STAR WARS™
EDGE OF THE EMPIRE™
NO DISINTEGRATIONS

A Sourcebook for Bounty Hunters

STAR WARS™
ROLEPLAYING

STAR WARS®
EDGE OF THE EMPIRE
ROLEPLAYING GAME

NO DISINTEGRATIONS

Far from the center of the galaxy, life is cheap and justice is scarce. In this lawless frontier, governments, criminal cartels, and citizens alike turn to BOUNTY HUNTERS for their unique skills.

Tracking sentient beings across the stars to bring them to answer for their transgressions is not easy, but to a few rough and ready individuals, the hunt is a calling. Bounty Hunters inspire admiration and dread from the Outer Rim to the Core, and the exploits of the greatest hunters are legendary....

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CREDITS
NO DISINTEGRATIONS

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"You sure know how to send an invitation, Koshka!" The duracrete wall sheltering Viktor Hel shook slightly, and dust flew free of the growing web of cracks near his head. Krandak slumped where Hel had dragged his unconscious body against the same wall, bleeding from a blaster wound, but probably alive. The Trandoshan had lived through worse. The "doctor" could patch himself up later.

"I didn't ask you to come here, Viktor." Koshka Frost dropped her depleted blaster rifle and pulled her pistol, then steadied her aim on the edge of the table giving her cover. "And I'm not sharing the reward when we take Melos in."

"I told you, I'm out of the game." Hel hurled a grenade over the edge of the crumbling wall.

"Naturally. Which is why you're here on Ord Mantell, hunting a deadly, Devaronian pirate hidden in a wretched nest crawling with guards, killers, and worse—competition." Frost set her shoulder against the heavy durasteel table and flared her jetpack, inching it forward to cut off the fire lane. Hel jumped behind table and opened fire with his rifle.

"I just wanted to make sure you didn't get yourself killed on this job. I still owe you one for last time. You know, when you hunted me half way across the galaxy and nearly burned my arm off.

"*You* were the one who threw that thermal detonator."

"But I threw it at you, so it's still your fault."

Hel grunted, leaned over, and grabbed Krandak as the duracrete wall finally gave in. The Trandoshan mumbled something about spinal fluid as Viktor dragged him to their new cover.

Blaster bolts rained against the table, and the group hunkered down to weather the storm.

"We're getting nowhere fighting these other hunters, Vik. Time to change tactics. You've always been good at sniffing out trouble, or at least plunging headlong into it. Go find Melos. I'll take care of things here."

"By take care of things, you mean…"

"I mean leave me your weapons."

Hel grumbled and unholstered a pistol, two knives, a few assorted grenades, and several spare clips. "I'm drawing the line at the rifle, though."

Hel could hear the carnage beginning as he ran, but he didn't look back. Getting killed by a stray blaster bolt during his mentor's moment of glory was hardly befitting of the infamous Viktor Hel, after all.

Usually, most of bounty hunting was shockingly unglamorous—asking shopkeepers for sparse details, poring old receipts, sitting on stakeout waiting for anything to happen. Nothing like the holovids. Unfortunately, from the minute Krandak had showed up at Hel's speeder shop and dropped Frost's name, his life had been altogether too exciting. The hunter swept his rifle's the sight across the landscape from his vantage point atop a low hill of rubble. A glimmer caught his eye. A camp, several days old, sheltered by the shattered husk of a skyscraper. His mark's location.

"Found you, Melos."

"Heh, heh. Well now, who did you find?"

Viktor turned his gaze to the heavy blaster pistol pointed at his head, and the Sullustan holding it. The Sullustan's colorful poncho flapped slightly in the breeze, and he tipped his hat with his free hand.

"You sure you want to point a blaster at Viktor Hel, friend? I've got a bit of a reputation." A reputation that was almost, but not quite, entirely unearned—not that Hel was going to bring that up.

The Sullustan gave his dry laugh again. "Viktor Hel, huh? Never killed anyone famous before."

Hel weighed his options. "Hey, I have a better idea…"

Viktor slipped out from the shadow of the building, an unconscious Devaronian slung over his shoulder. The clop of heavy boots came from behind him. He looked back briefly… and found himself facing a blaster.

"Viktor!" Koshka's tone didn't quite reach surprise.

"Koshka! We got Melos, but we need to go!"

The Sullustan rounded the corner, pistols drawn, and the pair quickly flicked up to target both of the other hunters. Without dropping her pistol, Frost hefted her rifle into place with one arm to aim at the Sullustan.

"Before you two shoot each other and also me, let me make introductions. Koshka Frost, Nom Lumb. Koshka, Nom helped me take down Melos' guards, so I cut him in for one-fifth."

"You always were a terrible negotiator, Viktor."

"He had a gun to my head! One-fifth is a bargain!"

Lumb holstered his pistols. "So, we going? Hel said your ship's nearby. I need a ride off this rock, since my former, uh, associates aren't gonna be happy about my cutting them out." He jerked his head back the way they had come.

Frost looked at Hel and Lumb appraisingly, then lowered her weapons. "Your good 'doctor' has the ship warmed up. Let's be going." She paused. "But you know, Vik, you haven't lost your touch."

"That's what I'm afraid of."

BOUNTY HUNTERS AT THE EDGE

The bounty hunters assembled on the bridge of the *Executor* in *The Empire Strikes Back* emanated palpable menace, even in the presence of Darth Vader. Imperial officers on the bridge voiced their disdain, but their eyes betrayed their wariness: beneath the ragged appearances of the hunters for hire lurked a deadly edge. These professionals were all clearly heavily armed, well-trained, and ruthless, sparking the countless imaginations and offering tantalizing hints about the deadly nature of the Galactic Empire's seedy underbelly.

In EDGE OF THE EMPIRE, Player Characters explore the fringes of galactic society in ways that are only limited by the group's imagination. As Player Characters, Bounty Hunters have clearly-defined short-term goals, which can complement nearly any sort of *Star Wars* campaign. A contract can be the central focus of an adventure, appear as an incidental subplot, or present a difficult choice when its fulfillment conflicts with the original mission. In any case, a contract of this sort can bring a Bounty Hunter PC into the story, tying the current adventure to his life on the fringes of the Galactic Empire.

NO DISINTEGRATIONS substantially expands the resources available to players and Game Masters interested in the Bounty Hunter career in EDGE OF THE EMPIRE. The materials in this book present new ways to personalize a character, offering alternative development paths and focuses for a Bounty Hunter. This volume also presents a range of different ideas to aid the GM in making each hunt unique.

Chapter I: Hunters for Hire offers more options for Bounty Hunter creation and development in the form of three new playable species and three new specializations. Independent Clawdites, shrewd Devaronians, and savvy Kallerans bring new approaches to the Bounty Hunter career through their species' distinctive characteristics, abilities, and tendencies. Martial Artists train themselves to peak condition to bring their targets in alive—for the maximum payoff. Operators complement their hunting expertise with a knack for piloting, so that they can capture running targets. Skip Tracers make the most of their investigative and social skills to capture targets in the urban jungle. Finally, new signature abilities let Bounty Hunters develop their characters even beyond the scope of their talent trees, tracking down quarry and dispatching foes with unparalleled skill.

Chapter II: Guns Blazing presents a range of new equipment tailored to the Bounty Hunter in need of potent firearms, durable armor, and a fast ship to catch any prey. These include iconic weapons, armor, modifications, and specialty gear such as devastating micro-rockets, versatile grapnel launchers, imposing Mandalorian armor, and much more. Characters can also consider new starships that are particularly well-suited for the Bounty Hunter career, including the blisteringly fast *Lancer*-class pursuit craft, the highly customizable Kihraxz assault fighter, and the menacing YV-666—the vessel associated with the notorious Trandoshan bounty hunter Bossk and his crew of bounty hunters.

Chapter III: Thrill of the Chase helps the Game Master customize adventures and campaigns that include Bounty Hunter characters and themes. Each contract can have a different arc and flavor, and this section introduces a range of approaches to offer that variety. Ideas for structuring investigative adventures that fit the tone of EDGE OF THE EMPIRE are also presented. Finally, the section concludes with ideas for tailoring rewards specifically for Bounty Hunters, such as bounty payout guidelines and exploits, a system for gaining notoriety as a hunter.

BOUNTY HUNTERS IN THE GALAXY

An Imperial Peace-Keeping Certificate (IPKC) grants a being the legal authority to act as a bounty hunter, but it does not confer the respect of peers or guarantee even a modicum of professionalism. In fact, it often earns only disdain from the disreputable figures who operate on the fringes of the Empire. In the galactic underworld, bounties are common, and trust can be a deadly weakness. Few fringe-dwellers seek out the companionship of someone who might later accept money to hunt them down. Consequently, a successful bounty hunter has few close friends outside the profession—and any fellow professional is first and foremost a rival. A bounty hunter's guild offers a support network and social interaction that some hunters find valuable, but such membership also demands a level of obligation that is a poor fit for many independent operators.

Bounty hunters are characterized as callous and mercenary by most citizens of the galaxy, with good reason. Their assignments are fiercely competitive and their livelihoods are entirely dependent upon success. Most bounty hunters develop a necessary level of detachment from their peers and from society as a whole. Anyone could be the next target, and their next meal could depend on whether they choose to pursue or ignore a given contract. In the course of their assignments, these professionals must constantly observe and interact with the very dregs of society. Cutting through misrepresentation, broken promises, and outright lies is a sizable portion of their daily work, and seeing through deceptions one of their most key proficiencies. Bounty hunters can ill afford to take anything at face value when pursuing a bounty and must always remain wary. Nobody hires bounty hunters for easy jobs; desperate to avoid capture, their prey is unpredictable and willing to resort to extreme measures against their pursuers.

Despite a grim reputation, bounty hunters are integral to the maintenance of law and order across the galaxy. They are a necessary check on lawlessness that stabilizes galactic society as well as the criminal underworld. A planetary government—or even a global crime syndicate—seldom has the expertise and resources to pursue a criminal into other systems. However, they can post a bounty to attract the attention of a skilled professional who already has the time, contacts, and interstellar capabilities. Even the Galactic Empire depends upon bounties for criminals who flee beyond its reach or when time is of the utmost importance. As no ruling body can enforce its will everywhere, bounty hunters fill in the gaps. Further, bounty hunters also act as deniable assets, and posting a job anonymously allows a corporation, crime syndicate, or government to get unsavory work done without damaging its public reputation. While often a last resort, bounty hunters remain a potent deterrent for some crimes, as well as a valuable tool— and like any tool, they can be used for good and for evil alike.

The Republic Senate had less need of bounty hunters than the Galactic Empire does. Rather than posting bounties for particularly egregious criminals, the Senate could request that the Jedi Order intervene in such matters. Jedi were able to track criminals across sectors efficiently through their mastery of the Force, remaining on call to assist the Senate.

However, bounty hunters nonetheless fulfilled significant roles during this era. Local governments, corporations, crime syndicates, and other organizations were less able to request assistance from the Jedi Order directly. Consequently, they relied upon posted contracts to resolve issues that exceeded their reach. Because the majority of bounties did not come from a source as centralized as the Empire, the bounty hunters of that era were much more dependent upon their network of contacts to find information about available jobs.

Furthermore, the Republic did not have as expansive a system for licensing bounty hunters as the Empire later would. Therefore, bounty hunters typically operated without explicit legal authority within the Republic. Of course, when politicians needed jobs completed efficiently and discreetly, they often hired bounty hunters off the record.

The Confederacy of Independent Systems also employed numerous bounty hunters to various ends during the Clone Wars, from sabotage to kidnappings to assassinations. This led to animosity between many bounty hunters and Republic representatives, including the Jedi. While bounty hunters occasionally worked with Jedi under extreme circumstances during this time, these alliances were usually matters of convenience to both sides.

At times, bounty hunters were even employed as mercenaries by criminal organizations against Republic representatives, including an incident when a group of Hutts hired Cad Bane to hold senators hostage as a negotiating tactic. While this was an extreme case, criminal cartels were a relatively reliable source of employment during the era of the Republic.

COMMON BOUNTY TYPES

Unsurprisingly, high-value bounties are eternally in high demand and are often fulfilled quickly. Obtaining early access to newly-released jobs can be the surest path to a steady income stream. Many bounty hunters work hard to establish relationships with the government clerks or ranking syndicate members who release the most lucrative contracts.

This can be beneficial to both parties. The bounty hunter secures a steady line of jobs, while the government or syndicate representative sees his contracts quickly fulfilled. However, a strong relationship with a powerful organization can be distasteful to a freelancer if independence is a matter of pride, and many such organizations find that feeding new bounties to a guild is more efficient.

Bounties for more challenging targets often remain in circulation for a much longer time. In fact, bounties for particularly powerful individuals may even remain open for decades, as countless hunters might fail to collect on them. Such assignments often require the cooperation of a team of hunters or one particularly skilled individual. These more challenging jobs often include far more exorbitant rewards, but when the associated risk is considered, they are far less tempting. A bounty hunter must be certain to have the skills and resources to commit to a job that could take years for the payoff before devoting the necessary time to attempt it.

GOVERNMENT BOUNTIES

Different levels of government offer various types of bounties and can value tasks of similar difficulties in very different ways. A magistrate on Cholganna might have a standing contract for nexu carcasses, but the reward might be of substantially lower value than price the pelt would fetch at the galaxy's shadowports. In some sectors, one governor might reward the capture of a known smuggler with the value of the stolen cargo, while another governor could grant the bounty hunter the criminal's belongings, including the starship. In all cases, it is the responsibility of the hunter to agree upon the relevant value of compensation before undertaking the job. Few governments are open to negotiating the terms of a posted bounty when someone comes to collect on it. The bounty hunter who overestimates his bargaining position may find a target painted on his back, as he suddenly represents the only obstacle between less particular hunters and the posted bounty.

Of course, ranking members of the Galactic Empire periodically issue bounties, as well. Sometimes these jobs are publicly acknowledged, while other times, Imperial officials use freelancers to quietly cover up their own embarrassing mistakes, or to undertake work they do not deign to complete themselves. One of the most famous Imperial bounties is also one of its most long-standing: the reward for Jedi has remained open since the execution of Order 66. This particular bounty is quite challenging to collect, and not only because of the capabilities of the prey.

Bounty hunters pursuing Jedi can also come into conflict with Imperial agents pursuing the same targets. Such elite operatives are typically unwilling to share credit for their successes with others, and have no reservations about killing a bounty hunter or two if it proves the most convenient option.

Other bounties from Imperial Governors are far more attainable. Standing bounties exist for information regarding the whereabouts and activities of Rebel Alliance officers as well as sympathizers, though these do typically require the evidence of their crimes. Specific bounties are in place for

a distant system. Standing contracts are only likely to be in place for members of prominent criminal syndicates, such as Black Sun. Further, collecting a bounty on a high-ranking member of such an organization carries its own risks, including being denied jobs by that very group in the future.

Bounties posted by inhabitants of isolated cities or even colonies are typically of an even smaller scale. In many cases, finding jobs at all can be more difficult than fulfilling them, and sometimes bounty hunters turn to other work to fill in the gaps. Colo-

CRIMINAL BOUNTIES

When some upstart fails to respect its authority, a criminal organization needs to make a firm and memorable demonstration of its power. If the target is beyond the group's grasp, then a bounty hunter offers an ideal solution to the problem. However, groups offering such jobs seldom have the legal authority to do so. As a consequence, the act of undertaking such a contract is—functionally and legally—extortion, kidnapping, or even murder. Imperial law enforcement frowns upon anyone who openly affiliates with criminal organizations, but sometimes turns a blind eye when the individual in question is useful enough to the Empire. A one-time offense might be overlooked if it is for a hunter known to consistently and effectively collect Imperial bounties. Repeat offenders—at least those who are caught—have any official authority they might possess revoked and are treated no better than the criminals who hired them in the eyes of the law.

As with government bounties, criminal bounties vary in scope substantially, in concert with the reach and power of the organizations and individuals that issue them. When a Black Sun Vigo posts a contract, the target is likely to be high profile and the reward is certain to be both substantial and reliably paid on time. In contrast, a tenant who tries to hire an assassin to take out a hated landlord is less likely to be able to pay up—assuming that person was able to contact a bounty hunter to even consider the assignment.

Connections play a vital role in obtaining jobs from a syndicate. Offering an illegal bounty requires a high level of discretion, lest word of the opportunity reach law enforcement. If a bounty hunter's work satisfies a crime lord, however, it can often mean a steady stream of employment. After all, the bounty hunter is now privy to many of the criminal's secrets, and the syndicate has incentive to keep the bounty hunter busy with work to insulate against the risk of betrayal.

Unfortunately, an established relationship with a powerful member of a criminal organization has substantial negative ramifications as well. Criminals aware of a bounty hunter's illegal actions are often willing to use that information for blackmail. A publicly known association with a criminal organization limits the number of groups willing to work with a hunter, leaving the character unable to collect government bounties without being arrested. In time, outsiders consider the bounty hunter a member of that criminal group, regardless of any official standing. A bounty hunter such as Ketsu Onyo, who has gone so far as to join a crime family, essentially loses independent status, becoming little more than a syndicate enforcers While the stability of this lifestyle has advantages, it also means being part of a criminal organization: if there are standing contracts on members of that group, the hunter is now officially and permanently one of the hunted.

Reliability of payment is a much larger problem with criminal bounties than with official government assignments. All too often, a criminal lacks the resources to pay the bounty hunter when issuing the bounty. Others simply intend to double cross a hunter when the bounty is collected, or even attempt to involve law enforcement—an approach that seldom works well for either party. Veteran bounty hunters often only work with trusted middlemen for just such a reason. Some require that funds be placed in escrow at the time that the bounty is issued. However, developing a relationship with a reliable go-between poses its own challenges. These criminals are naturally as suspicious of prospective bounty hunters as they are of individuals looking to offer illegal bounties.

NO BLASTERS!

Interactions between bounty hunters are challenging even under the best of circumstances. Those who pursue this career are highly motivated, naturally suspicious, strongly independent, and often volatile. These professionals quickly assess one another, always trying to identify the most dangerous person in the room. At the same time, they also take care to identify vulnerabilities, so that they can quickly eliminate the competition should it prove necessary. Trust never comes easily, and betrayal lurks even in seemingly innocuous gestures.

Bounty hunters who routinely undertake Imperial and local government bounties are more likely to treat their peers fairly. After all, a bounty hunter known for causing collateral damage and killing off the competition inevitably finds it harder to get work or coordinate with peers for jobs too difficult for a single hunter. Yet the saying remains accurate: the dead tell no tales. Even if a bounty hunter's organization or current employer forbids certain methods, an absence of witnesses means that he can "adjust" the rules as necessary without risking his livelihood. And, of course, the dead are renowned for the reliability of their silence.

Bounty hunters connected to a criminal syndicate adhere to those codes that organization enforces. This means an explicit level of cooperation with fellow members of that same syndicate—including those from distant branches. However, that creates its own challenge, particularly when rival bounty hunters are affiliated with competing syndicates or have government connections. Further, some criminal enterprises encourage ruthlessness amongst their members, and those who betray the most effectively climb the farthest.

Codes of conduct and oversight groups are in place to address these continuing problems. However, not everyone adheres to these supposed guiding regulations, and reports of infractions to oversight groups only ever get logged when the wronged party survives. Successful, veteran bounty hunters are more prone to trust their instincts and their weapons than to trust in a competitor, a subcontractor, or an outside group.

CODES OF CONDUCT

When operating under the authority of an Imperial Peace-Keeping Certificate, bounty hunters are expected to comply with basic Imperial laws. In addition to the limited legal authority to act aggressively against their targets, bounty hunters acquire a subset of the rights accorded a law enforcement officer. However, these rights do not extend beyond their pursuit of the bounty. In theory, this suggests that bounty hunters would act in accordance with Imperial law. In practice, most take liberties with both Imperial and planetary laws, particularly those regarding weapon ownership, surveillance practices, and other matters of personal liberty.

Beyond concerns of legal realities, however, the conduct of Bounty Hunters has broad-reaching implications. If every hunter were little more than a dangerous criminal, the Galactic Empire would have to restrict their authorities further and limit the number of bounties they offer. To prevent such a free-for-all from sharply decreasing the bounty market, unofficial government policies work in conjunction with a limited degree of self-policing among bounty hunters. While few of these professionals take criticism from their peers very seriously or personally, repeated reminders (and threats) from other hunters have some effect on all but the most callous. Even the most individualistic bounty hunter benefits from some degree of professional cooperation from others, and those determined not to heed the warnings of their peers are ostracized by the community, which usually involves a lethal hail of gunfire at an inconvenient moment.

Most bounty hunters follow their own particular credo or ethos in their work, and some guilds have rules, bylaws, or regulations that restrict the conduct of their members further. The specific details of each creed vary between sectors and guilds, prioritizing different elements in keeping with each group's goals. For example, the creed of a hunter devoted to fulfilling government bounties is generally more conservative than that of one who regularly accepts criminal targets. Central to most creeds is the notion that the target of a bounty is no longer considered a free, sentient being. Instead, a target is prey to be secured for the client. Many creeds include requirements for interacting with other hunters—particularly any hunters currently attempting to collect the reward for the same contract.

A core element in these interactions is that hunters consider themselves to be a class apart from other beings— targeting one another is unseemly and disrespectful. Other common elements in a code of bounty hunter ethics concern the prioritization of capturing a target over freely slaying them (or vice versa).

Regardless of its origins and age, any creed that a bounty hunter chooses to follow is little more than a guideline for professionalism. It is not a legally enforceable mandate, especially since few bounty hunters record their own activities. Instead, following a creed helps to establish a network among other like-minded professionals, including fellow hunters. Peers may be more willing to cooperate with another hunter when they recognize that they follow similar codes of ethics. Officials offering bounties often direct them toward hunters who consistently demonstrate the requisite level of discretion or respect for the target. Ultimately, a creed can be a means toward generating a greater and more reliable revenue stream for the hunter, making the code self-serving. Still, even upholding a consistent code of self-interest makes a bounty hunter much less of a threat to peers and society alike.

COMPETITION AND COOPERATION

Most bounties—government or criminal—are posted to a wide range of hunters, if not entirely openly. Professionals must work quickly and competitively to secure a target before another bounty hunter can do so. Sometimes, the only way to complete an acquisition is working in concert with peers to overcome a target's defenses. At other times, misdirecting peers is the surest way to fulfill a bounty, while they are distracted. Many hunters try to keep relationships with peers friendly—or at least nonlethal—because they recognize that today's competitor could be an ally in the future. However, a few are too independent, driven, or egocentric to show any more concern for the well-being of a competitor than they would for their targets.

When teams of bounty hunters must cooperate, the matter of dividing up the reward for a successful job is often contentious. This is particularly true when the alliance is both temporary and recently settled. Equal shares are rare, as everyone feels that they have undertaken the greatest risk or made the most substantial contribution to success. Particularly ruthless hunters eliminate teammates to increase their share of the reward. When in competition to capture a target, the battle of brains and blasters might not end until after the bounty is actually collected. Some bounty hunters even dare to steal the reward from the individual who collected it.

For hunters interested in a level of security, and possibly even some control over all bounties within a region, membership in a guild is a rewarding option. However, the security of membership comes with a loss of independence. Guild members have an obligation to fulfill bounties that the guild assigns as well as a responsibility to assist their fellows when necessary. Guild leaders have a duty to manage the other members, making certain that everyone is fulfilling their necessary duties—a substantial challenge in a group of beings with strong, independent personalities. New guild members, often accustomed to working alone, must learn to defer to the orders of the guild's leadership. Loose confederations, with limited responsibilities, such as the syndicate Boba Fett led during the Clone Wars, resolve some of these challenges. In battlefield conditions, however, a clear-cut chain of leadership is vital for success. Without it, teams fall prey to miscommunication, infighting, and petty disputes, any of which can allow the mark to slip away.

Hunters who work alone more often encounter their peers only in a competitive environment. Those who have come to know one another may have a standard working arrangement for competitive situations. Some may agree to alternate, permitting one another to complete jobs. Others might interrupt their hunt for a brief discussion, a game of chance, or even a bit of bartering— trading tips on other jobs, agreeing to not interfere with a different bounty, or even offering equipment in exchange for letting one complete the task at hand. At times, however, a peaceful resolution cannot be achieved. Both hunters might desperately need the money for the job at hand or the two parties could even be pursuing bounties that are mutually exclusive. In these instances, the issue usually escalates to threats and blaster fire. A hunter's credo is a critical factor, then, in whether to use lethal or nonlethal force in the conflict.

HUNTERS
FOR HIRE

"The way I see it, you have two choices for how this goes down. After all, I've got two blasters. A third option? Well, I think I've got a grenade in my pack."

–Nom Lumb, Sullustan Bounty Hunter

As unrest grips the galaxy and the Empire attempts to snuff out all embers of resistance, the average citizen is often unsure where to turn for help. The law is distant and detached, and justice in short supply, especially when the Empire is the one committing the atrocities. This is especially true in the Outer Rim, where both Imperial officials and law enforcement officers are notoriously callous about civilian lives. Planetary governments and Imperial forces are stretched too thin to protect the Outer Rim from criminal depredations, even when they have the inclination. Only the basics of peacekeeping are maintained, and only when it suits the Empire. As such, bounty hunters are one of the only means by which a citizen of the Outer Rim can seek justice.

Bounty hunters are one of the iconic parts of *Star Wars*. Characters like Boba Fett, Dengar, Bossk, and the rest of the motley crew of hunters from *The Empire Strikes Back* stand out from the uniformed Imperial Navy with their distinctive armor and portable arsenals. They exude mystery and menace on the quarterdeck of the *Executor*, getting their orders from Darth Vader himself. Who are these dangerous-looking individuals? What drives them? What did they do to earn such an audience with a Dark Lord of the Sith? How far do they go in fulfilling their contracts? These questions, and the nature of their work, make Bounty Hunter PCs extremely compelling characters.

In EDGE OF THE EMPIRE, the Bounty Hunter career reflects a diverse collection of sentient beings eking out a living as freelance enforcers of the law (or something like it). They operate throughout the galaxy for anyone who can pay their fees. Whether they belong to one of the many bounty hunting guilds or work as independent operators, most are licensed and bonded, granted limited authority by the Empire to capture or kill fugitives with full legal backing. They are used sparingly, in situations where their unique skills, mobility, and freedom from normal law enforcement restrictions are the only way to get a job done. Admired and hated, respected and feared, bounty hunters are among the most controversial figures in the galaxy—a status most of them enjoy very much indeed.

THE LONG ARM OF THE LAW

Chapter I: Hunters for Hire presents a number of new options for players creating characters for **EDGE OF THE EMPIRE**. First, three new species—the Clawdite, the Devaronian, and the Kalleran—are presented as options for players creating a new Bounty Hunter PC. Clawdites, Devaronians, and Kallerans are species often associated with bounty hunting. It was a shapeshifting Clawdite named Zam Wesell who led Obi-Wan Kenobi and Anakin Skywalker on a hair-raising chase through Coruscant after a foiled attempt on the life of Padmé Amidala. Devaronians are no strangers to the rough and tumble Outer Rim, hailing from the untamed world of Devaron. Janus Kasmir, a Kalleran, helped a young Kanan Jarrus escape from Order 66 by disappearing into the galactic underworld. That is not to say, however, that these new species are limited to working as bounty hunters. Like all sentients in the galaxy, individuals from these species are found in any career imaginable.

This chapter also provides a plethora of new options and guidance for players and Game Masters alike for the creation and advancement of Bounty Hunter characters. There are new backgrounds, Obligations, and Motivations to help flesh out new characters and give them plenty of backstory. In addition to the expanded character background options, three new Bounty Hunter specializations are presented in this chapter. Martial Artists use their whole bodies as weapons, and strive for perfection in their techniques. Operators are master pilots and drivers, pursuing their targets at the controls of powerful ships or hot rod landspeeders. Skip Tracers are somewhere between detectives, spies, and law enforcement officers, who use broad webs of informants and traditional detective work to track down their quarry, no matter how far the trail may lead.

Finally, there are two new Bounty Hunter signature ability trees that add powerful and exciting new techniques for established Bounty Hunter characters to use. Always Get My Mark is geared toward the hunter as an investigator, and allows a Bounty Hunter to quickly and successfully track down a person of interest with a single check. Unmatched Devastation is for the Bounty Hunter who prefers raw firepower and shows of force over detective work, and allows a character to unleash a powerful salvo of blasts from every weapon on hand.

It is important to remember that while the new character options presented in this chapter of **NO DISINTEGRATIONS** are tailored for use by Bounty Hunters, all but the signature abilities can easily be used by any **EDGE OF THE EMPIRE** character. The flexibility inherent in the game's character creation system allows for an incredible amount of character customization, and with enough XP, a player can choose specialties from any career. A Hired Gun could be trained as a Martial Artist, for example, or a Smuggler could moonlight as an Operator, taking on bounties when smuggling work is hard to come by. A character might even take on Bounty Hunter specializations without ever actually pursuing a bounty; a Colonist might take on the Skip Tracer specialization to improve upon existing detective skills from the Marshal specialization, or a Technician might branch into Operator to reflect piloting skills developed over the course of the adventure.

NEW BACKGROUNDS

A character might have become a bounty hunter for any number of reasons. Exacting justice from—or visiting vengeance upon—a hated foe might have led to the realization that the character actually enjoys the thrill of battle. A PC might instead have been taken in by the romance of the profession, believing the tales and holo-dramas until the harsh reality of the job set in. Or, a character might simply have needed the credits and found no other work available.

Each of the following backgrounds can be combined with any of the Motivations or Obligations in this volume, the EDGE OF THE EMPIRE Core Rulebook, or another EDGE OF THE EMPIRE supplement to create a unique history for the PC in question.

IN IT FOR THE MONEY

Bounty hunters are, at their core, exceedingly mercenary. While many bounty hunters may claim to adhere to some higher order or serve a greater good, at the end of the day, they all serve one master—money. Those individuals in the business who have embraced their love of credits may seem crass and avaricious to others, but they are, perhaps, the most honest about their trade.

Assassins would seem to have need for wealth beyond what it takes to maintain their equipment. A good blade or rifle, a suit of black clothing, and a tendency toward skulking and hiding in shadows looks, at first glance, to be an achievable goal for anyone with moderate resources. While this is true, a number of assassins are very concerned with money. Some do not chase it to keep themselves in fast ships and high-tech gear, however: they chase the status that comes along with it. The best assassins are the most expensive, and there are individuals whose fees are in the hundreds of thousands or even millions of credits for a single job. While this money does buy them a high standard of living, it also ensures that only the wealthiest, most discerning clients can afford their services—and the higher-class the customer, the more prestigious the job.

Many **Gadgeteers** are constantly looking for that next job, for that next score. Not out of a pursuit of excitement, or the challenge or thrills, or for a chance to uphold some high-minded ideal, but for cold, hard cash. They are the flashiest, often wealthiest members of the bounty hunting trade. They wear their successes on their sleeves in the form of their beloved gear. Fast ships, powerful weapons, and dazzling, high-tech equipment are not cheap, however. From the initial purchase prices to the constant cost of maintenance, Gadgeteers often spend more on technology in a month than an average galactic citizen makes in a standard year.

Martial Artists live by their fists and training rather than by fancy gadgets or fast ships. Their outlay for weapons, armor, ships, and high-tech gear is the lowest among their peers. It is not the pursuit of gear, or even money for its own sake that drives these individuals to chase the credits, but simple necessity; among their peers, these hands-on hunters have the highest medical bills. Their fighting styles can be extremely punishing, not only for their foes but also for their own bodies, and their list of injuries incurred on the job often reads like a medical dictionary. Martial Artists can easily spend tens of thousands of credits in medpacs and stimpacks, bacta and physical therapy, long hospital stays, surgeries, even cybernetic replacements. Good medical care is eye-wateringly expensive, and no one knows that better than Martial Artists.

There is an old joke among spacers that a starship is just a hole in space to throw credits into. While all spacers have some idea that owning a ship is a pricey proposition, **Operators** know all too well the numerous hidden costs of keeping a galaxy-hopping craft functional for any length of time. First there is the initial purchase price, registration with various official agencies, the fitting out, and, of course, expensive insurance. Then come the thousands of fees hidden to all but those who travel for a living: customs, docking and berthing, fueling and arming, repairs and maintenance, and for some, constant and costly modifications. For many Operators, it seems sometimes they are working for their ship more than for themselves, and it shows in their receipts.

As an integral part of their work, **Skip Tracers** maintain a broad web of informants, spies, and contacts throughout the galaxy. Always on the move, they have the common expenses of their profession—ship and vehicle maintenance, gear upkeep, medical services—but a surprising amount of their money goes toward maintaining their contacts. The constant upkeep of such a list of contacts involves a massive outlay of capital in the form of bribes, gifts, regular payments, and loans. It also requires an amount of quid pro quo that other hunters rarely need to address. Skip Tracers know the value of a good contact, and they know to the fraction of a credit just how much it costs to keep each one happy and reliable.

Survivalists are yet another group of bounty hunters for whom money might seem largely a secondary concern. They spend their time far away from civilization—traipsing through the trackless edges of the galaxy, carrying only what they need to perform their job, surviving on very little—and live almost ascetic lives. Their bounties are found in mountaintop hermitages amid screaming blizzards, deep beneath caustic oceans

of far-flung, abandoned worlds, and in countless places where civilization does not or cannot reach. In these forsaken places, hunting desperate fugitives, the only thing standing between life and death is a hunter's training and survival gear. Conditioning the body to withstand hostile conditions and making a study of the ways to survive in such places are lifelong pursuits and cost no small amount of credits. No mere training can keep a hunter from freezing to death on a mountainside, however. Survival gear is also shockingly expensive, especially when it is custom-made for specific uses. When a slim survival pack costs more than the purchase price of a new starship, it is easy to see why these hardy freelancers might be concerned with money.

LAWBRINGER

Law and order is not typically the first thing that comes to mind when considering the bounty hunting trade. Most galactic citizens, when they consider bounty hunters at all, imagine freewheeling loose cannons who skirt the edge of the law, useful only in desperate situations to capture difficult fugitives. While this is largely the case, there are some among the profession for whom the rule of law is sacrosanct. These hunters consider themselves extensions of legitimate law enforcement or, in some cases, agents of justice in an unjust galaxy.

Killers for hire have an unsavory reputation nearly everywhere in the galaxy, and it is strange to think of **Assassins** as motivated by something as high-minded as a dedication to law and order. There are those, however, for whom dispensing justice is paramount. These hunters often see themselves as avengers, using their skills to right wrongs and to punish the wicked—for those who can pay their fee, at least.

Gadgeteers who are driven by a dedication to the law are often extremely talented slicers employed to hunt down other slicers through the galactic HoloNet. They use their knowledge of computers and high-tech equipment to capture hostile terrorists, fraudsters, and others who break the many laws governing computer and HoloNet communications throughout the Empire.

Martial Artists devoted to the rule of law might use their skills to pursue those who are guilty of preying on the weak and defenseless. Lackeys in the service of a powerful crime boss or crooked politician may have driven these characters to the bounty hunting trade by harming the characters' loved ones or destroying the school at which they trained in their chosen combat art. Because Martial Artists do not need to carry the obvious arsenal of other bounty hunters, they are often able to blend in with the ordinary citizens of the galaxy and bypass security measures fixated on conventional weapons—without sacrificing any of their effectiveness.

As dedicated as they are to their ships and vehicles, **Operators** who put exceptional faith in the rule of law often pursue bounties associated with ship- and vehicle-related crimes. With their knowledge of ships and vehicles and the various cultures that surround them—criminal and otherwise—these bounty hunters are uniquely positioned to infiltrate swoop gangs, speeder theft rings, smuggling operations, and various other such organizations in search of their prey. They are also commonly hired to track down and recover stolen ships, and many an Operator pays for a ship and its modifications alike by trading this kind of work to shipyards in exchange for drydock time.

Nothing makes some **Skip Tracers** angrier than an absconder. Fugitives who have jumped bail, escaped prison, or have otherwise run away from a lawful punishment raise their ire to such a pitch that they rarely take other types of bounties. They are tireless in their pursuit of these fugitives, and no matter how far an absconder runs or where that person hides, a law-abiding Skip Tracer will follow the trail to its end.

Survivalists with a hearty respect for the law often find their way into the bounty hunting profession due to a deep-seated belief in the sacrosanctity of nature. They often come from far-off, resource-rich fringe worlds where they developed a deep appreciation for nature, and took to bounty hunting when it was threatened. Whether a region is protected by law or merely in need of such defense, these bounty hunters are the first to take jobs to hunt down poachers, smugglers, and profiteers who exploit the natural world.

THRILL OF THE HUNT

The hunting of sentient beings is said by some to be the most thrilling and treacherous challenge in the galaxy. Though some beasts are more powerful, faster, or more savage than any sentient creature, few kinds of prey are more cunning. For most bounty hunters, the pursuit of targets from world to world and sector to sector is simply a means to an end. For some, however, the hunt is an end unto itself, and the payout for collecting the bounty is simply an added bonus.

Most **Assassins** are no-nonsense professionals who go about collecting their bounties with a minimum of fuss. Whether with a blaster rifle from a kilometer away or the deft use of a blade or garrote, the majority of Assassins wish only to kill their target and collect their money. Further, most Assassins view anyone who kills for any reason other than financial gain as deranged; they are professionals, after all, not mere murderers. Some Assassins, however, are not so discerning—killing is something they enjoy, and they would do it even if they weren't being paid. These hunters quietly stalk their targets, following them constantly and often approaching close enough to touch them before fading back into the crowd. They

leave little hints to their presence and purpose where their targets can find them, and ratchet up the pressure and paranoia before delivering the killing blow. For them, a clean, fast kill, while efficient and professional, is hardly worthwhile at all.

