him. Without even thinking about the niceties (Charisma of 12), Lordis shouts that the target must know something important to warrant such a bruiser as he, and that he had best not be 'getting frugged.' He throws his Intimidate, scoring a hefty 17. The Cascor is visibly shaken, despite his efforts to change the subject back to the drinks (scoring only an 11 on his Bluff in response). Lordis shakes his head and scribbles down 6,600 on the printed contract. The Cascor tips back the last of his drink for resolve, and then explains plainly and coolly that the contract could just as easily go to the man he met with in the morning if the price gets too high...and he should rethink what the employment is actually worth, as the earlier hunter would do it for far less (rolling an impressive 24 on his Diplomacy roll!). Lordis is baffled, but fails to be convincing when he claims that he does not need the money (rolls a grisly 4 on his defending Bluff check!), and he accepts the

even smaller amount of 5,400 credits. The Cascor cannot help but grin as they press their thumbs onto the datapad, he has somehow bargained a smaller price than the one his employers had listed!

If the final amount is accepted by both parties, the recognition thumbprints are taken and the contract is set into active status. For the ease of hunters who are dealing with clientele halfway across the galaxy, the HLN will allow account holders' electronically-stored thumbprints on file to suffice as legal signatures – for a small 2% share of the decided bounty, of course.

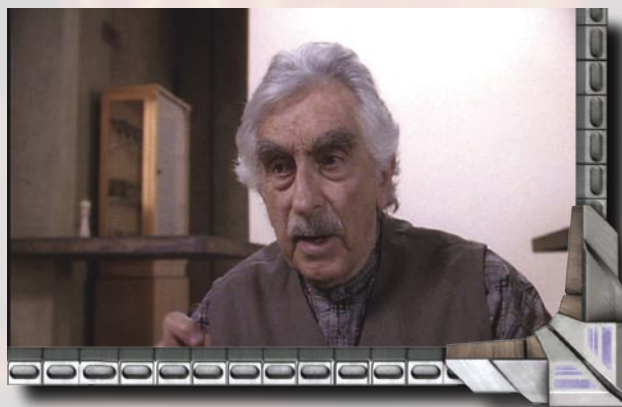
Once the contract has been 'signed,' the hunt is on and the bounty hunter must focus on the tasks at hand. His livelihood, his reputation and quite possibly his life are on the line to do the job they are paid for.

Hunting Firms: To Join, or Not to Join?

Since the earliest days of bounty hunting on many planets across the galaxy there have been groups of likeminded individuals who choose to band together and share resources in order to share in the benefits. Borrowing a generalised term from Earth history, bounty hunters who gather together into these groups are called 'firms.'

As any bounty hunter begins to stand on his own feet in the industry, he will likely be contacted by one or more firms looking to add him to their stable of active members. Some might actually be interested in the hunter for his skills and his list of successful bounties; others might simply want to bolster their numbers. In an industry where the suit and tie have risen to major popularity in just twenty eventful years, there are still a number of less-savoury types that are running their corners of the galactic bounty hunting business. No matter the reasoning behind being offered membership in a firm, each bounty hunter must make the choice (sometimes several times!) to continue on his own in his own way, or join a hunting firm.

Membership in a hunting firm has its perks, so long as the firm in question is not an utter wreck of disorganisation and internal corruption. Many firms keep their own versions of 'sponsors,' clients who come to them first for whatever type of contract the



firm excels at. Most of these relationships are strictly business, but some have evolved into a mixture or union between entities, forming strange corporate or governmental hunting squads that are scarcely even available to anyone else for employment.

Most firms also keep purchasing deals with their favoured equipment companies. This allows them to get bulk rates on bounty-centric items like tranquiliser rifles, seda-cuffs and discreet armour liners, all of which are frequently used and abused in the industry. Even clothing and entertainment items can sometimes be discounted for local firms, or those who have been hired several times before. It is a series of back-scratching relationships reminiscent of the labour unions of 20th century Earth and the 18th Century Grome Autocracy.

Being a part of a firm also increases the frequency of contracts for two reasons. Firstly, there are many firm-only contracts that will trickle down from the leaders of the firm, giving individual bounty hunters a chance to pick them up. Secondly, firm bounty hunters will occasionally be assigned bounties by the leaders to make sure all members are pulling their weight and contributing their share. Work will generally be constant, but many believe the benefits make up for the lack of free time.

Firm membership does have a few drawbacks, however. First and foremost in the way of negative aspects of membership are firm fees. In order to help keep the firm running effectively and keep full-page firm ads on the HLN, every bounty that a firm member collects must pay a share to the firm. This share can be a massive amount depending on the sorts of benefits the firm claims to grant its members, and it is non-negotiable. It will be paid, one way or another. Another drawback is that a bounty hunter in a firm is not permitted to take on private contracts any longer. The firm monitors all activity of its members to keep them from sneaking the occasional side-deal, but the larger the firm gets the less likely it will catch them all. There are very harsh penalties for those who try to perform their duties outside of the firm's influence – from hefty fines and contract suspensions to physical harm and even death (in some rare cases).

Ultimately it is up to a bounty hunter to decide if he wants to be a part of a hunting firm or not. He should weigh the choice carefully, as very few firms have exit policies except those associated with last rites and burial preferences.

There are likely several dozen hunting firms scattered over the galactic populaces, but really only a handful of them are large enough to warrant talking about. The following section is a short collection of a few of the more (in)famous ones that Player Characters and Games Masters can include in their own adventures and campaign. Each entry includes where the firm is generally based out of, background and performance information and the percentage of each bounty that is taken as a firm fee, as well as other information.

The Fox and Hound Club

In Service Since: 1889

Base of Leadership: Sol III-Alpha (Luna)

Number of Active Members: 40-45

Firm Fee Percentage: 40%

Originating all the way back to a group of British vigilantes who were active during the height of the Victorian Age, the Fox and Hound Club is still keeping crime in its place across the Earth Alliance – for a price. Where the original members were all English noblemen who had decided to personally remove the filth from their corner of the world, the Club now enjoys a very high class portfolio of EA-based clients. Recruiting only from 'true humans' (those from Earth), the Fox and Hound Club is a powerful collection of legal enforcers.

Based in a secure facility above a high-class gentlemen's club of the same name in Grissom City on Luna, the firm accepts numerous feeds from Earth Alliance legal agencies. Although rather purist in their views toward membership, they understand that the colonies must have law and order as much as Earth does, and gladly accept contracts from them. They are very strict in the kinds of contracts that they accept, only stalking escaped fugitives or wanted criminals reflecting their moral views.

The Club is known for discretion and efficiency, bringing in the most violent of criminals to stand trial for their crimes. They almost always use tranquilising weapons and cunning ambushes against their marks, but violent captures can sometimes not be avoided. There have only been three accidental target casualties in their history of being listed on the HLN to all EA-based account holders, each one listed on a black-lacquered plaque above their mantle in the Club's headquarters. They take their stance on *not* being criminals and instead being socialite beacons of the industry very seriously and such blemishes against their firm's collective honour is something never to be forgotten.

The Fox and Hound Club's current lead member is a Mister Peter Abberline IV, a direct descendant of one of the original founding members of the Fox and Hound Club – Inspector Fred Abberline, who began his hunt against crime after the subject of his personal obsession, Jack the Ripper, disappeared mysteriously in 1888. Peter, much like his forefathers, is thoroughly obsessed.



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Unlike his forefathers, however, his obsession is not to eliminate crime. Peter wants to eliminate the legacy that sits on his shoulders. Rather than being seen as some holder of high ideals, keeping law and order for his fellow man, Peter simply wants to be filthy rich and unmistakably famous. He has to put on a decent show for many of his firm members, for most of them do in fact believe in cleaning up the Earth Alliance, but he does it just to keep their firm fees streaming in.

The Kha'Nar

In Service Since: 2240

Base of Leadership: Narn II (Homeworld)

Number of Active Members: 35-50

Firm Fee Percentage: 20%

A hunting firm formed to cause as many problems for the Centauri as it can through legitimate means, the Kha'Nar only accepts contracts where the targets are in the Centauri Republic. Even non-Centauri targets that happen to be hiding in Republic space are viable, as hunting them gives the Kha'Nar a chance to contractually run about in the den of their enemies. It may not be the safest habit to get into, but it is their private way of biting their collective thumb at the Centauri.

The firm itself is not wholly Narn. It has hired on several Drazi and humans, using them on contracts where it would be too dangerous for a Narn to go – especially during the second Centauri occupation, when the majority of Kha'Nar members were forced into hiding. All of the non-Narn members know that they are angled directly against the Centauri, but many do not have the same hatred for them as the others. For most of them membership is just a steady stream of contracts all in one section of space, and a good way of keeping high numbers in the bank account.

Generally, the leaders of the Kha'Nar do not accept any contracts that are arranged specifically for them. Such contracts have been problematic in the past, with at least five in the first year of the firm's existence ending in vile Centauri-planned traps for the Narn bounty hunters to fall into. To keep up the number of openly posted bounties targeting the places they want to be active in they have a dozen 'organizational secretaries' combing the HLN nine hours a day. Whenever they find a suitable contract they flag it, sending a message to one of the three leaders of the firm to be passed on to the hunters.

Unlike most firms, the Kha'Nar hands out their contracts to a partnership of two hunters. While this means the money will always be less, even with the firm's lessened fees, it allows for more dangerous contracts to be undertaken with a greater degree of success. Not only does it put two like-minded and compatible hunters on the same target, but it makes it harder for Centauri trickery and ambushes to harm them while in Republic territory.

The firm is run by two Narn and a human, with the human having been added in order to keep the firm functioning during the aftermath of the War of Retribution. The two Narn, brother pouchlings named T'Rurn and Ja'lon have always been Centauri-hating militant guerrillas. When the asteroids came

crashing down on Homeworld in 2259 from the Centauri mass drivers, the two leaders knew it would end the war and soon they would be as hunted as their targets were. Choosing the most level-headed human they could find within their ranks, an African gentleman named Risto Ponce became the third leader of the Kha'Nar. Until the two Narn could emerge from hiding (most went into seclusion to escape Centauri oppression), Risto had to lead the remaining Kha'Nar.

Risto did well, keeping up the traditions of the firm by hiring more non-Narn members to continually accept Republic targets. The contracts slowed as people grew fearful of Emperor Cartagia and his madness, but they did not cease. The Kha'Nar ran awkwardly but continually throughout the short occupation, with T'Rurn and Ja'lon returning to leadership afterwards. Having seen how well Risto did during their absence, they chose to share leadership with the human and now share the responsibilities of leadership three ways.

Interstellar United Legal Services Incorporated

In Service Since: 2236

Base of Leadership: UNKNOWN

Number of Active Members: estimated 100+

Firm Fee Percentage: 30%

The first of the hunting firms to be formed on account of the popularity of the Huntsmen's Listing Network, the Interstellar United Legal Services Inc. (IULSI) 'company' is a purely electronic entity based on the HLN. While it does have definite leadership, advertised account status and at least one hundred active members, it is a mystery as to how or where it formed. There are many rumours about the source of the massive firm, but only its administration really knows the truth.

One day after the HLN was down for an unprecedented nine hours for data updates, there was a new cue attached to the Gold Plus members – IULSI. Advertising itself as the largest conglomerate of bounty hunters in the galaxy, clients from all over known space began to test the new firm. Contracts by the dozen came streaming into the message routing centre heading on to the IULSI, and they continually found members within their ranks to accept them. Reports of this mysterious firm and its success slowly became known amongst the the HLN's most frequently re-visited stories, even if no one knew where the IULSI came from.

When the IULSI wants a new member, that hunter receives an electronic information package to the HLN data account. The package contains all the pertinent information as to what membership means and how to make the best use of the opportunity being offered to him. Included is an electronic cue number to respond either way, which is merely signed 'The Administrator.'

If accepted the hunter's personal HLN account is upgraded to Gold status and half a dozen expensive suits and matching armour liners are sent to the address listed on the hunter's current

bio-file on the Network. These are not merely membership perks, but the expected attire and code of conduct the IULSI requires. In fact, it is the constant pushing of higher social ideals by the firm that has so dramatically changed the industry over the years. Seeing the members succeeding under the guidance of the enigmatic Administrator in their pressed clothes and genial negotiation techniques (a class that the IULSI pays for if its members register for it), many freelance hunters have followed in their patent leather footsteps to share such success.

In order to continually receive contracts from the Administrator a hunter must uphold a high degree of personal attire and conduct when dealing with clientele and must check in bi-weekly with his HLN account. He will be delegated to the contracts he's best suited for and will be expected to complete them in a suggested timely manner in order to keep up with the rest of the IULSI's rigorous requirements. Fame and fortune has its price, and most IULSI hunters live stressful but eventful lives on account of it.

Led by the mysterious 'Administrator,' the IULSI is seemingly an electronic entity altogether. No one knows who or where this Administrator is, and dozens of hackers have tried to trace communiqués and research data streams – to no avail. There are many rumours and theories though. Most rumours revolve around the idea that the IULSI is actually the Network's own personal firm, bringing in massive fees to help keep the HLN working under the guise of a bounty hunting firm. These same tales speak of the Administrator actually being the administration of the Network, a team of individuals who work together to keep the firm and the Network running hand in hand seamlessly. If there is any truth in this common story, the firm has shown no sign of admitting it.

Xac'oon Freehold Acquisitions Sanction

In Service Since: 2106 (under original name), 2239 (under current name)

Base of Leadership: Shambah III

Number of Active Members: 40-60

Firm Fee Percentage: 25%

One of the oldest true bounty hunting firms, the Drazi created what was long ago known as the Xac'oon Union of Truancy Wardens. It started as a group of traditional freelance huntsmen who frequently banded together to deal with rogue Shambahsh (the native sentient life of that planet) and to 'bag and tag' stragglers who got away from education work encampments. This practice was not malicious, but was enforced very heavily by the Xac'oon. By the late 2220s, the Shambahsh were utterly cowed under Drazi rule and were no longer escaping into the wilderness – making the Xac'oon obsolete.

Then the Dilgar War came and the Drazi were thrown into chaos while the Imperium attacked them. When the Earth Alliance came to their aid and pushed the Dilgar away



to die in their own system, it gave new life to the Xac'oon. They helped form the Huntsmen's Listing Network to stay in touch as they moved away from Shambah, and they begin pursuing surviving Dilgar to be eliminated. It was a very prestigious job all of a sudden, and Xac'oon members achieved very high social status quickly.

By 2239, there were no more traceable Dilgar sightings and the Xac'oon fell into disuse again. In their meanderings they discovered the rise of bounty hunting due to 'their invention' and immediately joined in the industry again. Instead of being paid to hunt down wayward workers or genocidal refugees, they took any and all contracts they could – the thrill of the hunt was the important thing. Hunting is in the Drazi genetic code it seemed, and they excelled at it.

Adopting a new name – the old one no longer fit – the Xac'oon Freehold Acquisitions Sanction was formed under the tutelage of several Drazi and a handful of Brakiri legal types to help come up with the name. The new Xac'oon hired other League races and some humans (their role in the Dilgar War bolstering their worth in Drazi eyes), becoming a major firm in the bounty hunting industry throughout the League of Non-Aligned Worlds. In fact, they are the largest firm in the whole League.

Except during the green/purple political contests that consume the Freehold regularly, there is a council of four Drazi and one Brakiri who actually make all of the decisions for the firm. All of the Drazi positions are transient, being decided randomly from leading hunters in the firm bi-annually. The Brakiri position is always held by the firm's legal advisor – currently a young woman named Yerli Frausson. The legal advisor has the penultimate say over any massive changes to internal politics, and is hired in six-year contract lengths exclusively through the Pri-Wakat Corporation. Yerli tempers the rash decisions of her Drazi peers, and uses a great deal of reverse psychology and legalese in order to slowly raise the social bar of the Xac'oon. By 2268, when her contract comes up for renewal or closure, she hopes to have at least 75% of the firm's hunters in Armani-of-Proxima suits and rolling in enough money to afford them!

<<THE FOLLOWING IS A TRANSMISSION FROM THE HUNTSMEN'S LISTING NETWORK>>

RE: Congratulations Mister Rafe Whybrook!

Rafe,

Let me begin this transmission by saying that it is an honour to finally get the opportunity to send this communiqué to you. I have seen the results of your work on Jericho Colony last August and your most recent professional return to Disney Planet. Most impressive, I must admit. That being said, I am happy to be the representative to first contact you concerning our collective futures together.

My name is John Walters. I represent the United Terran Union, a blossoming new association of Earth-based legal enforcement freelancers like yourself looking to really clean up the Earth Alliance – as you have been doing for almost a full year now! We have two very large political sponsors looking after us and we are very well connected in EarthDome.

We would like to extend to you the expressed invitation to join this opportunity to bring Earth back into the hands of its people. Through our exclusive targeting filters and political backing, the UTU will be just one of several programs used to help clean up the Earth Alliance of outside influences that have been detrimental to our growth for too long. I can't see how you could say no!

When you have made your decision, as I am personally sure you will make the right one, respond directly to this message. It will route you to our cue page, and from there you can sign up for all of the benefits we reserve for our members. Tax breaks, special transport rates, mail-order tools – these are just some of the benefits of membership! So, hurry and make the right decision. I'll be waiting to hear from you.

Earth first, one mark at a time.
John Walters, Vice Executive of Personnel
United Terran Union, a subsidiary of Nightwatch

gossip, hacking, informants, paper trail, questioning, surveillance and telepathy. No one can aspire to have access to all of these methods at any given time for one contract, but knowing how to use them whenever possible is good for every bounty hunter.

Here are short descriptions of the methods and how they are used when pursuing a bounty:

Bribery

Bribery is possibly one of the oldest and most easily used forms of intelligence gathering, and a bounty hunter should leave himself some extra funds specifically to offer to those 'in the know' about the whereabouts of his target. Even if the target has moved on, the information gained can help narrow down the search rather effectively. Alternatively bribery can be used to gain access to areas otherwise closed to hunters. Military access can often be altered to 'military and bounty hunter access with a few hundred credits given to a poorly-paid guard. Bribery is not just a good way to learn what someone knows, as a hunter who returns to the same individual with bribes often enough can put the other in a strange and awkward position – one of a paid informant.

Bribery is not foolproof, of course. Bounty hunters should be wary of anyone too willing to accept

a substandard bribe or who gives away information before receiving payment. Most people know that information worth paying for is worth haggling over, and bad information should be dumped quickly so they can get away before things get 'bad.' Also, there are still plenty of people out in the galaxy who will not accept a bribe at all – opening doors to a whole new set of problems.

In short, bribery should be fast and efficient and yield solid results. It can get quite expensive in some instances, but generally a hunter gets what he pays for. It is a good rule of thumb that a bribe (for information gathering purposes) should roughly be 100 credits multiplied by the number of ranks of Intrigue the person being bribed has. Of course, this amount could be lowered or raised depending on the mood and circumstance of the situation.

Start Your Information Gathering Network

No bounty hunter is completely omniscient and he will need contacts, informants and other varieties of information gathering tools to track down his targets. Without these treasured resources a hunter will rarely be able to obtain any bounties, thereby failing in his career and washing out into obscurity. Besides the very skills of the hunter, his ability to gather information on his targets needs to be a priority.

There are many ways of gathering intelligence on a target, but the 'time tested ten' are well-known throughout the industry as the best ways for a hunter to gather necessary data on his targets in order to effectively pursue them for completion of the contract. These ten methods are: bribery, contacts, family,

Contacts

Of all the ways to gather reliable information, a bounty hunter's contacts are some of the best. Unlike informants, contacts tend to be trustworthy and reliable and save a hunter having to constantly wonder if the information received is worth using. Contacts (gained through the feat of the same name) are almost friends that a bounty hunter has created a solid relationship with. This relationship can be tapped for information related to whatever field the contact is in.

Because of the trustworthy but selective information a contact has to offer, it is very good for a bounty hunter to diversify his contact portfolio, patching the holes with informants if need be. Although it might seem dishonest to purposefully go out and form relationships with people just to use them for whatever information they can bring, it is a bounty hunter's job to get to his targets – even if that means setting up a few fake friendships to do so.

Use of contacts while in the field can be dangerous to the contact depending on the type of target the hunter is after. If a particularly hostile target knows he is being hunted, and finds out where the hunter is getting his information from, the contact could very well be killed in order to scare the hunter and put some distance between them. Contacts who are true friends should only be used when they really have to be, or when the hunter knows it is safe. While it is not recommended to put contacts in danger as they would an informant, bounty hunters know that even the closest and best contacts are still ultimately replaceable. The information and services they can give are what is truly important to the professional bounty hunter – the business does not leave much room for non-expendable friends.

For full rules on how to obtain and utilise Contacts, see page 108 of the *Babylon 5: The Roleplaying Game Second Edition* rulebook.

Family

Another good way of getting solid information on a target is to speak with the target's (or the target's owner's) family. Many times when targets are on the run or desperate to get away they become depressed and manic, seeking some form of solace with the only people they might be able to trust – their families. Rarely wanting to disappoint family members like parents or close siblings, they will sometimes leave out the fact that they are being targeted at all. This makes the family a viable resource if handled properly.

By explaining that he does not want any harm to come to the target (even if it is a lie), the bounty hunter will try to play on the rush of emotions and heartfelt worry of the target's family. A few well-placed questions and some true concern for the whereabouts of the target and most family members will do their best to help find the target. Situations like this also arm the bounty hunter with names and faces, and sometimes vid-pics, of the target and his family – factors that can effectively be used later when trying to capture the target non-violently.



A few choice threats about a mother or a younger brother (even if the hunter would never stoop so low) can bring in some of the hardest criminals without so much as a single blow.

There are the other types of family relationships that can be exploited as well. A family that dislikes and is glad to be rid of the target can sometimes offer up information about friends he could be staying with, places he is likely to go and maybe the location of a lover they never liked. A hunter promising to bring the target to justice, making sure he goes back to where he belongs and 'stops bothering nice people like the family' can be assured of at least get a few bits of decent information. Blood is thicker than water, as they say, and a hunter must be careful not to threaten the target first – let the family decide that is a good course of action. Anything said without being prompted could rouse familial-protective instincts the family might not even believed existed, thereby causing issues for the bounty hunter.

In all cases it is good to at least know where the closest members of the target's family live and work, as it is a common stopping place for most targets who believe they are being pursued.

Finding the whereabouts of a target's nearest family members should be, on average, a DC 20 Computer Use skill check that takes 2d6 hours of fact-checking and records-reading. Depending on the circumstance the bounty hunter could use a different skill if able, and the difficulty of this check will be adjusted by the Games Master accordingly. The family of someone who has been living as an alias for ten years is going to be a lot harder to track down than someone who left home six months prior to the bounty being placed upon him.

Gossip

Knowing where a target has spent or frequently spends time can be a great resource, even if the hunter just goes to that place and listens. By inserting himself in specific conversations or eavesdropping on others in tandem with the proper seeding of target-related topics, the hunter can learn a great deal about his target without directly asking a single question. The use of gossip in taverns, restaurants and shopping centres is an excellent low-profile way of gathering intelligence on a target without risking tipping them off.

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Knowing what a target's interests and specific habits are is very helpful, and bringing them up in as many random conversations as possible while listening for mention of the target is a good strategy for gleaning information. If the target is known to be a huge racing fan, dropping race information in gambling dens and sports bars could result in a tighter search pattern when patrons start to bring up other places where fans go and even other fans themselves, such as 'that one guy, with the tattoo' and 'that guy who loved number 19.' Gossip filtering takes a certain degree of patience, as some gossip filtering can take hours, but it can be wholly worthwhile if the information is useful. It can also be expensive at times, with some bounty hunters spending fistfuls of credits in order to loosen lips with alcohol or simply to raise the mood of an environment. When people are happy they are more likely to speak freely.

To sum up the easiest way to fully utilise gossip as a resource method in game terms, the bounty hunter will need to make use of his Intrigue (Gather Information) skill 1d3 times in a given instance (see page 73 of the *Babylon 5: The Roleplaying Game Second Edition* rulebook for details), each time costing 1d3 x 100 credits in drinks, food and other entertainment. Should any/all of these checks succeed the Games Master can choose the degree of information that the patrons might leak to the bounty hunter, but all gossip should be loosely formed and rather vague – yet hopefully helpful.

Hacking

This information resource is best left to the high-tech bounty hunters, or to contacts who fit that description. By using computer login records, banking statements and com-message logs via the skills of a computer 'hacker,' a hunter can often track a target to within a few hours' passing. Hacking takes a great amount of skill, some high-priced equipment and a willingness to push the boundaries on a few networking laws – but it can be extremely worth the effort when it pays off.

Unless a target has gone into hiding in a rural setting utterly cut off from the rest of the galaxy, he will leave small electronic footprints where he has been. When a target's bank account is used, a hacker can see where it was accessed from. When he sends a message over StellarCom, both the sender and recipient are flagged for locations. Should the target access a corporate ComSite or cue up an open-source data link, a good hacker

will know what the target was looking at and where. Basically, in the galaxy as it stands, there is very little that an excellent hacker cannot find in the virtual universe within a few hours of it taking place in the real one.

Hackers tend to be quite expensive if hired, which is why we suggest becoming close with one if possible and make the friendship a lasting one – even if it is forced. Hackers risk a lot by electronically snooping on people, and they know it. Only for a large sum of credits or a close acquaintance will they put their freedoms on the line as they do.

Bounty hunters who can also serve as hackers for themselves or even other hunters are in short supply, and most are scooped up by the firms when their skill advertisements show up. If a hunter has the time and the money to invest in the shady world of hackers and information-hacking, they should. It could save him a lot of money, and possibly make him even more in bounties or hacking fees!

