

The cover art is a dynamic collage of Star Wars elements. In the center, Han Solo points a blaster forward. To his left is a large, hooded figure, and below that is Yoda. To his right is Chewbacca. Above Han is Boba Fett. In the background, the Millennium Falcon is shown in flight, with a large, red, ringed planet (Jupiter) behind it. The entire scene is set against a dark, starry space background with blue and white nebulae.

STAR WARS

ROLEPLAYING GAME

SCUM AND VILLAINY

GARY ASTLEFORD ROBERT J. SCHWALB OWEN K.C. STEPHENS
RODNEY THOMPSON JO WIKER

RONALD
#LORES

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ROBERT J. SCHWALB, JD WIKER, GARY ASTLEFORD, OWEN K.C. STEPHENS, RODNEY THOMPSON



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Some rules mechanics are based on the Star Wars Roleplaying Game Saga Edition Core Rulebook by Christopher Perkins, Owen K.C. Stephens, and Rodney Thompson, the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the 3rd Edition Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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ISBN: 978-0-7600-5005-5
630-21931720-001-EN
9 8 7 6 5 4 3 2 1
First Printing: November 2008

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CONTENTS

CHAPTER I: CHARACTER OPTIONS 4

Species Characteristics	5
Blood Carver	7
Clawdite	7
Fallen	8
Gand	9
Jawa	10
Ryn	11
Toydarian	12
Ubese	13
Heroic Classes	13
Skills	19
Feats	21
Prestige Class Talents	25
Assassin	28
Charlatan	30
Master Privateer	32
Outlaw	34

CHAPTER II: OUTLAW TECH 37

Equipment Upgrades	37
Universal Upgrades	40
Weapon Upgrades	42
Armor Upgrades	44
Other Outlaw Tech	48
Armor	48
Ranged Weapons	49
Other Equipment	52
Outlaw Starships	53
Starship Codex	61
Gymsnor-3 Freighter	62
Kazellis Light Freighter	62
Surreonian Conqueror	62
YT-1250	64
YT-1930	64
Uglies	66

CHAPTER III: PRINCE CAMPAIGNS 58

A Gathering of Anti-Heroes	69
Common Origins	71
Campaign Elements	73
Allies & Contacts	75
Risky Business	77
Job Generator	78
XP Rewards	79
Abduction	79
Assassination	79
Assault	80
Burglary	80
Espionage	81
Exploration	81
Hijacking	81
Investigation	82
Repair	82
Rescue	82
Robbery	82
Sabotage	83
Salvage	83
Scam	84
Shipjacking	84
Smuggling	84
The Black Market	85
Bounty Hunting	85
Con Games	88
Loan Sharks	89
Piracy	89
Smuggling	91
Spaceports	91
and Shadowports	94
Space Hazards	100
What Law There Is	100

CHAPTER IV: PRINCE ELEMENTS 104

Eras of Play	105
BoShek	105
Booster Terrik	106
Boushh	107
Jodo Kast	109
Jorj Car'das	109
Mirax Terrik Horn	110
Moxin Tark	111
Prince Xizor	111
Snoova	112
Tyber Zann	113
Zam Wesell	113
Zardra	114
Zuckuss	115
Archetypes	116
Organizations	123
Locales	127
The Errant Venture	127
StarForge Station	129
Nar Shaddaa	131

CHAPTER V: POINT NADIR 132

Resh 9376	133
History	134
Finding Point Nadir	135
Docking and Accommodations	138
Government	139
Geography	146
Services	149
Other Species	154
Balasar	154
Barabel	154
Houk	155
Wroonian	156
Droids	156

CHAPTER VI: MINI- ADVENTURES 158

Using Mini-Adventures	159
Wreck and Ruin	160
Wreck of the Starworm	162
Smuggler's Rendezvous	164
Betrayal on Phine's Folly	166
Boarding Party	168
Storming the Bridge	170
Snow Job	172
When All Else Fails	174
Breaking and Entering	176
The House of Pilyev	178
The Big Hit	180
Killing Time	182
Escape or Die	184
Chaos on Kessel	186
Wanted Alive	188
Shootout on Nar Shaddaa	190

CHAPTER VII: THE FELL STAR 192

Adventure Summary	193
Part 1: Lost and Found	194
Part 2: Point Nadir	199
Part 3: Barin's Rescue	202
Part 4: Into the Mines	203
Encounters	206
Olev's Apartment	206
Kie's Storage	208
The Woodoo Dunes	210
Stopped by Epsis	212
Evad Court Rescue	214
Mining Droid Mishap	216
'Step Into My Parlor	218
Fissures Ambush	220

INDEX 222

CHAPTER I CHARACTER OPTIONS





Star Wars explores the conflict between light and dark, but the *Star Wars* universe features numerous examples of antiheroes—individuals who fall somewhere in the middle and who could care less about notions of good and evil, instead forging their own ways, by their own rules. Lando Calrissian, Han Solo, Boba Fett, and many others take this role at some time in their careers, standing in that murky zone between hero and villain until circumstance or fate pushes them to one side or the other.

Such antiheroes are some of the most engaging figures in the *Star Wars* universe. Their inexorable slides to evil as well as their efforts to achieve redemption resonate with us all. Thus, characters of ambiguous morals and shady principals are often adopted in the roleplaying game. To this end, this chapter presents new character-creation material to help you design rogue heroes that are every bit as compelling as any of the reluctant or fallen heroes found in the galaxy.

SPECIES

The galaxy teems with alien life. Sapient species more diverse and more numerous than can be imagined haunt some of the most inhospitable worlds and systems, thriving in spite of all that is arrayed against them. Some are inclined toward the light, others toward the dark, but far more are left straddling the line between the two, staking their own claims to fate and fortune.

SPECIES CHARACTERISTICS

Your character's species determines some of his or her qualities.

Ability Adjustments

Find your character's species on Table 1-1: Species Ability Adjustments, and apply those listed to your character's ability scores. Use the next two tables to help determine age, height, and weight.

TABLE 1-1: SPECIES ABILITY ADJUSTMENTS

SPECIES	ABILITY ADJUSTMENTS
Blood Carver	+2 Dex, -2 Wis, -2 Cha
Clawdite	-2 Str, +2 Cha
Falleen	-2 Wis, +2 Cha
Gand	+2 Wis, -2 Cha
Jawa	-2 Str, +2 Dex,
Ryn	+2 Cha
Toydarian	-2 Str, +2 Wis,
Ubese	+2 Dex, -2 Con

TABLE 1-2: AGE BY SPECIES

SPECIES	YOUNG		MIDDLE		
	CHILD	ADULT	ADULT	AGE	OLD VENERABLE
Blood Carver	1-12	13-20	21-60	61-80	81-100 100+
Clawdite	1-11	12-15	16-30	31-49	50-69 70+
Falleen	1-18	19-36	37-72	73-139	140-249 250+
Gand	1-9	10-14	15-29	30-45	46-60 61+
Jawa	1-9	10-14	15-39	40-59	60-79 80+
Ryn	1-10	11-20	21-40	41-60	61-80 81+
Toydarian	1-6	7-14	15-60	61-75	75-90 91+
Ubese	1-11	12-15	16-40	41-60	61-70 71+

TABLE 1-3: AVERAGE HEIGHT AND WEIGHT

SPECIES	HEIGHT	WEIGHT
Blood Carver, male	2 m	65 kg
Blood Carver, female	2 m	60 kg
Clawdite, male	1.8 m	65 kg
Clawdite, female	1.6 m	55 kg
Falleen, male	1.6 m	55 kg
Falleen, female	1.4 m	45 kg
Gand, male	1.6 m	80 kg
Gand, female	1.4 m	70 kg
Jawa, male	1 m	25 kg
Jawa, female	1 m	20 kg
Ryn, male	1.6 m	60 kg
Ryn, female	1.4 m	50 kg
Toydarian, male	1.2 m	50 kg
Toydarian, female	1.2 m	45 kg
Ubese, male	1.9 m	65 kg
Ubese, female	1.7 m	55 kg

BLOOD CARVERS

Blood Carvers are a mysterious race rarely seen outside their homeworld of Batorine. Those that leave, however, do so because they have been exiled. They gravitate toward the fringes of society, finding it more appealing to operate outside the law. Additionally, Blood Carvers feel shunned by galactic society because the Blood Carvers' reputation for being fearsome assassins.

Except for exiles, Blood Carvers rarely act alone, and exiles find new tribes (often like-minded members of other species) to associate with. Freed from cultural restrictions, Blood Carvers seek out personal wealth, but most are content to get by with a moderate amount of comfort.

Personality: On Batorine, Blood Carvers are fiercely loyal to their tribes and tribal leaders. Those that venture into the galaxy carry the vestiges of this loyalty, transferring it to new allies made away from their home planet. Blood Carvers are unusually disdainful of material wealth and egotism, and find flattery and excess offensive. Blood Carvers strive to stamp out such traits, and some Blood Carvers are exiled from Batorine for showing hints of greed, gluttony, or pride.

Physical Description: Vaguely humanoid with golden skin, beaklike noses, and dark eyes, Blood Carvers are taller than Humans, despite their triple-segmented legs. Blood Carvers wear sparse, close-fitting clothing that allows them to move about with relative quiet, and they rarely, if ever, adorn themselves with jewelry. Tribal tattoos are common on Blood Carvers.

Homeworld: Batorine is a temperate world in the Colonies region. Blood Carvers also maintain colonies on friendly worlds, including Coruscant and Alderaan, and pocket colonies of exiles have popped up on more distant worlds such as Nar Shaddaa.

Languages: Blood Carvers speak Batorese, a language that uses skin coloration and pheromones in addition to its verbal component. Non-Blood Carvers cannot speak or understand Batorese due to the complexities of the language, but Blood Carvers also speak Basic.

Example Names: Ke Daiv, Pa Gara, Mu Fiev, Va'Tosh.

Adventurers: Blood Carver adventurers make excellent spies, assassins, and scouts. They gravitate toward the scout and scoundrel classes, though some are soldiers. Force sensitivity is not unknown among Blood Carvers, though few join the Jedi Order.



BLOOD CARVER SPECIES TRAITS

Blood Carvers share the following species traits:

Ability Modifiers: +2 Dexterity, -2 Wisdom, -2 Charisma. Blood Carvers are extremely agile but lack social skills.

Size: As Medium creatures, Blood Carvers have no special bonuses or penalties due to size.

Speed: Blood Carver base speed is 6 squares.

Conditional Bonus Feat: Blood Carvers who have Acrobatics as a trained skill gain Skill Focus (Acrobatics) as a bonus feat.

Deathstrike: Whenever a Blood Carver makes a melee attack against an opponent that is denied its Dexterity bonus to Reflex Defense, the Blood Carver's attack, if successful, deals +1 die of damage.

Automatic Languages: Basic and Batorese.

CLAWDITE

A specially bred offshoot of Zolandres, Clawdites were genetically engineered to withstand the unsafe levels of radiation generated by an unstable sun. However, Clawdites developed an unexpected mutation—the ability to shapechange. The Zolandres deemed the Clawdites a dire threat—a devious subspecies filled with wickedness. Therefore, to guard against Clawdite treachery, the Zolandres sequester them in wretched ghettos, where they live as second-class citizens under the watchful eyes of their captors.

The Clawdites chafe under the tyrannical yoke placed upon them, and those who can, flee, but more languish on their homeworld, struggling to find some way to be free. Count Dooku and the Separatist Movement offered the Clawdites the freedom they craved from the Zolandres, so many enlisted to support Count Dooku's war effort in exchange for his promise. The aid was short lived, for the Separatist Movement unraveled with Count Dooku's death.

Only after the fall of the Empire do the Clawdites finally rise up against the Zolandres, fighting a brutal civil war that consumes the world in violence. The Clawdites eventually gain control of the planet, and in victory,



they assert themselves as the dominant species. Free, the Clawdites court the New Republic and throw their support behind Alliance Intelligence organizations, using their unique talents to infiltrate the Yuuzhan Vong and sabotage equipment, gather intelligence, and assassinate critical targets. The Clawdites take on this dangerous work because they are driven to support the cause of liberty, and for them, the ends always justify the means.

Personality: Clawdites are staunchly committed to freedom and detest oppression in all its forms. Independent spirits, they go their own way, following their hearts rather than abide by a set of rules imposed on them. Above all, Clawdites hate bigotry and prejudice and do not tolerate bullies. The more violent Clawdites are sure to make examples of those they encounter.

Physical Description: In their natural forms, Clawdites are distinctly reptilian, their thick hides having a green or ochre cast. Their catlike eyes are yellow, set in a face that could pass for Human. Clawdites can alter their appearance in subtle ways when young, and as they age and practice their skills, they can assume the appearance of similarly sized species, even masking their equipment when it is held close to their bodies.

Homeworld: Clawdites originate from Zolan, a planet awash with intense radiation from its sun.

Languages: Clawdites speak Basic and Clawdite (a modified version of the world's native tongue of Zolanese).

Example Names: Durbat, Renneyn, Rolsat Novice, Torsayn, Zam Wesell.

Adventurers: Clawdites who leave Zolan find work as bounty hunters, assassins, or spies. Their unique nature makes them especially adept scoundrels or scouts.

CLAWDITE SPECIES TRAITS

Clawdites share the following species traits:

Ability Modifiers: -2 Strength, +2 Charisma. Clawdites are frailier than other creatures but are extremely adept at masking their appearance.

Size: As Medium creatures, Clawdites have no special bonuses or penalties due to size.

Speed: Clawdite base speed is 6 squares.

Shapeshift: Clawdites are shapechangers and can alter their appearance at will (see the Deception skill description on page 64 of the Saga Edition core rulebook). A Clawdite gains a +10 species bonus on Deception checks made to disguise appearance. Additionally, a Clawdite can disguise its appearance as a full-round action at no penalty.

Startle: Once per encounter, as a reaction to being attacked, the Clawdite can make a Deception check against the target's Will Defense. If successful, the attacker takes a -5 penalty on the attack roll.

Automatic Languages: Basic and Clawdite.

FALLEEN



Of all the species to populate the galaxy, none are better known for their intoxicating appearance than the Falleen. An exotic reptilian people, they are favored for their chiseled physiques and entrancing features. These qualities alone would solidify their place among the more handsome species, but their pheromones make them irresistible to other species.

Their gifts and allure enable the Falleen to move through other cultures with ease, but despite their advantages, Falleen prefer to remain mysterious, withdrawing to their own world

in their own system. They do not lack the technology or wherewithal to venture out into the stars, but their cultural predilections make such ventures undesirable. The Falleen regard themselves and their civilization to be among the greatest in the galaxy, and looking beyond their world, they find only chaos and strife—the products of crudity and backward beings. Associations with other species, therefore, are risky to the Falleen and are approached with caution.

Falleen culture reinforces the sense of superiority that pervades this species. Their rigid caste society confines them to societal roles and provides stability and a sense of purpose. Other systems are far looser, with little to no regard for quality of birth or station. Rather than contaminate themselves and endanger their social system, the Falleen are content to remain apart from the rest of the galaxy.

Personality: Falleen are notoriously sparse with words, reticent to the point of being withdrawn. Falleen believe emotional displays are unsophisticated. Therefore, they work to control their moods and expressions, deeply burying the wellspring of feelings that boil within.

Physical Description: The Falleen are a reptilian species that have a similar shape and size to Humans. Delicate blue-green scales, supple and flexible, cover their bodies, growing thicker and harder where they cover their spines. Falleen can and do grow hair, and for many, their hair is a point of pride. They wear their black tresses long, pulled up into topknots or back in elaborate braids. Some adorn their luxuriant hair with combs, beads, and ornate nets made of priceless wire and gemstones.

Homeworld: The Falleen hail from a world of the same name in the Mid Rim.

Languages: Basic and Falleen.

Example Names: Savan, Xad, Xist, Xizor, Xora, Zule, and Zurros.

Adventurers: Falleen adventurers are privileged youth, the scions of the wealthy and powerful. It is customary on Falleen for young adults to embark on pilgrimages into the galaxy to explore and learn about other cultures. During this time, the Falleen pilgrims are expected to engage other cultures, finding their failings and successes. When the Falleen comes of age and claims her place at the head of her people, she can use her experiences to better rule her subjects.

FALLEEN SPECIES TRAITS

Falleen share the following species traits:

Ability Modifiers: -2 Wisdom, +2 Charisma. Falleen possess uncommon magnetism and great interpersonal skills.

Size: As Medium creatures, Falleen have no special bonuses or penalties due to size.

Speed: Falleen base speed is 6 squares.

Hold Breath: Falleen are at home in air or water. A Falleen can hold her breath for a number of rounds equal to 25 times her Constitution score before she needs to make Endurance checks (see the Endurance skill description on page 66 of the Saga Edition core rulebook).

Pheromones: As a standard action, a Falleen can make a special attack against any adjacent creature. The attack modifier is equal to the Falleen's character level plus her Charisma modifier. If the attack equals or beats the target's Fortitude Defense, that target moves -1 step along the condition track. If you fail to beat the target's Fortitude Defense, the target is immune to your pheromones for 24 hours. When the target is reduced a total of -5 steps, instead of falling unconscious, the target's attitude improves to friendly (see page 71 of the Saga Edition core rulebook).

Pheromones function as an inhaled poison. Any creature holding its breath is unaffected (see the Endurance skill description on page 66 of the Saga Edition core rulebook).

A creature can be affected by Falleen pheromones only once per round. Multiple exposures to pheromones from different Falleen in the same round produce no additional effects. A hostile creature cannot be targeted by this effect.

Pheromone Acclimation: Falleen gain a +5 species bonus to their Fortitude Defense against the pheromones of other Falleen.

Automatic Languages: Basic and Falleen.

GAND

A strange species of insect creatures, the Gand have evolved in response to the toxic atmosphere of their homeworld. In fact, two distinct types of Gand exist. The more common has features typical of other species—lungs and



the usual assortment of internal organs. The other type—rarely found outside Gand—has no lungs, and takes in the nutrients it needs through the materials it consumes.

Since the Gand cannot tolerate other atmospheres, and outsiders cannot breathe the Gand's atmosphere, the species of this far-flung world developed without outside interference, resulting in a rich culture with peculiarities. The most notable aspect of the Gand is their lack of individual identity. A Gand must earn his name, his place, and his uniqueness

through personal accomplishments. As such, the lowliest Gand see themselves as nothing more than aspects of the same whole.

The Gand rarely permit non-Gand onto their world. Insular to the point of xenophobia, Gand have learned what can happen to the delicate balance of their society when they allow offworlders to pollute their people with ideas of independence and self-worth. The closest most ever come to the planet's surface are orbiting space stations, the principle hubs of Gand trade and commerce.

Personality: Gand seem humble, soft-spoken, and self-deprecating. Until a Gand has achieved something of import, a Gand refers to itself as simply "Gand." As the Gand achieves more accomplishments, it earns its identity, moving from the third person to the first person and eventually gaining a name. If Gand missteps or fails, it will likely demote itself until it repairs the damage to its character.

Physical Description: Short, stocky, and fleshy in appearance, Gand have three fingers on each hand, and their faces are lumpy and unsettling. Gand have large, multifaceted eyes that betray little emotion. All Gand encountered off-world use a special breathing apparatus that fits snugly into their facial orifice.

Homeworld: Gand come from the poisonous world of Gand.

Languages: Gand lack the organs to speak any language other than Gand and, therefore, rely on transliterators to communicate in other tongues.

Example Names: Muulish, Ooryl, Shoolush, Vaabesh, Zaabahn, Zuckuss.

Adventurers: Gand leave their homeworld for a variety of reasons, usually as exiles, driven forth from their worlds and condemned to wander. Others occupy a singularly unique role as mystic hunters called Findsmen. Walking the path of truth, as they see it, they explore the galaxy, taking work as guardians, soldiers, and more commonly, as bounty hunters.

GAND SPECIES TRAITS

Gand share the following species traits:

Ability Modifiers: +2 Wisdom, -2 Charisma. Gand society values wisdom and cunning, but their off-putting appearance and strange manner make them difficult to understand.

Size: As Medium creatures, Gand have no special bonuses or penalties due to size.

Speed: Gand base speed is 6 squares.

Darkvision: Gand ignore concealment (including total concealment) from darkness. However, they cannot perceive color in total darkness.

Hardy: Gand are tough and resilient, capable of shrugging off injuries that would cripple other species. Whenever a Gand uses second wind, it regains a number of additional hit points equal to 5 + its character level.

Special Equipment: The dependence of the Gand on the atmosphere of their homeworld restricts their ability to leave without use of specialized equipment. Without a breathing apparatus, a Gand will suffocate. Without a transliterator, a Gand cannot communicate in any language other than Gand. A breathing apparatus costs 2,000 credits, and a year's supply of breathing filters cost 200 credits (50 credits on Gand). A transliterator costs 100 credits. A Gand character begins play with these items at no cost.

Limb Regeneration: A Gand regrows a lost limb in 1d10 days. At the end of this time, all persistent penalties associated with the loss of the limb are removed.

Automatic Languages: Gand.

JAWA

Jawas are short humanoid natives to Tatooine. The Jawas have a poor reputation and are regarded as thieves at best, vermin at worst. Their off-putting nature is made worse by the sour smell that clings to them and their inexplicable and nonsensical language. Jawas survive by scavenging lost technology in the desert wastes. "Lost" for Jawas is ambiguous; they are likely to snatch up anything that's not bolted down. Moisture farmers and others who live far from the spaceports regularly find that their belongings have vanished in the night with only tell-tale Jawa tracks leading off into the wasteland.



Jawas are intelligent and have a complex society. Gathering in extended tribes, Jawa life revolves around trade—not for wealth, but for survival. Jawas look for guidance from their shamans, usually a female Jawa with the ability to portend the future and cast vicious hexes. Once a year, the Jawa tribes gather in the Dune Sea to exchange sons and daughters, to swap stories and news, and to mingle among their own kind.

Personality: Jawas are peaceful, preferring flight to confrontations. They are, however, extremely cunning and capable of great treachery if given cause. A fleeing Jawa seeks out its allies and comes back in numbers to deal with threats. Even then, Jawas rarely confront their enemies directly, preferring to sabotage or steal vital equipment and let the desert do the nasty work for them. A Jawa can become fierce—even vicious—when cornered or when a shaman is threatened.

Physical Description: Jawas wear brown hooded cloaks to protect themselves from the oppressive heat of the twin suns of Tatooine. They dip their clothing in a rancid soup to better seal in their moisture. This gives them their infamously unpleasant odor. Jawas have sensitive, glowing orange eyes and are easily blinded by bright light. Beneath their coverings, Jawas are slight rodent creatures with tiny hands and feet.

Homeworld: Jawas are found almost exclusively on Tatooine.

Languages: The Jawa tongue is a complex language that involves as much gesture and smells as it does sounds. Lacking the organs to form words in Basic, and confronted with the fact that other races cannot speak Jawa, they developed a shorthand speech called Jawa Trade Language. It essentially simplifies their tongue to aid trading between themselves and non-Jawas.

Example Names: Akkit, Het, Oklect, Klepti, Tikkit, Teel.

Adventurers: Family is the heart of Jawa society and as such, they are loath to leave their extended tribal groups. A lone Jawa likely has been driven out of its tribe, or it might be a lone survivor of an attack by Sand People or other desert denizens.

JAWA SPECIES TRAITS

Jawas share the following species traits:

Ability Modifiers: -2 Strength, +2 Dexterity. Jawas are quick and agile, but they lack the strength of larger creatures.

Size: As small creatures, Jawas gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium creatures.

Speed: Jawa base speed is 4 squares.

Darkvision: Jawas ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Desert Dweller: When making Survival checks to resist the effects of extreme heat, Jawas can reroll the check and keep the better result.

Scavenger: Whenever a Jawa armed with an ion weapon successfully damages a droid or vehicle, the Jawa adds half its level in ion damage.

Skills: Mechanics is always a class skill for Jawas. A Jawa can choose to re-roll any Mechanics check, but must keep the second result, even if it is worse.

Automatic Languages: Jawa, Jawa Trade Language.

RYN

Ubiquitous in spaceports throughout the galaxy, Ryn are a species of nomads and adventurers, scoundrels, minstrels, and rogues. No one is certain where the Ryn come from; no record of a home-world exists, and Ryn culture, such as it is, requires them to never sleep in the same place twice. Some speculate that the Ryn were a race of warriors, dispatched to Core Worlds ages ago to contend with some threat, while others suggest that the Ryn were a tribe of ten thousand musicians gifted to a world that had no artists of their own. Either could be true, for the Ryn are as fearless in battle as they are skilled in music.

For all their talents, Ryn find the galaxy largely inhospitable. They have a reputation for being untrustworthy and treacherous, dangerous to befriend and fickle in their loyalties. Although that is true of many Ryn, most are just free spirits looking to survive. They are among the hardest working people known.

The Ryn are natural entertainers. Between jobs, they supplement their incomes through fortune-telling using sabacc cards (a game they are believed to have invented), singing, dancing, and any other musical arts.

Personality: Wanderlust consumes the Ryn. They cannot abide confinement and constraint, and they itch to move on shortly after they arrive in a new place. Ryn are fun loving and flamboyant, but centuries of cruelty, oppression, and exploitation have taken their toll. This has led some Ryn to become more insular and secretive, which of course, does nothing to diminish the suspicion and distrust others have for the Ryn.

Physical Description: Ryn are humanoid, but slightly shorter than Humans. All Ryn have thick, muscular tails that end in white tufts. Prehensile, their tails can support their weight and even act as a third arm. A fine coat of smoke-gray fur covers their bodies, while they grow thick white to blue-white hair on their heads. Males wear thin moustaches and beards.



A Ryn's most distinctive feature is its nose. A chitinous organ, similar to a beak, it is perforated to allow the passage of air. Ryn can pipe sounds through these holes to create a variety of tones, whistles, and pops. Skilled Ryn can use these "beaks" to create music.

Homeworld: The Ryn are believed to have come from somewhere among the Core Worlds, but they have traveled for so long that even the Ryn no longer remember from where they hail.

Languages: Ryn all speak Basic and Ryn, and they are quick studies, learning languages from all over the galaxy.

Example Names: Camarata, Cigat, Clarani, Droma, Ferfer, Gaph, Lenya, Melisma, Mezza, Romany, R'vanna, Sapha.

Adventurers: Ryn are born to adventure and are happiest when traveling and exploring. They rarely stay in any place for long and get agitated if forced to stay put. Danger does little to frighten them. Thus, they find themselves in difficult situations. Even though the Ryns' nomadic penchant makes them poorly suited to be Jedi, they are skilled users of the Force—even if they are not aware they are using it. Those with the strongest abilities become spirit adepts and travel wherever the Force takes them.

RYN SPECIES TRAITS

Ryn share the following species traits:

Ability Modifiers: +2 Charisma. Ryn are gifted entertainers and performers.

Size: As Medium creatures, Ryn have no special bonuses or penalties due to size.

Speed: Ryn base speed is 6 squares.

Musical Beak: Ryn can move air through their beaks to create pleasant tunes and notes. When using its musical beak to imitate sounds or noises to convey deceptive information, a Ryn can reroll Deception checks and take the better result.

A Ryn can also throw his voice or project sounds from his musical beak out to a range of 10 squares. As a swift action, a Ryn can use ventriloquism to create a diversion to hide (see the Deception skill description on page 66 of the Saga Edition core rulebook).

Prehensile Tail: Ryn have long tails nearly as strong and flexible as their hands. A Ryn can effectively hold (but not wield) a Small or smaller item with its tail. When holding a Medium or larger item with its tail, the Ryn is encumbered and considered to be carrying a heavy load.

Connections: Ryn benefit from an extensive information network that spans the galaxy. Wherever they travel, they can contact other Ryn to learn rumors and guard information more easily than can other races. Whenever a Ryn character makes a Gather Information check to learn secret information, he can forgo the credit cost. If this check fails, the Ryn can try again, but must spend the credits as normal.

Automatic Languages: Basic and Ryn.

SABACC FORTUNE-TELLING

Ryn who learn to use a sabacc deck to tell fortunes have an uncanny knack for determining future events. Jedi speculate that the Ryn use the fortune-telling technique to tap into their inner Force sensitivity, but no Ryn has allowed the process to be studied thoroughly. A Ryn with a sabacc deck can spend one minute performing the fortune-telling ritual to make an untrained Use the Force check as though using the Search Your Feelings application of the skill, designating a single course of action as the subject of the fortune-telling. The results provide signs and portents related to the outcome of the chosen course of action. This skill can be used even in areas where the Force is suppressed, since it is not linked to the Force in any traditional way.

TOYDARIAN

Toydarrians are small, winged aliens from the planet Toydaria. They are known as shrewd merchants and able con artists, even though many lead reputable lives. Because their homeworld is located within Hutt Space, many Toydarrians who leave Toydaria find themselves either employed or indebted to Hutt criminal interests. Toydarrians easily resist mind-affecting Force powers and are even more resistant to such abilities than their Hutt overlords.

Toydarrians have an unsavory reputation, but not all Toydarrians are criminals. However, their sharp minds and keen wit often make those who deal with Toydarrians feel like they have been taken advantage of. Most Toydarrians have some degree of business savvy, and many have a penchant for gambling (even to their own detriment).

Toydarrians are capable of flight from birth, and can hover in place. Toydarrians prefer to fly at all times, though the speed with which their wings beat consumes large amounts of energy. As a result, Toydarrians consume several times more food than humans do in a single day, and some of the bloodiest wars in Toydarian history have been fought over food supplies. Though they have integrated technology into their society and culture, most Toydarrians prefer the simple pleasures of small villages and tight-knit communities.

Personality: Toydarrians are proud and loyal beings



who can sometimes border on sycophantic. Likewise, unsavory Toydarians put their keen minds to work deceiving their business partners and tricking unsuspecting folk into being the victims of Toydarian confidence scams.

Physical Description: Toydarians are rarely more than 1.5 meters tall. Toydarian skin color ranges from blue to green to pink. They are pudgy, with spindly limbs and a pair of fluttering wings that keeps them aloft.

Homeworld: Toydarians hail from Toydaria, an out-of-the-way planet in Hutt Space. Airspeeders are banned on Toydaria given the large amount of pedestrian air traffic.

Languages: Toydarians speak their own language, known as Toydarian, as well as Huttese. Toydarians also speak Basic, though Huttese is their true second language.

Example Names: Reti, Watto, Zlato.

Adventurers: Toydarian heroes are likely among those Toydarians who have ventured forth from their home planet in search of fame, fortune, and glory. Toydarian heroes tend to gravitate toward the scoundrel class where their sharp wits can be put to best use, though some may be nobles as well. Toydarians also favor the scout class, especially for the extra mobility.

TOYDARIAN SPECIES TRAITS

Toydarians share the following species traits:

Ability Modifiers: -2 Strength, +2 Wisdom. Toydarians are weaker than Humans, but they are shrewd and accustomed to moving quickly to seal the deal.

Size: As Small creatures, Toydarians gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium characters.

Speed: 4 squares, fly 6 squares. Toydarians can hover in place, flying without needing to move. Toydarians have a maximum flying altitude of 2 squares

Conditional Bonus Feat: Toydarians who are trained in Deception gain Skill Focus (Deception) as a bonus feat.

Force Resistance: Toydarians gain a +5 species bonus to Will Defense against any Use the Force check with the mind-affecting descriptor.

Automatic Languages: Huttese, Toydarian.

UBESE

Long ago, the Ubese were a peaceful species, content in the paradise of their garden planets. This changes when they encounter Old Republic scouts who seduce them with the power and might of advanced technology. Obsessed by these wonders, the Ubese devote their resources to the development of these technologies. As they succeed, they become worried about aggression from rival systems, so they develop weapon technology, dipping into dangerous devices banned throughout the galaxy. Fearing these weapons in the hands of a decidedly unstable population, the Old Republic makes a preemptive



strike against Ubese to destroy weapons facilities and halt their aggression. The attacks inadvertently detonate those same weapons, resulting in a widespread contamination of all Ubese worlds and the near extinction of the Ubese race.

The only survivors are those on Uba IV, who struggle to subsist in the ashes of their civilization. The attacks, coupled with the Old Republic's unwillingness to assist the beleaguered people, breed resentment and hatred toward the rest of the

galaxy. After thousands of years, the Ubese nurse their animosity until they recover enough to begin again. The Ubese slowly emerge from their world, selling their services as mercenaries and bounty hunters, gaining a name for themselves as merciless warriors who are not above any tactic as long as they get the job done.

Personality: Ubese are aggressive and warlike. They blame all outsiders for the loss of their civilization, so resentment and disgust consume Ubese. They reserve their hate for the Jedi in particular, seeing them as responsible for their loss.

Physical Description: The Ubese are a species of graceful near-Humans. They are uniformly slender and frail compared to Humans. Acclimation to their toxic atmospheres prevents Ubese from breathing the air of other planets, so they are forced to wear body suits and breathing apparatuses. Beneath this equipment, Ubese are hairless, with pleasant features, fair skin, and bright green or blue eyes. They have exotic features with narrow faces and overlarge eyes set above high cheekbones.

The Ubese cannot produce sounds above a harsh whisper, so they rely on voice modulators to communicate. Among their own kind, they use a complex language of hand signals, allowing them to exchange information and ideas in silence.

Homeworld: The Ubese hail from Uba IV, the only living planet in a remote section of the Mid Rim Territories.

Languages: Ubese speak Basic and Ubese. They also use a special language of hand signals and gestures called Ubennial.

Example Names: Boushh, Dazaks, Kabrak, Norouh, Savax, Torhhks.

Adventurers: Ubese adventurers are uncommon at best, considering the obstacles they must overcome to survive and their reliance on technology to survive off-world. Those that manage to make it work are mercenaries and bounty hunters, scouts and soldiers who hire themselves out to anyone who meets their price. Even though they are no strangers to the Force, no Ubese are known to have become Jedi.

UBESE SPECIES TRAITS

Ubese share the following species traits:

Ability Modifiers: -2 Constitution, +2 Dexterity. Ubese have slight builds, and they are quick and agile.

Size: As Medium creatures, Ubese have no special bonuses or penalties due to size.

Speed: Ubese base speed is 6 squares.

Aggressive: If an Ubese character hits with a charge attack, the +2 bonus on attack rolls against the target persists for the duration of the encounter.

Survival Instinct: Ubese are tough and resilient, capable of withstanding the perils of even hostile worlds. An Ubese can reroll Survival checks, but the result of the reroll must be accepted, even if it is worse.

Conditional Bonus Feat: Ubese do not trust other cultures, so they are more suspicious of aliens. An Ubese with Perception as a trained skill gains Skill Focus (Perception) as a bonus feat.

Special Equipment: Ubese cannot tolerate the atmospheres of other worlds and must rely on breath masks to survive. Without a breath mask, an Ubese begins to suffocate (see "Endurance" on page 66 of the Saga Edition core rulebook).

When not on their homeworld, Ubese wear environmental suits to stave off the hazards found on other planets as well as to hide their appearance. An environmental suit functions as a combat jumpsuit that also grants a +2 equipment bonus to Fortitude Defense. The suit also includes a voice modulator to emulate the voice of a male or female or to mask the Ubese's gender.

An Ubese environmental suit with breath mask and voice modulator costs 2,000 credits, and a year's supply of breathing filters cost 200 credits (50 credits on Ubese). Ubese characters begin with these items at no cost.

Automatic Languages: Basic, Ubese, and Ubese. Ubese is a sign language and serves as the primary medium for communication among Ubese.

HEROIC CLASSES

Outside the legitimate authority of the galaxy, life is dangerous. Laws are made and enforced by the powerful with little interest in justice or fairness. On the fringes, crime lords and gangsters command through a generous use of force and terror to ensure that the lesser cow to their every whim. With no Empire or Republic, rule goes to the individual who can take power and hold it longest. Amid these lawless places rogue heroes thrive, carving names for themselves in a dangerous, though exhilarating universe, fighting syndicates, slavers, pirates, and other villains. This section explores how heroes who skirt the line between light and dark develop talents and abilities that set them apart from their more mainstream counterparts.

JEDI

In the line of duty, Jedi often consort with the dregs of the galaxy. Whether working as negotiators to defuse violence on a far-flung world or fleeing to the farthest reaches of space to avoid their enemies, Jedi that coexist with scum and villains develop a slightly different range of abilities.

New Jedi Sentinel Talent

The following new talent belongs to the Jedi Sentinel talent tree, which is available to members of the Jedi class. Any character who can normally choose talents from the Jedi Sentinel talent tree can choose this talent as well.

Persistent Haze: Whenever anyone concealed by your use of the Force Haze talent attacks, you maintain total concealment without having to make another Use the Force check. Only those who do not attack remain concealed; the attacker no longer has total concealment, even when using this talent.

Prerequisites: Clear Mind, Force Haze.

NOBLE

Contrary to their name and identity, nobles frequently rub elbows with some of the more dangerous villains in the galaxy. Many nobles supplement their wealth by making deals with crime lords and smugglers, while others use black market contacts to maintain their supply of illegal substances or other distractions. Other nobles might have lost everything, driven from their worlds and stations in disgrace. Forced to make their way in a hostile galaxy, nobles find their talents and abilities well suited to the byways of the underworld.

Disgrace Talent Tree

Scandal fouls your family name, forcing you to live among the fringes of society and teaching you that honor is overrated when victory is on the line.

Ambush: During a surprise round, before combat begins, if you are not surprised you can give up your standard action to allow all nonsurprised allies within your line of sight to take an extra move action during the surprise round. Allies can spend this move action to instead reroll their Initiative check and take the better result as a free action before combat begins.

Prerequisite: Dirty Tactics.

Castigate: You deliver a scathing rebuke against a target to erode its will and fill it with doubt. Make a Persuasion check as a standard action against the target's Will Defense. If successful, you impose a -2 penalty to all the target's Defenses until the end of your next turn. You can use this ability only against targets that can clearly hear you and understand your language.

Dirty Tactics: Once per encounter, as a standard action, you can grant a tactical advantage to all allies within your line of sight. When any ally flanks an opponent, that ally gains a +4 flanking bonus on melee attack rolls instead of the normal +2 bonus. Allies lose this benefit immediately if line of sight is broken or if you are unconscious or dead, or at the end of the encounter.

Misplaced Loyalty: As a swift action once per turn, you can make a Persuasion check against the Will Defense of all opponents within your line of sight. If successful, a target cannot attack you if one of your allies is within 6 squares of you. You may not use this talent in the same round as the soldier's Draw Fire talent. This effect lasts until the beginning of your next turn.

Prerequisite: Dirty Tactics.

Two-Faced: You have mastered the art of saying one thing and doing another, allowing you to deceive your enemies to keep your machinations hidden. You can use each of the following actions once per encounter as a standard action:

- **False Security:** Make a single melee or ranged attack against a target within your range. At any time before the beginning of your next turn, you can make a single attack against that target as a reaction if that target attacks you.
- **Nonthreatening:** Making a single melee or ranged attack against a target within your range. Until the beginning of your next turn, that opponent cannot make any attacks against you except for attacks of opportunity. This is a mind-affecting effect.
- **Tricky Target:** Make a single melee or ranged attack against a target within your range that has not attacked you since the end of your last turn. You gain a +2 bonus on your attack roll and damage roll for this attack.

Prerequisites: Dirty Tactics, Misplaced Loyalty.

Unreadable: You gain a +5 bonus to your Will Defense against skill checks made to read your emotions and influence your attitude. In addition, whenever you successfully feint a target in combat, that target is flat-footed against all your attacks until the end of your next turn.

New Inspiration Talents

The following new talent belongs to the Inspiration talent tree, which is available to members of the noble class. Any character who can normally choose talents from the Inspiration talent tree can choose the following talent as well.

Beloved: Your allies hold you in such esteem that when you are threatened or injured, you can compel them to action. You can use each of the following actions once per encounter:

- **Guardian:** Choose one ally as a swift action. As long as you remain within 6 squares of the ally, you gain a +2 bonus to your Reflex Defense until the start of your next turn.
- **Reprisal:** Make a single melee or ranged attack against any target within your range as a standard action. If your attack roll succeeds and if that target attacks you before the end of your next turn, one ally within 6 squares can make an attack against that target as a reaction.
- **To Me!** Spend a swift action. Whenever you take any damage before the beginning of your next turn, each ally within line of sight can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Prerequisites: Bolster Ally, Inspire Confidence.

SCOUNDREL

Scoundrels thrive outside the bounds of law. They know how to maneuver, broker, and manipulate to make their way along the uncertain routes of the underworld. Scoundrels fill a variety of roles from spy to smuggler, pirate to bounty hunter, and just about everything in between. When dealing with villainous scum, having a scoundrel on your side can make all the difference between success and failure.

New Fortune Talents

The following new talents belong to the Fortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Fortune talent tree can choose from these talents as well.

Avert Disaster: Once per encounter, you can turn a critical hit against you into a normal hit.

Prerequisite: Fool's Luck.

Better Lucky than Dead: Once per encounter, as a reaction, you gain a +5 luck bonus to any one defense until the start of your next turn.

Prerequisite: Fool's Luck.

Dumb Luck: You are possessed of incredible luck and an uncanny ability to succeed where others would fail. You can use each of the following actions once per encounter as a standard action:

- **Elope Enemey:** Make a single melee or ranged attack against any target within your range. If you damage the target, you gain a +2 bonus to your Reflex Defense against this target until the beginning of your next turn.
- **Escape:** Make a single melee or ranged attack against any target within your range. If that target successfully damages you before the start of your next turn, you can immediately move 2 squares as a reaction. This movement does not provoke attacks of opportunity.
- **Make your Own Luck:** Make a single melee or ranged attack against a target within range. If you miss this target, you gain a +2 bonus on your next attack roll.

Prerequisites: Knack, Lucky Shot.



Labyrinthine Mind: Once per encounter, as a reaction, you become immune to all mind-affecting effects until the end of your next turn (you can choose to ignore this for beneficial effects). Any mind-affecting effects currently affecting you are also removed, though you can choose to retain any beneficial effects you currently have.

Ricochet Shot: When making a ranged attack against a target with cover, you can choose to reduce the benefit of that target's cover by one step, from improved cover to cover, or cover to no cover. You deal only half damage with this attack.

Prerequisites: Knack, Lucky Shot.

Uncanny Luck: Once per encounter, you can consider any single d20 roll of 16 or higher to be a natural 20.

Prerequisites: Knack, Lucky Shot.

Unlikely Shot: Once per encounter, you can reroll the damage of one attack and take the better result.

Prerequisites: Knack, Lucky Shot.

New Misfortune Talents

The following new talents belong to the Misfortune talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Misfortune talent tree can choose from these talents as well.

Befuddle: If you succeed on a Deception check against a target's Will Defense as a swift action, until the start of your next turn you can move through the threatened area of that target as a part of your move action without provoking an attack of opportunity. Each threatened square that you move through counts as 2 squares of movement.

Cunning Strategist: You can create opportunities to chip away at your opponents' defenses. You can use each of the following actions once per encounter as a standard action:

- **Create Opening:** Make a single melee or ranged attack against any target within your range. If you damage the target, the target takes a -5 penalty to its Reflex Defense until the start of your next turn.
- **Crippling Attack:** Make a single melee or ranged attack against an opponent within your range. Until the start of your next turn, the target takes a -2 penalty to its base speed.
- **Vicious Attack:** Make a melee or ranged attack within your range against two opponents that are within 2 squares of each other. Make a separate attack roll at a -5 penalty against each target, but roll damage once only.

Prerequisites: Disruptive, Walk the Line.

Hesitate: You can fill your opponent with doubt by making a Persuasion check as a standard action against a single target that can hear and understand you within 12 squares of you. If your check result equals or exceeds the target's Will Defense, the target takes a -2 penalty to its base speed, and if the target takes a standard action, it must also spend its swift action. This penalty lasts until the end of the target's next turn.

Improved Skirmisher: When you move at least 2 squares before your opponent attack and end your move in a different square from where you started, you gain a +1 bonus to all your defenses until the start of your next turn.

Prerequisite: Skirmisher.

Sow Confusion: Once per encounter, as a standard action, you can make a Deception check and compare the result to the Will Defense of all enemies in your line of sight. If the check result equals or exceeds an enemy's Will Defense, that enemy must spend a swift action in addition to a standard action to make an attack until the start of your next turn.

Prerequisite: Hesitate.

Sudden Strike: Whenever you would gain the benefit of the Skirmisher talent and you successfully hit your opponent, you deal sneak attack damage in addition to the normal damage dealt by the attack.

Prerequisites: Skirmisher, Sneak Attack.

Weakening Strike: Whenever you deal damage to an opponent denied its Dexterity bonus to Reflex Defense, you can choose not to move the target down the condition track and instead impose a -5 penalty on all your opponent's attacks and melee damage until the end of your next turn.

Prerequisite: Dastardly Strike.



New Slicer Talents

The following new talent belongs to the Slicer talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Slicer talent tree can choose this talent as well.

Virus: You can substitute a Use Computer check for a Mechanics check when disabling a computerized device. The effort takes 1 minute and the DC is equal to the computer's Will Defense. In addition, whenever anyone access the affected computer using a droid or another computer, that computer or droid's attitude immediately becomes unfriendly.

Prerequisite: Electronic Sabotage, trained in Use Computer.

New Spacer Talents

The following new talents belong to the Spacer talent tree, which is available to members of the scoundrel class. Any character who can normally choose talents from the Spacer talent tree can choose from these talents as well.

Cramped Quarters Fighting: When adjacent to an obstacle or barrier, you gain a +2 cover bonus to your Reflex Defense.

Prerequisites: Spacehound, Starship Raider.

Make a Break for It: Once per encounter, while on or in a vehicle, you can move up to one half your speed or move the vehicle up to one-half its speed if you are the pilot, as a swift action. This movement does not provoke attacks of opportunity.

Prerequisites: Spacehound, Stellar Warrior.

SCOUT

The galaxy's underworld presents numerous opportunities for scouts, and those that walk the line between law and crime find themselves in high demand. Scouts can serve as spies and infiltrators, services every crime lord has need of, and can be used to thwart the efforts of other spies by heading up their employer's defense systems. Of course, scouts can also be problem solvers, slipping into areas unseen, eliminating targets, and getting out before anyone is the wiser.

New Camouflage Talents

The following new talents belong to the Camouflage talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Camouflage talent tree can choose from these talents as well.

Hide in Plain Sight: Once per encounter, when you are within 2 squares of cover or concealment, you can move to that cover or concealment and make a Stealth check to hide as a single move action.

Prerequisites: Hidden Movement, Improved Stealth.