Gadgeteers dedicated to the hunt are masters of surveillance and information gathering. These hunters love a good stakeout, a long night in an anonymous speeder truck kitted out with a high-tech array of sensors and listening apparatus. They spend their time building surveillance systems of ever-increasing complexity and sensitivity, and studying any security used by the target. Patient listening and watching are these hunters' most fundamental techniques, and only after everything has been recorded and analyzed do Gadgeteers strike.

Martial Artists see nearly every bounty as a chance to test and refine their skills against worthy opponents. Each target presents a new set of obstacles, and for each new set of challenges, a new set of skills must be honed to overcome it. These hunters prefer the running, sneaking, climbing, and tumbling aspects of the hunt. They usually do not take on contracts that they view as too easy, for these present no opportunity for them to advance their skills.

Flying full throttle through tumbling asteroid fields or threading high-powered speeder bikes through crowded thoroughfares, **Operators** are the masters of the chase. Pushing their skills and their vehicles to the limit, these master pilots revel in the

sound and danger of a fast chase. The faster and more dangerous, the better, as each chase proves the superiority of their piloting skills, their ships, and their ability to squeeze every last bit of performance from their trusty machines.

Skip Tracers are the consummate urban hunters. They use their arrays of contacts and informants as a spider uses its web—drawing their prey in slowly then pinning them down for capture. Skip Tracers are dedicated to the chase and masters of the tail, of tracking a single individual unseen through a street choked with traffic and pedestrians, and of patiently waiting for the perfect moment to act. Skip Tracers motivated by love of the chase are notoriously hard to shake, even among Bounty Hunters.

Survivalists' knowledge of tracking sentients and beasts alike through untamed wilds borders on the preternatural. They know just what to look for, just where to place their feet, and just how to track a light-footed fugitive in the dark across a plain of hard-packed clay. The chase comes naturally to these hunters, and those who derive their joy and satisfaction from the pursuit itself have been known to prolong the hunt by taking their time and giving their targets numerous chances to rest or escape.

BOUNTY HUNTER OBLIGATIONS

Most citizens of the galaxy consider bounty hunters to be a necessary evil—both a symptom of and an answer to the growing lawlessness and unrest throughout the Empire. Neither true law enforcement officers nor civilian vigilantes, they inhabit a moral and often legal gray area where they are both bound by the law and, at times, above it. They carry out a handful of jobs usually performed by law enforcement, but are not constrained by the rules and restrictions of a bonded law officer. They are answerable only to their employer, and are often only loyal to the almighty credit—a moral compass that offers dubious heading at the best of times.

The ways in which an individual finds herself in this line of work are as many and varied as the bounty hunters currently operating in the Empire. Some are chasing an easy credit; others are chasing glory or vengeance, or simply enforcing the law in their own particular way. The life of a bounty hunter—essentially a freelance law enforcement officer—is a hard one. It takes hard work and ambition to find success in such a cutthroat business, and those who are successful are often some of the most dangerous and feared individuals in the galaxy. No matter how successful a bounty hunter is, however, there is always someone or something from her previous ventures waiting to extract a bit of money, favor, or revenge. The past is as dogged in its pursuit as any hunter, and it has the advantage of time.

An Obligation helps define a character, and is important both mechanically and to the character's narrative. It gives a character pathos and drive, and helps to flesh out what might otherwise be one-dimensional character. Obligations help explain why a character is a bounty hunter and give both the player and the Game Master a number of story hooks to call upon throughout the campaign. It is important to remember that characters can take on additional Obligation in exchange for extra in-game benefits, but that makes it more likely that their Obligations will come calling, likely at inconvenient times.

Players may use **Table 1–1: Bounty Hunter Obligations** in place of **Table 2–1: Obligation** on page 39 of the **EDGE OF THE EMPIRE** Core Rulebook. Players can roll randomly on the table, or they can select an Obligation that they feel best fits their character's motivations and background. Each character starts with an Obligation value based on the size of the player group.

TABLE 1-1: BOUNTY HUNTER OBLIGATIONS

d100	Obligation Type
01–08	**Thrill Seeker:** Some people are addicted to alcohol or chems, others to gambling or other seedy vices. This character, however, is a confirmed adrenaline junkie, and chooses bounties not by their challenge or price, but by how exciting or dangerous they are. Avoiding the Obligation—perhaps by being a responsible business operator and considering every job's cost benefit analysis—results in an almost immediate case of excitement withdrawal. When inactive, the character is edgy, moody, easily distracted, and generally unpleasant to be around.
9–16	**Vigilante:** The character has seen the wheels of justice grind up the innocent and let the guilty walk free. The character has sworn to take the law—or a version of it, at any rate—and bring justice to those who deserve it. When taking on contracts, this character tends to pursue the most hardened criminals.
17–24	**Blackmail:** Some group or individual has dirt on the character, and is using it to the greatest advantage possible. Perhaps she killed another hunter and claimed the bounty, or maybe she is operating in the Core Worlds without the required Imperial Peace-Keeping Certificate. Whatever the case may be, the blackmailer wields an inordinate amount of power over the character. However this power is leveraged—money, favors, services rendered—the character is subject to the blackmailer's moods and whims, lest the dirty secret become common knowledge.
25–32	**Contract:** A powerful and strict contract binds the character to a specific employer. This could be a crime boss, an Imperial courtier, or a wealthy corporate CEO. Whoever holds the character's contract has nearly total control over the character's future career. All bounties are furnished by the contract holder, and deviating from the terms of the contract can lead to a number of potentially harsh fines and punishments.
33–40	**Rule Breaker:** Either the character very publicly and flagrantly broke one of the rules laid down in the bounty hunter's code, or everyone wrongly believes she did. Whatever the case, this breach of the rules of the code affects the character's personal and professional life in a very real way. Contracts dry up, colleagues refuse to speak to or help the character, or the character is treated in a condescending or irritatingly sympathetic manner.
41–48	**Debt:** The character owes quite a bit of money to one or more individuals. This could be money owed to a shipyard for some expensive modifications done to the character's ship on credit, or funds put forth by a patron who backed the character's entry into the bounty hunters' guild and expects to be repaid or services rendered.
49–56	**Betrayal:** In the course of the job, the character has either suffered some kind of deep personal betrayal at the hands of another bounty hunter, or is the perpetrator of such a betrayal. The betrayal affects the character's day to day life, whether through physical reminders, emotional scars, or some combination of the two. If the character was the betrayer, the victim may come looking for answers, compensation, or revenge at any moment.
57–64	**Family:** This hunter's family holds an incredible influence over the character. Perhaps the PC comes from a long line of bounty hunters, whose honor must be upheld. Alternately, the bounty hunter could also be supporting a struggling family, and is always eager to pick up contracts to send money home.
65–72	**Favor:** The character owes a favor to someone in a position of power. However this favor came about, whether personally or professionally, repayment of that favor is coming due with interest. This favor may be called in all at once, or a little at a time, prolonging the character's Obligation.
73–80	**Criminal:** The character has been accused of committing a crime during the collection of a legal bounty. This could be anything from stealing a speeder in order to chase a fleeing fugitive, or interference with bonded law enforcement to killing innocents during a shootout. Whatever the case, the constant threat of discovery and incarceration hovers over the character. Whether the accusations are true is irrelevant; the character has been accused and there is an outstanding warrant that makes the PC an appealing target to other bounty hunters.
81–88	**Keeper of the Faith:** Much to many other freelancers' amusement, this character has sworn to faithfully uphold both the spirit and the letter of some code of honor. The PC believes very strongly in these edicts and adheres to them with an almost religious fervor. The character never knowingly breaks any of the rules laid down in the code, and may turn on colleagues who do so.
89–96	**Fame:** The character's reputation casts a long shadow. Perhaps the PC took a famous and difficult bounty, or owns a recognizable and deadly ship, or has beaten another well-known hunter to the punch in the past. Whatever the case, it is hard for the character to move unnoticed throughout the galaxy. This makes covert operations more difficult, but also means that informants are more likely to spill what they know when the PC arrives.
97–100	Roll twice on this chart. Starting Obligation is split into two different origins. (This does not increase the Obligation's magnitude; divide starting Obligation into two equal parts, each with a different type.)

PREDATORY SPECIES

Individuals who assess a situation objectively and act in an impartial manner are often well-suited to lives as bounty hunters. Emotional attachments and irrational decisions are obstacles to success. Ultimately, bounty hunters are mercenaries, professionals who must constantly assess the costs associated with completing a job against the reward offered for it. When the costs abruptly change, a good bounty hunter needs to be able to back away from the job. If a panicked target makes an emotional appeal, then the hunter needs to resist sentimentality, recognizing that emotional weakness has severe financial implications. In many cases, these traits come from an individual's social background, which can often be linked to their species.

Droids make some of the best bounty hunters for this very reason. An assassin or combat droid repurposed for hunting is programmed to completely disregard any emotional response. A target who begs or pleads does little to improve the odds of escaping from a droid.

Many other species with strong predatory instincts are inherently capable of success as bounty hunters. This includes Clawdites, Devaronians, and Kallerans. However, individuals from countless other species have achieved notoriety without that cultural and physiological background. Cad Bane, a Duros, was one of the greatest hunters of his time, due to his determination and preparedness. Even Ithorians and Selkaths have succeeded as bounty hunters, though Bulduga and Mantu, respectively, were hardly characteristic examples of their species.

Ultimately, a bounty hunter must rely upon instincts and personality as much as physical abilities. A species' traits, such as expanded sensory organs or shapeshifting, are beneficial, but they are not required for success, nor do they guarantee results. Different hunters can achieve success through a variety of skill combinations and tactics. This career ultimately depends upon the ability to complete hunts in a profitable manner, while recognizing the necessity to concede failure if the costs become too high. That sense of perspective is often a learned trait rather than one inherent to a character's species.

CLAWDITE

Native to the planet Zolan in the Mid Rim, Clawdites are primarily known across the rest of the galaxy for their innate ability to transform their appearance. This knack grants the species a value to the larger galaxy that far exceeds any of their homeworld's other exports—to the chagrin of many Clawdites, some of whom feel that their species' cultural and technological contributions to galactic culture are ignored because of the fixation on their very peculiar genetic ability. Because of their shape-changing talents, Clawdites remain in high demand for careers focused upon deception, including espionage and other, even less savory pursuits. Their natural abilities and scarcity give members of the species legendary status as spies and informants. Rumors of a Clawdite's presence naturally alert guilty parties to be more vigilant, while a crime lord who retains a Clawdite's services gains prestige through the hire.

Physiology: Clawdites are a humanoid species with reptilian traits. In their default forms, their skin has a rough texture that typically ranges in color from pale yellow to dark green. The pupils of their large eyes are slitted, with irises that range in color from yellow to deep blue. However, many galactic citizens who interact with Clawdites never actually see this form, or even know that they are dealing with a Clawdite. Some Clawdites create a single preferred guise that they use for their public dealings, never showing their true form. This has various advantages, from throwing potential enemies off guard when they reveal themselves to keeping suspicion that they might be an infiltrator to a minimum. After all, when people know there is a Clawdite around, they tend to be more cautious. On the other hand, some Clawdites use this to their advantage by openly displaying their true forms, to remind everyone of their unique ability—especially when that ability is an asset to the job at hand. Those Clawdites who do not rely upon their shapeshifting for professional reasons tend to remain in their default state around others to help reassure them that they are acting in good faith. These practices vary by individual and the expectations of the company that they currently keep.

Clawdites have two inherent physiological traits that enable their shape-changing. The first is the particularly sophisticated chromatophores that exist within their skin cells. These enable them to change their skin tone at will, and Clawdites with sufficient practice can match nearly any color that their eyes can perceive. The second is the capacity to control aspects of their lymphatic system consciously and with great precision. Using this control, a trained Clawdite can physically shrink and grow parts of their body, stretching their skin to take on different shapes. Replicating a specific appearance in this way requires practice.

Because Clawdites depend upon their body's internal abilities to shape-change, they cannot alter their mass in the process. This means that they can make minor alterations to their size based on their density,

Clawdite

Devaronian

Kalleran

but they cannot substantially grow or shrink. Their humanoid anatomy also prevents them from relocating organs, except in superficial ways. To help offset this limitation, some Clawdites wear an automated saline pump. This enables them to adjust the amount of fluid within their bodies, increasing their ability to change their size within a limited range.

Society: Clawdites have a particularly strong inclination toward individualism, and many have a difficult time forming close bonds, even—or especially—with members of their own species. This is in part because of the mutability of their appearance. A trusted contact could vanish with a shared resource, or a deceitful individual could easily assume another's identity. As a consequence, their society on Zolan has developed various measures to verify identities. Political and social organizations depend upon high levels of redundancy, and records are maintained in the open so that individuals can freely validate one another's work. Nevertheless, personal responsibility and accountability have remained challenging principles to enforce across Clawdite history. Most Clawdites are guarded even when greeting familiar individuals, and rely on conversational cues and personality traits far more than physical appearance to verify identity.

Clawdites' entrance onto the galactic stage at large had a substantial impact on their culture and how they viewed their ability. Their unique shapeshifting trait made Clawdites the perfect spies, and many were hired to work offworld by governments, criminal syndicates, and military organizations. Now, Clawdites are found all across the Outer Rim—though some Clawdites live in secret, preferring that their acquaintances not know their true species, lest they distrust them for it or worse, try to exploit it.

Homeworld: Zolan is a warm and arid world, located near the Corellian Run. During the development of the Clawdite species, a spike in solar activity bathed the world in radiation. The Clawdite's ability to modify their skin color and body shape was one of many adaptations that resulted from this massive change in Zolan's climate. The predatory monzu and numerous other species from Zolan share this trait, though many species developed different means of surviving despite the ongoing radiation bombardment. As with any event that disrupts a period of evolutionary stasis, most of Zolan's lifeforms were unable to cope with the heightened radiation and died off precipitously, and those that remained dramatically shaped by it.

Zolan's radiation levels eventually reverted to a more survivable level, as its star completed its extreme radiation emission cycle. Traits developed to survive this catastrophe were turned to new ends, resulting in a number of species that could change their physiology as well as others with thick bony plating to protect against radiation. Beyond that, the extinction event reshaped Zolan. Large portions of the planet became desolate wastelands. Most of the plants and animals that had once dwelt there were eliminated, and new life forms only slowly encroached on the most devastated regions.

This planetary transformation had serious repercussions on the world's environment, as well as its ability to provide for the Clawdite population. In fact, the resultant scarcity of resources very likely contributed to the cautious and self-reliant nature of Clawdite society as it developed.

Language: Virtually all Clawdites are fluent in Basic. Zolanese is their native tongue, though it is rarely heard off the planet. Clawdites generally refuse to teach Zolanese to offworlders, and it is used as a primary language only in the rural regions of their world. During rare offworld encounters between Clawdites, they often use Zolanese as a secret language to identify themselves without breaking their cover.

Life on the Fringe: Clawdites excel in careers that prioritize independent competency. Though many rely upon more nefarious (or at least self-serving) applications of their shapeshifting abilities to work as Smugglers or Bounty Hunters, many other Clawdites work as Explorers, Technicians, or in specialized Colonist roles. Many Clawdites who originally hail from Zolan prefer self-reliant professions over which they have a high degree of control, rather than having to trust that others will act in their best interests.

SHAPESHIFTER STEREOTYPES

A Clawdite's natural appearance is easily recognized, particularly among those who regularly work within the galaxy's dark underbelly. Crime lords who hire a Clawdite are very proud that they have a shape-changer in their employ. The species is uncommon, and having a loyal Clawdite as a member of an organization carries a level of prestige. Further, most syndicate leaders believe that their allies recognize the Clawdite could be impersonating anyone in any situation. This can be a strong motivator for a more honest relationship, at least on the part of their allies.

For a Clawdite PC, such expectations can represent an opportunity or a challenge. A Clawdite who does engage in various forms of skulduggery might enjoy having employers pay more for her work, while one who is engaged in honest trade may be frustrated by clients' unfounded worries that anyone they meet could be the Clawdite in disguise. To help alleviate such concerns (even if they are unfair), some Clawdites teach their friends and business partners how to identify them by their behavior and mannerisms rather than just their looks, as Clawdites generally do with other Clawdites they know.

SPECIES ABILITIES

2	2	2	3	1	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 9 + Brawn

- **Strain Threshold:** 9 + Willpower

- **Starting Experience:** 95 XP

- **Special Abilities:** Clawdites begin the game with one rank in Resilience. They still may not train Resilience above rank 2 during character creation.

- **Changeling:** As an action, a Clawdite may suffer 3 strain and make an **Average (◆ ◆) Resilience check**. If the Clawdite succeeds, she changes her appearance to match that of a silhouette 1 character whom she has observed before. An observing character must make opposed **Perception vs Deception check** to detect that something is amiss with the impersonated character's likeness, mannerisms, or behavior. As always, the GM can add ☐ or ■ for situational effects that might affect the check, such as ☐ if the Clawdite's garb does not match expectations or ■ if the Clawdite has studied the impersonated individual's mannerisms closely.

DEVARONIAN

Known for their history as explorers and their striking (and often intimidating) looks, Devaronians are a species familiar to many galactic travelers. Unlike most other species, Devaronian explorers actually made contact with the greater galaxy long before the Republic officially discovered the other inhabited systems near Devaron. Members of this entrepreneurial species are a common sight in spaceports and other centers of trade, and they are found all across the Outer Rim.

Devaronians carry the odd burden of resembling the mythological demons of many galactic cultures. Because of this, they are one of the galaxy's most distrusted species. This created numerous misunderstandings during the early days of their species' expansion, especially as they encountered galactic denizens unaware of life beyond their own world. Though Devaronians are no more prone to diabolical bargains than any other prominent species, their reputation still suffers because of their looks. Anyone who has tread the galaxy extensively (or even visited a cosmopolitan watering hole or two in the Outer Rim) likely knows better than to judge a Devaronian by looks alone, but newcomers are shocked every day when they see a demon of myth ordering a drink in a bar.

Through their species' collective space travel experience, Devaronian explorers played a role in mapping the galaxy. While some of this work was done under the authority of the Republic, independent explorers—often with strong economic motivations—discovered and classified many worlds. Some Devaronian organizations possess maps that are believed to be more detailed and complete than even those in the official records on Coruscant.

Physiology: Devaronians are a bipedal mammalian species. Their skin color ranges from red to green, and a pair of pointed horns dominate the male Devaronian's head; commonly, females have dark, vestigial spots in the same location as the male's horns. Devaronians' mouths are filled with sharp pointed teeth, particularly effective at rending the meat that dominates their diets. Besides these identifying characteristics, Devaronians have a great many physiological similarities to humans—though few observers would confuse the two species.

Devaronians have black, silver-based blood. This unusual trait is linked to their particularly thorough blood filtration and cleansing system. Members of the species possess two livers, which constantly cleanse the body of toxins and carcinogens. This grants them an exceptionally high resistance to poisons, also enabling them to consume foods that are toxic to other species.

Devaronian physiological quirks cause sulfur to be a particularly effective stimulant (unlike for most other oxygen-breathing species, who find sulfur extremely unpleasant when inhaled). When a Devaronian breaths in sulfur, the substance rapidly enters the bloodstream, granting the Devaronian a burst of prodigious strength and speed. However, sulfur is one element that their livers cannot cleanse as effectively over the long term. Extended exposure to sulfur can have serious medical consequences for a Devaronian.

Society: Devaronian culture is primarily matriarchal, in no small part because Devaronian men tend not to stay in one place long enough to achieve leadership positions. Whether these tendencies are purely cultural or have a biological component remains a topic of dispute amongst both Devaronians and offworld academics. Devaronian women, by contrast, tend to value security and prosperity, and have traditionally been the architects of Devaronian society, building and maintaining its cultural institutions and physical structures alike. Thus, most Devaronians who become corporate and political leaders, enter law enforcement, or pursue other careers with strong long-term prospects are women.

Male Devaronians, for their part, are more likely to be risk-takers, driven by wanderlust and the thrill of new experiences. While not averse to creating lasting emotional bonds, most Devaronian men stay in a single place for only a few years before moving on, if they remain that long. Male Devaronians who start families often support them while working remotely, taking on positions where they can send their earnings home while still satisfying their desire to explore the galaxy—thus many become starship hands, traders, or even smugglers. Those who remain in one location to raise a family or maintain other relationships tend to change professions more often than female Devaronians, and develop a wider but less expert pool of knowledge and skills as a result.

Of course, many individuals and even some cultural groups on Devaron defy these gender stereotypes. No few Devaronian women are starfaring adventurers, and Devaronian history contains many men who achieved prominence in a single institution or field. Still, some visitors to Devaron are initially surprised at the seemingly low number of male Devaronians in the upper echelons of society on Devaron, as compared to vastly the higher ratio overall among the species' offworld population.

Homeworld: Devaron is a temperate world in the Colonies region. The planet includes dense jungles and cooler mountainous regions. The species has established prosperous cities in most regions of the planet, though the oldest and most populous are within the low mountains. Devaron's jungles are home to a range of dangerous predators, which continue to thrive on the largely civilized world. Journeys to these wilds are dangerous for even accomplished explorers.

LOST AND HIDDEN TREASURES

Devaron's jungles are expansive and largely untamed. Few Devaronians ever travel to the darkest and deepest portions. Since the advent of space travel, male Devaronians frequently ventured offworld to slake their wanderlust, ignoring the far closer wild and unexplored jungles. In spite of this, Devaronian empires have risen and fallen within the jungles for tens of thousands of years, and remnants of these societies can still be found by intrepid explorers. Over the millennia, countless enclaves were built far from the sites of modern-day cities—including a Jedi Temple that remained active during the Clone Wars.

Many of these facilities continue to harbor valuable goods even millennia after sentients last used them. However, the predators and other dangers that led to their abandonment may still remain active. Finding and salvaging the remaining goods in these sites is an extremely profitable opportunity, but any venture into the jungle means facing lost and forgotten dangers as well.

Player Characters might uncover maps or journals that identify facilities concealed by Devaron's jungles. A mine might still have a vein of ore, which could be better obtained with newer technology. A pirate's base of operations might have treasures that were carefully guarded by droids that remain active centuries later. A lost city could still hold the treasures of those who dwelt there, but the plague that killed its inhabitants might yet linger in local wildlife that carries it without displaying the symptoms.

Despite Devaron's long history, the jungles of the world remain untamed. However, while some species might see this as a strange choice for a species with the technology to clear the local flora, Devaronians believe that doing so would be shortsighted and foolish. The dominant form of plant life within Devaron's jungles is a particularly hardy vine, which interconnects and grows to form massive tendrils tens of meters in diameter that run for many kilometers.

These tendrils often reach the uppermost levels of the jungle and even conceal the basic terrain far below. The natural passageways these create make travel through the jungle far easier than it is on worlds with similarly lush biospheres, and while predators are a threat to travelers far from a city or town, there are few creatures on Devaron that cannot be dispatched with a well-placed blaster shot. Further, the biodiversity of the jungles offers Devaronians numerous advantages, economic and otherwise, especially in a galaxy where many worlds have been reshaped into vast, planet-spanning cities. Devaron has a few industrial centers and some large cities, but many Devaronians live in small, tight-knit villages and survive by hunting and cultivating crops in the jungle. Thanks to Devaron's long and ongoing involvement in galactic exploration and trade, however, certain technologies are widespread, making survival in the jungle far easier for the current generation than it was for their ancient ancestors, who lacked such equipment.

Language: Nearly all Devaronians are fluent in Basic, though some speak localized dialects specific to their culture on Devaron. Relatively few study the ancestral language of Devaronese.

Life on the Fringe: Devaronians have become increasingly prominent in the less civilized portions of the Outer Rim over the last few decades, in part because of the Empire's distrust of aliens of all sorts. The legends associated with their appearance—as well as their natural durability—make them desirable as Hired Guns, particularly among the less savory elements of society. Devaronian resourcefulness also suits as the lifestyles of Explorers, Colonists, and Bounty Hunters.

SPECIES ABILITIES

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	2	2	3	2	1

- **Wound Threshold:** 11 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Devaronians begin the game with one rank in Survival or Deception. They still may not train Survival or Deception above rank 2 during character creation.
- **Resilient Metabolism:** Devaronian physiology is naturally hardy and resistant to toxins. Members of the species add automatic ☼ to all Resilience checks they make.

KALLERAN

Descended from a semi-amphibious stock, Kallerans are a lesser-known species, native to an isolated world in the Outer Rim. Though Kaller was a battleground during the Clone Wars, neither the planet nor its people ever achieved prominence on a galactic scale. This is partly because the species has never been united under a single governing body to pursue expansion beyond Kaller's orbit. Further, extraplanetary invaders have occupied parts of Kaller on multiple occasions throughout the last few thousand years, limiting the Kallerans' ability to expand their own culture across the stars as they grappled with the influence of colonizers. From the Republic of old to the Pykes to the Mandalorians, many different powerful groups across history have had a hand in shaping Kaller—some as economic partners and allies, but more as cruel oppressors of the regions they controlled. Other parts of the planet, especially resource-poor regions, have largely been ignored by colonizers and have been ruled by Kallerans as far back as history records. While no single group of outsiders has directly governed a majority of Kaller, many different species and cultures with wide galactic influence have a stake in the world's economic prospects.

Kaller's location and its natural resources have both made the world an important target for other groups' military and economic expansionism. The system sits at the intersection of three different hyperspace routes. This has made it a convenient layover point for obtaining repairs, transferring cargo, and refueling between legs of an extended journey. Plateau City, Kaller's preeminent and surprisingly cosmopolitan spaceport, was built long ago by foreign interests visiting the planet to handle the sheer volume of freighters visiting the planet. A variety of different rare minerals and the surprisingly resilient hardwood from the kallnut tree remain valuable exports, and the industries around these and other products drive much of the Kalleran economy to this day.

For their part, local Kalleran governments continue to use the influence of outsiders to their advantage whenever they can, pitting these groups against each other and homegrown rivals. While some Kalleran cultures and governments have feuds with particular groups of settlers, others are far more invested in their conflicts with local groups. However, because of the numerous galactic societies with an interest in Kaller and its resources, Kaller has never been ruled by a single alliance of Kallerans.

Seeking the stability that they cannot find on their homeworld, many Kallerans have taken to traveling far from the Kaller system, pursuing their fortunes beyond its boundaries. Their independent tendencies and knack for self-sufficiency often serve them well in their tasks as they travel. Some find careers working for others in a variety of fields. Others, however, earn reputations as independent contractors, or as masters in a broad range of different fields. For these Kallerans, their starships become their true homes of choice.

Physiology: Adult Kallerans average over two meters in height, standing eye to eye with a Wookiee. They are slim for their height, though their physiques tend to be flexible rather than spindly. Kalleran feet and hands each have three fully prehensile digits, arranged in a radial manner. They do not normally wear shoes, preferring not to restrict their ability to grasp with their feet. Their green skin often has distinctive black markings, which vary in pattern by individual.

Kallerans are not capable of respiration under water, but retain one key holdover of their amphibious ancestry, as they breathe through their skin as well as their lungs. While they do have lungs, a significant portion of their respiration occurs directly through their skin, freely drawing oxygen from the atmosphere while releasing carbon dioxide. A consequence of this respiratory system is that Kallerans must consume more water than other species of comparable size. Kallerans do not have noses, as there is no need for them to be able to breathe while chewing.

Kallerans have antennae that move in an animated fashion as they carry on conversation. These are often used to add emotional emphasis to particular points of discussion. The antennae are also sensory organs for the species. These are their primary olfactory receptors, as well as the secondary aural receptors. The fin-like structures located atop and to the sides of the head also augment a Kalleran's sense of hearing, providing extended surfaces to detect sounds.

Kallerans have a higher muscle density than most humans, but oddly, they are also more susceptible to harm. As a Kalleran's skin is a key breathing organ, damage to the skin can leave a Kalleran substantially weakened even if internal organs are unaffected. As a result, Kalleran combat techniques tend to put an even higher premium on avoidance, redirection, and use of their flexibility to entrap foes than other, similar styles.

Society: Kalleran society places great value on personal achievement, and has much less interest in collectivism than many other cultures. Kaller has no history of acting as a united whole, and many galactic organizations hold some influence on Kaller, so few Kallerans join ideologically driven causes like the Rebellion (or Empire).

Homeworld: A temperate and arid world in the Outer Rim, Kaller is the native homeworld of the Kalleran species. Its binary star system has led to a complex system of seasonal weather variation, dependent upon its location in its orbit relative to the two suns. Seemingly mild conditions transition over a period of just a few days into more extreme conditions with little warning to those unfamiliar with Kaller's weather.

Kaller's indigenous communities are located near surface water—typically rivers—for convenient access to fresh water. Their traditional architectural styles are well rounded and depend upon stone construction—now replaced with duracrete in larger cities—to provide protection from the extreme weather conditions. Most of their cities are small, with populations of no more than a few hundred thousand.

The Confederacy of Independent Systems conquered Kaller during the Clone Wars, due to the system's overall utility. The Grand Army of the Republic freed Kaller during the waning days of the war. In short order, it came under control of the Galactic Empire. However, there is no standing Imperial military presence in the system, and the Empire takes little interest in this world, seeing it as innocuous and inconsequential.

Language: Practically all Kallerans on Kaller speak one of the many local languages that Imperial xenolinguists lump into a group called "Kall." Almost all learn Basic as well, and many learn several other languages of the groups who have settled on Kaller, depending on their native region. Languages developed on Kaller depend upon antennae movements to denote degree of emphasis. This leads to the characteristic antennae movement that Kallerans exhibit when speaking Basic. Because antennae movement is an integral part of all Kall dialects, it is difficult for most other species to master. Further, those movements offer a degree of silent communication between its native speakers. Kallerans who need to speak to one another in silence may do so as long as their antennae are visible to one another, though the vocabulary of a silent discussion is limited. Part of the resilience of these native languages may stem from the fact that many Kallerans have dealt with foreign oppression for generations, and a tongue that outsiders do not know is a useful tool for survival in such an environment.

Life on the Fringe: Having dealt with other species for so long, Kallerans tend to acclimate quickly to new environments and are rarely bothered by the strange mannerisms of other species, but are slow to put their trust in new acquaintances. Their culture's focus on self-reliance means that they are blunt when they feel a potential comrade is dead weight to the group—a trait that does not endear them to many, but also makes them difficult to exploit.

3	2	2	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SPECIES ABILITIES

- **Wound Threshold:** 8 + Brawn
- **Strain Threshold:** 12 + Willpower
- **Starting Experience:** 90 XP
- **Special Abilities:** Kallerans begin the game with one rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.
- **Hypersensitive Antennae:** Kallerans begin the game with the Heightened Awareness talent.

CONQUEST AND KALLER

Alien invasions have been devastating and disruptive but, at times, their after-effects have been useful to the Kallerans. Certainly overlords and occupiers have cost the world resources and time, and have transformed the planet's culture repeatedly. Other groups have brought new technologies and opportunities to Kaller. Most interactions with other cultures have been a bit of both, and some Kallerans have benefited while others have suffered.

Some of these conquerors have been overthrown by more humane interlopers, such as the Old Republic, but even groups not seeking to exploit the Kallerans still disrupted their society or introduced new challenges that the Kallerans have had to overcome. On the other hand, plagues have been stopped in their tracks by imported medicine, famines and catastrophes have been averted through economic alliances, incredible new technologies have been introduced, and tyrants like the Separatists have occasionally been expunged through military intervention of external forces like the Grand Army of the Republic. To say whether the presence of aliens on Kaller has done more evil than it has good is difficult, but it has undeniably affected the Kallerans in a lasting way.

To most Kallerans, the influence of outsiders is simply a fact of life, to be exploited for advantage when possible. Some alien species have had a presence on Kaller so long that few even remember how they came to inhabit the world, their enclaves as ancient as the oldest surviving Kalleran cities. Others are newcomers, arriving with new economic opportunities for the ambitious or posing new threats to established powers.

Thanks to their contact with members of countless other species, Kallerans from the more cosmopolitan parts of Kaller tend to put little stock in another person's species as compared to their more rural cousins, whose contact with aliens may be much more limited.

NEW SPECIALIZATIONS

The Bounty Hunter's eight career skills are Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, and Vigilance. A Bounty Hunter automatically gains one rank in four of these skills (of the player's choosing) without spending experience, and receives a discount when spending experience to purchase ranks in any of these skills.

The Martial Artist specialization gives a Bounty Hunter unparalleled access to talents and skills designed for controlling close-quarters combat. A Martial Artist's ability to grapple foes to keep them from escaping is of obvious use to anyone chasing a bounty, as is the finesse to use enemies' weight against them, blunting their attacks and staggering them. However, perhaps the most useful tool that the specialization offers to a Bounty Hunter is the ability to inflict precise strikes that incapacitate foes rather than kill them. A Bounty Hunter who is a Martial Artist can bring in even the deadliest quarry alive, which frequently corresponds to a greater reward from the one who posted the bounty.

In contrast, the Operator specialization allows a Bounty Hunter to chase any prey, no matter how far it might run—even across star systems. No specialization is better

suited to high-speed pursuits, whether they take place across the surfaces of planets or in the gulfs between the stars. In addition to talents that help the Operator stay on anyone's tail, the specialization has access to a number of dirty tricks to close the gap on the fastest pilots in the galaxy. These talents let Operators hinder enemy craft rather than destroying them, or even use their craft's defenses aggressively to unnerve their targets into making crucial errors during chases.

Finally, the Skip Tracer focuses on the social and mental aspect of the pursuit. While many other Bounty Hunter specializations are dedicated to catching bounties once they have been found, a Skip Tracer is first and foremost a detective. A Skip Tracer can find evidence others overlook and talk even the most stubborn of contacts into providing assistance. After all, most of a Bounty Hunter's job is digging up leads. Still, no hunter lasts long if she doesn't expect trouble from time to time. When things turn sour, the Skip Tracer specialization has a few tricks to turn the tables in a fight, and numerous talents to help a character get back up and back to the chase.

Remember, a character cannot have more than two ranks in any one skill at the time of character creation, regardless of how many opportunities the character has to receive free ranks of that skill (such as bonus career skills and species bonus skills).

MARTIAL ARTIST

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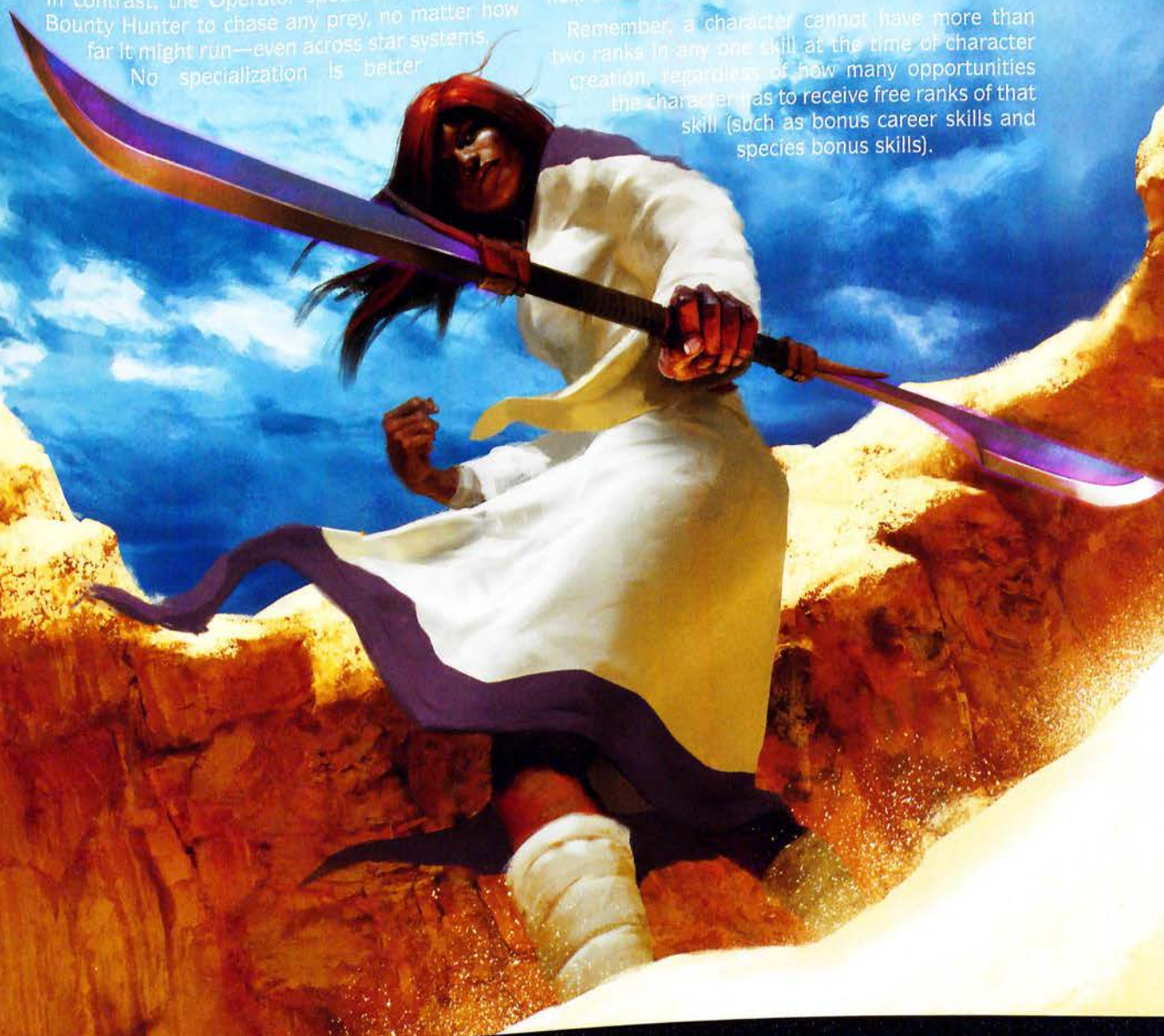
From the Kage Warriors of Quarzite to the enforcers of Black Sun, organizations and cultures across the galaxy have developed their own unique hand-to-hand combat styles to use their species' physiology to greatest effect. Over decades, centuries, and millennia, these combat forms become more than mere means of inflicting violence; generations of practitioners work to make them into art forms, philosophies, and ways of life. A desire to practice self-defense can become a belief in the value of self-betterment and the innate potential of others, though not all ideologies develop along such lines. More than a few Bounty Hunters have picked up techniques from martial arts styles across the galaxy to help in their hunts. Some are shining examples of their school's philosophies and traditions, but others are disgraced students, or have never even trained formally, earning their skills through hard experience on the battlefield.