There are a number of different things a hacker may need to do in order to get information useful to the hunter. The following table covers a basic list of things a hacker might be asked to do, what sort of difficulty the skill check should be and how much it would likely cost to hire a freelancer to do it.

Hacker Information and Costs

Work Needed	Computer Use DC	Freelance Cost
Bank Account Records	25	25,000 cr.
Last Transport Logged to Identicard	20	10,000 cr.
Tracking Source of Open Communication	20	5,000 cr.
Tracking Source of Private/Closed Communication	30	10,000 cr.
Checking For Remote Logins of Specific User	25	15,000 cr.
Target is Politics-related	+5	+ 5,000 cr.
Target is Military-related	+10	+ 10,000 cr.
Target is Underworld-related	+5	+ 20,000 cr.

Informants

Similar in nature to the contacts a bounty hunter makes, informants are the lesser form of information resource that fills the gaps between what a hunter's contacts can tell him. Unlike contacts, informants (gained through the Informant Network feat, found later in this book) are flippant and very partial in their information. They tend to know a little about several topics, but only topics based around their own lives.

The nature of the hunter/Informant relationship means that most informants will not put their lives in danger for the hunter – even if paid to do so. They exchange a small titbit here and there for small favours or tiny stipends from the bounty hunter, some as small as not turning them in for being dustheads or fugitives from local authorities. Some informants are in positions



of authority, politics and power; they do not want their role in the hunting of bounties to be public lest it open the door to scandal. Relationships with informants are tenuous, but every bounty hunter must make several in order to be successful.

Because the information from informants can be biased, fractious and overall useless in any given situation a bounty hunter should keep a large network of informants that he can check up with from time to time. Where contacts will often be glad to hear from the hunter for whatever reason, informants are hard to contact and often difficult to work with. They always want more out of the hunter, and rarely want to give much more than a few pieces of hard to use intelligence in return.

Although it might seem that informants are too much trouble to be worth having, the hunting industry would collapse without them. Their tiny fragments of information are often the exact puzzle pieces a hunter needs to finally realise what he had been missing. The informants know they are ultimately disposable in the industry as a single entity, but they know that by making themselves useful to several hunters they can at least make it worth the effort to keep them around. For full details on how to acquire and utilise Informants, see page 79 of this book.

Paper Trail

Although real paper is rarely used anymore for much, the term remains for a diligent hunter's resource of tracking targets. He may not know it, but a target leaves a trail of physical evidence nearly everywhere he goes. A good bounty hunter skilled in looking for this evidence can find a 'paper trail' of sorts once he is on the right track, using it to stay right behind a target until the perfect time to capture it.

The term 'paper trail' is just a nickname hailing back to when Earth societies used a great deal of paper in their everyday lives. It actually represents the datapad receipts, personalised Universe Today issues, packaged food wrappers and so on that a target carelessly leaves behind as he moves from place to place. To someone trained in following one, the paper trail is as easily followed as footprints in soft mud.

A bounty hunter who knows the personality and habits of his target should be able to reference those facts in relation to the detritus he is leaving behind. An overweight target that has a weakness for sweets will likely have a specific 'stress food' they will be eating frequently while on the run, giving a pattern of grocery receipts and food wrappers to follow. One of the rare cigarillo smokers that still exist will need to have a good tobacco connection, and will leave ashtrays and snuffed-out remains wherever they go. The easiest to track are those who need a specific medication, as a few quick words or a bribe to a local pharmacist will often result in knowing exactly where a target is – and when he will come back to fill his prescriptions!

Following a paper trail is harder than it sounds, as it requires the hunter to have done some research of his target beforehand. Unless the hunter is given a detailed dossier on the target, he will need to take 1d6 days and a successful DC 20

Investigation skill check to get the information he needs to start looking for a paper trail. Once the Games Master is satisfied that the hunter knows the target well enough to start, it takes a combination of Investigation, Knowledge and Notice skill checks at an average DC 15 to find clues to the whereabouts of the target. It is good to note that a paper trail does not often help discover where a target is going, merely where he has been.

Questioning

The oldest form of research a bounty hunter can do is simply walking up to someone and asking them if they have seen the target. It is best used in tandem with other methods, as it can be terribly time-consuming and not very effective to randomly ask a target's whereabouts if the hunter does not even know where to start. Some people are not willing to give up such information, even if they do not know anything worthwhile.

There are three main ways of questioning someone about whether they have seen or had contact with a target. Each bounty hunter will need to find the method he is most comfortable with, and learn the best ways to know if the person being questioned is lying when they say 'I have no idea what you are talking about.'

The primary method used by most bounty hunters is the direct and easy approach – requiring a simple Diplomacy check to determine or alter the mood of the person being questioned. Unless that reason has a reason to protect the target or fear the hunter, he will likely tell whatever he knows if the result is Indifferent, Friendly or Helpful. Another method is the use of the Subterfuge skill to try and force someone to say what he knows without realising he just said it. Although it does get results, few bounty hunters use the third method of questioning anymore – fear. Through liberal use of the Intimidate skill and perhaps some physical coercion a less-than-friendly bounty hunter can wrench the answers he seeks out of someone, but risks getting false information from someone who just wants the hunter to leave.

One important thing to always note when questioning using any method is to always be looking for the tell-tale signs of someone lying. A good hunter must know that a human will almost always look upward when lying, or that an Abbai that



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is hiding something will pale in complexion. These are good tools for the trade, and repeated Sense Motive checks should be called for by the bounty hunter to keep tabs on the honesty of the person he is questioning.

Obviously, questioning can get a hunter a wide range of information depending on what the people he has chosen to question actually know. Even if a bounty hunter spends a week questioning a tavern full of people he will get nothing of use if the target has not even been there! Questioning is a good form of intelligence gathering, but a bounty hunter truly needs a bit of information ahead of time before questioning can be used properly.

Surveillance

Among the best and most dependable information gathering systems is surveillance. Whether in the form of a traditional 'stake out' or setting up a dozen crystal-recorder minicams, having hard evidence of where a target goes, stays and spends time is understandably useful. Although it can be time consuming to just sit and wait for a target to come into view or scroll through hours and hours of data crystal recordings, there is nothing quite as motivating to a hunter as seeing the target with his own eyes.

Before a bounty hunter can begin a proper surveillance of a target he must first choose the best places to keep an eye out. The best places are always the target's home(s), workplace(s), establishments he frequently visits and even motels or other short-term rentable living spaces. Depending on the target and how much the bounty hunter knows about him there may only be a few places being watched, or perhaps an entire string of locations just in case. The more area a hunter has to cover the harder it is to watch properly and efficiently, but some targets leave the hunter little choice.

When 'staking out' a location a hunter must have three important factors in mind at all times: First, the target must not know he is being watched or he will change his patterns, run or even become hostile toward the hunter. This is best served with liberal and frequent applications of the Stealth skill. Secondly, the target cannot know the identity of the bounty hunter. If the target recognises the bounty hunter even once it could trigger the flight or fight reflex in the target. For targets that are unaware they are a mark this is not much to consider, as they have no idea they should worry about the well-dressed man watching their house. Just in case, an application of the Intrigue (Disguise) skill check is recommended. Last but not least, a bounty hunter on a stake out should remember to bring a second form of electronic surveillance in order to later go back over the data and possibly glean some tiny bit of information that long hours and uncomfortable circumstances may have caused tired eyes to miss the first time.

Expensive but well worth it, electronic surveillance is a great investment for a bounty hunter who wants to keep records of his targets' activities. Through a number of vastly different devices and tools, the bounty hunter can arrange for audio/visual information from a dozen or more sources at once. This



form of blanket surveillance requires a bit more effort to set up and upkeep, with some circumstances possibly even requiring Stealth and Notice skill checks in order to plant the equipment in the first place. Once in place and successfully activated with the Technical (Surveillance) skill, the bounty hunter will have the necessary surveillance (or whatever he could afford). Each individual piece of surveillance equipment is designed for a different use and has its own benefits and drawbacks when compared to others. For more information on many types of this equipment, see the entries that start on page 71 in this book.

Surveillance is most useful when planning an elaborate capture, or when trying to avoid outside assistance a target may have. It can be paramount in setting up the perfect scenario, but if done poorly it could be the thing that tips the target off and makes things even more difficult for the bounty hunter. We suggest that any bounty hunter interested in becoming a heavy surveillance user should practice on his allies and contacts first – which might make for good bargaining later anyway!

Telepathy

The rarest, but sometimes most effective, way of gathering intelligence on a target's whereabouts is the use of telepathic scanning. Unless the bounty hunter himself is a telepath (a rare occurrence) this method requires a great deal of trust and investment to be placed in another. Some governments forbid their telepaths from even working in such a capacity on a contract level, adding an element of illegality to the method as well. Telepathy is generally only used when the target is also telepathic, or if the bounty hunter is extremely stumped as to where to look next.

The use of a telepath works a lot like the gossip or questioning methods, except instead of eavesdropping on conversations or poking for answers verbally the hunter eavesdrops or pokes telepathically. This is very intrusive and could raise a great many concerns and anger if those being subjected to it were to find out what was taking place. Nothing is more sacred than one's own thoughts, and telepathic intrusions rarely go unpunished. The best use of a telepathic intelligence gathering attempt is a secretive and anonymous one. Because of the dangers involved, few telepaths would risk it.

New Telepathic Ability: Roomsweep Scan

Power Required: Nine

Range: Medium

Action: Full Round

Telepathy Check: DC 16 (DC 18 for Key Image Scan)

Concentration: Yes

Multiple Subjects: Yes

A potent tool for anyone in search of a given target, this telepathic ability is prized by the specialist Bloodhound tracker units of the Psi Corps and any telepath involved in the location of missing or lost persons. By lightly scanning all of the thoughts just below the surface of a group of people in a single area (all targets of this power must be within the line of sight of the telepath) the telepath can look for imagery and thoughts concerning the target in question. With a successful Telepathy check the telepath can tell whether anyone in the area has current or recent knowledge (within five minutes) of the target.

Also, for telepaths willing to risk the additional stress, the *roomsweep scan* can be used to lightly prod everyone effected with an image of the target in question to bring anything they know or have seen to the surface of their minds to be read immediately. By making the slightly higher Telepathy check for *key image scan* noted above, the telepath will instantly blast a subconscious image of the target to everyone – getting whatever information the image might stir in the effected persons. This is slightly invasive, and everyone affected may immediately make a Will save equal to the Telepathy check. If failed, they did not notice the invading image. If successful they become immediately aware they have been telepathically touched – and will likely react very poorly to it. As a note, anyone with a P-rating (even a 0) *automatically* passes this save.

Unless the telepath is being over-dramatic or has suffered a great deal of nonlethal damage, the target(s) that do know they have been scanned will be unable to know exactly where the intrusion came from. This might give the telepath a chance to escape, or it may cause a massive uproar of frustrated violence. This is a risk that anyone willing to push this ability to its limit must take, but using it can give very vivid results in some circumstances.

There are those that would. Rogue telepaths on the run from the Psi Corps, those not strong enough to get involved with the military or politics, commercial 'teeps' very low on funds or prospects – these are all prime candidates for the job. They are all aware of the dangers but few are in a position to care, especially considering that the average room sweep by a telepath in search of imprints from a specific target fetches a fee of 2,000 credits.

The rare bounty hunters who are actually telepathic can obviously save a lot of money by performing the scans themselves, but this activity carries even more risk. As well as the imminent possibility of someone catching their scan and becoming violent over the mental intrusion, the hunter must also worry that his target may actually be nearby. Such room sweeps and intense probing are very tiring for all but a massively powerful telepath, and the hunter is likely to get very fatigued using it in any prolonged manner. Should a target be discovered in this way and the hunter go to make the capture, he will not be at his full potential – never good when a hunter is about to go after a target directly. That is why even some of the telepathic hunters that do exist will hire a freelance telepath instead.

Why should the hunter risk crippling himself when he can have someone else take that sort of punishment?

Telepathy is not perfect but can result in clear images of the target in relation to what the people in question have seen, even if they do not remember it. It carries a significant cost and risk, but those who have successfully used it can attest to its effectiveness.

No matter what method or methods a bounty hunter uses to create his information gathering network it will be more important to him than any weapon or starship. Not having any intelligence on a target when a hunter sets after it is like blindly jumping into hyperspace with no beacon to follow – a pointless and highly dangerous venture.

You Ought To Be Ready

Using all of the information in this chapter to get started, the budding bounty hunter should be ready to enter the industry and hopefully make something of himself. As long as he pays attention to the tips and reminders he should do fine in the bounty hunting industry. Even with the number of would-be hunters washing out on the rise and bounty listings on the HLN at their highest level yet, a new bounty hunter can take one step at a time and become a true asset to bounty hunting.

Joining The Hunt

BE A SUCCESSFUL HUNTER

'If you are planning on doing something, do it well. If not, get out of the way for someone who can.'

- Translated from the Im-Rehsa Employee Handbook

THE TESTIMONIES OF SUCCESS

The following section is a collection of testimonies and interviews as listed on the Huntsmen's Listing Network under their special 'How to Be a Better Bounty Hunter' series that ran on the main page cue for much of 2256-2259. This was the HLN's way of trying to boost profits and keep the industry strong and positive during the unexpected slump of bounty hunting at the rise of the Babylon Project. It was fairly successful, and remains as an archived reference point.

After each entry posted in this chapter we have included a description of the most useful information to glean from the entry and how to best apply the information to bounty hunting tactics and lifestyles. Games Masters and Player Characters alike can use this section for character or plot ideas as well, though it was originally intended to outline some of the bounty hunting industry's notable successes for others to learn from and follow.

'How did you choose your first professional contract?'

- Excerpt from interview of Hubris Lysander, acct# 2.770.22Sh

Hubris Lysander: *'Well, when I started I thought I was prepared for anything. I dove right in head first with a dead-or-alive deal that was going to pay off all my debts and give me a head start on my fortune. I should have known better to go so big, but I did anyway.'*

Huntsmen's Listing Network: *'Who was it?'*

HuL: *'I won't give any names on the record, but he was a big guy from Praxis. Some mean son-of-an-Earther who skipped out on some trial or something. The contract wanted him alive if at all possible, but DNA corpse-code was good enough if necessary.'*

HLN: *'Who would hire a first timer for such a contract, anyway?'*

HuL: *'Now, you know client privacy won't let me say that. <laughs> Didn't you guys come up with that, like, when I was four years old or something? You'd think you'd remember.'*

HLN: *'Sorry Hubris, I got carried away. Anyway, back to the point. How did you bring him in?'*

HuL: *'I remember it like it was yesterday. It was not hard tracking that big bald bastard down to the Broken Nose Tavern on Beta 4. He was running some illegal dice games downstairs and my informant, a really expensive one too, told me that he hadn't made any friends there yet. When I got to the basement where he was holding the games, the place was packed. All sorts of scum from all over the galaxy were bunched around tables throwing gambling stones back and forth.'*

'I was frisked coming in and they nabbed both my PPGs ... I was still using old Auricons back then. Anyway, so there I was in a four-thousand credit suit with a pretty slim armoured liner, surrounded by the dregs of the universe it seemed and I was utterly unarmed. Now, I've never been much for hand to hand combat. Especially not with some of the leg breakers that were getting all riled up over their losses.'

HLN: *'Wow. What did you do?'*

HuL: *'You mean after I hit the refresher and threw up everything I had eaten in the past twenty-six hours? I thought about leaving, trying to get at him a different way. But I knew that wouldn't work...that was my shot. So I did the one thing I was always good at in the academe, second only to my shooting. I started a vicious rumour.'*

HLN: *'A rumour? How so?'*



HuL: *'When I emerged from the stall at the refresher, I found two Drazi snickering at me. They asked if I had too much to drink and if they should call my wife to come and get me, that's when the idea hit me. My informant's voice echoed in my head about how few friends my mark had here.'*

'I just started sobbing about how I lost my life savings to that big bald bastard and his loaded dice, and that my wife was going to kill me. I just kept going on about how the games were rigged. Now, the Drazi were not exactly sensitive to my feelings, but I knew they would go and tell their friends about the suspected cheating. An hour of me nursing a single sunspot and soon the whole room was giving the evil eye to my mark. That's when I struck. I walked up to his table and placed a two-thousand credit bet down on his game and allowed my mark to throw the dice. When his throw took my money and several others', I immediately shouted out that he was a cheat. Before he could even cock back his fist to smash my pretty face, those two Drazi and ten others were on top of him singing my chorus.'

HLN: *'Did they kill him?'*

HuL: *'Fortunately no. They broke him up pretty bad, but when the upstairs security came down to break it up and the illegal gamblers scrambled, I placed my paingivers on his broken wrists and stood there with hands raised, a nervous smile on my face with my contract held out for them to see. Two days later, I was a happily paid man. From then on I took it a little slower, but my first will always be one to remember.'*

The interview above tells of the 'learning experience' mistake one of the most successful bounty hunters made on his first official contract. However odd that his foolhardy error should be chosen as one of the steps to achieve success, it points out several factors that can be used by any hunter. One might think that Hubris got extremely lucky. While this is not entirely untrue, he also used his head and made good decisions before and after the situation started.

By paying his 'expensive' local informant, the bounty hunter gained information that proved ultimately useful once he became involved in the circumstances. No matter how trivial the information a resource gives a bounty hunter it should at least be available and sought out, as the hunter may need to call upon it at the most unexpected moments and in the most unorthodox ways in order to fulfil the contract.

No matter how bad a situation might seem at first, a good bounty hunter will try to use every tool he has. Many bounty hunters might have immediately fled when forced to disarm, especially surrounded by dozens of those who would likely equate 'bounty hunter' to 'police lackey' most days. By keeping his cool and not running away, Hubris was placed in a position to ultimately take the bounty without firing a single shot or throwing a punch. He used his ingenuity and his surroundings to take down his target for him, a lesson that any successful bounty hunter can benefit from.

While it may not have been in his mind when he decided to dress for the contract, Hubris's attire may have saved him from an ugly situation when the security arrived as well. Because he was not wearing the roguish garb of yesteryear's bounty hunters, the Beta 4 security team instantly recognised Hubris as something out of the ordinary. Combined with the fact that he was not fleeing like the miscreants around him, was obviously unarmed and holding out his documentation, they had no reason to accost him. In fact, they likely helped him get the broken and beaten mark into the transport Hubris had outside. It may come as a surprise, but most lower-ranking law agency officers frequently support legal enforcer bounty hunters. Either way, by looking like the businessmen he was and not getting defensive when local law came to the scene, Hubris avoided further complication. A good bounty hunter will do his best to avoid complications whenever possible – the job is hard enough as it is.

'Tell us about your daily routine.'

- Excerpt from interview of Colin Archer, acct# 1.39.0022M

Colin Archer: *'On the job, or off the clock?'*

Huntsmen's Listing Network: *'Off.'*

CA: *'Let's see. If I have the chance and the money, I love to spend my days at the local spas wherever I am. But you don't want to hear about my saunas and Centauri massages, do you?'*

HLN: *'Maybe another time. I think our account holders want to know how you stay prepared between contracts.'*

CA: *'Okay, I see what you mean. I get up around oh-eight hundred every day, do a thirty minute workout I designed while I was still in EarthForce. Considering how small the bunk space is on an Artemis, I know I can do my workout anywhere I happen to be. After my workout I try to eat a light breakfast and slug down a few cups of jhala. I don't know when I got hooked on the stuff, but I generally can't start a <expletive deleted> day without it! Oh, <expletive deleted>, I can't say that on the air, can I?'*

HLN: *'It's okay, our editing team will catch it. Go on.'*

CA: *'During my breakfast I generally read the Universe Today with ISN on in the background, making notes of any major happenings that could mean business for us. When I'm chock full of news, I hit the Network and see if anybody has tried to hire me. Once I get through the ninety firm-membership begging messages, I head to my favourite clients' cues and see if they have anything going. If they do, I flag them for negotiation meetings and then head in for my shower. I prefer a real water shower, but the sonic kind do in a pinch. When I'm all clean and ready for business I put on a decent suit and plant myself in front of the communications console for a few hours to check up on my contacts and informants, making sure they don't have anything juicy that they have to tell me. I don't let my contacts call me, I'm always the one who gives them a jingle.'*

HLN: *'Why is that?'*



CA: *'I hate junk mail in any form, and when a contact is ringing you at oh-three hundred about a missing kid from his neighbourhood... it just makes you want to strangle somebody. What was I saying? Oh yeah. While I'm sitting there I update my HLN files and make sure all my banking accounts are up to date for any outstanding bounties I might be waiting on. If any of those negotiations I flagged get in touch with me during this time I go ahead and let them interrupt me. I mean, business is <expletive deleted> business, y'know? Anyway, when I'm done in front of the console I usually head down to the nearest place I can grab a decent lunch and a drink, maybe catch the midday ISN-sports feed. I may hate the Rockets, but they pay five to one most of the time.'*

HLN: *'You are a gambler?'*

CA: *'In this life we have chosen, aren't we all? Well, after lunch I try to spend the rest of the afternoon researching galactic legal codes and all of the <expletive deleted> you have to go through to work without a problem in some of our galactic neighbours. When my head gets tired of skimming legal book translations, it's normally off to a business dinner that my organiser will chime me about. Clients like to meet over a good meal sometimes, and it is always good to pay for theirs if you can afford it. It makes you look like you don't need their money, but you want to help or something. After dinner I might catch a vid at the multiplex or do a little dancing, but I try not to mingle too much...you never know who might be your next mark. A drink or two with a pretty face, then back to quarters to get a good night's sleep.'*

HLN: *'Are you saying that you don't have much of a personal life?'*

CA: *'With the amount of work you guys are seeing on my ad cue, do you really have to ask?'*

This interview shows the dedication and focus that a successful bounty hunter like Colin Archer has in his everyday life. Even when not involved in the active pursuit of a contract, a good hunter must work toward being the best he can be. Occasionally taking days of rest to work the stress out of what can be a very high-tension job is good, but most 'off duty' days are obviously better spent staying in shape both physically and mentally in order to succeed on whatever next bounty comes the hunter's way.

From the very beginning of the interview we can see that Archer is dedicated to his physical fitness. A brief mention of taking saunas and massages might seem a little decadent, but offer great muscle relaxation and water weight loss as an exchange for blissfully relaxing time. Activities like these are good for bounty hunters as they are not only good for the body and the stress-levels of the mind, but can easily be incorporated into a business meeting if such an informal setting is appropriate. Few Centauri diplomats would ever pass up the opportunity to meet their future employee in such a pleasurable setting.

Archer also claims to have come up with his own physical fitness routine that he performs every morning. Although it might seem strange to some hunters, being in a good physical shape cannot ever be seen as a drawback in any way. Clients are more impressed by a fit bounty hunter, knowing that he will be able to perform more tasks to acquire the target than one who is a bit out of shape. Even the most non-confrontational finder in the business will get better contracts if he looks like he could personally deal with a conflict. Archer's routine might be far more extensive than others', but a bounty hunter who wants to make the most of his career should come up with one that fits his lifestyle and career path.

It may sound cliché, but a good meal never hurt anyone. Even though Archer admits his strange addiction to the appalling beverage jhala, he does claim to eat a light daily breakfast. As any bounty hunter can attest, there are an infinite number of things that can happen in any given day to alter a given course of action – so eating every meal a hunter can is a good idea. One never knows when a multi-thousand credit job will land in one's lap and require immediate attention, causing the hunter to miss other meals. Weakness due to a lack of caloric intake might seem minor, but anything that gives a hunter's target an undue edge is something to be corrected if possible.

Media-spun news like ISN or Universe Today may not carry the types of facts that most bounty hunters need to gather as intelligence, but they can be useful. They focus on larger events like conflicts, wars, rioting and other generally momentous things. While most bounty hunters will likely have little to discern from reports on a battle, they can plan their careers around such things: A smart hunter will not take a contract that takes him into a war zone unless sufficiently compensated for it. Taking a finding bounty that is currently suspected to be where food riots are ongoing will mean crossing belligerent rioters, or possibly bribing them with rations and the like if need be. Even though very few bounty hunters would consider themselves profiteers on newsworthy events that get broadcast on mass-media networks, these events can be good general guidelines to travel plans and bounty contracting.

Spending time researching and gathering data from contacts, informants, the HLN and other sources – such as Archer's subscription to Legal Code Transcripts – is a fantastic way of keeping up on the world as it matters to bounty hunting. It might be short-sighted in some regards, but it will help a bounty hunter far more than the headlines of a local periodical or news feed.

Skimming News for Content

Games Masters and Player Characters may not want to spend long scenes in their gaming sessions going through the news and networks looking for clues as to how to be better bounty hunters – especially if other players are going to be waiting around until they are finished.

Unless the Games Master has something special that he wants the character to try and notice or find, a good compromise to speed up the daily news research is by having a 'skimming' skill roll. By spending an hour looking over various news and media sources, the Games Master can have the character make a single Investigate skill check. Depending on the result, the Games Master can then inform the player of a number of important (or relatively important) facts the character took away from his news sources.

Investigate Check Result	Number of Facts Learned
5-10	1
11-15	2
16-20	3
21-25	4
Every five points higher	+1

These facts should be useful to the bounty hunter in some way, which may not be immediately apparent to him. Travel information, legal troubles, reported conflicts – these are all good sources for these facts.

As Archer explained in the interview, looking one's best and putting the right image forward is always a good pattern to get into when dealing with clientele. Once out in the field a hunter can choose to look and act however he needs to in a given situation, but business negotiations and employment calls cannot be taken lightly. A bad impression can not only spoil a current contract but also sunder any hope for future employment from that client, or any others it may have contacts with.