Hunker Down: Whenever you benefit from cover, you can spend a standard action to hunker down and maximize the benefit of the cover. You increase the benefit of cover to improved cover and improved cover to total cover.

Shadow Striker: You excel at fighting from the shadows, hitting your opponents when they least expect it. You can use each of the following actions once per encounter as a standard action:

- **Blinding Strike:** Make a single melee or ranged attack against an opponent within range. If you damage the target, you gain total concealment against that target until the beginning of your next turn.
- **Confusing Strike:** You can make a single melee or ranged attack against an opponent within range. If this opponent is denied its Dexterity bonus to Reflex Defense or if you have concealment from this opponent, a successful attack also causes the opponent to be able to take only a swift action on its next turn.

- **Unexpected Attack:** Make a melee or ranged attack within your range against an opponent from whom you have concealment. You gain a +2 bonus on this attack roll if you have concealment or a +5 bonus if you have total concealment.

Prerequisites: Hidden Movement, Improved Stealth.

New Fringer Talents

The following new talents belong to the Fringer talent tree, which is available to members of the scout class. Any character who can normally choose talents from the Fringer talent tree can choose from these talents as well.

Flee: As a standard action, you can designate a single opponent and move up to your speed away from that opponent; this movement does not provoke attacks of opportunity from that opponent, though it might provoke as normal for all other opponents. In addition, your speed increases by 2 until the end of your next turn.

Prerequisite: Long Stride.

Keep it Together: Whenever you successfully jury-rig a device or vehicle, the vehicle does not move -5 steps along the condition track at the end of the encounter, though it does move -2 persistent steps down the condition track.

Prerequisite: Jury-Rigger.

Sidestep: You can use a swift action to reduce the cost of each move into a diagonal space to 1 until the end of your turn if you are wearing light armor or no armor. You cannot use this talent if you are wearing medium or heavy armor.

Prerequisite: Long Stride.

Surge: Once per encounter, you can use a swift action to move up to your speed.

Prerequisite: Long Stride.

Swift Strider: You are skilled at maneuvering on the battlefield thanks to your experience surviving in dangerous places. You can use each of the following actions once per encounter as a standard action:

- **Blurring Burst:** As a move action move up to your speed, and gain a +2 bonus to your Reflex Defense until the end of the encounter.
- **Sudden Assault:** Make a charge attack against an enemy within range as a standard action. You take no penalty to your Reflex Defense for this attack.
- **Weaving Stride:** Move up to your speed as a move action. You gain a cumulative +2 dodge bonus to Reflex Defense for each attack of opportunity made against you during this movement. This bonus lasts until the beginning of your next turn.

Prerequisites: Long Stride, Sidestep.

SOLDIER

Hired muscle, thugs, toughs, enforcers, and soldiers are the mainstay forces of every crime lord in the galaxy. They provide intimidation and necessary protection. Rogue soldiers might be deserters or could be ex-officers, thrown out of the service for cruelty, excessive force, or some other nasty act. Regardless, a soldier can do well in the galaxy because a person who is handy with a blaster is always needed.

New Brawler Talents

The following new talents belong to the Brawler talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Brawler talent tree can choose from these talents as well.

Cantina Brawler: While flanked, you gain a +2 bonus on unarmed attack rolls and damage rolls.



...TO TAKE DOWN A BAND BOUNTY HUNTER.



Counterpunch: When you fight defensively, any adjacent creature that attacks you provokes an attack of opportunity from you.

Experienced Brawler: You know how to fight when the odds are against you. You can use each of the following actions as a standard action once per encounter.

- **Avoid Attack:** Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 dodge bonus to Reflex Defense against a single attack as a reaction.
- **Fortified Mind:** Make a single melee attack against an opponent within your reach. Until the beginning of your next turn, you gain a +5 bonus to Fortitude or Will Defense against a single attack as a reaction.
- **Focused Stance:** Make a single melee attack against an opponent within your reach. At any time until the beginning of your next turn, as a reaction, you can move up to 2 squares. This movement does not provoke attacks of opportunity.

Prerequisite: Melee Smash, Stunning Strike.

Make Do: When fighting with an improvised weapon, you take no penalty on your attack rolls.

Man Down: Whenever an ally within 6 squares is reduced to 0 hit points, you can immediately move up to your speed toward that ally as a reaction. This movement does not provoke attacks of opportunity.

Pick a Fight: During the surprise round, you and all allies within 6 squares of you gain a +1 morale bonus on attack rolls. Additionally, until the end of the encounter, you retain this bonus to attack rolls against any target you or your allies damage during the surprise round.

Prerequisite: Cantina Brawler.

Sucker Punch: When your melee attack damages an opponent that is denied its Dexterity bonus to Reflex Defense, that opponent cannot take attacks of opportunity until the end of its next turn.

New Weapon Specialist Talents

The following new talents belong to the Weapon Specialist talent tree, which is available to members of the soldier class. Any character who can normally choose talents from the Weapon Specialist talent tree can choose from these talents as well.

Crushing Assault: You use your attacks to beat down your opponents' defenses. When you successfully damage an opponent using a bludgeoning weapon that you have the Weapon Specialization talent for, your next attack against that opponent made before the end of the encounter gains a +2 bonus to the attack roll and to the damage roll. The effects of multiple Crushing Assaults do not stack.

Prerequisite: Weapon Specialization.

Impaling Assault: You can hit your opponents to slow them down. Whenever you successfully damage an opponent using a piercing weapon that you have the Weapon Specialization talent for, your opponent reduces its speed by 2 squares until the end of your next turn. The effects of multiple Impaling Assaults do not stack.

Prerequisite: Weapon Specialization.

Stinging Assault: You can deliver nasty injuries that leave your opponents reeling. Whenever you successfully damage an opponent using a slashing weapon that you have the Weapon Specialization talent for, your opponent takes a -2 penalty on melee attacks against you until the start of your next turn. The effects of multiple Stinging Assaults do not stack.

Prerequisite: Weapon Specialization.

SKILLS

Skills are an important part of any scoundrel's arsenal. A scoundrel trained in Acrobatics, for example, is far more mobile on the battlefield than slow-moving soldiers and fragile nobles. Similarly, training in Deception gives a scoundrel the edge he needs to talk his way out of a complicated situation. What follows are specific skill uses, all of which are intended to broaden the capabilities of the skills most often utilized by scoundrels and other rogues in the galaxy. Although designed with the scoundrel in mind, any character trained in these skills can take advantage of these expanded uses.

ACROBATICS

Training in Acrobatics grants a hero unmatched maneuverability, broadening the ways in which the hero interacts with his environment.

Catch Item (Trained Only): Whenever you successfully disarm your opponent, you can make a DC 20 Acrobatics check as a free action. If the Acrobatics check succeeds, you snatch the object from the air. You must have at least one hand free to grab the item.

Escape Artist (Trained Only): By increasing the DC by 10, you can reduce the time required to Escape Bonds (see page 63 of the Saga Edition core rulebook). Escaping a grapple takes a move action; escaping a net or moving 1 square through a tight space requires a standard action; and only 5 rounds are required to escape from ropes, binder cuffs, or manacles.

Nimble Charge (Trained Only): If you succeed on a DC 25 Acrobatics check, you can charge through low objects and difficult terrain. If you fail this check, you cannot attack at the end of your movement. You can combine this use with the Cross Difficult Terrain use (see page 63 of the Saga Edition core rulebook); however, the DC increases to 35.

DECEPTION

Deception is another vital skill for scoundrels, for it is the currency of their trade. Whether used to mask their true motives, to forge documents, or even to assume a false identity, Deception offers a broad spectrum of ways to fool and mislead others.

Alternate Story (Trained Only): Whenever you fail a Deception check to convey deceptive information or a deceptive appearance, you can immediately attempt a second Deception check to avert suspicion. This second check is at a -10 penalty.

Cheat (Trained Only): When you gamble (see page 47 of the Saga Edition core rulebook), you can use Deception to improve your chances to win. However, you risk getting caught. When gambling against other characters, you can substitute your Deception check for your Wisdom check, but your opponents are entitled to a Perception check to catch you in the act. If the Perception check result equals or exceeds your Deception check, they detect your cheating.

Gambling against the house is far riskier. If your Deception check fails to beat the location's security (DC 15 for common locations, DC 25 for good locations, and DC 35 or higher for the best), you are caught and the house responds as appropriate.

Group Feint (Trained Only): You can feint multiple targets at once as a full-round action. You can target any number of opponents who are clearly visible and who are within 6 squares of you. Each target beyond the first imposes a -5 penalty on your Deception check. You roll just once to set the DC for your opponents' Initiative checks. Any opponent whose roll you beat is treated as flat-footed against the first attack you make against him in the next round.

Innuendo (Trained Only): You can use Deception to transmit a secret message to another character trained in Deception. You do so by using subtle hand gestures, slipping in code words, and using body language. The DC depends on the complexity of the communication. A simple message in which you convey general concepts is a DC 10. Complex message that involve multiple steps or complicated information start at DC 15 and can rise as high as DC 25.

Any character who can both see and hear the transmitted message is entitled to a Perception check to decipher the message. The DC is equal to the Deception check DC. The Gamemaster can modify the DC for environmental factors such as loud noise, dim lighting, and distance.

GATHER INFORMATION

Knowledge is power, as the saying goes, and scoundrels hold this maxim as true. A well-informed scoundrel can avoid unnecessary confrontations and can be suitably prepared for the necessary ones. A knowledgeable scoundrel knows where to look and who to ask when chasing down an elusive bit of information, and having learned a juicy secret, a scoundrel knows who will pay to make sure it stays a secret.

Find a Good Score (Trained Only): Scoundrels of all types frequently have to hunt high and low for good, profitable work. Finding a score, as many illicit jobs on the fringe are called, can be one of the most difficult parts of a scoundrel's career. Characters trained in Gather Information can make a skill check to try and find profitable work. The base DC for this skill check is equal to 10 + the character's level. Success indicates the character finds profitable work, and the Gamemaster should use the job generator (see page 78) to create a job for the heroes to undertake. Additionally, success means that the heroes gain an additional 10% of the normal credit payout for the job.

However, failing this check does not mean that the heroes fail to find work, only that they fail to find profitable work. Failing the check by less than 5 means that the heroes find a job at the normal pay rate. Failing the check by 6-10 points means that the heroes find a job but only gain 90% of the normal payout. Failing the check by 10 or more means that the heroes fail to find a job. Finding a job takes one hour.

Identify: You can identify the salient features of an item by consulting experts. Examples include mysterious weaponry, artifacts, and other relics. Even though the Knowledge skill can handle these functions, finding a person with the right kind of expertise can be tricky, hence knowing whom to ask can be a boon when saddled with an object of an unknown origin.

Commonly known facts such as identifying the item's function require a DC 20 Gather Information check. For every 5 points that you beat the DC by, you learn one additional fact or useful bit of information about the item.

Identify is subject to the normal limitations on Gather Information. Some items are unidentifiable by making a skill check.

Quick Intel (Trained Only): You can halve the time required for a Gather Information check by increasing the DC by 10. You must declare your use of Quick Intel before rolling.

MECHANICS

Scoundrels are often talented techs and engineers because they recognize the value of using good gear in their larcenous pursuits. In addition to the common methods for modifying, repairing, and disabling gear, a skilled mechanic can install traps on equipment and even coax a bit more firepower out of the weapons they wield.

Booby Trap (Trained Only; requires tool kit): Whenever you would make a Mechanics check to sabotage a piece of equipment, you can install a booby trap to damage the next character who uses the item. For every 1d4 damage you would have the trap deal, you must increase the Mechanics DC by 5. So booby trapping a blaster to deal 3d4 damage to its next user requires a DC 30 Mechanics check (base DC 15 to jam the blaster, +15 for 3d4 damage).

Once the trap is installed, it attacks the next character to use the item, using your base attack bonus against the target's Reflex Defense. If the attack hits, it deals the indicated damage.

Hot Shot (Trained Only; requires tool kit): You can overload an energy weapon to deliver a deadlier attack, but at the risk of a mishap or explosion. You must spend 1 hour and succeed on a Mechanics check. The DC is 20 plus 5 for every weapon size category above Tiny. If the check succeeds, the weapon deals an additional +3 points of damage. Any natural attack roll of 5 or lower, however, causes the weapon to become disabled. A natural attack roll of 1 causes the weapon to explode in the wielder's hands, dealing the modified weapon's damage to the wielder and half damage to all adjacent creatures.

PERCEPTION

When tossing a room for anything of value, a scoundrel recognizes the need for speed, especially when the guards are already on the way.

Quick Search (Trained Only): You can perform a quick survey of an area to notice the most important elements with a glance. You can make a Perception check to search a 5-square area or 5-cubic-meter volume of goods as a full-round action by taking a -10 penalty on the check.

PILOT

Whether pirate or smuggler, scoundrel pilots know the tricks to avoid Imperial entanglements and slip through blockades unnoticed.

Fly Casual (Trained Only): Whenever you are piloting a ship or other vehicle, you can substitute a Pilot check for a Deception check to give off a deceptive appearance (see page 64 of the Saga Edition core rulebook). You still might be required to produce documentation and know specific procedures as is customary for the situation, but this use helps you avert suspicion in the first place, especially when your authorization codes are old and out of date.

STEALTH

Stealth is a vital skill for scoundrels because it allows them to conceal their movements, to hide from their enemies, to plant objects on an opponent, to remove objects from an opponent's possession, and even to attack from hidden positions and then melt away, practically invisible.

Drop: You can use Stealth to deposit a small concealed item without attracting notice, such as slipping a drug into a drink or planting a bug on a person's clothes. Any observer that beats your Stealth check with a Perception check notices the drop.

USE COMPUTER

Many scoundrels are adept at slicing into computers to manipulate them as well as to learn the secrets they hide.

Backtrail (Trained Only): A successful DC 25 Use Computer check reveals the identity of the last person to use the computer and the information they sought. The computer's attitude modifies the DC as normal.

Cover Tracks (Trained Only): When you access a computer, you can conceal your presence and how you used the computer by increasing all Use Computer check DCs by 5. Any character who attempts to analyze the computer to determine your identity and what you did takes a -5 penalty on their Use Computer check.

FEATS

The feats presented here supplement those found in the Saga Edition core rulebook and are suitable for any era of play. Notably, these feats are designed with roguish characters in mind, though any character who qualifies can select these feats.

BURST OF SPEED

You are capable of incredible bursts of speed.

Prerequisite: Trained in the Endurance skill.

Benefit: As a move action, you can move up to twice your speed. At the end of your movement, you move -1 step along the condition track.

CLOSE COMBAT ESCAPE

When you slip free from your opponent, you can deliver a parting attack.

Prerequisite: Trained in the Acrobatics skill.

Benefit: When you successfully use Acrobatics to escape a grapple, you can spend a swift action to make a single attack with a melee weapon or an unarmed attack against the opponent that had grappled you. If the attack hits, it deals normal damage, and your opponent is considered flat-footed until the start of its next turn.

COLLATERAL DAMAGE

Your hail of fire can catch secondary targets in your firing arc.

Prerequisite: Rapid Shot, base attack bonus +6.

Benefit: When you deal damage with a single, non-area attack using the Rapid Shot feat, you can immediately make a second attack at a -2 penalty against a second target within 2 squares of the first. If this attack hits, you deal half of the original attack's damage to that target.

CORNERED

You are vicious when cornered.

Benefit: Whenever you are threatened by an opponent and unable to take the withdraw action, you gain a +2 bonus on attack rolls against opponents that threaten you.

DEADLY SNIPER

You are adept at staying out of sight when attacking from hidden positions.

Prerequisites: Sniper, trained in the Stealth skill, base attack bonus +9.

Benefit: When you make a ranged attack against a target that is unaware of you, you gain a +2 bonus on your attack roll and deal +1 die of damage on the first attack each turn.

DECEPTIVE DROP

When you get the drop on your opponents, you dazzle them with your speed and ferocity.

Prerequisite: Trained in the Initiative skill.

Benefit: During the surprise round, if you damage a flat-footed target, that target is also knocked prone if your attack roll also exceeds the target's Fortitude Defense. The target adds its size modifier to its Fortitude Defense: Colossal, +50; Gargantuan, +20; Huge, +10; Large, +5; Medium and smaller, +0.

DESPERATE GAMBIT

You can draw upon your inner reserves to make a shot or strike count when it matters most.

Benefit: Once per turn when you miss on an attack roll, you reroll the attack, but you take a -2 penalty to Reflex Defense until the end of your next turn. If your first attack missed because you rolled a natural 1, you can still use this feat, but you take a -5 penalty to Reflex Defense instead. You must accept the result of the second roll, even if it's worse than the first.

DUCK AND COVER

When exposed to an area attack, you can dive for cover.

Prerequisite: Trained in the Stealth skill.

Benefit: Whenever you are the target of an area attack that misses, once per turn you can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

FLEET-FOOTED

You gain a burst of speed when you attack while running.

Prerequisite: Running Attack.

Benefit: If you move both before and after you make an attack using the Running Attack feat, your speed is increased by 2 squares until the end of your turn.

FRIENDS IN LOW PLACES

Given enough time, you can dig up the right tool for the job.

Prerequisite: Trained in the Gather Information skill.

Benefit: Whenever you would acquire a license for a restricted or military object, you can substitute a Gather Information check for a Knowledge (bureaucracy) check. Reduce the black-market cost multiplier of such items by 1.

TABLE 1-4: FEATS

FEAT NAME	PREREQUISITES	BENEFIT
Burst of Speed	Trained in Endurance	Move speed twice as move action.
Close Combat Escape	Trained in Acrobatics	Escape grapple and attack.
Collateral Damage	Rapid Shot, base attack bonus +6	Gain extra attack upon hitting the first target.
Cornered	—	When unable to withdraw, +2 on attacks
Deadly Sniper	Sniper, trained in Stealth	+1 bonus on attacks when sniping; hide as swift action.
Deceptive Drop	Trained in Initiative	Flat-footed targets knocked prone on surprise round.
Desperate Gambit	—	Reroll missed attack by taking a penalty to Reflex Defense.
Duck and Cover	Trained in Stealth	You dive for cover when you avoid area attacks.
Fleet-Footed	Running Attack	+2 speed when making a running attack.
Friends in Low Places	Trained in Gather Information	Reduce black-market cost multiplier for licensed and restricted objects by 1.
Hasty Modification	Tech Specialist	Swap one trait for another trait.
Hideous Visage	Shapeshift	Deception check to push opponent away.
Impersonate	Shapeshift, Skill Focus (Deception)	Shapeshift to impersonate a specific person.
Impetuous Move	Con 13	Move when you catch a second wind.
Impulsive Flight	—	Withdraw faster when damaged.
Knife Trick	Lightning Draw, trained in Stealth	Attack of opportunity with concealed weapon to greater effect.
Lightning Draw	Quick Draw	Draw and fire as a standard action.
Metamorph	Con 13, shapeshift, trained in Deception	Change your size
Opportunistic Retreat	Combat Reflexes	Sacrifice attack of opportunity to move at half speed.
Resurgence	Trained in Endurance	Gain bonus swift action when you catch your second wind.
Signature Device	Tech Specialist	Install two traits.
Slippery Maneuver	Dodge	Dodge two targets, withdraw at full speed.
Staggering Attack	Sneak Attack talent or Rapid Shot or Rapid Strike	Forgo extra damage to push back opponent.
Stay Up	Trained in Endurance	Move 1 step down condition track to reduce damage.
Superior Tech	Int 17, Tech Specialist, 9th level	Install superior equipment upgrades.
Tactical Advantage	Combat Reflexes	Make attack of opportunity and move 1 square.
Wicked Strike	Rapid Strike	Gain extra attack on a second target upon damaging the first target.

HASTY MODIFICATION

You can tweak and adapt equipment on the fly.

Prerequisite: Tech Specialist (see page 21 of *Starships of the Galaxy*).

Benefit: You can exchange a trait that you have applied to a piece of equipment or droid for another one by spending 1 minute to make a DC 20 Mechanics check. If you succeed, the equipment loses the old trait and gains a new trait until the end of the encounter, at which point the device loses all traits it had previously acquired through use of the Tech Specialist feat.

HIDEOUS VISAGE

You can twist your features into a startling mask.

Prerequisite: Shapeshift species trait.

Benefit: Once per encounter, as a swift action, you can make a Deception check against one opponent that can see you. If the check equals or exceeds the opponent's Will Defense, you move the target 1 square away from you and it takes a -1 penalty on all attacks until the start of your next turn. This is a mind-affecting fear effect.

IMPERSONATE

You can alter your appearance to resemble a specific person.

Prerequisites: Shapeshift species trait, Skill Focus (Deception).

Benefit: You can make a Deception check to alter your features to that of a specific person. This feat also allows you to change your voice to match the target's. You always treat impersonating a person as a Moderate deception.

IMPETUOUS MOVE

You have an uncanny ability to call upon your reserves when you most need them.

Prerequisite: Constitution 13.

Benefit: When you catch a second wind, you can choose to regain only half of the hit points you normally would with a second wind and immediately move up to half your speed. This movement does not provoke attacks of opportunity.

IMPULSIVE FLIGHT

You are not above running when the situation turns against you.

Benefit: You can withdraw one extra square using the withdraw action.

KNIFE TRICK

You can use a concealed weapon to deadly effect.

Prerequisites: Lightning Draw, trained in the Stealth skill.

Benefit: When you can make an attack of opportunity, you can draw a weapon you have successfully concealed on your person (see page 72 of the Saga Edition core rulebook) and make a single attack against the target.

Normal: With the Quick Draw feat, drawing or holstering a weapon is a swift action.

LIGHTNING DRAW

You can draw and fire in one smooth motion.

Prerequisite: Quick Draw.

Benefit: Once per encounter, you can draw a holstered weapon and attack as a single standard action.

Normal: With the Quick Draw feat, drawing or holstering a weapon is a swift action.

METAMORPH

You are a talented shapeshifter, capable of changing your appearance and your body mass.

Prerequisites: Constitution 13, shapeshift species trait, trained in the Deception skill.

Benefit: As a full-round action, you can change your mass when you use your shapeshift species trait, increasing or decreasing your size by one step. If you reduce your size to Small, you gain a +1 size bonus to your Reflex

A CLAWDITE TAKES ON A NEW FORM WHILE FLEEING FROM JEDI



Defense and a +5 size bonus on Stealth checks, but your carrying capacity is three-quarters of what it was prior to your use of Metamorph.

If you increase your size to Large, you take a -1 size penalty to your Reflex Defense and a -5 size penalty on your Stealth checks. However, your carrying capacity doubles, you gain a +5 size bonus to your Damage Threshold, and your reach increases by 1. You can maintain this form for a number of rounds per day equal to your Constitution score.

OPPORTUNISTIC RETREAT

When your opponent lets down his guard, you can better position yourself to press your advantage.

Prerequisite: Combat Reflexes.

Benefit: Whenever an opponent provokes an attack of opportunity from you, once per turn you can sacrifice the attack to move a number of squares equal to one-half your speed. Moving in this way does not provoke attacks of opportunity.

RESURGENCE

Catching your second wind allows you to seize the advantage in combat.

Prerequisite: Trained in the Endurance skill.

Benefit: When you catch your second wind, you immediately gain a move action to be used immediately.

SIGNATURE DEVICE

You specialize in designing and modifying specific types of technology.

Prerequisite: Tech Specialist (see page 21 of *Starships of the Galaxy*).

Benefit: You designate a single weapon, suit of armor, vehicle, or other item as your signature item. When making Mechanics checks to modify that piece of equipment, you can take 10 on the check. In addition, you can allow the device to gain two traits from the Tech Specialist feat. To install the second trait, you must succeed on a DC 30 Mechanics check. Once installed, the device can use only one trait at a time, and switching from one trait to the other requires a swift action to adjust the item's settings. You can have only one signature device at a time, but you can designate another device as your signature item (the former signature item loses all benefit gained from this feat).

SLIPPERY MANEUVER

You are adept at finding ways out of tough situations.

Prerequisite: Dodge.

Benefit: You can apply the effects of the Dodge feat against attacks made from two opponents. In addition, when you use the withdraw action to move away from a target against whom you use the Dodge feat, you can move at your full speed. You still provoke an attack of opportunity if you must move more than 1 square to escape a threatened area.

Normal: The benefit of Dodge applies to one target. Once you clear a threatened area, you can continue to move up to a total of half your speed.

STAGGERING ATTACK

You can deliver nasty attacks that leave your opponents gasping.

Prerequisite: Sneak Attack talent or Rapid Shot or Rapid Strike.

Benefit: Any time you would deal additional damage from a feat that grants one or more extra dice of damage, you can forgo the extra damage to move the target 2 squares per extra die sacrificed. This movement does not provoke attacks of opportunity.

STAY UP

You can soldier on in spite of damage dealt to you.

Prerequisite: Trained in the Endurance skill.

Benefit: Once per encounter, when you would normally take damage from an attack, you can instead choose to take half damage and move -1 step along the condition track.

SUPERIOR TECH

You expand your knowledge of technology and can apply a variety of other traits to equipment you modify.

Prerequisites: Intelligence 17, Tech Specialist (see page 21 of *Starships of the Galaxy*), 9th level.

Benefit: Select one of the following: armor, weapons, droids, vehicles, or devices. You can install advanced traits when modifying the selected type of equipment. These traits replace the traits granted by the Tech Specialist feat. You may still use the Tech Specialist options if you so choose.

You must pay one-fifth the cost of the device, armor, weapon, droid, or vehicle you wish to modify or 2,000 credits, whichever is more, before beginning the modification. This fee replaces the normal cost of modification from the Tech Specialist feat. Completing the modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 30 Mechanics check; you cannot take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object does not gain the desired trait. However, you can start over from scratch if you wish.

Only characters with the Tech Specialist feat can assist you, reducing proportionately the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Special: You may select this feat multiple times. Each time you do so, you must choose a different set of traits (armor, devices, droids, vehicles, or weapons).

TABLE 1-5: SUPERIOR TECH

ARMOR TRAIT	BENEFIT
Mobile Armor	Increases speed by 1 square (medium and heavy armors only).
Reinforced Armor	Grants damage reduction 2
Superior Agile Armor	Increases the armor's maximum Dexterity bonus by 2
Superior Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 2.
Superior Helmet Package	Grants wearer a +5 equipment bonus on Perception checks.
Superior Protective Armor	Increases the armor's armor bonus to Reflex Defense by 1.

TABLE 1-5: SUPERIOR TECH (CONTINUED)

DEVICE TRAIT	BENEFIT
Superior Strength	Increase the device's Strength score by 4.
Superior Durability	Increase the device's damage reduction by 2 and increase its hit points by 150%.
Reinforced Device	The device's break DC increases by 5.
Superior Mastercraft	Skill checks made using the device gain a +2 equipment bonus, or its existing equipment bonus increases by 2.
DROID TRAIT	BENEFIT
Ion Dispersal Coating	Droid gains DR 5 against ion damage.
Superior Ability	Increase droid's Dexterity, Intelligence, or Strength score by 4.
VEHICLE TRAIT	BENEFIT
Superior Ability	Increase vehicle's Dexterity by 4 or its Strength by 2.
Superior Sensors	Increase the vehicle's Perception modifier by 2.
Superior Shields	Increase the vehicle's shield rating by 10.
Superior Speed	Increase the vehicle's speed by one-third of its base speed (minimum 1 square).
WEAPON TRAIT	BENEFIT
Superior Accuracy	The weapon gains a +2 equipment bonus on attack rolls.
Superior Capacity	The weapon's power pack provides double the number of shots.
Superior Damage	The weapon deals +5 damage on a successful hit. If the weapon has a damage multiplier apply the extra damage before applying the multiplier.
Superior Range	The weapon's ranges all increase by 50%.

TACTICAL ADVANTAGE

You can shift your position to take advantage of openings your opponent offers you.

Prerequisite: Combat Reflexes.

Benefit: When you successfully damage an opponent using an attack of opportunity, you can immediately move 1 square in any direction. This movement does not provoke attacks of opportunity.

WICKED STRIKE

Your melee attacks can catch bystanders.

Prerequisite: Rapid Strike.

Benefit: When you damage a target with a single, non-area attack using the Rapid Strike feat, you can immediately make a second attack at a -2 penalty against a second target within your reach. If this attack hits, you deal half of the original attack's damage to that target.

PRESTIGE CLASS TALENTS

The following talents expand the talent trees available to the prestige classes found in the Saga Edition core rulebook.

ACE PILOT TALENTS

Smugglers, pirates, and other scoundrels spend a lot of time aboard starships, and among those who serve as pilots their incredible skills become the stuff of legend. Ace pilots are highly valued in the fringe, since they have the ability to avoid entanglements with the local authorities.

Blockade Runner Talent Tree

One of the most valued skills a pilot on the fringe can have is the ability to blast past the authorities and not get caught. This talent tree covers abilities common to smugglers and blockade runners throughout the galaxy.

Close Cover: If you occupy the same space as a vehicle that is larger than the vehicle you are piloting, your vehicle gains a +5 cover bonus from the larger vehicle.

Prerequisite: Watch This.

Outrun: Whenever you use the all-out movement action as the pilot of a vehicle, your vehicle gains a +2 dodge bonus to Reflex Defense.

Punch Through: If you are the pilot of a vehicle, smaller vehicles that attempt to engage you in a dogfight take a -10 penalty on their Pilot check instead of the normal -5.

Small Target: When you are the pilot of a Colossal or smaller vehicle, capital ship weapons that take a -20 penalty on attack rolls against your vehicle (such as turbolasers) do not automatically score a critical hit on your vehicle on a natural 20. The attack is only a critical hit of the total attack roll (20 + the weapon's attack bonus) would normally hit your vehicle. Otherwise, the attack deals normal damage.

Watch This: You can move into or through a space occupied by a vehicle of Colossal (frigate) size or larger without causing a collision. Additionally, if you pilot a Colossal or smaller vehicle, you can occupy the same space as a vehicle of Colossal (frigate) size or larger.

BOUNTY HUNTER TALENTS

Bounty hunters are common in criminal circles because their work takes them into some of the most dangerous places in the galaxy. An experienced bounty hunter develops a variety of talents to bring in their foes quickly and easily. The following talents are intended for use with the bounty hunter prestige class.

New Bounty Hunter Talents

The following new talents belong to the Bounty Hunter talent tree, which is available to members of the bounty hunter prestige class. Any character who can normally choose talents from the Bounty Hunter talent tree can choose from these talents as well.

Dread: As a standard action, you can instill bone-chilling fear in an opponent whom you selected for Hunter's Target. Make a Persuasion check against your opponent's Will Defense. If you equal or exceed your opponent's Will Defense, that opponent takes a -5 penalty to Will Defense. This is a mind-affecting effect. The penalty remains as long as you have line of sight to your opponent and immediately ends if the line of sight is broken.

Prerequisites: Hunter's Mark, Hunter's Target.

Nowhere to Run: Once per turn, whenever an opponent whom you selected for Hunter's Target attempts to withdraw, you can make an attack of opportunity against the opponent.

Prerequisites: Hunter's Mark, Hunter's Target, Nowhere to Hide.

Tag: Whenever you damage an opponent whom you selected for Hunter's Target, all allies gain a +2 bonus on their next attack roll against that opponent until the start of your next turn.

Prerequisites: Hunter's Mark, Hunter's Target.

Gand Findsman Talent Tree

The Gand Findsmen are an ancient order of Force-sensitive bounty hunters that interpret the signs and portents they receive as a result of the complex ceremonies they perform. Typically, only Gand can take these talents, though under some circumstances a Gamemaster may allow a Force-sensitive member of another species to take these talents as the character's story permits.

Findsman Ceremonies: Once per day, you can spend 10 minutes performing rituals that enhance your connection with the Force, receiving visions and portents as a result. At that time, you can spend any number of Force Points in the performance of the ritual, up to the total number you have remaining. For the remainder of the day, whenever you make a Perception or Stealth check, make a Use the Force check to use the *forceseeing* Force power, or make an attack roll, you can choose to reroll but must keep the second result, even if it is worse. You may do this a number of times per day equal

to the number of Force Points you spent during the casting of the ritual. At the end of the day, you regain Force Points equal to the number of rerolls you have remaining.

Prerequisite: Force Sensitivity feat.

Findsman's Foresight: The visions you receive sometimes provide clues about dangerous situations. Whenever you make a Perception check to avoid surprise, you may roll two dice and keep the better result.

Prerequisite: Findsman Ceremonies.

Omens: You see omens in both success and failure. Whenever an ally within 10 squares and line of sight to you rolls a natural 1 or a natural 20 on an attack roll, you gain a +2 insight bonus to either your next attack roll made before the end of your next turn, or a +2 insight bonus to Reflex Defense until the end of your next turn (your choice).

Prerequisite: Findsman Ceremonies.

Target Visions: You have visions that tell you what your enemies are likely to do even before they do it. Once per encounter, when an enemy creature moves within 6 squares of you, you may make a melee or ranged attack against that target as a reaction to their movement.

Prerequisite: Findsman Ceremonies.

Temporal Awareness: Timing is crucial to a Findsman. Once per encounter, as a reaction to any enemy's attack, you can move up to your speed.

Prerequisite: Findsman Ceremonies.

CRIME LORD TALENTS

Civilized regions recognize the law as the authority, but backwater worlds and those far from the major byways of the galaxy learn that true power is held by the crime lords. Such villains command legions of lackeys, have astonishing resources, and are implacable enemies when crossed. The following talents are intended for use with the crime lord prestige class.

New Infamy Talents

The following new talents belong to the Infamy talent tree, which is available to members of the crime lord prestige class. Any character who can normally choose talents from the Infamy talent tree can choose from these talents as well.

Fear Me: Such is the fear you instill in your minions that when in your presence, they would rather die than disappoint you. Once per encounter, as a reaction to one of your minions being moved down the condition track, you can reduce the number of steps the minion moves down the condition track by 1. Additionally, the target regains hit points equal to your heroic level. If the target is reduced to 0 hit points or moved to the bottom of the condition track, you cannot use this talent on that target.

Prerequisites: Attract Minion, Inspire Fear I, Inspire Fear II.

Frighten: Once per encounter, you can designate a minion as a free action to spread fear among your enemies. At any point before the end of the encounter, you can activate this ability to force all enemies adjacent to

your minion to move 1 square away from the minion. This movement does not provoke attacks of opportunity. This is a mind-affecting effect.

Prerequisites: Attract Minion, Inspire Fear I.

Terrify: As a standard action, you can make a Persuasion check against a target that is within your line of sight and that is also affected by your Inspire Fear talent. If you equal or exceed the target's Will Defense, then on its next turn the target must spend at least one move action to move away from you. If the target is somehow prevented from doing so, then the penalty from Inspire Fear doubles until the start of your next turn. This is a mind-affecting fear effect.

Prerequisites: Frighten, Inspire Fear I, Inspire Fear II.

Unsavory Reputation: Any opponent that is reduced to half hit points or fewer while within 6 squares of you takes a -2 penalty on all attack rolls and skill checks for the duration of the encounter. This is a mind-affecting fear effect.

Prerequisites: Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious.

New Mastermind Talents

The following new talents belong to the Mastermind talent tree, which is available to members of the crime lord class. Any character who can normally choose talents from the Mastermind talent tree can choose from these talents as well.

Bodyguard I: Whenever you are adjacent to a minion gained with the Attract Minion talent, once per turn as a reaction to being attacked you can redirect the attack against that minion. Compare the attack roll to the minion's defenses and resolve the attack as normal.

Prerequisite: Attract Minion.

Bodyguard II: When you redirect an attack to a minion using the Bodyguard I talent, that minion's relevant defense score gains a bonus equal to half your class level.

Prerequisites: Attract Minion, Bodyguard I.

Bodyguard III: When you redirect an attack to a minion using the Bodyguard I talent, that minion can make an immediate melee or ranged attack against your attacker, if the attacker is within range. Additionally, the bonus provided by the Bodyguard II talent increases to your full class level.

Prerequisites: Attract Minion, Bodyguard I, Bodyguard II.

Impel Ally III: Once per encounter, you can spend three swift actions on consecutive turns to grant one ally the ability to take a standard action and a move action. The ally must act immediately on your turn when the final swift action is spent, before you do anything else, or the opportunity is wasted.

Prerequisites: Impel Ally I, Impel Ally II.

Inspire Wrath: As a standard action, you can designate a target to be the object of your allies' wrath. While your allies have line of sight to you or until you are unconscious or dead, your allies gain a +2 morale bonus on attack rolls against the target and a +2 morale bonus on skill checks against that target.

You can designate a new target on any round by using another standard action. You can only use this talent against one opponent at a time.

Prerequisites: Impel Ally I, Impel Ally II.

Shelter: Whenever you are adjacent to a minion, you gain a +2 cover bonus to your Reflex Defense.

Prerequisite: Attract Minion.

Tactical Superiority: Spend two swift actions to select two allies. Each ally can move 2 squares as a reaction. This movement does not provoke attacks of opportunity.

Tactical Withdraw: Spend two swift actions to grant all allies that are in your line of sight and within 6 squares of you the ability to use the withdraw action as a swift action until the start of your next turn.

Urgency: Once per encounter, you can spend three swift actions on consecutive turns to increase the speed of all allies within line of sight of you by 2. The increased speed lasts until the start of your next turn after the third swift action is spent.

Prerequisites: Impel Ally I, Impel Ally II.

Wealth of Allies: Whenever one of your minions is killed, he or she is replaced by another minion of the same level. This replacement occurs 24 hours later.

Prerequisite: Attract Minion.

GUNSLINGER TALENTS

In parts of the galaxy where a blaster pistol can be the difference between life and death, the gunslinger makes it clear that he or she is not to be trifled with.

New Gunslinger Talent

The following talent is for use with the Gunslinger talent tree, which is available to members of the gunslinger prestige class. Any character that can normally choose talents from the Gunslinger talent tree can choose this talent as well.

Ranged Flank: If you are within 6 squares of a target and are armed with a pistol or a rifle, you can act as though you occupied the nearest square adjacent to the target for the purposes of determining whether or not you or any allies are flanking that target. You may only be considered to be flanking a single target at range at a time. You must spend a swift action on your turn to designate the target you flank at range.

Pistoleer Talent Tree

You are a master of wielding two pistols at the same time, and can use both pistols simultaneously in unusual ways.

Dash and Blast: Once per encounter as a full-round action, when you are wielding two pistols, you may move up to twice your speed and make a ranged attack with each pistol. The normal penalties for attacking with two weapons apply to these attacks.

Prerequisites: Dual Weapon Mastery I, Running Attack.

Flanking Fire: Whenever you are flanked by two (or more) opponents and are wielding two pistols, you can make a full attack action as a standard action instead of a full-round action. This is provided that you target only opponents that flank you and attack at least two targets.

Prerequisite: Dual Weapon Mastery I.



ASSASSIN

Guaranteed Shot: If you are wielding two pistols and make a single ranged attack with one of those pistols as a standard action, even if you miss you deal damage equal to half your heroic level to the target. This consumes a single shot from the weapon not making the attack, and the weapon you attack with uses as many shots as required by the attack.

Prerequisite: Dual Weapon Mastery I.

Hailfire: When you are wielding two pistols, as a standard action you can make an autofire attack with one of the pistols as though the weapon were set to autofire, even if the pistol would not normally be capable of autofire. The normal penalties for autofire still apply to this attack roll, and you may split the number of shots consumed between the two pistols.

Prerequisite: Dual Weapon Mastery I.

Twin Shot: When you are wielding two pistols, you gain a +2 bonus to damage rolls when using the Rapid Shot feat.

Prerequisite: Dual Weapon Mastery I, Rapid Shot.

ASSASSIN

The assassin kills for credits. Unlike the bounty hunter, who also sometimes kills, the assassin never takes a victim alive. Moreover, assassins know the value of discretion, so they employ a variety of sneaky tactics to approach their target unseen and strike when least expected. Assassins' techniques vary greatly; some use poisons or toxic species, while others prefer more spectacular and dependable methods such as explosives or up close and personal attacks.

Killing is rarely personal for the assassin; it is just a job. Many assassins justify their profession by establishing criteria for the types of targets they strike, and some assassins are nearly heroic in their efforts to eliminate notoriously wicked marks. Nevertheless, assassins are despised more than they are valued.

Assassins work alone, but those who desire more insurance might join up with one of the guilds that lurk in the shadowy corners of the galaxy. The Assassins' Guild—perhaps the largest and most powerful—operates throughout the galaxy, offering numerous services from bounty hunting to contract killing. Other assassin organizations, such as the Loag, are centered on a particular world, but others, such as the GenoHaradan, are utterly clandestine, maintaining no publicly known base of operations. Of all the active groups, though, none are as feared or as mysterious as the Malkite Poisoners (see *Threats of the Galaxy*). These highly trained professionals adopt detailed cover stories to better infiltrate societies and get close to their victims. After months or even years of establishing a trust and rapport with their victim, they strike—fatally.

EXAMPLES OF ASSASSINS IN STAR WARS

Aurra Sing, Dannik Jerriko, Galasett, Ke Daiv, Keluda, Khabarakh, IG-88, Zam Wesell.

REQUIREMENTS

To qualify to become an assassin, a character must fulfill the following criteria.

- Minimum Level: 7th.
- Trained Skill: Stealth.
- Feat: Sniper.
- Talent: Dastardly Strike.

GAME RULE INFORMATION

Assassins have the following game statistics.

Hit Points

At each level, assassins gain 1d10 hit points + their Constitution modifier.

Force Points

Assassins gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

**TABLE 1-6:
THE ASSASSIN**

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Mark +1
3rd	+3	Talent
4th	+4	Mark +2
5th	+5	Talent
6th	+6	Mark +3
7th	+7	Talent
8th	+8	Mark +4
9th	+9	Talent
10th	+10	Mark +5

CLASS FEATURES

The following are features of the assassin prestige class.

Defense Bonus:

At 1st level, you gain a +4 class bonus to your Reflex Defense and a +2 class bonus to your Fortitude Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Assassin talent tree (presented below), the GenoHaradan talent tree (presented below), the Misfortune talent tree (see page 46 of the Saga Edition core rulebook), or the Malkite Poisoner

talent tree (see page 13 of *Threats of the Galaxy*). The assassin must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

ASSASSIN TALENT TREE

You do not fight fair. If you are ever caught in a straightforward fight, the odds are you are not going to make it, so your best move is to set up your attacks and use every trick at your disposal.

Advantageous Positioning: Any opponent that you are flanking is considered flat-footed and is denied its Dexterity bonus to Reflex Defense against you.

Prerequisite: Shift.

Get Some Distance: Once per encounter as a standard action you can make a melee attack against a target and then move your speed away from that target. This movement does not provoke an attack of opportunity.

Prerequisites: Advantageous Positioning, Shift.

Murderous Arts I: When your successful attack causes an opponent to move -1 step along the condition track, that opponent immediately takes an additional +1d6 damage.

Murderous Arts II: Whenever you successfully hit an opponent that you have marked (see "Mark" below), your melee and ranged attacks deal an additional +1d6 damage.

Prerequisite: Murderous Arts I.

Ruthless: Once per encounter, when you drop a foe to 0 hit points or push an opponent to the bottom of the condition track, you can immediately take a bonus standard action.

Shift: As a move action, you can move 1 square without provoking an attack of opportunity.

Sniping Assassin: When you make a ranged attack against a target that is not at point blank range, you add half your class level to your damage roll.

Sniping Marksman: Once per encounter, when you make a ranged attack against a target that is not at point blank range, you can ignore your target's armor bonus to Reflex Defense.

Prerequisite: Sniping Assassin.

Sniping Master: By taking only a single swift action, you can aim at a target that is not within point blank range.

Prerequisites: Sniping Assassin, Sniping Marksman.

GENOHARADAN TALENT TREE

Members of the GenoHaradan are skilled not only in performing assassinations but also in manipulating others. An ancient organization dating back to the early days of the Republic, the GenoHaradan are a clandestine group of assassins who pick their targets for political reasons, though their true motives are rarely evident to those outside the organization.

Deadly Repercussions: When you reduce a target to 0 hit points or move the target to the bottom of the condition track, all your opponents within

line of sight of both you and your target take a -2 penalty on attack rolls until the beginning of your next turn.

Manipulating Strike: Once per turn when you successfully damage a target with a non-area attack, make an immediate Persuasion check against the target's Will Defense. If successful, you can determine what the target does with its swift action on its next turn. This is a mind-affecting effect.

Improved Manipulating Strike: Whenever you successfully use the Manipulating Strike talent, you determine what the target does with its move action on its next turn. You cannot move an opponent into a hazard (such as into lava or off a cliff).

Prerequisite: Manipulating Strike.

Pulling the Strings: As a standard action, you can make a Persuasion check against the Will Defense of a target within 12 squares. If you succeed, you move the target up to half its speed toward you through the safest route, and you can make an immediate ranged or melee attack against the target if it is within your range. You cannot move an opponent into a hazard (such as into lava or off a cliff).

Mark

As an assassin, you specialize in the sudden attack—the brutal stroke that eliminates your target by the fastest means possible. At the start of the encounter, you can select a single target within line of sight to be your mark. For the duration of the encounter, you gain a bonus equal to one-half your class level (rounded down) on damage rolls against that opponent. This damage is in addition to the character's usual level bonus to damage. This damage is doubled on a successful critical hit, as normal. If you reduce your target to 0 hit points, you may place your assassin's mark on another target within line of sight as a free action.

As a swift action, you can sacrifice the bonus to render your target flat-footed against your next attack made before the end of your turn. Once you sacrifice this bonus, it is lost for the remainder of the encounter.

CHARLATAN

Found in seedy spaceports throughout the galaxy, charlatans are swindlers and con artists, thieves of the highest order. They specialize in double-cross, using graft, deception, and misdirection to part their victims from their hard-earned credits. Charlatans have the dangerous ability to convince others that handing over their credits is a good idea, even when every instinct screams that they should not.

Of all the rogues one is likely to meet, the charlatan is the most innocuous. A charlatan never holds a person at blaster-point, demanding her victims empty out their pockets. A charlatan that fails to dupe a victim simply moves on to find easier prey. In fact, in some corners of the galaxy, charlatans are regarded as heroic, especially those who rip off folks who are just as corrupt as they are.



CHARLATAN

Individuals become charlatans not out of greed or want, but because their talents are well suited for espionage. Spies, infiltrators, and other intelligence agents can also double as charlatans to mask their true intentions, while trying to learn information, acquire a precious object, or sabotage an enemy.

EXAMPLES OF CHARLATANS IN STAR WARS

Achk Med-Beg, Dannil Faytonni, Lando Calrissian, Orloc.

REQUIREMENTS

To qualify to become a charlatan, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception, Persuasion.