In addition to the Bounty Hunter's eight career skills, the Martial Artist receives **Athletics**, **Brawl**, **Coordination**, and **Discipline** as bonus career skills. If this is the character's starting specialization, the Martial Artist may choose two of these skills and gain one free rank in each without spending starting experience.

A Martial Artist benefits first and foremost from a high Brawn rating to empower the Brawl skill. However, Willpower is an extremely useful secondary characteristic, as it not only gives the Martial Artist the higher strain threshold needed to activate the specialization's many talents that use strain as a resource, but also the ability to face intimidating foes up close without flinching. Further, talents like Mind Over Matter benefit from a higher Willpower, and let the Martial Artist fight even longer without becoming exhausted. Finally, the Martial Artist benefits greatly from investing in the Coordination skill, as talents like Martial Grace and Coordination Dodge let the Martial Artist supplement raw strength with finesse both offensively and defensively.

Unlike characters from most other specializations built around close-quarters combat, Martial Artists does not need a weapon to fight competently. Martial Artists generally value precision over brute strength, and strive to execute efficient unarmed strikes. By wasting as little energy as possible, they can deliver extremely forceful blows even when unarmed. This is reflected in talents like Precision Strike, which lets Martial Artists exhaust and weaken foes as they see fit rather than by chance. Martial Artists also seek to leverage their enemies' strength against them in battle with talents like Overbalance, which allows them to throw foes off-balance after they attack. Martial Artists also have access to Parry to mitigate damage, and can even use Parry when unarmed.

This unique combination of precise offense and controlled defense allows Martial Artists to contend with some of the toughest fighters in the galaxy. Of course, not every battle is worth fighting, and a trained Martial Artist knows to assess not only the enemy but also the situation before deciding whether to join the fray. Many schools of martial arts teach the idea that fights are to be avoided, and that the ideal way to win a battle is to avoid having it in the first place. Unsurprisingly, this attitude is less prevalent amongst Bounty Hunters who wield martial arts, as their profession demands a certain amount of violence, but some still apply these overarching principles to a certain degree.

Bounty Hunter: Martial Artist Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
Martial Artist Bonus Career Skills: Athletics, Brawl, Coordination, Discipline

■ **ACTIVE**

■ **PASSIVE**

IRON BODY
Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

COST 5

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 5

GRIT
Gain + 1 strain threshold.

COST 5

PRECISION STRIKE
When this character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, may suffer 1 strain to change the result to any **Easy (◆)** Critical Injury.

COST 5

PARRY
When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 10

TOUGHENED
Gain + 2 wound threshold.

COST 10

MARTIAL GRACE
Once per round, suffer 2 strain to add damage equal to ranks in Coordination to next Brawl check made this turn.

COST 10

GRIT
Gain + 1 strain threshold.

COST 10

UNARMED PARRY
May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

COST 15

GRAPPLE
Once per round, may perform the Grapple maneuver. Until the beginning of the character's next turn, foes must spent 2 maneuvers to move from engaged to short instead of 1.

COST 15

IRON BODY
Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

COST 15

IMPROVED PRECISION STRIKE
Once per round, when inflicting a Critical Injury with a Brawl or Melee weapon, may suffer 2 strain to change the result to any **Average (◆ ◆)** Critical Injury.

COST 15

OVERBALANCE
When a combat check made by an engaged foe generates ▽ or ۞ ۞ ۞, may stagger attacker until the end of his next turn.

COST 20

TOUGHENED
Gain + 2 wound threshold.

COST 20

MIND OVER MATTER
The character may spend one Destiny Point to recover strain equal to Willpower rating.

COST 20

GRIT
Gain + 1 strain threshold.

COST 20

COORDINATION DODGE
When targeted by a combat check, may spend 1 Destiny Point to add ▼ equal to ranks in Coordination to check.

COST 25

DEDICATION
Gain + 1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

NATURAL BRAWLER
Once per session, may re-roll any 1 Brawl or Melee check.

COST 25

SUPREME PRECISION STRIKE
Once per session, when inflicting a Critical Injury with an unarmed attack, may suffer 3 strain to change the result to any **Hard (◆◆◆)** Critical Injury.

COST 25

OPERATOR
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To catch a target, a Bounty Hunter must be fast, and even the swiftest sentient being cannot hope to outrace a speeder or starship on foot. An Operator prefers to undertake all pursuits from within a vehicle or spacecraft, keeping the target in sight with deft maneuvering and on the run with withering firepower. In a high-speed chase, few characters can match an Operator's expertise, and fewer still are prepared for the arsenal of daring moves and dirty tricks she can unleash.

In addition to the Bounty Hunter's eight career skills, the Operator receives **Astrogation**, **Gunnery**, **Piloting (Planetary)**, and **Piloting (Space)** as bonus career skills. If this is the character's starting specialization, the Operator may choose two of these skills and gain one free rank in each without spending starting experience.

A high Agility rating always benefits an Operator, especially when paired with a solid investment in Gunnery and Piloting (Planetary) or Piloting (Space), depending on the Operator's preferred vehicle. An Operator also benefits from an investment in Intellect, as this characteristic is used for both the Astrogation skill—critical in tracking quarry across the galaxy—and for the Mechanics skill.

Even if the Operator is not the group's main technical expert, having a strong Intellect and a rank or two of Mechanics means that the Operator can make repairs on the fly. After all, most Operators put their craft through its paces (and even push beyond its limits from time to time). Knowing how to fix an overtaxed engine can be the difference between staying on the trail and drifting for weeks, waiting for a repair team to arrive. Any Bounty Hunter who has spent time adrift in space knows full well the value of being able to perform one's own repairs.

Operators are sometimes lone wolves, chasing their targets across the gulfs between the stars with no company but a trusty ship. However, many Operators are part of teams of bounty hunters, conveying their comrades on to the location of their foes and running starship interference while they capture targets on the ground. Some such Operators are loathe to leave their ships entirely, though disembarking from time to time is usually unavoidable on the hunt.

Unlike many other specializations focused on piloting, Operators need to disable enemy ships rather than just destroy them. The Operator specialization gives a character access to numerous talents that help bring targets to a halt, including Debilitating Shot, Hindering Shot, Overwhelm Defenses, and Offensive Driving. All of these abilities are useful for taking down fleeing starships—or, in a pinch, disabling the vessels of rival bounty hunters pursuing the same quarry.
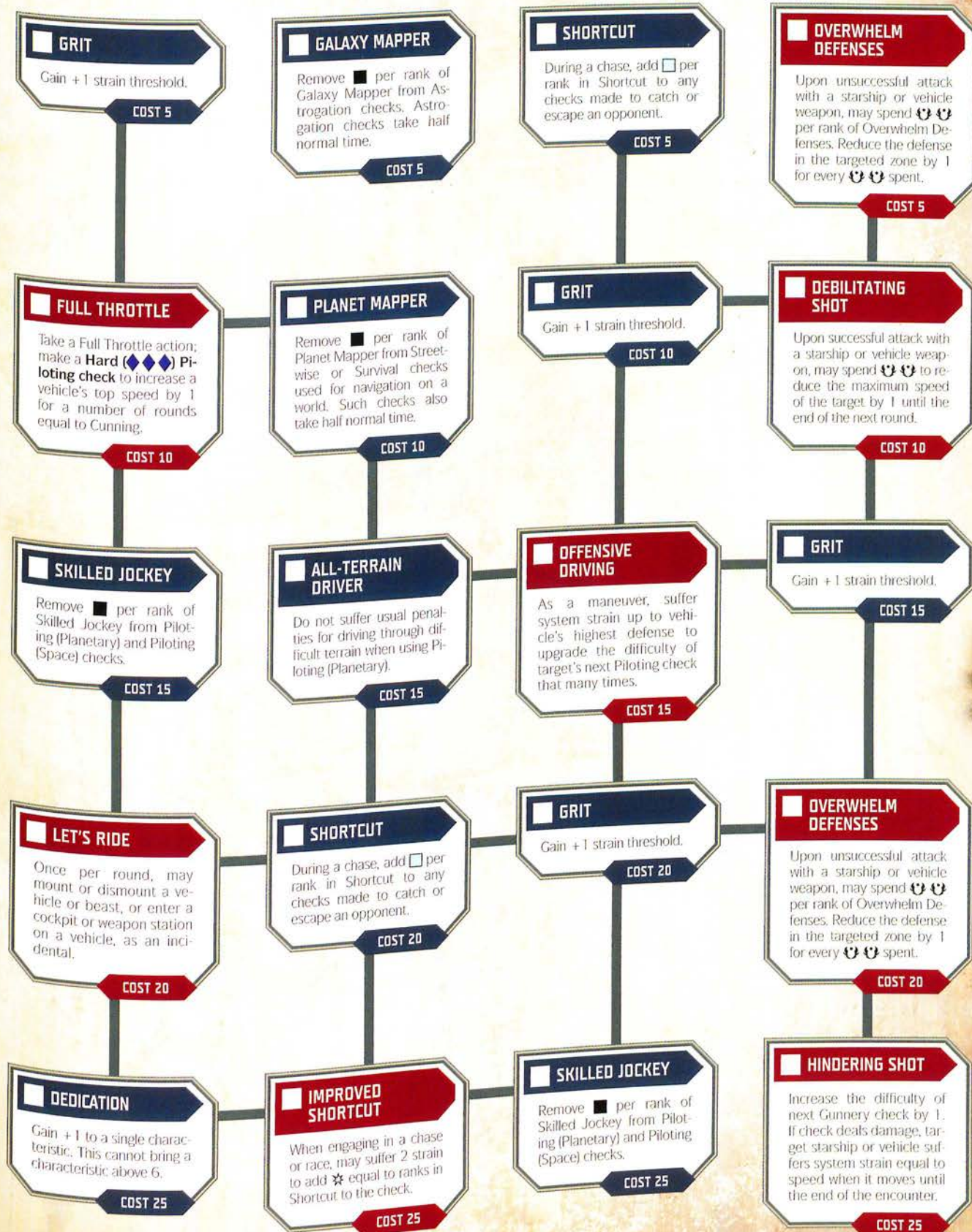
Bounty Hunter: Operator Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
Operator Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE

GRIT
Gain +1 strain threshold.
COST 5

GALAXY MAPPER
Remove ■ per rank of Galaxy Mapper from Astrogation checks. Astrogation checks take half normal time.
COST 5

SHORTCUT
During a chase, add ☐ per rank in Shortcut to any checks made to catch or escape an opponent.
COST 5

OVERWHELM DEFENSES
Upon unsuccessful attack with a starship or vehicle weapon, may spend ۞ ۞ per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every ۞ ۞ spent.
COST 5

FULL THROTTLE
Take a Full Throttle action; make a **Hard (◆◆◆) Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.
COST 10

PLANET MAPPER
Remove ■ per rank of Planet Mapper from Streetwise or Survival checks used for navigation on a world. Such checks also take half normal time.
COST 10

GRIT
Gain +1 strain threshold.
COST 10

DEBILITATING SHOT
Upon successful attack with a starship or vehicle weapon, may spend ۞ ۞ to reduce the maximum speed of the target by 1 until the end of the next round.
COST 10

SKILLED JOCKEY
Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.
COST 15

ALL-TERRAIN DRIVER
Do not suffer usual penalties for driving through difficult terrain when using Piloting (Planetary).
COST 15

OFFENSIVE DRIVING
As a maneuver, suffer system strain up to vehicle's highest defense to upgrade the difficulty of target's next Piloting check that many times.
COST 15

GRIT
Gain +1 strain threshold.
COST 15

LET'S RIDE
Once per round, may mount or dismount a vehicle or beast, or enter a cockpit or weapon station on a vehicle, as an incidental.
COST 20

SHORTCUT
During a chase, add ☐ per rank in Shortcut to any checks made to catch or escape an opponent.
COST 20

GRIT
Gain +1 strain threshold.
COST 20

OVERWHELM DEFENSES
Upon unsuccessful attack with a starship or vehicle weapon, may spend ۞ ۞ per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every ۞ ۞ spent.
COST 20

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

IMPROVED SHORTCUT
When engaging in a chase or race, may suffer 2 strain to add ☼ equal to ranks in Shortcut to the check.
COST 25

SKILLED JOCKEY
Remove ■ per rank of Skilled Jockey from Piloting (Planetary) and Piloting (Space) checks.
COST 25

HINDERING SHOT
Increase the difficulty of next Gunnery check by 1. If check deals damage, target starship or vehicle suffers system strain equal to speed when it moves until the end of the encounter.
COST 25

ot all debts need to be settled with blasters. Sometimes, a Bounty Hunter just needs to do some legwork, find a target, and get that individual to pay what is owed with a few well-chosen words. This is the specialty of Skip Tracers, who take on commissions to seek out people with unpaid debts from clients who wish to have items returned, cash given back, or recompense paid in some other way. Most Skip Tracers prefer to keep their guns holstered for the whole job, and try their utmost to avoid causing negotiations with their targets to break down explosively. Property destruction and medical bills cut into the commission, after all. Of course, as most Skip Tracers know all too well, things rarely go so smoothly. More often, the Skip Tracer ends up needing to apply pressure somewhere along the line, whether this takes the form of gaining leverage on the target or delivering a threat of violence—at the hands of the client or otherwise.

In addition to the Bounty Hunter's eight career skills, the Skip Tracer receives **Cool**, **Knowledge (Underworld)**, **Negotiation**, and **Skulduggery** as bonus career skills. If this is the character's starting specialization, the Skip Tracer may choose two of these skills and gain one free rank in each without spending starting experience.

All Bounty Hunters have access to investigative abilities through access to Perception and Streetwise as career skills, but Skip Tracers are particularly strong at this aspect of the job. Several Skip Tracer talents are especially useful when backed by a high Cunning or Intelligence: Improved Street Smarts and Reconstruct the Scene let Skip Tracers find leads on even the scantest of evidence, and Bypass Security can help these investigators reach secured locations where their targets might be hiding. Through dedication and keen insight, Skip Tracers can locate and pursue a target across nearly any distance, which makes them ideal for finding people who wish to avoid notice.

Skip Tracers also benefit from an investment in their Presence, as once they find their marks, they must convince them to part with what is owed. Several of the Skip Tracer's talents, such as Good Cop and Nobody's Fool make it difficult for targets to get the better of Skip Tracers in negotiations, and ensure that they recover the client's property. If matters do become ugly, however, Skip Tracers are not defenseless: Hard-Boiled and Rapid Recovery allow Skip Tracers to doggedly pursue their quarry even after taking a beating, and Soft Spot lets them slip a finishing blow through at exactly the right moment, even against a tough opponent.

Bounty Hunter: Skip Tracer Talent Tree

Career Skills: Athletics, Brawl, Perception, Piloting (Planetary), Piloting (Space), Ranged (Heavy), Streetwise, Vigilance
Skip Tracer Bonus Career Skills: Cool, Knowledge (Underworld), Negotiation, Skulduggery

> ◀ **ACTIVE**

> ◀ **PASSIVE**

BYPASS SECURITY
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.
COST 5

HARD-BOILED
When recovering strain after an encounter, may spend ☯ up to ranks in Hard-Boiled to recover 1 wound per ☯ spent.
COST 5

GOOD COP
May spend ☯ ☯ from a Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.
COST 5

RAPID RECOVERY
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 5

TOUGHENED
Gain +2 wound threshold.
COST 10

EXPERT TRACKER
Remove ■ per rank of Expert Tracker from checks to find tracks or track targets. Decrease time to track a target by half.
COST 10

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 10

BOUGHT INFO
Instead of making a Knowledge check, may take a Bought Info action; spend credits equal to 50 times the difficulty of the check to pass with one ✦.
COST 10

HARD-BOILED
When recovering strain after an encounter, may spend ☯ up to ranks in Hard-Boiled to recover 1 wound per ☯ spent.
COST 15

RAPID RECOVERY
When recovering strain after an encounter, recover 1 additional strain per rank of Rapid Recovery.
COST 15

IMPROVED STREET SMARTS
Once per session, may take an Improved Street Smarts action; make a **Formidable** (◆◆◆◆◆) **Streetwise** or **Knowledge (Underworld) check** to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.
COST 15

STREET SMARTS
Remove ■ per rank of Street Smarts from Streetwise or Knowledge (Underworld) checks.
COST 15

BYPASS SECURITY
Remove ■ per rank of Bypass Security from checks made to disable a security device or open a locked door.
COST 20

NOBODY'S FOOL
Upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.
COST 20

GOOD COP
May spend ☯ ☯ from a Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.
COST 20

INFORMANT
Once per session, may reveal a contact who can shed light on a chosen subject.
COST 20

RECONSTRUCT THE SCENE
Perform the Reconstruct the Scene action; make a **Hard** (◆◆◆) **Perception check** to identify the physical characteristics of person present at the scene within 24 hours.
COST 25

HARD-BOILED
When recovering strain after an encounter, may spend ☯ up to ranks in Hard-Boiled to recover 1 wound per ☯ spent.
COST 25

DEDICATION
Gain +1 to a single characteristic. This cannot bring a characteristic above 6.
COST 25

SOFT SPOT
After making a successful attack, may spend 1 Destiny Point to add damage equal to Cunning to one hit.
COST 25

HUNTERS FOR HIRE
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NEW TALENTS

The following pages describe each new talent added by **No Disintegrations**. Every entry includes the information required for gameplay. See page 127 of the **Edge of the Empire** Core Rulebook for more on talents.

ALL-TERRAIN DRIVER

Activation: Passive
Ranked: No
Trees: Operator
When piloting a vehicle using the Piloting (Planetary) skill, the character does not suffer the penalties for driving through difficult terrain.

BOUGHT INFO

Activation: Active (Action)
Ranked: No
Trees: Skip Tracer
When required to make a Knowledge skill check, the character can instead make a Bought Info action. She spends a number of credits equal to 50 times the difficulty of the check and counts as succeeding on the check with one uncanceled ✷. At the GM's discretion, the character may not be able to use this ability if the information sought is particularly esoteric or hard to find, of if the character is in a situation where she could not purchase information (such as marooned on a planet with no access to the HoloNet).

COORDINATION DODGE

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Martial Artist
When targeted by a combat check, the character may spend one Destiny Point to add ▼ equal to her ranks in Coordination to the check.

DEBILITATING SHOT

Activation: Active (Incidental)
Ranked: No
Trees: Operator
Upon making a successful attack with a starship or vehicle weapon, may spend ✪ ✪ to reduce the maximum speed of the target by 1 (to a minimum of 1) until the end of the next round. If the starship or vehicle was traveling its maximum speed, it has its current speed reduced to the new maximum.

GOOD COP

Activation: Passive
Ranked: Yes
Trees: Skip Tracer
The character may spend ✪ ✪ from a Charm or Negotiation check to upgrade the ability of a single ally's subsequent Social Interaction skill check against the same target in the same encounter. Upgrade the ability a number of times equal to the character's ranks in Good Cop. A single check may only benefit from one use of Good Cop.

GRAPPLE

Activation: Active (Maneuver)
Ranked: No
Trees: Martial Artist
Once per round, the character may perform the Grapple maneuver. Until the beginning of her next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of her.

HARD-BOILED

Activation: Passive
Ranked: Yes
Trees: Skip Tracer
When making a check to recover strain at the end of an encounter, the character may spend ✪ to recover 1 wound. ✪ spent this way cannot exceed her ranks in Hard-Boiled.

HINDERING SHOT

Activation: Active (Incidental)
Ranked: No
Trees: Operator
The character may voluntarily increase the difficulty of a Gunnery combat check once to inflict a hindering shot on a vehicle. If she succeeds and deals damage to the target vehicle's hull trauma threshold, the vehicle suffers system strain equal to its current speed whenever it moves until the end of the encounter.

INFORMANT

Activation: Active (Incidental)
Ranked: No
Trees: Skip Tracer
Once per game session, the character may reveal a contact who possesses information on a particular subject of her choice.

When the character does this, she must explain how she knows this contact and how the contact can shed light on the matter in question. The contact should be available to the PCs, but the GM decides what the contact's expertise might cost.

IRON BODY

Activation: Passive
Ranked: Yes
Trees: Martial Artist
The character removes ■ per rank of Iron Body from her Coordination and Resilience checks. The critical rating of the character's unarmed attacks is reduced by 1 per rank of Iron Body, to a minimum of 1.

MARTIAL GRACE

Activation: Active (Incidental)
Ranked: No
Trees: Martial Artist
Once per round, the character may suffer 2 strain to add additional damage equal to her ranks in Coordination to one hit of a successful Brawl combat check.

MIND OVER MATTER

Activation: Active (Incidental)
Ranked: No
Trees: Martial Artist
The character may spend one Destiny Point to recover strain equal to her Willpower rating.

OFFENSIVE DRIVING

Activation: Active (Maneuver)
Ranked: No
Trees: Operator
As a maneuver, the character may inflict a number of system strain on her vehicle no greater than its highest defense value and choose a vehicle within close range. If the character does so, upgrade the difficulty of the next Piloting (Planetary) or Piloting (Space) check that vehicle's pilot makes before the end of the encounter once for each system strain inflicted on her craft this way.

OVERBALANCE

Activation: Passive
Ranked: No
Trees: Martial Artist
Whenever an enemy engaged with the character makes a combat check, after the attack is resolved, the character may spend ✧ or ✦ ✦ ✦ to stagger the attacker until the end of the attacker's next turn.

OVERWHELM DEFENSES

Activation: Active (Incidental)
Ranked: Yes
Trees: Operator
Upon making an unsuccessful attack with a starship or vehicle weapon, the character may spend ✪ ✪ per rank of Overwhelm Defenses. Reduce the defense rating in the defense zone targeted by the attack for the remainder of the encounter by 1 for every ✪ ✪ spent.

PARRY

Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Trees: Martial Artist
When the character suffers a hit from a Brawl, Melee, or Lightsaber combat check, after damage is calculated (but before soak is applied, so immediately after step 3 of **Perform a Combat Check**, page 204 of the EDGE OF THE EMPIRE Core Rulebook), the character may take a Parry incidental. She suffers 3 strain and reduces the damage dealt by that hit by a number equal to 2 plus her ranks in Parry. This talent may only be used once per hit and when the character is wielding a Lightsaber or Melee weapon.

PLANET MAPPER

**Activation:** Passive
Ranked: Yes
Trees: Operator
The character removes ■ per rank of Planet Mapper from her Streetwise or Survival checks used to navigate on a world. In addition, such checks take 50% less time (this does not decrease with additional ranks of Planet Mapper).

PRECISION STRIKE

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Martial Artist
When the character inflicts a Critical Injury with a Brawl, Melee, or Lightsaber weapon, she may suffer 1 strain to change the result to any **Easy (◆)** Critical Injury result.

Additionally, whenever the character defeats a minion or rival NPC, she may always choose to do so by nonlethal means, even if the environment or exceptional circumstances would normally make that very difficult or impossible.

PRECISION STRIKE (IMPROVED)

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Martial Artist
Once per round, when the character inflicts a Critical Injury with a Brawl or Melee weapon, she may suffer 2 strain to change the result to any **Average (◆ ◆)** Critical Injury result.

SHORTCUT (IMPROVED)

Activation: Active (Incidental)
Ranked: No
Trees: Operator

When engaging in a chase or race, the character may suffer two strain to add ✿ equal to ranks in Shortcut to the check.

STREET SMARTS (IMPROVED)

Activation: Active (Action)
Ranked: No
Trees: Skip Tracer

Once per session, the character may perform the Improved Street Smarts action. She makes a **Formidable (◆ ◆ ◆ ◆ ◆) Streetwise** or **Knowledge (Underworld) check**, reducing the difficulty once per rank of Street Smarts. If successful, the GM must reveal one vital clue pertaining to a current mystery the character is attempting to solve.

The clue should be something that the character could not normally find out, but does not have to be the full answer to the mystery (it should be something that cancels a false lead and otherwise helps move the story along). The GM should tailor the information depending on the skill used; Streetwise may mean the character learns about the information from an ad hoc network of street urchins, while Knowledge (Underworld) may mean the character draws on her own vast knowledge about criminal enterprise to discover a previously unseen clue.

UNARMED PARRY

Activation: Passive
Ranked: No
Trees: Martial Artist

The character may perform the Parry incidental while unarmed. When the character performs the Parry incidental while unarmed, reduce the strain she suffers from the Parry incidental by 1, to a minimum of 1.

PRECISION STRIKE (SUPREME)

Activation: Active (Incidental, Out of Turn)
Ranked: No
Trees: Martial Artist

Once per game session, when the character inflicts a Critical Injury with an unarmed attack, she may suffer 3 strain to change the result to any **Hard (◆ ◆ ◆) Critical Injury result**. Combat checks to activate this talent cannot be made with any weapons.

RECONSTRUCT THE SCENE

Activation: Active (Action)
Ranked: No
Trees: Skip Tracer

Once per session, the character may perform the Reconstruct the Scene action. The character makes a **Hard (◆ ◆ ◆) Perception check** when present at a single crime scene (or similar location). If the character succeeds, she identifies all prominent physical characteristics of one person who was at the crime scene in the last 24 hours per ✿.

BOUNTY HUNTER MOTIVATIONS

otivations are an important part of character creation in **Edge of the Empire**. They give both the GM and the player a sense of the character's background and explain why the character was drawn to her chosen profession. A Motivation also provides the player with a starting point for roleplaying the character. If the player reaches a quandary about how a character should act, asking "What does my character want?" can help direct roleplaying efforts, and Motivation provides one answer.

Chapter II of the **Edge of the Empire** Core Rulebook provides a comprehensive list of character Motivations as part of the character creation process. These Motivations are broken down into three broad categories—Ambitions, Causes, and Relationships—and presented in easy to read tables that allow a player to roll randomly or to choose a specific Motivation that fits the vision for the character. The complete rules for Motivations are found on page 94 of the **Edge of the Empire** Core Rulebook.

The Motivations presented in the **Edge of the Empire** Core Rulebook necessarily cover as broad a spectrum as possible in an effort to serve the careers

TABLE 1-2: RANDOM BOUNTY HUNTER MOTIVATIONS

d10	Motivation Result
1–2	Ambition
3–4	Cause
5–6	Relationship
7–9	Code
10	Roll once on each of any two categories

presented in **Chapter II**. For those players looking for a more tailored approach, **No Disintegrations** presents a number of Motivations designed specifically with Bounty Hunters in mind, called Codes.

Players wanting to use the new Motivations presented here can simply choose one, or they can roll randomly on **Table 1–2: Random Bounty Hunter Motivations**. This roll replaces the one normally made on **Table 2–5: Random Motivation** on page 94 of the **Edge of the Empire** Core Rulebook. If the player rolls a Code result for a PC, the player then rolls on **Table 1–3: Specific Codes** to determine the character's Motivation.

TABLE 1-3: SPECIFIC CODES

d100	Result
01–10	**Rule of Law:** There is nothing more important than the rule of law, and the character is sworn to protect it. As a bounty hunter, the character is an extension of galactic law, and works strictly to uphold it.
11–20	**The Only Score that Matters:** Only one thing matters to the character: having the highest body count. The PC only takes a bounty alive if it doesn't pay for the target dead, and is in constant competition with other like-minded individuals to rack up the most kills.
21–30	**Survival:** A code is hardly relevant if the bounty hunter is too dead to uphold it, and while this character might have other principles or oaths, the first and foremost is to survive at all costs. While the character is still likely to takes risks—no bounty hunter can avoid them, after all—this PC works to minimize them, and strives to be on the winning side in any engagement.
31–40	**Always Get Paid:** A bounty hunter who doesn't get paid doesn't eat, and starving while maintaining a terrifying reputation is still starving. This character's principles are primarily economic, and consist of tenets such as always working for the highest bidder, never taking on jobs out of sentiment, and accepting no payment besides cold, hard credits.
41–50	**Never Again:** The character has suffered some disgrace or loss and vowed never to repeat it. Perhaps the character broke an oath to protect and serve the people, or was somehow framed for doing so after trusting the wrong person. Though the shame of failure cannot be erased fully, the character has vowed that it will never occur again.
51–60	**Quiet Professionalism:** There is an old saying in the bounty hunting trade that good work makes little noise, and the character is the embodiment of that. Like a master artisan, the character pursues bounties with far greater care and attention to detail than most. The PC sees little need for flashy accoutrement or ostentatious shows of prowess.
61–70	**Reputation is Everything:** To a bounty hunter, maintaining the appearance of being an unrelenting, unstoppable force is often as important as actually having the skills and strength of will to succeed in the chase. While false bravado usually falls apart in the face of the challenges a bounty hunter faces, many bounty hunters work hard to uphold their reputations, repaying slights and provocation with disproportionate violence.
71–80	**Live Capture:** Some bounty hunters vow to never kill their targets (though when dealing with a crime lord who requests a target be brought in alive, this can be a cruel mercy indeed). Whether the PC does not kill out of pride, pity, squeamishness, or desire for the maximum payout, this character steadfastly refuses to take the life of a target.
81–90	**No Collateral Damage:** Though some particularly pernicious bounty hunters are willing to toss around thermal detonators on populated worlds, most try to minimize the civilian harm they cause, if only because it can be inconvenient to clean up. A few, however, are scrupulous about avoiding civilian casualties, to the point of letting a target escape to avoid hurting civilians.
91–100	**Finish the Job:** It is a rare bounty hunter who keeps pursuing prey even when it becomes clear that the hunt is not economically viable. This bounty hunter is one of the rare exceptions: her word is irrevocable, and once she has taken a contract, the character pursues it at all costs. While a job might be put on hiatus, once the hunt begins, she can never abandon or forget it—perhaps even if the client rescinds the bounty!

BOUNTY HUNTER SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for experienced characters of the specified career. They are feats only possible through the skill and ability gained over a long and successful career.

SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

ABILITY BASIC FORM

When a character acquires a signature ability, she must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost of each upgrade is listed in its box.

UPGRADES

After the character has purchased the basic form of the signature ability, she can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

ACQUIRING SIGNATURE ABILITIES

Before a character can purchase a signature ability or any of its upgrades, the character must "attach" that ability to the bottom of one of her current in-career talent trees. Once a s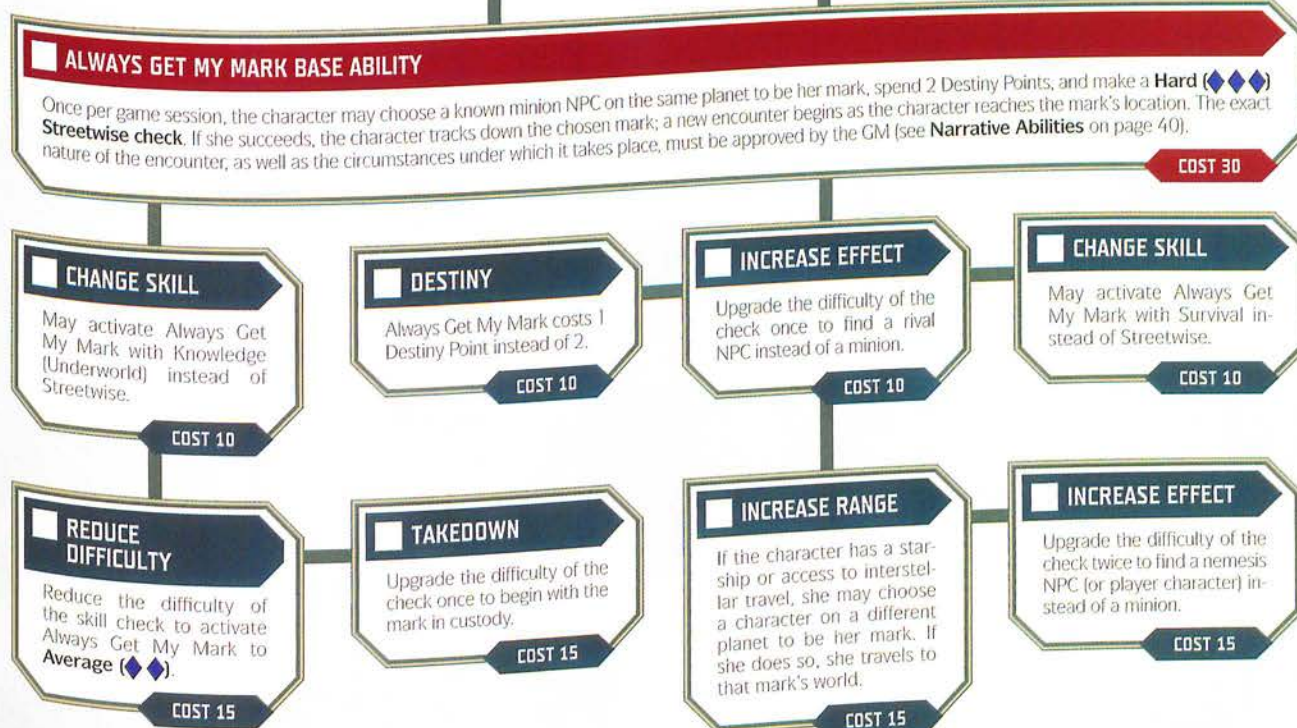ignature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed or switched to a different tree. A character can only acquire a signature ability from her career and can only attach that ability to in-career talent trees.

To attach a signature ability to one of her talent trees, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Bounty Hunter career has access to two signature abilities: Always Get My Mark and Unmatched Devastation.

ALWAYS GET MY MARK BASE ABILITY

Once per game session, the character may choose a known minion NPC on the same planet to be her mark, spend 2 Destiny Points, and make a **Hard** (◆◆◆) **Streetwise check**. If she succeeds, the character tracks down the chosen mark; a new encounter begins as the character reaches the mark's location. The exact nature of the encounter, as well as the circumstances under which it takes place, must be approved by the GM (see **Narrative Abilities** on page 40).

COST 30

CHANGE SKILL

May activate Always Get My Mark with Knowledge (Underworld) instead of Streetwise.

COST 10

DESTINY

Always Get My Mark costs 1 Destiny Point instead of 2.

COST 10

INCREASE EFFECT

Upgrade the difficulty of the check once to find a rival NPC instead of a minion.

COST 10

CHANGE SKILL

May activate Always Get My Mark with Survival instead of Streetwise.

COST 10

REDUCE DIFFICULTY

Reduce the difficulty of the skill check to activate Always Get My Mark to **Average** (◆◆).

COST 15

TAKEDOWN

Upgrade the difficulty of the check once to begin with the mark in custody.

COST 15

INCREASE RANGE

If the character has a starship or access to interstellar travel, she may choose a character on a different planet to be her mark. If she does so, she travels to that mark's world.

COST 15

INCREASE EFFECT

Upgrade the difficulty of the check twice to find a nemesis NPC (or player character) instead of a minion.

COST 15

SIGNATURE ABILITY: ALWAYS GET MY MARK

The Bounty Hunter possesses an unparalleled knack for tracking down sentient beings, leaving no lead unfollowed, no cargo bay unscanned during a hunt.

BASE ABILITY

Once per game session, the character may choose a minion NPC to be her mark. She must know this NPC's identity and basic personal information (or have another lead of comparable quality, per the GM's discretion), and must know that the NPC is on the same planet. She spends 2 Destiny Points, and makes a **Hard** (◆◆◆) **Streetwise check**. If she succeeds, the character tracks down the chosen mark, and a new encounter begins as the character reaches the mark's location.

The exact nature of this encounter, as well as the circumstances under which it takes place, must be approved by the GM (see **Narrative Abilities** on page 40). When making the skill check to activate Always Get My Mark, the GM can add □ or ■ for any situational effects that might affect the difficulty of the check.

UPGRADES

Change Skill: When activating Always Get My Mark, the character may make a Knowledge (Underworld) check instead of a Streetwise check.

Change Skill: When activating Always Get My Mark, the character may make a Survival check instead of a Streetwise check.

Destiny: To activate Always Get My Mark, the character needs to spend only 1 Destiny Point instead of 2.

Increase Effect: When activating Always Get My Mark, the Bounty Hunter may choose a rival NPC instead of a minion NPC. If she does so, upgrade the difficulty of the check once.