The final lesson to be gained from Archer's interview is that anyone looking to really excel at bounty hunting must be ready to truly devote their lives to the industry. Part-time bounty hunters do not last long and the career tends to weed them out rather quickly. As Archer indicates, it is hard to keep any sort of non-professional relationship and the social graces that many lifestyles include are extremely rare. That is not to say that being a bounty hunter means the hunter cannot have friends or lovers, it merely implies that the best in the industry rarely do. Bounty hunting is difficult enough without having to worry about scheduling time with loved ones. It is sad fact; yet a true one nonetheless.

The Wardrobe Change

- Excerpt from the 'Dress for Success' HLN column, cue# 2.33. AA.9

'These are not the days of old, when throwing a bandolier of ammunition over your shoulder and sticking a photo of your target to the inside of your rear-view mirror was the 'attitude' that a bounty hunter needed in the field. There are still countless longcoat-wearing thugs that work in our sector, but they are slowly becoming the minority. Trading airbrushed flak jackets for the double-breasted variety and tucking a pistol where the cannon was once slung – bounty hunting is getting a makeover. The clients are beginning to look for success on our backs as much as in our ad listings, in our wardrobes as much as in our portfolios.'

I know that some of us out there are not ready to change our lifestyles, to put away that old fleet vest and pick up the patent leathers. So, we at the HLN have taken a few days and a few thousand credits to the shopping centres of the Brakos Ring in order to put together a few tips concerning the Hunt's new look. By the time you are done reading this, you should be able to go out and get your own wardrobe facelift.

It is always good to start at the bottom, in our case with the shoes. The number one rule in shoes is comfort. The second, style. Just because we want to look good should not compromise our efficiency while on the job. We will sometimes have to run at a moment's notice to catch a mark, so we cannot have any cramping or lack of ankle support in our footwear. A good neutral tone for most outfits is best, but a solid black is always good for most of our personal styles. We chose a pair of padded tak-fibre half-socks and a Geonanni cap toes. The leather that Geonanni uses is treated to be strong but scuff resistant, perfect for our needs. At a meagre two hundred and fifty credits, why worry?

A solid colour is preferred as the undershirt these days. Something that makes the hunter's eyes fierce and piercing as possible using subtle colour manipulation is preferred, as it tends to offer a slight edge when staring someone down. As my eyes are a brilliant green, I chose a seventy credit dark red from Viocch of Io as my undertone. The red draws attention away from my bright greens, so when I want to lock them onto someone with the proper tone of voice, they will seem a shocking contrast. Although the banded collar seems to be in fashion, I dislike the way it binds the throat so I chose an open collar, but you can use whatever you feel is more comfortable for you.

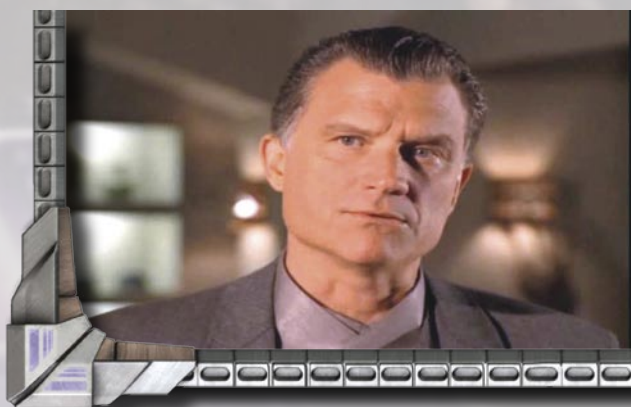


The suit makes the man they say, and with our industry's new look this applies more than ever to us. There are two ways to go with the suit – flamboyant or subtle. Some hunters want to look good but stand out, and for them I suggest a Sofacc from Brakos or even a Moorseland from Earth. They specialise in brightly coloured suits that are perfectly tailored to each buyer. Bright yellows, silvers, violets and crimsons are eye-catching and will make a hunter stand out if he chooses to. While I am partial to the Sofacc Chrome, I decided I wanted a more traditional look. I went to Armani-of-Proxima and found a beautiful charcoal grey for less than three thousand credits which will go well with my red undershirt. The suit, no matter the colour or style, needs to be slightly bigger than normal due to our 'special needs' as bounty hunters.

Although we are putting on a good face we still have certain needs for our work wardrobe – protection, concealment, storage and mobility. For protection we recommend the Ablis II thin cast armoured underliner. It is light and feels like a second skin after wearing it for just a few minutes, and can take the brunt of many close combat strikes. Not as durable as the old armoured long coats, but far more fashionable and wearable under any pants/shirt combination. For the concealment and storage of small arms, business copies of contracts and like items, a suit should have thigh-pouches, a shoulder harness or internal vest pockets. Some suit designers will make these specifically, but it will likely cost much more. Mobility is easy –, simply explain to the tailor fitting you that you will be very active in your suit and that you need 'athletics room.' Although they may give you trouble for performing athletics in their product, they will do as you say and it should be fine every time.

Once your outfit is complete and your clients get to see the new you, you should make back the four or five thousand credits (our complete price tag after tailoring was only 5,758 cr!) in no time. With the amount of business this is going to rake in for you, your whole closet will be nothing but Olmanis and Raffarty in no time!

The above article was just one of the 'subtle' ways the HLN suggested a new look for the bounty hunting industry. They also tried adding printable discount codes for high-priced clothing stores and suit tailoring locations, but most hunters thought it was just a new version of paid advertising for the Network and skipped over them. Of all the methods used, this article and the rest of the series that followed it (a new outfit every day) did the most to influence the overall image of bounty hunters.



What the author of the article says about each type of apparel is completely true, although on a grandiose scale. Even though simple Diplomat's Attire (see page 139 of the *Babylon 5: The Roleplaying Game Second Edition* rulebook) achieves easily enough for the overall 'look' of the upper class bounty hunter, some characters may want to go that extra mile and spend a little more on their wardrobes. More on high-class attire will be found in Chapter Five of this book.

As the article implies, comfortable socks and good shoes are a must. Bounty hunters often have to sprint those last few dozen metres to catch a fleeing target, or climb a fence, or leap over crates in the bowels of an installation. While deck boots or GROPOS-wear would be perfectly suited for such activities, they do not exactly go with the image most bounty hunters want to portray. Several semi-formal shoe manufacturers make very attractive and athletically-inclined lines, which tend to work perfectly.

Even though the article makes it seem as though there should be some bonus for having striking eyes due to a perfectly matched undershirt, the benefit is mainly narrative. If a hunter has the most blazing blue eyes in all of the Earth Alliance it will be reflected in his description by the Games Master or by its player, not through some game bonus. Sometimes an opening description such as 'She has jade eyes that seem to stab at you, holding you in place like two dazzling pinions' does far more to the convey of the fierceness of the eyes than a simple bonus to a skill roll.

The benefits of a good suit are covered in the details. The effective reputation of a bounty hunter in an extremely expensive suit could reflect in an increased number of contracting clients seeking him out, or in firms trying to recruit him on looks alone. There is no set benefit to wearing a designer suit (except those few presented in Chapter Five) that makes it intrinsically better than a lower priced version, merely the views and opinions of onlookers – who can make or break a bounty hunter's career in the long run.

The point made about having some degree of protection cannot be underestimated. Even for the non-violent finders in the industry, a layer of protective armour in some fashion is a must. In an age of slim-lined PPGs and pocket-sized punch-daggers, a bounty hunter cannot possibly know what might be waiting for him. Although they are sometimes more expensive than the thicker versions of normal protective gear, the underliners ensure that a bounty hunter is protected at all times. A layer of protective armour is a good investment for anyone who likes to look good but needs to be ready for anything.

The article's author also comments on the need for special tailoring for a bounty hunter's needs. While the days of long coats and veritable walking armouries have all but passed, the requirement of mobile weaponry and places to keep all the necessary tools of the business have not. Special hidden pockets, pouches and holsters are becoming common for many tailors. Few will even ask anymore as to why someone would want such a thing; they just do the work and send the bill.

Most people do not view a bounty hunter's wardrobe to be even close to as important as, say, his sidearm. Even though this is very true in a blast-exchanging firefight in the halls of Downbelow, it is not always the case. Just like a good suit will do you no good in said conflict, a pistol is just a paperweight during an honest contract negotiation. No matter how many guns or knives a hunter might want to strap onto himself, they will not likely attract new clientele or cement a bounty that could pay a fortune. Looks are important in their own right, but it all depends on the hunter in question.

Tips from The Pros

- Excerpt from the 'Helpful Hunting Hints' HLN re-occurring column, cue# 11.7.FR.12

The following is a series of small notes, tips and humorous anecdotes submitted to and posted by the HLN as a daily welcome to the Network's login page. To protect identities the HLN never releases the names of those who submit these quotes, though they are all from account holders.

After each entry we have included a brief description as to why it has been included in this chapter, and what it should mean to a bounty hunter looking to truly succeed in the industry.

'Never start a fight you can avoid.'

This is a very simply put mantra that the majority of bounty hunters can attest to. Everyone who decides to become a bounty hunter is well aware how dangerous the job can and likely will be for them, and want to live long enough to enjoy the fruits of their labour. Going out of one's way to start or become involved in a conflict unnecessarily is not only foolish, but has ended more careers than most veteran bounty hunters can remember.

Whenever possible a bounty hunter should steer clear of trouble that is not directly in his path to the target. Picking fights is for thugs and upholding moral codes is for lawmen. This is not just for the safety factor, either. There are other concerns when eyes look toward an altercation. Getting involved in something as minor as a bar fight could be enough to raise suspicions about the hunter and could alert the target to his presence. If that hunter was relying on surprise, he now has a much more difficult job to do.

Even if the bounty hunter could not care any less as to his identity or the attention, he must still worry that he could get hurt in these altercations. There are a lot of rough types out there that would have no problem putting a little pain onto any bounty hunter they can in revenge for something the industry may have done to them or someone close to them. Sometimes being a hunter is all it takes to raise the hostility of a circumstance – so it is better not to be involved at all.

'I try to trust my clients not to want to get me killed. I don't want to hurt anyone. I look for the contracts that are supposed to not be violent captures. That being said, I always pack two extra power caps...just in case.'

A bounty hunter cannot expect a peaceful resolution in any given contract just because it claims to have 'non-violent capture probability.' Just as the hunter wants to make the most money per contract, the client wants to spend the least. This can lead to misinformation, lenient descriptions of targets or even blatant falsehoods used to sign a hunter. Sometimes something as small as leaving off the 'possibly armed and dangerous' from the listing can allow the client to lower the initial bounty significantly – but it can also cost a bounty hunter his life.

It is for this reason that any hunter looking to survive in the industry, let alone succeed in it, cannot expect to operate unarmed. Establishments all over the galaxy have their own regulations and limits to the kinds of weapons a person may carry freely. From the exposed sidearm laws of the Drazi to the extensive licensing process of the Earth Alliance, a bounty hunter can find a way to stay armed in nearly any society. Even the peace-loving Abbai have laws for carrying personal weaponry, even if they are very strict.

Bounty hunters who want to keep a low profile should only carry easily concealable weaponry at all times they are permitted to. It may never get used or even pulled from its holster, but the one time that the hunter *has* to use it will make all the inconvenience worth it. Many hunters never plan to ever fire a single shot or raise a blade in anything but self-defence, but they agree that in order to make it in the industry you have to be ready, willing and equipped to at least do that.

'Last year I suffered a complete nervous breakdown due to having four unsolved contracts, three negotiations and a death threat for past due payments blinking at me from my Network message box. I will never get so ahead of myself again.'

The bounty hunters who stay the most active and earn the most accolades in the industry over the decades are smart as well as skilled. Every hunter must seek to achieve his own potential but also must realise his own ultimate limits. It is too easy to think a contract will be simple, and take on other contracts in that same area to make extra money because the hunter 'can handle it.' Often the hunter forgets the single most important rule to bounty hunting – nothing is as easy as it looks.



Be A Successful Hunter



Bounty hunters trying to walk the road to success should try to limit the number of overlapping contracts, taking only the bounties under their responsibility that they know they will be able to accomplish on time. Few clients will allow a hunter to take multiple contracts from them unless they are all related (like three individuals in the same syndicate), and it is bad form for any hunter to trivialise one client's wishes by putting it second to another's. It is better to limit oneself than to risk angering a client.

It may take several years in the industry for a hunter to get a true grasp of his limitations in respect to his ambitions. It is a safer and wiser plan to take single contracts for as long as possible, only overlapping when a client requests multiple jobs at the same time. After a while, when bounty hunting becomes second nature, taking on the occasional minor finding or small time bail jumper in addition to the larger bounties that the hunter is arranging will mesh easily enough. A bit longer and maybe secondary legal enforcement contracts could work. After that, who knows where a bounty hunter could go with doubling up contracts. No matter how much money a hunter might think he can earn by taking on so many at once, however, the best in the business know their limits and stay within them.

'I knew he was trouble when he just sort of showed up in my favourite diner. The way he talked, the way he smiled. I mean, I'm used to smarmy clients, but the way he asked me didn't sound like a negotiation. What did I want? It sounded more like he was selling something, and for some reason I just didn't want to buy it. Can't say why, either. Glad too, because I heard that whole colony he was jawing about got smoked two weeks later.'

Good bounty hunters know where to find the best deals and learn to see the good ones from the bad ones, and smell the ones that are just too good to be true. There has been a type of normality to the industry for decades, ever since the invention and evolution of the Huntsmen's Listing Network. Like the gauge of some giant galactic engine, there is a needle that tends to flicker around the middle. Whenever that needle – the bounty contract – bounces too high into the attractive green area or dips down into the dangerous red zone the hunter in question must stop and wonder why.

Some clients are simply desperate to get something accomplished, others too cheap or poor to pay the industry standard. It is up to the instincts, research and conversational skills of a successful bounty hunter to decipher why a bounty seems off. Once they know more about the situation they can make up their minds as to whether to leave it be or take it on regardless of its irregularity, but they should at least take the time to think it over. If something seems too good to actually be offered, it likely is, and could cost the hunter a lot more in the long term. It is better to pass on a potential mistake, even if it might seem foolish to do so in regards to the money or effort.

There is a good reason why the average level of bounties in a given area tends to all be the same for the same style of target. It is simple supply and demand on the services of the bounty hunters. There will be a bit of variation from client to client due



to specific needs or demands, but they do not want to break the industry economy any more than a stockbroker wants to shatter the price of shares in his favoured investments. If the average is raised due to the overall acceptance of higher bounties, all clients will have to offer more to compete. Should those bounties get universally lower, fewer bounty hunters worth hiring will answer the listing.

Every hunter must weigh his own choices and accept the contracts that are good for his style of work. Anyone looking to stay in the business long enough to become one of the greats, however, will have to learn which ones to accept and which ones to pass on.

'After I got shot on that Jericho job, it took me six months before I even opened my Network account to check my messages. When I finally got back in, it had been so long that I felt green again. My informants had gone elsewhere, my clients had replaced me and to say I was gun shy would be understating things. I almost washed out, but I didn't. I guess that's what counts now.'

Bounty hunters must persevere. They have very difficult and dangerous jobs that will likely try to harm, injure, maim or kill them repeatedly. For some people the first time is the last, and they walk away from the career forever. Others take a great deal of time to set themselves back on track and get back to hunting again. It varies from hunter to hunter, but the industry will wait for no single person. Bounties will continue to be posted and new and eager hunters will rise up to fill any vacancies.

Some of the best hunters in the business will admit to feeling a little anxiety coming back to work after being injured or nearly killed on the job. The key words are *coming back*. A true and dedicated bounty hunter will get back to the negotiations and acquisitions quickly, if only to shove aside any fears he might still have. It is natural for most species to feel fear when confronted with their own mortality but a bounty hunter, much like a law enforcement officer, knows exactly the dangers of his career choice when he takes it.

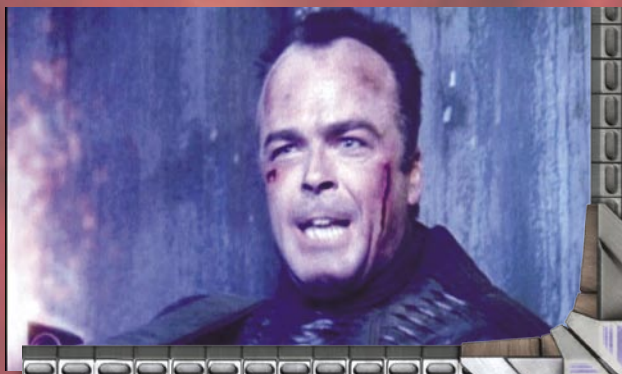
The key is to overcome the fear with success. Even if a hunter accepts simple finding contracts with less than mediocre bounties, it is good to stay on the upswing of completed

Optional Rule: Situational Anxiety

In the Babylon 5 genre there is an infinite number of reasons a character could have some internal fears about a situation. A Narn might fear the sound of thunder from the days of mass driver bombings of his homeworld. A politician who once suffered a near-fatal blast from an assassin might cower at the sound of a PPG's whine. For the purposes of this text, a bounty hunter might get shaky whenever he goes into a dark alley alone in pursuit of a target after he was nearly beaten to death the last time.

It is easy for players to simply 'play to the numbers' and ignore the more sensitive aspects of sentient life because their 'character sheet says so.' For a more immersive roleplaying experience, we suggest that Games Masters keep a private record of anytime a character suffers a truly traumatising experience. Then, when that character is placed in a similar situation – request an Anxiety roll from them.

A Will save at a DC set by the Games Master depending on the severity of likeness to the origin of the anxiety (we suggest DC 15 for an average circumstance), the character is wracked with near-paralyzing waves of fear. If the save is passed the character is strong enough of mind to act normally, and will likely steel himself against that fear for the next time, maybe even eventually overcoming it altogether. If the save is failed the character suffers from fear for the rest of the round and will have a penalty of -3 to all rolls, but is able to make the save again on the following round, no longer suffering from this penalty for the rest of that encounter if successful.



contracts. Before too long, the bounty hunter will be ready to once again get involved with better paying and possibly more dangerous targets. Most importantly the hunter will not show a long void in activity on his own portfolio, a sign that he can still be depended on by clients. Dependability, trustworthiness and the will to overcome – these are all good qualities found in the best hunters in the industry.

free license to run amok and ignore laws wholesale, but these reckless ones tend to get caught, killed or otherwise dealt with before they can become great.

The exceptions to this idea, of course, are the bounty hunters who have decided to graduate to actual hitmen. There is no question what hunters who give up the random contracts and common bounties in favour of

'There is a wicked symmetry to my relationship with the law. I break the laws and regulations of governments far and wide in order to bring final justice to those who break the laws and regulations of those same governments. How true it is that justice is blind...so she cannot judge her prodigal son.'

Most bounty hunters' will come to a specific point that puts them at odds with the law. Even the most dedicated legal enforcer who only goes after the 'bad guys' will eventually find himself at that line of legality. Cross it, and maybe the hunter is nothing more than another common criminal. Obey its boundaries, and the bounty might go unclaimed.

There is no perfect answer, either. It is ultimately up to the moral codes and standings of the individual. Many hunters view their willingness to bend or break the law as temporarily claiming the same authority a policeman or security officer has. In order to keep the peace and bring in the targets they are being paid to acquire, sometimes the law must stand aside. Bending the law may be harder to explain when targeting missing person contracts or for a simple finding, but for most of the hunters in the industry going after criminals and fugitives for governmental clients, it is sometimes a necessity.

Bounty hunters who want to make it big and earn their way to the top of the industry food chain will likely need to exercise this legal paradox quite often. This does not mean that the hunter will have to become a bloody handed assassin who ignores every facet of civilised government whenever he wishes, but the occasionally ignored law or regulation will tend to happen. Bounty hunting is a rough job and should never be the life's goal of someone with ironclad morals who will let governmental edicts stand in the way of the job. There are those who believe that bounty hunting is a



being paid much larger sums to make sure a target is a kill every time believe about the law. There have been several successful hitmen in the industry, but their disregard for the law is taken in a different light – it is their job, no question about it.

'I took this job for a nice-looking gal on Freedom Station, and it was supposed to be a simple sandman job. When I got the guy I had to put down his three Drazi bodyguards and the target wouldn't go without a fight, and he accidentally took a flechette to the eye. Died in my cruiser he did. So, this simple job turned out to be a screw, because that <expletive deleted> wasn't even around when I came to collect! I tried to find the company she represented, and it didn't exist. I got swindled into killing this guy, and I didn't even get one credit to show for it!'

The best clients to hire bounty hunters are almost all represented in some way on the HLN, which has become a perfect way to check the veracity of a client's background. As the above quotation explains, there are a lot of conmen and swindlers out there who will gladly arrange for a bounty hunter to basically go and do their dirty work for them – only to disappear when it is time for payment.

Hunters who want to be successful and make names and healthy livings for themselves should always be ready to check up on any client that makes them uneasy. For whatever reason they do, if a hunter gets a strange feeling about a deal or a client, it is his responsibility to follow up on it. Ignoring those impulses could mean a sour or empty deal or a dangerous situation for the hunter. This industry requires a degree of instinct, and choosing not to listen to it for any reason is foolish.

Whenever a hunter needs to do a little looking in on a possible client he has only to turn to his existing information gathering networks. By treating a client or collection of clients like he would any other target, a good hunter should get as much information as possible as quickly as he can. If unable to do the kind of research on a client a hunter feels is necessary, it may be that the client has a great deal to hide or is even a fake or shell client – all of which are good reasons to walk away. A client that might be hiding some major secret or may not be what he claims to be is a poor business risk.

Getting by as a bounty hunter can be hard enough without fake clients and mock-bounties consuming time that could be used for paying and beneficial contracts. Although it could be exciting to see exactly what the client is hiding and possibly do everything the hunter can to blow the scandal wide open, it will do nothing to pay the bills and could very well be more dangerous than taking bounties. There is often a reason a client is hiding something, and experienced hunters know that there is likely a very good reason. Meddling is rarely worth the risk.

Using the HLN to set up tried and tested clients is probably the best way to make sure a deal is on the level, but the rare horror stories of fake clients and suicide bounties should not wholly steer a bounty hunter away from freelance or private



contracts. Some of the best money in the industry can be found in a private deal. Hunters getting involved with them must be careful, watch out for strange deals and research the clients they deal with almost as much as they do the target.

'What makes you really one of the elite?'

- Excerpt from interview of 'Alice Dancer', acct# Q.3.H

'Alice Dancer': *'Am I?'*

Huntsmen's Listing Network: *'Of course! You are one of the handful of Quantum-level account holders who has no private sponsor or firm backing, and you have over two thousand recorded bounties claimed. There are hundreds, no...thousands, of budding bounty hunters out there that want to follow in your footsteps.'*

AD: *'It's a silly thing to place me on such a pedestal. I do my job. I don't see it as any different from the transport pilot that brought me to this station, the man who served us our coffee when we sat down, or even that young kid struggling to keep that microphone steady behind you. We all have our jobs; we all have to do what we are good at. Me? I'm good at reading people and better at bringing them in. You? You are good at being unassuming and neutral, even though you aren't at all.'*

HLN: *'I'm not? Why do you say that?'*

AD: *'You are a paid representative of the company essentially that I paid a lot of money to in order to have the freedoms of a very high-profile and private account. You have a clipboard filled with facts about me and my career history, yet you ask me baiting questions in order to get me to spill some secret to my success to you and the hundreds of thousands that will cue this up on the Network next week. You are nervous to be so close to me, even though I was invited here for this interview, and you have been nervous all day...long before my shuttle ever landed.'*

HLN: *'Uhm, I don't see why you would think that. I've been eager to meet you and get some of your opinions down on the Net for weeks now.'*

AD: *'Eagerness and nervousness are not mutually exclusive. You see, you tied one of your shoes this morning in a double knot, the other a single. You have several small discoloured spots on your lapel, probably from watered down eye shadow or mascara. The fact that you haven't stopped rubbing your wedding band since I sat down tells me that your wife was probably crying all morning that you were going to be sitting down with me for a few hours – within a metre or so of a...what did she likely call me? Your accent gave you away as middle-Canadian, so she probably called me a 'cold blooded killer.' How close am I?'*

HLN: *'How? How did you? Wow. She said assassin, not killer. Lisa said you were a cold blooded assassin. That was surreal.'*

AD: *'Does that answer the question?'*

Even though the above interview might seem like a simple expression of talent by a very skilled bounty hunter, readers should also see a couple of other points that might stand out in many of the true success stories of the industry. Like what 'Alice' did in the interview, they have to see past the surface to the underlying meaning.

Many of the greatest bounty hunters around use aliases like 'Alice.' With so many targets having been tracked, captured or even killed by a hunter of this calibre, only a true egotist would want to use his real name. The use of an alias gives the hunter a second life they can escape to if they wish, and keeps their friends, family and allies safe from retribution for the most part.

Also, we learned from 'Alice's' reaction to being called elite that not all of the successful hunters are doing it for the fame or the attention. For them it is a calling or sorts, just doing the job for one or some of a million varied reasons important to them. There is no short supply of press-hogs and bounty hunters, who happily treat the industry like a sporting event, but these showboats rarely become great – who wants to hire someone like that for something that requires professionalism and secrecy?

During the interview, a setting that should be relaxed and unassuming, 'Alice' shows that a true bounty hunter who is good at what he does is always working inside his own mind. She rapidly noticed several small clues as to the interviewer's lifestyle, linguistic backing, marital status and level of unease in just a few minutes of observing him in common conversation. Bounty hunters must be able to assess a situation in a fraction of the time it would take a normal person, and often do it without giving away any sign they are taking mental notes.

The greatest bounty hunters in the industry are always ready and aware, taking in their environments and those they are sharing it with at all times. Being caught off guard is a death sentence for a hunter involved in a dangerous bounty, and can be thoroughly frustrating on the simplest of contracts.