Talent: At least one talent from the Disgrace talent tree (page 14) or the Influence or Lineage talent trees (see pages 43 and 44 of the Saga Edition core rulebook).

GAME RULE INFORMATION

Charlatans have the following game statistics.

Hit Points

At each level, charlatans gain 1d8 hit points + their Constitution modifier.

Force Points

Charlatans gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

TABLE 1-7: THE CHARLATAN

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Score
3rd	+2	Talent
4th	+3	Swindle
5th	+3	Talent
6th	+4	Swindle +1
7th	+5	Talent
8th	+6	Swindle +2
9th	+6	Talent
10th	+7	Swindle +5

CLASS FEATURES

The following are features of the charlatan prestige class.

Defense Bonuses

At 1st level, you gain a +4 class bonus to your Will Defense and a +2 class bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Trickery talent tree (presented below), the Disgrace talent tree (see page 14), or the Fortune talent tree (see page 46 of the Saga Edition core rulebook). The charlatan must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

TRICKERY TALENT TREE

Charlatans are masters of misdirection, confusion, and trickery. They owe their success in double-cross to their uncanny knack for cultivating the existing beliefs of their marks and twisting them in subtle ways to their own benefit.

Cunning Distraction: When you successfully feint an opponent in combat, you can immediately move up to one-half your speed.

Damaging Deception: You know how to distract a target, exposing weak spots that your allies can exploit. As a standard action, you can make a Deception check against the Will Defense of any target within your line of sight that can see, hear, and understand you. If successful, the next attack made by one of your allies against that target deals 2 additional dice of damage.

Prerequisite: Cunning Distraction.

Distractioning Shout: Once per encounter, as a reaction to one of your allies being attacked, you can make a Deception check, replacing the defense scores of that ally with the result of your Deception check for the resolution of that attack. If any defense scores are higher than the Deception check result, your ally can use that defense score instead. If the attack still hits, this does not count as the one use per encounter of this talent.

Prerequisite: Cunning Distraction.

Improved Soft Cover: While you occupy a square adjacent to another creature, you can use a swift action to gain a +2 cover bonus to your Reflex Defense until the start of your next turn or until you are no longer adjacent to another creature, whichever comes first.

Prerequisite: Innocuous.

Innocuous: As a swift action, you can make a Deception check against a single enemy within 6 squares of you and in line of sight. If the check equals or exceeds the target's Will Defense, the target takes a -5 penalty on all attacks made against you until the start of your next turn.

Treacherous: Whenever you are attacked in combat and adjacent to a creature other than your attacker, you can move 1 square as a reaction. The attack, intended for you, instead targets the adjacent creature, though if you move away from a creature that threatens you, it can make an attack of opportunity before the original attack is resolved.

Prerequisites: Improved Soft Cover, Innocuous.

Score

When you take the time to observe a potential victim, you can gain useful clues and insights about his or her desires and motives. If you spend a full-round action watching a single target, until the end of the encounter you can reroll all Deception checks made against that target, taking the better result.

Swindle

You can take advantage of potential scores, using the information you learned to dupe them into believing you are on the up-and-up. You can substitute Deception checks for Stealth checks made to pick a target's pocket. A successful check does not mean that you pick the target's pocket, but rather that you have convinced the target to give you the desired object of his own free will. Generally, a target realizes what he has done at the end of the encounter.

At 6th level, you gain a +1 bonus to these checks. This bonus increases to +2 at 8th level, and +5 at 10th level.

MASTER PRIVATEER

Some master privateers are pirates, a motley collection of rogues and cutthroats that prey on merchant ships to plunder them for credits and cargo. An unsavory lot, master privateers command any vessel they capture, taking prisoner the crew and passengers, perhaps letting them go, perhaps tossing them out the airlock depending on the nature of their captain. In all, master privateers are criminals and are treated as such by the Galactic Empire and New Republic alike.

Although such rogues are a menace to be sure, not all pirates are merciless killers. Many adopt and live by a strict code of conduct that gives them parameters for the types of ships they'll strike and what they do with prisoners. Some pirates release their prisoners, depositing them on more-or-less safe systems where they are likely to be rescued. But for every decent master privateer, a dozen more merciless fiends lay in wait.

The master privateer presented below is an update of the master privateer prestige class from the *Force Unleashed Campaign Guide*. The class information is presented here for convenience, along with the new Piracy talent tree. You can use the talents for the master privateer from the *Force Unleashed Campaign Guide* in addition to those listed below.



MASTER PRIVATEER

EXAMPLES OF MASTER PRIVATEERS IN STAR WARS

Amaiza Foxtrain, Bar-Kooda, Cade Skywalker, Crimson Jack, Dharus, Drea Renthall, Kraaken, Nym, Zothip.

REQUIREMENTS

To qualify to become a master privateer, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Deception and Pilot.

Feats: Vehicular Combat.

Talents: Any two talents from the Misfortune talent tree (see page 46 of the Saga Edition core rulebook).

GAME RULE INFORMATION

Master privateers have the following game statistics.

Hit Points

At each level, master privateers gain 1d10 hit points + their Constitution modifier.

Force Points

Master privateers gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

TABLE 1-8:

THE MASTER PRIVATEER

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+1	Defense bonuses, talent
2nd	+2	Veteran privateer (1/encounter)
3rd	+3	Talent
4th	+4	Veteran privateer (2/encounter)
5th	+5	Talent
6th	+6	Veteran privateer (3/encounter)
7th	+7	Talent
8th	+8	Veteran privateer (4/encounter)
9th	+9	Talent
10th	+10	Veteran privateer (5/encounter)

CLASS FEATURES

The following are features of the master privateer prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Reflex Defense and a +4 class bonus to your Will Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Piracy talent tree (presented below), the Infamy talent tree (see page 210 of the Saga Edition core rulebook), or the Spacer talent tree (see page 47 of the Saga Edition core rulebook). The master privateer must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

PIRACY TALENT TREE

You use devious tactics to capture ships and victims intact.

Bloodthirsty: You can perform a coup de grace as a move action. Whenever you successfully perform a coup de grace action and kill the target, all allies within your line of sight gain a +2 morale bonus on attack rolls for the duration of the encounter.

Fight to the Death: Once per encounter, as a swift action, you can fill your companions with renewed vigor. All allies within 6 squares of you heal damage equal to your heroic level.

Prerequisite: Bloodthirsty.

Keep Them Reeling: As a standard action, you can make a single melee attack against a target within reach. If the attack hits, you deal no damage, but your target must move or withdraw away from you on its next turn.

Raider's Frenzy: Once per round, when one of your allies within 6 squares successfully damages a target, you grant all your allies within your line of sight a bonus to damage rolls against that target equal to one-half your class level until the end of your next turn.

Raider's Surge: Once per encounter, as a standard action, you can make a Deception or Persuasion check (your choice) against each enemy within your line of sight. If the check result equals or exceeds the enemy's Will Defense, that enemy must withdraw on its next action or take a -1 penalty on its attack rolls until the end of the encounter. This is a mind-affecting effect.

Savage Reputation: You have cultivated a savage reputation, and when you are recognized, you instill fear in your enemies. All opponents within 6 squares of you take a -1 penalty on all attacks. This is a mind-affecting fear effect.

Prerequisite: Bloodthirsty.

Take Them Alive: Whenever you or any of your allies within 6 squares of you reduces a target to 0 hit points, you can choose to treat that opponent as though they had been reduced to 0 by stun damage (and, thus, remain stable).

Veteran Privateer

Your experience as a pirate has taught you a variety of tricks to gain the upper hand in battle. When you make an attack roll, you can gain a +2 competence bonus to that attack roll. You can do this a number of times per encounter equal to one-half your class level (rounded down).

OUTLAW

Where there is law, there are those who would break it, circumvent it, and fly in its face. Outlaws are rogue individuals who rightly or wrongly have crossed the line and now pay the price for their indiscretion. Naturally, outlaws cover a lot of territory, from freedom fighters waging a private war against tyranny to bloodthirsty cutthroats and murderers wanted in twelve systems.

Outlaws can include a whole host of characters, but the most notorious outlaws are those who make being outside the law their primary profession. Their exploits are the stuff of legend, bucking authority and causing so much trouble that arrest warrants have been issued.

Outlaws sometimes earn respect from common citizens of the galaxy. Regardless of the crimes they commit to earn their outlaw status, their ability to evade capture resonates with those who have suffered from oppression. In some systems, outlaws can even get supplies, shelter, and support from common folk, and if they help these people, they might be seen as true heroes.

EXAMPLES OF OUTLAWS IN STAR WARS

Cornelius Evazan, Fenn Shysa, Jolli, Ponda Baba, Scoryn.

REQUIREMENTS

To qualify to become an outlaw, a character must fulfill the following criteria.

Minimum Level: 7th.

Trained Skills: Stealth and Survival.

Talent: Any one talent from the Disgrace talent tree (page 14) or the Misfortune talent tree (see page 46 of the Saga Edition core rulebook).

Special: You must be wanted by the authorities in at least one star system.

GAME RULE INFORMATION

Outlaws have the following game statistics.

Hit Points

At each level, outlaws gain 1d8 hit points + their Constitution modifier.

Force Points

Outlaws gain a number of Force Points equal to 6 + one-half their character level, rounded down, every time they gain a new level in this class.

TABLE 1-9: THE OUTLAW

BASE ATTACK		
LEVEL	BONUS	CLASS FEATURES
1st	+0	Defense bonuses, talent
2nd	+1	Fugitive +1
3rd	+2	Talent
4th	+3	Fugitive +2
5th	+3	Talent
6th	+4	Fugitive +3
7th	+5	Talent
8th	+6	Fugitive +4
9th	+6	Talent
10th	+7	Fugitive +5

CLASS FEATURES

The following are features of the outlaw prestige class.

Defense Bonuses

At 1st level, you gain a +2 class bonus to your Fortitude Defense and a +4 class bonus to your Reflex Defense.

Talents

At every odd-numbered level (1st, 3rd, 5th, and so on), you select a talent. The talent can be selected from the Outlaw talent tree (presented below), the Slicer talent tree (see page 47 of the Saga Edition core rulebook), the Fringer talent tree (see page 49 of the Saga Edition core rulebook), or the Survivor talent tree (see page 50 of the Saga Edition core rulebook). The outlaw must meet the prerequisites (if any) of the chosen talent. No talent can be selected more than once unless expressly indicated.

OUTLAW TALENT TREE

As an outlaw, you live under a shadow, and everywhere you go, any time you reveal yourself, you risk being noticed and captured. As a result, you develop a number of abilities that help you escape pursuers, even when hopelessly outnumbered.

Confounding Attack: Once per encounter, whenever you would use Uncanny Instincts, you can forgo the movement to make an immediate melee or ranged attack against the opponent that hit you. If your attack is a melee attack that hits and deals damage, you and your opponent immediately switch places, if both you and your opponent can end in a legal space.

Prerequisites: Tangle Up, Uncanny Instincts.

Double Up: Once per encounter, whenever you would use Seize the Moment, you can forgo the extra swift action to make an immediate melee or ranged attack against the damaged opponent. If your attack is a ranged attack that hits and deals damage, you treat the damage dealt by you and your ally as though it was one attack for the purposes of overcoming DR, SR, and determining whether the damage exceeded the target's damage threshold.

Prerequisite: Find an Opening, Seize the Moment.

Find an Opening: Whenever you would use Seize the Moment, you can forgo the swift action to be able to aim as a single swift action on your next turn.

Prerequisite: Seize the Moment.

Opportunistic Defense: Once per encounter, whenever you would use Uncanny Instincts, you can forgo this extra movement and instead increase your Reflex Defense by 5 until the end of your next turn.

Prerequisite: Uncanny Instincts.

Preternatural Senses: Once per encounter, as a reaction, you can add one-half your class level to the defense score of your choice.

Seize the Moment: Once per round, whenever an ally successfully damages an opponent, you can take a swift action as a reaction.

Tangle Up: As a standard action, you can make a non-area melee or ranged attack against an opponent within range. If the attack hits, you deal half your normal damage (minimum 1 point), but your opponent loses its next move action.

Prerequisite: Uncanny Instincts.

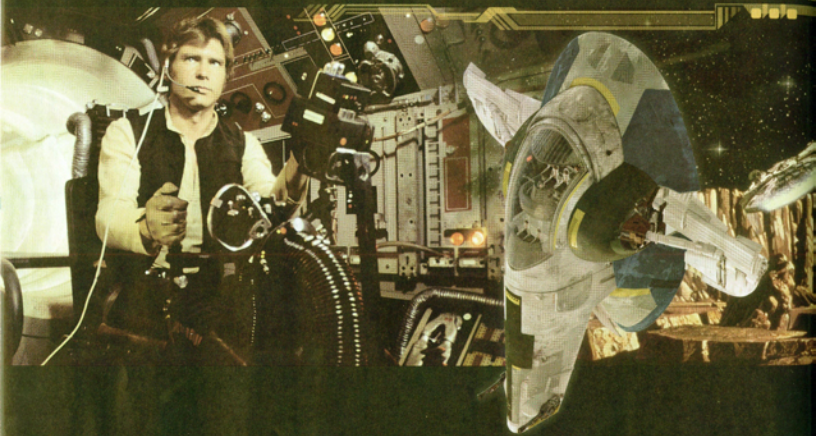
Uncanny Instincts: Once per encounter whenever an opponent successfully deals damage to you, you can move 1 square as a reaction. This movement does not provoke attacks of opportunity.

Fugitive

As an outlaw, you must stay one step ahead of the authorities and bounty hunters or they might take you down for good. Your experiences have taught you to be fast on your feet. Once per encounter, starting at 2nd level, you can move 1 additional square whenever you use withdraw action. Thus, if you have a speed of 6, you can withdraw up to 4 squares (3 for half speed, +1 for this ability). This bonus increases by 1 at every even level thereafter (+2 squares at 4th, +3 at 6th, +4 at 8th, and +5 at 10th).



CHAPTER II OUTLAW TECH





Whether you need to find someone, keep yourself hidden, cheat at games of chance, or be ready with a surprise in a fight, you can make the difference with equipment not found in the bright stores of the Core Worlds. Even if you prefer to keep yourself on the right side of the law, you might want to enhance that simple heavy blaster with a few legal, if expensive, add-ons. This chapter is about making sure you have the right tools for your jobs, even if you have to ignore a few rules to get them.

EQUIPMENT UPGRADES

No self-respecting bounty hunter uses off-the-rack components, and after a few years in the field neither do most commandos. Anyone with extensive experience, from smugglers to customs agents to adventurers, knows they might live or die by how well their gear works. Often, it's not that you need a brand new piece of gear; you just need the equipment you have to work better. That's where equipment upgrades come in: They provide ways for you to get the most out of every kilogram you carry. Even if you don't strictly need to upgrade your equipment, having a unique collection of tools and gadgets helps to build a reputation in a galaxy where it's best to get your foes to stand down without firing a shot.

UPGRADE SLOTS

You can make a finite number of modifications to a piece of equipment. There isn't room to add every booster, reinforcement, and modification a fringer might find useful on any piece of equipment. To represent these limits, every item has a number of upgrade slots. Most upgrades take up a single slot, though a few particularly extensive modifications might take two or even three (and a few don't require any upgrade slots, representing relatively minor modifications). If you don't have enough slots for a given modification, you can't add it to that piece of equipment. You can't add modifications beyond an item's available upgrade slots, but you can gain more upgrade slots (see below).

Every stock piece of equipment has a single unused upgrade slot. Medium armors have two free slots, and heavy armors have three. A few other models of items also include more upgrade slots as stock issue, though this is rare and specifically noted.

GAINING UPGRADE SLOTS

You can gain more upgrade slots for a piece of equipment by one of two methods. You can strip it—removing some existing feature, as detailed below—or you can increase its size. Unless a method of adding more upgrade slots specifies it can be applied more than once to the same piece of gear, it can't.

STRIPPING EQUIPMENT

Stripping must reduce the capacity or utility of the equipment in a significant way; if it looks like stripping a piece of equipment won't downgrade a game mechanical aspect of its function, you also don't gain an upgrade slot. Each element that is stripped adds one upgrade slot to that piece of equipment. Upgrade slots can never be used to install enhancements to an area that has been stripped: If you strip the damage dice of a weapon, you can't use any of its upgrade slots to find a modification that improves its damage.

Stripping a piece of equipment to add one upgrade slot takes eight hours of work, requires a DC 20 Mechanics check, and has a cost equal to 50% of the base cost of the item being stripped. On a failed check the stripping goes badly: The item ceases to work until fixed and it doesn't gain the additional upgrade slot. It takes 1 additional hour of work and the same cost before another DC 20 check can be made to fix the problem. Once a successful check is made, the equipment returns to functioning, and the upgrade slot is gained.

Stripping Weapons

You can strip a weapon in one of five ways.

Damage: Reduce the damage dice dealt by one step. The number of dice does not change, just their size. Change d12s to d10s, d10s to d8s, d8s to d6s, d6s to d4s, d4s to d3s, and d3s to d2s. For example, a blaster cannon stripped of damage deals only 3d10 damage rather than 3d12 damage.

Range: Reduce a ranged weapon's range by one step. Change heavy weapon to rifle, rifle to pistol, pistol or simple weapon to thrown weapon, thrown weapon to melee weapon (see Table 8-5: Ranged Weapons, page 129 of the *Saga Edition* core rulebook). Melee weapons can't have their range stripped.

Design: The standardized design of a weapon can be stripped, making it an exotic weapon. (Weapons already in the exotic weapon category can't use this option). By moving things around extensively, more room for modifications is created at the cost of making the weapon difficult to learn to use properly; for example, some gunfighters modify their blaster pistols so extensively that no one else can use them comfortably.

Stun Setting: A weapon with a stun setting can have that function stripped to gain one upgrade slot.

Autofire: Weapons with both a single-shot and autofire setting can be stripped to just having a single-shot firing mode.

Stripping Armor

Armor normally has one to three upgrade slots available as stock gear. It can add more by becoming thicker and bulkier (see Increasing Equipment Size, below) or by either of the two methods described below.

Defensive Material: Armor can also have sections of defensive material stripped, lowering its armor bonus to Reflex Defense and equipment bonus to Fortitude Defense by 1 point (to a minimum of 0).

Joint Protection: Armor normally uses more fragile, more expensive material to cover its joints, frequently with extensive bracing to transfer the impact of an attack to stronger sections of the armor. Armor can be rebuilt to use standard, heavy materials everywhere and remove the bracing to make room for another upgrade slot. This doubles the weight and decreases the maximum Dexterity bonus by 1 (which can even reach negative numbers).

EQUIPMENT SIZE

The size of a piece of equipment is determined slightly differently for equipment, weapons, and armor.

Equipment: Unless otherwise noted, the size of a piece of equipment is determined by its listed weight (see Table 2-1: Equipment Size). If no size or weight is listed, treat it as Diminutive (about the same as a blaster pistol or medpac) for purposes of the upgrade rules.

Weapons: Weapon size represents how bulky it is compared to other weapons, so their listed sizes represent how big a character must be to use them in one hand. Weapons are the size of a creature two categories smaller (see Table 2-1: Equipment Size). Thus a blaster pistol, a Small weapon, is about the same size as a Diminutive creature.

Armor: Armor is the same size as the creature it is designed to protect. For example, armor built for an Ewok is Small, but stormtrooper armor—always built for a Human—is Medium.

TABLE 2-1: EQUIPMENT SIZE

WEAPON SIZE	OBJECT SIZE	EQUIPMENT WEIGHT
<i>Tiny</i> or smaller	Fine	less than 1 kg
Small	Diminutive	1.0–1.9 kg
Medium	Tiny	2.0–4.9 kg
Large	Small	5.0–49 kg
Huge	Medium	50–499 kg
—	Large	500–4,999 kg
—	Huge	5,000–49,999 kg
—	Gargantuan	50,000–499,999 kg
—	Colossal	500,000 kg or more

INCREASING EQUIPMENT SIZE

Any piece of equipment can gain an upgrade point by increasing its size by one step and doubling its cost. This has no effect on the equipment's effectiveness. (For example, an enlarged blaster pistol has the same range and damage despite now being a Medium-sized weapon.) This represents both physically making more room within the equipment for an upgrade, and using sturdier, larger components to prevent the stress of the new modification from damaging the equipment. If armor undergoes this process, it doesn't change size but instead becomes one step heavier (light armor becomes medium, medium armor becomes heavy). Heavy armor can't benefit from this option.

No gear can gain more than one upgrade slot by increasing its size.

INSTALLING UPGRADES

Installing an upgrade can take anywhere from a few minutes of work to week of frustrating machining and retooling in an overheated workshop. The amount of time and Mechanics check DC required depends on the number of upgrade points required and the quality of the upgrade (commercially bought or scratch-built):

A scratch-built upgrade costs twice as much as a commercially bought upgrade. After the time listed above, make a Mechanics check against the appropriate DC. On a success, the upgrade is installed and functioning properly. On a failure, the upgrade doesn't work properly; you may attempt the Mechanics check again, but each retry requires the same amount of time and costs half as much as the original attempt.



Removing an upgrade requires the same amount of time, but reduce the Mechanics DC by 5. On a failure, the upgrade has been deactivated but not removed; you may attempt the Mechanics check again (which requires the same amount of time). If you don't care about removing the upgrade intact, reduce the time required to the next lowest increment (for example, from 1 day to 1 hour, or 1 hour to 10 minutes), but the upgrade is automatically destroyed on a failed check. Once the upgrade is successfully removed (or destroyed), the upgrade slot that was occupied becomes available again.

**TABLE 2-2:
UPGRADE INSTALLATION**

UPGRADE POINTS	COMMERCIALLY BOUGHT	SCRATCH-BUILT
0	DC 10, 10 minutes	DC 15, 1 hour
1	DC 20, 1 hour	DC 25, 1 day (8 hours)
2 or more	DC 30, 1 day (8 hours)	DC 35, 1 week (5 days)

Restricted Upgrades

Some modifications require licenses to perform or acquire, or are restricted to qualifying organizations or individuals. Equipment that already has a legal restriction uses the most restrictive of its own limitations or those of its upgrades. A GM might decide multiple restricted upgrades result in an item that is military or illegal even if the individual components have a lower restriction level.

The four restriction ratings are as follows:

Licensed: The owner must obtain a license to own or operate the object legally. Generally, the license is not expensive, and obtaining it has few if any additional legal requirements.

Restricted: Only specifically qualified individuals or organizations are technically allowed to own the object. However, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.

Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny and are therefore especially wary of selling to private individuals.

Illegal: The object is illegal in all but specific, highly regulated circumstances.

For more information on restricted items (and acquiring the licenses needed to carry them), see "Getting a License" on page 118 of the Saga Edition core rulebook.

**TABLE 2-3:
UNIVERSAL UPGRADES**

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Cheater	1	Illegal	500
Cloaked	1	Licensed	750
Droidification	2	Licensed	2,000
Dual Gear	1	Common	1,000
Electrograpple handle	1	Licensed	1,000
Environmental sealing	1	Common	400
Extra power source	1	Common	200
Memory upgrade	1	Common	4,000
Memory upgrade, advanced	2	Common	16,000
Miniaturized	1	Common	500
Recognition system	1	Common	200
Remote activation	0	Common	100
Secret compartment	1	Common	600
Silverplate	1	Common	2,500
Spring loaded	1	Common	300
Storage capacity	0	Common	100

UNIVERSAL UPGRADES

Universal upgrades can be used on a wide range of gear. Most universal upgrades can be applied to any type of equipment, though some have limitations or special rules when applied to armor or weapons.

Cheater

A cheater is a hand-held device designed to allow you to cheat at the popular gambling game of sabacc. Because they are illegal (and likely to get you killed or boot), cheaters are usually disguised and added to another piece of functional equipment.

While you use a cheater, you gain a +2 equipment bonus on the Wisdom check made to determine the outcome of gambling games (see the "Gambling" sidebar on page 47 of the Saga Edition core rulebook). You have to make a Stealth check opposed by any observers' Perception checks to conceal the use of a cheater, but you gain a bonus on your check determined by the object's size. (Generally, cheaters are placed in Fine-sized devices such as credit chips or comlinks, granting a +10 size bonus on Stealth checks to conceal their use.) However, if anyone ever beats your Wisdom check in a sabacc game by 6 or more, that person realizes you must be cheating some-

how (though they won't know exactly how—often leading to a demand for a search of your possessions).

A cheater installed into a rigged sabacc card is called a skiffer.

Cloaked

Cloaked equipment has its energy signatures baffled, any noises it makes muffled, and its appearance camouflaged and slenderized, and it comes with a case that allows it to be placed in an inconspicuous location. When not in use, such equipment imposes a -5 penalty on any Perception or Use Computer check made to detect it. When in use, it imposes only a -2 penalty on such checks. Weapons are obvious when in use, even if cloaked. Cloaked armor does not help with Stealth checks made to sneak, but it applies when you make a Deception check to produce a deceptive appearance (such as making the armor appear as ordinary clothing).

Droidification

Droidification is an extensive process that turns a common piece of equipment into a fully functioning droid. The equipment can either act as a droid with access to the equipment it was built from, or conceal itself as a normal piece of equipment. While concealing itself as normal equipment, the droid can't take any actions and a DC 25 Perception check is required to realize the equipment is unusual.

The droidified equipment uses the statistics of an ASP labor droid with the following modifications determined by the equipment's size: -3 Strength, +1 Dexterity, and -2 squares of speed per size smaller than Medium, but no score can be reduced to less than 1. (This is actual size, not weapon size; see "Equipment Sizes" on page 38). Apply all modifiers to the statistics for the object's size as normal. The droid is automatically considered to have (and be proficient with) the equipment it is built out of, and although it does not automatically gain any skills needed to use itself as equipment, owners commonly program the droid's unspent feat on an appropriate Skill Training feat.

Only devices can receive this upgrade. Weapons, armor, and vehicles cannot be droidified.

Example: Deel Surool owns a datapad he'd like to be able to call (like a pet). Since a datapad has only one upgrade slot, he increases its size to Diminutive (due to its weight, it is a Fine item; see Table 2-1: Equipment Size). He then pays to have it droidified. This makes it the equivalent of an ASP labor droid with Strength 8, Dexterity 15, and speed 1 square. Since it is a walking datapad, Deel programs it to use its unassigned feat for Skill Training in Use Computer (giving it Use Computer +3), enough to download data from an unprotected system.

If any additional droid equipment or systems are added to the droidified equipment, it becomes obvious that the device is a droid rather than the original item.

Dual Gear

One piece of equipment can be built into another as an upgrade, but it is impossible to place a larger piece of gear into a smaller piece—you can't cram a blaster cannon into a lightsaber. Dual gear can act as either piece of component gear without penalty. For example, a glow rod that has been upgraded to include a hold-out blaster can illuminate or shoot, as the user desires. Normally, such equipment can't act as both pieces of equipment at once. You must pay the full price for the piece of equipment being added to the primary object as dual gear.

Electrograpple Handle

An electrograpple handle is a magnetized section of equipment designed to fly toward a specially attuned grapple gauntlet (the cost of which is included in the upgrade cost). A piece of equipment with an electrograpple handle can be retrieved by a character wearing the attuned grapple gauntlet as a move action out to a range of 6 squares. If the equipment is held or strapped down, the grapple gauntlet allows a Strength check with a +5 bonus to rip it free. This is used as an opposed Strength check (to remove it from someone holding it) or against the break DC of the straps restraining it.

This is most often used on a weapon. This allows a character to throw down a weapon to "prove" he is disarmed, only to retrieve it at range when trouble starts.

Environmental Sealing

Environmental sealing places gaskets, protective coatings, nonreactive materials, and airtight seals throughout a piece of equipment to ensure that it does not fail because of environmental conditions. The equipment works normally in a vacuum, underwater, after being packed in dirt or sand, or in a snowstorm. It does not take damage from corrosive or toxic atmospheres, extreme temperatures, normal fires (as opposed to fire-based weapons, which deal damage normally), or radiation (for more information on hazards, see Chapter 16 of the *Saga Edition* core rulebook).

Extra Power Source

Any equipment that runs on energy cells or power packs can be modified to have two such power sources, doubling the duration the device will function (or the number of shots a weapon can make before being recharged). It's possible to make this modification more than once, adding an additional energy cell or power pack each time. The energy cells or power packs are typical for the device upgraded, and each is replaced at the normal cost.

Memory Upgrade

Any device that has an Intelligence score (such as a computer) can have its memory upgraded, improving its performance and storage capacity. The basic memory upgrade increases the device's Intelligence by +2 and doubles the device's storage capacity. Unless otherwise specified, an unmodified

computer holds a number of memory units equal to $5 \times$ the square of the computer's Intelligence bonus. (A single memory unit holds the same amount of data as a recording rod, and 10 memory units are enough to hold coordinates for a single hyperspace jump.)

An advanced memory upgrade is also available, which increases Intelligence by +4 and multiplies the device's storage capacity by 5. (This replaces the benefit of the standard memory upgrade.)

Memory upgrades cannot be installed on droids (including droidified equipment).

Miniaturized

Equipment with the miniaturized upgrade weighs half as much, and is one size smaller (see "Equipment Sizes" on page 38). A melee weapon that is miniaturized has its damage dice reduced by one step (d6s become d4s, d4s become d3s, and so on) because it lacks the mass and striking surface area to deal more damage.

Recognition System

Equipment with a recognition system can identify its owner and won't function for anyone else. Fooling a recognition system takes 1 minute and a DC 30 Use Computer check. The owner of gear with this upgrade can deactivate it as a free action (before passing a weapon to an unarmed ally, for example); optionally, the recognition system can have a code phrase that allows anyone to deactivate it.

Remote Activation

This upgrade allows a piece of equipment to be activated with a signal from a comlink or similar communications device. Although typically associated with explosives or security systems, remote activation can be used to set a droid to activate, a fusion lantern to flare to life, a computer to start running a program, or a holoprojector to begin a recorded projection. Activating a remote is a swift action, which includes entering the special command code (allowing a single comlink to activate multiple pieces of remote gear, one swift action per item activated).

The range of remote activation is determined by the comlink or other communication device used. Any comlink can be used to activate the gear, sending a signal with a specific code along a specific frequency. A character aware of a piece of remotely activated gear can find the necessary frequency and activation code with a DC 30 Use Computer check.

Secret Compartment

Like storage capacity (see below), this upgrade allows gear to carry smaller gear within it. However, the gear carried in a secret compartment is concealed. It takes a DC 30 Perception check to notice the compartment when it is used, and a DC 25 Perception check to find it with a close, hands-on examination. Equipment with a secret compartment upgrade can hold a

single item one size smaller than the equipment itself. (This is actual size, not weapon size; see "Equipment Sizes" on page 38.) Thus, a blaster pistol (Small weapon, Diminutive object) with a secret compartment can hold a Fine-sized object (such as a comlink or frag grenade).

Silverplate

Silverplate is a special chroming process that adds a layer of tough composite material (often dallorian alloy) across the surface of any piece of gear. In addition to looking stylish, this gives the gear +2 DR (maximum 20). Armor with silverplate does not grant its DR to its wearer, but does gain it against attacks directed specifically at the armor. If you have the Quick Draw feat, you may draw the item as a free action once per turn.

Spring Loaded

Any equipment that can be held and used in one hand can be spring-loaded. Readyng a spring-loaded piece of equipment is a swift action. It is most common for pistols to be spring loaded, but anything from grenades to datapads can use this upgrade.

Storage Capacity

This upgrade allows gear to carry smaller gear within or on it, in an obvious compartment. Equipment with the storage capacity upgrade can hold multiple items at least one size smaller than the equipment itself, as long as their total weight is less than the equipment with storage capacity. Thus, a blaster rifle (Medium weapon, Tiny object, 4.5 kg) with storage capacity might hold eight frag grenades (Fine object, 0.5 kg) and five power packs (Fine object, 0.1 kg) securely in external straps and pouches.

WEAPON UPGRADES

The following upgrades are designed specifically for weapons. Some apply to any weapon, while others apply only to specific weapons (detailed in the upgrade description). A few, such as neutronium reinforcement, can be applied to nonweapon equipment, but they rarely provide enough of a bonus to be worthwhile.

Bayonet Ring

A bayonet ring is a simple upgrade added to a melee weapon of Small or lesser size. Once upgraded, the weapon can be mounted on a specific type of ranged weapon. The type of ranged weapon must be chosen at the time you install the upgrade; the weapon must be of at least Medium size, and it cannot require a tripod or other mount for any normal operation (such as a heavy repeating blaster). The most common combination is placing a vibrodagger on a blaster rifle, but other combinations are possible as well (such as a stun baton mounted onto a grenade launcher, a combination preferred for riot control).

TABLE 2-4:
WEAPON UPGRADES

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Bayonet ring	0	Common	100% of weapon cost
Bipod	0	Common	100
Double trigger	0	Common	800
Ion charger	1	Licensed	3,000
Missile load	1	Military	250
Neutronium reinforcement	1	Military	3,000
Overload switch	1	Military	500
Pulse charger	1	Military	2,000
Rangefinder	1	Licensed	200
Rapid recycler	1	Military	500
Retractable stock	0 or 1	Common	100
Slinker	1	Licensed	1,000
Sniper switch	0	Licensed	500
Targeting scope, standard	0	Common	100
Targeting scope, low-light	0	Common	1,000

While the upgraded melee weapon is mounted on its ranged weapon, the combined weapon becomes Large size, and it must be wielded in two hands. In addition, the melee weapon's damage dice increase by one step: d2 to d3, d3 to d4, d4 to d6, d6 to d8, d8 to d10, d10 to d12. However, its damage type and weapon group stay the same despite these changes, and it is otherwise treated as a bayonet in all respects (see "Gun Club" and "Bayonet" on pages 52 and 121 of the Saga Edition core rulebook). Both the melee weapon with the bayonet ring upgrade and the ranged weapon can be used separately; mounting or removing the upgraded melee weapon requires a move action.

Bipod

A bipod is an attached two-legged stand that steadies the barrel of a rifle or heavy weapon when aiming or using autofire. Preparing a bipod for use is a move action, and you cannot prepare a bipod unless you are either prone or adjacent to low objects (or other waist- to chest-high cover) that are between you and your target. If you move, you cannot use the bipod until you prepare it again.

A bipod counts as a mount for any weapon that requires it (such as a heavy repeating blaster or E-web repeating blaster). For other weapons, a bipod makes aiming easier. If you have already aimed at or attacked a particular target, each subsequent aim action requires only a single swift action. (Under these circumstances, a character with the Sniping Master talent can aim as a free action once per target; see page 29.) This benefit is lost if you attack or aim at any other target.

A bipod adds 20% to the weight of the weapon (minimum 1 kg).

Double Trigger

A weapon with a double trigger treats one trigger as a "safety," with the second trigger being a hair-trigger that fires when the slightest pressure is applied to it. Weapons of this type can be extremely accurate, since only a small amount of pressure is needed to fire them (reducing the chance of moving the weapon slightly while pulling the trigger), but this takes time and training. If a character has Careful Shot, he gains a +2 bonus on attacks if he aims with a weapon that has a double trigger (rather than the normal +1 bonus provided by the feat).

Ion Charger

An ion charger encases a melee weapon in a light ion field that flares to full strength anytime the weapon strikes something. This causes the melee weapon to deal 2d6 ion damage in addition to its normal melee damage. Feats and maneuvers that add to a weapon's damage (such as Rapid Strike) have no effect on the ion damage dealt by a weapon with an ion charger (though the increase the weapon's base damage normally).

Ion chargers are common on vibroblades, and are often referred to as an "ionite edge."

Missile Load

A grenade's charge can be converted into a missile warhead. Once turned into a missile, the device cannot be thrown as a grenade. The primary advantages of missile loads are their greater effect and range when fired from a missile launcher. (The standard missile is essentially a missile load for a frag grenade, so only energy balls, ion grenades, and stun grenades can be fitted as missile loads.) Increase the damage dice of the original grenade by 50% when converted to a missile load. For example, an energy missile deals 3d8 damage, and a stun missile deals 6d6 stun damage.

Neutronium Reinforcement

Neutronium is a heavy, neutron-rich metallic alloy used to make armor and reinforce starships. It can also be used to harden and sharpen the striking or cutting surface of a melee weapon other than a lightsaber. Any equipment given neutronium reinforcement gains +5 DR (maximum 15), 10 hit points, and +100% weight. A slashing or piercing melee weapon given neutronium reinforcement scores a critical hit on a natural roll of 19 or 20. (Only a natural 20 is an automatic hit, however.)

Overload Switch

An overload switch allows any energy weapon to build a feedback loop that causes it to explode. When activated as a swift action, the weapon becomes an improvised thrown weapon [-5 penalty on your ranged attack roll] with a 2-square burst. (See "Area Attacks," page 155 of the Saga Edition core rulebook.) A weapon whose size is two or more steps greater than yours (such as a Human using an E-web) cannot be thrown, so it will instead detonate at the end of your turn.

The overloaded weapon deals energy damage equal to double its normal damage dice; for example, an overloaded blaster pistol deals 6d6 damage. Once the override switch is used, the weapon is destroyed. This modification cannot be added to energy balls, grenades, thermal detonators, or other normally explosive devices.

Pulse Charger

Any blaster weapon can be fitted with a pulse charger. A pulse charger forces more power into the blast chamber, producing more powerful shots at the expense of lost accuracy. This upgrade causes a -1 penalty on all attack rolls with the weapon, but the weapon deals +1 point of damage per die. Thus, a sporting blaster pistol with a pulse charger imposes a -1 penalty on attack rolls and deals 3d4+3 damage on a hit. A blaster with a pulse charger has only one-half the normal number of shots from a power pack.

Rangefinder

Any ranged weapon can have a rangefinder built into it. Such a weapon takes no penalty when used to attack a target at short range. Thus, a blaster pistol with a rangefinder upgrade takes no range penalty on attacks against targets up to 40 squares away.

This is essentially an improved version of a targeting scope, and thus its benefits do not stack with those of targeting scopes. (However, a weapon can have both a rangefinder and a targeting scope, using the latter only when aiming at targets at medium or long range.)

Rapid Recycler

A rapid recycler allows a blaster weapon that normally fires only in single shot mode to act in autofire mode. (This upgrade is not available for weapons that have a burst radius or splash radius, or weapons that specifically prohibit it.) Switching between the two modes is a swift action.

Retractable Stock

Any rifle or pistol (as well as rifle- or pistol-like exotic weapons) can have a retractable stock added. This upgrade requires 1 upgrade point for a pistol, but 0 upgrade points for a rifle. (A rifle already has a stock, which can be replaced with the retractable stock.) The rules for using a retractable stock are detailed on page 125 of the Saga Edition core rulebook.

Certain weapons come with a retractable stock as a standard feature, as detailed in their descriptions. No upgrade points are spent in this case.

Slinker

Only slugthrowers and missile weapons can be upgraded as slinkers. Once a weapon is made a slinker, it can no longer fire normal ammunition (and slinker ammunition costs twice the normal price). Slinkers are equipped with simple sensors and battle computers, and programmed to fly around obstacles or even around corners to strike a target.

If a slinker is fired at a target with cover (but not total cover), the target does not gain the normal +5 cover bonus to its Reflex Defense. If an attacker wants to fire a slinker at a target with total cover (where the attacker cannot see, such as around a corner), the attacker selects a specific target square outside his line of sight and makes an attack with a +0 bonus against anything in that square. (This tactic is effective with area attacks, which can strike close enough to do damage even when poorly aimed). The path from the attacker to the target square cannot have more than a single turn (maximum 90 degrees).

Sniper Switch

A sniper switch allows a weapon that can normally be fired only in autofire mode (such as an E-Web repeating blaster) to be used in single-fire mode. However, the weapon no longer has reduced autofire penalties when braced because it is no longer an autofire-only weapon (see "Autofire" on page 156 of the Saga Edition core rulebook). Switching between the two firing modes is a swift action.

Targeting Scope

The benefits of a targeting scope are detailed on page 140 of the Saga Edition core rulebook. It is included here for completeness.

ARMOR UPGRADES

Armor upgrades are designed specifically for personal armors. Popular with bounty hunters and infiltrators, they allow armor to be more than a protective item. Many individuals use their armor as a walking collection of gadgets and gizmos to avoid detection, process data, or escape combat.

Like most equipment, all armors have one free upgrade slot, but powered armor always has two free upgrade slots. This often makes these heavier, slower armors appealing to mercenaries and hunters as mobile equipment platforms, even if a lighter armor might allow them to avoid more attacks.

Aquatic Adaptation

This upgrade seals your armor against the pressure of deep ocean travel, allows you to filter breathable air out of water indefinitely, and uses fins and small jets to allow swift and easy motion through liquids. When wearing this armor, you gain a swim speed equal to one-half your armored walking speed and can breathe in water. Additionally, you can reroll a failed Swim check (keeping the better result) and can take 10 on Swim checks even when rushed or threatened.



A BOUNTY HUNTER'S ARMOR IS FULL OF SURPRISES

Armorplast

This upgrades the standard durasteel or other defensive plates of armor with high-strength armorplast or a similar lightweight, high-cost material. This reduces the weight of the armor by 50%.

Climbing Claws

Climbing claws are retractable spikes worked into the arms and legs of a suit of armor. When wearing this armor, you gain a climb speed equal to one-half your armored walking speed. Additionally, you can reroll a failed Climb check (keeping the better result) and can take 10 on Climb checks even when rushed or threatened.

The wearer can use climbing claws to attack foes in melee. They count as being weapons two sizes smaller than the wearer, and they deal slashing damage equal to the base claw damage for a beast of that size (see page 274 of the Saga Edition core rulebook). For example, a Medium character would have Tiny climbing claws that deal 1d4 slashing damage. If you are proficient with the suit of armor you're wearing, you are proficient with any climbing claws installed on it.

Diagnostics System

A diagnostics system is a series of sensors and simple computers that monitor both the armor and its wearer. Anyone making a Mechanics check on the armor or a Treat Injury check on its wearer gains a +2 equipment bonus from the diagnostics system.

Environmental Systems

Environmental systems come in two varieties: cold-weather systems and warm-weather systems. It is possible to install both in the same suit of armor, but doing so counts as two separate upgrades. An environmental system makes you immune to the effects of extreme cold or extreme heat, as appropriate.

**TABLE 2-5:
ARMOR UPGRADES**

MODIFICATION	UPGRADE POINTS	AVAILABILITY	COST
Aquatic adaptation	1	Common	500
Armorplast	0	Common	900
Climbing claws	1	Common	200
Diagnostics system	1	Common	500
Environmental systems	1	Common	600
Gyro	1	Common	250
Helmet package	0	Common	4,000
Holoshroud	1	Restricted, Rare	5,000
Integrated equipment, 1 slot	1	Common	200
Integrated equipment, 2 slots	1	Common	500
Integrated equipment, 5 slots	1	Common	1,000
Integrated equipment, 10 slots	2	Common	2,000
Internal generator	1	Common	1,000
Jump servos	1	Common	100
Powered exoskeleton	2	Licensed	4,000
Radiation shielding	1	Common	400
Rangefinder	1	Licensed	500
Ready harness	1	Common	500
Repulsorlift	1	Common	1,000
Shadowskin	1	Restricted	5,000
Shadowskin, reflex	1	Military	20,000
Shield Generator, SR 5	2	Restricted	5,000
Shield Generator, SR 10	3	Military	10,000
Shockweb	1	Military	6,000
Vacuum seals	0	Common	2,000
Vacuum seals, improved	1	Common	5,000
Weapon mount	1	Restricted	1,000

Gyro

A gyro helps keep armor upright and stable. While wearing armor with this upgrade, you gain a +5 stability bonus on checks and all defenses to resist attempts to knock you prone.

Helmet Package

The benefits of a helmet package are detailed on page 140 of the Saga Edition core rulebook. It is included here for completeness.

Holoshroud

A holoshroud upgrade places small holographic projectors as key points around the armor. These projectors are linked together and designed to place a holographic image over the armor (and its wearer). The image moves as the armor moves, making the illusion of a different appearance difficult to penetrate.

The holoshroud can store only a single image, which must be of the same basic size and shape as the armor (generally humanoid). The image can be changed with an hour of work and a DC 20 Use Computer check.

The holoshroud provides a +10 equipment bonus on Stealth checks to conceal items (underneath the image) as well as any Deception checks made to create a deceptive appearance matching the image. However, the holoshroud doesn't withstand scrutiny, so any observer who uses a full-round action to search the wearer gains a +10 circumstance bonus on the opposed Perception check. Furthermore, the holoshroud doesn't have any tactile, auditory, or olfactory component, so observers with the scent species trait or using a sensor pack gain a +10 circumstance bonus on their Perception checks.

The holoshroud draws power from a standard energy cell, which gives enough power for twenty rounds of use (drawn in any increment). Such armors are often upgraded with the Extra Power Source or Internal Generator modification to extend this operating time. You can turn a holoshroud on or off as a swift action.

Integrated Equipment

An integrated equipment upgrade attaches one piece of equipment to the armor. The equipment must be three or more sizes smaller than the armor itself. For example, armor for a Medium character is Medium size, so it can mount a piece of equipment up to Diminutive size (such as electrobinoculars, a glow rod, or a medpac) or a weapon up to Small size (such as a blaster pistol or vibroblade). This equipment is constantly ready for use and need not be drawn or prepared before being used. Once a suit of armor is rigged for integrated equipment, it becomes increasingly easy to add new pieces of equipment as built-in modules. As a result, prices and upgrade slot costs are given for 1, 2, 5, or 10 slots of integrated equipment.

It is easy to swap out the equipment attached to armor with this upgrade. A single piece of integrated equipment can be swapped out for a different piece of gear in 10 minutes with a DC 10 Mechanics check. The price of any

equipment attached to the armor is separate from the integrated equipment upgrade cost.

Internal Generator

A miniaturized version of a portable fusion generator (see page 138 of the Saga Edition core rulebook), an internal generator can provide continuous power for different upgrades on a suit of armor, including any integrated equipment. The generator can be activated or deactivated as a swift action. As long as it's active, an internal generator can simultaneously power up to ten different devices that have negligible power requirements (anything without a listed duration).

For devices with specific power requirements, an internal generator can store four units of energy (each the equivalent of an energy cell, power pack, or 20 rounds of power from a portable fusion generator), and it automatically recharges one such unit every hour. A suit of armor can receive this upgrade multiple times if more energy capacity is needed, but each internal generator adds 10 kg to the weight of the armor.

The biggest drawback to a generator is its energy signature. If the generator powers anything but devices with negligible power requirements, any character attempting to detect the wearer with a sensor pack or vehicle sensors gains a +5 circumstance bonus on the Perception or Use Computer check.