Increase Effect: When activating Always Get My Mark, the Bounty Hunter may choose a nemesis NPC (or a Player Character, at the GM's discretion) instead of a minion NPC. If she does so, upgrade the difficulty of the check twice.

Increase Range: If the Bounty Hunter has access to a starship with a hyperdrive, Always Get My Mark can be used to track down any individual whose current planetary location the Bounty Hunter knows.

Reduce Difficulty: The skill check to activate Always Get My Mark is **Average** (◆◆) instead of **Hard** (◆◆◆).

Takedown: When activating Always Get My Mark, the Bounty Hunter may upgrade the difficulty of the check once. If she succeeds, the scene begins with the target already subdued and in her custody. The GM may spend ▽ from this check to introduce serious complications during the attempted capture and ensuing scene.

NARRATIVE ABILITIES

Many signature abilities (such as the Bounty Hunter's Always Get My Mark) have primarily narrative effects, allowing the character to instantly gain access to something the group would not normally have. These abilities are powerful tools that allow the players and GM to work together to tell a more collaborative, cinematic story. However, they can also pose a challenge to the GM as the character circumvents sections of the planned narrative.

Because of these potential challenges, when a player wishes to use a signature ability with a narrative effect, that player must first consult with the GM. Together, the player and GM decide on the effect the ability should have, fitting it into the narrative of the game. However, as with all things, the GM is the final arbiter as to the effect of the ability.

Always Get My Mark can be particularly challenging in this regard, because it allows the PCs to "cut" from one scene to another. However, in the story, the characters do not just teleport from place to place—they spend the time traveling, setting up, and doing the legwork of investigation. For particularly long trips using this Signature Ability, other PCs might even have time to pursue tasks of their own in transit; the GM might want to offer them the chance to restock supplies, rest, or make a check or two of their own.

Further, sometimes a particular NPC might simply not be a suitable target for Always Get My Mark. While the GM should be open-minded about letting PCs use their signature abilities, going directly to a certain NPC might throw off the pace of the story too greatly. In such a case, the GM should consider suggesting an alternative mark to the player—this target should lead to the one the player originally wanted to seek or give her some advantage in the coming confrontation between the two, thus giving the player the agency to push the story forward without causing excessive disruption. From a narrative standpoint, the character might even believe they are seeking their intended mark but end up finding someone else who is useful—though the GM should generally warn the player in advance of actually roleplaying the scene in which this occurs, and give some hints to the player why this result is still helpful to the character's overarching pursuit.
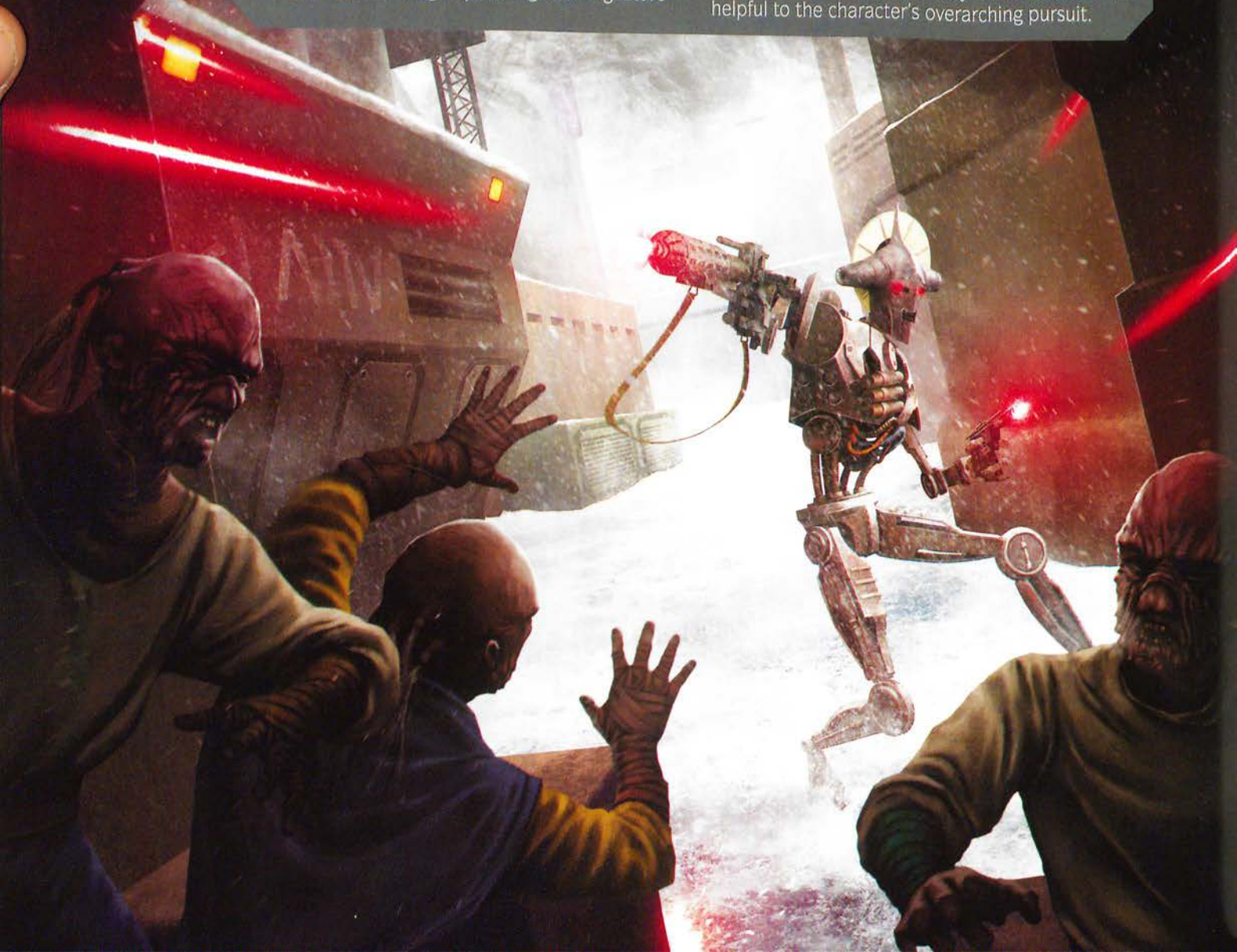
Bounty Hunter Signature Ability Tree: Unmatched Devastation

UNMATCHED DEVASTATION BASE ABILITY

Once per game session as an incidental, after performing a combat check, the character may spend 2 Destiny Points to perform an additional combat check against the same target with the difficulty increased by 1 for each successful combat check the character has performed this turn. This combat check must be made using a non-starship/vehicle weapon that the character has not already used this turn.

COST 30

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 10

DRAW AND FIRE
Before performing each combat check with Unmatched Devastation, the character may holster and draw a weapon.

COST 10

TARGET PRIORITY
The character may choose a new legal target for each combat check made as part of Unmatched Devastation.

COST 10

REMOVE SETBACK
When making a combat check as part of Unmatched Devastation, remove ■ equal to ranks in Remove Setback upgrade.

COST 10

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 15

REMOVE SETBACK
When making a combat check as part of Unmatched Devastation, remove ■ equal to ranks in Remove Setback upgrade.

COST 15

IMPROVE MOBILITY
Before performing a combat check as part of Unmatched Devastation, suffer 2 strain to perform the Move maneuver as an incidental.

COST 15

INCREASE NUMBER
Perform additional combat checks equal to ranks in Increase Number upgrade.

COST 15

SIGNATURE ABILITY: UNMATCHED DEVASTATION

Many targets run as soon as a Bounty Hunter shows up, but others immediately open fire, taking their chances at winning a gunfight rather than a footrace. A veteran Bounty Hunter usually carries numerous weapons for different situations, and Unmatched Devastation allows the character to unleash them all at once in a single, destructive salvo of overwhelming force. Any targets who were not running before the Bounty Hunter began this assault are likely to flee at such a terrifying display—assuming they are still alive.

BASE ABILITY

Once per game session, after performing a combat check, the character may spend 2 Destiny Points to perform one additional combat check against the same target as an incidental.

The difficulty of this combat check is increased by 1 for each successful combat check the character has performed this turn. This combat check must be made using a non-starship/vehicle weapon that the character has not already used this turn.

UPGRADES

Draw and Fire: Before performing each combat check with Unmatched Devastation, the character may holster a weapon and draw a different weapon as an incidental.

Improve Mobility: Before performing each combat check with Unmatched Devastation, the character may suffer 2 strain to perform the Move maneuver as an incidental (this does not count toward the number of maneuvers a character can perform in one turn, as described in **Maneuver Limitations** on page 200 of the **EDGE OF THE EMPIRE** Core Rulebook).

Increase Number: The character may perform one additional combat check using a non-starship/vehicle weapon not already used this round for each Increase Number upgrade purchased. The difficulty of each combat check is increased by 1 for each successful combat check the character has performed this turn.

Remove Setback: When making a combat check as part of Unmatched Devastation, the character removes ■ for each Remove Setback upgrade purchased.

Target Priority: The character may choose a new legal target for each combat check made as part of Unmatched Devastation.

GUNS BLAZING

"I'm starting to understand why you've got so many bounties on your head. You're not very good at this sort of thing, are you!? If you were, you would've shot first and given warnings later!"

–Dr. Aphra, to Han Solo

Bounty hunters live a dangerous life, and regularly pit themselves against all sorts of obstacles and enemies as they close in on their quarries. The rewards for these challenges are great, but to overcome them, hunters need the right tools.

Preparation for the hunt is vital to its success, and so seasoned hunters invest back some of every bounty they claim in their equipment—weapons, armor, gear, and even starships that give them an edge over those who choose to hide, and those who choose to run. While no single implement guarantees success, a bounty hunter armed with the right tool for the job has the greatest chance of victory.

This chapter presents some of the armaments, tools, and vehicles that are especially suited to a Bounty Hunter Player Character's work, although these items could just as easily serve those with other interests, or even their targets. The hunt for the right gear can be as rewarding as the hunt for a valuable bounty, and the two often bear close links.

NEW WEAPONS

Firepower is a key element of any bounty hunter's toolset. Whether needed for intimidation, breaching security measures, or taking down a dangerous target, an arsenal of powerful weapons is something few hunters can do without. Furthermore, the needs of different contracts require different approaches, so experienced hunters pack a variety of countermeasures for all sorts of threats and acquisitions. A well-equipped hunter can handle any assignment, whether it requires a dangerous prisoner brought in alive, or a difficult target disposed of with no witnesses or evidence.

ENERGY WEAPONS

The value of a good blaster cannot be overstated to most bounty hunters, although the particulars of what makes a blaster "good" varies from hunter to hunter and even from job to job. Some prefer stopping power, others favor subtlety. Many energy weapons have a stun setting, which is extremely valuable to bounty hunters: the majority of jobs require the target to be brought in alive, and most of the rest offer a bonus for live capture of the mark.

"PRECISION-X" MARKSMAN RIFLE

Cadregg Armory is a newcomer to the arms manufacturing scene, but its initial offerings have been impressive enough to keep many eyes on what they produce next. One of the first weapons the company produced was the "Precision-X" series, now highly coveted weapons sought by everyone from sport shooters to assassins. The company can hardly maintain a stock of these specialized rifles, so high is the demand for their unique capabilities.

The Precision-X blasters use a series of multiple cycling chambers to excite the blaster gas used so that it produces extraordinarily intense beams. The blasters' shots are only somewhat more powerful than those of typical carbines, but the blasts maintain an extraordinary coherence over long ranges, allowing them to punch through light armor and maintain full stopping power well past the limitations of a typical rifle. The effects of these cycling chambers even extend to the blaster's stun setting, making it ideal for bounty hunters trying to bring in a target alive.

When this weapon's stun setting is used to deal stun damage, its range changes to medium instead of short (and cannot be increased).

"SUBDUER-9" RIOT BLASTER

Although just as heavy and unwieldy as many more lethal weapons, riot blasters lack stopping power in the conventional sense, as these bulky blaster variants are very unlikely to do lasting harm. Instead, riot blasters are built to enhance the effectiveness of the stun setting common to blaster weapons. The "Subduer-9" model is noteworthy for can maintain a coherent stun blast over a wide area, reducing the risk of collateral damage or unintended injury to the target.

Given these capabilities, many peacekeeping forces equip their troops with riot blasters, or at least keep the powerful weapons on hand for major civil disturbances. While obviously preferable to the alternative, the willingness with which some Imperial commanders deploy the weapons at the slightest provocation has given them an unsavory reputation in the eyes of many. Nevertheless, they are a welcome addition to the armory of any hunter who prefers to take targets alive and avoid incidental harm to others.

OTHER RANGED WEAPONS

Blasters have many advantages, but they are not the only useful weapons in the galaxy, and it pays to have a wide array of tools to better handle any job. Many hunters invest in obscure and unusual weapons to ensure that they can complete any bounty that comes their way. Weapons that frighten or disable can quickly end a firefight, or prevent a blaster from ever leaving its holster.

"FIRECALLER" LIGHT FLAME PROJECTOR

Merr-Sonn's "Firecaller" model flame projectors have inspired almost as much fear and revulsion among those who have encountered them as disruptors,

TABLE 2–1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Energy Weapons									
"Precision-X" Marksman Rifle	Ranged (Heavy)	9	3	Long	5	1	1,500	8	Pierce 1, Stun setting
"Subduer-9" Riot Blaster	Ranged (Heavy)	10	6	Short	6	3	1,250	5	Blast 6, Cumbersome 3, Stun Damage
Other Ranged Weapons									
"Firecaller" Light Flame Projector	Ranged (Light)	5	2	Short	4	1	(R) 1,200	7	Blast 2, Burn 2, Pierce 2, Vicious 3
Grapnel-Harpoon Launcher	Ranged (Light)	3	5	Medium	2	0	450	5	Ensnare 3
Nova Design "Impact" Repulsor Cannon	Ranged (Heavy)	3	6	Medium	5	1	1,000	7	Blast 3, Concussive 1, Knockdown, Prepare 1, Slow-Firing 1
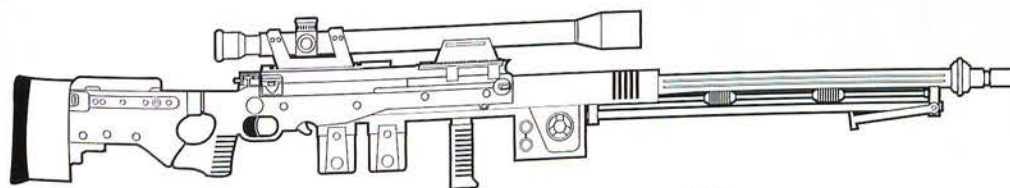
"Precision-X" Marksman Rifle
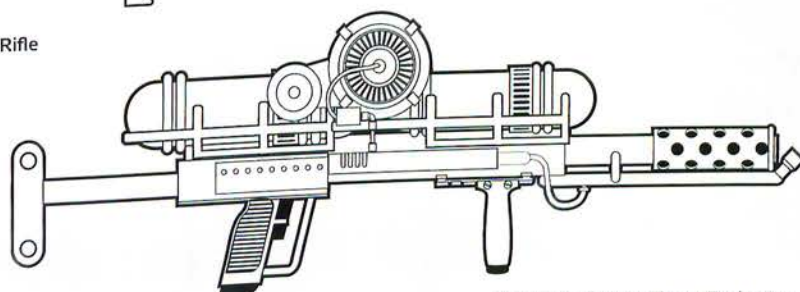
"Firecaller" Light Flame Projector

despite the long and infamous history of disintegrators. Under a galactic government more concerned with sapient rights and well-being than the Empire, authorities might have banned these dreadful weapons already; some individual planetary governments have taken that step on their own. As such, Firecallers have tremendous appeal to criminals, bounty hunters, and those who are drawn towards such a reputation.

The reason for the Firecallers' infamy lies in its unconventional fuel, an accelerite derivative abandoned by the company's starship designers as too unstable for use in their work. The highly flammable chemical substance burns at an incredibly high temperature and for an extended period compared to the typical fuels used in flame projectors. Although each blast from these weapons releases only a small spray of the chemical in order to prevent dangerous blowback, even this limited exposure causes devastating wounds over time as it burns its way through armor and protective gear to inflict terrible harm on now-exposed flesh.

GRAPNEL-HARPOON LAUNCHER

Commonly thought of as tools for climbing or lifting cargo, the weapons division of Pharr Co. instead produces grapnel launchers with the balance and targeting capabilities necessary for combat use, allowing their users to entangle opponents in a binding cord. Although sometimes used by thieves who don't like the idea of their victims fighting back, these grapnel guns see more use by bounty hunters or even law enforcement agents, assisting in the capture of their quarries. Although viewed as a non-lethal option, the powerful magnetic firing mechanism of a grapnel is enough to inflict injuries on the targets it ensnares. Generally, such wounds are superficial, and thus don't threaten the target's life—or more importantly, the bounty hunter's chances of getting paid in full.

In addition to the grapnel-harpoon launcher's capabilities as a weapon, as an action, a character may make an **Average (♦ ♦) Ranged (Light) check** to secure the grappling hook to an object within medium range. On success, as an action, he may reel in the cord, pulling himself to the object (or, if the object is unsecured and lighter than he is, pulling it to him). A character may use the grappling hook to pull another character aloft with him; if he does, he must make an **Average (♦ ♦) Athletics check** to avoid losing his grip on either his partner or the launcher.

NOVA DESIGN "IMPACT" REPULSOR CANNON

Despite the ubiquity of repulsorlift technology across the galaxy, the particular variant of design that resulted in repulsor cannons rarely sees production or use outside of specialty weapon manufacturers such as Nova Design Arms. Produced by a company specializing in unusual armaments as an alternative to stun or riot blasters, the weapons have a reputation as inferior options for a non-lethal weapon. The gravitic disruptions the weapons create are capable of disabling a target from nearly any action if focused properly, but this disabling effect only lasts as long as the weapons remain focused on their targets.

Some cunning bounty hunters have adopted these weapons as tools to disable a target while partners or associates move in with binders for a clean capture. As such, lone hunters rarely use this weapon, but it is a relatively common sight in the hands of bounty hunters who regularly work with a posse, especially as a backup weapon or a specialist tool they bring along only for specific jobs. It enables bounty hunter teams to use various unconventional tactics to bring in difficult targets, so it has a popular following in spite of its limitations.

TABLE 2-2: MICRO-ROCKETS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Micro-Rockets									
Anti-Armor	Ranged (Heavy)	8	4	Short	1	1	300	5	Breach 1, Limited Ammo 1
Explosive	Ranged (Heavy)	7	2	Short	1	1	150	4	Blast 6, Limited Ammo 1
Flechette	Ranged (Heavy)	6	2	Short	1	1	175	5	Blast 5, Vicious 2, Limited Ammo 1
Incendiary	Ranged (Heavy)	6	3	Short	1	1	175	5	Blast 6, Burn 2, Limited Ammo 1
Ion	Ranged (Heavy)	10	3	Short	1	1	100	6	Ion, Sunder, Limited Ammo 1
Launchers									
Micro-Rocket Launcher Pistol	Ranged (Light)	–	–	Medium	3	0	500	7	

MICRO-ROCKETS

Many bounty hunters invest in launchers to fire miniature missiles with specialized warheads. These are often referred to as "micro-rockets" as a category, though some also call them "wrist-mounted rockets" based on one common launcher placement. Wrist-mounted rockets pack an incredibly powerful punch for their size, and are made with a variety of warheads available to suit any target. Some hunters go even further with these weapons, installing specialized modifications rocket by rocket, in order to maximize their performance. The cost of such operations is significant, but most hunters find that the effects of the rockets more than make up for the investment.

ANTI-ARMOR

When faced with heavily protected targets, or even light vehicles, warheads with shaped explosive charges allow a bounty hunter to make short work of normally impressive defenses. While micro-rockets of any variety are insufficient to deal with truly hardened targets such as military walkers or speeder tanks, anti-armor charges are more than up to the task of dealing with war droids or combat swoops, let alone an armored soldier or bodyguard.

EXPLOSIVE

The most common variety of micro-rockets have simple, high-explosive warheads that provide the maximum amount of force possible for the miniaturized weapons. While other warheads may be more suited to specific kinds of targets, most hunters find an explosive rocket rarely fails to make an impression.

FLECHETTE

The warheads of flechette rockets detonate just before impact, releasing a cloud of razor-edged metal shards to lacerate the target, or anyone unfortunate enough to be nearby. They lack the penetration of an explosive charge, much less a dedicated anti-armor warhead, but the flechettes inflict devastating wounds nevertheless. Bounty hunters who hunt huge beasts or predators sometimes favor flechette rockets, as they can disable such creatures over several volleys.

INCENDIARY

Incendiary warheads are loaded with flammable chemical mixtures that offer the devastating effects of a flame projector at in a miniaturized package. Ruthless bounty hunters have used incendiary rockets to literally smoke their targets out of their hiding places.

USING MICRO-ROCKETS

Generally, micro-rockets are fired using a specialized launching system, such as the micro-rocket armor mounting attachment on page 52. In a pinch, a micro-rocket can be jury-rigged to launch without any sort of firing system, though not without risk of losing fingers (or worse). If a character attempts to fire a micro-rocket without any sort of launcher or mounting, he uses the Mechanics skill for the combat check instead of Ranged (Heavy), and the difficulty of the check is upgraded once.

Micro-rockets can only be modified with the custom attachments specifically designed for them.
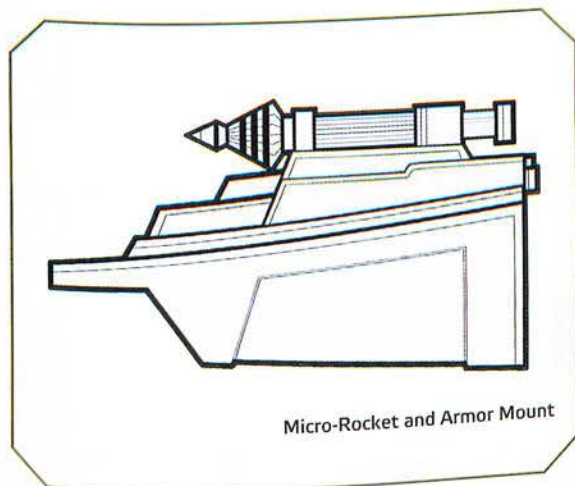
Micro-Rocket and Armor Mount

The risk of losing the bounty in the ensuing fire is considerable, and many consider the inevitable collateral damage highly unprofessional, but none deny the fear that the tactic inspires.

ION

Bounties on droids are not common, but they are frequently profitable, as any droid considered irreplaceable enough to mark in such a fashion is often extremely valuable. As such, some bounty hunters invest in ion pulse warheads for their micro-rockets, which can disable droids without permanent damage. The power of an ion rocket can even create a power surge in unshielded non-sentient equipment that burns out capacitors or damages circuits.

The Sunder quality of an ion micro-rocket can only be activated to damage powered equipment, such as sensors, blasters, or vibro-blades. It cannot be used to damage items that operate without power, as they have no circuitry to disrupt.

MICRO-ROCKET CUSTOM ATTACHMENTS

Many micro-rocket enthusiasts tinker endlessly with these weapons, customizing and finetuning each rocket so that it works exactly as the user desires when fired.

CUSTOM ATTACHMENT

Rocket Guidance System: Most micro-rockets are fired directly at their target, relying on the firer's direct aim and the rocket's acceleration to ensure a direct hit. For those who prefer more insurance that their rockets land precisely where intended, packages of sensors, limited fuel cell expansions, and adjustable maneuvering fins allow for rockets to be modified into "smart" weapons that continue to seek their designated target in the event of an initial miss or misfire. These systems enable users to get more reliable performance out of their rockets while at the same time minimizing the collateral damage. This attachment can be installed on any micro-rocket.

CUSTOM ATTACHMENTS

most attachments are standardized pieces of equipment that work with different weapons, armor, or starships. Custom attachments are specialized and only exist for a specific item. Typically, a character integrates custom attachments from some combination of new parts and retrofitted pieces of the unmodified item rather than purchasing a single device.

A custom attachment can only be attached to its indicated item, but is treated as a normal attachment in all other respects.

Models Include: Pharr Co. "Vornskr" Guidance Package, Merr-Sonn "Outreach" Target Sensor.
Base Modifiers: Grants the weapon the Guided (+2) quality.
Modification Options: 3 Weapon Quality (Guided +1) Mods, 2 Weapon Quality (Accurate +1) Mods.
Hard Points Required: 1.
Cost/Rarity: 50 credits/4.

CUSTOM ATTACHMENT

Staged Rocket Booster: The limitations of size mean that most micro-rockets lack the fuel capacity to reach distant targets. However, high-yield fuel cells, advanced filtration systems, or staged boosters added to the rockets can all increase a rocket's effective range substantially. Of course, the term "effective range" becomes something of a misnomer with rockets modified in this way, as the additional fuel risks unbalancing the rocket's flight path, and the increased range comes with an increased chance of misjudgment on the part of the user. However, the chance to deliver a hefty payload beyond the reach of equivalent retribution is worth the risk to many. This attachment can be installed on any micro-rocket.

Models Include: SoroSuub HV-33 Fuel Filter.
Base Modifiers: Increases the weapon's range by one range band. Adds the Inaccurate (+2) quality to the weapon.
Modification Options: 1 Increase weapon's range by one additional range band Mod, 2 reduce the weapon's Inaccurate Quality by 1 Mods.
Hard Points Required: 1.
Cost/Rarity: 25 credits/2.

MICRO-ROCKET LAUNCHER PISTOL

While micro-rockets are frequently mounted on armor or other weapons, there are pistol weapons designed exclusively to fire these devastating rounds.

Up to 3 micro-rockets can be loaded in the launcher. While a micro-rocket is loaded, it replaces the damage, critical rating, and item qualities of the launcher.

Czerka "Peacekeeper" Stun Baton

Ion Pike
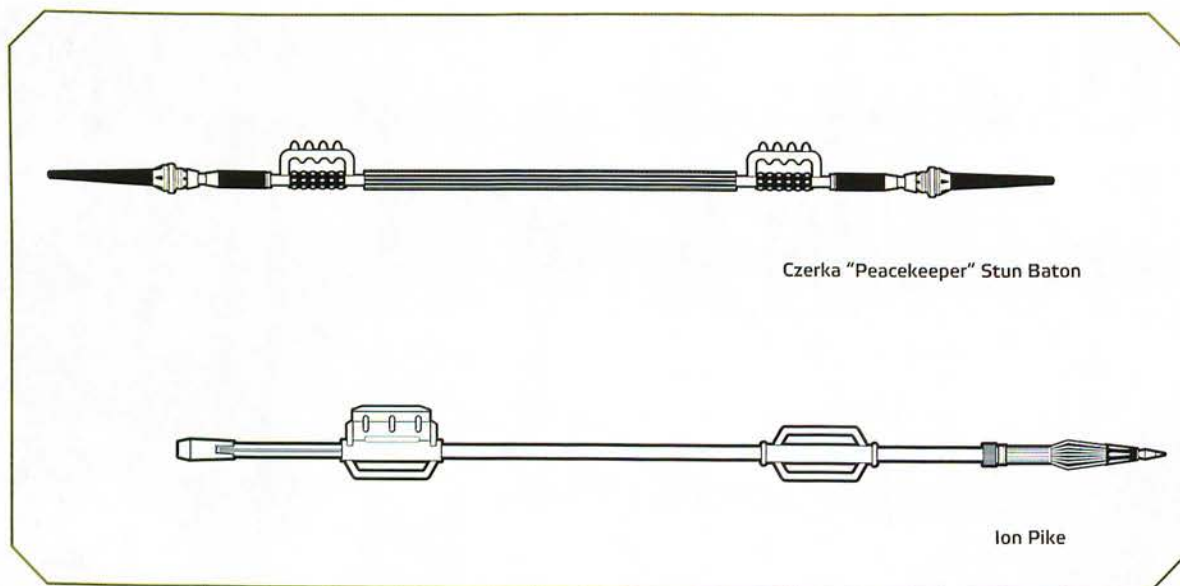
MELEE WEAPONS

Where some bounty hunters prefer to stack every advantage possible from a safe distance, others revel in the chaos of close quarters, or the challenge of bringing down their target with their own hands. Whether a hunter is a brutal enforcer, a wild thrill-seeker, or simply dedicated to the ultimate testing ground, investment in solid weaponry for close combat is a common choice.

CZERKA "PEACEKEEPER" STUN BATON

Czerka Arms sells "Peacekeeper" stun batons to law enforcement organizations across the galaxy, but they also see substantial sales to private buyers. While primarily marketed as a non-lethal weapon ideal for peacekeeping or self-defense, the truth is that the weapons are heavy lengths of metal with powerful shock capabilities that augment their use as bludgeons rather than replacing them.

While the goal of most similar weapons is to subdue with a minimum of force or damage, anyone dropped by "Peacekeeper" batons is likely to feel the effects afterward. This has led to a number of more conscientious groups blacklisting the weapons or discontinuing their use, but many others have no such compunctions. Some Imperial governors have placed mass orders for the weapons to keep their populations in line, while many bounty hunters have turned to the weapons as an option that allows them to skirt laws or circumvent clients' requests regarding use of force or lethal weaponry.

ION PIKE

Used to disable escaped or malfunctioning droids, these slender lengths of metal are flexible enough to be slipped between armor plating to reach vulnerable power sources and circuit banks, and are capable of releasing a powerful ion charge once they make contact. Using the weapons properly requires a great deal of practice, and slipping the probes past armor plates during the heat of a conflict or chase is difficult even for an experienced wielder. However, those who have seen someone slip up to a haywire industrial droid and bypass layers of protective plating to disable it harbor no further doubt that the pikes have their uses.

TABLE 2-3: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Czerka "Peacekeeper" Stun Baton	Melee	+2	4	Engaged	3	2	500	3	Cumbersome 3, Disorient 2, Stun 3
Ion Pike	Melee	10	3	Engaged	2	1	750	6	Inaccurate 1, Ion, Pierce 4

NEW ARMOR

For all the firepower bounty hunters commonly pack, few of them succeed at their work without paying similar attention to their protection. The biggest bounties in the galaxy are worth nothing if the targets take their hunters down first, after all. Many bounty hunters like to make their armor a tool as well as a defense, placing their most fearsome trophies of the hunt on display to intimidate suspects and targets, or loading up their armor with additional subsystems that add to their capabilities.
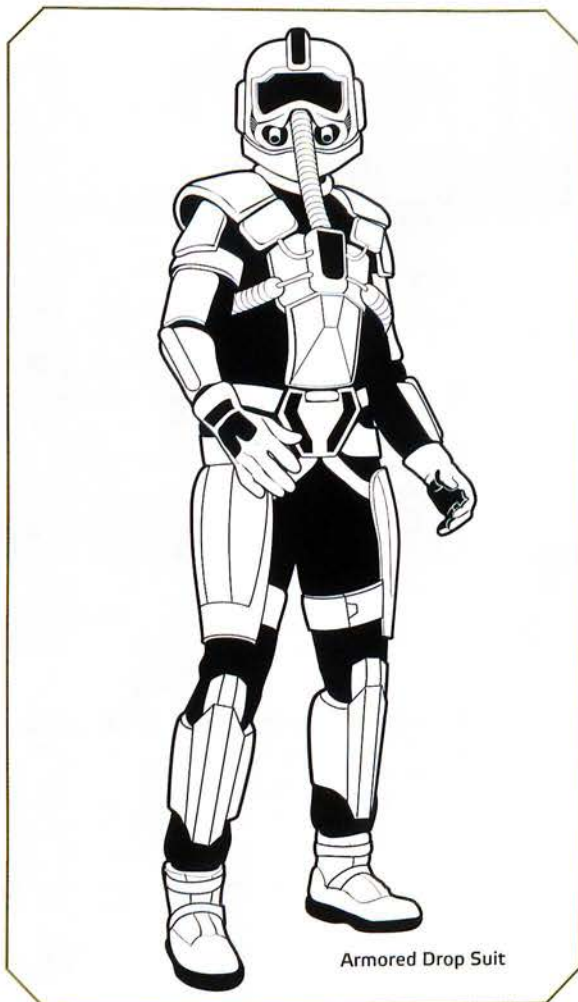
Armored Drop Suit

ARMORED DROP SUIT

Mobility is often a decisive element in any engagement. Combatants from common killers-for-hire to Imperial stormtroopers know that taking a good position and controlling the flow of combat can be better protection than a durasteel blast door. Most armor designs factor this in to some degree, foregoing absolutely maximized plating or coverage to allow normal mobility, but a few suits go above and beyond the concept of allowing "normal mobility."

Armored drop suits are a type of light laminate body armor constructed around a powerful repulsorlift unit, allowing the wearer to fly between firing positions or spots of cover, or to rain down attacks from above. The arrangement of fabric and composite plating of the armor in such suits minimizes air resistance and improves maneuverability, while still offering respectable protection against incoming fire.

As a maneuver, the wearer of an armored drop suit can engage his flight systems to function as a Silhouette 0, Speed 2, Handling +2, System Strain Threshold 3 vehicle that requires Piloting (Planetary) to operate. Further, while the flight systems are engaged and the wearer is conscious to guide himself down, he does not suffer damage from falling.

HUNTER'S TROPHY ARMOR

Bounty hunters who specialize in wild animals and dangerous beasts sometimes make a habit of collecting trophies to show off their accomplishments. These trophies, from horns and teeth to hides and pelts, may end up on display in the bounty hunters' homes or ships, or the hunters might put them to more practical use. These hunters sometimes commission gear made from the trophies they have collected, gathering the toughened hides of whatever nigh-unstoppable creatures they have defeated so that their prey's resilience passes on to them.

A character wearing trophy armor suffers ■ to Charm checks, but gains □□ to Coercion checks due to the armor's intimidating appearance. At the GM's discretion, Charm checks made to impress or persuade other characters of the wearer's prowess may receive □□ instead of ■.

TABLE 2-4: ARMOR

Name	Defense	Soak	Price	Encum	Hard Points	Rarity
Armored Drop Suit	1	1	7,500	6	2	7
Hunter's Trophy Armor (completed)	0	2	(R) 2,000	4	1	9
Hunter's Trophy Armor (custom-made)	0	2	(R) 1,000	4	1	6
Mandalorian Armor	1	2	(R) 6,000	6	5	8/Special

Trophy armor has two Prices and Availabilities on **Table 2–4: Armor**. Use the first price listed ([R] 2,000/9) if a character is attempting to purchase an existing suit of trophy armor outright, and the second price listed ([R] 1,000/6) if a character has already procured a suitable hide and wishes to have it fashioned into trophy armor by an artisan.

MANDALORIAN ARMOR

Although the ancient warrior culture of the Mandalorians is long past its heyday, its presence can still be felt on many worlds. Among the most recognizable Mandalorian items are their meticulously crafted suits of battle armor. Suits of Mandalorian armor offer some of the best personal protection in the galaxy, and their owners typically take advantage of the superlative construction to install numerous additional subsystems and weapons. While there are few armorers capable of crafting this armor, the prestige of owning it comes at a premium to many bounty hunters.

Some hunters feel a spiritual kinship with the legendary Mandalorian warriors, who are described in stories across the galaxy as deadly—if ruthless—warriors and hunters. Others revel in the fear the suits still inspire, and many more simply recognize the quality of the armor as better than many of the best modern designs.

A few warriors even claim lineal descent from the old Mandalorian clans, such as the Death Watch terrorist group from the Clone Wars, although not everyone takes such claims seriously. Whatever their reasons, hunters who acquire Mandalorian armor often value their suits above nearly any other possession, and customize them with carefully selected modifications. Such upgrades make the suits even more durable, provide new utility to the wearer, or conceal deadly tricks to help a bounty hunter get the edge in any situation.
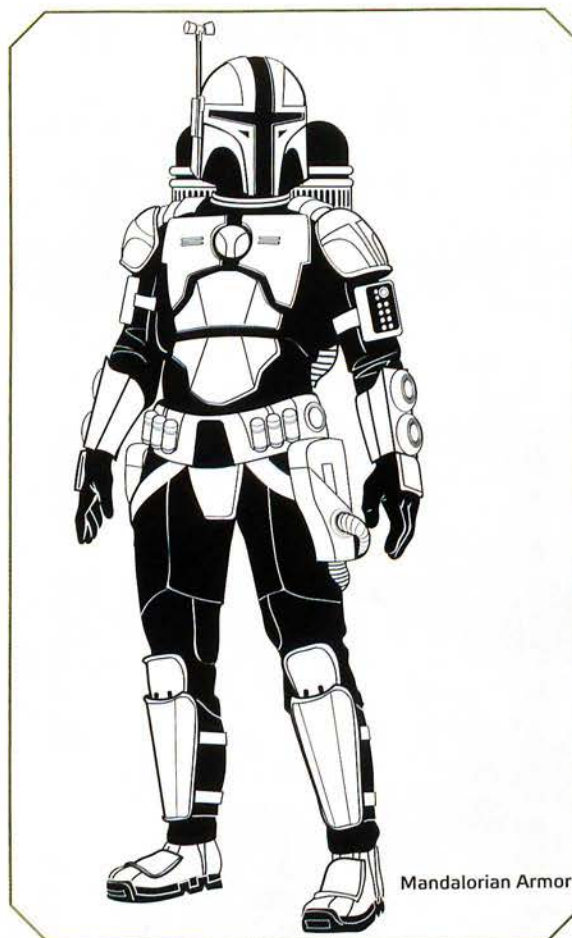
Mandalorian Armor

PCs who wish to obtain Mandalorian armor may find the effort of getting a suit worthy of the name more challenging than buying other gear. See **Acquiring Mandalorian Armor** for suggestions on acquiring Mandalorian armor with upgrades installed.