In order to climb the ladder of reputation in the bounty hunting business, a hunter cannot set aside his instincts or skills for even a moment.

They must always be lurking just below the surface, ready to be called upon in a moment's notice.

What Success Really Means

As a bounty hunter rises in reputation, influence, fame and fortune he will begin to feel the true weight of his importance in the industry. In a self-contained business such as bounty hunting where the only real source of 'promotion' is getting more work than the next guy, those who make it to the top have a number of new worries to contend with. Some are good, some bad; they are all part of the package deal.

With success comes the hordes of new blood that want to learn the secrets of the greats. Looking for verification of all the information we have compiled for this book and a thousand other questions we did not, the up and coming bounty hunters just beginning to get their feet wet will try to contact a successful hunter. They will fill up message boxes and track them down in bars and restaurants (just as we suggest in Chapter Three!) to get a feel for those who 'made it.' This can be annoying and troublesome, but it is just one of the prices of being good at the job.

Clients will also seek successful hunters out in larger numbers, with 'special bounties' that they will swear were drafted up specifically for them. The kinds of contracts that would swallow up green hunters by the dozen will become the successful bounty hunters' common arrangements, and they will be expected to do them as easily as they would any other. As word begins to circulate that a bounty hunter is getting good the clients will automatically expect him to come with a higher price tag, so bounties will become larger and larger – but many will be proportionately more difficult. If a client can hire a lesser hunter for half the price and still manage to get the work done, he will.

Targets that are aware they have bounties placed on them (and many of the higher-priced ones are) will keep an eye out on the HLN – most of them set up client accounts through nefarious middlemen – for images or locations of successful hunters that might be sent after them. The more famous a hunter gets, the more likely that the high-end targets will try to eliminate him. Unlike a cannibal contract, these are indistinguishably assassinations. Sending a high-profile and skilled bounty hunter to an early grave is a big score in the twisted social circles of a bounty-laden criminal.

Above all else, a truly successful bounty hunter can expect to have almost no time for his own enjoyment unless he chooses to. Between green hunters looking for advice, clients looking to make negotiations, targets trying every trick to get away and the never ending search for good information, it is only at the sacrifice of their hard earned fortunes that bounty hunters can afford to take a few days to themselves. Luckily for most, they are able to build quite a fortune for themselves. Bounty hunting can be very profitable, but only for those who know how to make it that way.

TOOLS OF TARGET ACQUISITION

'Speak softly...and carry a large semi-automatic gauss-enhanced gravitic impeller rifle with optional bipod and video-assisted target recognition imaging.'

-Khoracz, Infamous Hunter of the Xac'oon Freehold Acquisitions Sanction

EQUIPMENT FOR BOUNTY HUNTING

The career and lifestyle of bounty hunters are perfect breeding grounds for almost limitless ideas of invention, with every hunter who claims his job would 'be easier if he could just...' spawning a dozen attempts to create something to actually make it easier. Bounty hunters tend to have money and rarely have a problem spending it if it means doing their job easier or better. The manufacturers and designers across the galaxy are well aware of this, and several of them do their best to fill the needs of the bounty hunting industry.

This chapter is a collection of varied pieces of equipment, from a new breed of semi-formal wear all the way up to a specialised solo craft designed to ferry targets across the galaxy, and a few dozen other interesting items in between. All of the items in the chapter were designed with bounty hunters and bounty hunting in mind, but could just as well be useful to any Player Character. Ultimately it is up to the Games Master to determine whether these items are available to a common character, but we suggest that it should be at least possible for a common character to get them, but maybe at a higher cost.

For the ease of our readers and for those needing to flip back to the book and look up items, we have separated the varying types of equipment into smaller categories: armour and clothing, general equipment, capture gear, chemical supplies, surveillance gear, weapon and accessories and spacedock items.

Each category has its own list of item cost and availability. The price listed is what the commonplace merchant would sell a brand new version of the item for over the HLN. Buying the items away from the Network should increase the price by 10-20%. The availability (I/R) listed is the average availability for the item on a common colony, installation or planet. All other statistics are treated exactly as they are found in any other Babylon 5 roleplaying product.

There is a brief description of each item before its statistics table that explains why the item is useful to bounty hunters and includes any special information players and Games Masters may need. Many of the items found in this chapter focus on a specific role in bounty hunting, but we encourage readers to discover new and alternate methods of using them in their own campaign.

Shopping on the HLN

All of the items (including the spacecraft) listed in this chapter, plus a great deal of equipment and such from other Babylon 5 roleplaying products, are actually available directly from a special service on the HLN. Those who have White Accounts or higher can simply select what items they want to add to their order and then check out at the end of the session. Using the location of the nearest HLN transmission hub as the site for delivery, a bounty hunter can pick up his order within 2d6 weeks – adjusted by the Games Master if certain items might take longer.

Purchases are automatically deducted from the account holder's HLN account and the orders are processed quickly, sending a receipt to the account within two to three hours. To dissuade raiders and thieves from trying to overtake the shipments of interesting and sometimes expensive items while in transit, the HLN offers a few percent of the sale to account holders marked as already being active in the areas items will be shipped through. Basically, by chaining together short hops in the cargo spaces of HLN members, the Network saves a huge amount on transit authorities and escort ships. While this does not eliminate thefts, it deters all but the bravest raiders to try and steal from the source of the single most powerful collection of bounty hunters in the galaxy.

Armour and Clothing

Whether wearing the old 'rough and tumble' style of attire that once dominated the bounty hunting industry or the new and classy 'suit and tie' of the later 23rd century, a hunter has to have some special accoutrements in his line of work.

These wardrobe choices and additional pieces of specialised clothing are all designed to be comfortable and tailored to fit the purchaser. Should any of the following items be purchased second hand or not off the HLN, an additional 30-50% of the price will later be added to tailor the item to the new wearer. Some designs will simply not function as expected if not fit properly, and Games Masters should apply appropriate penalties should characters wear them regardless of size and fit.

All-Weather Durability Underliner: Sometimes a bounty hunter staking out or tracking down a target might need to spend a miserably long time trudging through swamps, snow, rain and other uncomfortable environments. There is not always time to change into appropriate attire before trekking out into these surroundings, which was why research scientists developed this special underliner for everyday use.

Slim and form-fitting with the proper insulated areas surrounded by moisture-venting polymers and layered with a molecular level particle repellent, the durability liner is perfect for users who need to wear their environmental protection under their armour or clothing. Its tear-resistant fabric offers slight protection against punctures and abrasions, and anyone wearing the liner can ignore half (round down) of the negative effects from natural weather directly applied to them (exhaustion and fatigue, but not lack of visibility) while adding +2 to any Fortitude saves against heat or cold.

Archer Footwear Collection: This brand name of specialised footwear is named for the bounty hunter who chose to fund and sponsor the footwear, Colin Archer. These shoes and low-topped boots come in a variety of colours and two main styles – athletic and classy. Both lines of shoes have all of the basic qualities of a solid designer shoe made to withstand the punishments hunters oftentimes put them through. They have reinforced support, revolutionary fibre soles and are ultimately scuff resistant. They even work wonderfully as an everyday shoe and the name has grown significantly over the years in the civilian market.

The athletic version of the shoe has small polymer-based climbing nubs on the inside soles and extra padding in the proper places for extended running. In game terms the shoe grants a +1 bonus to Athletics skill checks for the first 90 days of use; beyond that the shoes have worn down to the point where they are still quite comfortable but offer no more bonus.

The classy style of Archer Footwear is designed to be very appealing to the eye while remaining utilitarian and comfortable. The shoe has a layer of pressure-foam between layers of the masterfully synthesised leather, making it fit perfectly each and every time it is worn. This, when combined with the

reinforcements Archer already puts in all of their shoes, means that a single pair of classy Archers will likely last for many years as if they were brand new.

Attire, Armoured: Bounty hunters are always aware that they are in danger when working, as are members of many other occupations. Those who never know when trouble might arise will want to wear protection as much as they can, but must also be able to function in their everyday lives without *looking* like they are expecting an assassin's PPG blast at any time. The result is the multi-layer plastifibre system of the 23rd century armoured attire.

Designed and produced by dozens of different companies once the technology became available thanks to the galaxy-wide death of the Markab (the governmental patent owners on the plastifibre material), armoured attire is manufactured with tiny platelets of internal armour baffling built into the fabrics. This process makes the clothing very durable and surprisingly resistant to damage from physical or energy-based sources. It also makes the clothing considerably heavier and less flexible than other clothing, but otherwise the visual look of the clothing is no different than the types of wardrobes it is designed to match.

Designer Apparel: People like to look as good as they believe they are worth. Those who can afford to look like they are worth more buy directly from a designer. From the above average relaxed look of Bringer & Sons, the exquisite sharp angles of Takkat Studio and the longstanding weight of the Armani name – designer clothing is the way to express one's worth to those that matter.

Bounty hunters that have evolved into the new and popular 'suit and tie' variety learn quickly that a fancy suit or dazzling dress can actually make clients more comfortable during negotiations. Apparently, wearing extremely expensive and recognisable apparel in their presence puts clients at such ease that the bounty hunter in question does not need to try and adjust the price for any reason other than fairness. Based on what a bounty hunter is wearing, the client might believe him to have a great deal of money and be working for the sake of working. Whether or not this is true matters little, it is all about the *perception* of the bounty hunter.

In game terms, there are three varieties of designer apparel. The first version (Type 0) offers no bonus other than the ability to re-roll one price adjustment skill check during a contract negotiation. Type 1 not only allows for the re-roll, but also increases the number of price adjustment skill checks the wearer can make by one. Type 2 apparel, the most expensive and recognisable variety offers the re-roll and grants an effective +1 bonus to the wearer's Charisma score modifier – modifying related skills and granting an additional price adjustment as well.

The drawback to designer clothing is that it rapidly goes out of style in the hurriedly moving fashion market of the galactic social circle. Designer apparel has a 10% chance to be ruled

Tools of Target Aquisition

Tools of Target Aquisition

as 'outdated' every time it is worn. Outdated designer apparel is still very attractive and impressive, but no longer offers any bonuses.

Harness, Undervest: Designed like a dual-shoulder holster with a broader back and straps to fit well with any jacket or over shirt, the undervest harness is a multi-purpose storage article. It fits close to the body, adding a +2 bonus to any skill checks necessary to keep it from being visible under other clothing, and stays snug when the wearer runs or moves awkwardly. Do to its fit and design the undervest harness requires a full minute to put on or take off properly, mainly due to the numerous clasps along the sides.

The harness was designed to carry many small objects, and has segregated pockets for all of the following:

- 5 Three Tiny-sized objects (data crystals, PPG cap, and so on)
- 5 Two Small-sized objects (small pistol, knife, hand restraints, and so on)
- 5 One Tiny-sized object, but protected for hazardous materials (syringe, tranquiliser rounds, and so on)
- 5 Ten pieces of paper/plexipage, folded once (contracts, licences, and so on)

Any of the above items can be reached and retrieved (unless barred by external clothing) as a full-round action.

Long coat, Armoured: A throwback to the older days of gun slinging bounty hunters and roguish trackers who enjoyed the 'look' as much as the usefulness of it, the armoured long coat is still a favourite amongst many professions. It is a loose-fit coat that comes in a rainbow of colours and style-alterations for every purchaser. It has seven different pockets (two external, five internal) that can hold up to two Small-sized objects each. Three of the internal pockets can be adjusted into a much longer single 'sleeve' for one Medium-sized object instead.

The cloth used in the manufacture of the armoured long coat is extremely tear-, abrasion- and fire-resistant, having an effective Hardness of 10 against attempts to directly harm the coat itself. Between the external and internal layers of the coat are long, multi-segmented plates of a non-ferrous alloy that can withstand considerable punishment and offer adequate protection to the wearer. The alloy plates will set off any sort of weapon or metal scanner, so the wearer should know not to try and sneak around such devices while wearing the long coat.

Tailored Adjustments to Specific Needs: While not so much an item as it is a service, a bounty hunter often needs several adjustments made to any clothing items he plans on working in. Additional internal pockets, weapon holsters, secret stashes for contract cards and so on – these are the sorts of things a bounty hunter need in his work clothing.

For every application of this service, the clothing article being tailored may add one of the following traits:

- 5 Three Tiny-sized pockets
- 5 One Small-sized pocket
- 5 One Holster for Small-sized pistol or combat weapon
- 5 One Secret Pouch with room for two folded pieces of paper/plexipage, DC 18 to locate by frisk or search

These adjustments can only be made once to a single article of clothing, so a typical outfit (two socks, pants, shirt and jacket) could have a total of five adjustments to it in total.

Underliner, Armoured: The best friend of anyone who needs to be protected without compromising their outward appearance, the Ablis series of armoured underliners is perfect for subtle protection that goes well with any outfit. The underliners are made from extremely tough plasticene mesh with extra polymer coatings in specific 'danger zones' and are nearly transparent to keep from being seen (DC 22 Notice check to see an underliner

Armour and Clothing

Item	Cost	R / I	Weight	DR	Speed Reduction	ACP
All-weather Durability Underliner	75 cr.	—	8 lb.	1	—	—
Archer Footwear, Athletic	225 cr.	—	2 lb.	—	—	—
Archer Footwear, Classy	175 cr.	—	1 lb.	—	—	—
Attire, Armoured (Fancy)	400 cr.	—	13 lb.	2	—	-1
Attire, Armoured (Utility)	350 cr.	—	16 lb.	2	—	-1
Designer Apparel, Type 0	600-1,000 cr.	—	8 lb.	—	—	—
Designer Apparel, Type 1	1,001-5,000 cr.	—	7 lb.	—	—	—
Designer Apparel, Type 2	5,001+ cr.	—	6 lb.	—	—	—
Harness, Undervest	90 cr.	R	9 lb.	—	—	—
Long Coat, Armoured	500 cr.	R	20 lb.	3	- 10 ft.	-2
Tailored Adjustments	150 cr.	—	N/A	N/A	N/A	N/A
Underliner, Armoured (Ablis I)	750 cr.	—	4 lb.	2	—	—
Underliner, Armoured (Ablis II)	1,000 cr.	—	8 lb.	3	—	-1
Underliner, Armoured (Ablis III)	2,000 cr.	—	12 lb.	4	- 10 ft.	-2

when worn under existing clothing). The underliners were originally created for the uniformed officers of EarthForce, but were quickly scooped up by Ablis Industries and offered to the private security and bounty hunting industries. Their profits were understandably remarkable. Over the years of producing the well-loved original product, Ablis has created two different models of underliner with additional layers of protection at the cost of some of their flexibility.

As a note, a character can only ever wear one type of 'underliner,' but can wear it under any other type of clothing or armour – with Damage Resistance and Armour Check Penalties stacking accordingly.

General Equipment

Not everything a bounty hunter needs revolves around keeping out of harm's way or bringing down the target with as little trouble as possible. Much of a bounty hunter's job is research, waiting and moving about the galaxy. Over the years a handful of useful items for bounty hunters have been produced that do not fall into the same categories as the other items and equipment.

DNA Sampler: Nicknamed the 'toe tagger' by sadistic hunters, the DNA sampler is almost strictly used by manhunters and hitmen after they have killed a target to verify its demise. This handheld medical sampler is a device that plunges a two centimetre hollow tube into the flesh (or scales) of a target, removing five cubic millimetres of the subject and instantly flash-freezing it for safe travel in the body of the device for up to 90 days. These samples are laser-engraved with identifier codes the bounty hunter programmes into the device and are used by clients to decipher whether a target was successfully eliminated. The sampler notes the veracity of the sample to files on HLN storage, and can determine whether the target was deceased when the sample was taken with 99% accuracy.

Electromagnetic Countermeasure Key (ECK): This fist-sized object is recommended to bounty hunters who need to bypass higher-technology security systems and the like. The device contains three hinged electromagnets that can be triggered to slam together in a powerful but localised ECM pulse that will shut down any unshielded computer or electronic device it comes in contact with. The power capacitor on the ECK contains enough juice on a single night's charge for five pulses. While very useful for shutting down security consoles, cameras and datapads, the ECK will make *any* computer-based device cease working instantly. A careless use of the device could accidentally shut doors permanently or wreak untold havoc on a starship's bridge consoles.

Field Contract Printer: Bounty hunters often need some kind of proof that they are claiming a legal contract when confronted by local authorities. Carrying the official portfolio contract is often unwise and can also be cumbersome depending on who wrote it and its level of detail. Also, any sensitive information such as the client's identity or the true

name of the hunter is often easily visible on such contracts. For these reasons, the decision was made to create a standardised 'field contract card' that the HLN would sponsor. By using this specialised printing module the bounty hunter can print out a small, pocket-sized plasticard contract that has all the necessary legal information on it but does not offer any hunter/client privileged information. These cards have become widely used and respected, and nearly every galactic government that sees bounty hunters at all knows what they are and what they mean.

HLN Remote Access Dongle: Sold exclusively by the Network, this identicard-sized dongle can be attached to any StellarCom console in order to access the HLN. It contains all the necessary networking information and software access codes to install the thumbprint-recognition recorder as well as the updated security logistics to the console. The whole download process takes a DC 5 Computer Use skill check and twenty minutes of being connected to the console. So long as the process is not thwarted by on-board firewall programs or removal of the dongle, the download is very simple. Once updated, the HLN can be accessed from that console until further notice, often due to the console's owner removing the software. The surprisingly high cost of a device designed to further the Network's access is due to the fact that these dongles are theoretically the only way to learn how the HLN worked internally if someone wanted to try and hack it.

Identicard, Alternate: Some bounty hunters find it very useful to have multiple personas. Whether using them as aliases to keep family and friends safe or just to avoid enemies from system to system, the alternate identicard can be from any galactic government and use any name the character wants to put on the transfer sheet used to create it. Thoroughly illegal for anything other than 'personal reasons,' professionally made alternate identicards are difficult to get a hold of but harder to spot. A common false ID requires someone to make a DC 18 Investigation check to notice that something is amiss, which could then require further checks. A professionally crafted identicard is almost foolproof and raises that DC to 28. The actions and conversational skills of the identicard's user can play heavily into the believability as well.

Sleepwalk Alarm Module: This wrist-worn device is used by many bounty hunters who work long hours on stakeouts surveillance. The sleepwalk alarm is uses a powerful jolt of electricity through the two electrodes on the wristband to immediately rouse the wearer from a sound sleep. It can be connected to several forms of triggers: time, daylight, darkness, motion sensor (15 ft.), a certain sound (the cry of a kak monkey, for instance) and even the appearance of new shapes on an electronic surveillance feed. When set and triggered, the wearer is blasted with a sharp jolt of electricity that instantly awakens him. As the jolt will continue every ten seconds until the wearer either removes the alarm or punches a deactivation sequence, few can ever sleep through the device's alarm. Due to their scales, Drazi are immune to the device's effects completely.

General Equipment

Item	Cost	R / I	Weight	Special
DNA Sampler	1,550 cr.	—	2 lb.	—
Electromagnetic Countermeasure Key	800 cr.	I	5 lb.	—
Field Contract Printer	650 cr.	R	22 lb.	10 cr. per contract card printed
HLN Remote Access Dongle	5,000 cr.	R	—	—
Identicard, Alternate (Common)	1,000 cr.	I	—	—
Identicard, Alternate (Professional)	10,000 cr.	I	—	—
Sleepwalk Alarm Module	225 cr.	—	1 lb.	—

Capture Gear

A bounty hunter's main purpose is to bring in the target of their contract to the letter of the client's wishes. That can be very difficult to do if the target is unruly or left to its own devices. To help combat against unruly targets or dangerous captives bounty hunters have an assortment of items designed to keep a target in check when it is captured. These items could be useful to anyone wanting to pacify a target, so many slavers and raiders purchase them as well.

Aggression Dampeners: These small items are best used if mounted in triangulation around the target. They consist of pocket-sized subsonic generators that project calming tones just below the wavelength of most sentient audio receptors. The soothing sounds subconsciously help dull reactions and general hostilities in the area (no larger than a fifteen foot cube), causing anyone declaring a hostile action not in self-defence to pass a DC 10 Will save before committing the action. Once acted upon with hostility or having overcome the dampeners, a target is immune to their effects for several hours.

Blind Rig: Used only in instances of extremely cunning or for telepathic captives, the blinding rig is an adjustable helmet that completely blocks the sight of the wearer. Unless the wearer is very skilled at blind-fighting, it should make them very easy to handle by even the least physical of bounty hunters. The helmet is large and unwieldy, locking down to three straps that hook under each arm and the chin. It would require a DC 28 Athletics check to somehow wriggle out of the rig without first unlocking and detaching the restraints. The rig forces the wearer to act as though completely blind, suffering all penalties according to that state.

Deadbolt Foam: This insidious substance was originally designed to quickly patch hull fractures in Brakiri fightercraft but was abandoned for better cockpit shielding and sold to surplus markets, where it became the best lock-binding substance known to the industry. When the bright orange foam is sprayed (from its handy applicator can) into a lock or unwanted space it expands and hardens almost instantly into a very hard plastic (Hardness six and five Hit Points per square inch). This will hopefully keep crafty targets from picking locks or trying to slip between the cracks until the bounty hunter gets them where he wants them. Removing the hardened foam is as

easy as spraying the special chemical solvent, which evaporates the foam to harmless steam and a liquid orange by-product in seconds. There have been tales of deadbolt foam being used in horrible ways, but it was never meant to be used as anything but filler – other uses are up to the Games Master to decide.

No-Run Electronic Tether: Basically a one-size-fits-most ankle cuff that locks onto the target, the tether is an electronic device that ties in to a beacon locator normally worn by the bounty hunter. Used for non-violent targets that have a high-threat of escape, the device will incapacitate the wearer if the ankle cuff gets too far from the beacon (normally thirty feet). Should the wearer get too far away the cuff sends electric jolts into his leg, causing intensely painful muscle cramps and spasms that make it all but impossible to move. The wearer can move two feet per round, but only if successfully passing a DC 18 Fortitude save. The cuff has enough power in it for roughly a week of continuous use before it must be removed and recharged.

Paralysis Jumpsuit: This ingenious invention came from the ever-thoughtful researchers in the Abbai Matriarchate when they were looking for a material to use in their undersea door flaps. They needed something that could be 'locked' against opening, but left pliable and soft the rest of the time. They created a wirework fabric that becomes as rigid as deck plate when a mild sonic vibration is passed through it. Not only did this fabric lock their door flaps perfectly, but when their police force discovered that it could be easily sewn into a jumpsuit form it became a standard for their rehabilitation facilities. Those jumpsuits then became popular in the bounty hunting industry. By aiming



Capture Gear

Item	Cost	R / I	Weight	Special
Aggression Dampeners	2,500 cr.	R	—	Includes four projectors to make square area
Blind Rig	1,000 cr.	—I	8 lb.	—
Deadbolt Foam	125 cr.	—	—	Includes ten one square foot applications and solvent
No-Run Electronic Tether	800 cr.	R	2 lb.	Includes two cuffs and one beacon
Paralysis Jumpsuit	3,000 cr.	—	10 lb.	Includes Activator Device
Quicktape Manacles	100 cr.	—	3 lb.	Carries 20 ft. of tape
Seda-cuffs	300 cr.	R	1 lb.	50 cr. to refill sedative reservoir
Wetwire Manacles	500 cr.	I	2 lb.	One-use item

a small sonic pistol-like device in the general direction (and within 100 ft.) of someone wearing the jumpsuit and pressing a single button, the fabric become rock-hard and immobile, and essentially paralyses the wearer without the use of chemicals or physical violence. It requires a DC 30 Strength check to bend the fabric enough to perform a single action per round.

Quicktape Manacles: This handheld dispenser of very powerful fabric-based tape is what bounty hunters in a hurry use to quickly bind up a target. Chemically bonded to its own adhesives, the tape cannot be separated unless it is cut once and looped back upon itself. With one or two quick spins of the dispenser wand, requiring a combat attack roll and a Dexterity check at DC 12, the target should be contained in the chemical tape. The tape is extremely easy to cut with an edge, but would take a DC 25 Strength check to simply stretch and break with sheer raw force. Most bounty hunters prefer real or reusable restraints, but Quicktape is fast and cheap enough to do in a pinch.

Seda-cuffs: A far more effective version of the binding manacles (see *The Zocalo* sourcebook for details), seda-cuffs are hand or ankle manacles that are fitted with a hefty supply of contact sedatives that are periodically leaked into the inner ring of the manacles when they are jostled about. The sedative solution is very powerful and requires DC 24 Fortitude checks to ignore. If failed, the bound target is placed in a sort of 'waking coma' where they are conscious and extremely accommodating, but utterly placid and unable to do anything but mumble without being told otherwise. After the cuffs have been removed it takes 1d3 hours for the sedative to wear off completely, often leaving the wearer with a headache similar to a traditional hangover.

Wetwire Manacles: Used only by sadists or against the extremely violent, wetwire manacles are painful restraints made of braided wire that are barbed and sharpened on a microscopic level. The more a target bound in wetwire struggles, the more the braids collapse in on themselves – eventually cutting the bound limb clear through to the bone. Every round that someone wearing a pair of wetwire manacles struggles, they suffer 1d3 lethal damage immediately. If they actually attempt a skill check to escape the manacles they suffer double normal damage, and require a DC 30 Athletics check to get free before the braids close any further.

Chemical Supplies

As the bounty hunting industry evolves so does its hunters. The old right hook style of knocking a target out was oftentimes good enough in the early days, but now many hunters require a new and specialised way of incapacitating their targets – chemical weaponry. Now they are able to put a target to sleep long before it even comes into view. Using darts, aerosol delivery systems, contact patches and even digestible varieties of sedatives, tranquilisers and poisons, bounty hunters can function on a completely different level than ever before.