Jump Servos

Jump servos are a repulsorlift-aided system that assists in making long jumps. When wearing armor with this upgrade, you treat all jumps as running jumps. Additionally, you can reroll a failed Jump check (keeping the better result) and take 10 on Jump checks even when rushed or threatened.

Powered Exoskeleton

Much like the Corellian powersuit, other armor can be upgraded to include a powered exoskeleton that enhances the physical strength of the wearer. Because of the weight and energy required, only medium and heavy armor can have the powered exoskeleton upgrade.

A powered exoskeleton operates for 20 rounds on a standard energy cell. (Suits of armor with a powered exoskeleton commonly have the internal generator upgrade; see above.) Turning an exoskeleton on or off is a swift action. When active, the exoskeleton gives the wearer a +2 equipment bonus to Strength. A powered exoskeleton adds 5 kg to the weight of the armor.

Radiation Shielding

Radiation shielding is necessarily heavy and bulky. Only medium and heavy armor can be modified with radiation shielding, and it increases the armor's weight by 10 kg. The shielding grants a +10 equipment bonus to your Fortitude Defense against radiation attacks, and it reduces any damage dealt by a successful radiation attack by 5 points. In addition, any time you would

move -1 persistent step down the condition track as a result of radiation damage while wearing this armor, you can make a DC 20 Endurance check to negate the persistent condition. You can make this check only the first time you move down the condition track due to a particular radiation hazard; if you fail, you must have the persistent condition cured normally.

Rangefinder

A rangefinder built into a suit of armor works like a weapon rangefinder (see above), but it applies only to ranged attacks made by weapons built into the armor on a weapon mount (see below). Its benefits apply to other ranged weapons only if you aim immediately before making the attack.

Any attack using a rangefinder takes no penalty when used against a target at short range. Thus, if your suit of armor had a rangefinder and a blaster pistol built into a weapon mount, you would take no range penalty on attacks against targets up to 40 squares away.

Ready Harness

A ready harness is a series of hooks, straps, and clips distributed around the armor, designed to make equipment easily accessible and to settle its weight more comfortably on the wearer's frame. A ready harness can hold two Small pieces of equipment (Large weapon size), five Tiny pieces of equipment (Medium weapon size), or ten pieces of equipment up to Diminutive size (Small weapon size).

Weight of equipment in the ready harness is halved for purposes of determining your encumbrance (see page 140 of the *Saga Edition* core rulebook), and such equipment can be retrieved or replaced as a move action.

Repulsorlift

This upgrade takes the same kind of hover repulsorlifts used by droids and modifies them to allow the armor to float up to 1 meter off the ground. The wearer can activate or deactivate the repulsorlift as a swift action. While the repulsorlift is operating, the wearer ignores the effects of difficult terrain and takes half damage from falls. A repulsorlift operates for 10 rounds on a single energy cell.

Shadowskin

A matte black finish of light- and sensor-absorbing material, a shadowskin turns any armor coated with it into a stealth suit. Normally coupled with a sound dampener (included in this modification cost), it is difficult to see, hear or detect the armor with sensors. Armor with shadowskin grants a +5 equipment bonus on all Stealth checks made by the wearer.

A more advanced version of shadowskin uses the material reflect, which was developed by the Grand Army of the Republic and later used by various Imperial special forces units. Reflect is more effective but also more expensive than normal shadowskin. A suit of armor with reflect shadowskin adds a +10 equipment bonus on its wearer's Stealth checks.

Shield Generator

A deflector shield generator can be built into a suit of medium or heavy armor, giving it the same kind of protection starships and some battle droids enjoy. Due to their bulk and power requirements, it is not possible to install anything but the smallest of generators into a suit of armor; in fact, only heavy armor of at least Medium size can carry a shield generator with SR 10.

Shield generators operate for 10 rounds on a standard energy cell. (Suits of armor with shield generators commonly have the Internal Generator upgrade; see above.) Turning a shield generator on or off is a swift action. When active, reduce the damage you take by the armor's shield rating. If the damage is equal to or greater than the armor's shield rating, the shield rating is reduced by 5. By spending three swift actions on the same or consecutive rounds, the wearer can make a DC 20 Mechanics check to restore lost shield power. If the check succeeds, the armor's shield rating increases by 5 points (up to its maximum shield rating).

Shockweb

A shockweb is a powerful electrified stun field that can encase the entire surface of the armor. It runs off an energy cell, which can power it for 20 minutes. Turning the shockweb on or off is a swift action. While the shockweb is active, any time you are the target of a successful melee attack, grab attack, or grapple attack, the attacker takes 1d6 electrical damage and 2d6 electrical stun damage. Each time an attacker is damaged in this way, the shockweb discharges 1 minute of duration off its energy cell.

Vacuum Seals

Any armor can be upgraded with vacuum seals, which include airtight gaskets around all joints and simple life support equipment that adds 2 kg of weight. This allows the armor's wearer to survive for 10 hours in the vacuum of space or any other hostile environment. Medium and heavy armor can have improved life support that lasts up to 24 hours, adding 10 kg of weight.

Weapon Mounts

Armor can add any equipment using the Integrated Equipment upgrade (see above), but dedicated weapon mounts allow weapons to be added more efficiently. The number of weapon mounts gained for each upgrade slot spent is a function of the class of armor upgraded: Light armor gains 2 weapon mounts, medium armor gains 3 mounts, and heavy armor gains 4 mounts.

A two-handed weapon requires 2 mounts, a one-handed weapon requires 1 mount, and a light weapon requires only half of a mount. You must be proficient with both the weapon and the armor on which it is mounted to be considered proficient with a mounted weapon. (Any weapon described as gloves or gauntlets, such as combat gloves, can be worn with armor without a weapon mount, but only one such weapon can be worn at a time.)

This upgrade does not include the cost of the weapons to be mounted. Such weapons are designed only for mount use, and can't be fired as hand-held

weapons. It takes 10 minutes and a DC 10 Mechanics check to change weapons in a mount. A mounted weapon can't be disarmed, and it need not be drawn to be used. Weapons in mounts are obvious unless the weapon mount is concealed (multiply upgrade cost by 3), in which case it takes a DC 25 Perception check to notice the weapon when it is not in use. A mounted weapon does not gain any benefit from the armor if the weapon takes damage.

If an autonomous weapon (see above) is mounted to a suit of armor, it is automatically considered seated (and thus can make attacks while the armor's wearer takes other actions). However, autonomous weapons can distract and unbalance the wearer due to their recoil, though heavier armors are better at absorbing this shock. For every autonomous mounted weapon that has made an attack within the last round (that is, since wearer's last turn), the wearer must spend a swift action to regain balance; furthermore, the wearer takes a penalty on all attack rolls and Dexterity- or Strength-based skill checks determined by the class of armor worn: light -10, medium -5, heavy -2.

OTHER OUTLAW TECH

Assassins, bounty hunters, and privateers have special needs, so they have special equipment to match. In addition to the upgrades described in this chapter, your outlaw might find use for other unusual gear.

ARMOR

The types of armor given on Table 2-6: Armor are described below.

Beskar'gam

Light, Medium, or Heavy Armor

The beskar'gam is the traditional suit of Mandalorian Armor. Unlike the armor of the Neo-Crusaders (see page 201 of the *Knights of the Old Republic Campaign Guide*), most suits of beskar'gam are individually tailored to the wearer. They usually have various customizations, ranging from simple coloration changes to significant structural alterations. The beskar'gam is extremely rare outside of Mandalorian culture and costs 30,000 more than a traditional suit of Mandalorian armor. True beskar'gam is made of Mandalorian iron (beskar), which is strong enough to deflect blaster fire and even lightsabers, and when worn by a true Mandalorian warrior it can greatly reduce the amount of damage taken even from direct hits. Not all suits of Mandalorian armor are beskar'gam (for example, the armor worn by Neo-Crusaders during the Mandalorian Wars was not made of beskar), but a wearer of the beskar'gam is a fearsome sight indeed. A suit of beskar'gam grants favorable circumstances on Persuasion checks to intimidate, and if the wearer has DR then the wearer can apply its benefit against attacks made by lightsabers. Though not powered armor, the armor has two free upgrade slots.

Gamemasters can reduce the cost of beskar'gam by 30,000 credits for Mandalorian heroes.

TECH SPECIALIST

The bonuses provided by the Tech Specialist feat (see page 21 of *Starships of the Galaxy*) and the Superior Tech feat (page 24) always stack with those provided by equipment upgrades; however, upgrades and other gear still follow the normal rules for stacking with one another. Additional clarifications are outlined below.

Device Traits: Weapons, armor, and vehicles are also devices, so they are eligible for all of these modifications. (Droids are characters, not devices.) In addition to the listed modifications, it is possible to install an additional upgrade slot on any device using the Tech Specialist feat. This modification can be made only once.

Droid Traits: Any equipment with the droidification upgrade (page 40) or weapon with the autonomous upgrade (page 42) is technically a droid, so it is eligible for these modifications.

Armor Traits: If a device or vehicle has an armor bonus to its Reflex Defense (either normally or because of an upgrade), it can benefit from the protective armor modification.

Weapon Traits: If an autofire-only weapon has the selective fire modification (see the Tech Specialist feat on page 21 of *Starships of the Galaxy*), it is still treated as an autofire-only weapon for purposes of bracing (see "Autofire" on page 156 of the *Saga Edition* core rulebook). An autofire-only weapon with a sniper switch does not gain this benefit.

GTU AV-1C Combat Armor

Heavy Armor

Originally designed for use by private security forces and paramilitary groups, the GTU AV-1C combat armor is a fully enclosed suit of armor made of interlocking hard plates that completely cover the wearer's body. The suit is vacuum sealed and incorporates a built-in helmet package. Additionally, the armor includes an advanced repulsorlift system that replicates a jet pack (following all the normal rules for the jet pack) but produces no noise, heat, or flames. The AV-1C combat armor is powered armor and has two free upgrade slots.

GTU AV-1S Scout Armor

Medium Armor

A scaled-down version of the AV-1C combat armor, the GTU AV-1S scout armor is lighter and allows for a greater degree of mobility, making it a favored suit for bounty hunters that rely on their speed and stealth to capture a mark. The AV-1C is also vacuum sealed and includes a built-in helmet package, and a reduced-power repulsorlift system similar to the combat model. This repulsorlift functions as a repulsorlift except that it produces no noise, heat, or flames, but grants a fly speed of 4 squares instead of 6 squares. The armor is powered, giving it two free upgrade slots, and includes a built-in glowrod.

TABLE 2-6: ARMOR

ARMOR (CHECK PENALTY)	COST	ARMOR BONUS TO REF DEFENSE	EQUIP BONUS TO FORT DEFENSE	MAX DEX BONUS	SPEED (6 SQ.)	SPEED (4 SQ.)	WEIGHT	AVAILABILITY
Light Armor (-2)								
Beskar'gam, light	33,500	+5	+2	+3	-	-	10 kg	Licensed, Rare
Half-vest	250	+1	-	+5	-	-	2 kg	Restricted
Shadowsuit	600	+1	+1	+5	-	-	2 kg	Military
Medium Armor (-5)								
Beskar'gam, medium	37,000	+8	+2	+2	4 sq.	3 sq.	17 kg	Restricted, Rare
GTU AV-15 scout armor	15,000	+7	+2	+2	4 sq.	3 sq.	18 kg	Military
Krail 210 personal armor	16,300	+7	+1	+3	4 sq.	3 sq.	17 kg	Military
Heavy Armor (-10)								
Beskar'gam, heavy	45,000	+10	+4	+1	4 sq. ¹	3 sq. ¹	32 kg	Restricted, Rare
GTU AV-1C combat armor	25,000	+9	+4	+1	4 sq. ¹	3 sq. ¹	25 kg	Restricted, Rare

1 When running in heavy armor, you can move up to three times your speed (instead of four times).

Half-Vest

Light Armor

The Koromondan Mark 45 protective vest is usually worn by smugglers who are expecting trouble but don't want to be seen wearing armor in public. Lightweight, flexible, and easily hidden under clothing (+5 equipment bonus to Stealth checks made to conceal the armor), a half-vest protects the wearer against surprise attacks from unscrupulous enemies and allies. Once per encounter as a free action, the wearer can negate the bonus damage on any attack made against him while he is denied his Dexterity bonus to Reflex Defense (such as when being targeted by an attacker with the Sneak Attack talent).

Krail 210 Personal Armor

Medium Armor

Created by Krail Armory ostensibly for private security forces, the Model 210 personal armor is a favorite of bounty hunters that provides several built-in amenities off the assembly line, reducing the amount of work it takes to transform the armor into a custom suit preferred by a bounty hunter. The Model 210 personal armor comes with a built-in helmet package, jet pack, liquid cable dispenser, and vacuum seals. Additionally, the armor grants a +2 equipment bonus to Strength checks made to lift, drag, or pull an object. Krail Model 210 personal armor is considered to be powered armor and has two free upgrade slots.

Shadowsuit

Light Armor

Used by assassins and burglars, the shadowsuit manufactured by Ayelixe/Krongbing Textiles is little more than a black body stocking covering the wearer's entire body. Shadowsuits are made from a tough but soft material known as shadowsilk that absorbs light and sound. The hands and feet of the shadowsuit have sound-dampening pads that reduce the noise made by the wearer. A shadowsuit grants a +5 equipment bonus to Stealth checks whenever the wearer has concealment from darkness or low-light conditions.

RANGED WEAPONS

The types of ranged weapons given on Table 2-7: Ranged Weapons are described below.

Blaster, Subrepeating

Pistol

This pistol-sized repeating blaster, intended for use indoors and in close-quarters combat, is preferred by pirates and bounty hunters who want to carry a lot of firepower in a small package. A subrepeating blaster is an autofire-only weapon and includes a retractable stock. Unless the stock is extended, you cannot brace before making an autofire attack (see "Autofire," page 156 of the Saga Edition core rulebook).

A subrepeating blaster requires a power pack to operate. After 50 shots, the power pack must be replaced.

Blaster Rifle, Sniper Rifle

A favorite among assassins and military sharpshooters, the sniper blaster rifle is a powerful and accurate weapon ideal for eliminating targets at long range.

Unwieldy in anything other than a prepared firing position, the sniper blaster rifle is poorly suited for use in close combat. If you do not aim at your target immediately before making an attack with a sniper blaster rifle, you take a -5 penalty on your attack roll.

Sniper blaster rifles often have a bipod and targeting scope mounted on them (see page 43 as well as page 140 of the Saga Edition core rulebook), but neither is included in the cost listed on Table 2-7: Ranged Weapons. A sniper blaster rifle cannot benefit from the rapid recycler upgrade.

A sniper blaster rifle requires a power pack to operate. After 10 shots, the power pack must be replaced.

Deck Sweeper Exotic Weapon

The Merr-Sonn Deck Sweeper blaster is designed to stun large numbers of people at once, typically in the confined space of a starship interior (hence the name). Unlike normal blaster weapons, a deck sweeper only fires on the stun setting as has no nonlethal setting. Additionally, a deck sweeper differs from other rifles in that it targets all creatures or droids within a 6-square cone as an area attack. The wielder makes a single attack roll and compares the result to the Reflex Defense of all targets within the area. A hit deals normal stun damage, while a miss deals half stun damage, following the normal stun damage rules. You must spend a swift action on the same turn to prime the deck sweeper before you make your attack. Otherwise, the weapon will not fire.

A deck sweeper requires a power pack to operate. After 5 shots, the power pack must be replaced.

Electronet

Heavy Weapon (ammunition)

The electronet is a special weapon frequently employed by bounty hunters to bring down fleeing prey. An electronet acts as a grenade that can only be fired from a grenade launcher. When an electronet is fired from a grenade launcher, target a 2x2 square area and make an attack roll, comparing the result to the Reflex Defense of each target in the area. If a target is hit, it takes stun damage from the electronet and is grabbed as per the normal rules for a net. Each round, at the beginning of your turn, any targets still trapped by an electronet take stun damage from the weapon at its normal amount.

Micro Grenade Launcher Rifle

The Loric Syndicates MGL-1 micro grenade launcher is a small, portable weapon that can deliver miniaturized grenades quickly and with a minimal amount of training. Unlike other grenade launchers, this weapon is classified as a rifle for the manner in which it is used. A micro grenade launcher fires micro grenades, which act as normal grenades but are somewhat smaller. Micro grenades follow all the normal rules for each type of grenade, but deal -2 dice of damage on a successful hit.

A micro grenade launcher holds four micro grenades and has to be reloaded as a full-round action. A micro grenade launcher can be mounted on a rifle (this takes 1 minute and requires a DC 15 Mechanics check) or used as a separate weapon.

Neural Inhibitor Exotic Weapon

The Mennotor DAS-430 neural inhibitor is a powered, ranged weapon that uses some of the same technology as rail guns to propel a high-velocity dart at the target, which imbeds itself into the skin. The dart then injects a special neurotoxin that can bring down even the toughest enemies. When a living target is hit by an attack with a neural inhibitor, the target is poisoned and the dart makes an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target moves -1 step down the condition track. If the attack fails, the target does not move down the condition track, but the dart's next attack gains a cumulative +1 bonus (so it attacks with 1d20+5 originally, 1d20+6 after the first failure, 1d20+7 after the second failure, etc.). The target's condition is considered persistent until the poison is treated, and the poison makes an attack roll at the beginning of the target's turn until the poison is cured with a DC 20 Treat Injury check). Once the target falls unconscious, the neurotoxin dissipates on its own.

Pulse Rifle

Exotic Weapon

The Corondexx VES-700 pulse rifle is favored by smugglers, bounty hunters, and other outlaws for use on starships and in urban environments where they are likely to be cornered. Unlike normal blaster weapons, a pulse rifle targets all creatures or droids within a 6-square cone as an area attack. The wielder makes a single attack roll and compares the result to the Reflex Defense of all targets within the area. A hit deals normal damage, while a miss deals half damage.

A pulse rifle requires a power pack to operate. After 5 shots, the power pack must be replaced.

TABLE 2-7: RANGED WEAPONS

EXOTIC WEAPONS	COST	DAMAGE	STUN DMG	RATE OF FIRE	WEIGHT	TYPE	AVAILABILITY
Medium							
Neural inhibitor ²	4,200	1d6	—	S	1 kg	Piercing	Illegal
Pulse rifle ²	5,000	2d8	—	S	2.5 kg	Energy	Illegal
Large							
Deck sweeper ¹	5,000	—	3d6	S	4.5 kg	Energy	Restricted
HEAVY WEAPONS							
Medium							
Electronet ¹	2,000	—	3d8	S	5 kg	—	Restricted
PISTOLS							
Medium							
Blaster, subrepeating	750	3d6	—	A	2 kg	Energy	Military
SIMPLE WEAPONS							
Large							
Squib battering ram	3,500	5d10	—	S	10 kg	Energy	Military
RIFLES							
Medium							
Micro grenade launcher ²	2,500	Special	Special	S	3 kg	Varies	Illegal
Snare rifle	1,200	—	1d6	S	5 kg	Bludgeoning	Licensed
Large							
Blaster rifle, sniper ³	2,000	3d10	—	S	8 kg	Energy	Military

1 Area attack weapon.

2 Inaccurate weapon: This weapon cannot fire at targets at long range.

3 Accurate weapon: This weapon takes no penalty when firing at targets at short range.

Snare Rifle

The need to capture a target alive presents a problem to the bounty hunter. You can't use a blaster's stun setting beyond very close range (6 squares); stun grenades work farther away (particularly when used with a grenade launcher), but they're expensive and restricted, so they won't always be available if you're on a planet with strict weapon laws.

The snare rifle is one alternative, allowing a target to be stopped (or at least slowed down) at longer range by shooting a weighted cord that wraps around the target. A snare rifle allows you to initiate a grab or a grapple against a character at range. If the grab attack succeeds, the target takes the listed stun damage from the force of the snare. A character that is grabbed or grappled can attempt to escape the snare (requiring a DC 15 Acrobatics check) or break out of it (requiring a DC 20 Strength check). You can use the Pin and Trip feats with a snare rifle, but you cannot use the Crush or Throw feats.

A snare rifle uses a specialized cartridge that holds 5 shots. Replacement cartridges weigh 2 kg and cost 50 credits each.

Squib Battering Ram

Simple Weapon

Designed to help Squib salvagers penetrate the inner parts of derelict starships, the Squib battering ram allows the wielders to punch through doors with greater efficiency. A Squib battering ram requires two characters to operate (one to stabilize the battering ram, and one to trigger its activation). The weapon is too unwieldy to be used against a living, moving target, but it deals normal damage to stationary, unattended objects (such as walls or doors).

A Squib battering ram requires four power packs to operate.

OTHER EQUIPMENT

Table 2-8: Equipment lists some of the common equipment used by fringers and outlaws. Refer to the descriptions below for other pertinent information.

ABC Scrambler

This device is used to ward off missile attacks. Commonly used by bounty hunters against other bounty hunters, the ABC scrambler is worn on the belt or attached to a suit of armor and emits false audio, biological, and chemical signals to confuse missile guidance systems. A character with an ABC scrambler gains a +5 deflection bonus to Reflex Defense against grenade launchers and missile launchers.

Force Cage

Frequently used by bounty hunters to keep their marks from escaping, a force cage is a Large (2x2 squares) cage whose bars are charged with electricity. A force cage deals 3d6 energy damage to anyone trying to break into (or out of) the cage, and the cage can be assembled or disassembled in 5 minutes. A force cage has a break DC of 30 and can be deactivated using a remote (treat as a portable computer with Intelligence 16).

Lock Breaking Kit

Highly illegal and favored by shipjackers and pirates, a lock breaking kit is like a tool kit in many ways but has some very advanced and highly specialized tools. A lock breaking kit grants the user a +5 equipment bonus on all Mechanics and Use Computer checks to bypass doors and airlocks on a starship.

Man Trap

A man trap is a reversed repulsor field that draws a target directly down, as though in incredibly high gravity. A man trap covers 1 square, and any creature entering the square of a man trap is immediately immobilized (unable to move voluntarily). A creature can attempt to break out of a man trap as a move action, requiring a DC 40 Strength check. It can be deactivated using a remote (treat as a portable computer with Intelligence 16).

Spacer's Chest

A spacer's chest is a special container commonly kept by smugglers and pirates to store their most prized possessions. A spacer's chest usually carries not only valuables but also emergency items like spare clothes, credit sticks, data discs, small tools, concentrated food, and a hold-out blaster and blaster packs. A spacer's chest has enough consumables to feed one person for 10 days, and has an electronic locking mechanism that has a Will Defense of 30.

TABLE 2-8: EQUIPMENT

ITEM	COST	WEIGHT
ABC Scrambler	3,000	3 kg
Force Cage	7,000	25 kg
Lock Breaking Kit	8,000	4 kg
Man Trap	8,000	19 kg
Spacer's Chest	200	10 kg

OUTLAW STARSHIPS

Unless they are "local trouble" who restrict their questionable activities to a single planet, criminals end up needing a starship at some point in their careers.

Luckily, characters living in the lawless shadows of the galaxy have a slew of starship options to help them get out of (or into) trouble.

WE'VE BEEN THROUGH A LOT TOGETHER

Sometimes, a starship is more than just a means of transportation. Sometimes, it's part of a character's destiny. In fact, for some characters, it's the focal point of their destiny, which might otherwise be nothing more than to wander aimlessly from one jam to another. No matter how humble (or downright ramshackle) a starship might appear, if it's the destiny of a character to be linked with that ship, it can accomplish amazing things.

If you decide to link a starship (or, rarely, a planetary vehicle) to your destiny, that replaces the normal destiny mechanic. In essence, you don't have a destiny to accomplish any specific goal; instead, you're destined to have the most important events in your life with a specific starship. This option is appropriate in campaigns with at least a moderate frequency of starship-scale encounters, but it's certainly not restricted to such campaigns.



SOMETIMES EVEN THE BEST SHIPS ARE UNRELIABLE

In fact, if a campaign centers exclusively around starship-scale action, this option might be too powerful as it allows you to access your Destiny Points in most encounters. Only the GM can decide if starship-linked destinies are appropriate for a given campaign.

You earn and spend Destiny Points with a starship-linked destiny using the same basic rules as with the normal destiny options. You gain one Destiny Point at each level, and they never return once you spend them. However, having your destiny linked to a starship causes the rules to work slightly differently.

First, if a starship is your destiny, it is never completely destroyed. Even if it is blown up in battle or confiscated by Hutts before being crushed and melted, some small part of it survives. Perhaps you find the hyperspace core the whole starship was built around, or its ruined hull is found drifting as debris after that battle. Your starship can cease to be functional as easily as anyone else's, but a recognizable part of it always survives for you to rebuild (or retrofit to a similar starship). It can be as time consuming and difficult as getting a new starship would be (if not more so), but the result still qualifies as your destiny-linked starship.

Secondly, the options you can exercise by using a Destiny Point are slightly different, as detailed below. The following are possible only when you are acting as a crew member (commander, pilot, copilot, gunner, system operator, or engineer) on the starship linked to your destiny:

- Automatically cause an attack rolled against your starship to miss, even once the attack is resolved. (Commander, copilot, or pilot only.)
- Automatically succeed on any Pilot check, including any check to avoid a hazard or obstacle, getting the best possible outcome on the check. (Pilot or copilot only.)
- Allow your starship to act out of turn, thus changing your position in the initiative order. (Pilot, commander, or system operator only.)
- Cause any damage rolled against your starship to instead affect any other starship within three squares. (Pilot, commander, or system operator only.)
- Move your starship to the top of its condition track. If any systems have been disabled because of being moved down your condition track, they now function. (Engineer only.)
- Repair your starship, restoring a number of hit points equal to its damage threshold. (Engineer only.)
- Restore your starship's shields to full SR. (Engineer or system operator only.)
- If you are using the starship maneuvers rules from *Starships of the Galaxy*, you can spend a Destiny Point to regain all uses of all your maneuvers. (Pilot or gunner only.)

In general, a character with a starship-linked destiny can do what no one else can manage—unless they, too, are linked to its destiny. There's nothing to prevent multiple characters from being destiny-linked to the same starship. Such characters might share the ship, or might constantly be stealing, buying, or gambling it back and forth between them.

Normal Starships and Vehicles: Unless a starship or vehicle is linked to a character's destiny, a character cannot use a Destiny Point or any other ability (such as the Jedi Master class feature serenity) that automatically causes a specific outcome for an attack roll or skill check. Destiny is intensely personal, relying on the individual's deepest connection to the Force—something incompatible with these massive, lifeless machines. Other than having a starship-linked destiny, only the target sense starship maneuver (see page 30 of *Starships of the Galaxy*) allows the use of Destiny Points and similar effects. Using this Force-based maneuver helps the character to let go of his conscious self (which is aware of and using the technology of the starship) and instead act on instinct, just as Luke did when he switched off his targeting computer during the Battle of Yavin.

HUNKS OF JUNK

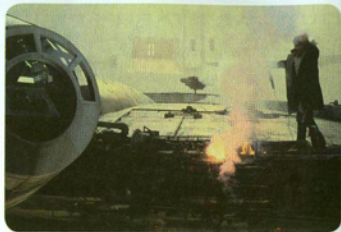
Some starships aren't reliable. They are, in fact, notoriously unreliable. They require constant maintenance and might have systems failing in the middle of battle. A GM might decide a starship is unreliable for any reason: He might require a starship to be unreliable as the price of making it part of a character's destiny (see "We've Been Through A Lot Together," above); a starship might have been modified one too many times; or, it might not be receiving the maintenance it requires. Whatever the reason, once a starship is unreliable, it causes problems.

Any time an unreliable ship is moved a step down its condition track, you must roll d% on Table 2-9: Unreliable Results to determine the result. (If your starship ends up at least 3 steps down the condition track as a result of this movement, instead roll d20 + 80 to determine the result.) A character can spend a Force Point to reroll a bad result, but must live with the second result even if it's worse.

A glitch takes a full-round action and a DC 15 Mechanics check to repair. A failure takes 1 minute and a DC 20 Mechanics check to repair. A disabled system takes 1 hour and a DC 25 Mechanics check to repair.

FRINGE MODIFICATIONS

When you live on the fringes of galactic society, you need a starship that skirts the law as much as you do. This is obvious with smugglers, pirates, and bounty hunters, but anyone who occasionally travels through space controlled by less-than-friendly forces welcomes the edge a personalized starship provides. Some after-market kits are available in legal shipyards, and anyone with the credits can find someone willing to add a system or two off the books, but the most extensive "unofficial" starship modifications are the work of outlaw techs operating out of shadow ports.



The rules presented here are fully compatible with those from *Starships of the Galaxy*, but shorter and simplified in nature. If these rules are enough to satisfy your need for starship modifications, they work fine on their own. However, if you find your desire to personalize starship is just barely scratched by this section, take a look at *Starships of the Galaxy* and its dozens of additional options.

Emplacement Points

Emplacement points are the heart of the starship modification system. Systems have size, bracing, and power requirements that must be met to add them to a starship. To represent the numerous factors that combine to limit how many systems a single starship can have, emplacement points are used. Each modification or new system has a rating in emplacement points to represent how hard it is to add to an existing starship.

The full emplacement system of starship modification is detailed in *Starships of the Galaxy*, and everything presented here is compatible with that book. You can still use this system by itself using a few simple rules presented here, but the modifications listed in *Starships of the Galaxy* are also appropriate to ships for bounty hunters, smugglers, privateers, and assassins. These rules are kept intentionally basic in this book, since they are already presented in full elsewhere. Many popular upgrades—such as improved hyperdrives, nav computers, jammers, docking guns, space mines, cargo jetison systems, cloaking devices, and smuggler's compartments—are found in *Starships of the Galaxy*.

TABLE 2-9: UNRELIABLE RESULTS

% ROLL	RESULT	EFFECT
01-05	Stabilizer glitch	One of your ship's internal stabilizers has a glitch. You take a -1 penalty on all Pilot checks and attack rolls until it is repaired.
06-15	Sensor glitch	All Use Computer checks to operate the ship's sensors take a -2 penalty.
16-25	Computer glitch	All Use Computer checks and attack rolls made using ship systems take a -1 penalty.
26-30	Ion engines glitch	The ship's speed is reduced by 1 square (starship scale), minimum speed 1 square.
31-40	Hyperdrive glitch	Double your ship's hyperdrive multiplier.
41-50	Shield glitch	Shields cannot restore lost SR.
51-53	Stabilizer failure	One of your ship's internal stabilizers has been damaged. You take a -2 penalty on all Pilot checks and attack rolls until it is repaired.
54-57	Sensor failure	All Use Computer checks to operate the ship's sensors take a -5 penalty.
58-61	Computer failure	All Use Computer checks and attack rolls made using ship systems take a -2 penalty.
62-64	Ion engines failure	The ship's speed is reduced by 2 squares (starship scale), minimum speed 1 square.
65-68	System failure	One noncore system fails (commander's choice).
69-72	Weapon failure	One weapon (or battery) ceases to function (choose randomly).
73-76	Hyperdrive failure	Triple your ship's hyperdrive multiplier.
77-80	Shield failure	Shields cannot restore lost SR, and the ship's maximum SR is halved.
81-83	Stabilizer disabled	One of your ship's internal stabilizers has been destroyed. You take a -5 penalty on all Pilot checks and attack rolls until it is repaired.
84-86	Sensor disabled	All Use Computer checks to operate the ship's sensors take a -10 penalty.
87-89	Computer disabled	All Use Computer checks and attack rolls made using ship systems take a -5 penalty.
90-91	Ion engines disabled	The ship's speed is reduced by 2 squares (starship scale), minimum speed 1 square; the ship cannot perform all-out movement or attack run actions.
92-94	System disabled	One noncore system is disabled (commander's choice).
95-96	Weapon disabled	All weapon systems are disabled.
97-98	Hyperdrive disabled	The hyperdrive is disabled.
99-100	Shields disabled	The ship loses all SR.

Unless otherwise noted, stock ships have one unused emplacement point. Ships built by the Corellian Engineering Corporation instead have five unused emplacement points. A ship can have its systems crammed into a smaller space to gain five more emplacement points, but doing so makes it unreliable (see "Hunks of Junk," above). If you lack the emplacement points to support a system you can still install it, but it takes more time and costs more credits as you add the subsystems to enable your new gear to function. For every emplacement point you lack for a system, add +2 days to the installation time, +5 to the Mechanics check DC to install it, and +20% to the system cost.

The base time needed to add a modification or system is 1 day + 1 day per emplacement point the system uses, modified by the ship's size (space

transport x2, capital ship x5, station x10). Proper installation requires a Mechanics check. The base DC for such a check is 20 +1 for each point of emplacement a system or modification uses.

Cost Modifiers

It costs more to improve or modify shipwide systems on larger starships. Thus, each size of starship has a cost modifier, which is applied to the base cost of starship systems added to starships of that size. Any time a system lists its price as a base price, you multiply it by the cost modifier for the size ship you are adding it to.

Some equipment costs the same amount regardless of the ship's size. These types of modifications list a cost without noting it as a base cost.

**TABLE 2-11:
COST MODIFIERS**

STARSHIP SIZE	COST MODIFIER
Colossal (station)	x50
Colossal (cruiser)	x20
Colossal (frigate)	x10
Colossal	x5
Gargantuan	x2
Huge or smaller	x1

A Note on Costs

All costs given in this chapter are, by necessity, approximate. The *Star Wars* galaxy is a vast market, and it's impossible to create a system that realistically represents the thousands of factors that could affect a major purchase's final cost. As a result, a GM should feel free to modify these prices up or down by as much as the adventure requires or the GM's own preferences require. (All players need to know is how much it costs to add a desired new system, not all the economic implications of any particular cost.)

STARSHIP SYSTEMS

A starship's systems can be upgraded, replaced, and modified repeatedly throughout its operational lifetime.

Emplacement Points: This is the number of emplacement points required to install the system in a starship without incurring an additional cost or time delay.

Availability: Some starship accessories have limited availability or are strictly regulated, as described in Restricted Items (see page 118 of the *Saga Edition* core rulebook). A system that is normally available without restriction is listed as being common.

Size Restriction: Some systems can be placed only in starships of a given size range. Although systems are normally limited to ships of a given size or larger, some systems can function only in smaller ships.

Cost: Sometimes a starship accessory has a flat cost or weight. Often the cost and/or weight is determined by multiplying a base number by the starship's cost factor, which is determined by its size. If a cost is listed as the base, you must multiply it by a cost modifier based on the size of the starship (found on Table 2-11: Cost Modifiers). If the cost is just listed as a number of credits, it doesn't matter what size starship you add the system to.

Amphibious Seals

Amphibious seals allow a starship to function as a submarine. This unusual modification is popular with traders who do extensive business with species that have underwater cities (including Quarren, Mon Calamari, and Gun-gans) and with smugglers who want to be able to hide a ship underwater.

By redesigning a ship's seals to handle high exterior pressure and ensure that no venting allows water into engines, heat sinks, or weapon ports, starships can function well underwater. They are slow, with a swim speed only one-half their fly rate (minimum 1 square movement) and a maximum underwater velocity only one-tenth their atmospheric velocity. However, they might escape detection underwater (unless the local authorities have submersibles on hand).

If a starship is normally able to land on the surface of a planet, adding amphibious seals adds the ability to land safely in any body of water large enough to accommodate it. This can be useful when exploring planets without civilized starport facilities, or when a pilot wishes to avoid using such heavily monitored facilities.

Anti-Boarding Systems

Anti-boarding systems are a series of cameras, blast doors, and weapons placed throughout a starship, assisting the ship's crew in combating unwanted visitors without directly exposing themselves. Each anti-boarding security checkpoint (a CL 4 hazard when active) includes the following:

- Light blast door: DR 10, 250 hp, damage threshold 35, Strength 40, break DC 60, Mechanics DC 25 to disable device.
- Security camera: Allows any authorized user to make Perception checks into the area (even when sealed).
- Blaster rifle turret: Reflex Defense 10, DR 10, 20 hp, attack +5, 3d8 energy damage, autofire capable (see page 256 of the *Saga Edition* core rulebook).

All vital locations (bridge/cockpit, main engineering, gunnery stations, airlocks, docking rings, and so forth) have a security checkpoint at each entrance. In addition, each section of corridor at least 10 squares (15 meters) long and each room at least 4 squares by 4 squares (6 meters by 6 meters) in size will also have a security checkpoint. Normally, the system is programmed to recognize crew members as friendly so they won't be attacked. (Passengers are not always so fortunate.)

Although anti-boarding systems are normally controlled by the ship's system operator, any character with administrator access (that is, to whom the ship's computer has an attitude of helpful) can activate or deactivate the system as a routine command (see page 76 of the *Saga Edition* core rulebook). As with other computers, the Will Defense of a starship's computer is 15 + the starship's Intelligence bonus, but its default starting attitude is hostile (instead of unfriendly) while the anti-boarding system is active.

Because starships are rarely boarded before they have been disabled or voluntarily powered down, anti-boarding systems have independent backup power sources that allow their turrets to make up to 50 shots even after power is lost. (Their sensors, communications, and cameras remain active for about 100 hours on internal power.) Despite this utility, anti-boarding systems are rare due to the high expense involved in installing them. They

are common among wealthy crime lords who might have reason to fear their "guests" (often agents of other crime lords)—and perhaps their own crews—rather than any hypothetical boarders. Major corporate executives and political figures also have such systems added to their private transports, largely to fend off assassination attempts.

Auxiliary Generators

A starship uses a lot of energy, drawing power from its engines for motion, defenses, weapons, sensors, computing power, environmental systems, and dozens of other systems both major and minor. Building bigger engines creates a need for greater bracing and fuel storage, which in turn results in a larger starship, and thus a need for even more power. In this constant battle between energy needs and engine size, one solution is to add auxiliary generators.

Auxiliary generators are able to step in and supply power to specific systems when engine power is needed to propel the ship or engage in other crucial functions (such as maintaining the shields). Because they need to produce power only at peak usage, the generators are smaller and use less fuel than an equivalent engine upgrade. This doesn't provide any additional speed for the starship in question, but it does give it more power when engines or tractor beams are at maximum capacity.

Auxiliary generators give a starship a +2, +4, or +6 equipment bonus to its Strength score. They also allow a starship's systems to continue to function when the engines are shut down or destroyed.

Backup Battery

A backup battery is a common safety precaution taken by all space travelers, but smugglers and pirates put it to even better use. A backup battery allows the ship to operate, at least its basic functions, for up to 1 hour after the ship's power generator fails. Additionally, if a ship is pushed to the bottom of the condition track by ion damage, the ship's engineer can make a DC 25 Mechanics check to reverse the ionization using the backup battery, moving the ship +1 step up the condition track. However, doing so drains the backup battery, which must then be replaced.

Baffled Drive

Baffled drives are favored by smugglers moving through dangerous, highly patrolled star systems and anyone else that needs to move through space with a modicum of stealth. A baffled drive uses supercooled Tibanna gas that leaves no visible trail, making it incredibly difficult to detect the ship with sensors. A baffled drive always gives a starship a space speed of 2 squares, and has a limited fuel capacity. A starship's baffled drive can move the ship up to 100 squares (total) before it needs to be refueled; refueling a baffled drive has a base cost of 1,400 credits (which is multiplied by the ship's cost modifier, as normal). A ship moving with a baffled drive adds +5 to the DC of any Perception or Use Computer check made to detect the ship, and if the

ship also has sensor baffling (see below) it can move up to twice its base speed in one turn without losing the benefit of the sensor baffling.

Cockpit Ejection System

A popular modification for tramp freighters and bounty hunter starfighters, a cockpit ejection system allows a ship's cockpit to eject in the event of the ship's destruction, and subsequently act as an escape pod. When the starship is destroyed, the pilot makes a DC 20 Pilot check. If the check is successful, the cockpit ejects without its inhabitants taking any damage from the destruction of their ship. On a failed check, those within the cockpit take half the damage that exceeds the ship's damage threshold, as normal, before the cockpit manages to separate.

Com Jammers

Often, it is important not only to escape an enemy but also to prevent them from calling ahead to warn units at your destination to capture you. It's difficult for smaller ships favored by smugglers and pirates to jam the sensors of larger ships, but dedicated com jammers can successfully jam all communications in an area of space. A com jammer prevents any communication—including hyperspace transceivers, comlinks, and even HoloNet transceivers—from functioning properly within 6 squares (starship scale). It takes a DC 30 Use Computer check to send or receive a message within this area.

Com jammers have several drawbacks. First, they do not disrupt hardwired communications such as the systems used to communicate within a starship (so they can't prevent the ship's bridge from talking to the engine room). Second, the ship creating the jamming isn't immune: Its communication systems are as blinded as anyone else's. Third, jammed communications are easy to detect at long range, granting a +20 circumstance bonus on any Use Computer check made to detect the jamming ship with sensors. (Such jamming might be detected from millions of kilometers away, so thus might attract unwanted attention if any authorities are nearby.) On the other hand, these systems do allow freighter-sized ships to jam the communications of capital ships, so for many pirate groups the tradeoff is worthwhile.

Cotterdam

A cotterdam is a very basic form of airlock that can be used to connect two Colossal or larger starships. The cotterdam is little more than a flexible tube that extends between two starship hatches, allowing complete movement between the vessels with no need for extravehicular equipment. A cotterdam creates a tunnel 3 squares long and 1 square wide, and maneuvering two adjacent ships into position to use the cotterdam requires a DC 15 Pilot check from the pilot of each vessel. Failing this check by 10 or more results in a collision between the ships.

TABLE 2-10: STARSHIP SYSTEMS

ACCESSORY	EMPLACEMENT POINTS	AVAILABILITY	SIZE RESTRICTION	COST
Amphibious seals	2	Common	None	4,000 base
Anti-boarding systems	5	Restricted	Colossal or larger	20,000 base
Auxiliary generators +2	2	Common	None	2,000 base
Auxiliary generators +4	3	Common	Gargantuan or larger only	5,000 base
Auxiliary generators +6	4	Licensed	Colossal or larger only	10,000 base
Backup battery	0	Licensed	None	10,000 base
Baffled drive	1	Military	Colossal or larger	100,000 base
Cockpit ejection system	2	Common	Gargantuan or Colossal	8,000
Com jammers	1	Military	None	20,000
Cotterdam	1	Licensed	Colossal or larger	3,000
Environmental filters	2	Licensed	Gargantuan or larger	2,000 base
Fuel converters	1	Licensed	Colossal or larger	2,400 base
Grappler mag	1	Common	None	1,000
Hardpoint	1	Military	None	500
Hidden cargo hold (25% of cargo)	1	Illegal	None	2,000 base
Hidden cargo hold (50% of cargo)	2	Illegal	None	5,000 base
Hidden cargo hold (75% of cargo)	4	Illegal	None	10,000 base
Holding cells (25% of passengers)	1	Military	None	1,000 base
Holding cells (50% of passengers)	2	Military	None	2,000 base
Holding cells (75% of passengers)	4	Military	None	5,000 base
Interrogation chamber	0	Illegal	Colossal or larger	10,000
Personalized controls	0	Common	Colossal or smaller	1,000
Plasma punch	1	Military	Colossal or larger	25,000
Plasma torch	1	Military	Gargantuan or larger	6,000
Reinforced keel	2	Military	Gargantuan or larger	4,000 base
Reinforced keel, boarding	4	Military	Gargantuan or larger	10,000 base
Security bracing	2	Common	Gargantuan or larger	2,000 base
Sensor baffling	0	Military	None	20,000 base
Sensor decoy	1	Restricted	None	2,000 base
Sensor mask	1	Illegal	Gargantuan or larger	150,000 base
Traction clamp	12	Military	None	15,000
Workshop	1	Common	Gargantuan or larger	3,000 base

Environmental Filters

Environmental filters allow a starship to support more than one set of environmental conditions. This is common on luxury liners that wish to provide comfortable quarters for multiple species at once. Normally, only a few rooms are provided with an alternative environment, but entire sections of a ship can be given different gravity, atmosphere, and lighting if desired. On

rare occasions, these systems have been used offensively by making things difficult for hijackers or pirates. As a full-round action, a character with administrator access to the ship's computer in the command or engineering center of a ship can make a DC 25 Use Computer check to flood any section with a toxic atmosphere, extreme heat or cold, mild radiation, smoke, or a gravity fluctuation (low, high, or zero gravity). For more information on these effects, see "Hazards" in Chapter 14 of the Saga Edition core rulebook.

Fuel Converters

Fuel converters transform matter into usable fuel that can keep a starship running even over long journeys. While fuel converters never eliminate the need to refuel during visits to spaceports, they can extend the amount of time between visits and reduce fuel costs. Fuel converters come in a variety of forms, including solid fuel converters, gas scoops, and solar converters. If the pilot of a starship with fuel converters spends at least 1 hour gathering fuel in realspace, the ship regains one unit of fuel (enough for one day's travel in realspace, one hour's travel in atmosphere or in combat, or one hyperspace jump).

Grappler Mag

A grapppler mag is essentially a short-range starship-scale grappling hook with a magnetic clamp at the end. Designed before tractor beam technology was widespread, grapple mags have been almost entirely surpassed by superior tractor beams. It is treated as a tractor beam with a range of 1. Though substantially limited when compared to tractor beams, grapppler mags can be fit on starships with far less difficulty.

The sole other advantage of a grapppler mag is that it can be activated and maintained without the use of power, allowing ships equipped with it to appear dead while being attached to another ship. (All starships have ordinary docking clamps for this purpose, but these clamps can be used to attach only to a willing or disabled starship.) As such, a smaller ship can use it clandestinely to attack to a vessel at least one size larger, without any telltale energy signatures to give away the smaller ship, but this requires the smaller vessel make a Pilot check and a Stealth check opposed by the target ship's Pilot check and Use Computer check, respectively. If either of the smaller ship's checks is bested by the target ship's opposed skill check, the smaller ship is detected while grappling itself to the hull.

Hardpoints

Hardpoints are external mounts for missile weapons, bombs, or mines carried externally on any launcher tube or weapon mount. Each hardpoint modification gives a ship an array of four hardpoints that can carry missiles, bombs, mines, or drop tanks. The number of hardpoints required varies from system to system:

- Bomb, mine, missile, or torpedo: 1 hardpoint each, or 2 hardpoints if the weapon is restricted to starships of Colossal or greater size (such as heavy concussion missiles and heavy space mines in *Starships of the Galaxy*).
- Drop tanks: One week of consumables requires a number of hardpoints equal to the starship's size modifier. (This may be spread across multiple arrays if needed.) Drop tanks cost 500 credits each, and they are available only for starships of Colossal or lesser size.