ACQUIRING MANDALORIAN ARMOR

The basic profile of Mandalorian armor represents an unmodified suit of armor, but almost no one who wears the armor leaves it unmodified for long. If the PCs are searching for Mandalorian armor to buy, they can look for a suit with specific attachments already installed. In either case, the rarity of the suit increases by 1, or to the rarity of the rarest installed attachment, if that would be higher. The base price of the suit is increased by the cost of the attachments.

Common attachments installed into Mandalorian armor include Tracking Systems (see page 52), as well as Enhanced Optics Suites, Strength Enhancing Systems, and Vacuum Seals; the best suits of Mandalorian armor are often upgraded with features such as a Cortosis Weave or Superior Armor Customization (see pages 194–195

of the **EDGE OF THE EMPIRE** Core Rulebook). Mandalorians also frequently wore jetpacks with their armor, but typically from an external mount, rather than as an integrated attachment.

Two example setups for suits of Mandalorian Armor are detailed below.

Novice Hunter's Armor: Tracking Systems (modified with a single Skill [Vigilance] Mod), Enhanced Optics Suite. If found on the market, this suit would cost anywhere from 8,675 to 10,350 credits.

Veteran Commando's Armor: Integrated Holsters (All Mods installed), Strength Enhancing System (2 Innate Talent [Brace] Mods installed), Superior Armor Customization, Vacuum Sealed. If found on the market, this suit would cost anywhere from 12,250 to 18,500 credits.

NEW ATTACHMENTS

Just as most bounty hunters carefully select their personal arsenals to suit their purposes, it is also common for hunters to adjust and improve their gear with carefully customized hardware for an even greater edge.

NEW WEAPON ATTACHMENTS

Weapons are important tools of the trade to bounty hunters, and any upgrades that make them more reliable are popular among such individuals.

MARKED-TARGET FIRING LOCK

In the chaos of a firefight, shots can go astray, damaging property or bystanders. While some hunters do not care about the carnage they cause, this kind of haphazard damage is a liability, courting attention from the law or revenge from those who suffer in the crossfire. To mitigate this risk, some bounty hunters invest in firing locks on their blasters, allowing them to designate specific targets for the weapons. Once the systems' sensors have recognized a target, the weapons refuse to fire without a clear shot, minimizing the chances of collateral damage. This attachment can be installed on any ranged weapon that does not possess the Blast or Auto-fire quality.

Models Include: BlasTech "Surefire" Safety Sensor, Cadregg Armory Model-87 Weapon Sensor.
Base Modifiers: The wielder of a weapon with this attachment may designate a target as an incidental while performing the Aim maneuver. Once a target has been designated, the weapon cannot be fired at another target. All combat checks made with the weapon to attack the designated target cancel one additional ⚙ result after ⚙ has been used to cancel any 🝣 results. Only one target can be designated at a time, and the wielder may disengage the lock as a maneuver.
Modification Options: 1 Cancel an additional ⚙ Mod.
Hard Points Required: 1.
Cost: 900 credits.

SHOCK PULSE EMITTER

Shock pulse emitters operate along principles similar to a blaster's stun setting, but at a much shorter effective range—a range short enough to be of little use as weapons in themselves. However, when shock pulse emitters are integrated into weapons intended for close combat to begin with, they become effective combat tools to debilitate opponents and make a finishing blows easier to land. This attachment can be installed on any Melee or Brawl weapon.

Models Include: Corellian Personal Defense Stun Pad.
Base Modifiers: Grants the weapon the Stun (+2) quality.
Modification Options: 2 Weapon Quality (Stun +1) Mods, 1 Weapon Quality (Disorient +1) Mod.
Hard Points Required: 2.
Cost: 1,500 credits.

UNDER-BARREL MICRO-ROCKET RACK

Micro-rockets can be fired in a plethora of ways, and some hunters mount them on their other weapons, giving these arms a deadly secondary fire mode (see **Micro-Rockets** on page 46). This attachment can be installed on any ranged weapon.

Models Include: BlasTech "Finisher" Rocket Rack, TaggeCo Under-Barrel Rocket Battery.
Base Modifiers: Enables weapon to fire 1 loaded micro-rocket. Adds the Cumbersome (+1) quality to weapon, and increases Encumbrance by 3. As micro-rockets are Limited Ammo 1 weapons, the launcher has the Limited Ammo 1 quality, and thus must be reloaded with a new micro-rocket to be fired again.
Modification Options: 2 Mount 1 additional micro-rocket Mods, 2 Remove ■ from checks to fire micro-rockets from this attachment Mods.
Hard Points Required: 3.
Cost: (R) 1,200 credits.

TABLE 2–5: WEAPON AND ARMOR ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Weapon Attachments				
Marked-Target Firing Lock	900	—	1	4
Shock Pulse Emitter	1,500	—	2	5
Under-Barrel Micro-Rocket Rack	(R) 1,200	+3	3	6
Armor Attachments				
Integrated Holsters	300	+4	2	4
Micro-Rocket Armor Mounting	(R) 800	+3	2	6
Repulsor-Assisted Lifting	1,000	—	2	3
Tracking System	1,000	—	1	7

NEW ARMOR ATTACHMENTS

With the right modifications, a bounty hunter's armor can become more than just protection—it can be information, advertising, a disguise, or even a weapon. From the first Mandalorians to the savviest criminal enforcers, hunters have always had a close link with the development of armor technology.

INTEGRATED HOLSTERS

By mounting their holsters into the framework of their armor, combatants can ensure no one can catch them unarmed. Not only does the wearer have easy access to these weapons at all times, but powered servos and other systems can be set up to assist the wearer in drawing or stowing these weapons more rapidly. A character with a fully tooled set of integrated holsters has access to a hidden arsenal that can overwhelm most foes.

Models Include: BlasTech "Personal Armory" Gear.
Base Modifiers: Increases encumbrance by 4. The character may holster up to 2 weapons of Encumbrance 3 or lower in the armor. While holstered, these weapons do not count toward the character's Encumbrance value.
Modification Options: 2 Add ■ to other characters' Perception checks to find weapons stored in the armor Mods, 3 holster up to 1 additional weapon of Encumbrance 3 or lower in the armor Mods, 1 Innate Talent (Quick Draw) Mod.
Hard Points Required: 2.
Cost: 300 credits.

MICRO-ROCKET ARMOR MOUNTING

Micro-rockets are flexible (if dangerous) weapons favored as secondary arms by many Bounty Hunters (see **Micro-Rockets** on page 46), and generally fired from a mount installed in the wielder's armor. This attachment can be installed on any armor.

Models Include: BlasTech Mag-Clip Micro-Rocket Mounting, Goseia HIC "Last Word" Launch/Targeter System, countless custom variants.
Base Modifiers: Enables user to fire 1 loaded micro-rocket without needing to perform a maneuver to draw. Increases encumbrance by 3. As micro-rockets are Limited Ammo 1 weapons, the launcher has the Limited Ammo 1 quality, and thus must be reloaded with a new micro-rocket to be fired again.
Modification Options: 5 Mount 1 additional micro-rocket Mods, 1 Remove ■ from checks to fire micro-rockets from this attachment Mod.
Hard Points Required: 2.
Cost: (R) 800 credits.

REPULSOR-ASSISTED LIFTING

Although more common among factory or warehouse labor crews than in battle, repulsor-assist systems have gained some popularity among bounty hunters who need to haul in heavy catches. The systems operate through a series of miniaturized repulsorlift generators placed at key joints throughout the armor, easing the weight of attached suits, as well as any loads they might support. Of course, the repulsorlift generators are tuned to reduce weight and pressure rather than exert force on their own, so some hunters prefer powered armor suits with lesser lifting capabilities but more general applications for their servos. This attachment can only be used with laminate armor and other full-body hard armor suits.

Models Include: Guldak Heavy Industries Personal Repulsor Fitting.
Base Modifiers: Add 5 to wearer's Brawn score for the purposes of determining Encumbrance threshold.
Modification Options: 2 Add 1 to wearer's Brawn score for the purposes of determining Encumbrance threshold Mods, 2 Skill (Athletics) Mods.
Hard Points Required: 2.
Cost: 1,000 credits.

TRACKING SYSTEM

Through a series of specialized computer systems and sensors, this attachment collects and processes data from the wearer's surroundings to follow and predict the movements of designated targets. A heads-up display integrated into a helmet or visor feeds the wearer this information onto an overlay of their surroundings. The systems are not limited to local targets, either, but can follow signals from distant communicators or tags and process optimal routes towards them. Tracking systems in armor are typically designed to operate alongside similar equipment, and are often able to integrate with other systems to a greater effect than the sum of their parts. This attachment can be installed on any armor.

Models Include: Galkor Solutions W-7 Locator Array.
Base Modifiers: Upgrade the ability of checks to track a designated target once. The wearer may designate a target by spending a maneuver while maintaining line of sight to the target, or through sensor and communication equipment such as a Surveillance Tagger (see page 176 of the EDGE OF THE EMPIRE Core Rulebook). Only a single target can be designated at a time.
Modification Options: 1 Skill (Vigilance) Mod, 1 Skill (Survival) Mod.
Hard Points Required: 1.
Cost: 1,000 credits.

NEW GEAR

Bounty hunters rely on gear from a variety of different sources. Some pieces are taken from traditional law enforcement kit, while others are far more specialized, including adapted hunting tools, logistics systems, or even experimental equipment.

TOOLS

Before a bounty hunter unholsters a single weapon, the hunter must find the prey. Bounty hunters use a variety of tools to track their targets and keep them secure, and employ many of these items in ways that the manufacturer never intended.

BIOSCAN

Verifying a target's identity is crucial to retrieving payment on any acquisition. A wise bounty hunter does so prior to contacting the bounty's sponsor. A bioscan is a device that scans for life forms as well as verifying their physical makeup for anomalies and identifiers. Biometric data can be compared against another sample or a recording of one previously obtained.

Using a bioscan to scan an area for life signs grants □ to any Perception checks opposing Stealth. Using the device to verify a person's identity requires an **Average (◆ ◆) Computers check** and a biometric identifier for comparison. The GM may modify this difficulty based upon any unusual anatomical characteristics of the target's species.

HOLONET HOMING BEACON

Often, a hunter needs to track prey across tremendous distances. Sometimes this could be to identify a base of operations, other times it might simply be a matter of tailing a lead to a mark when the actual target's location is unknown. A homing beacon is a device that tracks a starship or its passengers and cargo even after a hyperspace jump. Homing beacons depend upon using existing HoloNet transceivers to transmit their location back to their source. Consequently, their effectiveness is sharply limited when the vehicle travels to a system that is not connected to the HoloNet.

Homing beacons vary substantially in size and in their means of application. Smaller models can be thrown by hand or manually attached to their targets. Larger ones may be fired from a rifle or even a vehicle-mounted weapon to track a more distant target. The size of the homing beacon is most relevant in determining the likelihood that anyone on the target vessel might notice its presence.

As long as a homing beacon is functional, the person who activated it may trace the associated target across the galaxy. No tests are required, so long as the target travels within known systems. A homing beacon remains functional indefinitely, unless it is deactivated.

ROCKET BOOTS

The ability to turn a leap into an extended flight at will offers a tremendous level of tactical versatility. If an opponent fails to recognize this capacity, then the advantage becomes even more substantial. Rocket boots enable an individual to take flight on a whim, without being as bulky or as obvious as a jetpack.

The convenience of their smaller size comes at a cost, however. Rocket boots cannot operate for extended periods, due to their limited cooling capacity. Furthermore, as they are worn far from a being's center of gravity, they are far more difficult to control.

Rocket boots enable a person to function as a Silhouette 1, Speed 1, Handling −3, System Strain Threshold 3 vehicle that can only operate in atmosphere, and requires Piloting (Planetary) to operate. At the end of the each round of activation, the rocket boots suffer 1 system strain as their fuel depletes.

Rocket Boots

TABLE 2-6: TOOLS AND EQUIPMENT

Item	Price	Encum	Rarity
Tools			
Bioscan	2,000	1	1
HoloNet Homing Beacon	500	0	3
Rocket Boots	2,500	2	8
Tracker's Goggles	600	0	5
Illegal Equipment			
Com-Scan	(R) 5,000	10	6
Holographic Disguise Matrix	(R) 10,000	1	9
Saline Pump	2,500	1	7
Drugs and Poisons			
Sleeppack (1 dose)	250	0	3
Sulfur Inhaler (10 doses)	200	0	3

TRACKER'S GOGGLES

Widely available from a variety of manufacturers such as TaggeCo, Goseia Heavy Industries Concern, and Alvaxi, tracker's goggles are marketed primarily for wilderness enthusiasts and hunters of traditional game animals. These tools are designed with the concepts of functionality and reliability as central elements. When worn, the user's vision is substantially enhanced, including thermal imaging as well as improved vision under minimal light conditions.

Tracker's goggles grant □ to the wearer's Perception skill checks to locate a target by sight. Additionally, tracker's goggles remove ■ ■ imposed due to concealment, darkness, or fog and mist from the wearer's Ranged (Light) and Ranged (Heavy) Combat skill checks.

ILLEGAL EQUIPMENT

Bounty hunters may be agents of order, after a fashion, but many are happy to use equipment that is not, by strictest definition, legal in most places.

COM-SCAN

Nearly every person and vehicle carries a comlink or a transceiver. While most are encrypted at some level—particularly military-grade gear—sophisticated sensory apparatuses can detect the act of sending a signal, regardless of its content. If a system is able to identify the transceiver codes from a particular device, that unit can be accurately traced over a great distance, even if the contents of its messages cannot be decrypted.

Military organizations mount complex and sophisticated com-scans on their capital ships, which are capable of tracing signals even across subspace. More compact versions, with substantially more limited capabilities, however, may be installed in smaller vehicles, including speeders. These are of greater interest to independent operators, who might need to track the movements of an individual or vehicle.

Using a com-scan, a character can triangulate the location and movement of a known comlink or a transceiver with an **Average (♦ ♦) Computers check**. The device functions out to close range on planetary scale. Prevailing atmospheric conditions or excessive background signals can reduce its efficacy.

HOLOGRAPHIC DISGUISE MATRIX

When setting a trap or infiltrating a facility, altering one's appearance grants a huge advantage. A holographic disguise matrix overlays the wielder's appearance with one stored on the device. The device—typically small enough to wear on a belt—includes a camera that can be used to record another individual's appearance to overlay on the wearer. A base model unit is capable of storing only a single disguise in memory at a time, though more sophisticated and expensive units do exist.

The projected hologram must be at least marginally larger than the wearer in order to provide adequate concealment. Thus, it cannot be used to disguise a particularly large individual as a smaller one. The holograms are built around visible light, so do not grant concealment against infrared sensors or detection devices built around other energies.

Holographic Disguise Matrix
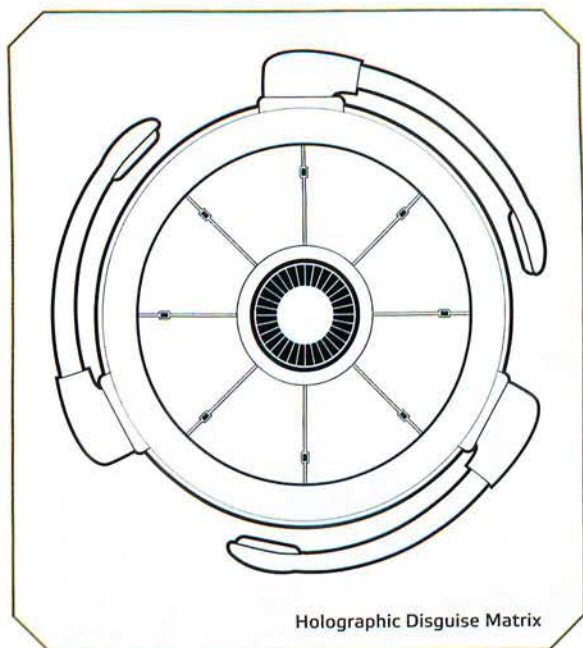
When using a holographic disguise matrix, the character can effectively impersonate the visual appearance of whomever the device has previously recorded. This device adds □ □ to the user's Deception checks to impersonate the target and adds ■ ■ to onlookers' Perception checks to detect the imposter.

SALINE PUMP

Clawdites adjust their shape by moving fluid through their body, and reorganizing the structures on their skin's surface. This ability is partly limited by practice and technique, but is also affected by the amount of fluid within their bodies. Particularly accomplished Clawdite shape-changers may choose to wear a saline pump that can modify the amount of fluid within their limbic system as needed.

A Clawdite wearing a saline pump can increase or decrease his mass and size by as much as a tenth, enabling him to shape-change into a broader range of forms. Add □ to the Clawdite's checks to pass himself off as another person using his species ability, and add ■ to other characters' checks to the Clawdite's physiological deception. Non-Clawdites gain no benefit to disguise from this item (and would likely find it exceedingly uncomfortable to use).

DRUGS AND POISONS

Different species have markedly different physiologies. A substance that is a miracle drug to one species could be irrevocably lethal to others. Drugs with comparable effects do exist for many species, but the formulations of these can be markedly different.

SLEEPPACK

Physically similar to a stimpack, a sleeppack is an auto-injection tube filled with a variety of natural and synthetic sedatives. The intent is to quickly knock a target out, so that he can be safely manipulated. Originally intended solely for medical use—particularly when dealing with volatile patients—sleeppacks eventually spread to use in law enforcement as well as among bounty hunters.

Applying a sleeppack to an aware and unwilling target requires the wielder to make a **Hard (◆ ◆ ◆) Brawl** or **Melee combat check** against the target. Instead of inflicting damage, if the attacker succeeds, the target must immediately resist the effects of the medications that flood the system as a poison (with a Resilience check, as described on page 172 of the EDGE OF THE EMPIRE Core Rulebook). Any sized dose has a **Hard (◆ ◆ ◆)** difficulty, and failure inflicts 10 strain.

SULFUR INHALER

Sulfur is a very common element, broadly available across the galaxy. Devaronians have a unique reaction to the material. While most species find its presence noxious or even poisonous, it stimulates Devaronian physiology. Many Devaronians exploit this by adding purified sulfur into a small, pressurized air cylinder. When inhaled, the sulfur moves into the bloodstream quickly and travels throughout the body.

A Devaronian with an inhaler can use a maneuver to inhale a dose of the drug from it. The character suffers 2 strain and adds □ to any Brawn or Agility checks he makes until the end of the encounter. Additional doses inflict more strain but do not give any additional bonuses. A dose is ineffective and unpleasant for most non-Devaronians.

ILLEGAL EQUIPMENT

W hile Bounty Hunters are technically affiliated with law enforcement, they often have a flexible code of ethics when it comes to obeying all of the laws. When it suits their purposes, they are often willing to use equipment that is of questionable legality or even outright illegal. Care must be taken to conceal or explain away such gear when working with allies within the official power structures.

Of course, some less than scrupulous organizations that post bounties—such as the Hutt kajidics, the Black Sun, and the Galactic Empire—are frequently willing to overlook certain illicit items used by bounty hunters, so long as their wielders deliver results. The Rebel Alliance, in contrast, tends to take a harder moral line on the weapons used by freelancers in its employ.

NEW VEHICLES

Bounty hunters are best known for their fast ships and their planet-hopping careers, but not every bounty is collected in space. When the need arises and a hunter must go planetside to track a mark through the teeming throngs of an ecumenopolis or through the shadowy paths of a primordial forest, a good, reliable vehicle is worth its weight in credits.

SPEEDERS

While they lack the raw flexibility of spacecraft, speeders are extremely useful in an atmosphere, cutting a lower profile than starships and operating at a fraction of the cost. In an overland pursuit, some high-performance speeders can even outpace starships.

XL-3C GUARDSMAN PATROL AIRSPEEDER

The XL-3c Guardsman, produced by Tion Mil/Sci Industries, is the civilian version of TMSI's XL-5 Guardian force reconnaissance ship used by the Imperial Army and the ISB. A blocky, ungainly ship, the Guardsman bears a striking resemblance to Mobquet's MB-C1 Medium Cargo Hauler. A horizontal, cylindrical flight deck similar to that of the CR90 holds a crew of three in a tight but well laid-out cockpit, along with the ship's primary weapons and flight controls. The flight deck is connected by a narrow spar to a long, rectangular fuselage that holds the ship's drives and the bulk of its sensor suite. A secure, airlocked passage allows the crew to move between the flight deck and main fuselage.

Designed for police and search-and-rescue work, the Guardsman is a slow, lumbering vessel optimized for high altitude observation and patrol. Like its milspec cousin, the Guardsman is packed to the gunwales with a number of powerful automated sensor systems—life form detectors, chemical and radiation sniffers, motion sensors, multi-optic sensor suites, high-powered cameras, encrypted, long-range comms, and more—that allow it to assemble a high-resolution view of a broad swath of ground.

For patrol and law enforcement use, TMSI provides a prisoner-handling suite that can be equipped at the factory or by an aftermarket specialist. This provides the Guardsman with six secure, environmentally sealed holding cells, each capable of holding two human-sized beings—or one Wookiee-sized individual—for transport, along with various security and restraint systems to help keep prisoners in line. The cells and associated systems make the Guardsman attractive to both planetary police forces and to bounty hunters, and the ships are in high demand among both groups.

3	2	-1	1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
			5			8	
			HT THRESHOLD			SS THRESHOLD	

Vehicle Type/Model: Airspeeder/XL-3c Guardsman.
Manufacturer: Tion Mil/Sci Industries.
Maximum Altitude: 150 kilometers.
Sensor Range: Long.
Crew: One pilot, one co-pilot, one sensor/comms operator, one security tech (if equipped with prisoner handling system).
Encumbrance Capacity: 30.
Passenger Capacity: 12 (usually prisoners).
Price/Rarity: 39,000 credits/7.
Customization Hard Points: 1.
Weapons: Forward-mounted heavy blaster cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

MODEL 90 RANGER

Cryospac Repulsorlift Corporation is a relative newcomer to the galactic landspeeder market. Based on Seikosha, the fourth planet of the Breago system in the Outer Rim's Borderlands Regions, they produce a small handful of rugged, surprisingly well-built landspeeders for export. Of their six current models, the M90 Ranger is the most popular, and with good reason. Built for exploration and travel in hazardous environments, the Ranger was designed primarily with surveyors and back country search and rescue teams in mind. Due to its tough build and specialized systems, however, the Ranger has slowly gained popularity in other market segments, including the galaxy's bounty hunter community.

Long and sleek, the Ranger has a sturdy, blade-shaped hull with a thin nose and a broad, flat rear, giving it a silhouette similar to that of a fast and powerful watercraft. The passenger compartment, shaped like a pointed oval and running almost the entire length of the vehicle, is equipped with three rows of seats. A pilot and one passenger sit far forward, while behind them are two bench seats that can hold three passengers each.

A reinforced transparisteel canopy covers the passenger compartment, and is both polarized and equipped with a pilot-controlled system that changes the surface from opaque to completely transparent to anywhere in between depending on the needs of the passengers. This convenience might seem minor, but it can dramatically improve the performance and quality of life of the operator in extremely bright environments, such as deserts, snowy wastes, oceans, and other regions with terrain that reflects light. For a bounty hunter, having clear vision might mean the difference between spotting a key detail and missing it, prolonging a pursuit or falling behind the competition.

A heavy-duty CRC-X80 repulsor generator feeds six powerful coils spread throughout the vehicle's hull. Two high-output LX-990 Whirlwind turbine engines mounted on triangular outriggers provide the Ranger with copious amounts of thrust, and a simple vectored thrust system gives the speeder better than average agility. The Ranger's real worth, however, is in its stout frame and rugged internal systems. The cabin can be environmentally sealed and is shielded from most forms of chemical, biological, and radiation contamination. The internal systems are hardened and designed in such a way as to reduce shock, vibration, and other damaging effects from heavy use in dangerous environments. All of this makes for a vehicle that can take inordinate amounts of abuse and keep working.

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
3	3	+1	0	-	-	0	1
			HT THRESHOLD		SS THRESHOLD		
			14		10		

Vehicle Type/Model: Landspeeder/M90 Ranger.
Manufacturer: Cryospac Repulsorlift Corporation.
Maximum Altitude: 10 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 6.
Price/Rarity: 19,500 credits/4.
Customization Hard Points: 4.
Weapons: None.

NEW STARSHIPS

A good bounty hunter, no matter his specialty, always needs a good way to get around. Like many of the criminals he pursues—smugglers, pirates, and other assorted, spaceborne scum—a bounty hunter's ship is both a home and a key tool.

STARFIGHTERS AND PATROL BOATS

While starfighters are rarely used by bounty hunters due to their lack of interior space and intense maintenance needs, patrol boats are perfectly suited to the needs of a freelance law enforcement agent.

AGGRESSOR ASSAULT FIGHTER

Trilon Incorporated's Aggressor Assault Fighter blurs the line between patrol boat and starfighter. A relatively new entry into the market, and the first purpose-built combat vessel designed by TI, the Aggressor is a fast, potent ship optimized for patrol and medium combat duties. It has a narrow, lightly-armored, V-shaped hull with articulated S-foils mounted port and starboard that act as precision control surfaces. The two-position tandem cockpit is located between the forward-facing arms of the V, and a single, powerful, KDY Sol-Mk. VI ion engine is mounted at the point.

Because of the Aggressor's incredible acceleration, the craft's designers found it necessary to add numerous limiters and safety features to the craft, stacking inertial dampeners and similar devices to keep the pilot conscious and alive while performing high-speed maneuvers. These features worsen the craft's handling, but also prevent pilots from incapacitating themselves while flying it.

4	5	-1	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	2	-	-	1	2

HT THRESHOLD	SS THRESHOLD
25	15

Hull Type/Model: Patrol Boat/Aggressor.
Manufacturer: Trilon Inc.
Hyperdrive: Primary: Class 2, Backup: Class 8.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 8.
Consumables: Three months.
Price/Rarity: 160,000 credits/6.
Customization Hard Points: 3.
Weapons: Forward-mounted twin medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1),

Forward-mounted twin medium ion cannon (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Ion, Linked 1),

Forward-mounted light tractor beam projector (Fire Arc Forward; Damage –; Critical –; Range [Close]; Tractor 2).

ADDITIONAL RULES

Safety Limiters: As a maneuver, the pilot of an Aggressor Starfighter can shut off the automatic safety limiters and additional inertial dampers. This changes the craft's Handling to +3, but whenever the pilot performs a piloting maneuver, each character aboard suffers 3 strain. Droids and, at the GM's discretion, characters with 4 or more cybernetic enhancements suffer only 1 strain each time instead.

MANDALORIAN PROTECTORATE STARFIGHTER

The designers of the Mandalorian Protectorate starfighter, or Fang fighter, consider it to be the pinnacle of space fighters, building on the tradition of the much larger Gauntlet fighter. Instead of acting as a heavy fighter and transport like its older sibling, however, the Fang fighter is a precision strike fighter used by the Concord Dawn Protectors, a militia are known and feared throughout the Mandalorian sector. Flown by some of the best pilots in the sector, the Fang fighter is a common sight both in the Concord Dawn system and throughout the sector.

An elegant, broad-shouldered starfighter with an aggressive look, the Fang fighter is unlike anything else in its class. With its thin, angular silhouette and cranked-delta planform, there is no mistaking a Fang fighter as it speeds through space. The fuselage is a small, elongated hexagon with a single, massive, high-output ion engine dominating the aft section, and a low-profile canopy covering the midships-mounted cockpit. Two massive, articulated S-foils–half again as long as the fuselage–are mounted to the fuselage, each one mounting a single huge ion engine and the majority of the ship's weapon systems. The S-foils can rotate and be raised and lowered through an impressive range of motion which, combined with the engines' sophisticated vectored thrust system, advanced flight control systems, and clever use of automated vernier thrusters, make these big fighters shockingly agile.

The Fang fighter's standard weapons loadout is, at first glance, relatively light. A pair of medium laser cannons mounted in the S-foils makes up the bulk of the fighter's weapon systems. Mounted in the fighter's belly however, just forward of the cockpit, is a retractable proton torpedo launcher carrying a single torpedo. The torpedo launcher, although it gives the fighter much needed tactical flexibility and the ability to punch well above its weight, is used sparingly by Protectorate pilots and its presence is not widely known. While they carry no shields, the Fang fighters have a sturdily built fuselage covered in heavy armor designed to absorb or deflect most incoming ordnance or energy blasts. In addition, the ship's blistering speed and remarkable agility, combined with its narrow silhouette, make the ship an incredibly hard target to hit.

Most of these impressive fighters were sold to the Protectorate, but a small handful have made it to the open market in one way or another. The Black Sun Syndicate has resold some of these ships that have made their way away from the Concord Dawn Protectors, though these craft remain difficult to track down and thus in demand among collectors and mercenary pilots alike.

3	6	+3	DEF FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	0	-	-	0	2	
			HT THRESHOLD				SS THRESHOLD	
			12				10	
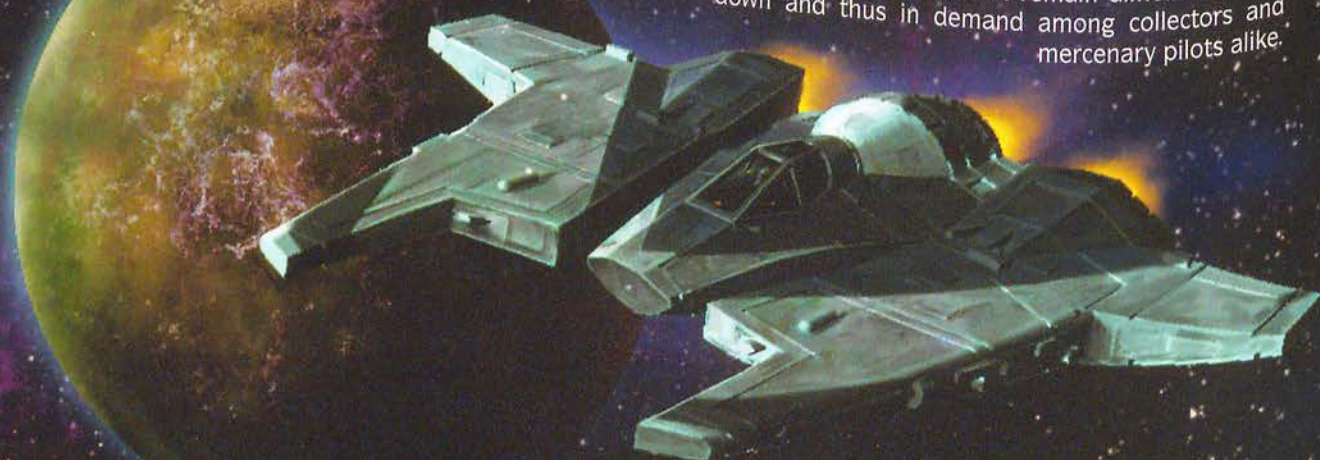
Hull Type/Model: Starfighter/Fang fighter
Manufacturer: MandalMotors.
Hyperdrive: Primary: Class 2, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 2.
Passenger Capacity: None.
Consumables: One day.
Price/Rarity: 120,000 credits/9.
Customization Hard Points: 1.
Weapons: Forward mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward mounted retractable proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 1, Slow-Firing 1).

ADDITIONAL RULES

Narrow Attack Profile: When an enemy ship at close range targets a Protectorate Starfighter, it counts this ship's silhouette as 1 lower (to a minimum of 1) for the purposes of determining the difficulty of the attack.

G-1A HEAVY STARFIGHTER

The G-1A Heavy Starfighter is a large, sturdily built craft with a flexible battlefield role that endears it to some Outer Rim freelancers. Originally designed as an all-purpose system patrol craft by Byblos Drive Yards, the G-1A is a handsome, well-designed ship constructed for speed rather than agility. It has a tall, narrow, single-decked hull with bluff bows and a long, fixed-position, transparisteel canopy that stretches nearly the entire length of the ship's dorsal side. Two powerful Byblos BPS-980 ion drives are mounted in tandem high on the ship's stern, and a massive articulated wing assembly mounted abaft the canopy provides lift and maneuverability. The ship's cramped interior holds five crewmembers and is accessed through an armored midships hatch on the starboard side.

Designed originally as a system patrol and interdiction craft, the G1-A shares a number of features in common with other popular ships of its size. It is moderately armored, but has a sturdy hull with a reinforced keel and one of the highest-performance shield generators of any ship in its class. From the factory, it carries a respectable weapons loadout consisting of energy weapons and heavy ordnance launchers. Its sensors and comms package is respectable, if not particularly outstanding, and its targeting and flight control systems are intuitive and well designed.

Overall, the G-1A is a well-liked, well-designed vessel, if perhaps a bit unexciting. While it doesn't stand out in any one particular way performance-wise, where it does shine is in its modification potential.

Byblos envisioned the G-1A as a basic ship that could be outfitted with aftermarket weapons and sensor packages—designed and sold by BDY, of course—to tailor the ship to a particular user's needs. Unfortunately, due to a number of market factors, the G-1A never gained the popularity or sales numbers that BDY expected, and plans for the product line were drastically scaled back. Few of the aftermarket packages were ever built, and those that remain are vanishingly rare. Due to their modular nature, however, these ships are eminently modifiable, and can withstand an enormous amount of tinkering and jury-rigging without suffering in their performance.

3	4	−1	DEF FORE/PORT/STARBOARD/AFT				ARMOR	
SILHOUETTE	SPEED	HANDLING	2	-	-	1	3	
			HT THRESHOLD				SS THRESHOLD	
			14				12	
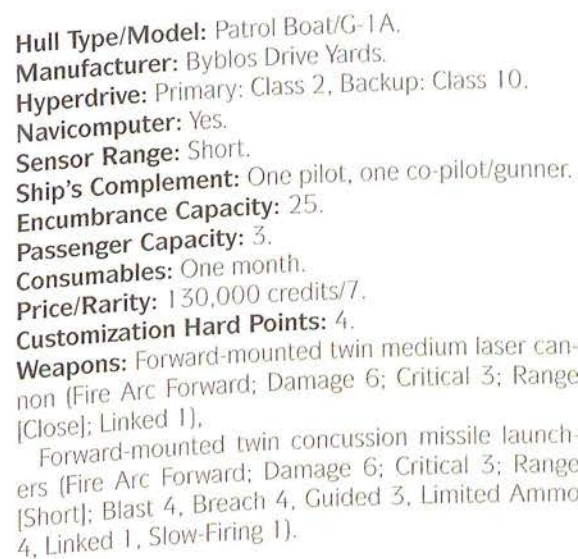
Hull Type/Model: Patrol Boat/G-1A.
Manufacturer: Byblos Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 25.
Passenger Capacity: 3.
Consumables: One month.
Price/Rarity: 130,000 credits/7.
Customization Hard Points: 4.
Weapons: Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 4, Linked 1, Slow-Firing 1).

The Kihraxz's real strength lies in its modification potential. The ship's primary structures and systems—fuselage, wingbox, weapons systems, drives—are all unit-constructed and designed to be easily installed and removed with basic shipyard facilities. This allows the fighters to be tailored to their user's exact specifications. TransGalMeg sells aftermarket modification kits with significant upgrades to the base platform.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
3	4	+0	1	-	-	0	2

HT THRESHOLD	SS THRESHOLD
10	6

Hull Type/Model: Starfighter/Kihraxz.
Manufacturer: TransGalMeg, Inc.
Hyperdrive: Primary: Class 3, Backup: None.
Navicomputer: Yes.
Sensor Range: Close.
Ship's Complement: One pilot.
Encumbrance Capacity: 7.
Passenger Capacity: 0.
Consumables: One day.
Price/Rarity: 65,000 credits/6.
Customization Hard Points: 5.
Weapons: Twin wing-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1),

One forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 2, Slow-Firing 1),

One forward-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

CUSTOM ATTACHMENT

Vaksai Modification Package: A pre-fabricated kit of starship modifications sold by TransGalMeg for their Kihraxz modular light starfighter, this package includes upgraded engines and flight control systems, a heavier weapons loadout, and a higher-output shield generator. While expensive, those Kihraxz pilots who can afford it swear by the added survivability and firepower it provides, allowing the fighter to engage heavier targets and emerge victorious.

Models Include: Vaksai Modification Package.
Base Modifiers: Changes armor to 3, handling to +1, and aft defense to 1.
Modification Options: 1 Replace twin wing-mounted light blaster cannons with twin wing-mounted light laser cannons Mod, 1 Increase fore defense by 1 Mod, 3 Increase system strain threshold by 1 Mods.
Hard Points Required: 2.
Cost: 45,000 credits/7.

KIHRAXZ LIGHT STARFIGHTER

The Kihraxz light starfighter is, perhaps, the most versatile starfighter currently on the galactic market. Designed and built by TransGalMeg Incorporated, the KLS was commissioned by the powerful Black Sun criminal syndicate to fill a number of roles within its organization. Since the fighters would be deployed in a number of roles in various environments throughout the galaxy, Black Sun requested a simple, reliable, lightweight, easy to operate ship that could be easily modified to fit roles ranging from escort to interception to space superiority. Under Black Sun's guidance, and with their nearly bottomless coffers providing ample capital, TransGalMeg produced an extremely potent and versatile fighter of a kind nearly unknown in ship building circles.