AC-142 Muscle Relaxant: Completely synthetic, odourless, tasteless and clear, AC-142 is a fast acting muscle relaxant that can be added to any food or drink in order to be delivered to the target. Once mixed (it comes in two separate vials for safety) in the delivery consumable it stays potent for 1d2 hours, allowing it to be used in many ways other than simply spiking someone's meal. After being ingested it takes 1d6 minutes to begin affecting the target, although the target can resist the effects with a DC 22 Fortitude save. Every ten seconds after it begins the target will lose 1d4 temporary Dexterity, which will return after eight hours. As a note, for whatever reason, AC-142 causes Pak'ma'ra to violently vomit within seconds of it being imbibed – this also occurs if the Pak'ma'ra eats anyone who had recently imbibed AC-142 prior to death!

Baku's Kiss: This foul-smelling tranquiliser is a Centauri favourite from the days of the Old Republic, and is strong enough to knock a full grown Narn off his feet within seconds of being injected with it. The black serum is best delivered through an Aeroject-fired dart, and begins taking effect in 1d2 rounds. Once injected, the target must make a DC 25 Fortitude save or have its Dexterity score reduced to 1d3-1 immediately. This condition will last for 2d6 hours, at which point the Dexterity will return at a rate of one point per minute.

Mar'kat Ferillav ('Crimson Titan'): When the Dilgar created this horrible substance it is said they killed an entire moon worth of Markab testing the prototype. Seeing the effects of the deadly toxin, there is little doubt that this could be true. Made from a cocktail of flesh-eating bacteria and nerve-killing venoms, Crimson Titan is thankfully a direct-contact chemical only. It

Tools of Target Aquisition

Chemical Supplies

Item	Cost	R / I	Weight	Special
AC-142 Muscle Relaxant	400 cr.	R	—	—
Baku's Kiss	1,000 cr.	RI	—	Contains enough for 12 Aerodarts
Mar'kat Ferillav ('Crimson Titan')	Priceless	I	—	Cannot be purchased
Pentaholic Rufinox	600 cr.	R	—	Requires Medical Influence to obtain legally
Romeo and Juliet	5,000 cr.	I	—	Includes both chemicals
Takedown 9	750 cr.	R	—	Contains enough for six Aerodarts

requires airflow to stir the active agents, making it impossible to simply inject or ingest, and the bacterium involved are 'heavy' enough to prevent effective aerosol travel. It must be splashed or dripped on bare flesh, and when this occurs there is almost nothing that can save the individual as the substance races along nerve pathways to the brain. There is no effective Fortitude save against this chemical; it begins to work when the first droplet strikes bare flesh. Once the brain is affected (3d6 minutes from contact) the body's endocrine system shuts down and the flesh-eating bacterium actually kills the victim, inflicting one permanent point of Constitution damage per minute until death at zero.

Crimson Titan is not exactly a bounty hunter favourite in the industry, but has been included here because the last available amount of the substance has a private bounty currently placed on it to the sum of 500,000 credits for finding and retrieval.

Pentaholic Rufinox: A common multi-species anaesthetic, 'PentaRuf' is a very powerful sedative when applied in its non-diluted form. A chalky white paste that smells similar to ammonia, PentaRuf can be introduced to the bloodstream in a variety of ways but injection is the most common. Once injected the substance is absorbed into the fatty tissues surrounding larger arteries and veins to slowly dissolve over several days, keeping the target unconscious the entire time. An injected target will need to make Fortitude saves at DC 14 every ten minutes until finally succumbing to the PentaRuf. Once unconscious the target will not awaken for 1d3+1 days, but will be moderately aware of what happens around him during that time as if it were a fuzzy but realistic dream.

Romeo and Juliet: Named for the famous scene in the Shakespeare play, these twin serums are used to make a target appear dead for up to several hours. A good way to smuggle a target out of restricted areas (as a corpse) or to get into an agency morgue to get DNA samples (fake death), Romeo and Juliet are an amazing pair of substances. The first, Romeo, can be introduced into the body by any means. Once introduced the serum forces the target to take repeated Fortitude saves at DC 16, once per round for 1d6 rounds. If all are passed the serum is somehow ineffective. If not the target falls into a deathlike state for 2d6 hours, which will fool all but the best Medical skill check examinations (DC 30) without full scanning equipment – which will obviously sense life signs. The second serum, Juliet,

is often deployed using a time-release capsule swallowed before Romeo is even applied, going into effect 1d4+2 hours after it is injected. When activated Juliet completely eliminates the effects of Romeo, causing 1d3 minutes of nausea, but otherwise no other effects.

Takedown 9: This oily yellow tranquiliser is a mixture of animal tranquilisers and natural painkillers that, when injected into a target, causes complete muscle paralysis in moments. Anyone who has Takedown 9 introduced into their bloodstream must immediately make a Fortitude save at DC 26 or lose 1d6 Dexterity. Each round the chemical is still active in the bloodstream (2d6 rounds), that same save must be made or an additional 1d3 Dexterity is lost. This continues until the victim has an effective Dexterity score of zero, or until the chemical has run its course. This ability loss returns at a rate of one point every ten minutes. It is powerful but short lasting, and is best used as a quick way to incapacitate and then thoroughly bind a target.

Surveillance Gear

Even though bounty hunters will often pay or fast-talk their way to be able to see professional security recordings and surveillance vids taken by locals, it is always a good plan to be able to record this information first hand. A target's home or workplace may not have security data, or a local hangout may be protecting the target and making things difficult for the hunter. Some hunters simply want to have recorded images of their targets –trophy video archives of sorts.

The bounty hunting industry uses a large amount of personal surveillance equipment. This section describes several common forms of surveillance used by bounty hunters, professional security agencies and even some law enforcement. Each description gives an overview of the relevant items, but several pieces of important information must be found in the statistic table afterwards.

Unlike common equipment like weapons or toolkits, surveillance gear requires a special branch of the Technical skill to use properly. Some items on the statistic table have three new pieces of information that other pieces of equipment do not – Deploy DC, Notice DC, and Subterfuge DC.

Deploy DC – This is the difficulty required of the Technical (surveillance) check made by the character placing the device. If this check is passed the device is in a good place to record the best information it can. Essentially, this is the check needed to make the item function as it was designed to.

Notice DC – This is the difficulty required of a Notice check made by a passer-by to simply see the device if it is activated. Games Masters could alter this number for especially clever or especially foolish placements of items, but the DC listed is the average needed on a normal placement.

Subterfuge DC – This is the minimum difficulty required of a Subterfuge skill check by any character trying to place a surveillance item without being noticed. As long as this minimum number is reached, onlookers will need to actually pass a Notice skill check (difficulty equal to the total Subterfuge check) to know that the character just placed some sort of device. If the original Subterfuge check is failed, no roll is necessary as the placing character says or does something that gives him away immediately. It is for this reason that some pieces of extremely intrusive surveillance equipment have no DC listed, as anyone watching for any reason will know that something is happening.

These items are professional in nature and are not designed for amateurs who are looking to spy on their live-in nannies or beef up their home security. Uses such as that are best left for commercial sources and security agencies to arrange; these items are made for the serious professionals.

A/V Data Crystal Module: This is easily the most common surveillance device used by bounty hunters across the galaxy. It is a small device about the size of a human adult thumb that can be adhered or wedged into many places in order to allow its fish-eyed lens and sensitive microphone to take in a cone-shaped area of surveillance covering a full one hundred and eighty degrees. Up to eight hours can be recorded on the internal data crystal, which must be removed manually to view the data. The process to remove a full crystal and replace it without disturbing the placement of the module requires a DC 18 Reflex check; otherwise the module must be placed once more to get maximum benefit.

Blu-Light Scanner: This is a thin piece of circuit-laden plastic that can be placed in any form of two-way communications device in order to record any outgoing 'call' destinations. The device basically takes an electronic carbon-copy of all outgoing routing information and is used to get leads during the early stages of a hunt. Also used to make sure an informant is not giving the same or more sensitive information to others, the Blu-Light is a Brakiri design made to sow worry and paranoia in low-level employees. The device need not be recovered to download the recorded information; it automatically downloads the information to a designated number daily.

Eavesdropper Clasp: This tiny, button-sized round device hinges in the middle to be clasped down on any form of malleable material

such as clothing, upholstery, exposed wire, and so on. The clasp is only a half-inch in diameter, and weighs almost nothing. Each Eavesdropper is synched with a data recorder program in a personal datapad or computer. As long as the clasp is within a half mile or so from the recorder program, it will transmit every audible sound – such as conversations – to the program. These items are exceptionally sensitive and should be considered to have a Notice skill bonus of +12 to defeat those who try to speak softly.

Finder Bug: These exceptionally tiny, transparent and ingenious devices were originally made by the Vree to track shipments of goods being moved by new cargo haulers. Essentially just a tiny signal responder in clear plastic form, the bug will not show up on any scanner unless scanned at the exact moment it is being 'pinged.' Each bug has its own frequency that it will respond to, which is recorded in the bug's carrying sleeve. When someone wishes to get an idea where the bug has gone, after being stuck to a Finder's target perhaps, all he needs to do is make a single communication to that frequency. The outgoing signal will find the bug, and the bug will respond with a single, short transmission. Using the StellarCom signal transfer as a routing method, the bug can be tracked from across the galaxy but is only accurate to within a system. Other skills may then be required to find its exact location.

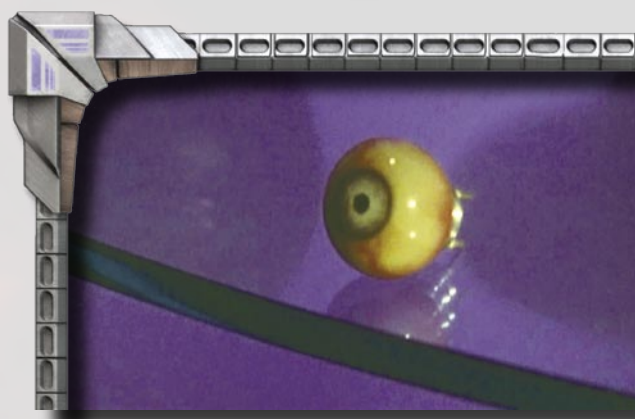
Motion-Activated StillVid: A fantastic way for a bounty hunter to collect information for later use, the StillVid is actually one of the larger (fist-sized) commonly used devices. The StillVid waits for an object or person large enough to trigger its motion-sensitive eye (Notice +18), and takes three rapid pictures of the thing in less than a second. These still pictures are good for getting face-shots, identifying tattoos or scars and creating very crisp and sharp digital images that can be used to create useful wanted posters, bounty postings or questioning flyers. The data inside a StillVid is held on a pair of data crystals that must be retrieved manually.

Narrow Beam Listening Mic: A relative of the ancient 'shotgun mic,' the narrow beam is a handheld device about the size of a large ink pen attached to a small earpiece and optional data recorder. The device can focus on a small area (a 20 foot cube) up to five hundred feet away and allows the user to listen to all sounds in that area. The device has an effective Notice skill



Tools of Target Aquisition

Tools of Target Aquisition



of +25, losing +5 for each obstacle (window, trees, and so on) between the mic and the target area. Using the device is very subtle and does not require any special skill checks at all. As a note, any extremely loud noise that happens in the path of the device's listening beam could very well inflict permanent damage to the sensitive crystals inside the device – an occurrence that is up to the Games Master.

Personal A/V Module: Essentially a smaller version of the common A/V Data Crystal Module, the Personal model is actually worn by the user instead of being placed. This small, easily hidden device records images and sounds that the user might have missed, makes records for clients or even takes images for HLN's series of hunter training vids. Its vision cone is only thirty degrees, and the specialised data crystals it uses can only store up to one hour of information and cost fifty times the cost of a common data crystal (250 cr. instead of 5 cr.). Otherwise the two devices function in the same manner.

Tracker, Aerodart: This insidious device was created by the large game xenobiologists on Zhabar, who needed to track tri-annual migrations of the enormous herd animals found there

in order to keep new settlements out of their path. Basically a small tracking chip the size of a grain of rice, the Aerodart tracker is fired through any weapon of the Aeroject product line. If it causes even a single point of damage beyond Damage Reduction (natural or otherwise) the tracker is sent into the bloodstream of the target and begins to emit a low-frequency signal. The signal can be tracked within a ten mile radius with a tracker-software encoded datapad and is accurate to roughly a few dozen feet. The dart is hypo-allergenic and completely malleable and safe for the target, dissolving away harmlessly in 3d6 months after being injected. Should the target be aware of the tracker and wish to remove it medically, the process is lengthy and expensive.

Tracker, Tag: A small tracking chip the size and shape of a tiny insect, the tag tracker is placed on the target by the hunter. The tag is covered with a molecular-level bonding agent, causing it to stay attached when applied to any surface. The tags come in a variety of colours, but the most popular is the 'crystal clear' variety, which requires a DC 30 Notice check to find. The signal it emits can be tracked within a ten mile radius with a tracker-software encoded datapad, and is accurate to roughly a few dozen feet. These devices are often applied using a quick sleight of hand or misdirection, with a Bluff or Subterfuge roll being called for by the Games Master instead of the normal placement rolls. Once adhered to something the tag tracker cannot be brushed off or accidentally plucked free except in very special circumstances; it must be pinched and pulled off deliberately after the bonding agent has a second or two to set.

Tracker Software: This is the encoded software that must be purchased before either version of the common tracker can be used. It is simple to install in any computer or datapad, and includes the necessary adjustments to add a small antenna for signal searching. The software itself is extremely user friendly and requires the user to either jump in with a DC 15 Computer Use skill check, or to sit through a thirty minute tutorial built into the installation process.

Surveillance Equipment

Item	Cost	R / I	Weight	Deploy DC	Notice DC	Subterfuge DC	Special
A/V Data Crystal Module	750 cr.	R	—	12	20	18	—
Blu-Light Scanner	1,100 cr.	I	—	14	28	—	—
Eavesdropper Clasp	300 cr.	R	—	10	18	14	—
Finder Bug	500 cr.	—	—	12	25	12	—
Motion-Activated StillVid	1,250 cr.	R	4 lb.	14	10	—	Includes two sets of data crystals
Narrow Beam Listening Mic	950 cr.	R	1 lb.	—	20†	—	Includes earpiece, recorder bought separately
Personal A/V Module	1,000 cr.	R	—	16	30	—	—
Tracker, Aerodart	200 cr.	R	—	See Desc.	—	—	Price includes four Trackers
Tracker, Tag	800 cr.	R	—	See Desc.	30	See Desc.	Price includes six Trackers
Tracker Software	650 cr.	—	—	—	—	—	Includes Antenna

† This check is based off a common onlooker. If the user is actively hiding its use the checks required will be a contested Notice versus

Weapons and Accessories

Item	Cost	R / I	Damage	Area of Effect	Critical	Ammo	Range Inc.	Size	Weight	Damage Type	Features
Aeroject Pistol	200 cr.	—	1d2	—	—	8	5 ft.	Fine	1 lb.	Projectile	Light
Aeroject Rifle	800 cr.	R	1d4	—	—	12	100 ft.	Large	6 lb.	Projectile	—
Aeroject Rifle (w/ pressure tank)	1,100 cr.	R	1d4	—	—	12	100 ft.	Large	14 lb.	Projectile	Automatic
Baton, Snap	100 cr.	—	1d6	—	x2	—	—	Medium	2 lb.	Bludgeoning	—
G-11 Gauss-Gravitic Impeller Pistol	750 cr.	R	2d8	—	19-20/x2	6	40 ft.	Small	6 lb.	Projectile	AP 3, Automatic
Image-Assisted Targeting Scope	100 cr.	—	—	—	—	—	—	Fine	1 lb.	—	—
Klathu Sabre, One-handed	500 cr.	R	1d6	—	19-20/x2	—	10 ft.	Small	8 lb.	Slashing	—
Klathu Sabre, Two-handed	750 cr.	R	1d8	—	x3	—	—	Medium	15 lb.	Slashing	—
Mah'kali Incapacitation Beam	1,500 cr.	—	1d6 or 3d10	—	—	—	80 ft.	Small	3 lb.	Energy	AP 2, Nonlethal
SC-X 'Sandman' Bracer	500 cr†	R	N/A	—	—	12	—	Fine	—	—	—
Wellflesh Ammunition Envelope	850 cr.	I	—	—	—	—	—	Small	1 lb.	—	—

† This price does not include the chemicals to be infused in the slap patches, which must be purchased separately.

Weapons and Accessories

There will often come a time in the career of the bounty hunter when he must come to blows with a target or someone in between the hunter and the bounty. Pulling a common Auricon-7 PPG out with that familiar whine of powering up is fine by normal standards, but sometimes a special situation calls for a special tool. Bounty hunting has caused many new and interesting weapons to spring up throughout the years, but there are a few favourites.

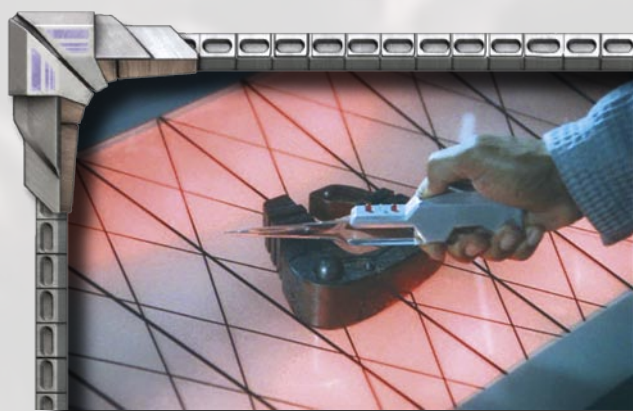
The following weapons are not solely intended for bounty hunter use and many are well-circulated among many arms dealers. Going through common channels to acquire weaponry should be no different for any of these characters, although shopping through the HLN makes it a great deal easier.

Aeroject Pistol: This is the handheld injection dart delivery system made by the people at Aeroject Industries, who have been making state of the art medical applicators since 2199. It has a very short range and a limited propulsion gas supply (able to fire 2d6+2 times on a single gas cartridge), but is almost completely silent when fired and is smaller than most lethal-payload pistols. There is a +2 bonus to any checks made to conceal the Aeroject pistol, which adds +5 to the DC of any Notice checks to hear the weapon fire.

Aeroject Rifle: This high-powered gas rifle was designed by Aeroject to be used with xenobiological studies and big game relocation services, as it has a tremendous range and accuracy. Using a modified Aerodart designed to fly further, faster and straighter the rifle quickly became the weapon of choice for nonlethal bounty hunters and poison-based ranged assassinations. The way the weapon is constructed is similar to a bolt-action sniper rifle from the era of slugthrowers. Instead of the lever being used to reload the ammunition like its archaic predecessors, there is a magazine of Aerodarts. The cocking mechanism instead is used to re-pressurise the propulsion chamber with compressed local atmosphere. Originally this meant that the rifle could not be fired in a vacuum, but a new alternate and attached pressure tank available from Aeroject eliminates the need to cock the rifle at all.

Baton, Snap: Nearly identical to the common metal baton used by several legal agencies, the snap baton is made from lightweight polymers and simply capped with a reinforced metal striking tip to give it admirable flexibility without losing its damage potential. Snap batons strike just as hard as regular wood or metal batons but are lighter and faster to manoeuvre or bring to bear. The snap baton grants a +1 Initiative and Feinting bonus to a character currently in combat and can be readied as a Free Action.

Tools of Target Aquisition



G-11 Heavy Gauss-Gravitic Impeller Pistol: If there was one thing that carried over from the days of the old roguish bounty hunters it was the fear that a hand cannon pointed at a mark could inspire. Long-barrelled and extremely loud when fired, the G-11 is Brakiri designed and uses tiny magnetic coils and gravitic-principle rings to hurl three-inch ferrous flechettes toward a target at amazing speeds. Expensive, unwieldy and ammunition-dependant, the G-11 is rather impractical for common use. Able to only fire two full magazines of flechettes before needing to recharge for eight hours, the G-11 does only slightly more damage than a common PPG. Even though its battlefield utility is limited, the sonic crack and palpable pressure change it creates when fired is satisfying nonetheless. Due to the weight and gyro-like recoil of the weapon, anyone with a Strength score less than 15 must use the G-11 in two hands or suffer a -2 penalty to all to-hit rolls.

Image-assisted Targeting Scope: This firearm accessory is useful only to those bounty hunters who have several targets in close proximity to the mark, but do not wish to see the mark come to any harm by accident. Using a very powerful data-rendering filter that attaches to the barrel and trigger assembly of the weapon, the user can program the weapon to automatically safety itself when certain images come into the targeting danger zone. Although it is not perfect, it does at least give the bounty hunter a valid argument that he did all he could to spare the mark. Some well-versed clients have actually begun to demand that their contracted hunters use these devices as a rule.

Klathu Sabre: The traditional weapon of the Klathu pride leaders, their sabres are wickedly curved half-circles of polished blade set with a short, leather or resin-wrapped handle two-thirds the length of blade. It takes a great deal of practice to use the weapon without risking cutting oneself, but a master can make it flash and sing like a musical instrument as it spins and whirls around him. The Klathu Sabre is an exotic combat weapon, normally to be able to use this weapon a non-Klathu being must attend the Iklath Fencing College (see page 38 of this book).

Mah'kali Incapacitation Beam: A strange cross between a pistol and an armguard, the Mah'kali is a Hyach designed energy weapon that is similar to a very high-powered taser. Projecting two diametrically tuned harmonic beams from the extended apparatus on the back of the hand, the weapon floods a target's nervous system with localised synapse-blocking static. The Mah'kali can only fire every other round due to its long recharge rate, but even one successful strike is generally enough to bring down the toughest of opponents. When the weapon is fired and the target hit, the user must immediately roll to hit again with a +5 circumstantial modifier for the second beam. If this misses the weapon does 1d6 nonlethal damage to the target that ignored Damage Reduction. If the second beam strikes, the weapon inflicts 3d10 nonlethal damage. Because of the insulated gauntlet/glove the weapon is built into, the wielder cannot use the equipped hand without first spending a full round removing the Mah'kali.

SC-X 'Sandman' Bracer: Although the device was originally built for use by emergency medics and disaster response teams, it was shelved after several jamming accidents and re-arming issues. Pulled off the shelf by the HLN, the 'Sandman' is a mechanical bracer that fits just below the user's wrist. With the flick of a thumb the bracer ejects a single chemical patch loaded with powerful sedatives (or other contact chemicals), allowing the wearer to slap these patches onto targets easily and with rapid succession. Loaded with powerful tranquilisers, a bounty hunter could administer a number of successful doses with relative ease, so long as the bracer does not get jammed. In game terms the bracer automatically readies a standard contact chemical patch as a free action, which the user can then apply normally or as an unarmed combat attack. Every time the bracer is used the Games Master should roll a d20; on a natural roll of '1' the weapon has jammed and is leaking patch-chemical onto the wearer, effectively hitting himself 1d3 times with the chemicals loaded into the bracer.

Wellflesh Ammunition Envelope: This device is made from three small strips of reinforced synthetic flesh, which can be colour-matched and adhered to a gunman looking to sneak illegal or restricted ammunition – notably Aerodart rounds loaded with illegal substances – past scanners and searches. The small envelope of flesh-like material requires a DC 25 Notice check to see at a glance, and can carry up to twelve pistol or five rifle Aerodarts, or a single PPG power cap comfortably. Depending on where the envelope is placed, it could theoretically come to some harm. If the envelope is bludgeoned in some way, there is a 10% per point of damage inflicted to the area that causes one or more of the darts to break and seep into the user.

Spacedock Wares

Most bounty hunters rely on public transport and freelance passenger liners to move about the galaxy in search of their quarries. They pay their fares, enjoy the in-flight vids and blend in like any other passengers. At a glance this might seem perfect for a bounty hunter, always on the move and trying to relax as best he can between his selected destinations.

There is a great deal of inconvenience in travelling like this. Delays at a starport could put a target thousands of light years ahead of the hunter. Customs can become ugly when a hunter tries to explain strange weaponry or equipment. Having to buy a second passage for a captured target, or worse yet – trying to explain the frozen corpse in the cargo bay – can be far more a hassle than a few over-salted snacks and a nap is worth.

That is why there are more and more bounty hunters who have worked their way into large enough amounts of money or influence to acquire starships of their own. Unlike the paramilitary ships used by legal agencies and trade marshals, a bounty hunter rarely needs to engage a target in space. Why risk disaster when the hunter can just catch up with the target in a safer way at the next colony or installation?

For this reason the spacedock items and starships included here are not powerful warships. They are instead designed and built for speed, durability and utility. A bounty hunter of the 23rd century should know that starship combats only cost money, and in this industry every credit saved counts.

New Starship Add-ons

A bounty hunter who has acquired his own starship will quickly realise the inadequacies of a common spacecraft for moving prisoners. The first things customised on a craft are to satisfy the everyday needs of a bounty hunter, often at a high expense.

The professional bounty hunters who have their own vessels and the assets to make necessary adjustments to them are likely to have some or all of the following built into their ships:

Brig Cell

Cost: 30,000 cr.

Minimum Craft Size: Small

Influence Required: Any Military or Governmental (DC 15), Bounty Hunting (DC 8)

A ship that is going to house captives will need to have additional space set aside. Considering these prisoners rarely wish to go to wherever the ship is taking them, their accommodation needs to be *special* in order to hold them against their will. A prison area on any spaceship is called a 'brig,' and those on hunter ships are defined as such.