Each hardpoint array counts as a single weapon; if multiple arrays carry identical payloads, they can be fire-linked (see page 45 of *Starships of the Galaxy*). It's possible to replace any of the payload choices with a simple DC 15 Mechanics check and 1 minute of work. The cost of a hardpoint does not include the cost of the payload attached to it.

A starship can have a number of loaded hardpoint arrays equal to its cost modifier without penalty, and it can carry twice this amount as a heavy load. Carrying a heavy load reduces the starship's speed to three-quarters normal and allows it to move only three times its speed with the all-out movement action; in addition, the pilot takes a -10 penalty on Initiative and Pilot checks. Hardpoints carrying no payload do not count for purposes of calculating encumbrance.

Because they are outside launchers or racks, the payloads on hardpoints are vulnerable. Any time a starship moves one step down its condition track as a result of damage, half the payload in its hardpoints are lost (choose randomly).

Although loaded hardpoints are extremely obvious, a hardpoint with no missile or mine attached retracts or folds against the hull, making them difficult to notice (DC 25 Perception or Use Computer check to detect, modified by range). This makes them an excellent choice for any ship that goes into the rough fringes of the spacelanes occasionally but still needs to pass off as a civilian ship the rest of the time.

Hidden Cargo Hold

A hidden cargo hold is a large cargo area that is not on a ship's normal schematics, and that requires access through a false wall or hidden hatch. It is similar to smuggler's compartments (see Chapter 3 of *Starships of the Galaxy*), with two important differences. First, up to half a starship's cargo capacity can be converted to hidden cargo holds. Second, a cursory investigation of a ship reveals that a section of the ship can't be reached (requiring a DC 15 Perception check during a routine inspection lasting 1 minute x starship's cost modifier). However, it requires a closer inspection to find the access to the hidden cargo holds (requiring a DC 25 Perception check during a detailed inspection lasting 1 hour x starship's cost modifier). This makes such holds useful for smugglers who can bribe their way past formal inspections, depending only on their concealment to keep their goods hidden from casual eyes.

It is also possible for a hidden cargo hold to be concealed as another part of a starship, such as weapons, ion engines, or reinforced bulkheads. This is only slightly more effective, requiring a DC 20 Perception check during a routine inspection to realize not all is as seems, and requires an additional emplacement point.

Holding Cells

Holding cells (often referred to as the brig or the detection block) are standard on capital ships and some smaller vessels (including patrol ships). Bounty hunters and pirates find it useful to add them to other vessels, and private "dungeon ships" convert the majority of their space to holding cells to act as for-hire prison transports. Up to 75% of a starship's passenger capacity can be converted to holding cells.

A holding cell has reinforced walls (DR 10, 150 hit points), an advanced lock (DC 25 Mechanics check to bypass from the outside, DC 30 to bypass from the inside), and cameras and sensors that allow it to be monitored from remote stations (+5 equipment bonus on Perception checks made into the cell from the security post). A small port allows food and similar small items to be passed safely into the cell without exposing the jailor, and it can be used to make ranged weapon attacks into the cell (such as when it's necessary to stun a troublesome prisoner). Cells also include an armored ring (DR 10, 50 hit points) to which binders and similar restraints can be attached.

Interrogation Chamber

An interrogation chamber is a holding cell specifically designed to force prisoners to confess their crimes and reveal their secrets. The starship needs at least one holding cell, and the listed cost is for converting one holding cell (for a single prisoner) into an interrogation chamber. Interrogation chambers are favored by Imperial Inquisitors and bounty hunters, who often question associates of a wanted target.

The only "legitimate" use an interrogation chamber is that the isolation and limited sensory input distorts the prisoner's perception of time, so you don't have to wait 24 hours to retry a failed Persuasion check; however, each attempt that uses an interrogation chamber requires six hours of uninterrupted questioning. (Don't forget that a prisoner is completely at your mercy, so you gain a +5 bonus on your Persuasion check.)

Additionally, when making a Persuasion check to intimidate a character into revealing a piece of secret information, an interrogation chamber gives you the option of seeking information whose revelation would endanger the prisoner's life or the life of one of its allies. (Normally, you can't intimidate a character into doing this; see page 71 of the Saga Edition core rulebook.) This requires you to torture the prisoner, a blatantly evil act that will increase your Dark Side Score by 1. Furthermore, if you fail your Persuasion check, the prisoner will attempt to give you an untrue answer that it believes you want to hear, gaining a +5 bonus on his Deception check for every point by which your Persuasion check failed.

Personalized Controls

One advantage of smaller ships is that their controls can be personalized to allow the single character controlling a given ship's function to have everything tuned to his or her preferences. This level of personalization simply isn't possible on ships with dozen or hundreds of crew members.

Any or all of the basic functions performed by a freighter or starfighter pilot, copilot, gunner, commander, system operator, or engineer can be personalized to a single, specific character. (The price listed is for personalizing the controls of one of these positions.) Personalized controls grant that one character a +1 bonus on checks with any skill relevant to that crew position (usually Mechanics, Pilot, or Use Computer). However, the high degree of personalization also makes it more difficult for anyone else to use the controls, giving any other character a -2 penalty on skill checks relating to the same position.

Plasma Punch

Designed and produced by the Drever Corporation, a plasma punch is a massive plasma drill that can create airlocks where none exist by boring through the hull of a ship. The plasma punch resembles a dome-shaped plasma emitter that connects to the hull of a ship via three magnetic limbs, with the emitter facing directly at the spot where the hole is to be drilled. A plasma punch works faster than a plasma torch (halving the target's DR for the purposes of determining how long it takes to drill through the hull) and attaches itself to the hull of a ship without the need for a tractor clamp (though the target ship must have been drawn into the ship's square by a tractor beam). A plasma punch functions otherwise exactly as a plasma torch.

Plasma Torch

A plasma torch is a modification of a tractor clamp (see below), used to cut through the hull of another ship. This is possible only when a ship is secured by the tractor clamp. The plasma torch cuts a neat hole through the secured ship's hull, allowing rescue crews (or, more likely, pirates) to board the secured ship at a point other than an airlock. The plasma torch cuts a hole between major structural elements of the secured ship, so the damage done by its operation is minimal. For every point of DR of the secured ship, it takes the plasma torch 1 round to cut through the hull, and the secured ship takes 1d6 damage (this damage bypasses the ship's DR and shields).

The hole created by a plasma torch is 2 squares wide (approximately 3 meters in diameter), big enough for troops to board in a column two wide. Since it can take a plasma torch a minute or more to cut into a secured ship, defenders might have time to attempt to set up defenses and makeshift fortifications to repel boarders. It's not unusual for a space battle to end with a defeated ship secured by a tractor clamp, only for a second battle to begin within the secured ship.

Reinforced Keel

A starship's keel can be reinforced to allow it to survive greater physical shocks. Although this has no impact on its DR or hp, it does cause the ship to take only half damage from collisions. If a ship with a reinforced keel rams another ship, it deals +2 damage per die of ramming damage (and still takes only half damage itself).

Rarely, pirate ships with reinforced keels are also built with a series of docking grapples around the nose of the ship, which is fitted with a large airlock. These boarding keels can be used to ram an enemy ship and immediately dock with it. If a ship with a boarding keel successfully rams another ship and deals enough damage to move it one step down its condition track, the two ships are stuck together (as if they had used tractor beams to drag themselves into the same square). The airlock at the nose of the ramming ship then opens and allows boarders to invade the target ship.

Security Bracing

Security bracing entails a series of internal bulkheads and clamps designed to protect a section of a starship—even if the ship as a whole is destroyed. Only passenger compartments and escape pods can benefit from security bracing. When the ship is reduced to 0 hit points by an attack that deals damage equal to or greater than its damage threshold (thus destroying the ship), subtract the ship's DR from the damage dealt to anyone in an area protected by security bracing. Anyone outside this area takes damage equal to one-half the amount that exceeded the ship's damage threshold, as normal.

Security bracing is common in big luxury liners and diplomatic transport vessels.

Sensor Baffling

The Arakyd Nightshadow anti-sensor coating is a sensor-deflecting material placed on the hull of a starship to avoid detection. Sensor baffling coating is frequently used on military scout ships to help avoid detection, but civilian vessels coated with sensor baffling are often treated as suspicious vessels by spaceport authorities, making the baffling good for space runs but not as good for maintaining a low profile in legitimate ports. A starship with sensor baffling can make Stealth checks to hide even without cover or concealment. However, if a ship moves a distance of more than its speed in one turn, this benefit is lost as the energy emitted by the ship's engines negates the sensor baffling advantage.

Sensor Decoy

A sensor decoy is a missile with an electronics package designed to make it look like a full-sized starship on sensors. Cargo ships and luxury passenger transports use such decoys in an effort to avoid pirate attacks. Sensor decoys are programmed to emulate the ship they are launched from, thus causing enemy sensors to show two identical ships flying away from each other.

A sensor decoy flies in a straight line at a speed of up to 5 squares, but they won't exceed the maximum speed of the ship that launched them. It takes a DC 25 Use Computer check to determine whether a sensor decoy is a fake at a range of 2 or more squares. However, the sensor decoy can't fool optical scanners (or the naked eye), so it is automatically revealed as a fake at a range determined by the launching ship's size: up to Gargantuan, 1 square; Colossal, 2 squares; Colossal (frigate), 5 squares; Colossal (cruiser), 10

squares; Colossal (station), 20 squares. Sensor decoys have enough power for 1 minute of flight, Reflex Defense 17, DR 0, 30 hp, and damage threshold 10. Sensor decoys are effective only in the vacuum of space; in an atmosphere of any type, their profile and true nature become obvious to sensors.

The cost of a sensor decoy system includes the cost of three decoys. A single replacement decoy costs 500 credits base.

Sensor Mask

An extremely expensive modification that is both highly illegal and highly successful, a sensor mask is a combination of sensors, chemical and electronic emitters, holographic projectors, and other anti-detection systems that make detecting the ship difficult. Rather than attempting to hide the ship by negating sensor emissions, a sensor mask reads the signals emitted by enemy sensors as they strike the ship, and then replicates those same sensor signals on the far side of the ship, effectively making it seem like the sensor signals passed right through the ship (as though it were open space). A sensor mask adds +10 to the DC of any Use Computer check made to detect the ship.

Tractor Clamp

A tractor clamp is a special tractor beam designed to allow enemy ships to be quickly clamped on to and secured. Once you draw an enemy ship into your square (or drag yourself into the enemy ship's square if it is the larger vessel), you can use the tractor clamp to secure the two ships together for immediate boarding; this gives your ship a +6 bonus on grapple checks to keep that one vessel from escaping the grapple. Because a tractor clamp has a boarding tube attached to it, you can use it to place a boarding party in a specific area of the enemy ship. Tractor clamps can also be equipped with plasma torches (see above).

Workshop

A fully equipped starship workshop is able to do tasks just not possible with even the best handheld tools. A good workshop includes numerous benches and storage racks, a full set of permanently mounted fusion cutters, flood lamps, magnifying viewers, beam drills, tethers, power prybars, clamps, and similar tools. It can be used to repair or modify anything from weapons to droids to ship's systems.

Mechanics checks and Use Computer checks made to repair, modify, or construct objects in the workshop (or the starship in which the workshop is located) gain a +2 equipment bonus.

STARSHIP CODEX

The following starships are good examples of the kinds of vessels found in the shadows of the galaxy. They are often found in the hands of pirates, bounty hunters, smugglers, and scum of every description.

GYMSNOR-3 FREIGHTER

A long, segmented starship that was designed to compete with the Corellian Engineering Corporation's YT series, the *Gymsnor-3* light freighter is an armed vessel that has a detachable cockpit designed to serve as an escape pod in case of emergency. The starship was quite sturdy, but due to some engineering flaws, it never saw the popularity its inventors hoped for. The ship is rarely seen outside of Corellian space, but some smugglers swear by the ship's durability despite its relative lack of public appeal.

CorellianSpace *Gymsnor-3* Light Freighter

CL 7

Colossal space transport

Init -4; **Senses** Perception +6

Defense Ref 13 (flat-footed 13), Fort 28; +13 armor

hp 150; DR 15; SR 15; **Threshold** 78

Speed fly 12 squares (max. velocity 800 km/h), fly 3 squares (starship scale)

Ranged laser cannon +6 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; Grp +40

Abilities Str 46, Dex 10, Con —, Int 15

Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4, Use Computer +6

Crew 1 (skilled); **Passengers** 4Cargo 95 tons; **Consumables** 1 month; **Carried Craft** none

Hyperdrive x2, navicomputer

Availability Licensed; Cost 38,000 (19,000 used)

Laser cannon (pilot)

Atk +6, Dmg 4d10x2

KAZELLIS LIGHT FREIGHTER

A rare but highly prized cargo vessel, the *Kazellis* light freighter is an elegantly designed starship that has a number of advanced systems built into the stock model, including an advanced sublight drive that gives the ship a speed edge over even the popular YT series. Unlike many other light freighters, the *Kazellis* ship boasts modest shields right off the assembly line, and has a quad light laser cannon for ship defense. With a sleek flying-wing design and a comfortable interior, the *Kazellis* light freighter is favored by smugglers who don't want to make a lot of modifications to their ships to get them in good, working order.

Kazellis Corporation Light Freighter

CL 8

Colossal space transport

Init +0; **Senses** Perception +6

Defense Ref 16 (flat-footed 12), Fort 26; +12 armor

hp 120; DR 15; SR 30; **Threshold** 76

Speed fly 16 squares (max. velocity 1,000 km/h), fly 4 squares (starship scale)

Ranged quad light laser cannon +6 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; Grp +38

Atk Options autofire (quad light laser cannon)

Abilities Str 42, Dex 18, Con —, Int 14

Skills Initiative +0, Mechanics +6, Perception +6, Pilot +0, Use Computer +6

Crew 1 (skilled); **Passengers** 3Cargo 100 tons; **Consumables** 2 months; **Carried Craft** none

Hyperdrive x2 (backup x12), navicomputer

Availability Licensed; Cost 50,000 (23,000 used)

Quad light laser cannon (pilot)

Atk +6 (+1 autofire), Dmg 4d10x2

SURRONIAN CONQUEROR

A relatively small starship, the *Conqueror*-class assault ship was originally designed with planetary defense in mind. The *Surronian* vessel boasts heavier weapons than most starships of its size and function, and is favored by many planetary security forces as system patrol craft. However, the *Conqueror*-class assault ship has also garnered favor with another segment of the fringe: bounty hunters. The vessel can be piloted by a single pilot if needed (the ship's double medium laser cannons can be brought under pilot control, though they are typically commanded by a gunner), and the ship's interior is easily modified to accommodate a single holding cell. The *Conqueror*-class assault ship is also extremely fast for a space transport, making it invaluable in running down fleeing prey. Prince Xizor's replica droid assistant, Guri, pilots a *Conqueror*-class assault ship called the *Stinger*.

Surronian Conqueror-class Assault Ship



1 square = 1.5 meters

1. Cockpit
2. Escape Pod Access (Ceiling)
3. Boarding Ramp and Airlock
4. Main Cargo Hold
5. Laser Cannon Turret Access
6. Engine Compartment and Power Core



WEST

Surronian Conqueror-class Assault Ship

CL 11

Colossal space transport

Init +2; **Senses** Perception +8**Defense** Ref 16 (flat-footed 12), Fort 26; +12 armor; Vehicular Combat hp 120; DR 15; SR 30; **Threshold** 76**Speed** fly 16 squares (max. velocity 1,000 km/h), fly 5 squares (starship scale)**Ranged** 2 double medium laser cannons +8 (see below) and light ion cannon +10 (see below)**Fighting Space** 12x12 or 1 square (starship scale); **Cover** total (crew)**Base** Atk +5; **Grp** +41**Atk Options** autofire (double laser cannons, ion cannons), fire-link (ion cannons)**Abilities** Str 42, Dex 18, Con —, Int 16**Skills** Initiative +2, Mechanics +8, Perception +8, Pilot +2, Use Computer +8**Crew** 3 (expert); **Passengers** 1**Cargo** 25 tons; **Consumables** 1 month; **Carried Craft** none**Hyperdrive** x1 (backup x10), navicomputer**Availability** Restricted; **Cost** 100,500 (46,000 used)**Light ion cannon (pilot)****Atk** +10 (+5 autofire), **Dmg** 4d10x2 ion**Double medium laser cannon (pilot or gunner)****Atk** +8 (+3 autofire), **Dmg** 5d10x2**YT-1250**

The YT-1250 is an upgrade of the YT-1200 and YT-1210, an unusual move on the part of Corellian Engineering Corporation (CEC), which normally leaves all upgrades and modifications in the hands of those who purchase their starships. However, when the YT-1300 came out and became the best-selling small freighter CEC had ever produced, sales of existing YT-1200 series freighters plummeted. Stuck with a huge back stock they had expected to be able to sell at like-new prices, CEC took drastic measures to redesign the older ships and remarket them as a "new" product.

The YT-1250s have 20% less cargo capacity than a stock YT-1210. It makes up for this with more powerful engines, heavier weapons, and a basic set of defensive shields. (It also has only six emplacement points free, as opposed to the 10 available in most YT-Series freighters.) CEC presented the sturdier ships as appropriate for light defense duties, cargo duties in more hazardous regions of space, and as armed merchant ships able to protect freighter convoys. Although sales remained sluggish, especially given the ship's increased cost and reduced cargo room, CEC was eventually able to sell them all to small, peaceful systems and militant trade guilds (such as the Trade Federation).

Though never as numerous as the YT-1300s that replaced them, the YT-1250s are more durable, and thus more likely to remain active well into the Galactic Civil War and years beyond. They are popular with smugglers, pirates, couriers, and even a few bounty hunters. Like other CEC light freighters, most have been even more heavily modified by their owners over the decades, eventually baring little resemblance to their "stock" origins.

YT-1250

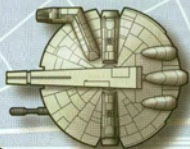
CL 7

Colossal space transport

Init -5; **Senses** Perception +5**Defense** Reflex 14 (flat-footed 14), **Fortitude** 27; +14 armor hp 120; DR 15; SR 30; **Threshold** 77**Speed** fly 12 squares (max. velocity 800 km/h), fly 2 squares (starship scale)**Ranged** 2 double laser cannons +2 (see below)**Fighting Space** 12x12 or 1 square (starship scale); **Cover** total**Base** Atk +0; **Grp** +37**Atk Options** autofire**Abilities** Str 44, Dex 10, Con —, Int 14**Skills** Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5**Crew** 2 (normal); **Passengers** 5**Cargo** 80 metric tons; **Consumables** 3 months; **Carried Craft** none**Hyperdrive** x2 (backup x16), nav computer**Availability** Licensed; **Cost** 120,000 (30,000 used)**Double laser cannon (gunner)****Atk** +2 (-3 autofire), **Dmg** 4d10x2**YT-1930**

Actually a variant of the popular YT-1300 space transport rather than an entirely new design, the YT-1930 is the immediate predecessor of the more popular YT-2000. Like the YT-2000, the YT-1930 places the ship's cockpit directly in the center of the ship, between the two forward prongs, and has upgraded shields, hull, and sublight drives. Only a small number of YT-1930s exist, as the innovations in its design have been implemented in a starship built from the ground-up, the YT-2000, making this variant model relatively obsolete.

Correllian Engineering Corporation YT-1250 Transport



1. Cockpit
2. Cockpit Corridor
3. Boarding Ramps
4. Crew Lounge
5. Ring Corridor
6. Engineering Compartment
7. Crew Quarters
8. Main Hold
9. Forward Airlock
10. Secondary Hold
11. Ventral Access Port



1 square = 1.5 meters

WEST

Corellian Engineering Corporation YT-1930 Transport CL 8

Colossal space transport

Init -3; **Senses** Perception +6

Defense Ref 14 (flat-footed 13), Fort 28; +13 armor

hp 150; **DR** 15; **SR** 15; **Threshold** 78

Speed fly 12 squares (max. velocity 950 km/h), fly 3 squares (starship scale)

Ranged medium laser cannon +3 (see below)

Fighting Space 12x12 or 1 square (starship scale); **Cover** total (crew)

Base Atk +2; **Grp** +40

Abilities Str 46, Dex 12, Con --, Int 12

Skills Initiative -3, Mechanics +6, Perception +6, Pilot -3, Use Computer +6

Crew 2; **Passengers** 6

Cargo 200 tons; **Consumables** 4 months; **Carried Craft** none

Hyperdrive x2 (backup x12), navicomputer

Availability Licensed; **Cost** 135,000 (62,000 used)

Medium laser cannon (copilot)

Atk +3, **Dmg** 4d10x2

UGLIES

Uglies are starfighters created by bolting parts of different starfighter designs together. They are never built from scratch in their "ugly" configurations, and they are rightly shunned by any legitimate naval power. However, given that starfighters are built in modular parts and that much of the common technology in the *Star Wars* universe uses a centuries-old set of standardized sizes and connections, it becomes more practical than it would first appear to create such hybrid designs.

Uglies are generally found in the hands of pirates, slavers, smugglers, and other groups that have the ability to steal starship parts (or buy them off the black market) but lack the resources to purchase or maintain conventional starfighters. Many uglies are created when a pirate fleet hijacks several large cargo ships and discovers they have the cockpits of one starfighter type, and the engines of another. Others are built as one-off designs by techs trawling through the junk from sand crawlers or space graveyards and old starship battlefields. Most, however, are the result of having a mismatched group of second-hand fighters and none of the spare parts needed to repair them, so outlaw techs patch together working parts from whatever source they have on hand.

Because of their piecemeal nature, all uglies are unreliable (see the rules for unreliable ship earlier in this chapter), even when receiving proper maintenance.

C-wing Ugly

The C-wing, also known as the Corellian/B-wing ugly, is a typical example of a starfighter built from pieces found floating about after a major starship battle. Though the exact configurations of C-wings vary, they are essentially a YT-series light freighter cockpit bolted on to a B-wing's main fuselage.

These uglies originally came about because the New Republic determined that if a B-wing's battle damage included its complex gyrating cockpit section, it was cheaper to build a new starfighter than to repair the complicated mechanism. Thus, many B-wings with that damage were left behind at battle sites. The C-wing design gets around this problem by taking out the rotating component entirely, and turning the B-wing fuselage sideways in normal flight.

The big freighter cockpit gives the fighter room for a pilot and gunner, as well as two passengers. Though passenger seats normally sit empty, the C-wing could be used as a short-range armed shuttle. The spacious accommodations (by starfighter standards) also allow a C-wing to go on longer-range missions than normal, in relative comfort. In fact, if a C-wing were to sacrifice firepower for a sensor suite, it might make a fair scout fighter.

C-wing Ugly Fighter

Gargantuan starfighter

Init +1; **Senses** Perception +5

Defense Reflex 13 (flat-footed 12), Fortitude 23; +7 armor

hp 100; **DR** 10; **SR** 30; **Threshold** 43

Speed fly 8 squares (max. velocity 650 km/h), fly 2 squares (starship scale)

Ranged assault laser cannon +5 (see below) or

Ranged light ion cannons +3 (see below) or

Ranged proton torpedo launchers +3 (see below)

Fighting Space 4x4 or 1 square (starship scale); **Cover** total (crew)

Base Atk +0; **Grp** +28

Atk Options autofire (light ion cannons)

Abilities Str 36, Dex 13, Con --, Int 16

Skills Initiative +1, Mechanics +5, Perception +5, Pilot +1, Use Computer +5

Crew 2 (normal); **Passengers** 2

Cargo 450 kg; **Consumables** 2 weeks; **Carried Craft** none

Payload 8 proton torpedoes

Hyperdrive x2

Availability Restricted; **Cost** 110,000 credits

Assault Laser Cannon (pilot)

Atk +5, **Dmg** 7d10x2

Light Ion Cannons (gunner)

Atk +3 (-2 autofire), **Dmg** 4d10x2 ion

Proton Torpedo Launchers (gunner)

Atk +3, **Dmg** 10d10x2

CL 8

Clutch Ugly Fighter

A clutch is an unusual ugly, resulting from an effort to improve upon the TIE/In starfighter, rather than a simple need to merge disparate parts and hope the end result could fly. The first clutch uglies were used by Moff Leonia Tavira and her gang of pirates based out of the Star Destroyer *Invidious* in the years after the battle of Endor.

Clutches are built by taking the solar panels off a TIE/In, and rebuilding the panels into three "fins," one mounted above the cockpit and two mounted below (doubling as landing gear). Additional windows are cut into the cockpit for added visibility, and an ion cannon bolsters the normal complement of two laser cannons.

The result is an amazingly maneuverable starfighter with no hyperdrive, little interior bracing, and no missile weapons. A basic shield generator improves survivability, but it doesn't help much. Though a swarm of clutch fighters can take down slow convoy ships with ease, they are no match for military starfighters piloted by military soldiers. In truth, the design shows promise but requires the professional redesign of a starship designer, which they are unlikely to receive.

Clutch Ugly Fighter

CL 8

Huge starfighter

Init +12; Senses Perception +6

Defense Reflex 19 (flat-footed 11), Fortitude 24; +3 armor, Vehicular Combat

hp 50, DR 10; SR 15; Threshold 34

Speed fly 16 squares (max. velocity 900 km/h), fly 4 squares (starship scale)

Ranged laser canons +7 (see below) or

Ranged ion canons +7 (see below)

Fighting Space 3x3 or 1 square (starship scale); Cover total

Base Atk +2; Grp +26

Atk Options autofire (laser cannons)

Abilities Str 38, Dex 26, Con—, Int 16

Skills Initiative +12, Mechanics +6, Perception +6, Pilot +12, Use Computer +6

Crew 1 (skilled); Passengers none

Cargo 25 kg; Consumables 1 day; Carried Craft none

Hyperdrive None

Availability Military; Cost 45,000 used

Laser cannons (pilot)

Atk +7 (+2 autofire), Dmg 5d10x2

Ion cannons (pilot)

Atk +5, Dmg 3d10x2 ion

X-TIE Ugly Fighter

An X-TIE is created when the hull of a T-65 X-wing is given the solar panels of a TIE/In rather than its normal S-foils. These ships are mostly built by the Corellian Defense Forces (and less savory groups with ties to Corellia). During the Galactic Civil War, hundreds of incomplete T-65 starfighters are seized by the Empire when Incom Corporation goes over to the Rebel Alliance. Not wanting to see the incomplete starfighters fall into Rebel hands and not interested in using politically tainted design, the Empire stored the seized materials in Corellian space stations. Though never officially lost or sold, the hulls found their way into the hands of various Corellians within a few years.

There is no good way to acquire S-foils to mount on the X-wing hulls, but TIE/In solar panels and ion thrusters are extremely common. Although no one knows who was the first to have the "brilliant" idea of mounting the panels on X-wing hulls, the design has proven serviceable, if not particularly effective. Lacking shields, the starfighter relies heavily on its high maneuverability and X-wing hyperdrive. X-TIEs are numerous enough that many remain in service at least as late as the Corellian Insurrection.

A variant of the X-TIE is the X-ceptor, which uses TIE interceptor panels. These starfighters are essentially the same as the X-TIE but with two additional laser cannons and a proton torpedo launcher.

X-TIE Ugly Fighter

CL 9

Gargantuan starfighter

Init +4; Senses Perception +5

Defense Reflex 15 (flat-footed 11), Fortitude 28; +6 armor

hp 140; DR 10; Threshold 48

Speed fly 16 squares (max. velocity 1,050 km/h), fly 4 squares (starship scale)

Ranged laser canons +4 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew), +5 (astromech droid)

Base Atk +0; Grp +33

Atk Options autofire (laser cannons)

Abilities Str 46, Dex 18, Con—, Int 14

Skills Initiative +4, Mechanics +5 (+13*), Perception +5, Pilot +4, Use Computer +5 (+13*)

Crew 1 plus astromech droid (normal); Passengers 0

Cargo 110 kg; Consumables 1 week; Carried Craft none

Hyperdrive x1.5, 10-jump memory (astromech droid)

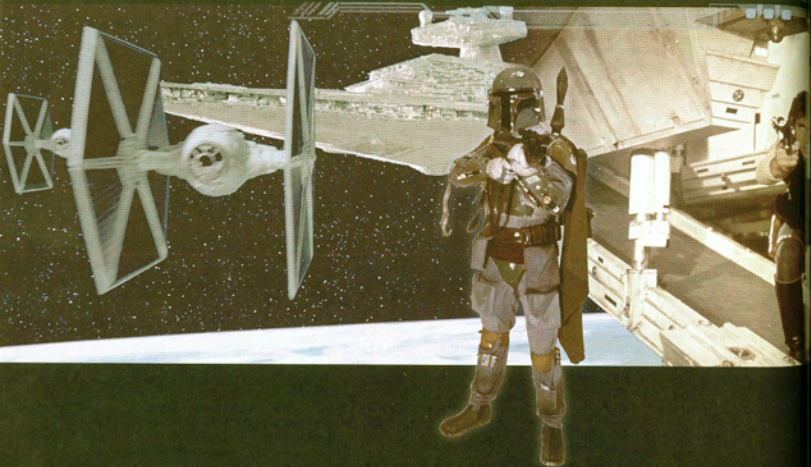
Availability Military; Cost 60,000 credits used

*If the ship has an astromech droid, use these skill modifiers instead.

Laser cannons (pilot)

Atk +4 (–1 autofire), Dmg 5d10x2

CHAPTER III FRINGE CAMPAIGNS





Crime, it can be argued, is one of the building blocks of society. Although illicit trade and commerce are certainly unethical, and perhaps even immoral, the rule of supply and demand sometimes prevents necessary goods from reaching those who need them most—except at exorbitantly high prices. Smuggling enables important cargos to reach their intended targets, without the costly and time-consuming red tape of a slow (and at times corrupt) bureaucracy. Certainly, the smuggler makes a profit from supplying needed goods; without profit, he could not afford to remain in business. Still, a reasonable mark-up is what draws the line between smuggling and profiteering.

Heroes in a *Scum and Villainy* campaign might be those who have taken to a life of crime to make their fortunes, embracing expediency over ethics and using guile and force to do what others need hard work and cooperation to accomplish. Alternatively, the heroes could be noble-spirited individuals struggling to rise above their environment and make something of themselves, fighting the temptation to take the easy way out.

All this is rich, fertile soil for fringe heroes to grow and thrive—both as characters and as criminals who might one day come to control their own criminal empires.

A GATHERING OF ANTI-HEROES

When the heroes in the campaign see lying, stealing, and killing as less of a morality question and more of a matter of expediency, the Gamemaster might have a tough time getting them to cooperate with each other long enough to define common goals, let alone complete the campaign's story arc.

Because fringe campaigns might involve morally ambiguous character concepts, the Gamemaster should spend some time before the first actual play session of a campaign to talk with the players about their characters—particularly their philosophies on good, evil, and breaking the law. After all, it is far better for the players to find out about potential roleplaying conflicts before they crop up, and either adjust their character concepts accordingly or agree that their heroes will simply disagree with each other.

Furthermore, the players can use this discussion to develop, with the Gamemaster's input, their heroes' backgrounds—and talk among themselves about how the characters know each other, and, more to the point, why they are willing to work together. If a player intends for his hero to be something of a loner, or a figure of mystery, the Gamemaster (and the other players) can be a bit more prepared and perhaps work with the player—in private, if necessary—to develop a reason for the “mystery loner” hero to join forces with the other heroes.

The Gamemaster might also want to consider preparing an “introductory” scenario, aimed at bringing the heroes together and establishing a common cause. Given the nature and sheer number of threats that face fringe heroes, it should not be difficult for the Gamemaster to present one that the heroes feel they have the ability—and desire—to confront and overcome together.

HEROES AND ANTI-HEROES

The nature of fringe heroes means that many of them will not be interested in diplomatic solutions; in fact, they might feel that nearly any course of action is a reasonable response to the challenges they face. The Gamemaster need not discourage this, particularly if most of the players want to play heroes with this sort of "broken moral compass." In fact, it might make more sense to encourage players with strongly moral heroes to reconsider their character concepts a bit—or at least accept that their heroes will sometimes come into conflict with the other heroes.

At the core of the anti-hero is the understanding that the character has set for himself an ethical and moral limit, one that the character will not cross under any circumstances. This limit is far beyond what ordinary, "good" heroes are willing to explore—it might include theft, brutality, perhaps even

murder—but it also certainly falls far short of where the truly "evil" villains of the campaign are willing to travel.

For certain types of players, exploring their hero's boundaries is what roleplaying is all about; the game's mechanics are at best a secondary concern. Most players, however, are more likely to embrace the "relative evil" of their heroes because it lets them approach the campaign's goals from a different direction, while at the same time not constraining them to the standards of behavior that characters such as Qui-Gon Jinn or Luke Skywalker might follow. This, after all, is what makes Han Solo such an interesting character and why many fans of the *Star Wars* setting think of him as the iconic scoundrel.



LIFE ON THE FRINGE CREATES UNLIKELY HEROES

SHARED HERO BACKGROUNDS

Perhaps the best way to bring the heroes together and point them toward a common goal is to provide them with a shared background: Hero A is friends with Hero B, who once worked with Hero C, who is related to Hero D, and so on. Ideally, the players can decide these relationships themselves in the precampaign discussion, with some input from the Gamemaster, and set up reasons for the heroes not only to work together but also to be in the same place when the campaign's first adventure begins.

For example, Lesk Hissnar is an aspiring bounty hunter, but his player has focused so much on Lesk's information-gathering abilities that he has neglected to provide a way for Lesk to travel the galaxy. (He has not selected Pilot as one of his trained skills.) Lesk turns to his old friend Wels Hillspringer, who owns and operates a short-range shuttle service out of Corellia, flying a broken-down old Ghtroc 720 freighter with the help of his partner and copilot, a Sullustan mechanic named Sall. To make the freighter a bit more hyperspace-worthy, though, they need money—so they contract with a shady Bothan con artist named Eurrsk Joran'syk, who agrees to bankroll them provided they cut him in on their profits from both bounty hunting and shuttling passengers and cargo. To ensure that he gets his fair share, Eurrsk insists on riding along with them (though, really, he's on the run from people he swindled, and needs to stay mobile for a while), and he brings along his young protégé, a Gungan soldier named Winkin Wupps. Winkin acts as Eurrsk's assistant in his scams and his bodyguard otherwise—and he is more than willing to help Lesk Hissnar apprehend bounties.

Obviously, the Gamemaster should discourage the players from concocting overcomplicated and elaborately intertwined backgrounds; not only can they derail the campaign with their own interests and concerns, but they can easily brainstorm themselves out of starting the adventure itself. Each player needs only one good reason to want to work with one other hero, and, provided two heroes don't create an "exclusive arrangement" with each other, all the heroes can come together to form a group.

Of course, just as with their character concepts, the Gamemaster has final approval on the heroes' shared backgrounds.

COMMON ORIGINS

If the focus of a *Scum and Villainy* campaign doesn't preclude it, the heroes might commence the first story arc operating with some common elements. The Gamemaster should divulge common information relating to the first story arc during the players' precampaign discussion and encourage them to work it into their heroes' backgrounds.

Below are short examples of campaign ideas particularly suited for *Scum and Villainy* campaigns, which should help the Gamemaster generate opportunities for the players to build common bonds.

- The heroes are members of a criminal organization that was crushed by a more sinister rival. The heroes are now out for revenge.
- The heroes are the assistants and associates of a renowned con artist, who has recently been arrested by the Empire. Their goal is to run a con on the Empire itself, convincing them to let their mentor go free.
- The heroes are a team of bounty hunters who inadvertently become instrumental in a war between two houses of bounty hunters.
- The heroes are the crew of a freighter, regularly smuggling illegal cargoes from Hutt Space to the Rebellion—but they fall into an Imperial trap and are forced to spy on the same Rebels they are supplying.

Clearly, any campaign idea that railroads the players into creating certain kinds of characters is suboptimal, and the Gamemaster should strive not to impose limitations on character types based on the kind of campaign they're playing in. One of the heroes in the freighter crew, for example, could be an Imperial agent who set out to use the crew to spy on Rebel ship movements, but has since had a change of heart. The bounty hunters could be a loose association of scouts, scoundrels, soldiers, nobles, and even a Jedi; it all depends on how they define their heroes' motivations—and what secret information, if any, they arrange with the Gamemaster.

Using common campaign elements doesn't merely give the players ideas with which to generate shared backgrounds—it provides insight into what kinds of heroes would best fit the campaign. The Gamemaster can also use more specific setups to put the heroes on common ground at the start of the campaign, and give them easy hooks with which to connect to one another.

ALLIES

Fringe campaigns are practically tailor-made for the heroes to share the common bond of allies—criminal organizations, bounty hunter houses, smuggling rings, and so on—who provide the heroes with equipment, safe havens, transport, and jobs. In exchange for the heroes' loyalty (or at least their discretion), these allies arrange for the heroes to work together, again and again, and make their goals—which is to say the campaign's goals—those of the heroes, as well.



- The heroes are all troubleshooters for a crime lord, who sends them on a variety of missions to ensure that he keeps a steady flow of credits.
- The heroes operate a freighter owned by a retired smuggler, who not only provides them with missions and equipment but also mentors them in the art of evading the authorities.
- The heroes work for a bounty hunter house as support staff, assisting the senior hunters in finding their targets—until the house's other hunters are wiped out by a particularly dangerous and vindictive quarry, leaving the heroes to step up and restore the house's honor by capturing the target themselves.

As time goes on, the heroes can come to make connections among their allies, creating relationships that provide handy plot hooks for the Game-master. They might even establish these connections in the precampaign discussion. In either case, the fates of the heroes and their allies become inextricably linked: If the heroes' allies do well, the heroes benefit, and if the heroes should fail, their allies suffer . . . perhaps even more so than the heroes do.

LOCATION

A classic method of getting campaigns off the ground is placing the characters all in the same place at the beginning of the first adventure. It might be as cliché as a cantina, or it might be a docking bay where one of the heroes keeps his ship. It might be the home of one of the heroes. In a fringe campaign, it might even be prison or a spice mine.

Whatever the location, the Gamemaster must provide a reason for all the heroes to be there at the same time and lay out incentives for the heroes to interact with one another. Furthermore, if at least one of the heroes calls the location home (or just a place where the hero regularly hangs out), the heroes can expect to be reasonably familiar with the area. They know where to buy equipment, where to look for work, who the community's movers and shakers are, and so on. It also makes them privy to local rumors, which give the Gamemaster an easy way to slip the heroes a few adventure hooks now and again.

If the location is important enough to the heroes (or even if the players just grow fond of it), it could easily serve as the central setting for the entire campaign—a kind of “home base” out of which they operate. From a tiny cantina where the heroes meet to plan their crimes, to an entire planet hopelessly mired in poverty, misery, and crime, the location could easily become the springboard for all the heroes' adventures.

- The heroes are inmates in the spice mines of Kessel.
- The heroes are smugglers who operate out of Nar Shaddaa.
- The heroes all hang out at the same cantina in the Mos Eisley spaceport, and learn that the owner has to sell the place to a disreputable local land baron to cover gambling debts.

EVENT

Events can also drive the heroes to band together and take action. If the heroes all experience a life-changing event—either together or separately (and perhaps from completely disparate viewpoints)—it can forge the bond necessary to impel them along the way toward the campaign's goals.

The rich history of *Star Wars* provides plenty of major events that could affect fringe heroes and drive them to either fight against the injustices they witness . . . or cut themselves in for a piece of the action.

- The Clone Wars could turn honest, hardworking heroes into refugees or, at the other end of the spectrum, war profiteers—though they might use a portion of their gains to help other innocent civilians to escape or avoid the line of fire.
- The destruction of Alderaan could create a power vacuum in a criminal organization, giving them an opening in their own bid for domination of the galaxy's underworld.
- The fall of the Empire could leave a number of former Imperials—supply officers, shuttle pilots, command school cadets, and so on—with no means of support, encouraging them to turn to a life of crime to make ends meet.
- The bounty on Jedi offered by the Yuuzhan Vong could turn the heroes into Jedi hunters—or, conversely, to pose as Jedi hunters, while secretly helping the Jedi escape worlds held by the invaders.

THE COMMON CAUSE

The heroes can also come together in support of a common cause. It could be as simple as saving the life or livelihood of a friend they all share, or it could be as complex as bringing a criminal empire to its knees. Perhaps the heroes want to strike a blow at the Empire by undermining its authority whenever and wherever possible; perhaps they want to drive the Yuuzhan Vong out of Hutt Space. Provided their cause is not so easily accomplished, it can make for an ongoing succession of adventure hooks to keep them pursuing the cause for many sessions to come.

CAMPAIGN ELEMENTS

To create a specific atmosphere for the players, the Gamemaster should incorporate elements and themes that the players associate with the campaign type. These themes define the campaign, just as the themes of embracing adventure, fighting oppression, and using the Force define *Star Wars*. When those themes are absent, *Star Wars* doesn't seem like *Star Wars*. The Gamemaster does not need to introduce every theme into every encounter or adventure; however, if they are always absent, the players might feel as though something is missing (even if they cannot identify what it is).

For a *Scum and Villainy* campaign, the themes might include finding a way to pay the bills, making do with available technology, dwelling on the edges of the known galaxy, and never being sure who to trust. The campaign elements, on the other hand, include obsolete technology, seedy locales, and alien wretches from every corner of the galaxy.

BLEAK PROSPECTS

Surviving on the fringe is hardly easy when jobs are few and far between—and honest jobs are even harder to come by. When a hero can find a job, chances are that it does not pay as well as the hero would hope—he might be expected to “kick up” a huge percentage to his employers—or the risk-to-reward ratio is unreasonably high. Either way, taking the job might not completely pay the bills . . . and might, in fact, land the hero on the next prison ship to Kessel.

It is this shortage of steady work that drives desperate fringe heroes into lives of scraping by on the bare essentials or falling victim to the lure of easy but illicit credits. Crime is a seductive option when one has no place to stay nor even food to eat, but legitimate employers have no use for you or your skill set—no matter how competent you are. As a result, finding work is more complicated than showing up and signing a contract; fringe heroes might have to wait days or even weeks for an opportunity, even a meager one. Still, every credit counts, so even the fastest blaster in the sector might take up asteroid mining to make ends meet.

Adventure Hook

Money is getting tight for the heroes, and they might not have enough to pay the docking fees at their next port of call—let alone restock the ship's provisions. Fortunately, as they are breaking orbit on Rodia, they pick up a notice on the planetary information channels that Turlo, a local entrepreneur, needs immediate passage to Ryloth, where his spice trade has been beset by troubles. In exchange for getting him there and back, he's willing to pay their docking fees (both on Rodia and Ryloth) and restock their ship. Turlo spends nearly every minute of the trip conducting business through the ship's communication systems, and soon starts asking for little favors: "a brief stopover on Tatooine to talk to my foreman," "an overnight stay on Geonosis while I meet with the chief engineer building my factory there," "a fast side-trip to Pzob to settle a labor dispute with the local Gamorrean workers," and so on. The heroes quickly come to realize that Turlo is just using them as a private shuttle service, getting the use of their ship in exchange for the cost of provisions and docking fees. Turlo is willing to dole out a few more credits to keep the heroes happy with the arrangement, but after payment has been made, asks for yet another "small" favor, keeping them on the hook as long as possible, until they force him off their ship. True to form, Turlo tries to resolve every dispute the heroes bring to him with credits—but he still negotiates for the lowest possible payment he can make.



RETROGRADE TECHNOLOGY

Life on the fringe all too often involves making do with what's at hand. Fringe heroes can rarely afford to be choosy when it comes to their equipment, and they might spend more time repairing their gear than using it. Worse, they do not have the luxury of spending good credits on the best and the newest; they might be lucky to have any equipment at all, in fact. Their most realistic goal is to have working gear when they need it, even if it works only once.

A sufficiently high Mechanics score can sometimes offset the drawbacks of "previously owned" equipment; after all, it has to function—but it doesn't have to be pretty. Still, at the end of the day, it is secondhand gear, and it might turn out to be just as dysfunctional as it is ugly. New equipment is obviously better, but it might not be available to the heroes, even when they finally have enough money to afford it. Their contacts are likely to have only "the cheap stuff"—but might also be a bit reluctant to direct good customers to other merchants.

Adventure Hook

The heroes visit a local scrap dealer to scrounge for usable equipment, and discover a deactivated droideka destroyer droid under a pile of junk. A quick inspection reveals that the powerful droid is lacking only a power source; even better, it has been memory-wiped and could easily be reprogrammed to serve the characters. Best of all, the scrap dealer doesn't seem to know what kind of droid it is (he mistakes it for an ordinary fifth-degree labor droid), and tells them that he has to check, but he could probably let them have it for a couple thousand credits. However, the heroes' interest has aroused his curiosity, and he asks them to come by again the next day if they still want it. That night, the scrap dealer determines what kind of droid the destroyer is, and contacts another—wealthier—potential buyer. Unfortunately, to demonstrate the destroyer droid's condition, the scrap dealer has to power it up—and it goes berserk. The heroes arrive at the same time as the other buyer, and both parties discover simultaneously that their deactivated droideka is now fully active, and has the dealer trapped behind a pile of scrap armor plating. Desperate, the dealer makes both parties an offer: Whoever can shut the droideka down can have it for a mere 1,000 credits!

THE PRICE OF TRUST

Even when fringe heroes can make that big score—or just find a good job—and they finally have money, power, freedom, and all the other comforts of home, they have absolutely no guarantee that they can keep it. In addition to any enemies they might have made in their rise to fame and fortune, there are those who see success as a target to exploit—and they are often the friends of the very people they take advantage of. It might be money that drives them, or jealousy, or just a desire to take someone down a peg or two. Whatever the motivation, they are willing to betray the trust of nearly anyone, soothing their consciences with the profits from their betrayal . . . if they feel any pangs of guilt at all.

In a fringe campaign, the players shouldn't take anyone's friendship for granted. At the least, they should understand the difference between an ally and a contact (see "Allies and Contacts," below) and why they should strive to maintain good relations with every nonplayer character (or at least have more dirt on the NPCs than the NPCs have on them). This situation can rapidly escalate out of control, however, and lead to the heroes treating everyone they meet as a potential enemy—particularly anyone who seems too helpful, too generous, or just too friendly.

Although this sort of paranoia is an excellent tool for setting the scene, the Gamemaster should be cautious about overusing sudden betrayals. Few players relish games of intrigue and deception because it creates a higher level of tension for the player (not just the character). Above all else, a roleplaying game is supposed to be recreation, and any roleplaying game that causes its players actual stress is denying them that much of their fun.

Worse still, once betrayal becomes inevitable in the players' minds, even if they only imagine it, the players become hardened and cruel—just like real criminals—and see nothing wrong with hurting and betraying everyone around them (a problematic situation in any campaign).