The base model Kihraxz bears a striking resemblance to Incom's X-wing and Z-95 fighters. It has a short, narrow fuselage with a single-position cockpit mounted amidships. Two powerful ion engines are slung in nacelles beneath a pair of sharply-angled, dorsal-mounted wings located aft of the cockpit, and a pair of smaller canards mounted to the nose provide extra stability. The fighter's primary weapons—a pair of high-output blaster cannons—are mounted at the wingtips, with an ordnance launcher and ion cannon mounted in the starboard and port wing roots respectively. Although lightly armored and fragile, the base ship's loadout, speed, and agility make it a formidable opponent, especially when fielded in large groups.

FREIGHTERS AND TRANSPORTS

Light and medium freighters, even more so than patrol boats, are the workhorses of the bounty hunting trade. They have the size and versatility to handle prisoners and cargo, and the toughness and performance to survive the rough and tumble life of a freelance law enforcer.

LANCER-CLASS PURSUIT CRAFT

Borrowing liberally from Corellian Engineering's design language and philosophy, the *Lancer*-class rides the line between civilian freighter and warship. The latest release from MandalMotors, created on special commission for the Black Sun, the *Lancer* is more an interdiction and patrol vessel than it is a workaday cargo hauler. Designed to chase down fleeing cargo vessels or outrun other patrol ships, these vessels are fast, tough, and able to withstand hard use with irregular maintenance. They were designed to fly, fight, and survive in the most dangerous and remote parts of the galaxy from under-stocked, often improvised facilities. To that end, they have numerous redundant systems and are quite easy to maintain. In addition, they are highly modular, allowing for a broad array of modifications to fit the needs of nearly any user. This makes them extremely attractive to smugglers, bounty hunters, and many backwater planetary governments looking for a fast, cheap, and well-armed patrol ship.

Roughly the size of a YT-1300, the *Lancer*-class has a thin, saucer-like main hull reminiscent of many of CEC's more popular ships. A narrow, two-position tandem cockpit protrudes from the saucer's forward leading edge, and seats a pilot and co-pilot in cramped but well laid-out surroundings. A bank of powerful sublight engines mounted aft provides the primary thrust, and a pair of high performance ion engines are mounted on two short, squat, midships-mounted sponsons, providing a powerful boost when needed. While not as agile as a starfighter, the *Lancer*'s drives give it exceptional straight-line speed, enough to run down nearly anything in its class. While its shields are minimal and its armor is light, the *Lancer*'s speed and narrow silhouette make it a difficult target to track and hit in the heat of battle. The ship's primary armament is relatively light—a pair of fire-linked light laser cannons, a triple light laser turret, and a tractor beam emitter—but a state of the art fire control system makes them incredibly potent.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
4	5	-2	1	-	-	0	2
			HT THRESHOLD				SS THRESHOLD
			20				10

MK.IV FIRE CONTROL SYSTEM

The heart of the *Lancer*-class' weapons system is the sophisticated Mk.IV fire control system, which links all of the *Lancer*'s weapons and allows the pilot to fire all of them with a single pull of the trigger. Firing the *Lancer*'s weapons requires very little input from the pilot, who can focus on flying the ship while the fire control system does most of the heavy lifting of targeting each weapon. The major drawback of this system is that all of the ship's weapon control systems are routed through the FCS, and if the system is knocked offline from damage or ion attacks, all weapon systems also immediately go offline.

As a maneuver, the pilot may activate or deactivate the Mk.IV FCS. While the system is active, the ship's forward-mounted twin light laser cannon's Linked quality increases to 4, and it gains the Tractor 2 quality, but only this weapon system can be fired..

Hull Type/Model: Light Freighter/*Lancer*-class.
Manufacturer: MandalMotors.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 60.
Passenger Capacity: 4.
Consumables: Three months.
Price/Rarity: 120,000 credits/8.
Customization Hard Points: 3.
Weapons: Dorsal turret mounted triple light laser cannon (Fire Arc All Dorsal; Damage 5; Critical 3; Range [Close]; Linked 2),
Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1),
Ventral-mounted light tractor beam projector (Fire Arc All Ventral; Damage –; Critical –; Range [Close]; Tractor 2).

YV-666 LIGHT FREIGHTER

Slab-sided and imposing, Corellian Engineering Corporation's YV-666 light freighter is a radical departure from the company's traditional styling principles. Introduced decades ago, these large, square-shouldered ships have steadily gained a reputation as fast, durable, easy to fly freighters that withstand incredible amounts of hard usage. Designed initially as long-range haulers, the YV-666 carries a surprising amount of cargo in its modular, environmentally sealed cargo holds. Thanks to their considerable fuel tanks and capacious holds, these ships are often the best, most efficient way to ship goods to the far reaches of the galaxy.

Roughly twice the size of CEC's popular YT-series freighters, the YV-666 pushes the boundaries of what is normally considered a light freighter. It has a tall, narrow, vaguely trapezoidal hull with three interior decks and no visible viewports. A long, reinforced fantail extends the keel from the lowest deck, and is home to the ship's Quadex SuperNova II power core, a pair of high-output CEC Evader-GT ion drives, repulsorlift systems, and two broad, variable-pitch, swept wings with downward-cranked tips. The ship's small flight deck is located in the far-forward compartment of the top deck, and features a unique windowless cockpit that uses high-resolution holo-projectors to give the pilot a 180-degree view of his surroundings. While they are not designed for front line combat, these ships do mount a pair of light lasers in a forward mount and a retractable quad laser turret for defensive purposes.

Like other CEC offerings, the YV-666 is a reliable and versatile ship designed with an eye toward end-user customization. The ship's three-decked hull, an excess of redundant systems connections, and a robust aftermarket make it quite popular with medium and heavy haulers throughout the galaxy.

In addition, these ships have garnered a small but dedicated following among the galaxy's bounty hunters, who find the YV-666's modular design, roomy compartments, and rugged hull a perfect fit for their dangerous line of work. Perhaps the most famous is the *Hound's Tooth*, a highly modified YV-666 owned by the Trandoshan bounty hunter Bossk.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
4	3	-2	2	-	-	1	3
			HT THRESHOLD			SS THRESHOLD	
			30			12	

Hull Type/Model: Light Freighter/YV-666.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 14.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 200.
Passenger Capacity: 6.
Consumables: Three months.
Price/Rarity: 132,000 credits/6.
Customization Hard Points: 6.
Weapons: Dorsal retractable quad laser turret (Fire Arc All Dorsal; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3),

Forward mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

CAPITAL SHIPS

Capital ships are a rare sight among bounty hunters. Their size and complexity are more than an individual operative needs, and the sheer cost of keeping even the smallest frigate at space is prohibitive. There are a handful of major bounty hunting operations that use second hand frigates or cruisers as mobile bases for their contractors, but these are few and far between.

C-ROC *GOZANTI*-CLASS LIGHT CRUISER

The C-ROC is a shipyard custom configuration for Corellian Engineering's *Gozanti*-class cruiser. Bulkier than the original *Gozanti*-class ships, the C-ROC was designed more for transport and cargo duties than for combat. Offered initially to the Imperial Navy—and rejected as inappropriate in the Imperial Navy's order of battle—as an armed, long-range transport, the C-ROC has become popular among both legitimate cargo operations and criminal organizations. These ships are especially popular in the Outer Rim, where the combination of hauling capacity, rugged construction, and respectable fighting capabilities have gained the class many admirers.

There are many modifications, both cosmetic and mechanical, that separate the C-ROC from its predecessor. Unlike the bold, square-shouldered lines of the original *Gozanti*-class ships, the C-ROC has a softer, more rounded hull design. The forward two-thirds of the ship has a sloping, bell-shaped cross-section that is narrow at the dorsal side and flaring out below the midships line. This new hull shape gives the ship a bit of extra protection as the slope of the hull deflects incoming blasts and ordnance more efficiently than its slab-sided predecessor. The cranked delta wings of the old ship are gone, replaced by outrigger cargo trays designed to carry modular shipping containers similar to those used by the venerable GR-75 medium transport. The outriggers, and a complete redesign of the ship's interior, give the C-ROC an impressive hauling capability at the expense of the ship's noted combat and fleet support utility.

The two original Girodyne Ter58 ion engines were replaced by five newer, more efficient JV-80 ion drives by Novaldex—two each mounted port and starboard and one mounted on a dorsal spar. While the ship's armor and shielding remain largely unchanged from the original design, the weapons loadout has been drastically reduced. Two quad laser turrets—one ventral and one dorsal—provide good defense against small ships, such as starfighters and patrol boats. Each of the ship's broad flanks mounts a pair of heavy laser cannons, just enough to keep determined pirates and other undesirables at bay. While it carries nowhere near the firepower of the original design, the C-ROC is quite capable of handling most foreseeable threats without trouble.

While it hasn't been a wildly successful product, sales of the C-ROC are steady and CEC continues to produce updates and replacements for the ship's various systems. With the rise of the Empire and the increasing lawlessness in the Outer Rim, many of these ships have been pressed into duty by various rebel cells as ersatz capital ships. While unsuited to serving as front line warships, C-ROCs are capable enough—especially when manned by a cunning and motivated crew—to deal with most of the old vessels the Imperial Navy uses to maintain law and order out on society's fringes.

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
5	3	-3	3	2	2	1	5
			HT THRESHOLD				SS THRESHOLD
			55				40

Hull Type/Model: Light Cruiser/*Gozanti*-class/C-ROC Type.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot, one engineer, one comms/sensor operator, two loadmasters, six gunners.
Encumbrance Capacity: 1,800.
Passenger Capacity: 20.
Consumables: Two month.
Price/Rarity: 190,000 credits/8.
Customization Hard Points: 6.
Weapons: One dorsal and one ventral retractable quad laser turrets (Fire Arc All; Range Close; Damage 5; Critical Hit 3; Accurate 1; Linked 3).
   Two port and two starboard retractable twin heavy laser cannons (Fire Arc Port and Starboard; Range Short; Damage 6; Critical Hit 3; Linked 1).

NEW STARSHIP AND VEHICLE ATTACHMENTS

Modular ships are in high demand among bounty hunters. Every bounty hunter has a unique style developed over the years, and the ability to tailor a craft to these needs is of paramount importance.

CONTAINMENT FIELD

Designed for permanent installation, a containment field generator consists of two flat, cylindrical generators—one bolted to the floor, the other to the ceiling—that hold a single individual captive in a powerful stasis field. Individuals held in a containment field wear magnetic binders and are suspended in mid-air, completely isolated from the world around them. When held in a containment field, individuals are usually fitted with bio-signs monitors due to the field's distressing habit of causing heart attacks, brain damage, or death if it is not tuned correctly. This attachment can be installed on any vessel of silhouette 4 or higher.

Models Include: Gordarl Weaponsmiths A1 Containment Field.
Base Modifiers: A containment field can hold one silhouette 1 creature. An individual held within a containment field is completely unable to move, although he can still hear, see, and speak. Escape under these circumstances is incredibly difficult, and thus can only be attempted at the GM's discretion.

As an action, a character operating the field can use it to inflict harm on the prisoner; the character imprisoned inside must make a **Hard (◆ ◆ ◆) Resilience check**, and suffers 1 damage per ▼ on the check. The operator may spend ۞ to inflict 1 strain on the prisoner.
Modification Options: None.
Hardpoints Required: 2.
Cost: (R) 7,500 credits.

ENHANCED PRISONER LOCKUP

A prisoner lockup is an aftermarket modification that provides a ship with a comprehensive prisoner handling and transporting system. It includes two cells that hold one human-sized individual each, with sufficient life support and basic necessities. The kit also includes numerous security systems for the lockup itself and the ship at large. Cameras and motion sensors are installed, and powerful electronic locks are fitted to hatches and doors throughout the ship. This attachment can be installed on any vessel capable of carrying prisoners.

Models Include: Various models.
Base Modifiers: Full incarceration and security suite for up to 2 prisoners.
Modification Options: 4 Add support for one additional prisoner Mods.
Hardpoints Required: 3.
Cost: 3,500 credits.

MINELAYER

Minelayers, and their accompanying ordnance, are anti-ship weapons sold by numerous major galactic arms manufacturers. Mines are typically deployed in defensive positions, used to deny areas to vehicle traffic or to create fire lanes for weapon emplacements, but they can also be used offensively in a manner similar to missile or torpedo launchers. They come in a variety of styles—from simple concussion mines to sophisticated gravity mines—and grant a small vessel, such as a starfighter or patrol boat, a damage capacity well out of proportion to its size. This attachment can be installed on any starship.

TABLE 2-7: STARSHIP AND VEHICLE ATTACHMENTS

Attachment	Price	HP Required	Rarity
Containment Field	(R) 7,500	2	9
Enhanced Prisoner Lockup	3,500	3	7
Minelayer	(R) 4,000	2	6

TABLE 2-8: SPACE MINES

Mine	Skill	Range	Damage	Crit	Price	Rarity	Special
Concussion Mine	Mechanics	Short	12	3	(R) 500	5	Blast 8, Breach 4, Limited Ammo 1
Connor Net	Mechanics	Short	20	4	(R) 1,200	7	Ion, Limited Ammo 1
Firecracker Mine	Mechanics	Short	1	NA	(R) 400	4	Blast 8, Limited Ammo 1
Gravity Mine	Mechanics	Short	2	6	(R) 1,000	7	Limited Ammo 1
Ion Mine	Mechanics	Short	12	4	(R) 600	5	Blast 8, Ion, Limited Ammo 1
Seeker Mine	Mechanics	Short	16	3	(R) 1,300	7	Blast 4, Breach 2, Vicious 2, Limited Ammo 1

SPACE MINES

After being deployed, a space mine enters passive mode at close range of the ship that deployed it. The next time another vessel moves within close range, the mine attempts to detonate on the ship. The character piloting that ship must make a **Hard (◆ ◆ ◆) Piloting (Space) check** to avoid being struck by the mine. If he fails the check, the ship suffers damage equal to the base damage of the mine, plus 1 damage per ▼ on the check. The character who set the mine may spend ✷ from this check as if it were ❂ on a combat check to activate the mine's critical rating and weapon qualities.

Concussion Mine: Typically deployed as anti-fighter measures, concussion mines use a potent explosive to create a powerful shockwave capable of cracking open the toughest hulls.

Connor Net: Designed to envelop and ionize a single ship, Conner nets have been known to catch even skilled pilots off-guard.

Firecracker Mine: Deployed in groups, firecracker mines emit intense bursts of light, noise, and radiation when they explode. This suppresses sensors and comms of any ship within range, making these mines excellent for offensive and defensive purposes.

When a vessel is struck by a firecracker mine, each of its crew and occupants suffers the disoriented condition (see page 218 of the EDGE OF THE EMPIRE Core Rulebook) for 3 rounds.

Gravity Mine: Gravity mines are another nonlethal type of mine designed to interfere with a ship's systems rather than destroy it. When they detonate, gravity mines release a powerful localized gravitic field bubble out to long range. Gravity mines are typically deployed around space stations and other sensitive areas, and are often used along with orbital weapon emplacements.

After the mine detonates, it creates a gravitic bubble out to long range; ships cannot enter hyperspace until they use the required maneuvers to travel beyond the bubble.

Ion Mine: Very popular among bounty hunters and law enforcement agencies, ion mines use a powerful ion warhead to disable a ship rather than outright destroy it. This allows the vessel and its crew to be easily recovered for capture or questioning.

Seeker Mine: Seeker mines couple a powerful explosive charge with a simple guidance and drive system to make an incredibly lethal piece of ordnance. When a ship enters their sensor range, seeker mines activate and pursue their target.

If the pilot of a ship targeted by a seeker mine succeeds on the **Piloting (Space) check**, the character who set the mine may spend ✷ ✷ from the check to force the pilot to repeat that check with the difficulty reduced by 1 (to a minimum of **Simple [–]**) at the beginning of his next turn, with the standard consequences for failure.

Models Include: GSI M-L4 Seeker, Czerka Arms Mk. IX Proton Mine.
Base Modifiers: Allows the vehicle to carry a number of mines equal to its silhouette.

As an action, a character piloting or operating the weapons on a ship equipped with a minelayer may make an **Average (◆ ◆) Mechanics check** to deploy one mine anywhere within close range. See **Space Mines** for more information.
Modification Options: 1 Increase deployable range to medium range Mod, 3 Increase mine capacity by 1 Mods.
Hardpoints Required: 2.
Cost: (R) 4,000 credits.

THRILL OF
THE CHASE

"It's not really about the glory, the holo-dramas, or even the rewards. I mean, those are all good, but can't keep putting it all on the line unless you love the hunt itself."

–Viktor Hel, famed Corellian bounty hunter

The life of a bounty hunter isn't for everyone, but it's a rare individual in the galactic underworld who doesn't know a bounty hunter or two—even if they've only met over the business end of a blaster. Although a bounty hunter's work means a reputation for being nobody's friend, that same reputation means almost anybody is willing to talk business. As such, a bounty hunter inevitably ends up building a wide range of contacts and associates. In the case of a Bounty Hunter PC, these contacts might include the other Player Characters and an assortment of supporting NPCs. The connections and work of a Bounty Hunter character can help to drive an EDGE OF THE EMPIRE campaign.

More so than those of most other careers, Bounty Hunter characters are defined by their profession. This is a good thing for both the players and the GM, as it provides sources for the PCs to earn a living while getting them into trouble to keep game sessions interesting. However, without the proper considerations, a Bounty Hunter PC's career can also make a campaign extremely chaotic. Bounty Hunter PCs are inevitably answerable to figures outside the group, in the form of various NPC clients. The opportunities offered by a Bounty Hunter character and the demands of this unique job can be difficult to balance in a campaign, but finding a medium between the two should prove rewarding in play.

Chapter III: Thrill of the Chase gives players and GMs new rules and guidance on how bounty hunters find work, on typical payment rates for bounties, investigative scenarios, and on the key rewards of the hunters' work, including the professional reputation that keeps hunters in demand. Although primarily intended for Bounty Hunter PCs, characters of all types can benefit from the material in this chapter.

INTEGRATING BOUNTY HUNTERS

Bounty hunters have a reputation in the *Star Wars* universe for being lone wolves, loyal to no one but themselves and perhaps others who share their profession. Some of this comes from the nature of their job, as many of the individuals with whom hunters might work have to consider the risk of a bounty appearing on their own heads, forcing their hunter associate to choose between their relationship and the stack of credits on offer. However, even the toughest hunter needs a support network—to acquire information and ammunition, at the very least. Similarly, bounty hunters are far from the only figures in the galactic underworld with whom it is risky to associate, and the rewards of working with hunters can outweigh the risks. Groups of PCs can work together without such a relationship linking them, but understanding the situations of mutual benefit involved in having a bounty hunter in the group can make the narrative richer and more dynamic.

What bounty hunters get out of working with others is different than what their fellow scoundrels and outlaws might get from working with the hunters. From a broader perspective, both Bounty Hunter characters and the other PCs get the usual benefits of working in a group in both circumstances, such as strength in numbers, a wider range of skillsets, and more perspectives to look at problems. However, there are certain things that Bounty Hunter characters alone offer to a group. At the same time, characters of other careers have access to some options a Bounty Hunter might not be able to take.

OFF THE HUNT

A Bounty Hunter character brings a lot to a group of PCs. In addition to the various skills and talents offered by the career and its specializations, the presence of a Bounty Hunter PC brings a major intangible benefit to the group's work, one that few other careers on the fringes of galactic society provide so explicitly—the benefit of legitimacy. A Colonist might be able to get the group into offices in the Core Worlds, but in a typical EDGE OF THE EMPIRE campaign, a Bounty Hunter PC's license to operate carries even wider-ranging authority. This is as true if the license is a literal one in the form of an Imperial Peace-Keeping Certificate as it is for an independent hunter who has proven herself able to operate without it. For many underworld figures, it's simply safer to assume that anyone who has survived long as a bounty hunter is not someone to cross. What's more, other bounty hunters may think twice before tangling with one of their own, even if they don't share the same affiliations or backgrounds. The benefit of a Bounty Hunter PC's reputation is not foolproof protection, but it is both broadly applicable and instantly recognizable in dangerous locales.

While a Bounty Hunter primarily benefits from the profession's reputation in ways that help chase down leads and targets, other characters working with the hunter also can find benefits from the shadow that the reputation casts. A Bounty Hunter may be their ticket to recognition by figures of authority—even actual legal

authorities, with an IPKC—as well as a way to keep trouble off of their backs. A clever Smuggler might be able to embroider the details of a hunter companion's exploits to discourage pursuit, or claim that the contraband cargo is necessary as part of a bounty hunting operation. A Hired Gun could collect two paydays on a mercenary job by turning in defeated opponents for reward money, and a Technician might be able to keep a newly developed prototype by threatening to place a bounty on the would-be thieves. When not actively on the hunt, a Bounty Hunter character still provides a professional edge working as security, muscle, or an investigator.

While a Bounty Hunter PC offers the benefits of her reputation to her compatriots, the other PCs can help a Bounty Hunter deal with the negative aspects of it. A soothing word from a Colonist can calm anxious citizens and trigger-happy guards concerned about the hunter's presence, while a far-ranging Explorer might be able to circumvent terrain or social impediments standing between the Bounty Hunter and her goals.

Given that a Bounty Hunter is obligated to act in certain ways to maintain her reputation and its value, covert action by a fellow PC might offer her a deniable way out of sticky situations without compromising this crucial asset. A hunter who lets a target escape is rarely intimidating or worth hiring, no matter the bribes offered or moral conflicts that led to the escape, but if a Technician whips up a brand-new identity for the target wanted dead, then who's to say that the job failed after all? Similarly, acting against the interests of a client is a sure way to lose work, but a Smuggler might be able to obscure such behavior if it becomes necessary.

EXTERNAL AFFILIATIONS

For many on the fringes of galactic society, trust is hard to come by and outsiders are to be feared. By remaining closest to those that they can rely upon, these fringers gain the advantage of numbers without the vulnerability of relying on an extended network of disparate individuals. This dynamic is a common one for EDGE OF THE EMPIRE PC groups as well, with the trusted associates in question being the other Player Characters. However, Bounty Hunter characters don't have the luxury of this option. By its very nature, the work they do requires dealing with all sorts of figures outside the group, from their clients to their informants to their targets.

Although these concerns are common to all Bounty Hunter PCs, how a given character deals with them can vary. Some characters might view the potentially divided loyalties their work entails as a test of professional conduct, while others might lean in favor of self-advancement, or loyalty to their fellows. The important thing for Bounty Hunter characters is to

consider how their work informs their views on, and interactions with, the other PCs, and to find a way to make their unique challenges and opportunities a fun experience for the whole group.

One of the most significant outside ties a bounty hunter can have is the Imperial Peace-Keeping Certificate, which grants legal authority and carries some restrictions. Not all Bounty Hunter characters have an IPKC, but as noted on page 57 of the EDGE OF THE EMPIRE Core Rulebook, it is always an option for a starting character to possess one, and it is this documentation that allows the character to operate on civilized worlds. The Empire's law-enforcement apparatus does not yet stretch across the entire galaxy, but even many frontier militias respect the IPKC—at least, more than they respect a bounty hunter operating purely on her own authority. Bounty hunters without a license are limited to operating in the shadows and seedy underbellies of society, or on a limited number of worlds all but openly ruled by crime lords. Most unlicensed hunters operate out of Hutt Space, as the cartels respect results far more than laws.

In theory, a hunter who collects unauthorized bounties or causes excess collateral damage risks losing her license. However, the Empire's general disregard for civilian welfare means that they rarely revoke IPKCs. In the eyes of many Imperial governors, having hunters striking fear into the local rabble is worth a little extra trouble. Of course, a hunter who collects a bounty on an Imperial authority or works for an enemy of the Empire does not receive anything resembling such leniency.

What all this means for the GM is that if a Bounty Hunter character opts to have an IPKC at character creation, the GM should respect the choice during play. The choice to operate with a license is as much a statement of interest in the style of the game's narrative as anything else, and the player who selected it may be heavily invested in the idea. This is not to say that a licensed hunter should never see the consequences of their actions, but those consequences should be local and specific to their misdeeds. Something as career-shaping as losing the authority of the IPKC should be limited to similarly campaign-defining actions, such as joining the Rebel Alliance or something of similar scope.

GUILDED BOUNTY HUNTERS

The choice to operate under the auspices of a guild of hunters is, in many ways, just as significant as whether a hunter possesses an IPKC. Although no guild or similar organization possesses anywhere near the power and authority of the Empire, guilds take a far more personal and direct interest in the activities of their members, and tend to intervene more directly in a wide range of situations. Bounty hunter guilds take their reputation very seriously, and expect all of their

members to abide by certain rules or codes of conduct. A Bounty Hunter character who chooses to belong to a guild should do so knowing that the guild has rules and regulations, that the guild likely requires membership dues or percentages of all bounties claimed, and that she may be given assignments instead of being able to pursue her own goals at all times. In game terms, this can be easily represented by an Obligation to the guild. Even a character with different Obligations at the start of the campaign may end up owing an Obligation to the guild if they neglect their duties.

On the other hand, a bounty hunter guild offers a wealth of resources to those who serve it well. One of the most obvious of these is that guilded bounty hunters rarely lack for work, given the number of contracts coming in, and that they can request additional assignments from their guild when not working toward an existing bounty. The GM should consider keeping a list of possible bounties in the guild's logs during a campaign to represent this abundance of clients and offers. In addition, just as the guild may demand work from those with Obligations to it, it also provides access to all sorts of resources to those who fulfill their duties. Many guilds maintain armories, or at least contracts with arms manufacturers, which allow a member to acquire rare and expensive gear more easily than an outsider. A hunter in good standing with the guild may be given discounts on purchases or find the rarity of certain items lowered, or might be presented with the option to increase her owed Obligation to acquire some new gear.

A Bounty Hunter PC's standing in her guild can shape much of that character's personal arc within the narrative. Going from an indebted apprentice, untested rising star, or shamed washout to a prominent and renowned contractor—or some version of the reverse—can be a powerful story within an **Edge of the Empire** campaign. However, the GM should make sure that the Bounty Hunter character's arc does not occur in isolation from the rest of the group. The relationship of the other characters to the guild is just as important, and at the least, should contain enough substance to keep the other players interested in it. Perhaps the guild's leaders view the other characters as unwanted hangers-on who drag their rising star down, and work to separate them, presenting a challenge the party must delicately navigate in order to keep their main source of income intact. Alternately, the guild might develop a grudging respect for these non-hunters, and offer them some sort of informal membership in exchange for their continued assistance. Either way, a bounty hunter guild is a significant patron for hunters and non-hunters alike, and it should have a correspondingly noticeable impact on the campaign.

FREELANCE AND UNLICENSED HUNTERS

Hunters who operate without outside support have a great deal of freedom in how they work, but this freedom comes at the price of isolation. Operating as a freelance hunter means that any bounty is open, and the money becomes pure profit, but it also means that the only resources available are those that the hunter brings along. A freelance hunter has fewer allies, and they may be little more than a far-flung network of individuals with little influence on galactic events. This assortment of sympathetic connections may well be the other PCs, which has narrative weight for the campaign, but it may place complex, high-risk bounties out of the hunter's reach initially. Similarly, while not working for a guild or patron means that the hunter can keep her earnings largely to herself and immediate allies, it also means expenses are also entirely her own.

In general, the tone of a freelance hunter's work and overall life is that of high risk and high reward. The freelance hunter goes it alone, or nearly so, against daunting obstacles and networks in order to claim the riches that only sheer determination can earn. The most successful freelance hunters become forces in their own right, whose names are renowned alongside the guilds, cartels, and law enforcement agencies of the galaxy, but getting to that point can be the work of an entire campaign.

In addition to the risk of facing danger without a support network, freelance hunters face a few additional issues unique to their situation. The first is that of competition. Hunters within a guild are generally bound to avoid poaching one another's targets, and even rival guilds try to maintain professional relationships with each other. However, guilded hunters sometimes view freelancers as unworthy of their respect, and other freelancers may be desperate enough to try horning in on existing contracts. This style of competition is rare, as no hunter wants to weaken the reputation of their profession with failed hunts and internecine fighting, but it is not unheard of for a minor freelance hunter to receive some pointed suggestions about changing targets to a less lucrative bounty. Sometimes, other hunters plan such bullying tactics to provoke the freelance hunter into making the first move against a rival, weakening that foe's reputation further.

Hunters without an IPKC face decidedly more pronounced dangers. Technically, collecting bounties without a license is a crime, and it may well lead to additional charges, such as assault, murder, or kidnapping. There are absolutely clients in the galaxy who hire these hunters anyway, but working for such unscrupulous figures is risky. Unlicensed hunters who fail at their jobs tend to find that they become the next bounty posting placed.

INVESTIGATIONS

Players who make Bounty Hunter PCs are likely to want to do some investigation. Structuring investigations can be a challenge for the GM, but can also be an extremely worthwhile storytelling exercise. The following sections detail how to include investigations in your games of EDGE OF THE EMPIRE. This includes both mechanical and narrative details to support running investigation-focused sessions, GM advice, and inspiration for possible narrative dice results.

The rules in this section include a simple system for using questions to streamline running an investigative game. It is possible to run an investigation without these rules, but they can help smooth over rough spots in the narrative and keep the story flowing. The rules may be particularly useful to GMs new to this sort of story, or for use when the investigation has stalled. On the other hand, some players may prefer to piece together the entire investigation by their own efforts, and may see the additional opportunities these rules provide as an undesirable shortcut.

GATHERING INFORMATION

At the start of the investigation, or at any point in which the PCs are stuck without leads, the GM can prompt the players to open their search for information with a question. If the player's formulation is especially broad—such as, "How do we find Savas the Dreaded when all we know is that he sold glitterstim on Arbooine?"—then the GM may wish to break it down into several smaller questions. These could include how to get to Arbooine, who else has information on Savas, and how to get that person to talk.

Once the question or questions that make up the investigation have been determined, an investigating PC can make a Knowledge or Streetwise check to determine where to find an answer. The PC may substitute other skills for Knowledge or Streetwise with a reasonable explanation of how they apply to the investigation, with Charm, Deception, Coercion, and Perception all being particularly appropriate alternatives. The GM sets the difficulty of the check based on the obscurity of the information involved in the question itself, rather than the obscurity of the answer. **Table 3–1: Information Obscurity** on page 72 may be useful here, although the difficulties presented there are for Bounty Hunters with access to their guild, affiliation, or contacts, and may require circumstantial adjustments.

TABLE 3-1: INFORMATION OBSCURITY

Difficulty	Result Options
Simple (–)	Basic information that is required to operate within the field in question.
	Knowledge (Core Worlds) example: The major hyperlane routes leading to the Corellian system.
	Streetwise example: The part of a town in which one should ask about fugitives.
Easy (◆)	Standard information that is widely known in the field in question.
	Knowledge (Underworld) example: The source of the spice called glitterstim.
	Streetwise example: The specific cantina in which one should ask about fugitives.
Average (◆ ◆)	Information that requires basic research or is common only to specialists within the field.
	Knowledge (Lore) example: The list of worlds conquered by the Mandalorians in the distant past.
	Streetwise example: The likelihood that a criminal could slip through the security in a particular place.
Hard (◆ ◆ ◆)	Moderately obscure information, requiring research or a dedicated specialist to discover.
	Knowledge (Xenology) example: The physiological vulnerabilities of a gundark.
	Streetwise example: The potential consequences of asking about a bounty in a given location.
Daunting (◆ ◆ ◆ ◆)	Obscure information, requiring significant research, even from a specialist.
	Knowledge (Outer Rim) example: The last known planetary location of a petty criminal with a posted bounty.
	Streetwise example: The presence or absence of other bounty hunters pursuing a target.
Formidable (◆ ◆ ◆ ◆ ◆)	Rare information, which requires special permission to access or is kept secret by those who know it. In extreme cases, information of this rarity might involve one or more ◆ upgraded to ●.
	Knowledge (Education) example: The source of a rare weapon produced only on a single world.
	Streetwise example: The objectives of a crime boss based solely on observing the behavior of various underlings.

Success on the check provides a lead to where to find an answer, but does not provide an answer directly. This could be directions to a knowledgeable NPC, or it could mean the character chances across some evidence to support her theories. For example, if the question was, "How do we convince Mahon the Hutt to give us Savas the Dreaded's next destination after he sold him bearsloth venom he got on Arbooine?" then a successful check might direct the PCs towards another interest of Mahon's that they can threaten to coerce the Hutt into cooperating. Studying Mahon's criminal empire, or gathering information from any other source, to yield up the information the PCs need works just as any other similar encounter. Failing a check in the investigation leads the character into a hazard or trap. This could be an ambush by parties interested in keeping the character away from their secrets, or following a lead into a dangerous environment such as an ancient, decaying space station.

The dangers faced by investigators should always bear a link to the investigation at hand, as should the checks that the characters make. Each time a character deals with the dangers sprung from a failed check, the character should find a lead, such as a secret passage to a treasure chamber on the space station, or a misplaced crate of spice suggesting a larger operation, that leads her to further clues. The character can then reattempt the check for investigation, but she now upgrades the ability of the check once. If the character fails again and persists through further hazards, she upgrades the ability once for each failure that she overcomes.

RUNNING AN INVESTIGATION

Whether running an investigation with the rules presented here, or going through the full process of detailing every lead and clue, there are certain factors that all investigations in a game of EDGE OF THE EMPIRE hold in common. Being mindful of these elements is important to keep an investigation interesting and the narrative in motion, while ignoring them can lead to a stalled investigation in which the players are aimlessly spinning their wheels in frustration.

KEEP THINGS MOVING

The first, and arguably most important, element of any investigative game is to keep the investigation moving forward. This is not the same thing as leading the players to where they need to go, although that is one method of doing so. Instead, keeping the investigation moving forward means supplying the players with leads to follow, and minimizing or removing any dead ends.

The first of the two seems simple but, in practice, is often the more complicated. Not everything that the GM, with full knowledge of the mysteries at hand, thinks is a clear clue is going to seem the same way to the players. In the same vein, what the GM considers inconsequential information may catch the interest and imagination of the players and cause them to believe they have found a crucial lead. The easiest

TABLE 3-2: SPENDING ⬡, ⬦, ⬢, AND ⬡ IN BOUNTY INVESTIGATIONS

Cost	Result Options
⬡ or ⬦	**What's This?:** In the course of investigation, the character turns up leads on other useful information. Add ☐ to the next check the character makes to pursue information for the investigation.
⬡ ⬡ or ⬦	**Valuable Insight:** In the course of investigation, the character discovers a crucial detail that can serve them later. When making any one check later in the investigation, the character can explain how this detail assists her with the check to add ☐ to the check.
⬡ ⬡ ⬡ or ⬦	**That's Convenient!:** The character finds a source that provides information more easily than expected. If the source is an NPC, add ☐ to all Charm and Deception checks made to seek information. If the source is not a character, such as if the character encounters an object that serves as evidence, its nature is more readily apparent, adding ☐ to all Perception and Knowledge skill checks to determine how it fits in to the investigation. **Cases Converge:** The character stumbles upon a source for additional information, which serves to answer questions beyond what she was immediately seeking. The character finds a source for one other question involved in the investigation. If the character is not currently investigating multiple questions, the GM should provide a source who can shed light on some hidden aspect of the situation at hand. If this option is selected on a successful check, the character may discover two different sources, or the lead may provide information on both questions at once.
⬢ or ⬡	**Cold Trail:** As the character pursues some of her leads, she must sacrifice the opportunity to follow others. Add ■ to the next check the character makes to pursue information for the investigation. **Minor Interference:** The character runs afoul of small-time troublemakers who have an interest in keeping her away from the information she seeks. She must deal with this opposition before continuing the investigation, through whatever means she finds appropriate. The opposition should consist of no more than a single minion group or rival NPC.
⬢ ⬢ or ⬡	**Distracted:** The character misses an important element of the investigation, a misstep that could cost her later on. When the character is making any one check later in the investigation, the GM can explain how this detail interferes with the check to add ■ to the character's dice pool.
⬢ ⬢ ⬢ or ⬡	**Hostile Source:** The PC finds a source that does not readily give up its secrets. If the source is an NPC, add ■ ■ to all Charm and Deception checks made to gather information from that source. If the source is not a character, but rather evidence, its nature is not readily apparent; add ■ ■ to all Perception and Knowledge checks to determine how it fits into the investigation. This option is best used with a successful check. **Payback Looms:** The character runs afoul of powerful foes who have their own interests in the investigation. They may be after the same information for their own ends, or they might be out to silence the source the character is after. As such, the character must stop the opposition before continuing the investigation, through whatever means she finds appropriate. The opposition could consist of several minion groups led by a rival, a nemesis NPC, or a group of rival NPCs. These foes could also be representatives of a greater power, one which might continue to keep an eye on the investigation after its agents are defeated.

ways to deal with these problems are a mix of clear communication and a willingness to adapt. Sometimes the GM needs to state outright that something is out of place or completely ordinary, as appropriate, and if the players still do not follow the expected path, the GM needs to regroup and rethink the plan. Waiting for players to investigate strange footprints only leads the players to frustration if they are more interested in a shattered window the GM mentioned in passing, but linking the two by adding another set of prints might put them back on track.