Each brig cell is an 8 ft. by 8 ft. by 8 ft. cube of double-reinforced deck plate walls with a single magnetically locking hatch. Some have a viewing window or electronic surveillance equipment to watch the prisoner, but these are not standard. The walls and hatch of a brig cell have a Hardness of 20 and 100 hit points per wall (90 for the hatch), and require a DC 35 skill check to open from the inside without help from the other side.

A cell takes up one crew's worth of life support and one Structural Space of the ship it is fitted into, being marked separately in case of Structural damage – which would likely kill the cell's occupant.



Iso-Vault Containment System

Cost: 100,000 cr.

Minimum Craft Size: Small

Influence Required: Any Economic (DC 18), Bounty Hunting (DC 10)

Certain starship owners – finders, couriers and tradesmen for example – ferry important items across the spacelanes to make their livings. These items must be protected from damage and thievery in order to safeguard a ship owner's reputation and career. By installing a specialised Iso-Vault containment system in their ships, they can assure their clientele that the goods will be safe and secure.

An Iso-Vault system is a large machine capable of sealing objects, from the tiny to roughly man-sized, in an almost unbreakable multi-polymer cube with the push of a few buttons. While useless to protect anything living, anything else stored in the system's Iso-Cubes can survive immense damage without showing so much as a scratch. An Iso-Cube produced by the system has a Hardness of 30 and can withstand 100 hit points worth of damage per square foot of its size. The only way to cause the immediate dissolution of the multi-polymers is a molecular key that is normally given to the final client or destination of the item involved for safekeeping. Without the key, the object is as safe as safe can be.

The Iso-Vault containment system does not take up much space on a starship, but requires a large power supply. This means that the containment system will not function properly if the power systems of the ship are damaged or stressed in some way.

Magnetic Restraint Grid

Cost: 20,000 cr.

Minimum Craft Size: Tiny

Influence Required: Any Military (DC 12), Bounty Hunting (DC 6)

Some starships just do not have the room or their owners do not have the funds for a fully equipped brig system for their captives. For those bounty hunters and officers of the law who find themselves in that position, the magnetic restraint grid is the route to go.

Tools of Target Acquisition



Inexpensive and unobtrusive, the restraint grid is a series of powerful electromagnets aligned along a wall or floor in a starship and powered by the ship's own electrical systems. By first attaching specialised manacles and/or shackles to a captive and then triggering the grid, the captive is held in place by the intense attraction between the restraints and the grid. While powered, it takes a DC 30 Strength check just to take a single action with one bound limb.

Should power ever fail or flicker in a ship containing a magnetic restraint grid, the captive will have freedom of movement until power is returned – resulting in a possible escape window.

As a note, the magnetic restraint grid can be installed in land vehicles, households or military bases just as easily as in a starship. The cost is doubled due to the additional generators to power the grid, but it is a viable option.

Mobile Acquisition Affairs Office

Cost: 120,000 cr.

Minimum Craft Size: Medium

Influence Required: Bounty Hunting (DC 15)

Some bounty hunters stay in their starships for long periods of time, turning them into more of a home than any flat or townhouse they might own on a planet somewhere. As employees of a constantly shifting industry that requires frequent updating, bounty hunters who live 'on the road' for long stretches of time may find it hard to conduct business properly without the amenities of home. For those hunters there is the Mobile Acquisition Affairs Office package.

Basically a pre-fabricated room to add within a starship to make it seem as if the bounty hunter was not on board a vessel at all, the office comes pre-designed with all of the following accoutrements:

- 5 Assorted knick-knacks and 'personal effects' of the purchaser's choice of culture(s), all visible from the communications console screen
- 5 A hyperspace-beacon assisted StellarCom console with Audio and Visual pickups
- 5 Universe Today and ISN news feed printer (updated weekly by transceiver)



- 5 Huntsmen's Listing Network dedicated account console
- 5 Climate-controlled closet area
- 5 High-backed faux leather chair and mock-mahogany desk

Although there is no official bonus to the office in game terms, it does take up a single Crew Space and Games Masters should note a slightly higher view of respect such luxury often inspires in others.

New Spacecraft: Trophy-class Acquisitions Frigate

Designed in 2258 by many of the top minds in Foxden Industrial Works on contract from five Quantum-level account holders on the HLN, this rather specialised spacecraft is an expensive badge of a hunter's personal success – hence its name. Only a few dozen of these ships were built in the original line and the HLN strictly monitored their purchase and sale. They soon became one of the easiest to recognise status symbols amongst bounty hunters anywhere in the galaxy, and by 2263 there were a hundred of the vessels in circulation.

Each *Trophy* is based loosely on the civilian trader vessels that so many of the industry's clientele use on a daily basis. Using its on-board ghost scan emitter it can sneak past most customs and security details with ease, allowing the bounty hunter to sneak in, grab the bounty and sneak out before any disgruntled authorities ever even know.

The ship comes standard with three brig cells, an extra 10 ft. by 10 ft. stretch of reinforced cargo space that is fully layered with a magnetic restraint grid, two individual acquisition affair offices (for multi-cultural clientele), an Iso-Vault system and a specialised climate controlled room designed to keep any memorabilia from old bounties all in one place for viewing.

It has meagre combat capability if it is pressed into that sort of circumstance, but most bounty hunters are far happier not risking their multi-million credit investment risked in battle.

Trophy-class Acquisitions Frigate

Medium Spacecraft

Defence: 13 (+3 Handling); **Armour:** 19; **Handling:** +3; **Sensors:** +4; **Stealth:** 10; **Stress:** 14; **Features:** Atmospheric Capable, Fusion Engine, Grapple, Targeting Computer (+2)

Crew: Varies; one Pilot, three Passengers, three Prisoners

Construction Spaces: 24 (Cargo 4, Control 4, Crew 3, Engine 8, Weapons 5)

Fore Arc Weapons

- 5 Particle Gun (Close, Offence 5, one weapon space)
- 5 Particle Gun (Close, Offence 5, one weapon space)

Turret Weapons

- 5 Medium Pulse Cannon (Long, Offence 10, Rapid Fire 3, three weapon spaces)

TALENTS OF BOUNTY HUNTING

‘Knowing what to do is easy, but knowing how to do it right...that’s the hard part.’

- Colin Archer, Professional Bounty Hunter

This book might make it seem as though bounty hunters across the galaxy fit into one stereotype or another, but they are in fact quite varied. They come from many walks of life and perform the duties of the career each in their own way. It seems however, that no matter where they come from or how they do their job, that they all have a handful of similar talents that help them.

In game terms, there are several new Skill uses, Feats, Prestige Classes and even a new branch of Influence that Games Masters and players alike have access to. While these are not necessary to use the information in this book to become or avoid a bounty hunter, they have been gathered here as tools to make that much easier.

NEW SKILL USES

The life of a bounty hunter is often a hectic one filled with on-the-spot decisions made even after days or weeks of planning. No matter how well-versed and ready for ‘anything’ a bounty hunter may be, he must expect that there may be something that will surprise him once he is on the clock and hunting down the target.

The skill uses included here are designed to show both the bounty hunter’s drive for preparation, and the type of quick-thinking necessary to survive a situation gone bad.

Intimidate (Force Surrender) (Cha)

For a good bounty hunter, a capture he can undertake without having to endanger himself or the mark is a good one. Although most targets will run for light years in order to avoid capture, there are some that – when faced with the reality of the bounty on their head – can be convinced to give up.

If confronting a target, a bounty hunter with the appropriate documentation (or a verbal assurance of it) can try to talk a mark

into giving up without a fight. By explaining what the capture means, what could happen if the mark resists and even showing the contract to the target, the bounty hunter can literally scare a mark into going peacefully. This works almost exactly like trying to Demoralise Opponent (see page 72 of *The Babylon 5 Roleplaying Game Second Edition*).

Try Again: Yes, within limits. The bounty hunter can only attempt this skill on a target once per conversation with him. A target that has decided to run from its captor will not succumb to a different idea, even if broached more forcefully. Once the target has escaped and has had time to reconsider, the skill can be applied, should the hunter meet the target again and get the opportunity.

Special: A character cannot Take 10 or 20 when making this version of Intimidate check, as it relies on a gut reaction from the target. Taking a long time to explain or harass would be more likely to start a conflict or chase than anything else.

In addition to the target adding his character level to his Will save to defend against this skill use, the following modifiers could apply:

Situation	Target's Will Save Modifier
Target is unaware of bounty	-2
Target has resisted capture before	+2
Target is wanted dead-or-alive	+5
Hunter has confronted target before	+1 per earlier occasion
Hunter has captured target before	-5
Hunter has reputation of cruelty or violence toward resistance	-5

Knowledge (Bounty Hunting) (Int)

Anyone who wants to be involved in the bounty hunting industry should be at least *aware* of how it works and why. A hunter who simply grabs a wanted poster off a wall and goes at it without that sort of information is not long for this world.

This knowledge sub category represents a general amount of information concerning how bounty hunting works overall, with skill checks resulting in specific information when needed. Experts in the skill will not only be able to recite specific names of hunters and legendary feats of bounty hunting off the top of their heads, but also will know the time-tested tricks of the trade.



Uses of this skill can help a character know where best to find informants, determine whether or not a bounty is too high at a glance, or even tell if a system has extensive laws against bounty hunting. It represents the overall general data a character has concerning the industry as a whole – and could very well be explained as much of the information found in this book!

A character with eight or more ranks in Knowledge (Bounty Hunting) automatically gains a +2 Synergy bonus to any Knowledge (Law) skill checks.

Knowledge (Specific Target) (Int)

Some bounty hunters chase legendary targets for months or even years. The sorts of facts and information that a hunter collects in their researching are sometimes jumbled and difficult to retain when also undertaking other paying bounties. This can be very difficult, but for the occasionally truly dedicated (or obsessed) hunter it can become a topic of some great study.

When a character chooses to take skill ranks in this sub category of skill they must choose exactly what their 'specific target' is. Whether it be the ranking members of a raiding cell, the senators of EarthGov or perhaps the nobles of a Centauri house makes no difference. The skill could be focussed even further on a unique target, but is not necessary.

For example, Mikael is a bounty hunter hired by Garibaldi to try and hunt down Al Bester and bring him in alive. Mikael wants to do his best and know all there is to know, but rather than choosing skill ranks in Knowledge (Al Bester) he instead chooses Knowledge (Psi Cops). Such a choice should be fine, and far less restrictive on the character.

The skill can be used to remember facts and other information about the specific target, but also has another distinct use. By knowing a target that well, a bounty hunter can assume to guess a target's reactions and choices far better than a hunter who does not. Anyone with five or more ranks in Knowledge (*specific target*) can re-roll any skill check concerning that target once per day. This symbolises the instinctual choices the bounty hunter can call upon when dealing with the chosen prey he has studied so fully.

Medical (Sedate) (Int)

Bounty hunters will often take in targets forcefully. Such conflicts rarely do much for their captives' dispositions. In the case of violent targets, this could lead to later altercations during travel and delivery of the bounty. Because of this constant risk, many bounty hunters have taken to using medical sedatives and tranquilisers to keep captives pacified for transport and delivery.

So long as the bounty hunter attempting this skill use has a supply of medical or chemical supplies (average cost of 600 to 1,200 credits for a week's supply), he can try to sedate a target. This first requires the target to be unconscious, prone or completely restrained. If the target can move around even a little, the medical applicators and injections may not hit their proper mark and could be ineffective. Once the target is ready, the character can begin the process of adding slow-release sedatives, nutrient patches and proper catheters for waste removal. For obvious reasons this is not a pleasant role for most hunters, but it can be a necessary one.

Once the equipment and supplies are in place, the character makes a single Medical skill check and records the result. Every time the sedated target is acted upon in a way that could stir him, the target is entitled to a single Fortitude save equal to 10 plus that original result to wake up for 1d6 minutes of free but groggy action. Any character who is moved from the medical supplies will automatically pass this save when required to take one, and will no longer be considered sedated.

Technical (Surveillance) (Int)

As described in some detail in Chapter Five (under Surveillance Gear), bounty hunters tend to be well-versed in the use of electronic surveillance equipment. They use it to set up elaborate ambushes and traps to acquire their targets with precision. Using cameras, scanners, bugs and trackers to find their quarry, they quickly learn the best places and ways to use the equipment to the fullest.

Most uses of the technical skill are aimed at the actual building of its appropriate sub category. Technical (Surveillance) is similar in all ways, but is based on the character's ability to



build surveillance zones as well as the devices themselves. The skill is used to map out the best place to put a camera, where a microphone will get the least echo and what sort of external stimuli might give feedback or cloud pictures. It is the catch all skill to deploy, augment and generally utilise surveillance equipment.

As an added benefit, anyone with eight or more ranks in Technical (Surveillance) gains a +2 Synergy bonus to all visual-based uses of the Notice and Investigation skills as the character has become accustomed of looking for the best places to hide equipment. This bonus is doubled if someone is actively looking for surveillance or security equipment.

NEW SPACE COMBAT ORDERS

Although very few bounty hunters do their work from a spacecraft, it does occasionally occur that a target must be pursued and claimed in a ship-to-ship confrontation. Using the following new space combat orders a bounty hunter can hopefully avoid a major complication and take his target with little resistance.

Demand Contracted Fugitive

Type: Tactical.

Skill Check: Operations (systems) DC 12.

Success: The message and all contract documentation concerning a bounty target on board another ship are sent successfully to that ship in the first round of a space combat in order to avoid unnecessary bloodshed over the claiming of a bounty.

Should this order be undertaken, the bounty hunter transmits all of his relevant data concerning the bounty placed on a person on board the targeted ship. While this information may or may not mean anything to the crew and officers of the ship, it does relay the proper information in case they were not aware. How the crew reacts to this new information is up to the Games Master and the specific race/culture, but if the transmission is made properly the documentation can be a swaying point for anyone who does not wish to be involved.

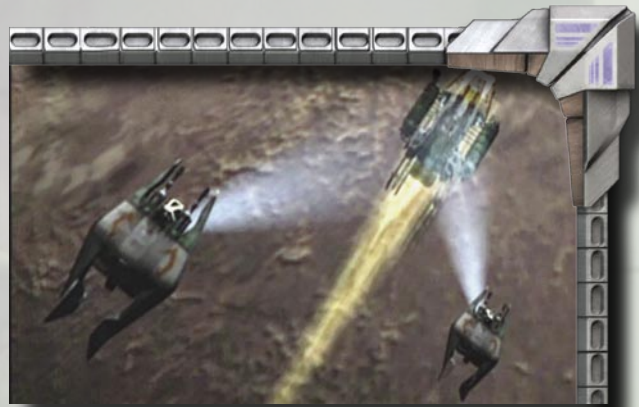
Failure: The message containing the contract documentation was blocked or scrambled, and the targeted ship is more likely to view the attempt as a scan or jamming attempt and commence combat immediately. No further attempts of this order may be used against the target ship.

Do Not Hit My Bounty!

Type: Offensive.

Skill Check: Operations (gunnery) DC 20.

Success: This order is used to keep weapons fire from waylaying areas of an enemy ship in crew-centric locations, in the likely case



the bounty might be in those areas. Should a weapon blast from a spacecraft hit the target, even DNA reclamation would be difficult in order to collect the bounty.

Attempting to precisely *not* hit specific areas of a ship alters the Defence Value of the target – its Base Defence Value becomes equal to that of a craft two superscale sizes smaller than usual. Targets of Diminutive superscale size or smaller may not be targeted with the *Do Not Hit My Bounty!* order.

If a hit is scored and damage incurred, do not roll the standard 2d6 on the Random Craft Damage table. Instead roll a 1d4 and count up or down from either end (two or 12 respectively) of the table to decide what location has been hit. This eliminates the highly crew-centric Crew, Cargo and Hangar locations completely.

Failure: The craft's crew fail to fire with any kind of accuracy. Attack rolls are still made against the greater Defence Value of the target but will not use the alternate Random Craft Damage table rolling method.

Protect the Capture!

Type: Defensive.

Skill Check: Operations (piloting) DC 18.

Success: The craft angles itself abruptly so as to reduce the chance of the area of the ship currently holding an unclaimed bounty from being hit by enemy fire. This allows a ship's commander to add or subtract one from the Random Craft Damage rolls his ship is subject to due to enemy firepower damaging the craft. The commander may choose to add or subtract one to or from the roll after the 2d6 have been rolled, or he may choose not to adjust the roll at all – it is up to him.

The effects of this order last for the remainder of the round. Only one *Protect the Bounty!* order may be executed per round, and not on a round where the *Defensive Position* order is also in effect.

Failure: The above benefits are not received. No other effect.

Talents of Bounty Hunting



NEW FEATS

The following are a collection of feats that any character might find useful, but those dedicated or focussed on bounty hunting or the bounty hunting industry will want to take specific note. They were designed with bounty hunting characters in mind, but function just the same for anyone who chooses to use them.

Alternate Persona

You have eliminated much of your need to hide your career choices in public through the cunning use of masks, voice-changers and false nomenclature. You are difficult for any client or legal agency to pin certain activities on, and any crimes you may be linked to are likely to be circumstantial at best. Your alternate persona comes with a faked identicard (DC 30 to reveal) and a complete booklet of personal information you have cooked up for it.

Prerequisite: Intrigue 4 ranks, Subterfuge 4 ranks, Charisma 12+.

Special Prerequisite: Must be in some form of criminal or otherwise legally or socially-threatened situation in order to warrant the kind of work an alternate persona requires.

Benefit: You may add +5 to any Intrigue skill check for the purposes of Disguise when switching to a standard alternate persona, which grants you an alibi to most crimes and a freedom of action from your normal life. This is reflected by a +5 bonus to Bluff skill checks when being questioned about the persona's dealings or actions.

Also, the character with an alternate persona must now keep two complete lists of Influence ratings – one for each persona! When the feat is chosen, half (round up) of all the original persona's Influence ratings are granted also to the alternate, being explained away as knowing the same people and such. From that point on however, the player must choose where his Influence boosts go when he is granted new Influence. Should the alternate persona ever be retired or the cover blown these Influence points are gone forever.

It should be noted that each time this feat is chosen, a new alternate persona must be chosen and created.



Brutal Reputation

Your name has been passed around client social circles as being particularly nasty when dealing with a confrontational target. While it causes many of the more meek employers to look elsewhere, there are some clients that know you are perfect for what they have in mind. This reputation makes you very desirable in any sort of contract where your style of brutality will likely be necessary.

Prerequisite: Intimidate 4 ranks.

Special Prerequisite: Must have physically rendered a contracted target unconscious with unarmed or combat attacks in a public setting.

Benefit: You can automatically assume that anyone hiring you to go after a living target knows your reputation, meaning that using the Intimidation skill repeatedly to adjust bounty amounts in fee negotiations (see page 42), you will automatically get an additional 25% added after the negotiation process on any bounty which the client wants a little roughed up. Also, your reputation precedes you in some social circles, giving you a circumstantial +2 bonus to your Intimidate skill checks in any surrounding that knows of your proclivities.

Hobbling Shot

Chasing down marks that are fleet of foot can be tiring and frustrating for a bounty hunter, so you have practiced the expert ability to slow down your target from afar. By making a well-aimed shot to the legs (or other movement source) of a target, you can severely impede its ability to flee with a drastically reduced chance of killing it outright.

Prerequisite: Point Blank Shot, Weapon Focus (any personal ranged).

Benefit: By taking a full round action to aim at a target, you can then attempt a Hobbling Shot with a -2 penalty to hit. If this shot hits, all damage done to the target after Damage Reduction is split in half (round up). Half of this damage is immediately applied to the target's Hit Points as normal. The other half is applied to the character's Speed. Speed damage is healed at the same rate as Hit Point damage, but must be healed *before* Hit Points.

Informant Network

You have begun to work your way into the web of intelligence sources called informants. Through whatever means you see fit, from doing friendly favours to paying bribes, you have gained access to informants that can feed you information on a variety of topics. While they are rarely perfect and are often more trouble than they are worth for the intelligence they deliver, informants are an essential part of many walks of life. Whether you are a criminal looking to get a leg up over your competition or the bounty hunter hired to catch him, the use of informants is widespread and seen as a cog in many, larger machines.

Prerequisite: Charisma 8+.

Special Prerequisite: Must have been in contact with a number of suitable informants and have done *something* to forge a relationship with some of them; it is up to the Games Master to decide if this feat is appropriate before a character can choose it

Benefit: Each time this feat is chosen the character earns two people on his Informant Network. The feat can be chosen any number of times, with each adding two more informants to the network.

When the character wants to tap some or all of his informants for information, he must first arrange to do some kind of favour for each one he plans to talk to. This is up to the character and Games Master to choose what is suitable, but it should never be any sort of task that takes longer than a few minutes or cost more than a few dozen credits. Once the informant(s) have been appeased, the player then rolls a d100.

While all the informants will have something to say in some capacity, each informant has only a 50% chance of giving the character information that is actually useful to him at the time. For every informant that does in fact have useful information, the character can then either add 1d3 to an Influence check (using the information for leverage perhaps) or 1d6 to any Intrigue (Gather Information), Investigation or Knowledge skill check. This must be decided immediately after the d100 is rolled, as the informant will give up the information at that time.

Each informant may only be called upon for information, successfully or not, once per week.

Law Dog

You have a knack for taking on the bounties where the target is a known criminal. You are well liked by many legal agency clients, and you enjoy putting their bad guys behind bars. Either from some internal instinct or moral urgency, you simply know how to survive against the criminal element and bring them in time and time again.

Prerequisite: Knowledge (law) 4 ranks.

Special Prerequisite: Must have successfully claimed at least one legal enforcement bounty.

Benefit: Whenever you are contracted for a legal enforcement bounty, you automatically receive a 25% raise in wages due to your impeccable reputation as an extension of the long arm of the law. Also, all to-hit rolls and skill checks made against the mark of your current legal enforcement contract are at a +2 bonus.

Master of the Game

You have such poise and precision in your negotiation skills that most clients do not even realise what all they have agreed to until long after they have signed it over to you. By steering away

from the bounty amount for part of a conversation, only to return to it with new numbers completely reorganised in your favour, you have a master's touch at 'playing the game' with a client. So long as you stay civil, suave and respectable in your conversation no matter what form of tone the client takes – you will come out on top.

Prerequisite: Diplomacy 6 ranks, Intrigue 4 ranks

Benefit: Whenever negotiating a contract deal for a bounty (or similar deal for non-bounty hunter characters), you will never take a loss on the primary amount offered at the beginning of the negotiations. Also, so long as you do not use your Intimidation skill during the process, you may add a number of additional amenities to a contract. You can add to the contract one of the following for each point of your Charisma score modifier:

- 5 A weapon of the character's choice (up to 2,000 credit value) delivered to the character in 1d6 days, kept no matter the outcome of the contract
- 5 An item of the character's choice (up to 2,000 credit value) delivered to the character in 1d6 days, kept no matter the outcome of the contract
- 5 Paid transport fees for the duration of the contract
- 5 An account of 10,000 credits a month for living expenses
- 5 10% safety kickback to be paid if contract is determined to be unsuccessful (max 10,000 credit payout)
- 5 +50% wage offered on next contract with same client

Each of the above can only be chosen once per contract. It should also be said that a client that feels like it has been taken advantage of too many times will likely stop hiring the character, or possibly even take more drastic measures.

Perfected Attitude

You are well-versed in the social aspects of the galaxy, and you are what could be called a 'social chameleon' in most of them. You know exactly what to say, how to stand and generally everything necessary to do *exactly* the right thing to the right people in order to get them to do what you need them to. In one instance you might need to speak slowly and calmly for dramatic effect, at other times you might have the Hands of Friendship extended to all the right people. No matter where you are, if you are given a few moments to watch the locals, you can be at home in conversations and social gatherings.



Talents of Bounty Hunting



Prerequisite: Notice 6 ranks, Charisma 13+.

Benefit: By taking 1d6 minutes to watch the people in an enclosed situation (barroom, senatorial meeting, and so on) you can adopt many of their mannerisms and social graces (or lack thereof in some cases) to your advantage. After studying them, you can then add +2 to all the following skills in that specific situation: Diplomacy, Intimidate, Intrigue, Sense Motive, Subterfuge and Telepathy.

Takedown Strike

You know how to best use your body in order to bring a fleeing foe down in a hurry, immobilising him with leverage and momentum. With what may look like a simply step and push you can topple the biggest of enemies with ease.

Prerequisite: Brawler or Martial Arts.

Benefit: Any successful unarmed attack in which you inflict nonlethal damage can be considered a grapple or trip attack, chosen AFTER the attack is rolled. This feat also grants a +3 to hit bonus on any unarmed attacks of opportunity.

NEW INFLUENCE : BOUNTY HUNTING

Description: The bounty hunting industry has grown to the point that there is an underlying flow of power between the HLN, hunters and clients at all times. So many governments and agencies have used bounty hunters in the past that many of them have at least one in their data-fax somewhere. It is a powerful tool for the bounty hunters to be so widely known in those circles, or to know who to call in times of need.



Obtained By: Bounty hunting, the HLN, legal and governmental agency contacts, clientele contacts.

Pressures: Any Legal; most Political.

There is actually only one Bounty Hunting Influence to be chosen by characters, but it can be used in two separate manners. The first is as a bounty hunter, which is the primary role of the Influence. The second is as a client, which is how normal people arrange for contracts and the like. When a character gains points in this Influence they do not need to specify which version they are choosing; only when they want to utilise it does the Games Master have to decide which table of use applies.

Any character wanting to set up an account on the Huntsmen's Listing Network must have at least one point on Bounty Hunting Influence in order to even open a Green Account. The rest of the HLN's account system is strictly monetary.