Adventure Hook

After making a modest profit in a less-than-legal fashion, the heroes run afoul of the authorities, who seem to have been tipped off about the heroes' plans. The heroes narrowly escape and, upon returning to their base of operations, start discovering that various friends, allies, contacts, and acquaintances seem somewhat surprised to see them. Everyone, it appears, has heard that the heroes were ambushed by the authorities—apparently before the ambush happened—and everyone had assumed the heroes would not be returning. As the heroes do a bit more digging, they find that the rumor started with one of four people: the Twi'lek who told them about the job, the Bothan banker who was going to launder their credits for them, the Human supply officer who they bribed for the information they needed to pull the job, or their Human friend, at whose home or place of business the heroes planned the job. Now the heroes must determine which of these people sold them out—perhaps by checking their accounts for unexplained deposits, or feeding them false information, or perhaps just by beating the answer out of them—and stop it from happening again... even if it means an old friend takes a permanent "vacation."

THE EDGE OF SPACE

Finally, because fringe heroes might be called upon to perform the tasks that no one else wants, it falls to them from time to time to make the long, lonely journeys to the edges of the known galaxy, identify anything out there worth noting, and report back. Exploration not only safeguards starships from becoming lost in the uncharted wilds of hyperspace, but it introduces the Republic to potential new members (and the Empire to potential new

subjects), provides the galaxy with more resources, and, most importantly, opens up new trade routes. A fair percentage of the revenues generated by such discoveries finds its way back into the hands of the discoverer—so even if the work is boring, tedious, and unrewarding, when it does pay, it pays big.

Explorers spend their time in deep space, aside from the rare stop on inhabited planets to refuel, restock, and collect a few meager fees for adding to the vast database of interstellar hazards that other spacers use to safely find their way from place to place. The life of an explorer is not particularly action-packed, so, while this sort of element might make an interesting diversion from time to time, it is difficult to build a campaign around—the exception, of course, being that rare situation when the heroes find something. Such instances should never be handled as run-of-the-mill encounters; the Gamemaster should impress upon the players just how unusual it is to discover a new planet, or a new civilization, and perhaps even build a long, linked series of adventures around it.

Adventure Hook

The heroes are exploring the farthest reaches of the Minos Cluster when they find a trail of Cronau radiation leading outside the known boundaries of the galaxy. Following it, they discover a planet inhabited by a species never before encountered: the Ertraxi, humanoid aliens with multiple eyes. The Ertraxi are essentially peaceful; they had found a Republic starship that had crashed on Ertrax (with no survivors), repaired it over the course of several years, and were finally flying it out into space in an attempt to make contact with species and cultures other than their own. When the heroes bring news of Ertrax back, they are richly rewarded—but soon learn that their reward is a "finders' fee," and dozens of opportunistic traders, slavers, and would-be conquerors are no hesitant to a trusting and unsuspecting Ertrax. If the heroes do nothing, they keep their reward—but, if they go back to Ertrax and interfere with the "just and legal flow of commerce" (for example, by warning and arming the Ertraxi, or perhaps helping them apply for and receive membership in the Republic), they forfeit their finders' fee.

ALLIES & CONTACTS

The nature of living on the fringes of society hardly lends itself to trusting other people. The Bith smuggler who is the heroes' best friend today might turn them in to the Empire for a reward tomorrow. Trust has to be earned; even then, it can be bought and sold, just like anything else.

MAKING ALLIES

Allies come from all walks of life, from the corrupt government official who provides the heroes with confidential shipping schedules and cargo manifests, to the retired crime lord who coaches the heroes on how to carry out their criminal endeavors the way he did when he was their age. They aid the heroes out of a common interest, be it as noble as righting wrongs or as base as making profit. In any case, they provide their assistance free of charge, as long as the heroes maintain good relations.

TABLE 3-1: ALLIES AND CONTACTS

d20 ROLL	CONTACT LEVEL	KEY ABILITY MODIFIER	CIRCUMSTANCE MODIFIER	STARTING ATTITUDE
1-2	Hero's level - 3	+0	-2	Friendly
3-5	Hero's level - 2	+0	+0	Indifferent
6-8	Hero's level - 1	+1	+0	Indifferent
9-12	Hero's level	+2	+0	Indifferent
13-15	Hero's level + 1	+3	+2	Indifferent
16-18	Hero's level + 3	+4	+2	Unfriendly
19-20	Hero's level + 5	+4	+2	Hostile

A character might become an ally of the heroes if the heroes can change the character's attitude to friendly or helpful using the Persuasion skill. A character with a friendly attitude toward the heroes will happily offer advice, information, or—when asked—assistance, as long as no substantial risk or cost is involved. A character with a helpful attitude, on the other hand, is quick to contact the heroes when opportunities arise (even if the helpful ally stands to gain little); furthermore, a helpful ally will accept significant (but not foolhardy) risks and costs to assist the heroes.

Of course, allies rightly expect reciprocity from the heroes: each time the heroes gain any kind of assistance from their ally, they should make

a Persuasion check once again. If the Persuasion check does not equal or exceed the character's Will Defense, the target shifts one step up the table (from "friendly" to "indifferent" for example). The Gamemaster should grant the heroes a +2 circumstance bonus on their check if they are polite and sympathetic with the character—or increase the character's Will Defense by 2 if they are particularly impolite or demanding.

If the ally's attitude toward the heroes ever drops to "indifferent," the ally begins to feel he is being taken advantage of and desires a show of sincerity on the heroes' part. If the heroes behave appropriately, they can make another Persuasion check, at no penalty (instead of the usual -2 penalty for indifferent characters), to try to get back in the ally's good graces. If this check does not equal or exceed the character's Will Defense, though, the character no longer considers the heroes his allies, and becomes merely a contact (see below).

For more information on changing attitudes using the Persuasion skill, see Table 4-4: Attitude Steps on page 71 of the Saga Edition core rulebook.

MAKING CONTACTS

The heroes aren't always knowledgeable or capable in the areas necessary to accomplish the tasks the adventure puts before them. Sometimes they need equipment or information; sometimes they just need money . . . or an introduction to the people who have what they need. Often, the situation calls for a skill that none of the heroes has . . . at least not at the level of competence required. At those times, the heroes need a contact.

Contacts are often nobles or scoundrels, with the occasional scout. Soldiers work as hired guns, but retired or high-ranking soldiers have picked up a lot of useful information over the years. Jedi rarely hire out their services, though they might provide information in return for a favor (assuming the cause is just).

The heroes can establish a business relationship with a contact by making a Persuasion check; if the heroes successfully change the character's atti-



A BAND SMUGGLER GETS NEWS FROM HIS OURDS CONTACT

TABLE 3-2: FEES

ATTITUDE	FEE	SPECIAL
Unfriendly	+50%	—
Indifferent	+0%	—
Friendly	-50%	The heroes owe the contact a minor favor.
Helpful	-100%	The heroes owe the contact a major favor.

tude to indifferent, the contact is willing to do business with the heroes. If the heroes change the character's attitude to friendly, the contact looks favorably upon the heroes, and keeps an eye out for their interests; if they change the character's attitude to helpful, the contact comes to them with opportunities (usually before approaching anyone else).

Although contacts can occasionally come to the heroes, they never accompany heroes on their adventures. (There are easier ways to make money than risking one's life; that's a job for heroes and fools.) A contact lends his aid on his own terms, and, if he's helping someone—hero or villain—he expects something in return.

GENERATING ALLIES AND CONTACTS

When the Gamemaster needs to know exactly what services an NPC ally or contact can provide, the Gamemaster can roll on Table 3-1: Allies and Contacts to generate the NPC's relevant information quickly: character level, key ability modifier, whether the contact has any modifiers on his skill check, and what the contact's attitude is toward the heroes. The Gamemaster can roll once to generate all five factors, or roll separately for each one.

An ally or contact can make the following skill checks for the heroes: Deception (deceptive appearance) (Cha), Gather Information (Cha), Knowledge (any) (Int), Mechanics (jury-rig, modify droid, repair, repair droid, or repair object) (Int), Perception (eavesdrop) (Wis), Pilot (Dex), Stealth (conceal item) (Dex), Survival (Wis), Treat Injury (Wis), or Use Computer (Int).

Alternatively, an ally or contact can provide the hero with money or equipment. In either case, the character can offer the hero a total of (NPC's level $\times$ 1,000) credits, in either cash, commodities, or equipment.

An ally usually helps the hero for free, while a contact charges a fee for his services (either credits or a favor of their own). The base fee is equal to the 500 credits $\times$ the contact's level. The hero can make a Persuasion check to change a contact's attitude, and reduce the contact's base fee:

Any associated costs (such as for whatever equipment or commodities the contact provides) increase the overall cost. The hero can make a Persuasion check to haggle the price of goods down by 50%, as normal.

A BOTHAN CRIME LORD ENJOYS THE FRUITS OF RISKY BUSINESS



RISKY BUSINESS

Life in a *Scum and Villainy* campaign depends on being able to make an honest living—or, at least, a fast credit. Along the way, the heroes might have to dodge scam artists, gamblers, crime lords, and the law, doing whatever it takes to keep their hard-won credits from slipping through their fingers, and maybe falling into the wrong hands. Of course, “the wrong hands” is a purely subjective comparison.

For those trapped in the galaxy's lower-class neighborhoods, honest work is frequently hard to come by. Traditional jobs are scarce, and pride might turn out to be just another commodity. On the other hand, for those heroes at least willing to dabble in crime, the galaxy is full of opportunities. Crime lords are always looking for anyone willing to do a little dirty work, from thugs who can collect debts to ship captains willing to haul a no-questions-asked cargo.

TABLE 3-3: DIFFICULTY CLASSES FOR ADVENTURES BY CL

ADVENTURE CL	EASY DC	MEDIUM DC	MODERATE DC	HARD DC	HEROIC DC
1	13	18	23	26	31
2-3	14	19	24	27	32
4-5	16	21	26	29	34
6-7	17	22	27	30	35
8-9	18	23	28	32	37
10-11	19	24	29	33	38
12-13	21	26	31	35	40
14	22	27	32	36	41
15	22	27	32	37	42
16-17	23	28	33	38	43
18-19	24	29	34	39	44
20	26	31	36	41	46

The heroes can take on honest jobs, but those don't pay anywhere near as well as crime. Even with legal jobs, though, employers are wary of work-for-hire contractors, and dole out only the small, low-risk assignments at first, until they know that the heroes are reliable (represented by the hero's organization score; see "Building a Criminal Empire," above).

JOB GENERATOR

Making a living from the underbelly of society depends on finding work. From mining asteroids to stealing top-secret data, the galaxy is full of opportunities to make a small fortune—provided one is willing to do a little hard work and has the right skills.

The heroes' fee for a job is a flat number of credits, paid when the job is complete, and always reflects the total payment to the heroes (not what each hero receives). If the job involves collecting money, the heroes instead receive a cut, expressed as a percentage of the amount collected.

The Gamemaster can randomly generate job scenarios for the heroes using the table below. Roll a d20 to determine the overall scenario, and consult the appropriate listing for details on the mission, including suggested obstacles. The Gamemaster should use the mission outline as guidelines for creating encounters and challenges that the heroes might face in the fulfillment of the mission.

If a job's obstacles include witnesses, make one Perception check per scene, with the listed skill modifier. If the result is greater than the heroes' Deception (deceptive appearance) or Stealth check, someone witnesses the crime and becomes suspicious, alerting someone of the crime: guards

TABLE 3-4: JOBS

d20 ROLL	JOB
1	Abduction
2	Assassination
3-4	Assault
5	Burglary
6	Espionage
7	Exploration
8	Hijacking
9	Investigation
10	Repair
11	Rescue
12	Robbery
13	Sabotage
14-15	Salvage
16	Scam
17	Shipjacking
18-20	Smuggling

or bodyguards (should the job's obstacles include them) or the authorities. Guards or bodyguards arrive in 1d4+1 rounds to investigate; police arrive in 1d4 x 10 rounds.

Difficulties

Each of the jobs in this section can be used at any level with a small amount of modification. Throughout the descriptions of those jobs, you will notice references to Easy, Medium, Moderate, Hard, and Heroic skill checks. When you see a reference of this type, consult Table 3-3 to determine the actual value of that skill DC, based on the CL of the adventure (typically, Gamemasters will want to set the CL equal to the average level of the heroes, though the CL can be set lower or higher for easier or harder jobs, respectively).

XP REWARDS

Each of the descriptions of the following jobs includes a number of complications that make the job more difficult. These complications are also listed with Easy, Medium, Moderate, Hard, and Heroic difficulties. When the heroes overcome one of these complications, award XP based on the difficulty of the complication. Each complication grants XP as though the heroes had defeated one opponent of the specified CL. Likewise, each target or objective has a difficulty associated with it, and when the entire job is complete reward XP for one creature with a CL determined by the difficulty of the target or objective. As the Gamemaster, you can decide which of the complications to use, and how many, based on the challenge you wish to present with the adventure and the amount of XP you wish to award to the players. Feel free to mix and match complications, or make your own; those in the following scenarios are merely suggestions to make crafting the adventure easier.

TABLE 3-5: XP REWARDS

COMPLICATION DIFFICULTY	CL REWARD
Easy	Adventure CL - 2
Medium	Adventure CL - 1
Moderate	Adventure CL
Hard	Adventure CL + 1
Heroic	Adventure CL + 2

ABDUCTION

Abduction missions are usually about money—though, sometimes, someone just wants an inconvenient person out of the way for a while. The abductors must locate the target, bypass physical security (for example, locked doors), defeat bodyguards, and avoid attracting the attention of the authorities. They might also be required to communicate their ransom demands and collect the credits without being caught. To complicate matters even further, if the abductors wish to avoid murdering their target, they must ensure that the target cannot identify them or clues about their location.

The following section provides guidelines on creating abduction missions at various challenge levels.

Ransom for the Target: 3d6 x 1,000 credits x adventure CL

Heroes' Cut: 20%

Target (Easy): Nonheroic character, level = adventure CL

Target (Moderate): Heroic character, level = adventure CL

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): High security accommodations require a Moderate Gather Information Check to locate and a Hard Mechanics check to breach.

ASSASSINATION

Taking money for murdering someone might be one of the most despicable acts that a sentient being can do, but there is nevertheless a market for it. The assassins must locate the target, circumvent any physical security (for example, locked doors, high walls, and so on), and deal with the target's bodyguards—who are more than willing to respond to an assassination attempt with a little lethal force of their own.

In addition, the assassins have to avoid (or silence) witnesses. The assassins' employers might refuse to pay the agreed-upon price if any witnesses can identify the assassins—and perhaps, through them, their employers. (In fact, some may have prepared to kill the assassins in this case, to prevent the trail of witnesses from ever leading to the employer.)

The following section provides guidelines on creating assassination missions at various challenge levels.

Heroes' Pay: Adventure CL x 2,000 credits.

Target (Moderate): Heroic character, level = adventure CL

Target (Hard): Heroic character, level = adventure CL, Force-sensitive with the Force Training feat.

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Easy): Entourage of assistants (5 opponents, CL = adventure CL, armed with hold-out blaster pistols).

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Multiple layers of security, including a detachment of military personnel or bodyguards (8 opponents, CL = adventure CL, split into two groups, armed with blaster rifles, stun grenades, and combat jumpsuits).

Complication (Hard): High security accommodations require a Moderate Gather Information check to locate and a Hard Mechanics check to breach.



AN IMPERIAL OFFICER IN THE EIGHTHS OF A CLAVDITE ASSASSIN

ASSAULT

A mission to assault someone is meant to send a message ("Pay up," or "You can run, but you can't hide"). As with abductions and assassinations, the attackers must locate the target, bypass security, fend off any guards, and then deliver a good solid beating. However, the goal is to injure, not kill, and so the assault must render the target unconscious (–5 steps on the condition track) but alive.

The following section provides guidelines on creating assault missions at various challenge levels.

Heroes' Pay: Adventure CL x 1,000 credits.

Target (Easy): Normal citizen (engineer, accountant, professor, etc.), nonheroic character, level = adventure CL.

Target (Moderate): Famous person (government official, holovid star), heroic character, level = adventure CL.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

BURGLARY

Burglary missions involve breaking into a location, stealing something of value, and then selling it. Like espionage jobs, the trick is to get in, get the goods, and get out without attracting significant attention, a task made considerably more difficult because the goods are physical rather than electronic.

The following section provides guidelines on creating robbery missions at various challenge levels.

Heroes' Pay: Adventure CL x 450 credits.

Target (Easy): Easily portable items, computers, datapads, small art objects.

Target (Moderate): Cumbersome items, such as furniture, statues, large weapons, or a large number of items.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Hard): High security accommodations require a Moderate Gather Information Check to locate and a Hard Mechanics check to breach.

ESPIONAGE

Everyone has secrets—from HoloNet login codes to the combination of the Emperor's wall safe—and, since information is power, it is worth credits to the right people. Stealing that information involves finding out where the data is kept, getting past any guards, accessing the data—and then ensuring that no one notices that the data has been accessed.

The following section provides guidelines on creating espionage missions at various challenge levels.

Heroes' Pay: Adventure CL × 250 credits.

Target (Easy): Business passwords, banking records, other documents of limited use.

Target (Moderate): Critical access codes, business records, blueprints for projects still under development.

Target (Hard): Secret plans, government projects, classified documents.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Files must be retrieved from secured computer with an unfriendly attitude toward the heroes. The computer has a Will Defense equal to a Moderate DC.

Complication (Hard): Files must be retrieved from secured computer with a hostile attitude toward the heroes. The computer has a Will Defense equal to a Moderate DC.

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Hard): High security accommodations require a Moderate Gather Information check to locate and a Hard Mechanics check to breach.

EXPLORATION

Exploration missions are always easy to find, particularly on the Outer Rim, where there are still areas of space where no ship has ever passed. Explorers must map potential hazards to hyperspace travel, ensuring that astrogators who make hyperspace jumps through that region later have enough information about the area to make a DC 10 Use Computer check (rather than a DC 30 Use Computer check for jumping with no data).

To gather this data, the explorer must travel into a previously uncharted region and make a DC 20 Use Computer check after 1 hour of uninterrupted scanning. Each successful check reduces the usual DC 30 Use Computer check for calculating a course through the uncharted area by -5. After four successful checks, the area is fully explored, and the explorer has enough data to make a DC 10 Use Computer check to chart a course, and can sell this data to agencies that deal in astrogation data.

The following section provides guidelines on creating exploration missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,000 credits.

Objective (Easy): Explore an uncharted region with known threats.

Objective (Moderate): Explore a hostile area of space (an uncharted region with known, actively aggressive threats).

Complication (Medium): Alien ground patrol (5 opponents with CL = adventure CL).

Complication (Hard): Alien space patrol (6 opponents in starfighters or space transports with CL = adventure CL + 3).

Complication (Moderate): Roll once on Table 3-13: Space Travel Hazards (page 99).

Complication (Hard): Roll twice on Table 3-13: Space Travel Hazards (page 99).

HIJACKING

Hijacking missions involve boarding a passenger vessel and holding everyone aboard as a hostage until certain demands are met. Most often, the primary demand is money, but a hijacking can also be politically motivated. Hijackers must be prepared to prove that they are serious about their threats (perhaps by executing a hostage or two), and they likewise must remain combat-ready since the authorities are likely to try to board the vessel. The biggest challenge comes when the demands are met (if they are met) and the hijackers have to escape the trap that they so carefully fortified.

The following section provides guidelines on creating hijacking missions at various challenge levels.

Ransom for the Target: Adventure CL × 10,000 credits

Heroes' Cut: 20%

Target (Easy): Colossal freighter or transport

Target (Moderate): Colossal (frigate) starship

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Medium): Panicking hostages must be calmed with a Medium Persuasion check or the hostages riot.

Complication (Medium): Hijacked starship must be safely redirected from its original course, requiring a Medium Pilot check.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Excellent fortifications (5-8 entrances into the starship, Hard Mechanics check to seal entrances).

INVESTIGATION

An investigation mission might be anything from scouting an enemy's defenses before a raid to a legal and legitimate look into the suspicious circumstances that pop up so often when the criminal underworld is involved. Typically, the job is to find an answer to a particular question and deliver the information for a fee.

To conduct an investigation, a character must make a number of Gather Information checks—interviewing witnesses, digging into public records, and so on—aimed at tracking down a suspect or learning the truth. Successfully completing all the checks provides only the suspect's general location or the likely facts behind a mystery; apprehending the suspect or proving these facts probably takes further effort (subject to the GM's discretion).

The following section provides guidelines on creating investigation missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,400 credits.

Objective (Easy): Investigate a minor mystery (misdemeanor offense, missing person).

Objective (Moderate): Investigate a major mystery (murder, abduction, etc.).

Complication (Medium): Few leads, requiring the heroes to make Medium Gather Information checks to find clues.

Complication (Moderate): Interference from local authorities (4 scouts, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Hard): Interference from interested third parties (6 soldiers/scoundrels, CL = adventure CL, armed with blaster pistols and frag grenades).

REPAIR

Mechanics are always in demand, and those who have the wherewithal to fix stranded vehicles and starships are particularly desired. Repair missions involve traveling to a remote location, assessing the cost and difficulty of the job, and making the necessary repairs—or towing the vehicle back to civilization if it can't be repaired on-site. Sometimes, doing repairs in the field also means fending off attacks by scavengers or wild animals—all of which is figured into the pay rate.

The following section provides guidelines on creating repair missions at various challenge levels.

Heroes' Pay: Adventure CL × 500 credits.

Objective (Easy): Repair a vehicle in a known, safe location.

Objective (Moderate): Repair a vehicle in an unknown or unsafe location.

Complication (Medium): Target vehicle requires extensive repairs, requiring two Medium Mechanics checks.

Complication (Moderate): Target vehicle requires rare parts, which require a Moderate Gather Information check to find.

Complication (Moderate): Target vehicle requires expensive parts, requiring the heroes to spend 300 × adventure CL credits to obtain the parts.

Complication (Hard): Area has intense atmospheric hazards, including extreme temperatures, radiation, gravity, or poor visibility.

RESCUE

Rescue missions happen relatively infrequently, but they are important when they do. They are also very hazardous; people wouldn't need help if they weren't in danger, after all. The threat to the victim can be anything from abductors to wild beasts, or just a hostile environment. In most cases, the heroes face a "ticking clock": The heroes must complete the rescue before the victim succumbs to the threat.

The following section provides guidelines on creating rescue missions at various challenge levels.

Heroes' Pay: Adventure CL × 1,500 credits.

Objective (Medium): Rescue a victim from a precarious situation. The victim is a relatively unknown nonheroic character of CL = adventure CL - 2.

Objective (Moderate): Rescue a victim from significant danger. Victim is well-known, and the target is known by the public to be in danger.

Complication (Medium): The victim is in a location filled with hazards, like radiation, poisonous atmosphere, or high temperatures.

Complication (Moderate): Reaching the victim requires space travel; roll once on Table 3-13: Space Travel Hazards (page 99).

Complication (Moderate): Objective has a time limit of 2d4 days.

Complication (Hard): The target is being held by hostile creatures or characters (2 beasts of CL = adventure CL + 2, or 4 scoundrels of CL = adventure CL).

ROBBERY

Unlike a burglary (which is done quietly, when few are present), robbery missions involve taking valuables by force (or threat of force) and then escaping before the authorities arrive. Instead of depending on security skills to bypass locks, a robbery depends on intimidation to force those with legitimate access to bypass security systems for you.

The following section provides guidelines on creating robbery missions at various challenge levels.

Heroes' Pay: Adventure CL $\times$ 2,000 credits.

Target (Moderate): Individual heroic character, level = adventure CL

Target (Hard): Burglary of a corporation or business.

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Easy): Entourage of assistants (5 opponents, CL = adventure CL, armed with hold-out blaster pistols).

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Multiple layers of security, including a detachment of military personnel or bodyguards (8 opponents, CL = adventure CL, split into two groups, armed with blaster rifles, stun grenades, and combat jumpsuits).

Complication (Hard): High security accommodations require a Moderate Gather Information Check to locate and a Hard Mechanics check to breach.

SABOTAGE

A sabotage mission calls for the saboteurs to infiltrate a facility and break something vital while making it look like an accident. The biggest hurdles to overcome are all the potential witnesses who might alert security guards, so the ability to disable devices on the first try is every bit as important as the ability to blend into with the legitimate workers.

The following section provides guidelines on creating sabotage missions at various challenge levels.

Heroes' Pay: Adventure CL $\times$ 1,250 credits.

Objective (Easy): Sabotage a sophisticated machine or computer.

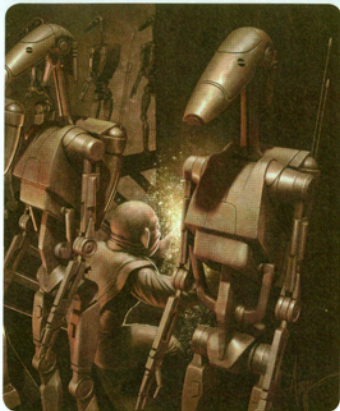
Objective (Moderate): Sabotage a complex machine or computer.

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Medium): The target requires some skill to sabotage, requiring either a Medium Mechanics or Use Computer check to sabotage.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.



Complication (Hard): Multiple layers of security, including a detachment of military personnel or bodyguards (8 opponents, CL = adventure CL, split into two groups, armed with blaster rifles, stun grenades, and combat jumpsuits).

Complication (Hard): The target requires extensive skill to sabotage, requiring either a Hard Mechanics or Use Computer check to sabotage.

Complication (Hard): Sabotage must be subtle, requiring the heroes to leave no indication that the target is sabotaged.

SALVAGE

Like repair missions, salvage missions involve traveling to a remote location and attending to a disabled vehicle. Unlike repair missions, though, it is a foregone conclusion that the vehicle cannot be repaired (and probably isn't worth hauling back). Therefore, the salvager must locate the vehicle and strip it of useful parts. Potential pitfalls might include a hostile environment, unfriendly locals, or other salvagers who might not welcome the competition.

The following section provides guidelines on creating salvage missions at various challenge levels.

Heroes' Pay: Adventure CL $\times$ 500 credits.

Objective (Easy): Salvage a vehicle in a known, safe location.

Objective (Moderate): Salvage a vehicle in an unknown or unsafe location.

Complication (Moderate): The target vehicle requires a Moderate Mechanics check to salvage its parts without damaging them, thus preserving their value.

Complication (Moderate): The target vehicle requires expensive parts, requiring the heroes to spend $300 \times$ adventure CL credits to obtain the parts.

Complication (Hard): The area has intense atmospheric hazards, including extreme temperatures, radiation, gravity, or poor visibility.

SCAM

Scams range from minor street hustles to full-on cons. They require assistants to help keep the target (or "mark") on the hook, making them ideal jobs for groups of heroes. Scams are usually low-risk; a good con doesn't require any fighting, and a smart scammer chooses marks who aren't likely armed. In fact, most scammers don't even bother carrying weapons. (See "Con Games" on page 88 for a sample scam.)

The following section provides guidelines on creating scam missions at various challenge levels.

Heroes' Pay: Adventure CL $\times$ 450 credits.

Target (Easy): Normal citizen (engineer, accountant, professor, etc.), nonheroic character, level = adventure CL

Target (Moderate): Famous person (government official, holovid star), heroic character, level = adventure CL

Complication (Medium): Witnesses (nonheroic 1); heroes must make Medium Stealth checks to avoid notice.

Complication (Moderate): Heroes must make Moderate Deception checks to pull off the con.

Complication (Hard): Undercover authorities (2 law enforcement officials, scout level = adventure CL + 2) attempt to disrupt the con and arrest the heroes.

SHIPJACKING

Shipjacking missions are the lower-risk cousins of hijacking missions: Locate a poorly guarded starship, overcome (or bypass) the crew, override the security system, and fly it away. Because starships can sell for millions of credits, shipjacking is a lucrative practice—provided the shipjackers can find a buyer.

The following section provides guidelines on creating shipjacking missions at various challenge levels.

Ransom for the Target: Adventure CL $\times$ 10,000 credits.

Heroes' Cut: 20%

Target (Easy): Colossal freighter or transport.

Target (Moderate): Colossal (frigate) starship.

Complication (Easy): Security team (4 opponents, CL = adventure CL, armed with blaster pistols and stun grenades).

Complication (Medium): Shipboard security systems require a Medium Use Computer check to access the interior of the ship.

Complication (Medium): The shipjacked starship must report situation normal, requiring a Medium Use Computer check to convince spaceport control there are no problems.

Complication (Moderate): Security team (6 soldiers, CL = adventure CL, armed with blaster rifles and stun grenades).

Complication (Moderate): Secured accommodations require a Medium Gather Information check to locate and a Moderate Mechanics check to breach.

Complication (Hard): Excellent fortifications (5–8 entrances into the starship, Hard Mechanics check to seal entrances).

SMUGGLING

Smuggling (and legitimate shipping) missions are the most common type of job available: Someone always needs something moved somewhere. The characters must have a transport capable of making the delivery and should be moderately well armed in case of attack by pirates. Furthermore, since the heroes need to bargain for a good deal at the delivery point (or possibly bribe some customs officers), some skill at haggling is necessary.

The following section provides guidelines on creating shipping missions at various challenge levels.

Heroes' Pay: Adventure CL $\times$ 1,000 credits.

Objective (Easy): Smuggle contraband through a known region with known threats.

Objective (Moderate): Smuggle contraband through a hostile area of space (an uncharted region with known, actively aggressive threats).

Complication (Medium): Law enforcement or pirate ground patrol (5 opponents with CL = adventure CL).

Complication (Moderate): Nosy customs officials intervene, requiring the heroes to make a Moderate Deception check to cover their contraband or a Hard Persuasion check to bribe, cajole or otherwise convince the customs agents to turn a blind eye.

Complication (Moderate): Roll once on Table 3-13: Space Travel Hazards (page 99).

Complication (Hard): Law enforcement or pirate space patrol (6 opponents in starfighters or space transports with CL = adventure + 3).

Complication (Hard): Roll twice on Table 3-13: Space Travel Hazards (page 99).

THE BLACK MARKET

The black market is the lifeblood of the fringe of the galaxy. It is through the black market that smugglers, shipjacks, pirates, and other criminals make their livings. The black market is the name given to the thousands of channels by which illegal goods are trafficked; this covers the fences that sell the items to buyers, the credit laundries that make sure dirty money looks clean, and the crime lords that organize and protect the members of their organization that engage in illegal commerce. The black market is the only way to obtain illicit items, and any character who wants to obtain something secretly must deal with the black market in some way.

The Saga Edition core rulebook lists the basics of dealing with the black market, but in a *Scum and Villainy* campaign Gamemasters might want to make the black market a more significant feature. The following section outlines some more in-depth methods of involving the black market in a campaign. However, Gamemasters should be careful in making the black market more complicated than it needs to be; if the heroes need to buy items on the black market and you do not wish to consume a large portion of a gaming session dealing with the finding of contacts and haggling over items, just use the basic rules presented in the Saga Edition core rulebook.

FINDING A BLACK MARKET AGENT

Agents of the black market do not make themselves known easily, as they would be quickly swept up by the authorities. At its most basic, finding a black market agent requires a Gather Information check, with a skill DC based on the restriction of the item you are trying to obtain (see page 119 of the Saga Edition core rulebook). Hunting for a black market agent requires one to traverse back alleys and seedy cantinas, asking the right questions and trying to find an illicit dealer without getting reported to the authorities, or taking a blaster bolt to the back.

Even searching for the black market can be dangerous. A failed Gather Information check shouldn't just result in a delay; it could also result in an encounter. If the heroes are snooping around and asking a lot of questions about the black market, local crime lords may get the wrong idea and send a few thugs to deter the heroes from inquiring further. On the other hand, if the heroes are careless, they might find themselves on the wrong side of the law, with law enforcement officials closing the net around them to arrest them on suspicion of dealing in illegal goods.

SELLING ON THE BLACK MARKET

The black market can be used by the heroes not only to obtain illicit goods but also to sell them. If the heroes are smugglers, shipjacks, or pirates, they may need some way to pawn off their prizes, and the black market is an excellent place to do so. The heroes can find the black market in the same way that

they would to buy from the black market, but instead of making purchases they can make sales, using the same black market cost modifiers to determine how many credits the heroes make off their goods. The value of the goods is still halved as normal, before applying the black market modifiers (which should compensate for the reduction in value from selling the item).

BLACK MARKET ADVENTURES

Gamemasters wishing to use the black market in an adventure have several options available to them. The most obvious method is to have either criminals working with the black market or law enforcement officials seeking to shut down the black market targeting the heroes and confronting them. Aside from combat encounters, the black market can be a good source for skill challenges; for example, a fence might be willing to sell an item on behalf of the heroes, but only if the heroes can make a Use Computer check to disable an electronic lock on a spacer's chest the fence has in his possession but has been unable to open. Additionally, the black market can be used as a lure to draw the heroes to a particular planet or locale; if the Gamemaster wants to set an adventure on Nar Shaddaa, hinting that the heroes may have better luck in finding the black market safely on Nar Shaddaa should be a big incentive to travel to the urban world.

BOUNTY HUNTING

The galaxy might be full of scummy characters, which means one can always find work rounding up and disposing of them. Although it is not always cost-effective to be a bounty hunter—especially when the tools required to locate and capture the target might cost more than the actual bounty—it is steady work, and affords one with plenty of opportunity for travel.

BOUNTY HUNTING GUILDS

To ensure that hunters do their work in a professional fashion, groups of like-minded bounty hunters have formed guilds, such as the House of Benelex, Qulok's Fist, and the Granse Confederacy, although the most famous is the Bounty Hunters' Guild. Organizations such as these police their membership to ensure that hunters behave in a professional and more or less responsible fashion (avoiding collateral damage whenever possible), and they serve as go-betweens for those who wish to hire a hunter or two. They also represent the bounty hunting community politically, ensuring that bounty hunters retain suitable incentives to ply their trade—and that the authorities do not interfere overmuch.

Joining a bounty hunting guild requires only signing up—but that includes an agreement to tithe 10% of every bounty collected to the guild. (For more information on bounty hunting guilds, see Chapter 4: Organizations in the *Force Unleashed Campaign Guide*.)

CONTRACTING BOUNTIES

Bounties appear on the HoloNet all the time, and worlds that provide planetary information channels (usually as alerts for incoming space traffic) frequently list advisories for wanted criminals who might be on the planet. Even though these bounties are not hidden, the very topic is considered seamy, and news of rewards is buried along with the crime blotters and classified advertisements. Finding a bounty this way requires a DC 10 Use Computer check and access to the HoloNet or a planetary information channel—though such bounties are often for petty criminals with low rewards, at best.

Instead, those offering bounties prefer to spread news of the postings by word-of-mouth, reaching out to the kind of bounty hunters who operate a little outside the law to get the job done. Finding a bounty in this fashion requires a DC 20 Gather Information check, and failing the check by 5 or more means that the hunter is misinformed—perhaps being informed of an out-of-date reward, being set up for the local authorities, or even being sent to capture the person who originally posted the bounty!

Bounty hunting guilds make it easier for licensed hunters to acquire work. Those offering rewards for the capture of criminals and the like could contact a bounty hunters' guild directly, with offers of work, and leave it up to the head of the guild's house to assign the contract. In such cases, the head of the house offers the job to members with the highest organization score modifier first, working his way down the list until someone agrees to take the job. Obviously, freelancers and novice members are at the bottom of the pecking order, and so cannot expect choice bounties until they have earned the respect and trust of the guild house.

LICENSE TO HUNT

Bounty hunting requires an IPKC license (the license has a different designation during non-Imperial eras). To discourage amateurs from getting in the way, the guilds have pushed legislation that requires a bounty hunter to present a permit to receive the full reward for the capture of a bounty.

This form, the IPKC permit, requires a one-time 1,000 credit fee (paid to any government licensing bureau), and allows the hunter to collect full price on bounties delivered to authorized agents of that government. Thus, a bounty hunter might have a IPKC permit that's valid anywhere in the Empire, and another that's valid only in the Chiss Ascendancy.

Without an IPKC permit, the reward for delivering a bounty is only 50% of the posted amount.

HUNTING BOUNTIES

Once a hunter has chosen to pursue a bounty, he still has to know where to look, and what sort of resistance he is likely to encounter in the apprehension of his target. Those with bounties on their heads have strong incentives to run, hide, and surround themselves with loyal guards, and a good bounty hunter has to know how to deal with targets willing to go to any length to remain free.

TRACKING TARGETS

One efficient way of locating the target of a bounty involves starting the search in a broad area, and narrowing it down more and more until only a limited number of possible places remain. This process usually begins with finding out where in the galaxy the target was last seen.

The Use Computer skill can guide the hunter in the right direction. A DC 15 Use Computer check lets the hunter know if (and where) the target accesses his accounts. This can be as specific as a single planet (for example, "the planet Tralus"), though it is usually more general (for example, "Hutt Space").



A WOOKIEE BOUNTY HUNTER TRACKS DOWN HIS TARGET

TABLE 3-6: BOUNTIES

d20 ROLL	WANTED FOR	DESCRIPTION OF TARGET	REWARD
1-2	Assault and battery	Brawler (page 117)	5,000
3-5	Assault, larceny	Thug (page 284 of the Saga Edition core rulebook)	1,000
6	Corruption	Security specialist (page 122)	5,000
7-8	Espionage	Data slicer (page 118)	7,000
9-10	Grand larceny	Charlatan (page 118)	8,000
11	Kidnapping	Bounty hunter (page 283 of the Saga Edition core rulebook)	7,000
12-13	Murder	Assassin (page 282 of the Saga Edition core rulebook)	5,000
14	Piracy	Blockade runner (page 117)	8,000
15	Racketeering	Crime lord (page 283 of the Saga Edition core rulebook)	8,000
16	Smuggling	Space transport pilot (page 121)	7,000
17	Terrorism	Notorious outlaw (page 120)	8,000
18-19	Trafficking	Fixer (page 120)	7,000
20	Treason, sedition	NPC (Han Solo, Talon Karrde, Corran Horn, etc.)	Special

Once the hunter knows which planet to search, he can use Gather Information to find the target within that general area. A DC 15 check reveals the general area (e.g., “the industrial sector”), or a more specific location (such as a particular hangout, or even the target’s current address) with a DC 20 check. These DCs increase by 10 if the target is aware of the bounty on him and is actively trying to hide.

Example: Lesk Hissar is trying to locate a Duros customs official wanted for murder. He has a good idea that the Duros is on Nar Shaddaa somewhere, but the Smuggler’s Moon is a big place, so he has to ask around. He makes a Gather Information check and gets an 18, so he learns that the Duros has been seen in the vicinity of the Palace Casino. Lesk tries again, hoping for a more specific address, but rolls only an 11; the Gamemaster rules that Lesk not only fails, but one of the people he questions informs the Duros, who goes into hiding. If Lesk tries again, the DC for learning the Duros’s specific location increases to 30.

Conversely, when the target is away from civilization, the bounty hunter might need to track the target’s physical signs. A successful Survival check lets the hunter know if someone has been in the area the hunter is searching, and might give the hunter an idea of how long ago—and which direction they went when they left. (See “Survival” on page 73 of the Saga Edition core rulebook for more information.)

Finally, if the target tries to escape aboard a starship, the hunter can take a full-round action to make a DC 25 Use Computer check to detect and analyze the departing ship’s Cronau radiation signature. This signature lets the hunter determine the point and angle of departure of a ship that has entered hyperspace, and can give the hunter a good idea of the ship’s likely destination. For each hour that has passed since the ship made the jump to lightspeed, the DC of the Use Computer check increases by 5.

CAPTURING TARGETS

Contrary to popular belief, most rewards are limited to captured targets—not dead ones. Obviously, accidents happen when the blaster bolts start flying, but the authorities want justice to be served: Criminals are supposed to stand trial and go to prison. Crime lords are sometimes more open-minded about the bounties they post—but, even then, a crime lord would rather spend a little time gloating over their enemies, making sure they suffer a bit before the crime lord is done.

As a consequence, bounties being sought by the authorities are more willing to give up without a fight (though that doesn’t stop them from running), but those being sought by crime lords and other less civilized types would rather die than be captured alive. In either case, a target who has a little extra money to spend is usually willing to hire a few bodyguards to put between them and bounty hunters, or offer the hunter a nice fat bribe—or both, if they have the means.

BOUNTY GENERATOR

To generate a random list of open bounties (useful when players want to check the bounty postings in the hopes of earning a few credits), roll 2d20 and compare the results to Table 3-6: Bounties, using the first roll to determine what the target is wanted for, and the second to determine the description of the target and the reward value for that target. You can roll multiple times to simulate multiple available bounties, or just roll once to generate the nearest bounty.

The description is provided as a model for NPC statistics to represent the target. (It does not mean that all things are necessarily worth a 1,000-credit bounty, for example.) The Gamemaster is also free to choose any sort of character to be the target of a bounty. A simple bounty where you have to face the target by itself, with no substantial assistance or resources, should be worth the CL of the bounty x 1,000 credits.

The bounty hunter is entitled to a secondary bounty of one-half the value of any captured equipment. (Bounty hunters commonly "lose" particularly valuable items before reporting the captured inventory; if noticed, however, the hunter might become the target of a new bounty!)

Bounties posted on famous or notorious individuals from the *Star Wars* universe (such as Han Solo or Talon Karrde) rarely conform to the standard random bounty model. When developing a bounty on a famous character, the Gamemaster should make capturing that target part of a larger adventure or an adventure all its own. The credit reward for the bounty should be of an appropriate amount to provide a suitable reward for the entire adventure. If the bounty is the entire focus of the adventure, a standard credit reward of 2,000 credits x the average level of the heroes is appropriate (see "Other Rewards" on page 248 of the *Saga Edition* core rulebook). If the bounty is merely part of the adventure, a reward of 1,000 credits x the CL of the target is appropriate.

CON GAMES

Confidence artists prey on the greed and gullibility of others to make a tidy profit—usually in exchange for something worthless. Even though their scams might seem easy to spot (at least on the surface), they can have layers upon layers of deception to suck in the unwary before they know what hit them.

SAMPLE SCAM

Below is a sample "short" con, which the Gamemasters can spring on the heroes—or that the heroes themselves can employ, if they are so inclined. Most cons require inexpensive props and an assistant or two, making them an ideal activity for a group of heroes out to make a quick credit.

SCAMMERS AND MARKS

When discussing cons and how they are perpetrated, it's good to keep some general terms in mind. "Scammer" refers to the primary con artist, "assistant" refers to the primary's helper (or multiple helpers), and "mark" refers to the victim of the con.

The Toydarian Drop

Named after the species that originated the scam—or, as everyone else in the galaxy insists, the species most likely to fall for it—the Toydarian Drop begins with the mark and the scammer—well-dressed and appearing affluent—both spotting something of value (a datapad, or a piece of jewelry, for example) lying out in the open. The con works best if the mark notices the item first (to divert suspicion that the scammer planted the item), but the scammer needs to notice the item before the mark can snatch it up. An assistant might get in on the act, claiming to have also seen the item at about the same time.

A quick appraisal suggests that the item is worth quite a bit: It has valuable confidential information (in the case of a datapad or a portable computer), or it is visibly expensive (as with an item of jewelry). In any event, the item appears to be worth around 25,000 credits, and the scammer suggests that the finders can split the money. All it takes is for someone to go sell the item—something the "respectable" scammer claims he cannot do without tarnishing his image in the community.

The scam then hinges on the mark agreeing to be the one to sell the item—and the scammer pretending not to entirely trust the mark with such a valuable item. (The scammer should make a Deception check against the mark's Will Defense; in the case of an NPC scammer, assume the scammer has a +15 skill modifier.) The only way the scammer can trust the mark is if the mark buys the scammer's "share" in the item up-front. (If an assistant is involved, he also demands his share.) Of course, the mark might try to turn this tactic back on the scammer or the assistant—but both can demonstrably prove that neither carries enough money to buy out the others' shares.

Obviously, after the scammer and the mark have parted ways, the mark learns that the item is, in fact, worthless.

This scam doesn't work so well with credit chips, which are difficult to rig to display false account balances (see page 134 of the *Saga Edition* core rulebook). However, a con artist with skill at concealing items (using Stealth) can switch a real credit chip for a dummy before the final hand-off to the mark.

LOAN SHARKS

Sometimes it can be tough to get a start on the fringe. Most scoundrels of all stripes come from humble beginnings, and very few have the fortunes at the start to buy their own ships or pay for their own crews. When faced with the prospect of being unable to strike out on their own, many scoundrels turn to crime lords with money, otherwise known as loan sharks. Loan sharks provide illicit loans to those who cannot get a loan through a legitimate institution, and often in great sums well beyond what one could normally obtain through legal channels. Unfortunately, loan sharks are never as forgiving as banking institutions, and loans usually come with not only an incredibly high interest rate but also the threat of broken bones or even death if payment isn't rendered on time.

Loan sharks provide credits for pretty much anything and everything. Many smugglers use loans from loan sharks to purchase space transports, hire crew members, and upgrade existing ships so that they can make their way in the galaxy. Pirates use loan sharks to fund their fledgling fleets, or simply to keep their crew members happy and their starships flying. Loan sharks can usually provide loans in values up to the loan shark's CL x 50,000 credits, and sometimes more (at the Gamemaster's discretion).

Loan sharks should be sinister and memorable, and typically a loan shark has an amicable attitude (at least until you miss a payment). Loan sharks almost always have levels in the crime lord prestige class, and they are surrounded by minions and underlings at all times. Loan sharks profit from the hopes and dreams of desperate people on the fringe who will do anything to achieve their goals, and as such they are unscrupulous and conniving. Hutts, Herglies, Besalisks, and Bothans all make excellent loan sharks.

MISSED PAYMENTS

Loan sharks take their payments not only in interest but also out of the livelihoods of those they loan to. Typically, a loan shark puts a 10% (per month) interest rate on their loans, meaning that once per month the total debt the heroes have to the loan shark goes up by 10%. Furthermore, if the heroes use the loan to buy a ship or otherwise fund some kind of endeavor, loan sharks usually require the heroes to pay out 10% of their earnings each month as well (which is applied toward the loan). Of course, loan sharks are always happy to extend more credit to their valued customers, and as a result many get caught in a downward spiral of debt that quickly becomes like a form of indentured servitude.