An especially important factor to keep in mind is that if a clue is essential to moving forward with the investigation, then there should be no risk of the players failing to find it. If the strange footprints are the only way to follow the suspected murderer in an investigation, then the narrative stops as dead as the victim should the players fail to notice them. Therefore, the GM needs to either provide clues at this level of relevance without checks, or to avoid making any single clue crucial to completing the investigation. In fact, it can be a good idea to provide all relevant clues without requiring checks to find them, and instead only require work to determine their meanings and interrelations.

Finally, if the players become stuck even after providing a solid set of leads, don't be afraid to give out more information. Simply feeding players answers to their questions can be unsatisfying, but new leads can come up in all sorts of ways. The PCs may be able to draw on their bounty hunting guild or affiliation, or might even receive a message from an old partner or past associate without asking. Leads can also come from hostile figures overextending themselves. For example, if the villain of the piece believes the PCs are too close for comfort, this character might send out enforcers to deter them, not realizing that these enforcers know enough to provide the PCs with further evidence. Having a sudden attack or action scene result in an unexpected lead is a staple of investigative narratives, in *Star Wars* and beyond.

LET THE DICE HELP

Investigation in **EDGE OF THE EMPIRE** is uniquely assisted by the possibilities the narrative dice offer. The additional complications offered by ✪, ⊕, ◎, and ▽ results are well-suited towards the complications of investigative games, and can greatly assist both the GM and the players. Dice results of ✪ or ⊕ can be a great way to add new leads in to an investigation, allowing the PCs to stumble across additional clues or informants as they go about their work. Similarly, negative results of ◎ and ▽ allow the GM to represent the obstacles of investigative work, from time constraints or lost leads to interference from criminals, villains, or even over-zealous law enforcement agents.

As detailed in the section above, failure on a crucial check is very damaging to an investigative game. However, with the narrative dice, failure might not mean that the investigation stalls, but only that it doesn't proceed as expected. Consider a check to find an important clue. If the PCs succeed, they find the clue, and the investigation moves forward. But if it fails, the PCs might still have a chance of finding something useful if they receive ✪, or even ◎. With ✪ results on a failure, the PCs might notice a different clue, or spot more details about something they had previously dismissed. The PCs could even suggest a clue of their own devising, at the GM's discretion. ◎ results are less straightforwardly beneficial, but they might result in someone coming to drive the PCs away from their investigation or an attempted cover-up, either one of which could become a clue in its own right if dealt with appropriately. Of course, the narrative dice are still dice, generators of random results, so the GM should be careful about relying on them too heavily. Nevertheless, the dice can redirect the PCs past obstacles, or inspire the GM to introduce new ideas.

LET THE PLAYERS HELP

The basic framework of an investigation relies on the players having less information than the GM, but that doesn't mean they can't contribute ideas. Allowing the players to take part in shaping the investigation engages the entire group and provides unexpected opportunities, even if the narrative never diverges from the expected course in broader strokes. Players can offer suggestions on how to spend narrative dice results, take unconventional routes to gather information, or even inspire new plot twists in the mind of the GM.

One of the biggest ways to involve players is to let them assist in interpreting the narrative dice. A player can spend her own PC's ✪ and ⊕ results by default, but consider allowing the players to offer suggestions on how they could be spent for NPCs or even other PCs—with permission from the other players in the latter case, of course,. The GM can even allow players to offer up ideas for how to use ◎ and ▽ on their own

and others' PCs. This approach to group participation not only helps to involve the players further, but it takes some of the load off of the GM's shoulders and allows her to spend her energy on other aspects of the game.

Player creativity and suggestions can help keep things moving in other ways, as well. Investigations are a great place to allow players to use unconventional approaches to their skills and talents. During an investigation, a GM should rarely say "no" to a new idea, but should instead consider how the idea brings new elements into the story. It might seem that a PC's Informant talent or several ranks of the Streetwise skill could make an investigation too easy, but from another point of view, these powers provide an excellent way to emphasize clues to the PCs that they might not otherwise discover. Similarly, a PC with several ranks invested in the Charm skill might be just as happy to question a databank droidbrain as a flesh-and-blood witness, but dealing with counter-slicing efforts, encryption, or other security measures can be just as interactive as a more archetypal round of questioning.

Finally, it is important to remember that no element of the narrative needs to be set until the PCs encounter it—and even then, a later reveal can make previous encounters turn out to be more than they seemed. As such, some aspects of an investigation can stay mutable until the PCs are ready for them. This doesn't mean the GM shouldn't plan some or all of the answers from the start, of course. A completely mutable investigation is liable to become incoherent and fail to stick together under scrutiny.

Nevertheless, the GM should not be afraid to adapt her plans if she sees a better idea arise out of play. For example, if the players repeatedly butt heads with a local law enforcement agent over the course of an investigation, they may relish the chance to really throw down with the obstructive character. If the GM intended the character to be a well-meaning and benevolent figure just doing a difficult job, the PCs may not be happy when they have to share credit or get along with someone who has been as much of a thorn in their sides as the actual villain.

However, the GM can capitalize on this unplanned-for rivalry by making the agent a henchman or dupe for the villain in some way, giving the players an opportunity for a satisfying resolution to that aspect of the narrative. In the right circumstances, even greater switches are possible, up to and including the answers to the central elements under investigation. Perhaps the agent has been the murderer all along! However, while it can be a good idea to adapt the investigation in this way sometimes, it is rarely a good idea to do it all the time. If the players' suspicions always turn out to be right, they may lose interest in the entire investigative process. Playing to expectations can be satisfying, but so can surprises. When GMing investigations, remember to match the style to the game's narrative, and keep the players guessing.

RUNNING INVESTIGATIVE ENCOUNTERS

An investigative encounter in EDGE OF THE EMPIRE is not substantially different from any other type of encounter, except in one key area—the purpose of the scene is always to get new information in the hands of the players and show them what to do with it. That constraint aside, nearly any type of encounter can also be investigative in nature.

When preparing for the session, the GM should take a little bit of extra time to establish a few key elements that are crucial to making an investigative encounter go smoothly: the clue, the obstacle, and the transition. The clue is the information being sought, the obstacle is what gets in the way of finding the clue, and the transition is where things go after the PCs get the clue. Even a quick note about each of these elements just before the scene starts makes a huge difference in the flow of play.

The GM should also keep in mind that there might be multiple solutions to many problems, and a few might not even involve rolling dice. If the players are roleplaying a particular investigative scene such that the GM thinks they should succeed based on their narrative actions alone, the GM should certainly not feel bound to make them roll just for the sake of it.

CREATING CLUES

The clue is the central and most important component in an investigative scene, serving one of two purposes: it answers a question posed by the player who started the investigation, or it provides information that leads to answering that question. It's important to provide a clue even in scenes where the PC fails the initial check to gather information—it may not be the information the character was looking for, but it should still be relevant to the investigation at hand. For example, if a PC fails to gather information about a smuggler she's tracking, and runs into a combat encounter with some gang members, the clue might be that the smuggler owes a debt to the gang.

Making good clues is more of an art than a science, but there are a few reliable guidelines.

- **Be Specific:** A clue is a concrete piece of information, and the more specific the information is, the better the clue is. "Evidence of an Imperial Moff's corrupt practices" is not as strong as "financial records showing that Moff Grandia raised shipping tariffs and pocketed the difference into her personal accounts."

- **Say What It Is, Not What It Means:** One of the chief sources of enjoyment in an investigative game is figuring out what to do with the clues, or puzzling out how the clues interrelate. As much as possible, the GM should leave that work to the players, and create a chain of clues to lead them to the correct conclusion rather than spelling things out directly. For example, if the GM knows that a local crime lord is blackmailing Moff Grandia, she might create a chain of clues as follows: the financial records from the example above, a second clue that reveals mysterious cash withdrawals from one of the Moff's personal accounts, a third clue that reveals a runner from her office leaving with a black suitcase at a particular time of day and dropping it off at a cantina, and a fourth clue revealing the cantina to be a front for the crime lord.

- **Suggest a Course of Action:** The best clues imply at least one, if not several, avenues that the PCs can use to follow up on what they have just learned. While the GM shouldn't spell out the meaning of the clues, it's important that PCs don't spend too much time spinning their wheels trying to decide where to go next. "The plans for an illegal prototype blaster that fools weapons scanners" is not a strong clue by itself. "The plans for an illegal prototype blaster that fools weapons scanners, bearing the mark of Sevrin Tain, a local tech with a grim reputation," is much stronger. The PCs might respond to this clue in a number of ways—they might confront Tain, or do a deeper dig into his reputation, or report these backhanded dealings to the authorities. Whatever they choose, it moves the story forward.

CREATING OBSTACLES

The obstacle is whatever stands in the way of the PCs' acquiring the clue, or whatever complicates the acquisition of the clue. An informant wants to part with information, but has to deal with an ISB agent's attention. A Black Sun gangster knows where the PCs' quarry is hiding, but doesn't like outsiders muscling in on Black Sun territory and has goons to provide aggressive discouragement. A data cache the PCs need hides in an asteroid field that is full of mines.

The obstacle is where the more traditional part of a GM's prep work comes into play. The process is the same as preparing any other kind of encounter, and the only significant difference is the need for some connection between the encounter material and the clue, some plausible explanation for why the obstacle exists at all. This does not need to be connected to the clue itself, and the NPCs involved in the obstacle do not need to be aware of the clue or specifically committed to hiding it. All that matters is that the presence of the obstacle makes the process of obtaining the clue sufficiently dramatic and interesting.

Fortunately, the investigation rules provide a source of great aid to a GM looking for inspiration for obstacles. **Table 3–2: Spending ✪, ⬤, ✪, and ⬦ in Bounty Investigations** on page 73 contains a number of suggestions to use as a jump-off point for such matters during a search for a bounty or other fugitive. If the PC runs into a Cold Trail, the GM might decide that someone sabotaged the investigation and is lying in wait to see who the investigators are. If the PC finds a lead who's very useful (That's Convenient!), that lead might also embroil the PCs in local trouble.

If the PC's check result doesn't include significant narrative dice results, the clue itself should provide suggestions for a good obstacle. Finding Moff Grandia's financial records means dealing with the security at her office. Confronting the technician Sevrin Tain about his illegal blaster schematic might mean running afoul of the original clients who hired him to build it.

Also, it should rarely be the case that failing to deal with the obstacle also means failing to obtain the clue. The GM should always look to move things forward—if it really doesn't make sense for the PCs to pick up the clue, invent a different, backup clue to hand out even in the event of failure. This doesn't mean that their failure doesn't have consequences—the PCs might waste time, suffer harm, or create future problems for themselves—but it shouldn't cause the story to hit a dead end.

CREATING TRANSITIONS

The transition is the jumping off point for the next scene. As stated above, a strong clue should suggest a number of actions the PCs might take in order to follow up on it. When the GM is preparing encounters, she should take note of a number of possible transitions that could take place after the PCs have the information in hand. If the clue in this scene is part of a chain, how do the PCs get to the next link in the chain? Does the GM need to prep that scene as its own encounter? Did the PCs garner any consequences from how they chose to deal with the obstacle? Of course, players sometimes choose to do completely unexpected things, but reflecting on possible options helps the GM come up with material for the next scene, which she can then adapt to the PCs' actions.

If the players end a scene with no idea where to go next, the GM should be generous with suggestions, or allow the PCs to make checks as appropriate to feed them information until they make a decision. Some players are burdened by the desire to want to make the best decision possible in such cases and therefore may hesitate, so the GM may need to encourage them to avoid being too clever and to do the simplest next step that advances the story. *Star Wars* has its roots in pulp adventure and space opera—the GM should stress that the object of including mysteries is to promote exciting, dramatic action, not to bog the game down.

STRUCTURING INVESTIGATIVE CAMPAIGNS

An investigative campaign is more than just a series of investigative encounters strung together. As with a more traditional campaign, the GM needs to pay attention to larger elements of structure in order to create a satisfying story arc that focuses on mystery, and there are some challenges unique to the format. Chief among them is that in an investigative campaign, there is usually one correct explanation to the mystery, and the GM must know precisely what happened to keep the storyline consistent. It privileges dedicated preparation time, though a GM who has less time or prefers improvisation can also use some of the techniques herein on the fly.

Most of the best practices for structuring such a campaign involve knowing as much as possible about the situation that created the mystery in the first place. Ideally, the GM should:

- Create the big question, the big answer, and the identity of the culprit.
- Establish means, motive, and opportunity for the culprit and any potential suspects.
- List the key clues.
- Create leads, secondary clues, and encounters.

CREATING THE BIG QUESTION, THE BIG ANSWER, AND THE CULPRIT

One of the best pieces of advice given to storytellers of all stripes during the planning phase is, "Start at the end." In a mystery story, it's especially apropos, and it's just as crucial for GMs who want to run an investigative campaign.

The investigation rules say that the process begins with the GM prompting the players to ask a question they want to answer, which starts the investigation. The campaign is no different, but the question which starts the campaign is larger in scope than what a PC usually asks for, large enough that a single investigation action won't be enough to resolve it. For Bounty Hunter PCs, that question is usually some variant of, "Where is my quarry hiding?" However, sometimes even those characters get involved in a more nuanced investigation, requiring big questions like, "Who really killed Moff Grandia?" or "What was the final fate of the art piece known as the Corellian Reptile?"

The answer to the big question is the climactic event of the campaign, and the last piece of information the PCs receive before they decide how to resolve the story. Here, the GM should seek to answer the big question as succinctly as possible—the work of fleshing out the details comes in later steps. Answers to the example questions might include: "My quarry is hiding on the Outer Rim mining colony on Serenia IV." "Moff Grandia was killed by a conspiracy of rebel agents, but only one of them actually pulled the trigger." "The Corellian Reptile is a hoax perpetrated by an eccentric art dealer to pit rivals against each other. It doesn't actually exist."

Finally, if there are NPCs responsible for the crimes implied by the big question, the GM should name them here, or as early in the preparation as possible.

ESTABLISHING MEANS, MOTIVE, AND OPPORTUNITY

These bits of terminology from real-world criminal law are extremely helpful for constructing the material necessary for a satisfying investigative campaign. After creating the foundations above, the GM's next job is to flesh out the culprit and create the essential details: how the culprit was able to enact the crime or create the mystery (means), why the culprit did so (motive), and when and where the criminal did so (opportunity).

At this stage, the GM should create no more than a short paragraph on each detail, just enough to fine-tune the situation and gain some confidence about the information the PCs need to have, in summary form, to resolve the campaign. It's tempting, especially if the GM is envisioning a complex crime with a web of participants, to map out everything now, but don't get too attached to any one way things can play out. Complexity is inevitable once the mystery comes into contact with the players, and it is much easier to keep the story consistent with a manageable number of initial details.

Also, though it may seem counter-intuitive, GMs should refrain from trying to be too clever when establishing this information. Most of the reasons that people commit crimes are very simple and elemental, involving basic instincts or passions—simply put, they cannot get what they want by legal means, and they want it badly enough to get it by illegal means. Mastermind criminals as depicted in detective stories are rare in the kinds of adventure fiction that inspired *Star*

Wars, and some of the best villains in the setting are those whose motives are apparent or easily understood by others.

Likewise, means and opportunity are often about convenience or safety more than anything else—if someone wants to do something illegal or immoral badly enough, and getting away with it is something they perceive as easy or safe, they're more likely to do it. Truly determined culprits spend a great deal of time and energy acquiring the means or creating the opportunity, but if they do, their motive must be sufficient to explain why they went the trouble.

LISTING THE KEY CLUES

Once the GM has created the overview, it is time to drill down to the fine details—the chain of clues that are vital to answering the big question, which the PCs will spend most of their time uncovering during the game. The most important "set piece" encounters of the campaign revolve around finding these clues and so these encounters comprise the spine of the story.

The number of key clues the GM needs is highly variable, depending on how complicated the big question and answer are, and how much content came out of the means, motive, and opportunity breakdown. Three to five key clues should create enough material for two or three sessions of play. A campaign consisting of multiple scenarios might have fifteen or more key clues.

Coming up with a chain of good key clues is as simple as looking at the means, motive, and opportunity breakdown, and figuring out which concrete pieces of information the PCs would need in order to learn all the information present in that breakdown. Assign a clue to every important detail in the breakdown to make a complete chain of events. **See Creating Leads, Secondary Clues, and Encounters**, below, for more information and examples on how to set up and assign clues.

CREATING LEADS, SECONDARY CLUES, AND ENCOUNTERS

The remainder of the GM's work involves creating the actual meat of the scenario or campaign—all the people, places, and things that the PCs might encounter while they pursue the investigation.

The first, and perhaps most important of these, are leads. These are the NPCs or objects (such as datapad records or computer databases) that reveal one of the key clues or point the way toward another, stronger lead. When the PCs ask a question to start the investigation process, these leads should be among

It's possible for the big question to suggest more than one culprit, of course, and GMs can use that as a way of making a campaign longer or more epic, as the PCs get drawn into hunting down the whole cadre of people responsible for a particular crime or problem. The GM must create means, motive, and opportunity for each one, explaining how each fits into the big answer, and what the relationship of each is with the other culprits.

Another way of extending the campaign or adding ambiguity is to create multiple suspects who might each be the culprit, but only one of them is actually responsible, leaving the PCs to investigate them one by one until they determine who the real culprit is. A suspect is someone who does not have all three of means, motive, or opportunity, or someone who has all three, but had some compelling reason not to act on them. Some NPCs might emerge as suspects if the PCs somehow end up on the wrong trail, or misinterpret an encounter. The easiest way to get them back on the right track is to demonstrate the NPC's lack of means, motive, or opportunity, or to reveal the disincentive, so they can get back to pursuing the real investigation.

the people the GM points them toward when they succeed at their rolls. As stated in the investigation rules, these leads aren't necessarily willing to give up the clue freely or easily—each one should provide the opportunity for an encounter where the PCs deal with an obstacle before they obtain the clue.

A strong lead has some kind of personal connection to, or relationship with, either the culprit or the situation that resulted in the PCs coming into possession of the clue. The more personal the stakes the better—it's boring if the PCs just go from one detached information broker to another to pick up all their clues. Each one should present the opportunity for a miniature story, something that adds nuance and depth to the larger arc.

For example, if the clue is that the PCs' bounty bribed a port official to allow them to book illegal passage on a cargo freighter, the port official may be the most interesting lead, because that individual has a strong motivation not to get caught. Another strong choice would be an office rival of the port official, one who may be gunning for the official's job. Giving strong motivations to the leads makes each scene stand out as memorable and interesting, rather than just being an academic fact-finding endeavor.

The GM also has the option of incorporating secondary clues. When constructing the scenario, it may not make sense to let the PCs go directly to a key clue first. In that event, the GM should create one or more secondary clues to "unlock" the opportunity to pursue the key clue. Secondary clues are best used if the GM wants a longer, more elaborate campaign, or to create a sense of epic scope for a larger conspiracy. Taken to its extreme, a long campaign might use a structure where each key clue is its own chapter, which is composed of a number of secondary clues that culminate in finding each key.

Once the leads are all mapped out, the GM can create a number of encounters as outlined in the advice above. These encounters comprise the entire scenario or campaign, along with the scenes required to get to them and the scenes that occur when the PCs decide what to do after solving the mystery.

USING OBLIGATION NPCS AS LEADS

One way to give the PCs a personal connection to a particular investigative scenario is to use any prominent NPCs named in one of their Obligations as a lead. If the GM's prep work calls for a certain type of character to be a lead, such as a crime boss, it pays dividends to have the crime boss be the same one a PC owes a Debt to. If the lead is a rival bounty hunter, and a PC happens to owe a Favor Obligation to a fellow bounty hunter, the encounter will be far more interesting if that's the individual who shows up.

This doesn't necessarily need to be planned out in advance—any time a PC's Obligation gets triggered in the usual fashion, as long as the GM can come up with a plausible reason to put the clue in the hands of an NPC who's relevant to the Obligation, the GM should do so.

FINISHING TOUCHES

After all this, the GM should be nearly ready to go, needing only to prepare profiles for any NPC allies, adversaries, or other potential threats. Of course, **Chapter XII: Adversaries** in EDGE OF THE EMPIRE Core Rulebook (see page 389) provides a number of profiles that the GM can use and adapt.

INVESTIGATIONS IN PLAY

Once the group is off and running, the players' decisions are very likely to alter the shape of the scenario from the GM's original plan. Here are some common challenges that may arise when playing an investigative scenario, and what to do about them.

ASKING THE WRONG QUESTIONS

Because the investigation rules start with the players asking a question to seek out a lead, they may ask a question that does not lead them to any of the GM's key or secondary clues, or they may ask a question the GM simply doesn't have the answer for. When this happens, the GM should answer their question without calling for a check, allowing the PCs to pick up some flavor or color details, and then prompt them for another question. If they're way, way off, the GM might suggest a more appropriate question along with the answer. For example, if the clue involves dis-

crepancies in Moff Grandia's financial records, and the PCs are asking a bunch of questions about her social calendar, the GM might deflect and say, "She's not really the cantina type, but she does spend an inordinate amount of time with her financial advisor in the Banking District, which is odd."

RIGHT CLUE, WRONG LEAD (OR VICE VERSA)

Sometimes, the PCs try to pursue a clue or make contact with a lead in a locale or situation the GM doesn't expect, or during a section of the scenario that's much earlier than the GM intended. Most of the time, this shouldn't be a huge problem—the object of the scenario is to reveal all the key clues anyway, so the GM should be flexible with what a particular lead might know, or shift the revelation of clues around to fit whatever the players are most interested in pursuing.

If it really does not make sense to reveal a particular clue via a particular lead or at a particular time, the best option is to invent a secondary clue pointing the way to a key clue that's more appropriate to the circumstances. As long as the encounter doesn't leave the PCs empty-handed, it can contribute to the story.

SOLVING THE MYSTERY EARLY

Players are notoriously clever, and it may turn out that they intuit or guess the answer to the big question before gathering all the key clues. The PCs must often still gather evidence, but doing so is far easier if they know the "who" but not the "how". The best thing to do here is concede their victory and celebrate their ingenuity, giving them the opportunity to take the culprits by surprise or otherwise pursue whatever advantages might crop up from figuring things out ahead of time. During a break in the session, the GM can think on ways to expand the finale of the scenario by adding some more adversaries or an extra challenge.

INSISTING ON THE WRONG SOLUTION

Sometimes, players can also be a little too clever for their own good, and come to a brilliant, internally consistent conclusion that is very different from what the GM originally created. Ultimately, this is a good sign, and shows a high level of investment in the campaign. As suggested in the investigation rules, be ready to make small adjustments to prepared plans during the game to incorporate player feedback and suggestions. Any time the GM can make the players look good while maintaining the scenario's overall structure, doing so is a good idea. If making a player's theory true would wreck half the scenario, the best option is to reward this person's enthusiasm by immediately revealing the key clue that disproves that particular theory, but allows the PCs to move forward.

RED HERRINGS AND FALSE LEADS

One common trope of mystery stories is to have the investigator stumble onto a false lead, or pursue a set of clues that ultimately leads to a dead end. Generally speaking, the GM should avoid deliberately creating false leads. Games aren't the same as prewritten fiction, and while a passive audience might enjoy watching a protagonist struggle with feelings of helplessness, few players enjoy feeling as though they have been set up to fail. False leads in a gaming context have a much greater risk of making players feel cheated and robbed of a legitimate chance for success. Also, most of the encounters require the PCs to overcome an obstacle that takes effort and time to resolve. Players are often frustrated by situations where they invest resources to win the day and have nothing to show for it, so avoid putting the PCs into such encounters.

If such a scene is indispensable for some reason, the GM should provide ample opportunities for a player who gets ✪ or ✦ on a roll to realize why the lead is false, and showcase the PC's competence.

EXAMPLE: A BOUNTY HUNT

This is an example of the thought process that goes into preparing an investigative scenario. GMs can use this as a guide for preparing their own scenarios, along with the full example campaigns provided on pages 83–89.

THE BIG QUESTION, THE BIG ANSWER, AND THE CULPRIT

Lantra Tan, a Twi'lek freighter pilot, has a bounty on her head for swindling thousands of credits from Moghra the Hutt, a Nar Shaddaa crime lord. The PCs have the contract to track her down and bring her in, or to bring in conclusive evidence of her demise.

The big question is, "Where is Lantra Tan hiding out?" The answer is, "On the shipyards at Chardaan, a planetary system on the Hydian Way, under the protection of the Rebel Alliance cell there." The culprit is already known, so no additional work is needed here.

MEANS, MOTIVE, AND OPPORTUNITY

For simplicity's sake, there are no twists as far as Lantra's deeds are concerned—she did take Moghra's credits, and the bounty is as legitimate as is possible for a Hutt crime lord. The means, motive, and opportunity should reveal how, why, when, and where Lantra set up this particular hiding place. There is no point in dissecting her original heist of the credits, because that's not relevant to the big question. Knowing that she did it is sufficient.

Starting with motive, the obvious is easiest: Lantra is an ally of the Rebel Alliance, and probably has been for years. She intends to fund their efforts in the area with the stolen credits. But why steal from a Hutt gangster instead of the Empire? Perhaps Lantra also has a personal issue with Moghra, and it makes sense to tie it to family—so she has a cousin, Jonal, who has been forced to pay off these significant debts by dancing in Moghra's palace. He's essentially living in indentured servitude, and Lantra has wanted to stick it to the old Hutt for a long time.

It makes no sense for her to commit an action that would put Jonal at further risk with Moghra, however, so there must be yet another wrinkle here. Perhaps Jonal sold her out to Moghra in the first place, in order to protect himself. This complicates their relationship and provides a lot of possibilities for encounters involving Jonal if he becomes a lead for the PCs.

Figuring out means and opportunity are simpler. Lantra is already a freighter captain, so she presumably just blasted off in her ship after committing the heist, and evaded Moghra's goons until she arrived at the Chardaan shipyards. She then disappeared with the help of the rebel cell. She would not have had the resources to pull off the heist and get off-world without some additional help as well, so a portion of the money she stole must have gone to pay her team of accomplices: a slicer, a mercenary, and a thief. The three of them are now enjoying their riches, and are also good potentials for leads.

KEY CLUES

The key clues that emerge from this initial brainstorming and planning are:

- Lantra has a cousin, Jonal, who is in the employ of Moghra the Hutt.

- Jonal owes Moghra an incredible amount of money, and is paying it off at a painfully slow rate through labor—namely, by dancing in Moghra's palace retinue.

- Jonal's relationship with Lantra soured when he learned about the heist, and out of fear of retaliation, he ratted her out to Moghra.

- Lantra's accomplices in the heist helped her hide long enough to get off-planet, and thus, she is no longer on Nar Shaddaa at all. The accomplices only know the first part of her jump, and volunteered to stay ignorant of Lantra's final destination on purpose.

- After fleeing the planet, Lantra made contact with a rebel cell to ask for assistance.

- The rebels smuggled Lantra and her ship, the *Head Tail*, to the shipyard in Chardaan, where she's currently hiding out.

LEADS, SECONDARY CLUES, AND ENCOUNTERS

Each key clue needs a good lead that provides an opportunity for an encounter to acquire that clue:

- For the first key clue about Lantra's cousin, any information broker with knowledge of Moghra's criminal cartel would be sufficient as a lead. The PCs would probably encounter such a person when trying to do an initial background check on Lantra, and to ensure that happens, the PCs find that Lantra's official Imperial paperwork is squeaky clean and has almost no information on it—so clean that it was probably altered at some point. The information broker, of course, does not want to part with the information freely, which provides good fodder for an encounter. The PCs must offer up something in exchange to garner the information, be it credits, valuable information of their own, or some other favor.

The next two clues could be revealed directly by Jonal, perhaps even in the same scene. Jonal currently does not want to be bothered and thus risk attracting negative attention from Moghra, so he's likely to attempt to flee any shadowing or pursuit on the part of the PCs. He might even go so far as to petition Moghra for some muscle to warn the PCs off, forcing the PCs to decide how far to push their employer.

If the PCs are investigating very carefully, they might also discover the debt by poking into Jonal's background or Moghra's financial dealings, which provokes much of the same response: a group of Moghra's goons shows up to warn off the PCs about sticking their nose too far into Moghra's business. They learn the truth regardless, but if they anger the Hutt in the process, they might make a new enemy.

Any query about Lantra's other known associates should reveal that she hired some freelancers to help with the credit heist—this could be its own secondary clue and its own encounter. The obstacle in this case could be that Moghra has sent his majordomo, a retired assassin, to follow up on the accomplices. The majordomo feels personally insulted by the heist, and has decided to enact revenge in a very personal way, which—if successful—would unfortunately leave the PCs with no one alive to interrogate. They stumble upon the accomplices just in time to catch the majordomo trying to assassinate them, and must figure out how to stall, or again risk the Hutt's wrath by saving the accomplices' lives.

Otherwise, the PCs must confront the accomplices directly, and convince or force them to reveal that Lantra is no longer on the planet.

Figuring out Lantra's connections with the Alliance might happen in a number of different ways, once the PCs are space-bound. If the PCs have direct contacts in the Rebel Alliance, a successful check should lead them to someone familiar, who offers the information in exchange for some help ambushing an Imperial convoy. If they make a more general query, their lead should be an unexpected and possibly unwelcome surprise— perhaps they run into an Imperial patrol cruiser also in pursuit of the *Head Tail*, on suspicion that the captain is involved with the rebels. Depending on their choices, they may be able to strike a deal with the Imperials, but doing so puts them in a precarious position, because the cruiser's captain demands that Lantra be turned over to them instead of Moghra.

If the PCs have made contact with and are on good terms with the Alliance, the final key clue should be trivially easy to acquire, provided by their contact when they've successfully completed the convoy ambush. Otherwise, they must find some other way to make contact with the Alliance and learn Lantra's final whereabouts. If they're allied with the Imperials, the Imperial captain may suggest a target of opportunity to learn the information, such as a recently discovered rebel base.

The final encounters of the scenario take place at the shipyards, as the PCs decide their quarry's final fate. If they're sympathetic to the Rebellion, do they actually turn Lantra in? If they've made a deal with the Imperials, whom do they double-cross? Does Lantra go peacefully, or does she incite her rebel friends to fight for her? For an extra action beat, have a secondary team of hunters hired by Moghra or sent by the Imperials show up to capture Lantra themselves.

FINISHING TOUCHES

At minimum, the GM needs profiles for Lantra, Jonal, the accomplices, the majordomo, the Imperial captain, the leader of the rebel cell on the Chardaan shipyard, and an assortment of minions for each faction involved.

SAMPLE CAMPAIGN: COMPANY MAN

In this campaign, the PCs pursue a dangerous killer and ship thief on the run from the SoroSuub Corporation and get tangled in a web of corporate intrigue, technological mischief, and battles for survival.

BIG QUESTION, ANSWER, AND CULPRIT

The main culprit is a Sullustan named Dai Danu. A former SoroSuub freighter technician, Dai was driven to murder when he uncovered a conspiracy to falsely accuse him of negligence over a safety recall for a line of hyperdrive motivators and have him terminated. He escaped SoroSuub security and hijacked a cargo vessel to escape. He remains at large.

The big question is, "Where is Dai Danu hiding?" The answer is, "In an asteroid field in the Outer Rim, known in local legend as the Caltrop Belt. He has established a security grid of fearsome power—mined asteroids, debris chunks with blaster cannons on them, and asteroids equipped with thrusters and motion sensors set to fly into path of oncoming ships. He knows someone is coming for him, and he is ready."

MEANS, MOTIVE, AND OPPORTUNITY

Motive should drive most of the roleplaying encounters in this campaign, because Dai's ultimate goal is ostensibly a noble one. He wishes to stay in hiding long enough to find damning evidence against the executives in SoroSuub who were responsible for framing him, and then make their crimes known to the public. If he has the opportunity to parley with the PCs at any point during the campaign, he attempts to convince them to forget about the bounty and help him in his quest.

He spent the first two months on the run from SoroSuub's security and a couple of bounty hunters. Originally, SoroSuub didn't see him as very much of a threat, so they hired substandard talent, and Dai was able to escape them with ease. He knew that eventually, they would make a serious investment to take him down, and he needed a place to hide from the coming storm. He chose the Caltrop Belt as the best locale after a thorough study of astrogation charts and began making plans.

In order to acquire the means to create his asteroid security nest, Dai knew he needed two things: a few credits and a lot of parts. Fortunately, his lengthy experience as a mechanic provided him all the skills

he needed to embark on a career as a professional shipjacker, and he asked a less-than-reputable client of his to put him in touch with people who could find him contracts. Offers lined up quickly, thanks to his unusual terms—salvaged equipment from the stolen ships as a majority of the asking price, and very little hard cash compared to others working in the same "specialized" field.

After six months of jobs, he had all the parts he needed and more credits than he knew what to do with. He loaded everything into his cargo ship and took off for the Caltrop Belt. A month later, he had all his defenses set up, and has been using his funds to contract for occasional shipments of food, potable water, and other key survival supplies.

EPISODE BREAKDOWN

Here's a suggestion for organizing the revelation of key clues and structuring encounters for **The Company Man**.

EPISODE I: THE MISSING SHIP

The PCs begin by pursuing the only real lead that SoroSuub has for them, which is the registry for the stolen cargo vessel, a GR-75 medium transport dubbed the *Gundark's Back*. It was in service at the SoroSuub shipyards on Sullust at the time of the theft.

Key clues and encounters for this episode include:

- Dai Danu's public profile on file with SoroSuub, which includes the falsified evidence that ties him to the safety recall. The report concludes that he chose to flee rather than face the consequences of his negligence. Be sure to note that this one incident is a single black mark on what is otherwise a stellar employment record. PCs who attempt to investigate this further only find a number of Dai's former coworkers, all who vouch for his character and are utterly puzzled by his sudden descent into criminality.

- Looking into official channels or reports from the Bureau of Ships and Services (BoSS) reveals the initial flight path of the *Gundark's Back*, including stops at several major points in the Rimma Trade Route. According to the reports, the last known sighting of the vessel was in the Elrood sector, making a series of small runs between planets in the sector. Depending on how the PCs go about getting this information, they may have to bribe an informant, slice into BoSS archives, or something else adventurous.

Tracking down the *Gundark's Back* should be trivial once they arrive in the sector, giving the PCs the choice of taking the vessel in space, or while it's docked in a spaceport on one of the sector's major worlds. Either way, they encounter an unexpected surprise: Malia Shariv, the aggrieved captain of the *Gundark's Back*, is in the middle of trying to take it back by force! Shariv isn't interested in seeing justice done. She merely wants her ship back, and to kill Dai if she finds him inside.

Also, the ship isn't the real *Gundark's Back*! Dai cloned the original ship's transponder code onto this one, a feat that requires very specialized equipment. The crew are completely unaware of their role as a diversion. Give the PCs several opportunities to realize this—scanning the ship might reveal slight discrepancies from the data they originally received, slicing the computer might reveal the cloned transponder code, or they might observe how ill-equipped the crew is. Further, Dai himself is absent. The PCs must think quickly to prevent Shariv from becoming a murderer and ship thief herself, if they care to.

EPISODE II: THE SHIPJACKER'S LIFE

This episode puts the PCs on the hunt for a device that can clone transponder codes from one ship to another, and sheds light on Dai's activities after he left Sullust.

Key clues and encounters include:

- Any PCs with black market contacts or the willingness to become indebted to a black marketeer, or who gets good results on a Streetwise check, is led straight to a well-spoken Gamorrean slicer named Grobek, Dai's old friend and client. Once the conversation turns toward recent clients or Dai himself, Grobek becomes reticent, and must either be persuaded, intimidated, or subdued before he is willing to give up any further info. He may have muscle as backup, to make a combat encounter with him a little more interesting.

- Depending on the desired episode length, the PCs may need to track down one or more of the ships that Dai stole. It's likely that a few of the captains have put up bounties for the return of their ships, so PCs might easily use this approach to pick up additional work and have a good pretense for investigating the thefts.

IF THE PCS SIDE WITH DAI...

The PCs might choose to help Dai in his quest. If they do, this campaign requires additional big questions and answers: "Who is responsible for the SoroSuub cover-up?" "What was this nefarious individual's motive?"

The answer to the first question is, "A mid-level manager named Hila Eder, who is stealing premium parts from inventory and shipping them to the local Imperial Moff for private use, then replacing them with cheaper substitutes."

Her motive is simple; she's making substantial a pile of credits off the deal. Likewise, her connections in the company provide her plenty of opportunity to falsify inventory reports and make the parts she needs "disappear" before they get to their intended destination.

The PCs might also discover this fact if they slice into SoroSuub's electronic records, or otherwise dig into the company's financials.

- Logs on the stolen ships or interviews with the perpetrators should reveal the details of the arrangement with Dai: for each theft, the client paid a small amount of credits, but also agreed to have a certain amount of the ship's armaments and other equipment off-loaded to a cargo ship berthed at a modestly sized starport in Dinbar on the planet Elrood.

EPISODE III: LEDGERS OF BLOOD

In the campaign finale, the PCs find Dai and deal with him, one way or another.

Key clues and encounters include:

- The PCs must find a way to access the docking manifest at the Dinbar starport. Once they do, they discover that a GR-75 transport called the *Preparer* has made several regular stops over the past six months, always to pick up a shipment of "miscellaneous starship parts," with no specific departure flight-manifest given. It never logged a departure flight-path with the starport authorities, which is irregular and likely the result of bribing the officials.