Bounty Hunting (Hunters)

Resources	DC
Obtaining legal information on specific culture; arranging for anonymous lodgings	10
Arranging for anonymous transport; getting luggage past checkpoint without being scanned or searched	12
Borrowing the use of another's Informants; obtaining a temporary false identicard; forcing a client to abandon a minor contract (10,000 credits or less)	15
Borrowing the use of another's Contacts and Informants; arranging for a target to be detained by hunter-friendly allies; having a target arrested on trumped-up charges (legal enforcers only)	20
Arrange for a legendary contract negotiation (1,000,000+ credits); acquire use of a <i>Trophy</i> -class Frigate; force a client to abandon an average contract (10,001-50,000 credits)	25
Gain use of the HLN's main page cue for personal advertisement or information cue for thirty-six hours; force a client to abandon a major contract (50,001+ credits)	30
Become involved with the HLN Administration personally	40

Bounty Hunting (Clients)

Resources	DC
List a minor contract (10,000 credits or less); meet with a freelance bounty hunter	10
Arrange for Bounty Hunting Firm negotiations; advertise freelance bounty openly on HLN; change a contract after it has been listed (but before it has been accepted)	12
List an average contract (10,001 – 50,000 credits); increase status of advertisement on HLN for one month; see a specific bounty hunter's dossier	15
List a major contract (50,001+ credits); discover what other client contracts are doing	20
Change a contract after it has been listed and accepted through sway with HLN; force a bounty hunter to accept a contract of your choosing; convince another client (commercial or private) to list a contract of your making	25
Convince another client (legal or political) to list a contract of your making; force any Bounty Hunting Firm to accept a contract of your choosing	30
Become involved with the HLN Administration personally	40

NEW PRESTIGE CLASSES

Bounty hunters have a tendency to specialise the ways they do their work as they get better at it, slowly falling into specific patterns. Some see this prized benefit and quickly focus their attentions to making themselves even better. This is an evolution of career and character, which each bounty hunter must choose to undertake or avoid at some point in their lives.

The following three prestige classes are designed for bounty hunting characters. Each class has its own specific niche to fill, but it could be interesting to try and use their unique abilities in different ways. As always, it is up to the Games Master to decide if they are right for their individual campaign.

<<THE FOLLOWING IS A TRANSMISSION FROM THE HUNTSMEN'S LISTING NETWORK>>

Mister Dupre';

As we understand it you have been unsuccessful in obtaining the infamous 'Writings of Morgha' that our competitor recently contracted you to acquire. Your former employer, our competitor, foolishly tied your hands by forcing: 'no violent action be taken against security and staff.' Such a clause is preposterous and my firm will pay you half again for the same job without such restrictions.

We are not asking for carnage, merely for the writings. We have already arranged all of the details and you will find that the HLN already has you on record as accepting this once in a lifetime chance to redeem your reputation in this industry.

Thank you for your patience, and we cannot wait to see you within seventy-five hours with the target.

Proxima Historic Institute of Collegiate Learning.

clients will make an attempt to put the bounty hunter on retainer – as their own personal employee. Should the hunter agree and sign on as a direct extension of the company, his role becomes far more involved. He becomes what is known as a Corporate Headhunter.

Corporate Headhunters are single-client bounty hunters used to fill the contracts of their chosen company, earning a constant salary instead of happenstance bounties. Having a bit more direct influence over the bounty hunter gives the company more leeway to grant more involved targets to the hunter, and much of his time could be wholly consumed by these 'contracts.' This means fewer freelance contracts and longer stretches on the same target, but the constant pay and added benefits more than make up for it.

A good Corporate Headhunter might need to travel across the galaxy twice to make employment offers to the employees of a competitor, retrieve important data from contacts stuck in dangerous situations, or even eliminate the competition first hand. It depends on the company and the individual bounty hunter, but such a relationship is always a profitable one for both parties – so long as the Headhunter remains loyal and the company continues to trust his work, that is.

Additional Hit Points: 2.

Requirements

To qualify to become a Corporate Headhunter (CrH), a character must fulfil all the following criteria:

Skills: Diplomacy 5 ranks, Bluff 5 ranks, Intrigue 5 ranks, Knowledge (bounty hunting) 5 ranks.

Influence: Bounty Hunting Influence 10, Any Economic or Business Influence 5.

Special Requirements: The character must have completed three or more contracts successfully with the same corporate client. Should the character ever get fired or quit employment with the given company all benefits of this prestige class cease, and the character cannot increase his level in this class until he is hired again by another (or the same) company.

THE CORPORATE HEADHUNTER

Bounty hunters who stay active enough in the industry quickly realise that some of the best paying contracts are the ones that stem from the megacorporations and galaxy-spanning conglomerates. After a while, these hunters might fall into a pattern of dealing with these companies over and over again, making specific contacts within a given client.

The hunter and the contact become close and the relationship becomes more and more constant. Eventually some corporate

Class Skills

The Corporate Headhunter's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis), Subterfuge (Dex) and Technical (surveillance) (Int).

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: A Corporate Headhunter's Bounty Hunting Influence and one Economic or Business Influence increase by +2 each level. He may also increase any one other Influence by +1.

Talents of Bounty Hunting



Class Features

All of the following are class features of the Corporate Headhunter prestige class:

Weapon Proficiency: A Corporate Headhunter is proficient with all close combat and pistol weapons.

Expenses Paid: At 1st level, as soon as the Corporate Headhunter signs the extended employment with the company, he is given an expense account to cover the normal day to day costs of his career. This includes rent, transportation fees, HLN account dues and any medical bills that might occur. This account should rarely exceed 10,000 credits a month without corporate permission, unless the character wants to possibly lose access to it for a limited time as a punishment.

Salary (I, II and III): The Corporate Headhunter no longer has to negotiate contract fees or the like for the work he does with his chosen company. Beginning at 1st level the character earns his total Class Level multiplied by 500 credits monthly as a salary. At 3rd and 5th levels this multiplier goes to 1,000 and 2,000 credits respectively. This money is automatically deposited into the banking system of the character's choosing, but most use the HLN's banking for the sake of simplicity.

All Access Pass: Once proven to be a worthwhile employee, the Corporate Headhunter gains the respect and trust of his employers. At 2nd level the character is given superior security

clearance and can go anywhere and act freely within his company's facilities. Not only does this give the character a massive amount of freedom to work unabated on corporate matters, but it also allows him to add an additional 1d6 to any Influence checks made concerning the company.

Voice of the Company: When a Corporate Headhunter is out in the galaxy undertaking whatever deed the company needs him to, he must assume the role as an extension of the company itself. Starting at 3rd level, his decisions are the company's decisions and they are expected to back his plays. With this class feature the character can make claims and statements, and most listeners will believe what he says to a certain degree (even if the character knows it to be false). This translates to a +5 bonus to Bluff, Diplomacy and Intimidate skill checks whenever speaking on a professional level.

For example, Yuri is a Corporate Headhunter working for Auricon Arms. He is out on the Rim trying to convince a group of thugs to let him in to take possession of his quarry – a physicist his company needs for the lab. After explaining who he is and who he works for he quickly promises to have an entire crate of the new 'stealth line PPGs' he just made up shipped out to them in exchange for the doctor. He adds in his +5 bonus to his Bluff check and scores a massive 32! The thugs begin to celebrate unknowing of being duped, clanking glasses together as Yuri flies off with the doctor in tow.



The Corporate Headhunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+1	+2	+0	+0	Expenses Paid, Salary I
2 nd	+0	+1	+3	+0	+1	All Access Pass
3 rd	+1	+2	+3	+1	+1	Voice of the Company, Salary II
4 th	+1	+2	+4	+1	+2	Whatever You Need
5 th	+2	+3	+4	+1	+3	Indispensable Employee, Salary III

Whatever You Need: As the Corporate Headhunter becomes a powerful tool in the ranks of the company, he is given complete access to requisition funds and corporate supplies. At 4th level the character can make supply requests to the home offices of his company via StellarCom, having what they need at any given time shipped to them as fast as possible. By sending the request, the character must roll a d100. There is a 50% chance for any given item (percentage can be adjusted for company or circumstance) to be delivered by the company for the character's use. Deliveries vary wildly depending on nearest facility and location of the character, but typically things can be delivered within 2d6 days. These items are on loan, and should automatically be returned as soon as the character returns to a company facility. There is no real limit to what a character could request, as long as it is well within the corporations resources to provide it, but Games Masters should be wary of any abuses of this class feature – which could result in corporate reprimands or suspension of other abilities.

Indispensable Employee: Once a Corporate Headhunter has been involved in a company long enough his face and name begin to resonate in social and gossip circles of the various employees. When combined with the massive amount of corporate secrets and privileged information the character has access to, he is as much a danger to the company as their competitors – if they cannot appease him. At 5th level the character is so ingrained in the company structure that they would be foolish to let him go. His job is fully secured and he can do or say nearly anything, and will still get what he wants. Any dice rolled for Influence checks involving the company are doubled, and the percentage of success for the *Whatever You Need* class feature is increased to 75%. The company will be ultimately forgiving on nearly anything, as eliminating the employment contract between the company and the Corporate Headhunter would be a more dangerous affair than simply keeping him on and ignoring him.

On a final note, just because a company cannot fire the character does not mean they will not try to have him terminated in a more permanent sense.

or-alive contracts leave this sort of window open on purpose, and some hunters prefer to take them just in case a problem occurs. After all, it is better to be paid less for a stray shot than not get paid at all. Most bounty hunters are professional acquirers, looking to do their business with as little conflict and bloodshed as possible.

It takes a special breed of bounty hunter to evolve his career path from simple man hunting to actively taking on the mantle of hired assassin. To calmly accept the responsibility to end the lives of their targets repeatedly, staying cool and professional the entire time is something that most sentient beings just cannot fathom. Unlike a hired thug or mercenary, who might undertake a hit with the gusto of a herd of stampeding rhuks on a Nakaleen savannah, a Hitman has the wishes of his employer to consider. Whether it is requested to be quick and painless or loud and excruciating, a professional Hitman follows the orders of his contract to the best of his ability.

Being a Hitman means being a contracted killer. In the vast majority of civilisations throughout the galaxy, this is a highly illegal practice and will likely put the Hitman at odds with the local authorities. It also tends to mean that criminal organisations will become the primary clientele of the character. This does not mean that 'normal' clients will never arrange for hits, or that the Hitman cannot undertake normal bounties from time to time. It merely means that he is far better suited to make sure the only locks a target comes back with are on his cargo coffin.

Additional Hit Points: 3.



THE HITMAN

Bounty hunters who participate long enough at tracking and capturing sentient targets will likely have the occasional accident where the target is killed. Dead-

Talents of Bounty Hunting



The Hitman

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+1	+1	+2	+1	+1	Target Mastery (+1), Research Dossier
2 nd	+2	+1	+3	+1	+2	Modus Operandi
3 rd	+3	+1	+3	+1	+2	Sneak Attack (+1d6)
4 th	+4	+2	+4	+2	+3	Silent Killer, Target Mastery (+2)
5 th	+5	+2	+4	+2	+4	Cold Blooded
6 th	+6/+1	+3	+5	+2	+4	Adaptable
7 th	+7/+2	+3	+5	+3	+5	Target Mastery (+3)
8 th	+8/+3	+3	+6	+3	+6	Unshakable, Sneak Attack (+1d6)
9 th	+9/+4	+4	+6	+3	+6	Heart of Stone
10 th	+10/+5	+4	+7	+4	+7	Perfect Opportunity, Target Mastery (+4)

Requirements

To qualify to become a Hitman (Htm), a character must fulfil all the following criteria:

Skills: Bluff four ranks, Notice 6 ranks, Stealth 6 ranks.

Influence: Bounty Hunting Influence 10, Any Criminal Influence 10.

Special Requirements: The character must have completed five or more contracts by killing the target.

Class Skills

The Hitman's class skills (and the key ability for each skill) are Acrobatics (Dex), Athletics (Str), Bluff (Cha), Computer Use (Int), Concentration (Con), Intimidate (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any), Medical (Int), Notice (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (any).

Skill Points At Each Level: 4 + Int modifier.

Additional Influence: A Hitman's Bounty Hunting Influence and one Criminal Influence increase by +2 each level. He may also increase any one other Influence by +1.

Class Features

All of the following are class features of the Hitman prestige class:

Weapon Proficiency: A Hitman is proficient with all close combat, grenade, heavy, pistol and rifle weapons.

Target Mastery (+X): At 1st level, and every three levels thereafter, the Hitman becomes better at watching exactly how his contracted target moves. By studying the target, the character can greatly increase his chances of inflicting damaging attacks upon him by planning on certain reactions and movements that an untrained eye would never catch. After watching a target for

1d6 hours (either in person or on video capture), the Hitman can add the number listed next to the class feature to all to hit and damage rolls against that target.

Research Dossier: Unlike a simple attack placed on a target, a Hitman requires a full dossier of information concerning the target of the hit. At 1st level the character can demand a disclosed packet of tac-data on the target (as much as the client can arrange) to be handed over before the contract is acted upon. The sorts of random information that can be found in these dossiers are quite helpful to the trained researcher that every Hitman should try to be. If a Hitman asks for a dossier, it will add +1d3 to any Intrigue or Investigation skill checks made in concern with the dossier's target.

Modus Operandi: Hitmen tend to be sticklers on how they work, and they generally become accustomed to one specific way of dispatching their marks. From 2nd level on, unless the client requests something specific, the Hitman will tend to use one specific weapon or implement to kill his targets. The character must choose a weapon as his Modus Operandi, with which he will be considered to have both the Weapon Focus and Weapon Specialisation feats. If the character already has one or both of these feats with the chosen weapon, the effects do *not* stack.

Sneak Attack (+XdX): Hitmen work best when unseen or unexpected, and at 3rd and 8th levels the characters exemplify this by gaining the Sneak Attack class feature. This ability only works when a Hitman attacks another character with close combat or personal ranged attacks. It will not work with grenade attacks or any attack inflicting nonlethal damage. The target character must be flat-footed, flanked or helpless for the sneak attack to work. If the nominated attack is successful, the Hitman deals an extra 1d6 points of damage (increased by another 1d6 at 8th level).

Sneak attacks will not affect creatures immune to critical hits. If a creature has the base damage from the attack reduced to 0 through Damage Reduction, armour or other means, then they will not suffer the sneak attack damage. If the Hitman makes more than one attack in a turn (through the full attack action

or firing a weapon more than once), then the sneak attack will only apply to the first attack. Sneak attack is an Opportunism effect and is not multiplied with a critical hit. A Hitman's sneak attack will stack with sneak attack damage gained from other feats and class features.

Silent Killer: The Hitman often must work in complete silence, knowing that even a single loud noise or scream would send security forces or bodyguards running his way. The best marks taken are the ones that go without a single soul knowing what was going on. While it could mean slowly eliminating everyone within earshot or causing a massive distraction elsewhere, a good Hitman can rely on his own stealth to get him by. As of 4th level, the character can add +3 to all Stealth skill checks for moving, climbing or other locomotion.

Also, when making any attack at a target with a close combat or unarmed attack, the Hitman can make a DC 15 Stealth skill check to avoid him or the target making any undue noise. In the case of a target that does not perish in the attack, the character will likely need to silence the target with a hand or other implement. Games Masters should decide whether or not such actions will keep a target quiet enough to qualify for additional Stealth checks, or if the noise is just too much to contain.

Cold Blooded: A Hitman kills for a living, plain and simple. In order to make a decent living this may mean a lot of targets will breathe their last breath due to his actions. This can have a heavy toll on the weak-willed or overly moral. Hitmen who succeed in the career choice have a way of tuning out such warm emotional responses when 'working' by shutting down the unwanted feelings and drowning them in cold, calculated efficiency. At 5th level the character adds a +3 bonus to Intimidate and Sense Motive skill checks, Will saves and any roll to avoid fear or emotional responses.

Adaptable: Anyone who goes out into the galaxy with a plan knows that those plans rarely survive the first encounter with anyone else but themselves. A Hitman must be prepared to alter his focus and planning in a hurry if his well-oiled scheme begins to come crashing down around him. By 6th level the Hitman has filled his head with alternate situational defences and solutions to problems that were only theoretical at that point. Once per day, should the Hitman wish to do so, he may switch the chosen weapon of his *Modus Operandi* class feature, as well as any weapon-related feats he may have dedicated to any weapon of his choosing. Use of this class feature is instantaneous, chosen at the beginning of any given combat round. It lasts for one round per class level the character has in Hitman.

Unshakable: A good Hitman knows that he must accomplish his task at hand no matter his surroundings or circumstance, and by the time he has reached 8th level he has a decent mastery over this. At the beginning of any round in which the character wishes to call upon this ability, the Hitman must make a DC 20 Concentration skill check. If successful, the character can ignore any penalties to his attack rolls from environmental, situational or damage-based sources.



For example, Alice was surprised by two professional security agents waiting for her after she finished her mark in the bedroom of a high-priced Centauri townhouse. The townhouse has piercing alarm sirens and flashing beacon strobes throughout the hallway. Combined with the constant suppression PPG fire from the agents, she would be at a total -5 penalty to her attack rolls should she try to deal with the agents the old fashioned way. Taking a deep breath and clearing her mind of outside thoughts, she rolls a 19 on her Concentration check and leaps into the hallway with her pistols blazing. Without the penalties levied against her, she drops the two agents in short order and continues on her way.

If the Concentration check is failed by more than five the Hitman has spent too long trying to push the stimuli out of his head, can only take a five foot movement this round and may not attack.

Heart of Stone: By the time a Hitman has reached 9th level he can become a machine of cold responses when necessary. By flipping an internal 'emotion switch,' the Hitman can seemingly feel nothing while performing the most horrifying acts imaginable. It is all just a job to him, and no amount of screaming and blood will change that fact. At 9th level the character adds a further +2 bonus (for a total of +5 from this prestige class) to Intimidate and Sense Motive skill checks. However, the character is considered to pass any and all Will saves and any roll to avoid fear or emotional responses for any reason. This cold calculation also tends to baffle telepathic contact, adding +3 DC to any telepathic ability being attempted on the Hitman.

Perfect Opportunity: Very few Hitmen survive long enough in the industry to become true masters of the grisly art, but those who do are like a fine Brakiri wine or a Centauri Opera – capable of true masterpiece. At 10th level the Hitman is one of these death artists and can administer a quick and unexpected kill to the toughest of opponents. At the beginning of any round in which the Hitman attacks a living target, there is a 10% chance that all attacks for the round will be considered automatic Critical Threats. These threats will still need to be confirmed with a second d20 attack roll to be made into Critical Hits, but the initial threat is automatic. In addition, for every round (or minute if outside a



combat situation) that the Hitman takes no action other than to keep the target in line of sight, that percentage increases by 10%. So, at the end of nine rounds (minutes) the Hitman has a 100% chance that this round's attacks will be made with Perfect Opportunity and be considered Critical Threats.

THE INTEL LIAISON

Researching a target before venturing out to collect the bounty upon it is part of any good bounty hunter's normal routine. Many find this to be a tedious and painstaking time, ploughing their way through in as short an order as possible. There are, however, a select few that excel at this portion of the career – and are entirely too good at it. These are called Intel Liaisons. Masters of gathering information in a combination of ways, these hunters sometimes spend three or four more times the man-hours packing a tac-data dossier with all sorts of facts about the target. Once happy with their findings they can methodically go out and use the information to bring in their bounty with little trouble. They treat their contacts and informants well, and have extensive intelligence gathering networks that would make some governmental spies green with envy.

An Intel Liaison uses his formidable research skills and henchmen to become a pinnacle of the bounty hunting industry, with other hunters occasionally borrowing his services to tell them what he might know. To an Intel Liaison a few hours of surveillance is far more effective than any PPG or needler. By knowing a target better than he may even know himself, this style of bounty hunter can effectively predict what the target might do in any given situation – making the Intel Liaison a nearly infallible ambush predator.

Additional Hit Points: 2.

Requirements

To qualify to become an Intel Liaison (InL), a character must fulfil all the following criteria:

Skills: Computer Use 4 ranks, Investigate 6 ranks, Knowledge (specific target*) 6 total ranks.

Feats: Contacts, Informant Network.

Influence: Any Social Influence 10.

* the character can have multiple versions of this same skill, so long as his total ranks in all versions equal six or higher.

Class Skills

The Intel Liaison's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Intrigue (Cha), Investigate (Int), Knowledge (any) (Int), Linguistics (Int), Notice (Wis), Sense Motive (Wis), Stealth (Dex), Subterfuge (Dex) and Technical (surveillance).

Skill Points At Each Level: 6 + Int modifier

Additional Influence: An Intel Liaison's Social Influence increases by +2 each level. He may also increase any two other Influences by +1.

Class Features

All of the following are class features of the Intel Liaison prestige class:

Weapon Proficiency: An Intel Liaison is proficient with all close combat and pistol weapons.

Data Accessibility: At 1st level the Intel Liaison has already proven his ability to find information in unlikely files and unexpected places. With just a few minutes to think about the target's lifestyle and any other information the hunter has at the time, he can map a route in research materials to the important intelligence he will need. Intel Liaisons are automatically considered to have the Data Access feat at all times (ignoring pre-requisites), but also work with the Investigation skill.

Social Networking: An Intel Liaison must have a wide variety and number of informants and contacts to draw information from. At 1st level, the character has learned how best to cement relationships not only with his own contacts, but also between the members of his network. By creating a much tighter web of information gatherers in his network he allows for them to work together in order to bring him better and more reliable



The Intel Liaison

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Defence Bonus	Class Features
1 st	+0	+0	+2	+1	+0	Data Accessibility, Social Networking
2 nd	+1	+1	+3	+1	+1	Compile Dossier, Target Mastery (+1)
3 rd	+1	+2	+3	+2	+1	Know The Target
4 th	+2	+2	+4	+2	+2	Eidetic Research
5 th	+2	+2	+4	+3	+3	Web of Information, Target Mastery (+2)

information. Anytime an Intel Liaison character chooses the Informant Network feat, the feat is gained twice. The informants chosen by this extra feat **MUST** be related to the bounty hunting industry. Also, the chance an informant will deliver helpful information is raised to 75%.

Compile Dossier: An Intel Liaison should be able to put together an impressive array of facts, personal data and related information into a well produced tac-data dossier that he can later reference if necessary. At 2nd level the character can compile a useful fact dossier on any one individual. The creation of the dossier requires a number of days of study equal to the target's total ranks in Stealth and Subterfuge, and a DC 15 Investigation check on behalf of the Intel Liaison. If successful the dossier will be contained on a single data crystal that can be used to study the target later. The sorts of random information that can be found in these dossiers are quite helpful to a trained researcher. If a character (not just the Intel Liaison) has a chance to go over the dossier, it will add +1d3 to any Intrigue or Investigation skill checks that character makes in concern with the dossier's target.

Target Mastery (+X): At 2nd level, and every three levels thereafter, the Intel Liaison becomes better at knowing his contracted target's weaknesses by how he moves. By studying the target, the character can greatly increase his chances to inflict damaging attacks upon him by planning on certain reactions and movements that an untrained eye would never catch. After watching a target for 1d6 hours (either in person or on video capture), the Intel Liaison can add the number listed next to the class feature to all to hit and damage rolls against that target.

Know the Target: By 3rd level the Intel Liaison is accustomed to immersing himself into the very world of his target, knowing exactly what the target will do or where he will go if put into a specific situation. Whether it is a reaction to a change in weather or to a random StellarCom wrong number, the character can predict what his target will do from the sheer amount of information he has the capacity to gather. Any target that qualifies for the *Compile Dossier* class feature immediately qualifies for this one as well. With *Know the Target* the Intel

Liaison can re-roll any skill checks or attack rolls made toward a qualifying target. This class feature can be used a number of times equal to the character's Intelligence score modifier per day.

Eidetic Research: A long enough time of immersing himself in the world of data and information can fill an Intel Liaison's head with so many random facts that there will eventually form a veritable library inside his head. By the time the character has reached 4th level he has committed so much information to memory that there is no telling what minor fact or point of order he could possibly recite if given a moment to think about it. From this point forward the character gains a +5 modifier on any existing Knowledge skill he already has. Also, if the Intel Liaison takes 1d6 minutes to think about a subject he can roll a skill check on any Knowledge subject as if he had five ranks in it! This represents a random fact or bit of information the character might have touched on in his earlier studies, and is just now remembering.

Web of Information: Intel Liaisons that master the process of intelligence gathering will often find that their network of sources has become so intertwined that simply asking one of his contacts for help will earn him the combined help of all of them! At 5th level the character may choose to tap any or all of his contacts and informants for information (see the *Informant Network* feat earlier in this chapter) by doing the favour required for only one of them. As a side benefit, the information is granted more often and what is gained is far more reliable. The chance an Informant will deliver helpful information is raised to 95%, with all effects of the Informants' bonuses being doubled.



Talents of Bounty Hunting

BEST OF THE BEST

‘Some people are just too damn good. You’re lookin’ at one of them, punk.’

- Famous catch phrase from the syndicated Aiden Payne: Bounty Hunter vid series of Earth

The following is a short collection of several well-known members of the bounty hunting industry. Each character is ready to be played or used by Games Masters as they stand, or could be altered according to each campaign’s needs. After each

character is a quick pair of plot hooks Games Masters could use to bring these characters into their individual games – one as a potential ally and the other in an opposing role.

These characters are intended to be used by a Games Master to provide opponents, allies or plot hooks. They should not be used as common cannon fodder, but instead offer the opportunity of repeated appearances in a campaign. A famous bounty hunter makes an excellent opponent or enemy, and can often exit the campaign to come back to haunt the player characters at a later date.

The nature of the individual’s relationship with a party can change over the course of time as well, a rival bounty hunter could find information on a major bounty but require some help from a competent group in order to collect it. After such collaboration the relationship might even change to one of friendship or might go back to the former hostility.