Loan sharks do not take kindly to people missing their payments. Even the first missed payment is enough to have the loan shark send his agents out for a friendly visit, just to let the heroes know that the loan shark hasn't forgotten about them. On the second missed payment, the loan shark's agents will probably damage or destroy some of the heroes' property, just to make a point; usually, the damage is valued at about the same as the missed monthly payment. When a third payment is missed, the loan shark's

goons are no longer there just to make a show. At this point, the heroes will usually have to fight the goons, who are out to take their loan shark's payment in flesh. Gamemasters can feel free to create encounters with a loan shark's thugs that are level appropriate for their own campaign, but such a fight should be challenging; after all, loan sharks mean business and aren't afraid to send some of their toughest minions to deal with heroes that ignore their obligations.

PIRACY

Ever since starships first started cruising the space lanes, pirates have found a way to take those ships from their rightful owners. Pirates are a scourge of the stars who prey upon unsuspecting travelers and entrepreneurs, swooping in and robbing ships of their valuables, and sometimes taking the ships themselves. Any criminal that makes his living off of raiding and robbing starships in transit from one world to another is a pirate, and law enforcement officials (particularly the Sector Rangers) go to great pains to make sure that the hyperlanes are kept safe from pirates.

Pirate gangs are usually formed when groups of like-minded thieves and brigands come together and pool their resources to great effect. Typically, a true pirate gang does not form until they find some way to obtain a capital starship, or at least large space transports with plenty of firepower. Typical pirates are looking to plunder the space lanes by taking whatever they want from anyone that cannot defend themselves. Some pirates are cutthroats who do not hesitate to maim or kill in the pursuit of their goals. Others adhere to an obscure code of honor, often coupled with delusions of being the roguish antiheroes often portrayed in holovids across the galaxy. Pirates must be tough and ruthless, regardless of their outlook on their career, as much of their position among their own crew depends on how ardently they enforce their own superiority.

Becoming a pirate isn't simply a matter of declaring yourself one. If the heroes wish to become pirates, they can either attempt to start their own pirate gang, or join an existing gang. Joining an existing band of pirates is the easier task, but is no less fraught with peril. To join an existing band, the heroes must prove themselves worthy of the gang (sometimes this means besting some of the weaker members of the band in combat), prove themselves trustworthy (engage in a mission of piracy with the band, as a trial run), and convince the pirates' leader that they belong on his crew. Joining a pirate crew for the first time can be an adventure all its own, and Gamemasters are encouraged to create a number of challenges, both non-combat and combat-oriented, to allow the heroes a chance to prove themselves worthy of the pirate band. Once they are members of the pirate group, they can begin working their way up in the hierarchy.

Alternatively, the heroes might decide to start their own pirate gang. In doing so, they make enemies of the law and certainly make no friends among other pirates, who are now competition. The heroes will likely need to recruit

others to their cause (a task that a charismatic leader could take on, for certain) and engage in some low-level piracy, not only to gain experience but also to fund upgrades to their fledgling pirate fleet. As the heroes' pirate gang grows, they will find their names at the tops of "Most Wanted" lists, as the leaders of pirate bands not only benefit from their fame but also achieve a certain degree of notorious recognition from law enforcement. Starting one's own pirate band is a challenge, though, because it becomes the heroes' responsibility to obtain the resources it takes to be pirates (ships, weapons, crew members) while at the same time placating their crew with plunder. Dissatisfied crews are prone to mutiny, and the heroes may find themselves facing a rebellious crew if they are not careful.

ENGAGING IN PIRACY

Once the heroes have joined a pirate gang or started their own, it's time to engage in piracy. Typically, the first step is to find and designate a target or multiple targets. The Gather Information skill can be used to catch wind of prime targets, especially those that aren't well defended or that are carrying particularly valuable cargo. Gather Information checks made in places where illicit activity is commonplace (such as in Mos Eisley, on Nar Shaddaa, or in Point Nadir) should gain favorable circumstances; those who live on the fringe keep an ear open for the possibility of a good score.

Unless the heroes lack a traditional method of interdiction (like the gravity well generators found aboard an *Immobilizer-418* cruiser), they will need to plan when and where to ambush their prey. The Gamemaster can provide some hints as to good places and times to launch their attack, but be sure to leave the heroes with enough freedom to choose their attack plan so it truly is a plan of their devising. For example, unless the heroes want system defense spacecraft swarming their position, they probably do not want to launch an attack near a heavily populated planet; the Gamemaster can feel free to point out things like this, and perhaps suggest launching an attack at the edge of the star system, where ships typically emerge from hyperspace before making a microjump to the planet in question.

While many pirates won't hesitate to use lethal force against starfighters and other well-armed defenders, ion weapons are the best method of detaining a prize ship and ensuring that the ship (and its cargo) remain in working, salvageable order. Once a ship has been disabled, the pirates usually have to board the captured vessel, which could mean fighting the crew and other defenders in the corridors of the starship.

When the ship's defenders have been slain or subdued and the heroes control the captured ship, the job has been completed. The heroes can either take the entire ship, or (as is common when raiding passenger vessels) take whatever valuables they have come for and flee to their hideout to sort through the loot and enjoy the spoils of victory.

PIRATES HIJACK A CIVILIAN VESSEL



PRIVATEERS

Privateers are pirates with some amount of legitimacy. Privateers are usually given letters of mark (official documents provided by a government or ruling body) that grant them the freedom to engage in piracy against their employers' enemies. Privateers tend to be a bit more idealistic than the run-of-the-mill pirate. Heroes who want to live the pirate's life but are uneasy about working outside the law might consider becoming privateers, as they are allowed to engage in piracy under the guise of legitimate work for a legitimate government.

SMUGGLING

Transporting illegal goods—or, at least, goods for which one does not have the proper permits—is a lucrative business, though the price of getting caught is sometimes far higher than the profits it brings. Still, smuggling is a major part of life on the fringe.

Smuggling becomes necessary when someone needs to get a shipment of illegal goods from one place to another. In very restrictive areas, or under the oppressive watch of tyrannical governments by the Empire, smuggling is almost the only way to get many contraband items into the hands of those that want or need them. The Rebel Alliance employs many smugglers for the sole reason that everything they need, including things as simple as foodstuffs and medical supplies, is considered contraband when being sent to the Alliance.

Smuggler heroes can lead exciting and adventurous lives, blasting their way across the galaxy in a tramp freighter with no one to answer to but themselves. Typically, smuggling is just like any other job or criminal enterprise: Credits are king. Smugglers need only find someone willing to pay for illegal goods and determine the fastest way to get the goods to their destination. For Gamemasters running a campaign with smuggler heroes, entire adventures can be created simply from the complications that arise in getting from one place to the next with a hold full of contraband.

INTERDICTION

One of the biggest dangers to smuggling operations is the threat of interdiction. When a smuggler is hauling contraband, he or she may be able to easily avoid inspections through bribes or deception, and most smugglers are confident in their ability to slip past the authorities when necessary. Interdiction occurs when authorities, pirates, or other groups use artificial gravity wells to drag ships out of hyperspace, simulating the presence of a planet or large object in realspace which, in turn, causes a ship's hyperdrive to deactivate. False gravity wells can be created along hyperlanes by gravity well generators (found on many interdiction starships), or by simply dragging a large asteroid into the space lane with a tractor beam. Smugglers dragged out of hyperspace by interdiction have little choice but to surrender or fight, as canny law enforcement officials can usually keep a ship in realspace once it has been caught.

CARGO GENERATOR

Gamemasters who wish to add a little more depth to their heroes' smuggling runs can actually generate a cargo to be smuggled using Table 3-7: Cargo. Doing so should have no effect on how much the heroes can earn from selling their cargo, but could produce some interesting combinations (and give GMs a few ideas on what kind of employer would ship such items, what the motivation for smuggling the items is, and what kinds of complications might arise during the course of the adventure).

To use the cargo generator, first roll 2d20. Compare the result of the first d20 to the first column of Table 3-7, and check the Cargo column to see what kind of cargo is to be added to the ship's hold. Use the second d20 to determine how much (in tons) of that cargo is added to the hold. If the weight of the item being added exceeds the ship's cargo capacity, only enough of that cargo is added to fill the hold. Continue to roll 2d20 on the table until the ship's hold is full, and the heroes now have a cargo to smuggle.

TABLE 3-7: CARGO

d20 ROLL	CARGO	WEIGHT (TONS)
1	Animals, common or livestock	0.5
2	Animals, exotic	1
3	Art objects	2
4	Bacta	5
5	Droids	10
6	Foodstuffs	15
7	Fuel or starship consumables	20
8	Gems or precious metals	25
9	Labor machinery	30
10	Luxury items	35
11	Medical supplies	40
12	Metals (common)	45
13	Raw materials (miscellaneous)	50
14	Scrap	60
15	Spare parts	70
16	Spice or other narcotics	80
17	Technological goods	90
18	Textiles	100
19	Water	150
20	Weapons	200

INSPECTION

When a starship arrives at a spaceport, sometimes it must undergo a customs inspection. A customs inspection is usually required only for cargo vessels that are loading or unloading cargo, though spaceport officials or local law enforcement may call for an inspection of a suspicious ship at any time. Inspections usually involve a team of five or six officials who have designated tasks during the inspection. The team is led by a chief customs officer whose job is to oversee the entire inspection; the chief inspector interacts with the captain and crew of the ship, asks pertinent questions, and ensures that the crew does not interfere with the inspection in any way. Two of the customs agents are charged with performing the actual inspection. These agents look over any cargo, comparing it to the ship's cargo manifest (which must be presented to the chief inspector at the time of the inspection), search for hidden compartments and illegal modifications, and confirm that the ship is not carrying anything it should not be. Two other customs agents stand guard during the inspection, providing a threat of force in case the crew decides to resist the inspection violently. These two agents keep watch over the crew, and always have blasters at the ready. Any additional members of an inspection crew may guard the exterior of the ship or serve as lookouts in various parts of the ship during inspection.

Customs officials can be bribed, but usually only if it's clear that taking the bribe won't cost them their job or their life. If a customs official sees that the cargo includes massive explosives that could blow up the entire spaceport, she is unlikely to turn a blind eye. If, however, the cargo is something as innocuous as stolen sublight drives, the customs agent might be amicable to the idea of taking a bribe to forego the inspection. However, most customs officials take a "no see, no problem" approach to taking bribes, and don't look too closely at the cargo to maintain relative ignorance.

FAMOUS SMUGGLING RUNS

If there's one thing all pilots have in common, it's a love of bragging rights. For smugglers, the best way to earn the respect of peers is to fly one of the famous (or infamous) smuggling runs to prove you have ice in your veins and a healthy contempt for death itself.

The Kessel Run

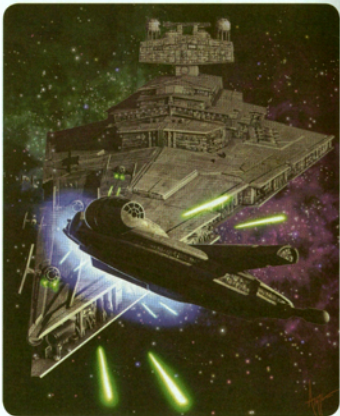
The Kessel Run is arguably the most famous smuggling run in the galaxy—not for its profitability, but because it is the benchmark for the galaxy's smugglers. The proximity of Kessel to the Maw Cluster (a group of several black holes) makes it difficult to jump to hyperspace on the Kessel side, meaning that ships attempting to leave the prison planet with a load of illegally gained glitterstim spice must elude pursuit at sublight speeds until the Maw and its gravity well are at a safe distance.

The total distance through the Maw is roughly 14 parsecs, though it is not a straight route. Traveling through the Maw in realspace requires patience and close attention, to avoid drifting too close to one of the black holes while dodging laser cannon fire from Kessel's security squadrons.

Negotiating the Maw through hyperspace, on the other hand, requires a DC 30 Use Computer check. Failure means that the starship immediately drops back out of hyperspace without making any progress; failure by 10 or more means that the starship gets pulled toward the nearest black hole, forcing the pilot to make a DC 25 Pilot check to escape to a safe distance. (Failing this check means that the starship plunges into the black hole.)

A successful Use Computer check, on the other hand, means that the starship safely navigates half the distance in one jump. Succeeding by 5 or more means that the starship finds an even faster route, and travels through the entire Maw Cluster in a single jump.

Provided one can fill a hold with glitterstim spice and leave Kessel before being arrested, and further provided that the pilot can steer through the Maw while dodging starfighters and a cluster of black holes, the Kessel Run can be one of the most lucrative operations a smuggler can ever hope to undertake—and a fast delivery of the exotic spice can virtually cement any hotshot pilot's reputation.



IMPERIAL PURSUIT ON THE KESSEL RUN

SPICE

Spice is an illegal substance that possesses extreme narcotic qualities. Spice comes in several forms and is mined from various worlds, including Kessel. Spice is unique in that it has mind-altering properties that produce limited telepathic abilities. Spice is highly addictive, as well, and can lead to paranoid delusions and other mental illnesses.

Spice is mined on Kessel, where it is produced by energy spiders that live deep within the asteroid. Spice mining is extremely dangerous business, and many miners are killed in mining accidents. As a result, being sent to the spice mines of Kessel is a punishment similar to incarceration, but it also includes a heavy dose of forced labor.

Spice smuggling is both lucrative and highly illegal. Customs agents looking for spice are extremely vigilant, and are unlikely to turn a blind eye without a significant bribe. The Hutts are usually quite involved in spice smuggling, and they take great pains to ensure that their spice smugglers are both well-supplied and closely watched.

Two common kinds of spice are described below:

Glitterstim: A character that consumes one dose of glitterstim spice moves -2 persistent steps down the condition track, and the persistent condition can only be removed after 2 hours of rest. However, for 10 minutes after ingesting the spice, the user can make untrained Use the Force checks to activate the Telepathy application of the skill, even if he or she is not Force-sensitive.

Tempest: A character that consumes tempest spice gains the ability to rage (as per the Wookiee species trait). However, taking more than one dose of tempest in a 24-hour period immediately moves the user -4 persistent steps down the condition track; if this moves the user to the bottom of the condition track, he dies. The persistent condition can only be removed by resting for 8 hours.

Rycar's Run

If the Kessel Run is considered dangerous, Rycar's Run is outright insane. Made infamous by a Corellian pilot named Rycar Ryjerd, the smuggling run begins with picking up Viperine shatter guns at secret rendezvous sites in the Roche asteroid field, slipping back out while avoiding Imperial patrols, and then landing on Tatooine, where the guns are exchanged for slaves from worlds such as Ryloth and Kashyyyk. The smuggler then transports these slaves to Kessel and trades them to the prison administrator for loads of glitterstim spice, which is highly prized on the prison planet of Kiffex, where it can be traded for the freedom of certain convicts (usually Hutts). The last leg of the run involves delivering the freed prisoner to Nar Shaddaa, where the prisoner can resume his or her criminal enterprises once more.

This run is so hazardous that only the most foolish or the most desperate undertake it. In addition to the dangers of navigating asteroid fields and the constant threat of being arrested by Imperial patrols, the smuggler might

expect to be ambushed on Tatooine by enemies of the prisoner being held on Kiffex. Furthermore, the administration on Kessel is sometimes known to renege on their deals, taking the slaves and then chasing the smuggler out into the Maw. Finally, if the smuggler makes it safely to Nar Shaddaa, he must be careful about keeping a low profile; for every enemy the prisoner had on Kiffex, there is likely a score more on Nar Shaddaa—some of whom might vent their wrath on the smuggler who freed the convict.

Rycar's Run is also one of the longest runs a smuggler can make, which adds to the risk: At least eight different hyperspace jumps are involved, some passing perilously close to asteroid fields or the twin suns of Tatooine. During each jump, in addition to the possibility of flying into a star or passing through a rogue meteor shower, there is also the risk of encountering an Imperial Interdictor-class cruiser while the smuggler's ship is loaded down with illegal cargo. Because these specific jumps are made so rarely, the data is usually more than a month old (DC 25 Use Computer check to safely plot a course instead of the usual DC 10).

Despite the risks, however, at least a dozen smugglers attempt Rycar's Run every year, hoping to win the grand prize of a Hutt's favor for delivering the prisoner safely to Nar Shaddaa. It is a testament to the folly of the undertaking that smugglers consider Rycar's Run a suicide mission.

The Byss Run

The Deep Core world of Byss was discovered in the latter decades of the Old Republic, and eventually became the seat of the reborn Emperor Palpatine's Empire after the Battle of Endor. Guarded by a sizeable fleet of Imperial ships, Byss is virtually inaccessible to anyone who does not possess a Deep Core Security Zone clearance—which excludes nearly everyone in the galaxy.

However, as with so many isolated locations, the inhabitants of Byss are desperate for the kinds of luxuries and entertainments that are forbidden to all but the highest echelons—and this makes smuggling such goods onto Byss a highly lucrative endeavor. Although the Imperial fleet orbiting Byss dissuades the feint of heart, a significant number of professional pilots and smugglers consider the risks worth the rewards (not the least of which is the knowledge that not even the most secure Imperial facility in the galaxy can keep them out).

Acquiring a Deep Core Security Zone clearance legitimately is next to impossible; the Empire issues them only to the most trusted, loyal, and valued traders. Even then, the Empire usually requires that these traders be escorted through the Deep Core in a convoy shepherded by a Star Destroyer. Vessels caught traversing Byss space without the proper clearance can expect to be fired upon by no fewer than half a dozen Star Destroyers, so one needs an extremely fast ship, an incredibly well armored ship, or a sizeable invasion fleet.

Should one safely reach Byss, however, the value of any goods sold there automatically increases by 500%. However, few exportable goods are produced on Byss that cannot be purchased more cheaply elsewhere, so the only available outbound "cargo" is passengers who want to get off Byss without the proper clearance to do so.

SPACEPORTS AND SHADOWPORTS

Spaceports are a smuggler's best friend, and anyone that travels the space lanes extensively will eventually become intimately familiar with dozens of spaceports throughout the galaxy. A spaceport provides docking facilities for starships as well as various amenities and services. Some spaceports are little more than landing pads with a few fuel tanks, while some massive spaceports could almost be entire cities unto their own. When a starship makes landfall, typically the ship will dock at a spaceport, where the ship can take on fuel and supplies, have repairs made, or simply leave the ship while traveling around the planet.

Shadowports are special kinds of spaceports highly valued by the smugglers and other criminals of the galaxy. A shadowport is a secret, illegal spaceport, usually well-hidden and off all of the Space Ministry's charts. Shadowports are places where illegal starships can land to offload illegal goods, make illegal modifications, or take part in illegal activities. Shadowports are havens for criminal activity, and though they resemble a standard spaceport in many ways, they usually have little in the way of legal authority. That is not to say there is no law in a shadowport, only that the law is made by those with the most muscle and power. Typically, shadowports are controlled by crime lords or entire crime syndicates. For more information and a sample shadowport, see Chapter 5 for an in-depth look at the shadowport called Point Nadir.

Spaceports and shadowports offer a number of amenities that weary travelers can take advantage of. Ships can be restocked and refueled, cargo can be loaded or unloaded, and repairs can be paid for and made. Many

SPACEPORT SLANG

The following list of slang terms covers many of the phrases the heroes are likely to hear in spaceports throughout the galaxy, and their definitions.

Action: Ship-to-ship engagement.

Bantha Fodder: Worthless, without value

Binary: Stubborn or uncompromising

Blaster-proof: A veteran spacer who has survived lots of action

Crowcard: Toward the Core Worlds

Final Jump: To die peacefully. "Make the final jump."

Freeze, the: Space; also "Deep Freeze" for deep space

Grease the Servomotors: Bribe a government or spaceport official.

Long Zone: A jump zone far away from a planet

METOSP: Message to Spacers, automated instructions for incoming spacecraft.

Raider: Pirate or privateer

Rimward: Toward the frontier

Short Zone: A jump zone near to a planet or gravity well

Spaced: Killed by the vacuum of space

spaceports provide accommodations ranging from basic bunks to luxury accommodations. The more civilized and wealthy the world, the more likely the spaceport is to have finer amenities. Almost all spaceports have cantinas, and some have dedicated gambling halls and casinos. Larger spaceports have bazaars and shopping areas, and shadowports are guaranteed to have a thriving black market.

TABLE 3-8: PARTS AVAILABILITY

d20	PARTS		
ROLL	AVAILABILITY	COST LIMIT ¹	EFFECT
1-3	Poor	1,000 ²	Parts are available for unmodified Licensed vehicles.
4-10	Average	2,000 ²	Parts are available for all Licensed vehicles.
11-13	Good	5,000 ²	Parts are available for all Licensed vehicles and for unmodified Restricted vehicles.
14-16	Superior	10,000 ²	Parts are available for all Licensed and Restricted vehicles.
17-18	Excellent	20,000 ²	Parts are available for all Licensed and Restricted vehicles and unmodified Military vehicles.
19-20	Universal	None	Parts are available for all starships.

¹ More expensive items can be ordered, but they arrive in a number of weeks equal to item cost divided by cost limit (rounded down).

² For all systems except weapon systems, the cost limit refers to the base cost.

TABLE 3-9: DOCKING BAY SECURITY

d20 ROLL	SECURITY QUALITY	PRICE PER DAY ¹	ADDITIONAL INFORMATION
1-5	Poor	10	Entrances to the docking bay require a DC 10 Mechanics check to bypass. An attendant (nonheroic 2) is on duty during the day.
6-13	Average	20	Entrances to the docking bay require a DC 15 Mechanics check to bypass. 1d2 attendants (nonheroic 2) are on duty at all times; a security guard (see page 122) armed with a blaster pistol is on duty at night.
14-17	Good	30	Entrances to the docking bay require a DC 20 Mechanics check to bypass. 1d3 attendants (nonheroic 2) and a security officer (see page 122) armed with a blaster pistol are on duty at all times.
18-19	Superior	50	Entrances to the docking bay require a DC 25 Mechanics check to bypass. 1d4 attendants (nonheroic 3) and 1d3 security officers (see page 122) armed with blaster pistols are on duty at all times.
20	Excellent	100	Entrances to the docking bay require a DC 30 Mechanics check to bypass. 1d4+1 attendants (nonheroic 3) and 1d4+1 security officers (see page 122) armed with blaster pistols are on duty at all times.

¹ Long-term storage is available for 10 credits x the listed price/day per month for every 100 tons of cargo stored.

CHOP SHOPS

Chop shops are illegal mechanic shops where smugglers, pirates, and other spacefaring scoundrels can go to have their starships worked on. Chop shops sometimes hide in plain sight under the guise of legitimate starship and vehicle repair facilities, but many are also hidden away in warehouses, far from the probing eyes of the law. Chop shops can be found at most shadowports and also in some legitimate spaceports in the Outer Rim, but the farther one goes Coreward the harder it becomes to find a chop shop.

Chop shops are safe havens for criminals, a place where they can dock their space transports and leave the ships in the capable hands of the shop's owners. Chop shops don't ask for identification, they never inquire about BoSS certificates, and generally welcome anyone as long as they have the credits to pay for the chop shop's services. Most smugglers who have extensive illegal modifications to their starships dock at chop shops exclusively, since the shop owners won't report a ship's illegal modifications to the authorities. Likewise, the owners and operators of chop shops are usually a motley collection of outlaw techs, shipjackers, and other criminals. When creating a chop shop, Gamemasters should feel free to populate the chop shop with all manner of strange, unscrupulous aliens.

Simple Repairs

Chop shops offer many services, but the most basic services include basic repairs, refueling, and restocking of commodities. Typically, chop shops can provide consumable and fuel restocking at the same rates as most legitimate spaceports. Additionally, chop shops can perform basic repairs, providing both parts and labor for a starship. If the heroes choose not to make repairs themselves (which has no cost but requires a lot of time and Mechanics checks), they can usually hire the chop shop to make repairs instead. Hiring a chop

shop for repairs usually requires the heroes to pay credits equal to the number of hit points that need to be repaired (up to the ship's maximum hit points) x 100 credits. A typical chop shop can repair about 4 hit points per hour per worker; if the heroes wish to hire multiple mechanics to work simultaneously, increase the per-hit point cost by 50 credits per additional worker.

Gamemasters can use the above formulas to determine repair costs for legitimate spaceports and docking bays as well. However, if a starship has any visible, illegal modifications, the mechanics at the spaceport will report the modifications to the authorities. The heroes should be warned that parking a starship at a legitimate docking bay will likely raise some questions and even lead to a confrontation with the authorities if any illegal modifications are immediately visible.

Illegal Modifications

Chop shops are also a great place for the heroes to have illegal modifications made to their starships. When it comes to finding restricted or illegal starship modifications, a chop shop can serve as the black market for the purposes of buying the illegal items. As with repairs, chop shops can be hired to perform the installation as well. Chop shops charge 2,000 credits x the number of Mechanics checks required to install the illegal modification x the number of hours of work required to install the illegal modification. Chop shop mechanics have a base Mechanics skill bonus of +16, and multiple mechanics can use the aid another action to increase this check for the purposes of determining how many Mechanics checks are required to install the modification (see "Fringe Modifications" in Chapter 2 for more information on installation times and checks).

SPACEPORT SUPPORT

Spaceports use a number of unique droids and vehicles in their everyday operation. Below are three examples of technology frequently used in spaceports throughout the galaxy.

K-Series Spaceport Control Droid

The K-Series spaceport control droid from Industrial Automaton is rarely seen but often heard in spaceports throughout the Outer Rim. An administrative droid that handles the space traffic control and other logistical details of a spaceport, the K-Series spaceport control droid is the first line of communication between pilots and spaceport control. The K-Series droid sends automated messages to approaching and departing starships and handles most of the menial, low-level functions of spaceport control.

Tall and awkward-looking, with a dome-shaped head and a bulging midsection, K-Series spaceport control droids stand out in a crowd. K-Series spaceport control droids are skilled and meticulous, and they take their duties very seriously.

K-Series spaceport control droids can be played as droid heroes.

Industrial Automaton K-Series Spaceport Control Droid CL 1

Medium droid (3rd-degree) nonheroic 3

Init +2; Senses Perception +2

Languages Basic, Binary, Bocce, High Galactic, Huttese

Defenses Ref 11 (flat-footed 10), Fort 10, Will 11

hp 7; Threshold 10

Immune droid immunities

Speed 6 squares

Melee claw +2 (1d4)

Ranged by weapon +3

Base Atk +2; Grp +3

Abilities Str 10, Dex 13, Con –, Int 16, Wis 13, Cha 13

Special Qualities droid traits

Feats Skill Focus (Knowledge [bureaucracy]), Skill Focus (Knowledge [technology]), Skill Focus (Use Computer), Skill Training (Mechanics), Weapon Proficiency (simple weapons)

Skills Knowledge (bureaucracy) +14, Knowledge (technology) +14, Mechanics +9, Pilot +7, Use Computer +14

Systems basic processor, walking locomotion, 2 hand appendages

Availability Licensed; Cost 5,500 credits

Possessions comlink, datapad

RX-Series Pilot Droid

The RX-Series pilot droid from Industrial Automaton is a common, if quirky, replacement for biological pilots. Designed to serve as both copilots for living pilots as well as autonomous pilots in charge of menial piloting duties, RX-Series droids are renowned for their tendency to develop personalities much more rapidly than other droids. The RX-Series droid hovers at the piloting station and has three appendages to manage the controls of a starship. Most spaceports have at least a few RX-Series droids on hand to help move docked starships, pilot skiffs full of supplies, or pilot chartered flights through well-traveled regions.

The RX-Series pilot droid has a cylindrical body that shares many features with astromech droids. Their bodies flare out at the bottom into wide repulsorlift platforms, and their heads are slightly more humanoid than an astromech's, with a domed helmet stretching across its top. RX-Series pilot droids generally have amicable personalities (Industrial Automaton designed them to interact with their passengers) and are frequently used as pilots by space tourism companies.

RX-Series pilot droids can be played as droid heroes.

Industrial Automaton RX-Series Pilot Droid CL 1

Medium droid (2nd-degree) nonheroic 4

Init +4; Senses Perception +1

Languages Basic, Binary

Defenses Ref 12 (flat-footed 10), Fort 10, Will 9

hp 10; Threshold 10

Immune droid immunities

Speed 6 squares (hover)

Melee claw +3 (1d4)

Ranged by weapon +5

Base Atk +3; Grp +5

Abilities Str 10, Dex 15, Con –, Int 13, Wis 8, Cha 12

Special Qualities droid traits

Feats Skill Focus (Pilot), Skill Training (Knowledge [galactic lore]), Skill Training (Mechanics), Vehicular Combat, Weapon Proficiency (heavy weapons)

Skills Knowledge (galactic lore) +8, Knowledge (technology) +8, Mechanics +8, Pilot +9, Use Computer +8

Systems heuristic processor, 3 claw appendages, hovering locomotion, vocabulator

Availability Licensed; Cost 7,300 credits

TABLE 3-10: REFUELING FACILITIES

D20 ROLL	REFUELING FACILITIES	PRICE	ADDITIONAL INFORMATION
1-5	Poor	75/kg ¹	Roll 1d20 each day; on a roll of 1-10, fuel is unavailable. When it is available, the cost is 75 credits per kilogram (due to high demand).
6-13	Average	50/kg ¹	Roll 1d20 each day; on a roll of 1-2, fuel is unavailable.
14-17	Good	50-60/kg ¹	In addition to standard fuel, good fuel is available. Good fuel costs 60 credits per kilogram, but reduces the cost of routine maintenance by 10%. ²
18-19	Superior	50-80/kg ¹	In addition to standard and good-quality fuel, superior fuel is available. Superior fuel costs 80 credits per kilogram, but reduces the cost of routine maintenance by 20%. ²
20	Excellent	50-100/kg ¹	In addition to standard, good, and superior fuel, excellent fuel is available. Excellent fuel costs 100 credits per kilogram, but reduces the cost of routine maintenance by 30%. ²

1 For Colossal starships. Multiply the cost by 100 for every size category above Colossal.

2 The effects of good, superior, and excellent fuel apply only if at least 15 of the last 20 hyperspace jumps were made using the higher grade of fuel.

TABLE 3-11: RESTOCKING FACILITIES

D20 ROLL	RESTOCKING FACILITIES	PRICE	EFFECT
1-5	Poor	15 ¹	Roll 1d20 each day; on a roll of 1-10, consumables are unavailable. When they are available, the cost is 15 credits per living creature per day (due to high demand).
6-13	Average	10 ¹	Roll 1d20 each day; on a roll of 1-2, consumables are unavailable.
14-17	Good	10-20 ¹	In addition to standard consumables, good consumables are available. Good consumables cost 20 credits per living creature per day, but improves the hit point recovery rate of natural healing by 10% (minimum +1 hp per day). ²
18-19	Superior	10-50 ¹	In addition to standard and good consumables, superior consumables are available. Superior consumables cost 50 credits per living creature per day, but improves the hit point recovery of natural healing by 20% (minimum +1 hp per day). ²
20	Excellent	10-100 ¹	In addition to standard, good, and superior consumables, excellent consumables are available. Excellent consumables cost 100 credits per living creature per day, but improves the hit point recovery of natural healing by 50% (minimum +1 hp per day). ²

1 Per living creature per day.

2 The effects of good, superior, and excellent consumables apply only if the character consumes the higher-quality stocks for the duration of the natural healing.

TABLE 3-12: MECHANIC AVAILABILITY

D20 ROLL	MECHANIC QUALITY	PRICE PER HOUR	EFFECT
1-5	Poor	special	No mechanic available. For routine maintenance, roll 1d20 each day; on a roll of 1-10, supplies for routine maintenance are unavailable. When they are available, the cost is 300 credits 1
6-13	Average	200 ¹	A mechanic (nonheroic 3) is available to perform routine maintenance.
14-17	Good	300 ¹	A mechanic (nonheroic 3) is available to perform routine maintenance, and to make repairs or to install or modify systems.
18-19	Superior	400 ¹	A mechanic (nonheroic 4) is available to perform routine maintenance, and to make repairs or to install or modify systems.
20	Excellent	500 ¹	A mechanic (nonheroic 5) is available to perform routine maintenance, and to make repairs or to install or modify systems.

1 For Colossal starships. Multiply the cost by 100 for every size category above Colossal.

Orbital Service Shuttle

The Gallofree Yards orbital service shuttle 23K is a familiar sight in spaceports around the galaxy. Particularly common on worlds where there are only a small number of full-service spaceports, the 23K serves as a ferry for supplies between the spaceport and ships in orbit. When a ship incapable of making landfall (many capital ships cannot safely land on the worlds they visit) arrives at a world without orbital restocking facilities, a 23K service shuttle brings supplies up from the planet's spaceports to resupply the ship. The 23K is one of the most common service shuttles in the galaxy, and can be found on almost any world.

Gallofree Yards Orbital Service Shuttle 23K

CL 5

Colossal space transport

Init -4; Senses Perception +5

Defenses Ref 14 (flat-footed 13), Fort 26; +13 armor

hp 130; DR 15; Threshold 76

Speed fly 12 squares (max. velocity 650 km/h), fly 3 squares (starship scale)

Fighting Space 12x12 or 1 square (starship scale); Cover total (crew)

Base Atk +0; Grp +36

Abilities Str 43, Dex 12, Con —, Int 14

Skills Initiative -4, Mechanics +5, Perception +5, Pilot -4, Use Computer +5

Crew 1 (normal); Passengers 6 (seats only)

Cargo 1 ton; Consumables 1 day; Carried Craft none

Availability Licensed; Cost 36,000 (20,000 used)

DOCKING BAY GENERATOR

Starships cannot set down just anywhere if their captains expect to keep them running. Docking bays provide refueling facilities, diagnostics equipment, spare parts, and tool rentals in addition to a convenient place to load and unload freight. Spaceports are made up of multiple docking bays, but within a single spaceport the docking bays could be owned by a variety of different individuals or companies. The amenities available in one docking bay could differ greatly from those available in another within the same spaceport.

Docking bays are rated for security, refueling costs, availability of consumables, the mechanics on duty (if any), the quality of the tools available for rent, and the spare parts the docking bay keeps on hand.

SAMPLE DOCKING BAY

Kyle's players are planning on visiting Nar Shaddaa, and Kyle wants to generate a few docking bays that will vie for the heroes' business. Kyle decides that the first one the heroes hear about—Kro La's Starship Storage—has great physical security, but not much in the way of amenities. So, rather than rolling randomly on Table 3-9: Docking Bay Security, he chooses a result of 18-19,

A TYPICAL DOCKING BAY



creating a docking bay with particularly tough locks (DC 25 Mechanics check to bypass), with guards and attendants on duty at all times.

For Kro La's other features, Kyle is okay with randomly generating the quality (though he decides to reroll on results of 14 or higher, keeping the second roll). He rolls a 13 on Table 3-10: Refueling Facilities—Kro La sometimes has trouble paying his bills, and his fuel suppliers put him on the bottom of the list for filling his fuel tanks.

On Table 3-11: Restocking Facilities, Kyle rolls an 18, and decides to reroll—a bit time getting a 14. Kro La can't always pay his fuel bills because he's invested a bit too heavily in high-protein meal supplements. He sells considerably more of the usual fare (the 10-credit consumables), but he pushes the good stuff (the 20-credit consumables) every chance he gets—sometimes even claiming that's all he has available.

Kyle rolls on Table 3-8: Parts Availability and Table 3-12: Mechanic Availability, getting results of 19 and 2, respectively. Kro La's Starship Storage has no mechanic available to perform routine maintenance, meaning that the heroes have to do the work themselves. Fortunately, though, Kro La has a rather large bin full of second-hand starship parts (and dodges questions about how he came by them), and he can sell the heroes up to 10,000 credits base value of parts with which to modify their ship.

TABLE 3-13: SPACE TRAVEL HAZARDS

D20 ROLL	HAZARD	MISHAP
1-8	MINOR (d20 ROLL)	
1-8		The starship passes through an uncharted dust cloud, clogging sensors and communication equipment. Starship sensors take a -5 penalty for every 5 squares between starship and sensor target (instead of the usual -5 per 10 squares).
9-14		The starship encounters space debris, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Huge piece of debris; the DC increases by 1 for each round between the alarm sounding and the Pilot check.
15-18		The starship approaches a gravity field too quickly, causing structural stress. The starship's armor bonus is reduced by 1 until all persistent conditions are removed.
19-20		The starship passes too close to a supernova, overloading internal computer systems with solar radiation. Use Computer checks aboard the starship take a -5 penalty until all persistent conditions are removed.
9-14	MODERATE (d20 ROLL)	
1-8		The starship passes through a dense, uncharted dust cloud, clogging sensors and communication equipment. Starship sensors take a -5 penalty for every 2 squares between starship and sensor target (instead of the usual -5 per 10 squares).
9-14		The starship encounters an uncharted asteroid field, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Gargantuan piece of debris; the DC increases by 2 for each round between the alarm sounding and the Pilot check.
15-18		The starship enters an area of high radiation, causing the sensors to report false contacts (and dropping the ship out of hyperspace to avoid a collision). The starship's navigator must plot a new course out of the radiation field, with a -5 penalty on the Use Computer check.
19-20		The starship passes through an unexpected gravity field, causing structural stress. The starship's armor bonus is reduced by 2 until all persistent conditions are removed.
15-19	MAJOR (d20 ROLL)	
1-6		The starship encounters a dense, uncharted asteroid field, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Colossal piece of debris; the DC increases by 5 for each round between the alarm sounding and the Pilot check.
7-10		The starship passes through a superdense, uncharted dust cloud, clogging sensors and communication equipment. Starship sensors take a -5 penalty for every square between starship and sensor target (instead of the usual -5 per 10 squares).
11-13		The starship encounters another starship's dumped cargo, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision with a Huge piece of debris; the DC increases by 1 for each round between the alarm sounding and the Pilot check. If the pilot avoids the collision, the cargo might be salvageable; it consists of 10d10 tons of cargo, each with a value of 10d10 x 10 credits.
14-15		The starship encounters a Colossal vessel with a disabled hyperdrive, setting off a collision alarm. The pilot must make a DC 15 Pilot check to avoid a collision; the DC increases by 5 for each round between the alarm sounding and the Pilot check. At the Gamemaster's discretion, the crew of the other vessel might be alive and in need of assistance (or helpless to prevent being boarded and plundered).
16-17		The starship skirts the edge of a black hole, causing the intense gravity to warp the vessel's structural integrity. The starship's armor bonus is reduced by 5 until all persistent conditions are removed.
18-19		The starship flies through a superdense cluster of stars, the stress which causes the ship's hyperdrive to burn up. The starship's hyperdrive is disabled and requires a DC 30 Mechanics check to repair to x15.
20		The starship nearly collides with a massive gas giant, corroding the ship's hull plating and causing the ship to take an additional 10% of its total hit points in damage.

20 Reroll on the table above twice.

SPACE HAZARDS

Traveling in space is a dangerous proposition under the best circumstances, and travel through hyperspace carries its own set of perils. Ordinarily, the Gamemaster chooses where in a starship's journey a mishap occurs, and, thus, just how far away the ship is from any hope of rescue or assistance.

Space travel hazards can arise when a starship is disabled because of a poorly plotted hyperspace course (see page 237 of the *Saga Edition* core rulebook). The Gamemaster can use the table below to determine exactly what mishap befalls the vessel. The Gamemaster should roll a d20 to determine the severity of the hazard, then another d20 to determine a specific mishap.

DEALING WITH HAZARDS

When the heroes have a space encounter, the effects should be dealt with in one of several ways. Under the rules for hyperspace hazards in the *Saga Edition* core rulebook, the ship takes damage and moves down the condition track with a persistent condition. Under normal rules, the hit points can be restored and the condition can be removed with an hour's work and a Mechanics check. Some of the hazards listed on Table 3-13 also have their own skill checks associated with them. Alternately, the Gamemaster can require that the effects of hazards cannot be dealt with except by a more challenging skill check or series of skill checks, and Gamemasters should feel free to use the sample skill DCs (found on page 78) to determine the difficulty of clearing the effects of the hazard. As a general rule, minor hazards should use the medium DCs, moderate hazards should use the moderate DCs, and major hazards should use the hard DCs. For example, when a ship passes through an uncharted dust cloud, the GM can call for a Use Computer check to recalibrate the ship's sensors; alternately, the GM could require a hero to physically leave the ship and clean the sensors manually, which could involve Acrobatics or Climb checks to perform the task in zero gravity.

WHAT LAW THERE IS

On the surface, it might seem as though a life of crime is the life of choice for the average hero. However, it is the job of the authorities—the police, planetary security, customs, and so forth—to discourage this sort of thinking by enforcing laws, catching violators, and meting out punishments according to the severity of the offense. In the broadest sense, the severity of a crime is classified as a citation, a misdemeanor, or a felony (although the specific terminology and distinctions of severity vary widely in different jurisdictions and eras).

Law enforcement is tasked with preserving the peace, responding to emergencies, investigating crimes, and apprehending suspects. Once in custody, the suspect moves through the justice system, which holds trials for the accused, sentences the guilty, and incarcerates or otherwise punishes convicts.

Citations

Citations (also called petty offenses, summary offenses, or infractions) are minor violations that rarely involve anything but a fine. Citations include traffic, parking, and safety violations, disorderly conduct, unauthorized possession of licensed goods, and unauthorized sale/transport of legal goods. ("Sale" includes possession of quantities too large for personal use, and "transport" applies to any quantity that is carried from planet to planet without proof of ownership, customs records, and so forth.)

Misdemeanors

Misdemeanors are the least offenses that might involve incarceration, but courts tend to suspect or defer such sentences, especially for first-time offenders. Minor misdemeanors include theft/criminal mischief (such as fraud, slicing, or destruction of property) with less than 100 credits in damages, harassment, brawling, unauthorized possession of restricted goods (including most controlled substances), and unauthorized sale/transport of licensed goods. Major misdemeanors include assault, theft/criminal mischief with less than 1,000 credits in damages, stalking, trespassing, resisting arrest, obstruction of justice (including interfering with or making false statements to peace officers), unauthorized possession of military goods, and unauthorized sale/transport of restricted goods.

Felonies

Felonies are serious crimes that result in incarceration barring a substantial mitigating factor, and law enforcement officers pursue felony suspects aggressively. Minor felonies include aggravated assault, theft/criminal mischief with less than 10,000 credits in damages, burglary, robbery, kidnapping, causing an accidental death, unauthorized possession of illegal goods, and unauthorized sale/transport of military goods. Major felonies include theft/criminal mischief of 10,000 credits or more, racketeering, murder, sexual assault, arson, and unauthorized sale/transport of illegal goods. Capital felonies include treason, piracy, terrorism, armed rebellion, and aggravated murder involving multiple victims or a government official.

LAW ENFORCEMENT

The role of law enforcement depends on the circumstances under which they learn of a crime. If a law enforcement officer directly observes a crime in progress, of course, the officer intervenes quickly to preserve the peace and apprehend the suspect—or to call for backup.

Calls for Help

From the point of view of the criminal, the best way to avoid trouble is be far away before law officers reach the scene. As a swift action, any comlink can use a short emergency code to contact local dispatchers that can send one or two patrolling security officers to investigate (see page 122).

Although response times vary considerably from planet to planet, patrol officers usually appear 1d4 x 10 rounds after dispatch reports a crime in progress. Multiply these times by 5 for areas with no regular security presence (such as frontier or wilderness areas), multiply by 2 for lightly patrolled areas, multiply by 1/2 for heavily patrolled areas, and multiply by 1/5 for areas with a constant security presence (such as near major government facilities).

If a major crime is in progress (such as a bank robbery, hostage situation, or open blaster fire) or if the first officer on the scene calls for backup, multiple units are dispatched, increasing the chances of an early response. Roll 1d4+1 to determine the number of units deployed, then determine the response time for each unit separately.

In a serious emergency, officers can call for a crisis response team of security experts (see page 122) with heavier armor, better weapons, armored vehicles, and so forth. Because these teams don't patrol the area regularly, they have a typical response time of 2d10+10 minutes, modified as above.

Reasonable Use of Force

If a law enforcement officer catches a criminal in the act of committing the crime, the officer's job comes down to one primary task: arresting the perpetrator and any accomplices.

Although willing to chase a criminal as far as equipment and endurance allow, the officer prefers not to endanger the lives of civilians in the process (a limitation of that criminals are certain to exploit). If the crime is particularly severe, though, the officer might feel compelled to bring the suspect down by whatever means available.

Even so, law enforcement officers are not interested in killing the suspect. Instead, they utilize the stun settings on their blasters, or, if they are close enough, employ stun batons to subdue subjects long enough to put them in binder cuffs. Nevertheless, the intent to use minimal force might be cast aside within the first few seconds of an arrest procedure. In encounters with law enforcement, officers start with their weapons set to deal normal damage, but they switch to stun immediately unless a suspect is visibly threatening with deadly force. Particularly peaceful worlds might only use nonlethal weapons, but corrupt or tyrannical regimes rarely use stun weapons unless rounding up dissidents for "questioning."

Investigation

If the suspect is no longer on the scene when the officers arrive, the officers begin an investigation by interviewing the victims (assuming they are still able to communicate), interviewing any witnesses, and collecting any other available evidence. A successful DC 15 Gather Information check provides a reasonably accurate description of the perpetrators (or, at least, how they appeared when they were seen), and a successful DC 20 Perception check reveals clues that the perpetrators might have left behind. If the area is monitored, the officer can access local camera records with a DC 15 Use Computer check (or at least request those records from the cameras' owners).

Armed with this information, the investigating officer files a report with his superiors, and together they determine the case's priority. Citations and minor misdemeanors are the lowest: The officer might take no further action for a few days while he addresses other cases, and he will devote at most one day out of a work week to following up on the case. (Of course, if the descriptions and clues lead to an obvious conclusion, the officer might try to wrap up the case as quickly as possible.)

In the case of larger crimes—major misdemeanors and minor felonies—the officer might spend a little time juggling his workload to follow up on the case within the next day or so. The officer pursues the case as much as possible during working hours, and might make a few "off the record" inquiries when he is off duty, and continues to do so until a more important case comes up.

When the crime is particularly serious—major felonies or capital crimes—the case is assigned to an inspector (see page 123) who drops everything to try to catch the perpetrators as soon as possible, perhaps even calling in assistance from other officers or agencies. The inspector distributes descriptions of the suspects to patrol officers, security checkpoints, and starports. Other officers monitor known hangouts and question the suspect's family and friends. The lead investigating officer and his subordinates spend every waking hour working on the case until they capture the suspect or have exhausted all leads . . . or until an even bigger crime occurs.

Arrest

The presumption of innocence until proven otherwise is a fine concept for advanced societies (such as that of the Old Republic). However, on less civilized worlds (such as on the Outer Rim), the policy is often to arrest any potential suspect and sort out the guilty from the innocent later. In most cases, though, the job of law enforcement is to bring a suspect into custody, while the justice system builds a case against the suspect. Those who resist arrest might need medical attention, but unless the suspect is dying, such attention might not be given until after the suspect is searched, processed, and locked up.