- If they look for corrupt officials and interrogate them, they find Dai's local accomplice, Annin Gora, a minor bureaucrat who reveals the location of Dai's base, and also reveals that there are occasional shipments of supplies out there.

- The PCs may choose the direct approach at this point, or they may attempt guile, pretending to deliver one of Dai's supply shipments, for instance. If anything goes wrong, a series of combat encounters against Dai's layered defense network should follow. Dai himself usually stays in the cargo ship, which is docked on one of the larger asteroids in the midst of the defense grid.

- If the PCs end up talking with Dai, he reveals what information he has about the falsified accusations and the cover-up, and implores the PCs to help him find the truth. If they side with him, they must find a way to break into SoroSuub's computers to learn that Hila was behind the alteration of the records, and then either confront her or break into some secure location under her control to uncover evidence of the truth.

SAMPLE CAMPAIGN: DOUBLE LIVES

In this campaign, the PCs attempt to solve the murder of a Rebel Alliance operative, and discover just how complicated the life of a rebel can be.

BIG QUESTION, ANSWER, AND CULPRIT

The campaign centers around solving the murder of Freema Tenn, an entertainer and HoloNet celebrity of some prominence. Freema was also a Rebel Alliance agent, using her busy touring schedule to deliver clandestine messages on behalf of the rebels. Freema's manager and producer, Leila Severine, hires the PCs because she doesn't trust law enforcement to deal with the issue in a satisfactory manner.

The big question of the campaign is, of course, "Who killed Freema Tenn?"

The answer is our main culprit, a wardrobe technician for her show, named Bastio Silvus. However, in order to give the campaign some meat, there is also a prime suspect who didn't actually commit the murder—an Imperial Intelligence agent named Jonn Jona, who has been undercover as a member of Freema's retinue for some time, investigating her activities.

MEANS, MOTIVE, AND OPPORTUNITY

Bastio's motive for the crime is simple: professional jealousy. He and Freema were friends on Chandrila when they were young, and both were budding talents in the music scene there. Because of a lucky break, Freema got a chance at stardom while Bastio remained undiscovered. She offered him a job in her stage crew so that he could stay employed, but Bastio has seethed with envy ever since. The trigger was when she passed him up for promotion to creative director of her HoloNet show, in favor of someone he felt was less deserving.

His access to all the technical portions of her production allowed him the means to commit the crime. He snuck into the studio the night before a technical rehearsal, and modified the pyrotechnics display on the stage to go off when Freema was standing right over it, killing her instantly.

As for Jonn Jona, he is a true believer in the Empire, and has been groomed for the purpose of infiltration. When Imperial Intelligence began to suspect some of Freema's extracurricular activities, they sent Jonn undercover. He has been with the show for months now, and has recently been promoted to creative director, much to Bastio's chagrin. At the time of

Freema's death, he had already uncovered her secret and was still in the process of gathering evidence. Given enough time, he would probably have assassinated her himself, but Bastio beat him to it, and so much the better, from his perspective.

EPISODE BREAKDOWN

Double Lives is a more traditional campaign, in that only a small portion of it deals directly with investigation. Freema's death leaves a lot of unfinished business that the PCs are bound to get tangled up in.

EPISODE I: THE FALLEN STAR

In this episode, the PCs witness the death of Freema Tenn, and begin the investigation into her death.

Key clues and encounters include:

- The murder itself, which takes place during the rehearsal for one of her HoloNet broadcasts. Let the players do some brainstorming and figure out why the PCs have been invited to the rehearsal, or connect it to an Obligation. The key clue here is to establish that the cause of death was murder and not an accident. If the PCs don't jump to investigate, Leila asks them if they can look at the scene with fresh eyes, and any PC who is tech-savvy can trace the cause to a modified subroutine in the computer program that regulates the pyrotechnic effects.

- Once they're on the case, the first order of business is to investigate all the staff involved with the HoloNet production. Depending on the GM's desired pacing, this can be fairly straightforward and montage-style, or there can be a section of the adventure where the PCs uncover a network of petty rivalries, debts, and romances among the staff of Freema's show. The mutual animosity between Bastio and Jonn should be at the forefront, but their ire should be directed entirely at one another; connecting it to Freema could tip the players off early.

- Looking into Bastio or Jonn directly only unearths superficial information at this point. There are no good leads to allow a deeper look into their backgrounds, and Bastio has no underworld connections of note. While looking for them, the PCs might encounter an NPC who directs them (perhaps by accident) to Freema's personal belongings.

- The PCs should eventually piece together the chain of events: someone broke into the building the night before, planted the computer program, and left. The board operator wouldn't even have known he'd switched on the murder weapon. This is a dead end, but it tells them one important thing: security didn't see anything but shows no signs of being hacked, so whoever committed the crime knew the placement of the cameras.

- Going through Freema's personal belongings should offer the opportunity to find a coded message for the Alliance hidden in an otherwise innocuous looking datapad. The message indicates its intended recipient, and the delivery date, which takes place a week from when the PCs find it. The production's travel schedule shows that Freema is supposed to be touring on Kuat during that time. None of the other staff know about Freema's rebel ties, and are genuinely surprised if confronted with this information.

- The entire time they're investigating, the PCs are under Jonn's surveillance as well, followed by a team of Imperial Intelligence agents he's called in as backup. Give them plenty of opportunities to notice they're being watched by some disguised figures, skulking about in the shadows. If Jonn finds out they have the rebel message, he sends goons to ambush the PCs and attempt to steal it. If the PCs try to catch their observers in the act, it might lead to a chase scene. Either way, the episode ends when Jonn's cover is blown, whether he ends up with the message or not. Leila presumes the most straightforward explanation, which is that Jonn had Freema killed because of her rebel connections, and demand the PCs go get him for the bounty.

EPISODE II: THE KUAT GAMBIT

In this episode, the PCs become embroiled in a battle between a rebel cell and a team of Imperial agents intent on rooting them out.

Key clues and encounters include:

- Depending on how the last episode ended, the PCs might have a number of different goals here. If Jonn has the message, the object is to intercept him before he can track down the rebel agent. If the PCs have the message, they may want to deliver it in Freema's stead, or at least draw the rebel agent out of hiding for their own ends.

- Regardless of what their goal is, Jonn's goal remains the same—get the message and use it to dismantle the rebel cell. If the PCs have the message, this becomes a cat and mouse game, with Jonn setting up multiple ambush points through lackeys. He also informs the Imperial authorities at Kuat that the PCs are to be arrested on sight, putting them at odds with local law enforcement.

- The rebel agent is a fast-talking Rodian grifter named Jeela. The coded message contains details of a shipment of weapons and other supplies that the rebels are smuggling to their forces in the area, due to come into the spaceport soon. Jeela attempts to convince the PCs to help her with the shipment, or at least to get Jonn out of the way.

- The episode ends when Jonn is dead or otherwise incapacitated. Personal datalogs on his ship reveal the only key clue for this session, which is that he did not kill Freema. It also includes expanded background information on Bastio's past, revealing his personal relationship with Freema—Jonn suspects that Bastio is the killer.

EPISODE III: CURTAIN CALL

In this episode, the PCs confront Bastio, whose rage and jealousy has spiraled into more murderous intent.

Key clues and encounters include:

- Raising Leila over the HoloNet proves fruitless, and a quick browse of the newsfeeds show that the production company has canceled the show in the wake of Freema's death. Her office is on Chandrila.

- When they arrive, they discover that Leila has gone missing, and her coworkers are on the verge of filing a missing persons report. Interviews with the staff at the production company reveal that Bastio had a meeting with her and other executives a few days prior, pitching a new HoloNet program with himself as the star. They rejected it, and he stormed out of the building. One of Leila's coworkers, a close friend, offers the PCs a substantial reward (10,000 credits, or more) for her safe return.

- If the PCs search Leila's apartment, they find signs of a struggle and clear evidence that she was kidnapped.

- Finding Bastio isn't too hard. Searching his residence reveals anything not revealed in the backstory, as well as a possible location—an old theatre that he and Freema used to perform in during their younger days, now long abandoned.

- Depending on pacing needs, a team of Imperials looking to avenge Jonn might come snooping around for the PCs, and Bastio may have paid off a mercenary group to intimidate anyone from getting too deep into his business.

- Bastio has rigged up a grisly death trap for Leila, a combination of moving platforms and pyrotechnics on the theatre's stage, designed to smash her to death or blow her up. The PCs must figure out how to overcome this death trap and save her—and catch Bastio before he gets away!

SAMPLE CAMPAIGN: HERO OF THE PEOPLE

In this campaign, the PCs must uncover the identity of a masked avenger on Coruscant who is engaging in a targeted campaign of terror against corrupt corporate leaders, and decide to either join her or bring her down.

BIG QUESTION, ANSWER, AND CULPRIT

The big question for this campaign is, "Who is the criminal known as the 'Mynock' terrorizing corporate moguls on Coruscant?"

The answer is Morena Mylls, a human executive for Sienar Fleet Systems.

MEANS, MOTIVE, AND OPPORTUNITY

Morena Mylls realized that something needed to be done about injustice in the Empire after bearing witness to a forced relocation carried out by Sienar's engineers, displacing a colony full of Kubaz so that Sienar could set up a mining facility on the same world. She is old enough to remember the chaos of the Clone Wars, and believes the system can be changed without being toppled, but needs to be prodded to move in the right direction. She doesn't agree with the insurgency tactics of the Rebel Alliance, nor its open intent to cast the galaxy into open war. Given that, she felt her only option was to take matters into her own hands, and the labyrinthine nature of Coruscant's political and business climate provides a fertile backdrop for her vigilante efforts.

For several months, she has used her personal athleticism, political sway, and access to advanced technology to orchestrate and execute a number of strikes against key targets. These include members of Sienar Fleet Systems and other corporations notorious for abusing the power granted to them by the Empire to harm the weak, exploit alien species, or generally commit wicked acts. While she has not yet killed any of her targets, she has stolen ill-gotten fortunes and distributed them to the needy, publicly destroyed dangerous or illegal technologies, and delivered brutal beatings to several executives and Imperial bureaucrats known for their cruelty, on Coruscant or otherwise. She has also eluded and outfought several

bounty hunters and even an ISB Agent sent to find her, without yet having to resort to lethal force.

Local news holos have dubbed her the "Mynock" because of her suit's ability to absorb and redirect various types of energies—it is resistant to scanners, has a stealth mode that reflects light, and can release blinding charged ion bursts after the suit has absorbed enough energy. A jet pack, mag-seal boots, and high-strength grappling lines round out the package, as well as an array of weaponry, both lethal and non-lethal.

A few members of her personal staff help keep her secret, giving her the opportunity to perform her surgical strikes to punish the worst of Coruscant's corporate elite.

EPISODE BREAKDOWN

The structure of this campaign is simple and straightforward. The PCs and the Mynock circle each other until they figure out how to deal with each other, and then the campaign resolves.

EPISODE I: MEETING THE MYNOCK

In this episode, the PCs first encounter the Mynock and see her in action.

Key clues and encounters include:

- This campaign works best if one or more of the PCs has an Obligation associated with an NPC who can hook them in. This should be a character who has genuine criminal interests, such as a smuggler or a crime boss, which have been recently disrupted by the Mynock. Alternately, the NPC can lie and claim the Mynock is disrupting legitimate business, which provides a mystery for the early part of the episode. If there's no likely NPC candidate, then a seemingly innocent but wealthy merchant from Coruscant does the hiring, one who is definitely using a legitimate shipping business as a cover for smuggling contraband.

- The PCs might pursue several avenues of inquiry to determine basic information about the Mynock. Key clues here include contradictory testimony about the Mynock's true nature. Some people think she is a biological experiment or has mystical abilities, while others believe she's a normal person using high-tech equipment. Any leads garnered with Streetwise reveal some of the Mynock's load-out, especially her ability to fly and move between buildings with ease. The media and general public are torn about the presence of a vigilante and, of course, the Imperial press office roundly denounces any such activities.

  - Characters with Streetwise should be able to put their ear to the ground and drum up some activities the Mynock is likely to disrupt. If the NPC who hooked the PCs is engaging in secret shadiness, the first clues about that should be dropped here as well.

  - Alternatively, tech-savy PCs might use Computers to track down the Mynock's electronic footprint, as she has accessed various secure systems in her time as a vigilante, sometimes taking advantage of her position to get into otherwise protected computers. While she has attempted to cover her trail, she might have left a clue behind that PCs could trace to her corporate identity.

At some dramatically appropriate point, the Mynock makes a personal appearance. Play this scene out depending on the PCs' intentions—if they just want to observe, then the Mynock gets in a little over her head and is forced to kill someone, then flee. If they help her out, she also flees, but asks for a meeting later. If they confront her directly, she prefers to talk things out, and explains that she's bringing criminals to justice, putting together whatever pieces of secret shadiness the PCs haven't uncovered yet, and asks for help. If the PCs insist on engaging her, she does not stay and fight. If she flees, she leaves behind some piece of evidence that allows the PCs to start figuring out where she got her gear. The episode ends when the first encounter with the Mynock is over.

EPISODE II: ON THE MYNOCK'S TRAIL

In this episode, the PCs uncover the truth behind the Mynock's secret identity, and either oppose her goals or support them.

Key clues and encounters include:

- Several clues could lead to the Mynock's true identity. Any evidence left behind at the scene of last episode's encounter provides a lead to all of Morena's recent technology purchases, which she brokered through a number of Sienar defense contractors. Active surveillance reveals her coming and going from a seldom-used, practically abandoned Sienar storage facility that she's using as a safehouse. If the PCs are working with Morena's adversaries, one of them might drop a hint about the Sienar connection and prompt the PCs to investigate further.

- If they investigate Sienar's offices directly, they encounter members of Morena's staff, who try to subtly lead them off. They're not very good at it, and the PCs should be able to corner one of them after work and learn that Morena has at least some connection with the Mynock. Otherwise, continuing to follow the money of equipment purchases and Sienar facility use eventually reveals her, at the risk of triggering the wrath of Sienar's corporate security.

- If they're working with Morena, she asks them to deliberately not investigate her true identity, and gives a partial reveal herself—she's rich and connected, and she's using her privilege to protect people who can't protect themselves. The PCs also become the target of whatever criminal conspiracy

Morena's trying to resolve, especially if it involves double-crossing an NPC they know. The GM should feel free to sprinkle in ambushes and the like.

- The episode ends when the PCs make a concrete decision as to how they want to proceed—either they make an enemy of the Mynock and she turns her considerable resources against them, or they join her against the criminal conspiracy.

EPISODE III: RISE OF THE MYNOCK

In this episode, the PCs either join forces with criminals in a battle royale against the Mynock, or join the Mynock in a battle royale against criminals.

Key clues and encounters include:

- If the PCs have made an enemy of the Mynock, she engages in a campaign of making their lives miserable, with the intent of forcing them off-world. She knows better than to try direct combat, so she's more likely to put them on the radar of the Imperial authorities. If they have dirt on them, she finds it. If they have a ship, she breaks into it and plants something illegal on it. If they have contacts in town, she intimidates those contacts into blacklisting the PCs.

- If the PCs take the fight to the Mynock, she confronts them in a location of her choosing, prepared specifically for the conflict and taking advantage of everything she's learned about them so far. Think about some of the more precarious locations from various Star Wars movies—a location with lots of platforms, nooks and crannies, and places where the Mynock can use her stealth and surprise attacks to the biggest advantage.

- If the PCs are allied with the Mynock, then the NPCs who consider her the biggest pain mobilize their forces and resources to come after her and the PCs. They do some of the same legwork the PCs did in the previous episode, which may force the PCs to defend Morena's staff against an attack or survive an attempt to install booby-traps at her safehouse. The NPCs may also use some of the same tactics as an adversarial Mynock, as discussed above.

- The episode is over when the dust has settled and a side has emerged victorious, either because they have destroyed their opponents or their opponents have sued for peace. If something tragic happens to Morena, and one of the PCs is looking for an Obligation, consider having her pass the mantle of the Mynock to them, along with the armor.

BOUNTY HUNTER REWARDS

Most bounty hunters aren't in their line of work for honor, glory, or justice. Some are, and many more find these things to be desirable secondary considerations, but most bounty hunters are in it to be paid. For Bounty Hunter characters, payment can be a motivation or a secondary consideration, but the GM should also put some thought into what happens once the character turns in a bounty. Rewards for Bounty Hunter characters frequently take the form of credits, but can also be new weapons, or gear, or intangibles in the form of patronage and increased notoriety. Of course, to collect these rewards, bounty hunters must not just capture their targets, but also complete the deliveries successfully.

COLLECTING BOUNTIES

The basic concept of bounty hunting might seem simple, but any veteran of the trade knows that there are many considerations beyond simply finding and overcoming a target. In order to get the credits a client offers, a bounty hunter needs to meet their specifications, which can be anything from a simple gene-scan of a dead fugitive to the careful transport of a runaway noble heir without harming a hair on that individual's delicate head.

TYPES OF CONTRACTS

While there are all sorts of bounties posted for a wide variety of targets, there are three broad categories of contracts (capture, kill, or no preference) that get placed, based on the client's preference on the two ways a target can be brought in: dead or alive. Although two bounties within the same category may be radically different in many ways, there tend to be many common traits within the groupings. Similarities include common client types, payments, and the level and type of danger involved for the hunter. The descriptions of the various types of bounties below are intended to illustrate how the system of bounty placement works within the *Star Wars* universe, so that the GM can create a more cohesive narrative for Bounty Hunter characters by considering the motivations and complications involved in each sort of bounty.

CAPTURE BOUNTIES

Clients generally place capture bounties upon minor offenders, from petty scofflaws to those on the very fringes of the galactic underworld. The target is often too inconsequential to warrant the potential complications of serious violence. In some cases, clients might place capture bounties on targets who have something to offer that would be lost in the event of their death, such as knowledge or the potential to pay off an outstanding debt. Governments and law enforcement agents are the most common source of the first type of capture bounty, while crime syndicates and off-the-books corporate interests frequently offer up the second.

In many cases, capture bounties contain clauses limiting the force that hunters can use to apprehend the targets. This is especially true for government bounties, which place restrictions on hunters in accordance with their local laws, but bounties for valuable figures often want the target returned mostly or even completely unharmed. Such clauses mandate a reduction in or even cancellation of payment if the targets arrive suffering from injuries obtained in the hunt. As an additional complication, the legal protections of an IPKC do not apply to hunters who kill targets with capture bounties on their heads.

KILL BOUNTIES

Bounties that call for the death of the target are actually somewhat rare, but a bounty hunter is likely to see one from time to time. Those outside the profession frequently assume that criminals place most kill bounties but, in actuality, the reason for offering such bounties more frequently has to do with the targets than the clients. Almost without exception, kill bounties are offered because their targets are considered extremely dangerous—lethal enough to make death the safest option for dealing with them.

Kill bounty targets may be hardened killers, dangerous alien beasts, or rogue wielders of the Force, and most hunters gear up for a kill bounty with these sorts of dangers in mind. However, sometimes clients place kill bounties not for targets that pose a general or widespread danger, but to prevent a very specific danger to them or their interests. Kill bounties on exposed spies, known informants, and other figures who threaten to reveal secrets or otherwise make clients vulnerable are nearly as common as the other sort and, in such cases, the clients may portray their targets as dangerous in other ways to disguise matters. Veteran hunters keep an eye out for such deceptions, as poor information complicates a hunt considerably.

WANTED: DEAD OR ALIVE

Bounties that allow for either kill or capture are flexible, but not necessarily indifferent. Sometimes a bounty pays different amounts depending on the state of the delivered target. A debtor to a crime lord might be worth more alive—assuming that individual can still make good on the debt. On the other hand, the crime lord might still pay a hunter who makes an example of the target. However, a dangerous crimi-

nal might be worth more dead if the hunter's fee is cheaper than the cost of sentencing and executing that criminal properly.

When the payment is equal in both cases, veteran hunters often expect trouble. Very few individuals care enough about their targets to be willing to have them killed without having any preference on the matter. Such bounties might come from the most ruthless spymasters and crime lords—figures who are dangerous to deal with in their own right, even without considering the target. Sometimes, the clients might even have a preference they cannot state openly for one reason or another, and bounty hunters risk disfavor with the client if they guess wrongly.

TRANSPORT AND HANDOFF

Finding and overcoming the target is the most important part of a hunt, but it isn't where it ends. Getting the client whatever is required to complete the job is a source of problems and difficulty all its own and, at the least, involves a number of easily-overlooked considerations that need to be dealt with. This section details a number of obstacles to closing out a contract that the GM can use to make things more interesting, or to create an additional adventure out of the job. However, the process of bringing in a target should generally not overshadow taking the target down in the first place, so these details should primarily be used to add further depth to your EDGE OF THE EMPIRE campaign.

PRISONER TRANSPORT

There are certain basic needs a bounty hunter must be able to meet in order to transport a prisoner for a bounty. Without the ability to meet these needs, all sorts of problems arise, from harm to the prisoner or hunter to inability to close out the contract of the bounty. The most basic of these needs is the ability to contain the prisoner, whether this takes the form of a simple pair of binders or an advanced holding cell. The ability to move the prisoner securely is close behind— unless the client comes to meet the hunter in the field, transportation is a must. These two needs often intertwine, requiring a solution that allows for both at once. The locked backseat of a speeder truck might do in some cases, but many bounty hunters invest in holding cells or other facilities aboard their personal ships to cover a broader range of eventualities.

A more complicated part of secure transport involves seeing to the prisoners' needs over the journey. If the prisoner is injured, this might mean medical care to prevent a premature death. If the journey is long, this means the prisoner needs food and sanitation. These needs complicate matters if they interfere with the security measures the bounty hunter has chosen to use. For example, being able to keep a prisoner contained within a cell does little good if food and water can't be passed through the door to keep the prisoner alive.

The last basic obstacle inherent to transporting prisoners is the risk of external interference. This most commonly involves placating or avoiding the authorities, who are likely to view private transport of a captive with a degree of suspicion. A ready IPKC and bounty notice might be enough sometimes, but stealth and subterfuge are necessary in other cases. In addition, the hunter must be sure that the containment measures are secure, in case of a protracted argument with customs officials or some other lengthy distraction.

Even with these basic needs met, transporting a live prisoner can get complicated quickly. Interference can come from many quarters, including possible rescue attempts by the target's associates. Escape attempts by the target that test the limits of the hunter's security measures are also likely. Some prisoners might try to bargain with their captors rather than force an escape directly. While this last tactic can be easier to deal with, the possibility that a prisoner might be able to offer a good enough deal can make things very messy indeed, as the hunter needs to assess the risks, including what the client might do if the hunter breaches the contract.

TABLE 3-3: TYPICAL BOUNTIES AND MODIFIERS

Bounty Target	Base Bounty Value
Minor Target: A typical galactic citizen.	300–750 credits.
Moderate Target: A mid-level functionary in a crime syndicate, corporation, or other powerful organization.	2,000–10,000 credits.
Major Target: A crime lord, corporate executive, a suspected rebel agent or a mid-level Imperial functionary.	15,000–20,000 credits.
Legendary Target: A high-ranking Imperial official, a suspected Force-user, a known rebel agent, or a major syndicate leader.	25,000–100,000 credits. May also grant the Bounty Hunter an exploit (see **Exploits** on page 94).

Target's History	Bounty Value Modifier
Committed a personal wrong against the bounty poster.	Add 5%–20% of base bounty value, depending on the client's anger.
Target has a history of frequent violent acts.	Add 10% of base bounty value.

Difficulty of Hunt	Bounty Value Modifier
Target is nearby and easy to locate.	Subtract 40% of base bounty value.
Finding the target requires travelling across or searching multiple star systems.	Add 20% of base bounty value.

Bounty Conditions	Bounty Value Modifier
Target's condition is irrelevant, only proof of capture or kill is required.	Subtract 10% of base bounty value.
Job must be completed in secret; the bounty hunter cannot tell others of it afterward.	Add 50% of base bounty value. The bounty hunter cannot claim this bonus and also receive a new exploit (see **Exploits** on page 94).
No lasting harm can be done to the target.	Add 10% of base bounty value. If the target arrives while suffering from any wounds or Critical Injuries, the bounty payment should be greatly reduced, if provided at all.
The target must be apprehended without the use of significantly harmful violence.	Add 25% of base bounty value. If the target arrives while suffering from any wounds or Critical Injuries, the bounty payment is greatly reduced, if provided at all.
The hunter must avoid collateral damage or maintain a low profile during the hunt.	Add 20% of base bounty value.
The bounty involves a secondary goal, such as retrieving stolen goods or making an example during apprehension.	Add up to 25% of base bounty value, depending on the nature of the additional goal.
The target is an inanimate object, such as a ship or artifact.	Subtract 20% of base bounty value.

Hunter's Credentials and Exploits	Bounty Value Modifier
The hunter is not part of a guild and has no IPKC or other accreditation the client acknowledges.	Subtract 10% of base bounty value.
The hunter possesses one or more exploits.	Various modifiers (see **Exploits** on page 94).

ALTERNATIVE PAYMENT FORMS

Major bounties add up to a lot of credits, and a Bounty Hunter character who is able to claim them can be a major earner for the party. If the GM is concerned that a given reward might be too high for her campaign, she can have some or all of the bounty offered in a form other than money. Perhaps a spice dealer can't afford to pay for a rival's death in credits at the time the bounty is posted, but can offer a cargo hold full of stock.

Maybe a crime lord to whom the character owes an Obligation won't offer a single credit until that Obligation is paid off by completing a certain number of bounties. By mixing in alternate forms of payment with cash rewards, the GM can seed further adventures into the campaign or provide access to unusual rewards, while at the same time keeping the players interested in further jobs.

BRINGING THEM IN COLD

Just as with a capture bounty, there are some basic logistical needs involved in turning in a bounty on a dead target. However, once the hunter completes the messy business of killing the target, claiming such a bounty is simpler than the corresponding capture bounty in many ways. The primary thing a kill bounty requires is proof of the target's demise, which can take many forms. Some hunters invest in bioscans (see page 53) or similar equipment to provide proof of identity and ceased vital signs. If a client accepts the data, the bounty can be turned in with a minimum of fuss.

Without such equipment, or occasionally on the specific request of the client, a hunter usually resorts to bringing the body in as proof of completion. Unlike with bioscan data, hauling dead bodies tends to attract trouble. Law enforcement often gets even more suspicious of a hunter carrying a corpse than a prisoner, presenting risks of entanglement similar to those described above. Furthermore, if the body must be transported a long distance, some manner of cryo-freeze or other preservation is necessary in order to keep decomposition from limiting its value as an identifier. However, attempts by associates of the target to interfere after the hunt's conclusion are rare compared to those of capture bounties, and are usually motivated by revenge, not rescue.

MEETING THE CLIENT

Any bounty hunter would say that the last step of the job is getting paid, pure and simple. Of course, in most cases, getting paid involves meeting with or at least contacting the client, which is where any final complications with the job might spring up. In most cases, the final meeting is simple, with the proof of completion handed in to the client, and payment handed back to the hunter. However, sometimes things don't go so smoothly.

If there is any sort of issue with the hunter's ability to prove that the job was completed, or if the result ended up outside the client's specifications, the client might withhold payment until the hunter can demonstrate success or make amends. Sometimes a client might deal duplicitously with the hunter, and be unable or unwilling to pay the bounty. Particularly treacherous or ruthless clients might even try to deal with the bounty hunter once the hunter has dealt with the target, in order to clear up loose ends.

All of these options are viable tools for the GM to add in complication or spice to their EDGE OF THE EMPIRE campaign. However, if these options are overused, they risk diminishing drastically in value, especially if it undermines the appeal of bounty hunting work in the first place. In general, most NPC clients should deal squarely and reasonably with bounty hunters. This not only helps keep the game running smoothly, but also reflects the healthy respect that most characters in the *Star Wars* universe hold for bounty hunters, and the general lengths they take to avoid provoking them unnecessarily.

Of course, clients aren't the only parties to a bounty who can try to alter the terms of an agreement. If a Bounty Hunter character or her companions feel that they have gotten a raw deal, such as being misinformed about a target's capabilities or underpaid for the danger they face, they have the option to turn the tables on the client in a manner of their own choosing. The GM should be aware of this possibility and be ready to make things interesting if such a scene should break out. More details on how such a negotiation could go can be found in **Hazards and Spot Negotiations**, below.

TYPICAL BOUNTY POSTINGS

While there is little in the way of galactic regulation on the prices that can be placed upon someone's head, basic principles of competition between hunters and the limits of what clients can afford have created a standard range of payments over time. Not all bounties fall within these ranges, and clients are as likely to be miserly and unwilling to pay standard rates as they are to be desperate enough to offer outrageous sums. If the GM has a particular bounty value in mind based on the group or the NPCs in the campaign, there is nothing wrong with that approach. However, if the GM wants to keep bounties standardized, either for a particular job or across the campaign, average payments for a variety of bounties are listed on **Table 3–3: Typical Bounties and Modifiers** (see page 92).

The base value for a target of a given status or notoriety is detailed under "Base Bounty Value," while circumstances that might modify that value are listed under "Bounty Value Modifier." When calculating the final bounty, first pick a base value within the range listed under "Base Bounty Value," based upon how difficult the target would be to take down compared to similar figures in that category, then apply the percentage based modifiers to that value. Note that it should be extremely unusual for the totaled modifiers to a bounty to change the bounty value by more than 50% in either direction. If the bounty modifiers would change the amount by more than 50%, the GM should strongly consider capping it at plus or minus 50% to keep the values from growing too unwieldy.

HAZARDS AND SPOT NEGOTIATIONS

Not all bounty value modifiers need to be assigned up front. Sometimes a client might offer up a bounty for less than the situation warrants, perhaps even withholding information about how difficult the bounty may be. A bounty might also become more complicated in the course of pursuit, as additional forces or interested parties become involved.

If a Bounty Hunter character or her companions feel they are not being paid enough for their work, they have the option to negotiate additional payment for unanticipated expenses or hazards. Foresighted—or just greedy—hunters could even argue for additional payment in advance if they believe that the situation is more complicated than the client indicates.

For example, a hunter who feels that the target was more dangerous than advertised might make a threat for leverage (to release the target onto the client's property, for instance) with a Coercion check (rather than the usual Negotiation check). If the hunter makes their case successfully, the GM could have the client increase payment by 20%, as the target turned out to be unusually dangerous. However, large increases in payment should correspond to difficult checks to persuade the client, or be the result of multiple ✵, ⟨⟩, or ⊕ results, rather than something offered freely. Similarly, ▼, ⚙, or ▽ results could result in the client not only leaving the payment unchanged, but smearing the hunter's reputation or attempting to claim the target without payment. Certain exploits (see below) make particular appeals easier, but generally make another angle harder for a bounty hunter to argue.

EXPLOITS

Simply being a bounty hunter is often enough to make the dregs of the galactic underworld take notice, given the reputation the profession in general possesses. However, each of the best bounty hunters in the galaxy has a unique tale made up of various deeds, and marks and employers alike treat individual hunters differently based on the exploits for which they are feared and respected. Names like Cad Bane, Boba Fett, Latts Razzi, Bossk, Aurra Sing, Dengar, and more are legendary for their famous captures, capers, and deeds of ill repute.

A Bounty Hunter Player Character in EDGE OF THE EMPIRE can build up her own set of exploits to rival the notoriety of the best in the business. With a series of exploits built over time, hunters can strike fear into their targets, or be offered further lucrative bounties, assuming they survive the increased risks. After an especially successful job, the GM may choose to have the Bounty Hunter gain a new exploit as whispers of her deed reverberate throughout the depths of the galactic underworld.

Each time a Bounty Hunter PC brings in a Major or Legendary Target (as described in **Table 3–3: Typical Bounties and Modifiers** on page 92) or achieves another equally noteworthy feat and the GM decides to award an exploit for this capture, the GM chooses two or more of the exploits listed below for which the Bounty Hunter met the requirements during the hunt.

Then, the Bounty Hunter chooses one of these exploits that the GM selected and gains the effects listed. The Bounty Hunter should record all of her

exploits. A Bounty Hunter can gain the same exploit multiple times, in which case, the effects stack additively. For example, a bonus of 10% additional pay for certain jobs applied twice would become a bonus of +20% additional pay for those jobs.

DOGGED

Requirements: The Bounty Hunter spent more than three days (excluding hyperspace travel time) hunting for the target.
Effects: Add 10% of base bounty value for Minor and Moderate Targets (see **Table 3–3: Typical Bounties and Modifiers** on page 92).

HEEDLESS

Requirements: During the hunt, the Bounty Hunter inflicted collateral damage with a value that equals or exceeds the credit value of the bounty.
Effects: The Bounty Hunter adds ☐ to her Coercion checks against her clients. The Bounty Hunter adds ■ to her Negotiation checks to increase the price of a bounty.

HONORABLE

Requirements: The Bounty Hunter's final confrontation with the target was a one-on-one battle.
Effects: The Bounty Hunter adds ☐ to her Coercion, Deception, and Negotiation checks against any rival or nemesis NPC if the two are alone.

HUMANE

Requirements: The target was delivered alive.
Effects: The Bounty Hunter adds ☐ to her Negotiation checks against bounties she is targeting. The Bounty Hunter adds ■ to her Coercion checks that hinge upon the threat of physical violence.

IMMORTAL

Requirements: The Bounty Hunter suffered a Critical Injury during the course of the hunt.
Effects: Add 20% of base bounty value for Legendary Targets (see **Table 3–3: Typical Bounties and Modifiers** on page 92). The Bounty Hunter receives no hazard pay on bounties due to her perceived invincibility.

INDISCRIMINATE

Requirements: The Bounty Hunter killed three or more people during the course of the hunt.
Effects: The Bounty Hunter adds ☐ to her Coercion checks against minion NPCs. The Bounty Hunter adds ■ to her Charm and Deception checks to convince others that she has non-violent intentions (even when she actually does).

LAWBRINGER

Requirements: The target was a member of a crime syndicate, was a notorious outlaw, or otherwise part of the galactic underworld at large.

Effects: Add 10% of base bounty value for bounties posted by law enforcement groups. Add ■ to the Bounty Hunter's Negotiation checks with members of criminal organizations and any citizens with outstanding debts to such organizations.

MERCILESS

Requirements: The target was delivered dead.

Effects: The Bounty Hunter adds □ to her Coercion checks against rival and nemesis NPCs. The Bounty Hunter adds ■ to her Charm and Deception checks to convince others that she has non-violent intentions (even when she actually does).

OPPRESSOR

Requirements: The target was a member of the Rebel Alliance or an affiliated organization.

Effects: Add 10% of base bounty value for jobs posted by the Galactic Empire. Upgrade the difficulty of the Bounty Hunter's social checks with members of the Rebel Alliance once.

PRECISE

Requirements: During the hunt, the Bounty Hunter caused no collateral damage and did not kill anyone (other than the specific target, in the case of a kill bounty).

Effects: Add 10% of base bounty value for jobs that stipulate additional conditions (secrecy, bringing in the target alive, fulfilling extra objectives, etc.).

PROFESSIONAL

Requirements: The target was delivered within three days (excluding hyperspace travel time).

Effects: The Bounty Hunter may ask for up to 10% of the base bounty value as an advance. If she does so, she generally receives it, barring extreme circumstances.

RENEGADE

Requirements: The target was a member of the Galactic Empire or an Empire-backed local regime.

Effects: Add 10% of base bounty value for jobs posted by the Rebel Alliance. Upgrade the difficulty of the Bounty Hunter's social checks with members of the Galactic Empire once.

THE REAL DEAL?

Where do the facts of an exploit end and the fiction of its retelling begin? While some Bounty Hunters achieved every deed they are known for, others cultivate a reputation that doesn't exactly line up with reality.

While it is often an easy enough matter to find out whether a Bounty Hunter actually claimed a given bounty, the specifics of what happened during the pursuit are harder to pin down. When awarding an exploit, the GM may offer a Bounty Hunter an exploit that she didn't, per se, actually perform during the hunt in question, so long as she (or somebody else) convinced enough people that it happened. She must still actually have received the payment for turning in the bounty.

For better or for worse, once established, a false exploit sticks with the character like a real one. It remains even if it is later disproved or the character wishes to dispel it, as shaking the myth proves nearly impossible.

STAR WARS™
EDGE OF THE EMPIRE™
ROLEPLAYING GAME

A long time ago in a galaxy far, far away....

Even in galaxy thick with legends, bounty hunters stand out as some of the most notorious, admired, and feared individuals. In the Outer Rim, these freelancers often enforce the will of the Empire and criminal cartels, but they are also the only means many common citizens can use to see justice served. Whether they hunt their targets out of a desire to clean up the galaxy, for the thrill of the chase, or for a simple love of money, bounty hunters fulfill a unique role on the edge of civilization...

NO DISINTEGRATIONS expands on the EDGE OF THE EMPIRE ROLEPLAYING GAME, adding new content for Bounty Hunter characters as well as for any other characters interested in pursuing bounties. Track your quarry through any environment, conduct detailed investigations into the galactic underworld, and devastate your foes with peerless precision.

This supplemental rulebook includes:

- Expanded character options including Motivations, Obligations, species, and specializations.

- New signature abilities that allow Bounty Hunters to chase down any prey and unload their entire arsenals into their enemies.

- Ships, vehicles, and equipment for the pursuit of sentient beings.

- Rules and guidance for GMs covering investigations, rewards for Bounty Hunters, and integrating Bounty Hunters into their campaigns.