Reban Mot, Owner of The Trophy Case of Praxis IX

‘Leave your contracts at the door please; you can collect on them later.’

5th Level Brakiri Trader (specialised Acquisitions Agent)

Hit Points: 13

Initiative: +2 (+2 Dex)

Speed: 30 ft.

DV: 15 (+3 class, +2 Dex)

Attacks: +3 melee or +5 ranged

Special Qualities: Darkvision 60 ft., Investment (*The Trophy Case*)

Saves: Fort +3, Ref +3, Will +5

Abilities: Str 10, Dex 15, Con 14, Int 14, Wis 12, Cha 16

Skills: Appraise +8, Bluff +11, Diplomacy +5, Intrigue +9 (+14 gather information), Investigate +6, Knowledge (bounty hunting) +8, Knowledge (local) +8, Linguistics +6, Profession (blue collar) +5, Sense Motive +8, Subterfuge +6

Feats: Contact, Dodge, Fluency (Drazi), Informant Network

Influence: Bounty Hunting 5, Brakiri Economic 6, Praxis IX Criminal 8, Praxis IX Economic 6

Standard Equipment: Auricon-7 PPG, Datapad

Reban Mot inherited his father's businesses on Brakos at the age of nineteen. He was never a fantastic businessman, much to the chagrin of his remaining parent, and quickly squandered all of the assets his family had set up for him over the past six generations. Debtors are not treated well in Brakiri society, and soon Reban packed up what little he had left and headed toward the edge of League territory where with luck he would find adventure and excitement. What he found was Praxis IX.

After having been dropped off by a kindly Spacer's Guild trader, Reban fought bitterly for employment and places to stay. It was a hard two years of living between half-cocked schemes and illegal cons. During that time he did things that would make a normal Brakiri weep, but he knew the alternative was death – so he persevered. He held out long enough for opportunity to finally strike.

One evening he was drinking away a hard day at the recycler in a little tavern called *The Trophy Case*, when five armed thugs came in and started a ruckus. The bartender (and owner) was shot and killed almost instantly when he refused to serve the louts free drinks, and things looked as though they were about to get really ugly. Reban finished his drink loudly and slammed his glass on the bar, hopping up and over the counter in a swift leap. Without so much as looking in the thugs' direction, knowing the PPGs that were likely levelled at him, he tied the spare apron around his waist. When he finally got the guts to look up, he smiled as genuinely as he could and asked, 'who wants what?'



In that very tense moment Reban became the de facto owner of *The Trophy Case* and has remained so for nine years. Picking up a little of the industry here and there from his patrons, Reban is a fantastic source of information and mediocre booze at top-shelf prices.

Roleplaying with Reban

Reban Mot is a smarmy and shrewd businessman who enjoys watching the comings and goings of his patrons from behind the bar, taking note of which ones he believes are hunters and which ones are just common pub crawlers. He acts as if he forgets the faces of the hunters that come to his counter, only to 'remember' them when they regale him with stories of their conquests. After all, he is well aware that hunters rarely get to jaw on about their successes. If listening is good for tips, he is always happy to oblige.

Reban is a wiry Brakiri with very pronounced facial creases and swollen head-lumps, rather unattractive even for his species. He almost always wears gaudy jewellery and rings which clank and jingle as he makes wide and flamboyant gestures with his hands as he tells his long-winded anecdotes and dirty jokes. Even though it is well known that he is a supporter of many illegal activities on Praxis IX, he disallows them in his bar – on pain of him calling in his twin Praxisian bouncers.

Plot Hooks

- 5 Reban does not take well to having his patrons skip out on their tabs, even if they are famous members of some local criminal organisation. He will pay Player Characters a portion of the tab and give them free drinks for a month if they can track down a dashing diner and bring him back. What the characters are not aware of is that Reban is being paid by a visiting manhunter to track down that patron for him, and that the target is a very dangerous murderer wanted in five League systems!
- 5 The Player Characters get caught in the middle of an unexpected firefight just outside *The Trophy Case*, it bleeds into the establishment, and several patrons are hurt if not killed. Reban demands that the Player Characters repay all of the damages, and make up his lost revenue somehow or he will personally make the rest of their stay on Praxis IX as painful as possible.

Oohlanna Aquilasci, Freelance Finder

**‘The galaxy is only so big.
I will find it, no worries.’**

6th Level Abbai Lurker (specialised Finder)

Hit Points: 16

Initiative: -1 (+1 Dex, -2 Abbai)

Speed: 30 ft. (40 ft. swim)

DV: 14 (+3 class, +1 Dex)

Attacks: +3 melee or +5 ranged

Special Qualities: Aquatic, +1 DV when defensive, Survivor's Luck 1/day

Saves: Fort +6, Ref +3, Will +6

Abilities: Str 8, Dex 12, Con 12, Int 15, Wis 18, Cha 13

Skills: Appraise +8, Athletics +6 (+14 when swimming), Bluff +6, Computer Use +8, Intrigue +8 (+14 gather information), Investigate +10, Knowledge (Babylon 5) +14, Knowledge (bounty hunting) +6, Notice +8, Stealth +11, Subterfuge +6

Feats: Data Access, Informant Network x2, Skill Focus (Notice), Skill Focus (Stealth)

Influence: Bounty Hunting 8, Abbai Social 6, Babylon 5, Economic 5

Standard Equipment: Aeroject Pistol w/ Takedown 9, Shock stick

Once a member of Ambassador Kalika's esteemed investigation staff, Oohlanna had a major nervous breakdown in 2258 when the infamous Dilgar war criminal 'Deathwalker' appeared. Oohlanna's entire family was killed by the criminal's activities during the Dilgar War, and seeing the beast again sent the poor woman into a downward spiral that cost her her lover, her job... her entire life. She ended up in Downbelow, making ends meet by doing odd jobs here and there. It took months to get her mind back to full coherency, and even then she had forgotten most of her old self.

Over the next year or so she began to find herself again, falling back into her old investigator role by helping her fellow lurkers find objects they had lost or that were stolen from them. Oohlanna was eventually contacted by a visiting bounty hunter who needed a local informant to help him locate a bauble in the depths of Brown Sector. Doing one better, Oohlanna chose instead to simply get the item for him. Very pleased with the would-be informant, the hunter – a mister Colin Archer to be specific – paid to get her back on her feet and even opened an account for her on the HLN. So began her business as a finder.

Ever since she has done rather well for herself, working for the downtrodden and impoverished for far less than a normal wage just to be helpful. She works solely on Babylon 5, and enjoys a fantastic rapport with Zack Allen, whom she believes will be 'truly great someday.' Her skills are widely known in Downbelow, and whenever something goes missing in the bowels of the gigantic station Oohlanna is often the first name on the list to be called in for the job.



Roleplaying with Oohlanna

Oohlanna is a kindly Abbai woman in her middle years, with a very short dorsal fin-ridge. She is remarkably attractive for her species, and has enjoyed many suitors trying to steer her back to the Matriarchate. She tries to wear modest clothing and rarely adorns herself with anything but the most essential accessories even when out in the fancier parts of the station.

She is soft spoken and enjoys mirth about her that hides the six months of pain and anguish that she suffered under flashbacks of Dilgar cruelty. She wears an excellent mask of her true fears, immersing herself in the job at hand until she is exhausted each and every day. Her hard work is indicative of her people, but there is something more involved in why she spends so much time thinking about the wants of others – it takes her mind off of her own wants and needs.

Plot Hooks

- 5 Oohlanna is on the hunt for a specific piece of antiquity for a very wealthy museum collector, but has just recently discovered that it hails from the now extinct Dilgar Imperium. Not wanting to give up on the contract, but also not wanting to risk a relapse of her true fears, she asks the Player Characters to help her. Whether or not they try to take the bounty for themselves or actually help out the good-hearted woman is up to them, but Oohlanna has many friends in Downbelow who are not as nice as she tends to be...
- 5 The Player Characters have recently acquired a very interesting piece of art that was almost literally pushed upon them for very little or no real cost. All appraisals agree that it is worth a great deal, and now they have to decide what to do with it. Little do they know, the art was stolen and Oohlanna has been sent to reclaim it for the true owner. When she comes for it, what will the players do? Hand it over free of charge? Demand a finder's fee? Or something more drastic, perhaps?

Quix po Erska, Badge for Hire

‘This can go down one of two ways – hard, or very hard.’

6th Level Hurr Soldier (specialised Legal Enforcer)

Hit Points: 25

Initiative: +7 (+1 Dex, +2 Hurr, +4 Improved Initiative)

Speed: 30 ft.

DV: 15 (+4 class, +1 Dex)

Attacks: +9/+4 combat or +7/+2 ranged

Special Qualities: Co-ordinated Unit +2

Saves: Fort +8, Ref +3, Will +1

Abilities: Str 16, Dex 13, Con 16, Int 12, Wis 8, Cha 12

Skills: Acrobatics +6, Athletics +6, Bluff +4, Computer Use +5, Intimidate +8, Intrigue +4, Investigate +5, Knowledge (law) +6, Knowledge (tactics) +4, Sense Motive +8, Stealth +5, Technical (surveillance) +5

Feats: Brawler, Data Access (only usable on contract), Hobbling Shot, Improved Initiative, Informant Network, Law Dog, Point Blank Shot, Weapon Focus (G-11)

Influence: Bounty Hunting 8, Hurr Republic Political 7, Drazi Freehold 4, Hurr Criminal 4

Standard Equipment: G-11 Gauss-gravitic impeller, Snap baton, Ablis III Armoured Underliner, Datapad, DNA Sampler, two pairs of Seda-cuffs

Quix po Erska began his bounty hunting career while he was serving as military police on Androma, where he would accept bribes from higher ups on the legal ladder in order to put their cases ahead of others when he was out serving warrants. After a particularly ugly arrest in which the fugitive was killed ‘accidentally,’ Quix was given an honourable discharge and sent on his way. When his severance pension ran out, he turned to selling himself out as a bodyguard to an assortment of less than reputable types. It was in these unsavoury circles that he learned about the prices on many of their heads – so he made a few calls and started collecting bounties.

Working primarily out of the borders between Hurr and Drazi space, Quix enjoys his role as the primary freelance legal enforcer out of the Hurr Republic. He is never without work due to the many treaties between his government and many of the League worlds, and he constantly longs to stop and use much of the small fortune he has collected over the years. He tries to live well and pleasurably whenever he can, but he is rarely ‘off the clock’ long enough to enjoy the finer things in life.

Quix still keeps several of his old criminal buddies on the payroll, stopping in to gather information from them in exchange for focussing his efforts on their competition. It is a dangerous game he plays, as his friends could make a fortune by auctioning off the Republic’s leading law dog. Then again they are well aware that he could turn on them as well, collecting on the half



a dozen bounties placed amidst their ranks. Quix knows he will eventually have to deal with them, but for now he makes the most out of their tenuous relationship.

Roleplaying with Quix

Quix, like most Hurr, is a gruff conversationalist who tells it how it is and expects others to simply understand. He grew up solving most problems with his fists, and has many of the scars to prove it. When Quix claims something to be so, he is more than willing to give anyone a hook across the chin to back up his statement if they disagree. He is not necessarily mean or cruel, it is just his people’s way to use violence to prove a point...and he is a traditionalist in that fashion.

Quix is tall and thick-shouldered, with arms and fists to match. He keeps his head clean-shaven, and bears a single script tattoo on the side of his head that reads ‘judgment’ in the old Hurr runes. Not wholly unattractive as an example of his species, he has spent a large sum incorporating the new trends in fashionable suits into his enforcer uniform in order to keep up with the trend in the industry. When clean and standing at attention Quix looks and acts like the soldier he once was, but in the field he tends to be far more utilitarian.

Plot Hooks

- 5** Quix is on the hunt for a major Grome art thief, and has managed to get himself into an area of the colony or installation that is dominated by languages he cannot speak. His personal translator is in the shop for repairs, and he is running short on time and patience. Finding the Player Characters, he offers them a sum of money to help him find this scumbag – unknowing that the Grome was stealing the art for a local crime boss and his violence-prone lackeys.
- 5** After an eventful game of Llortian Ovals at the local casino in which the players did very well, they recount their winnings. Amongst the myriad coin and note there is an ownership ticket to a safety locker on the station – which contains a pile of stolen loot! The loot is laden with several of Quix’s tracking devices, and he is currently being paid to obtain it *all* as evidence and bring in anyone who is in possession of it for questioning and possible arrest. Too bad Quix has never been one for excuses...



Uk'ak'lopp, Field Librarian of Research

'This is fascinating...I want to know more.'

4th Level Pak'ma'ra Scientist/4th level Intel Liaison

Hit Points: 16

Initiative: -1 (-1 Dex)

Speed: 20 ft.

DV: 13 (+4 class, -1 Dex)

Attacks: +4 melee or +3 ranged

Special Qualities: Immunity to Disease/Poisons, Mental Agility, Primary Area of Study: Technical (surveillance), Peripheral Studies: Linguistics, Knowledge (history), Alien Technology Familiarity, Data Accessibility, Social Networking, Compile Dossier, Target Mastery (+1), Know the Target, Eidetic Research

Saves: Fort +8, Ref +6, Will +9

Abilities: Str 11, Dex 9, Con 20, Int 16, Wis 13, Cha 13

Skills: Bluff +6, Computer Use +8, Intrigue +10 (+12 gather information), Investigate +8 (+10 area), Knowledge (John J. Sheridan) +10, Knowledge (Delenn) +9, Knowledge (history) +10, Knowledge (ISA) +10, Linguistics +8, Stealth +12, Subterfuge +10, Technical (surveillance) +16

Feats: Contact, Data Access, Great Fortitude, Informant Network (x2)

Influence: Pak'ma'ra Social 19, Pak'ma'ra Civility Governmental 9

Standard Equipment: Blu-light Scanner, Datapad, Personal A/V Module, W&G 10 Civilian PPG, Universal Translator Module

Uk'ak'lopp lived most of his life in the Great Library of Melat, reading about all sorts of things and enjoying his life as one of thousands of factual librarians. Then he received orders from the Chief of Research to go compile data on this new and worrisome 'Interstellar Alliance' that sprung up after the Earthers' civil war. Uk was booked on the next flight to Babylon 5.

On Babylon 5 he began his in depth research of the two greatest figures in the ISA – Sheridan and Delenn. He found them intriguing and enjoyable, much like a good piece of fiction after a ream of dry reference text. Taking advice from his fellow Pak'ma'ra, who held him in great regard for his position with the Great Library, he spent a great deal of time in the Zocalo. It was there that someone started a conversation with him about his career as a researcher, during which they asked him a very specific question about astrophysics. After a few moments of thought he answered it perfectly. The individual was so shocked and pleased, he bought Uk an expensive lunch that Uk could not eat until a week later, but the gesture was of good intent.

After that Uk'ak'lopp saw potential in being the only true research librarian on the Babylon 5 station. He could basically hire himself out to answer the questions of others, all the while using that as cover to dig deeper into the ISA's origins and true purpose. It was not a great living as far as what most people



would consider, but Uk is more than happy with his small quarters and stacks of old data crystals and flexiplasts that he combs constantly.

Roleplaying with Uk'ak'lopp

Uk'ak'lopp is not unlike most Pak'ma'ra in his general attitudes and personality. He is easy going and pleasant when treated well, but can be more stubborn than a Narn when confronted in a way that upsets him. He prizes knowledge above all other things, and would no doubt come to the aid of any data source or storage device if it were being threatened in some way. Not a combatant in the slightest, Uk would only willingly go to blows over information – all other things are transitory.

Physically speaking, Uk'ak'lopp is like any other Pak'ma'ra that shambles through the halls of Babylon 5. His leathery grey skin is mottled slightly more than normal from long hours spent in recycled toxins on Melat, and he does his best to adorn himself in some way to set himself apart from the others. While not a true anathema to his culture, he does at times tend to separate himself from the others in ways that makes many of his peers nervous. A Pak'ma'ra who does not think himself just a piece of the Civility is a worry, but not likely one that deserves much more than noting.

Plot Hooks

- 5 Uk'ak'lopp has recently been mugged by a group of thugs in Downbelow, and they stole his satchel of data crystals and research materials. He is willing to pay as much as he can afford to get it back, but knows that it would be suicide for him to do so alone. If the Player Characters are willing to give him a hand, they will make a friend with a *lot* to teach them later.
- 5 By accepting a job or assignment from the ISA, the Player Characters have attracted the attentions of a specific Pak'ma'ra that seems to be tailing them everywhere and inquiring a lot about them. It seems that Uk'ak'lopp has targeted them for research, and he does not care about how secret or important their mission might be – he wants to know what is going on and why.

Hubris Lysander, Royal Sh'lassan Huntsman

'Shh...don't beg. Not only is it utterly embarrassing for you, but it won't matter anyway.'

7th Level Sh'lassan Agent (specialised Manhunter)

Hit Points: 18

Initiative: +4 (+4 Dex)

Speed: 30 ft.

DV: 18 (+4 class, +4 Dex)

Attacks: +5 combat or +9 ranged

Special Qualities: Low Light Vision 60 ft., Sneak Attack +2d6, Skill Mastery: Technical (surveillance)

Saves: Fort +3, Ref +9, Will +3

Abilities: Str 10, Dex 19, Con 13, Int 14, Wis 12, Cha 14

Skills: Acrobatics +5, Athletics +6, Bluff +13, Computer Use +6, Diplomacy +8, Intimidate +8, Intrigue +10, Investigate +10, Knowledge (bounty hunting) +10, Knowledge (Earth Alliance) +8, Knowledge (Sh'lassan History) +10, Medical +6, Notice +10, Pilot +5, Sense Motive +7, Stealth +17, Subterfuge +8, Technical (surveillance) +6

Feats: Contact, Point Blank Shot, Master of the Game, Skill Focus (Bluff), Skill Focus (Stealth), Weapon Focus (Holdout Laser Pistol), Weapon Specialisation (Holdout Laser Pistol)

Influence: Bounty Hunting 16, Sh'lassan Royal Government 12, Fyr'gossan Raiders (Criminal) 8

Standard Equipment: Ablis II Armoured Underliner, High-priced fashionable suit, Aeroject Pistol w/ Baku's Kiss Aerodarts, two Holdout Laser Pistols (use stats for Minbari Holdout Laser), datapad, DNA sampler, current contract cards

Born into a royal family that was being held under the thumb of oppressors, Hubris trained in guerrilla warfare from a very early age. By the time he was nine years old he could snipe targets at one hundred paces. Like so many of his generation, Hubris was getting ready for the eventual day when he would throw off the yoke of Earth oppression and show the galaxy that he is no more human than anyone else. He had evolved, like the humans did from apes the Sh'lassans did from humans. After so many years of training and waiting, the revolution came and was crushed.

For survivors like Hubris there was little they could do but go back to Sh'lassa and try and patch their lives back together. Having always been a good shot and a member of a wealthy royal family that could pay his way, Hubris left Sh'lassa behind to start a career as a gun for hire. After a few close calls and foolish mistakes he learned where the real money was for someone with his skills – bounty hunting. He raided his trust fund to arrange for a long term Gold account on the Huntsmen's Listing Network and began looking for work.



Five years later he is one of the most prominent and sought after manhunters on the HLN, openly giving half of all his bounties to the Free Sh'lassan Fund. The Earth Alliance watches him at all times when even close to their territories. He is careful not to make any serious mistakes in EA space, if only to avoid the mock 'justice' he believes he would receive in their courts.

Roleplaying with Hubris

Hubris is a businessman and a patriot to his people, firmly believing in the generations' old stories of Sh'lassan evolution away from the Belt Alliance humans. He treats humans from any EA colony like they are lesser creatures, and distrusts them at all times. With everyone else he is friendly and collected, using his charm and wit. Only when it is time to 'go to work' does his demeanour shift to that of the cunning hunter.

Sparing no expense, Hubris wears the height of business fashion at all times. He will go so far as to occasionally stop by at local stores and shopping centres in order to buy a 'native' outfit before setting out to find his mark in a given area. He keeps his hair both short and tidy and shaves daily to keep himself looking his best. Hubris sees himself as a working image of his royal family and wants his people to be seen in the best light for when they appeal for their independence once more.

Plot Hooks

- 5 The local Earth Alliance legal authorities have captured a terrorist, on whom Hubris has a contract to capture in order for the people he hurt to exact their own justice on him. Hubris is too well-known in this area of space, especially by the EA, and needs someone to either cause a distraction (that he will pay for) or help him get past the guards unnoticed.
- 5 One of the Player Characters has recently agreed to help a man get to Mars. He is paying a great deal, and seems extremely nervous about the trip. What the man knows but refuses to tell the Player Characters is that Hubris Lysander has picked up a rather large bounty that was placed on his capture for selling expired medical supplies to a Sh'lassan hospital, which resulted in many deaths. Hubris is not often a cold-blooded killer when bounty hunting, but he lost a cousin and a nephew in that hospital – and he will not let a few hired escorts stand in his way.



Alice Dancer, Enigmatic Hunter

‘My namesake was a whole lot nicer than I am. She was just doing her job, but you see...I enjoy it.’

6th Level Human Telepath/8th Level Hitman

Hit Points: 40

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

DV: 22 (+9 class, +3 Dex)

Attacks: +11/+6/+1 melee or +14/+9/+4 ranged

Special Qualities: Telepath Powers Rated P9, Discipline Focus (Scanning, Sensing), Maintain Concentration, Target Mastery (+3), Research Dossier, Modus Operandi (PPG), Sneak Attack (+2d6), Silent Killer, Cold Blooded, Adaptable, Unshakable

Saves: Fort +8, Ref +11, Will +11

Abilities: Str 10, Dex 17, Con 16, Int 16, Wis 17, Cha 16

Skills: Acrobatics +8, Athletics +6, Bluff +10, Computer Use +4, Diplomacy +7, Intimidate +10, Intrigue +8, Investigate +10, Knowledge (bounty hunting) +12, Linguistics +6, Medical +8, Notice +14, Pilot +6, Sense Motive +12, Stealth +14, Subterfuge +12, Technical (surveillance) +11, Telepathy +18

Feats: Adaptive Mind, Alternate Persona, Improved Initiative, Informant Network, Mindshredder, Perfected Attitude, Point Blank Shot

Influence: Bounty Hunting 22, Martian Mafia (Criminal) 18 (as ‘Alice’)

Standard Equipment: DNA Sampler, Ablis I Armoured Underliner, Auricon-7 PPG, combat knife, medkit, faceless white mask, half a dozen false identicards with her photo ID

Born Christina McColmbe to a pair of mundane parents in the European Union, the girl who would become known as ‘Alice’ grew into her remarkable telepathic powers as a young teenager. She hid her abilities from everyone, knowing that she would be carted off by the Psi Corps if discovered. When she was old enough to join the Workforce Union and head to Proxima, she did. Halfway there her ship was waylaid by raiders, resulting in her and many others being sold into slavery.

Two years as a slave hardened her to death and misery, and she relied on her powers and her quick wit to survive. When the authorities eventually broke up the slavery ring, she and the other girls were set free – but with nothing to show for it. She fell back on the only skill she had, hurting people with her mind and with whatever she could find. When she discovered that people would *pay* for her talents, she began taking freelance bounties. Her fame as a bounty hunter rose, as did her bank accounts. She knew the fame would soon attract official attention and the Psi Corps would be calling for her. She had to be someone else.

Using some of her contacts she was able to step into the identity of one of her fellow victims from the ill-fated flight to Proxima who had died during their captivity. Adopting Alice’s name as her alias and wearing a simple white mask to obscure her features she opened a new HLN account and leapt to new



heights. Unafraid to use her telepathic abilities to augment her formidable intuition and skills while behind the mask of ‘Alice,’ she became as famous on a galactic scale as her namesake was on a global one. ‘Alice’ was the first solo (non-firm bounty hunter) to ever buy a Quantum level account on the Network, and many claim that she is the best bounty hunter to ever live.

Roleplaying with ‘Alice’

‘Alice’ is a mystery. She rarely communicates with anyone openly, always preferring private meetings and electronic communications if possible. Since no one knows what she actually looks like under her mask, she frequently removes it and goes about her normal life as whomever she paid to be that week. She is a daredevil and a thrill-seeker, and truly believes in the phrase ‘you only live once.’

Physically ‘Alice’ is in great shape, and even with the mask on she has a very attractive look to her. Without the mask she is a plain girl with dazzling green eyes, often wearing her orange hair short and held back with pins and clips to keep it out of her face. She still has a slight English accent, but it is only evident when she is not working – at which point she always uses the attached voice changer in her mask to hide her true voice.

Plot Hooks

- 5 The Player Characters are asked by a local governmental agent to meet with the mysterious ‘Alice’ and arrange for her services against a local crime boss. The government is willing to pay a massive private bounty to her if she can deliver. The only problem is, by the time the Player Characters get the meeting they need there is a good chance the crime boss has already arranged for her services – to take out the government agent!
- 5 Only a fool would stand between ‘Alice’ and her target, or the Psi Corps. The colony or installation the Player Characters are on is crawling with Psi Cops, all looking for a powerful rogue teep they believe may have been involved in the murder of a low-level commercial telepath. ‘Alice’ cannot hide forever from the Corps without the Player Characters’ help, and is willing to pay whatever they want if they help her escape. Of course there is nothing to stop her from just killing them when this is over, a fact that the players should be made well aware of by her reputation alone.

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The Roleplaying Game

Second Edition

Bounty Hunter

There are just as many opportunities in the universe for the ruthless criminal as there are for the idealist. With the advent of space travel the scum of a thousand worlds have the opportunity to flee from justice if they are detected. The ability to disappear on a remote colony or into the territory of alien governments adds to the headaches faced by the legal authorities in tracking down wrongdoers.

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