Processing an arrested suspect begins with searching the suspect for hidden weapons or evidence, followed by establishing the suspect's identity by comparing his or her image and description (including fingerprints, voice

prints, and retinal scans, where available) to any computer records to which the arresting officer has access. This also establishes whether the suspect is wanted for other crimes elsewhere; many high-profile cases are solved when the prime suspect is arrested on a lesser charge somewhere else.

While the criminal is examined for signs of infectious disease, showered—or maybe just hosed down—and issued prison clothing, his personal belongings are inspected, logged, and divided into two categories. Potentially dangerous items are placed in a secure locker or otherwise put out of the suspect's easy reach, while anything that could be evidence is tagged and put into a separate locker. Anything left over—clothing, small personal items like jewelry or keepsakes, and so forth—are placed in a labeled storage bin, to be kept until such time as the suspect is released.

Law enforcement officers avoid leaving prisoners unattended until they are locked in a cell, and never remove binder cuffs without first securing the prisoner in some fashion.



SOMETIMES THE LAW CATCHES UP WITH YOU

THE JUSTICE SYSTEM

The accused has two options. If you plead guilty in exchange for a shortened sentence or reduced fine, skip to "Sentencing," below. Otherwise, the accused might try to convince the judge or jury of his or her innocence during a trial. During a trial, the prosecution and the defense (either the accused character or his advocate) make opposed Persuasion checks. Each check represents 1 hour until the end of the first day (8 hours), then each check represents one day until the end of the first week (5 days), and then each additional check represents one week in court.

The prosecution has a Persuasion skill of +10, adding 5 for every step of the crime's severity above minor misdemeanor. (High-profile cases are assigned to the most experienced prosecutors.) The Gamemaster should apply appropriate modifiers on each Persuasion check based on the quality of evidence available. For example, the defense might gain a +2 bonus if it has an alibi verified by several witnesses, and the prosecution might gain a +2 bonus for finding trace evidence (such as DNA or fingerprints) linking the defendant to the scene.

If the defense wins the opposed Persuasion check by 5 or more, the attitude of the court moves one step toward helpful. If the prosecution wins by 5 or more, the attitude of the court moves one step toward hostile. The court normally starts with an indifferent attitude; the courts of a tyrannical government (such as the Empire) might start as unfriendly, and the courts in a corrupt system (such as on Nar Shaddaa) might start as friendly—assuming that the accused has bribed the right people behind the scenes. (The court's starting attitude is adjudicated by the Gamemaster.)

The outcome is determined by the court's final attitude:

Helpful: If the court's attitude ever becomes helpful, the defendant is acquitted on all charges.

Friendly: If the court's attitude is friendly for three consecutive checks, the defendant is acquitted of the most serious charge or charges; if there are multiple charges, the defendant is convicted on the least serious, automatically receiving the minimum punishment possible.

Indifferent: If the court's attitude is indifferent for three consecutive checks, the result is a hung jury or mistrial. The defendant might be tried again on the same charges, but the skill of the prosecution is reduced by 5 points with each retrial, if the matter is pursued at all.

Unfriendly: If the court's attitude is unfriendly for three consecutive checks, the defendant is convicted on all lesser charges; if there is only a single charge, the defendant is convicted but receives the minimum punishment possible.

Hostile: If the court's attitude ever becomes hostile, the defendant is convicted on all charges.

TABLE 3-14 SENTENCING

SEVERITY OF CRIME	1ST OFFENSE	2ND OFFENSE	3RD OFFENSE
Citation	200 credit fine	500 credit fine	1,000 credit fine
Misdemeanor, minor	500 credit fine 1 week incarceration	1,000 credit fine 1 month incarceration	2,000 credit fine 2 months incarceration
Misdemeanor, major	1,000 credit fine 2 months incarceration	2,000 credit fine 5 months incarceration	5,000 credit fine 1 year incarceration
Felony, minor	2,000 credit fine 1 year incarceration	5,000 credit fine 2 years incarceration	10,000 credit fine 5 years incarceration
Felony, major	5,000 credit fine 5 years incarceration	10,000 credit fine 10 years incarceration	20,000 credit fine 20 years incarceration
Felony, capital	20,000 credit fine Lifetime incarceration or execution	n/a	n/a

SENTENCING

The penalties for committing crimes vary, depending on the severity of the crime and the defendant's prior record.

During sentencing, the convicted criminal (or his representative) can attempt to convince the judge or jury to reduce the sentence by making a Persuasion check (DC 10 for citations, plus 5 per additional step of severity and per each prior conviction), a DC 25 Knowledge (bureaucracy) check, or both. If either check succeeds, reduce the penalty by 50%. (In the case of misdemeanors with fines and mandatory incarceration, the judge can remove the mandatory incarceration.) If both checks succeed, or if either check succeeds by 10 or more, reduce the penalty by 75% (or remove the mandatory incarceration and half of the fine for a misdemeanor).

If the defendant pleaded guilty (thereby skipping the trial), the sentence is automatically reduced by 50%, and it is reduced by 75% if either the Persuasion check or the Knowledge (bureaucracy) check succeeds. If the result of a trial yields the minimum punishment possible for a given charge, the punishment is automatically reduced by 75%.

INCARCERATION

Once someone is found guilty of a crime, that character can expect to be sent off to a prison facility at the earliest convenience of the authorities. Prisons in *Star Wars* are highly secure, with mechanical and electronic locks on the cells and doors, one guard for every twenty prisoners, and full medical and recreational facilities to keep the inmates healthy and manageable. They are often located on the same planet on which the trial was conducted, though some planets abhor prisons and instead have "rehabilitation centers" where criminals are taught to become productive members of society. At least, this is the case in Republic prisons.

During the reign of Emperor Palpatine, prisons are dirty, overcrowded, understaffed, undersupplied, and isolated. Imperial prisons are sometimes entire planets, which serve as dumping grounds for convicted criminals. Virtually no guards remain, and the prisoners are left to fend for themselves in impossibly harsh conditions. The only way to escape the prison planet is to hijack a supply starship or sneak aboard as a stowaway. Incarceration in an Imperial prison is commonly viewed as a death sentence; many convicts perish at the hands of other inmates or succumb to the harsh conditions of the environment.

Forced Labor: Worse even than Imperial prison planets are the labor camps set up by the Empire, such as the infamous spice mines on Kessel. A character remanded to any sort of forced labor camp works until he dies or somehow escapes.

Conditions are often barely tolerable, with high gravity, extreme temperatures, toxic atmospheres, or even mild radiation being an everyday fact of life. Prisoners who succumb to these environmental hazards might be beaten until they return to work, or executed in the most expedient way possible.

For more details on the conditions in a forced labor prison, see the Prison Break scenario in Chapter 6: Fringe Encounters.

CHAPTER IV FRINGE ELEMENTS





Although many crooks take to a life of crime looking for an easy way to make a credit or escape the consequences of a bad decision, in truth, life on the edge isn't easy. Once you move away from the safety of government—laws and its guardians—you're on your own if someone crosses you. Even worse, if you anger the wrong shadowy figure, you might find bounty hunters or assassins looking to even the score.

Even so, some prefer to live by their own wits even if it means they have to keep their eyes open and a blaster handy. Some can't abide life under society's rules (be those fair or foul). Others already stand accused, rightly or wrongly, and prefer any free existence to life in the spice mines of Kessel. Finally, a few can't keep away from the forbidden, preferring life in the underbelly of the galaxy exactly because others shun it.

ERAS OF PLAY

In every era, in every region, there are noteworthy characters—outlaws, if you will—who choose to rebuke the law and live in the shadows. Some do so for heroic reasons, boldly throwing off the shackles of tyranny and unjust rule, but most are either looking for a quick credit or have succumbed to greed, hate, or fear.

The following are some of the most notorious, successful, infamous, and noteworthy assassins, crime lords, bounty hunters, and smugglers the galaxy has ever seen. Some of the characters described in this chapter might not appear in your campaign or even in the era during which your campaign is set. No problem! Feel free to use these game statistics for new characters of your own devising, changing names and backgrounds as needed. You can also switch equipment, talents, and feats to create custom characters for your players to interact with.

BOSHEK

If a "typical" Corellian ace from the years of the Galactic Civil War exists, BoShek is it.

Driven by a desire for excitement and a dislike of rules, BoShek left his homeworld to make his fortune in the ranks of underworld pilots. He shied away from the roles of enforcer or bounty hunter and focused on smuggling and espionage missions. He also took jobs that looked to increase his overall fame and reputation. He holds the record for completing the Kessel Run in the fastest time, even beating out his friend and rival Han Solo.

BoShek took a regular job ferrying clients to and from an outlaw slicer workshop concealed within a monastery on Tatooine, so he spent a lot of time there. While visiting Chalmun's Cantina in Mos Eisley, he was approached by Obi-Wan Kenobi, seeking passage to Alderaan. BoShek couldn't take the job because his ship had been shot down, but he directed the old Jedi to Chewbacca and Han Solo.

After that brief touch with history, BoShek went his own way. He tried to study the Force further but found his talent wasn't strong enough to grow (or his own attitudes prevented it from doing so). Shortly thereafter, he found a woman on the run from a Rebel cell that sought to kill her. His noble side getting the better of him, he helped her cross the planet only to discover she was an Imperial agent. Though she suggested he join the Empire, BoShek refused and was incarcerated. Although his known history ends there, the odds are slim that the Empire left such a talented, neutral pilot to rot in a cell.

BoShek excels when behind the controls of a starfighter, space transport, or armed speeder. He believes his best chance at victory is to face foes head-on. As a result, he prefers craft with powerful weapons and strong armor over sleeker, more maneuverable designs.

**"MOST OF THE BEST
FREIGHTER PILOTS
CAN BE FOUND
HERE. ONLY WATCH
YOUR STEP. THIS
PLACE CAN BE A
LITTLE ROUGH."**

-OBI-WAN KENOBI

BoShek

Medium Human soldier 7/ace pilot 1

Destiny 1; Force 4

Init +12; Senses Perception +4

Languages Basic, Shyriiwook

Defenses Ref 25 (flat-footed 22), Fort 22, Will 18

hp 83; Threshold 22

Speed 6 squares

Melee unarmed +8 (1d4+5) or

Ranged blaster pistol +10 (3d6+4)

Base Atk +7; Grp +10

Atk Options Burst Fire, Devastating Attack, Penetrating Attack

Special Actions Full Throttle, Point Blank Shot, Vehicular Combat

Abilities Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 10

Talents Devastating Attack (heavy weapons), Draw Fire, Full Throttle,

Penetrating Attack (heavy weapons), Weapon Specialization

(heavy weapons)

Feats Armor Proficiency (light, medium), Burst Fire, Force Sensitivity,

Point Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus

(heavy weapons), Weapon Proficiency (heavy weapons, pistols, rifles,

simple weapons)

Skills Initiative +12, Knowledge (tactics) +10, Mechanics +10, Pilot +17,

Use Computer +10

Possessions blaster pistol, comlink, thermal detonator

BOOSTER TERRIK

Booster Terrik began life as a Corellian seeking his fortune and adventure, having little luck finding the former and trouble every time he found the latter. His luck flipped repeatedly in the early years of his career, eventually taking a turn toward the profitable when he found a rich, bored Borlovian patron named Lloilulion, who was more than willing to pay the way if Terrik would take him on as a copilot. Terrik happily agreed, and the two began a modest business as smugglers. Because of their lack of experience, they were caught more than once, but they always escaped with a good dose of blind luck. Their luck would eventually have run out if the Clone Wars hadn't started; by then, the Republic had more serious concerns than two mid-level smugglers and their gray-market cargoes.

Although Terrik was mostly concerned with making a profit, Lloilulion was a strong philosophical supporter of the Separatists (or at least those who were genuinely fighting for the right to be free). Terrik went along and was soon a supplier of fringe Separatist groups. When the Clone Wars ended, Terrik continued doing business with those groups that escaped detention. He later fell in love with a woman named Jysella, and the two had a daughter, Mirax. As a result, Terrik tried to settle down to spend more time with his family. He and Lloilulion parted ways on good terms.

Aboard the star yacht *Pulsar Skate*, Terrik struggled to make ends meet—either legally or illegally—but luck continued to turn against him. When his wife died, he was forced to turn to friends, the Antilles family, to help raise Mirax. Terrik left his daughter with them whenever he had to make a long run, and he took both Mirax and the Antilles boy, Wedge, with him on shorter runs. He came to think of Wedge as his own blood; when Wedge's parents were killed by pirates, Terrik loaned the young man a Z-95 Headhunter, well aware that he would use it to get revenge.

That casual disregard for the law caught up with Terrik eventually, and he was captured and sentenced to 5 years on Kessel. Five years of hard labor destroyed men with more obvious determination than Booster Terrik, and many CorSec officers assumed the freedom-loving smuggler would make a bid for escape (and be killed) long before his time was served. Terrik certainly considered possible escape routes, but he never saw one that looked promising enough to risk his life. Instead, he did his hard labor, building his already considerable muscles to Gamorrean proportions, and fought the deadly boredom of an unchanging daily routine.

When Booster Terrik was released shortly after the Battle of Hoth, he found a galaxy in full rebellion, his daughter a competent smuggler in her own right, and young Wedge a combat pilot for the Rebel Alliance. He spent years keeping a low profile, but eventually found himself drawn back into Mirax and Wedge's battle with the Empire. Terrik joined forces with them to fight Ysanne Isard, Director of Imperial Intelligence. He took over operation of their base of operations, Yag'Dhul Station, and turned the station into a successful shadowport business. Terrik's small and thinly spread organization was still powerful enough for him to deal on nearly even terms with Hutts and Talon Karrde when the situation called for it. In that capacity, he ended up being involved in the capture of the Star Destroyer *Virulence*, which he managed to persuade the Alliance to hand over to him. Renaming the ship *Errant Venture*, he turned it into a mobile shadowport to rival any in the galaxy. (For more on the *Errant Venture*, see "Locations," below).

Although it took more than a decade for Terrik to get the *Errant Venture* on financially stable footing, he managed to do so when most of the galaxy assumed he couldn't. His operation remained small, but even a stripped-down Star Destroyer acting as its mobile base of operations gave it a considerable advantage. Terrik continued to aid those he saw as family, primarily Mirax and Wedge, and to a lesser degree Corran Horn and the current or former members of the Rogue Squadron.

Terrik is a proud, blunt man. He is willing to rough up senators, talk back to warlords, make demands of galactic governments, and refuse to show any sign of shame for doing so. Terrik considers himself a self-made man, and doesn't accept dominion from anyone—especially not now that he owns the *Errant Venture*. If he can fix a problem by knocking heads together, he does so. However, he is capable of resorting to bravado when true force fails, and even subterfuge if pushed to it. Although he accepts no national loyalties, those he considers friends can count on him to back them against any threat, no matter how overwhelming.

Booster Terrik

Medium Human scoundrel 5/soldier 5/crime lord 2

Destiny 2; Force 6; Dark Side 3

Init +6 (Pick a Fight); Senses Perception +12

Languages Basic, Bothese, Huttese

Defenses Ref 26 (flat-footed 24), Fort 26, Will 27; command cover +1, Inspire Fear I

hp 96; Threshold 31

Speed 6 squares

Melee unarmed +12 (1d8+9) or

Melee unarmed +12 (2d8+9) with Mighty Swing or

Ranged blaster pistol +9 (3d6+6)

Base Atk +9; Grp +12

Atk Options Cantina Brawler, Crush, Melee Defense, Mighty Swing, Pin, Point Blank Shot, Sucker Punch, Trip

Special Abilities Better Lucky than Dead, Fool's Luck, Uncanny Luck, Vehicular Combat

Abilities Str 17, Dex 10, Con 14, Int 14, Wis 12, Cha 10

Special Qualities command cover +1

Talents Better Lucky than Dead, Cantina Brawler, Fool's Luck,

Inspire Fear I, Notorious, Pick a Fight, Sucker Punch, Uncanny Luck

Feats Crush, Improved Damage Threshold, Improved Defenses, Martial Arts I, Martial Arts II, Melee Defense, Mighty Swing, Pin, Point Blank Shot, Trip, Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Deception +11, Gather Information +11, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +13, Perception +12, Persuasion +11 (can reroll when intimidating and take better result), Pilot +11

Possessions blaster pistol, comlink, credit chip, datapad, *Errant Venture*

BOUSHH

Boush was an Ubese bounty hunter best known for being impersonated by Leia Organa at Jabba's Palace shortly after his death. He also had a reputation for being extremely calm, a useful quality in a profession filled with trigger-happy blaster jockeys. This is not to suggest Boush was incapable of emotion. Indeed, he hated all non-Ubese with a passion. Nevertheless, Boush was in complete control of his emotions, and he prided himself on always being able to make a calm, reasoned decision even in the heat of combat.

Boush was slender, even for an Ubese. This made it more difficult for the bounty hunter to achieve the level of physical intimidation critical to bringing in targets without constantly fighting every two-credit hired blaster with an attitude and a desire to prove they could take a bounty hunter. As a result, Boush preferred to use powerful explosives to make an impression. Boush wore a bandoleer of grenades chosen for the needs of a particular mission. Since he was known for being somewhat suicidal, his foes were willing to

believe he would happily blow himself up as long as he took them along. (Leia used this reputation to good effect when she faced off against Jabba.)

Armed with numerous ranged explosives, Boush treated blasters as secondary weapons. Instead, he trained himself to be a master in melee combat, especially with the force pike. This also allowed him to take advantage of his slender frame to move through tight terrain and ambush a target in melee. Although a force pike is primarily used as a defensive or ceremonial weapon, Boush used the fact that it was an unusual offensive choice to maximize the element of surprise, seeking to fight in circumstances that put blasters at a disadvantage.

Because Boush trusted no one, he always worked to gather information he could use to blackmail employers, allies, and foes alike. In the end, this overly cautious approach caused him to come to a bad end when he tried to use his information to force a Black Sun Vigo to pay more for an agreed-upon contract. Boush hadn't allowed for the possibility that Prince Xizor would send his personal assassin, Guri, to eliminate him and take his armor and gear as trophies for the Underlord. Guri later gave those trophies to Princess Leia, who eventually used them in her mission to save Han Solo. Even after the death of Jabba, her impersonation of Boush is not well known, and many underworld data traders believe he is retired rather than dead.

Boush

Medium Ubese scout 5/soldier 2/bounty hunter 3

Destiny 2; Force 5; Dark Side 3

Init +14 (can reroll); **Senses** Perception +17 (can reroll)

Languages Basic, Dosh, Rodese, Ubeninal, Ubese

Defenses Ref 28 (flat-footed 24), Fort 24, Will 22; Dodge, Mobility,

Uncanny Dodge I

hp 69; **Threshold** 24

Speed 6 squares

Melee force pike +8 (2d8+4) or

Melee force pike +6 (3d8+4) with Rapid Strike or

Ranged blaster pistol +12 (3d6+5) or

Ranged thermal detonator +12 (8d6+5, 4-square burst)

Base Atk +8; **Grp** +12

Atk Options aggressive, Hunter's Mark, Improved Disarm, Melee Defense, Point Blank Shot

Special Actions familiar foe +1, Hunter's Target, Shake It Off

Abilities Str 8, Dex 18, Con 10, Int 14, Wis 14, Cha 11

Special Qualities special equipment

Talents Acute Senses, Armored Defense, Hunter's Mark, Hunter's Target, Improved Initiative, Uncanny Dodge I

Feats Armor Proficiency (light), Dodge, Improved Disarm, Melee Defense, Mobility, Rapid Strike, Shake It Off, Skill Focus (Perception), Weapon Focus (force pike), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +10, Initiative +14 (can reroll), Knowledge (tactics) +12, Mechanics +12, Perception +17 (can reroll), Stealth +14, Survival +12 (can reroll)

Possessions force pike, combat gloves, blaster pistol, 2 thermal detonators, comlink, Ubese breath mask, environmental suit (+3 armor, +2 equipment bonus to Fortitude Defense) with voice modulator and rangefinder, bandolier



Boush

JODO KAST

The mercenary Jodo Kast began his career as a commando working for the Rebel Alliance. On a mission to Goratak III, Kast's force ran into a bounty hunter in Mandalorian battle armor. The Rebel forces mistook this bounty hunter, named Feskitt Bobb, for the feared Boba Fett. During the fighting, Kast managed to kill Feskitt and discovered the armor wasn't Boba Fett's after all. Kast also realized that Boba Fett's reputation was so great that anyone mistaken for the legendary bounty hunter would have an advantage in the world of freelance blasters-for-hire. More interested in credits than galactic freedom, Kast took the armor and defected from the Rebel Alliance.

Jodo Kast impersonated Boba Fett and began taking contracts and making contacts. He modified his gear to look as much like Fett's as possible, rigging a heavy blaster to appear to be a carbine and repainting his own armor to match Fett's. Once he knew the ins and outs of the criminal underworld, Kast realized it might not be wise to take the name of the best tracker and fighter in the bounty hunting business, so he repainted his armor to a new, unique pattern. He began taking contracts under his own name; remaining mysterious about his armor and any assumed connection to the Mandalorian Supercommandos.

During this period of the Galactic Civil War, Jodo Kast was a more successful scout and mercenary than bounty hunter. He could find and bring in low-level targets, and he was an effective combatant in a stand-up fight—but Kast lacked the true bounty hunter skill in tracking down elusive targets or extracting them without triggering a larger battle. He worked for a time with two other bounty hunters, Zardra and Puggles Trodd, allowing them to do the legwork while he acted as the backup. During this time, he acquired a Lambda-class shuttle, which became his base of operations. He had the shuttle massively up-gunned and renamed it the *Foxcatch*, and for a time Zardra and Trodd traveled in it with him.

The partnership didn't last, and Kast found himself on his own again. When word got out that Boba Fett had died in the belly of the Sarlacc, Jodo Kast decided the time was again right to begin impersonating the more famous hunter—and charging the higher prices that Fett's name commanded. Ironically, Jodo Kast spent considerable time proving to people that Boba Fett was still alive. Thus, when the true Boba Fett began operations again (after the Sarlacc found him to be somewhat "indigestible"), no one questioned it. Fett was not amused to discover he was being impersonated, so he tracked down Kast. On Nal Hutta, five years after the Battle of Yavin, Fett captured Jodo Kast and placed him in a death trap. Fett explained that if Kast could escape the trap, Fett would have no further quarrel with him—but Fett added that Kast wouldn't survive because he was just an imposter. Fett was right.

Jodo Kast

Medium Human soldier 3/scout 4/gunslinger 3

Destiny 2; Force 5; Dark Side 2

Init +8 (Improved Quick Draw); Senses Perception +11

Languages Basic, Huttese, Rodese

Defenses Ref 32 (28 flat-footed), Fort 26, Will 23; Evasion

hp 92; **Threshold** 26

Speed 4 squares, Surefooted; fly 6 squares

Melee unarmed +11 (1d6+7) or

Ranged heavy blaster +13 (4d8+6) with Rapid Shot or

Ranged thermal detector +12 (8d8+5, 4-square burst)

Base Atk +9; Grp +12

Atk Options Collateral Damage, Point Blank Shot, Precise Shot

Special Actions Improved Quick Draw, Shake It Off

Abilities Str 14, Dex 16, Con 14, Int 12, Wis 12, Cha 8

Special Abilities trusty sidearm +1

Talents Armored Defense, Evasion, Improved Armored Defense, Improved Quick Draw, Surefooted, Trigger Work

Feats Armor Proficiency (light, medium), Collateral Damage, Martial Arts I, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Shake It Off, Weapon Focus (pistols), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +12, Endurance +12, Knowledge (galactic lore) +11, Mechanics +11, Perception +11

Possessions battle armor, heavy blaster pistol, thermal detector, code cylinder, comlink, jet pack (10 charges), pocket scrambler

JORJ CAR'DAS

Though few people know his name, Jorj Car'das has touched many of the most important events in the galaxy. Beginning his career as a Corellian navigator on a smuggling ship, he and his allies were captured by the Chiss commander Thrawn on the Outer Rim. Despite the protests of his fellow prisoners, Car'das was entirely open and honest with Thrawn. He was held long enough to learn the Chiss language and learn something of their ways. When Thrawn finally released him, the two parted as friends. However, Car'das was also the first Corellian that Thrawn ever met, and the insight Thrawn gained about the Galactic Republic would serve him well when he later became an Imperial officer.

While a Chiss prisoner, Car'das made the acquaintance of Kinman Dorian, who had been sent by Darth Sidious to destroy the Republic's Outbound Flight before both it and Dorian crossed Chiss space. When Dorian and Car'das returned to the Republic, Dorian helped Car'das establish a smuggling operation that was also to serve as a spy ring for Darth Sidious (although Dorian kept his ultimate benefactor secret from Car'das).

By the time of the Clone Wars, Car'das was a powerful smuggler and a rising crime lord. Though he did not yet have the power of the Hutts, he was

in a position to take over Booster Terrik's organization when Terrik was sent to Kessel. After the Clone Wars, Car'das was captured and badly injured by a Dark Jedi, and he survived only after finding Yoda on Dagobah and receiving healing from the exiled Jedi Master. The experience gave Car'das renewed drive, and he began diversifying his criminal empire so it was involved in a wide range of activities but dominant in none. With this tactic, as well as an increasing interest in information, he built an organization that rivaled that of even the Hutts.

In the same year as the Battle of Yavin, Car'das's health once again began to fail him. He flew off in a private yacht to seek further healing from Yoda, but the Jedi Master chided him for wasting the second chance he had already received. Car'das never returned to his criminal empire, leaving it to be taken over by Talon Karrde.

Car'das went instead to Exocron, hoping to find aid from the Aing-Tii monks. He required regular treatments from them, but he eventually managed to recover. He was, however, stuck on Exocron (so he could stay close to the monks), so he built a fortress and a vast library of datacards. When Talon Karrde later sought Car'das, hoping for a copy of a document to end a brewing political war, Car'das was able to turn events to his favor once more. He allowed Karrde's agents to find him while at the same time luring an enemy of the Aing-Tii, the crime lord Reik'as, to his destruction. Although Car'das either couldn't or wouldn't give Karrde the exact information he sought, he did have enough other information to give Karrde an edge in the following negotiations.

After that, Car'das once again faded into the background, apparently recovered enough to leave Exocron for prolonged periods. He made at least one known trip to Chiss space after the death of Thrawn, apparently to fulfill a promise he made decades before, but the details of his later actions are sparse at best. Still, he is a cunning and canny smuggler who once ruled an organization that could even threaten planetary governments, so it would be unwise to assume Car'das is done affecting events in the galaxy.

The following stat block represents Jorj Car'das at the height of his criminal empire, after his encounter with the Dark Jedi and subsequent healing by Yoda but before his renewed health began to fail. This is appropriate for use in any Dark Times campaign, set between the end of the Clone Wars and the Battle of Yavin.

Jorj Car'das

Medium Human noble 7/crime lord 5

Destiny 2; Force 6; Dark Side 5

Init +12; Senses Perception +11

Languages Basic, Bothese, Cheunth, Duresse, Hutttese, Rodese

Defenses Ref 26 (flat-footed 25), Fort 23, Will 27; command cover +2, Inspire Fear II

hp 61; **Threshold** 23

CL 12

Speed 6 squares

Melee unarmed +9 (1d4+7) or
Ranged blaster pistol +9 (3d6+6)

Base Atk +8; **Grp** +9

Atk Options Point Blank Shot, Precise Shot

Special Actions Ambush, Born Leader, Dirty Tactics, Impel Ally, Vehicular Combat

Abilities Str 12, Dex 13, Con 10, Int 14, Wis 11, Cha 18

Talents Ambush, Attract Minion x2, Born Leader, Connections, Dirty Tactics, Impel Ally I, Inspire Fear I, Inspire Fear II

Feats Force Sensitivity, Friends in Low Places, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information, Knowledge [galactic lore], Persuasion), Vehicular Combat, Weapon Proficiency (pistols, simple weapons)

Skills Deception +15, Gather Information +20, Initiative +12, Knowledge (bureaucracy) +13, Knowledge (galactic lore) +18, Perception +11, Persuasion +20, Pilot +12, Use Computer +13

Possessions blaster pistol, code cylinder, comlink (encrypted, long-range), credit chip, datapad

MIRAX TERRIK HORN

Mirax Terrik, without doubt, took after her father. Raised on Corellia, Mirax spent much of her youth with childhood friend Wedge Antilles. When her father was apprehended by CorSec and sentenced to hard labor on Kessel, the underage Mirax took control of the small part of his smuggling operation not seized by Jorj Car'das. She personally flew the *Boudo*-class star yacht *Pulsar Skate*, managing to keep the organization together in part by shifting to mostly legal jobs. Until his defection to the Rebellion, Wedge aided her when he could, mostly with free ship repairs.

Eventually her path and that of Wedge Antilles would cross again, as Wedge and his squadmate Corran Horn rescued her from the Imperial vessel *Block Asp*. Corran Horn was the son of Hal Horn, who had captured and imprisoned Mirax's father. Despite her instinctive dislike of anyone related to Hal Horn, Mirax's friendship with Wedge convinced her to work for the Rebellion, and this in turn put her in more regular contact with Corran.

As she smuggled critical supplies to the Rebellion and later the New Republic, Mirax came to appreciate Corran Horn. The two eventually fell in love and were married. Never content to allow her husband to have all the adventure, Mirax was active in blockade running, hunting Imperial criminals, and operating a smuggling empire even after being married and having children. She became good friends with Mara Jade and eventually began to learn the operation of her father's ship, the *Errant Venture*.

Mirax often succeeds by acting erratically. She catches her foes off-guard with sudden maneuvers (in both the tactical and strategic sense). She fiercely defends of her family, friends, and allies. Those who would see this as a weakness discover the hard way that Mirax doesn't take threats well.

Mirax Terrik Horn

Medium Human scoundrel 7/master privateer 3

Destiny 2; Force 5

Init +4; Senses Perception +5

Languages Basic

Defenses Ref 24 (flat-footed 22), Fort 21, Will 26

hp 65; Threshold 21

Speed 6 squares; **Fleet-Footed**, **Running Attack**

Melee vibroblade +10 (2d6+4) or

Ranged blaster pistol +10 (3d6+5)

Base Atk +8; Grp +10

Atk Options Crippling Shot, Dirty Fighting, Point Blank Shot, Precise Shot

Special Actions Cunning Strategist, Disruptive, Raider's Frenzy, Take Them

Alive, Vehicular Combat, Veteran Privateer 1/encounter, Walk the Line

Abilities Str 8, Dex 15, Con 12, Int 10, Wis 14, Cha 17

Talents Cunning Strategist, Disruptive, Raider's Frenzy, Spacehound, Take

Them Alive, Walk the Line

Feats Fleet-Footed, Point Blank Shot, Precise Shot, Running Attack, Skill

Focus (Persuasion, Pilot), Vehicular Combat, Weapon Finesse, Weapon

Proficiency (advanced melee, pistols, simple weapons)

Skills Deception +13, Knowledge (galactic lore) +10, Mechanics +10,

Persuasion +18, Pilot +17

Possessions blaster pistol, vibroblade, code cylinder, comlink (long-range),

tool kit, utility belt, medpac, space transport

MOXIN TARK

Moxin Tark is a notorious bounty hunter respected for his cruelty and viciousness. Active during the Galactic Civil War and the days of the New Republic, Tark cares little for the sanctity of life or the trails of blood he leaves in his wake. Tark's father was a career military commander and served the Empire faithfully, but Moxin elected not to follow in his father's footsteps. At a young age, he abandoned a privileged life on Bandonia and sought a career to spite his father's honorable legacy.

Moxin Tark wears the armor of the Sun Guards of Thyrsus, which is said to have inspired the armor of the Imperial Royal Guard (and, likely, the Senate Guards that preceded them). Tark's armor has been modified to suit his needs, and he takes great care in upgrading and maintaining its systems, allowing him to function alone, without the need for partners. Tark believes that fear is an extremely powerful weapon, and he goes out of his way to terrorize a mark before taking it into custody.

CL 10

Moxin Tark

Medium Human soldier 3/scout 3/scoundrel 1/bounty hunter 4

Destiny 1; Force 5; Dark Side 15

Init +12; Senses low-light vision, **Perception +14**

Languages Basic, Huttese

Defenses Ref 31 (flat-footed 29), Fort 24, Will 24

hp 85; Threshold 24

Speed 6 squares

Melee force pike +8 (2d8+7)

Ranged heavy blaster pistol +11 (3d8+5) or

Ranged blaster rifle +11 (3d8+5)

Base Atk +8; Grp +10

Atk Options autofire (blaster rifle), Hunter's Mark, Keen Shot, Point Blank Shot

Special Actions Fool's Luck, Hunter's Target, Shake It Off

Abilities Str 10, Dex 14, Con 13, Int 12, Wis 15, Cha 8

Special Qualities familiar foe +2

Talents Acute Senses, Armored Defense, Fool's Luck, Hunter's Mark,

Hunter's Target, Improved Armored Defense, Keen Shot

Feats Armor Proficiency (light, medium), Point Blank Shot, Shake It Off,

Skill Focus (Persuasion), Skill Training (Persuasion), Skill Training

(Survival), Skill Training (Use Computer), Tech Specialist (see page

21 of *Starships of the Galaxy*), Weapon Proficiency (advanced melee

weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Endurance +11, Initiative +12, Mechanics +12, Perception +14,

Persuasion +14, Pilot +12, Survival +12, Use Computer +11

Possessions blaster rifle with improved accuracy modification, force

pike with improved damage modification, heavy blaster pistol with

improved accuracy modification, ceremonial armor (+8 armor) with

helmet package and protective modification, binders, medpac [ts]4,

comlink, macrobinoculars, various personal belongings

PRINCE XIZOR

The enigmatic leader of the Black Sun crime syndicate leading up to and during the Galactic Civil War, Prince Xizor is a dangerous Falleen whose physical prowess it outmatched only by his brilliance and cunning. Xizor rose to lead the Black Sun crime syndicate thanks to his ruthlessness and his ability to outthink his opponents, and Xizor prides himself on his ability to read people. Xizor believes (perhaps too much) that there is no one in the galaxy that he cannot read and manipulate, including Darth Vader and the Emperor. In addition to his vicious cunning, Prince Xizor also keeps himself in peak physical condition, and is skilled in a variety of martial arts and marksmanship. Unlike many of his fellow crime lords, Xizor does not leave his safety up to his minions and followers, although he does have an expensive and well-trained human replica droid bodyguard, Guri.

Xizor is a tall, muscular Falleen with green, scaly skin and long black hair pulled back in a topknot. Xizor owns a skyhook that floats in the space above Coruscant, and has a personal StarViper-class attack platform he uses for transportation.

Prince Xizor

Medium Falleen noble 7/crime lord 9

Destiny 2, Force 6; Dark Side 14

Init +14; Senses Perception +20

Languages Basic, Bocce, Bothese, Falleen, High Galactic, Huttese, Rodese, Ryl, Sullustese

Defenses Ref 32 (flat-footed 28), Fort 26, Will 32

hp 80; Threshold 26

Immune +5 to Fortitude Defense against Falleen pheromones

Speed 6 squares

Melee unarmed +13 (1d10+9)

Ranged blaster pistol +13 (3d6+8)

Base Atk +12; **Grp** +13

Atk Options Point Blank Shot, Precise Shot, Sniper

Special Actions Impel Ally I, Impel Ally II, Impel Ally III, Improved Weaken Resolve, Inspire Fear II, pheromones, Presence

Abilities Str 13, Dex 12, Con 10, Int 17, Wis 14, Cha 16

Special Qualities command cover, hold breath, pheromones, pheromone acclimation

Talents Impel Ally I, Impel Ally II, Impel Ally III, Improved Weaken Resolve, Inspire Fear I, Inspire Fear II, Notorious, Presence, Terrify, Unsavory Reputation, Weaken Resolve, Wealth

Feats Linguist, Martial Arts I, Martial Arts II, Martial Arts III, Point Blank Shot, Precise Shot, Skill Focus (Deception), Skill Focus (Perception), Skill Focus (Persuasion), Sniper, Weapon Proficiency (pistols, simple weapons)

Skills Deception +21, Gather Information +16, Initiative +14, Knowledge (bureaucracy) +16, Knowledge (galactic lore) +16, Knowledge (social sciences) +16, Perception +20, Persuasion +21 (may reroll, keeping the better result), Pilot +14

Possessions blaster pistol, comlink, fine robes, human replica droid (Guri; see page 152 of *Threats of the Galaxy*), the *Virago* (see page 134 of *Starships of the Galaxy*), various personal belongings

SNOOVA

Snoova is a Wookiee bounty hunter active during the time of the Galactic Civil War. Exiled from Kashyyyk for using his claws in combat (a taboo that the Wookiees take very seriously), Snoova turned to a life on the fringe to avoid slavery at the hands of the Empire. Though not much is known about Snoova, he is said to be a member of a mercenary group known as

CL 16

the Aurodium Sword, and Black Sun has been known to employ his services from time to time. Snoova also takes Imperial bounties and is well known as a brutal, bloodthirsty bounty hunter.

Snoova is recognizable among the other Wookiees thanks to his fur, which is mottled with black spots, and the way he shaves the top of his head so that his fur comes to a flat top. Snoova lost an eye in pursuit of a bounty and wears an eyepatch that connects to cybernetics lodged in his eye socket, giving him enhanced vision (replicating the helmet package found on many armors).

Snoova

Medium Wookiee soldier 4/scout 3/bounty hunter 3

Destiny 1, Force 5; Dark Side 10

Init +11; Senses low-light vision, **Perception** +12

Languages Basic (cannot speak), Shyriiwook

Defenses Ref 25 (flat-footed 24), Fort 25, Will 20

hp 115; Threshold 25

Speed 6 squares

Melee vibro-ax +15 (2d10+10) or

Melee vibro-ax +10* (2d10+20)

Ranged heavy blaster rifle +11 (3d10+5)

Base Atk +9; **Grp** +14

Atk Options autofire (heavy blaster rifle), Devastating Attack (advanced melee weapons), Hunter's Mark, Point Blank Shot, Power Attack, Sucker Punch

Special Actions Hunter's Target, Shake It Off, rage

Abilities Str 20, Dex 12, Con 16, Int 10, Wis 10, Cha 8

Special Qualities extraordinary recuperation, familiar foe +1, rage, weapon familiarity

Talents Acute Senses, Devastating Attack (advanced melee weapons), Hunter's Mark, Hunter's Target, Improved Initiative, Sucker Punch

Feats Armor Proficiency (light, medium), Point Blank Shot, Power Attack, Shake It Off, Skill Training (Survival), Weapon Focus (advanced melee weapons), Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +10 (may take 10 even when threatened or distracted), Endurance +13, Initiative +11 (may reroll, must keep second result), Perception +12 (may reroll, must keep second result), Persuasion +4 (may reroll to intimidate, must keep second result), Survival +10

Possessions blaster rifle, vibro-ax, binders, comlink, cybernetic eyepatch, datapad, various personal belongings

*Includes 5-point Power Attack

CL 10

TYBER ZANN

A powerful and cruel crime lord, Tyber Zann is the leader of the Zann Consortium, a criminal syndicate that operates around the time of the Galactic Civil War. Born on Anaxes, Zann studied at the Imperial Academy at Carida until his expulsion at the hands of Grand Admiral Thrawn. Zann, who had been running a number of criminal schemes on Carida ranging from crooked sabacc games to smuggling ventures, grew to resent the Empire and positioned the Zann Consortium as an enemy of both the Empire and the Rebel Alliance. Zann and his crime syndicate have many enemies, ranging from the Desilijic Hutt clan to the Emperor himself, yet the Zann Consortium flourishes and grows despite adversity. So powerful is the Zann Consortium that, like the Tenloss Syndicate, Zann can manufacture his own weapons, ships, and other material needed to maintain his criminal empire.

Tyber Zann is a handsome man with white hair and a scarred face. A hard man, Zann has done time in the spice mines of Kessel (from which he managed to escape) and has cultivated a reputation for being cold, calculating, and merciless. Zann's ambitions are great, and he lets no one stand in his way, leveraging the significant amounts of power he has obtained against any obstacles.

Tyber Zann

Medium human scoundrel 5/soldier 4/crime lord 4

Destiny 2; Force 6; Dark Side 16

Init +13; Senses Perception +14

Languages Basic, Bocce, High Galactic, Huttese

Defenses Ref 28 (flat-footed 26), Fort 27, Will 31

hp 85; Threshold 27

Speed 6 squares

Melee unarmed +10 (1d4+6)

Ranged blaster carbine +13 (3d8+6) or

Ranged blaster carbine +8 (3d8+6) and

blaster carbine +8 (3d8+6) with Double Attack or

Ranged blaster pistol +13 (3d6+6) or

Ranged hold-out blaster pistol +13 (3d4+6)

Base Atk +10; Grp +12

Atk Options Double Attack (rifles), Point Blank Shot, Precise Shot

Special Actions Battle Analysis, Disruptive, Indomitable, Inspire Fear III,

Quick Draw, Walk the Line

Abilities Str 10, Dex 14, Con 12, Int 16, Wis 16, Cha 10

Special Qualities command cover

Talents Battle Analysis, Disruptive, Gambler, Indomitable, Inspire Fear I,

Inspire Fear II, Inspire Fear III, Notorious, Walk the Line

Fears Double Attack (rifles), Friends in Low Places, Improved Defenses,

Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Deception),

Skill Focus (Persuasion), Skill Training (Use Computer), Weapon Focus

(pistols), Weapon Focus (rifles), Weapon Proficiency (pistols, rifles,

simple weapons)

CL 13

Skills Deception +16, Gather Information +11, Initiative +13, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +14, Persuasion +16, Stealth +13, Use Computer +14

Possessions blaster carbine, blaster pistol, hold-out blaster pistol, comlink, datapad, various personal belongings

ZAM WESELL

Unlike most Clawdites, Zam Wesell didn't grow up in a ghetto or slum. She was raised by the Mabari, an order of warrior-knights that developed from the teachings of the Jal Shey monks. However, Zam still suffered as a second-class citizen in an oppressive society that mistrusted her for what she was, not what she'd done or believed. This drove Zam to seek credits to escape her homeworld, which conflicted with the more selfless teachings of the Mabari. After reaching the third degree of Mabari warrior training, Zam left the order to try her hand as a freelance mercenary.

She was first hired on the planet Denon, a city-world similar to Coruscant (though a distant second to that planet in terms of galactic importance). Zam worked her way up through corporate security positions, eventually becoming an executive bodyguard. She also found another Clawdite working on Devon and tried to enjoy a free family life for a time, bearing a daughter named Sone (who disappeared shortly after her mother's eventual death). However, living on a single world was still too restrictive for Zam, and she left corporate life to hire herself out as a bounty hunter and assassin.

Early in her career, Zam found herself working to capture the same target as Jango Fett. The two ruined one another's plans and ended up having to work together to escape from the fiasco that followed. The two began an on-again, off-again partnership that included such events as Zam betraying Fett to Gardulla the Elder, being left in a dungeon by him, and later escaping to rescue him from the fallen Jedi (and leader of the Bando Gora cult) Komari Vosa. Shortly afterward, Jango Fett was hired by Count Dooku to be the template for a clone army, with Jango receiving Boba Fett as part of the deal. Zam liked Jango Fett and considered a romance with the Mandalorian, but events never seemed to allow for such a relationship; still, Zam did take a liking to young Boba Fett, who regarded her as a mother figure.

Zam continued to work with Jango but also took missions on her own. Able to infiltrate nearly any organization thanks to her shapechanging, Zam tended to take assassination contracts rather than bring-them-back-alive contracts, and she was straightforward in her plans. Zam would wait until a target was vulnerable and then shoot him. However, such missions were just business for Zam: She took no particular pleasure in killing or death. Indeed, when Jango Fett brought a powerful artifact to a rogue general who intended to use it to destroy Coruscant, Zam convinced Jango to steal it back and help prevent the destruction of the planet.

Zam's final mission was a contract to kill Senator Padmé Amidala, under the guidance of Jango Fett. Her first effort was to pose as a reporter and, though a combination of seduction and promises of future payments,

convince a Naboo security guard to plant a "listening device" on the royal cruiser. The device was, of course, a bomb, and while the blast destroyed the cruiser and the security guard who planted it, it failed to kill Senator Amidala. Jango Fett insisted her next effort be more subtle and provided Zam with poisonous kouhuns.

Zam managed to sneak the creatures into the Senator's room using a courier droid, but Anakin Skywalker and Obi-Wan Kenobi prevented them from killing Amidala. In the ensuing chase, Anakin forced Zam to crash her speeder into the Outlander Club. The Jedi captured her and pressured her to reveal who had hired her, but Jango Fett silenced her with a Kamino saberdart. Zam knew who had shot her and cursed at Jango in Huttese as she died, but there was little enough true anger in her voice. It was, after all, just business.

Zam Wessel

Medium Clawdite soldier 4/scoundrel 3/assassin 3

Destiny 2: Force 4; Dark Side 10

Init +11; Senses Perception +16

Languages Basic, Clawdite, High Galactic, Huttese

Defenses Ref 29 (flat-footed 26), Fort 23, Will 22

hp 73; Threshold 23

Speed 6 squares

Melee unarmed +8 (1d4+5) or

Ranged sniper blaster rifle +11 (3d10+5) or

Ranged sniper blaster rifle +12 (4d10+5) with Careful Shot and Deadeye or

Ranged blaster pistol +11 (3d6+5)

Base Atk +8; Grp +8

Atk Options Dastardly Strike, Deadly Sniper, Murderous Arts I, Point Blank Shot, Precise Shot, Sneak Attack +1d6, Sniper, Sniping Assassin

Special Actions mark +1, shapeshift, staltle

Abilities Str 10, Dex 17, Con 10, Int 14, Wis 15, Cha 12

Talents Armored Defense, Dastardly Strike, Improved Armored Defense, Murderous Arts I, Sneak Attack +1d6, Sniping Assassin

Feats Armor Proficiency (light, medium), Careful Shot, Deadeye, Deadly Sniper, Point Blank Shot, Precise Shot, Skill Focus (Perception), Skill Training (Stealth), Sniper, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Climb +10, Deception +6 (can take 20 as full-round action to disguise self), Initiative +13, Perception +12, Pilot +13, Stealth +13, Use Computer +12

Possessions Mabari armorweave (treat as greater masterwork combat jumpsuit), sniper blaster rifle with targeting scope, blaster pistol, medpac, comlink, credit chip, electrobinoculars, medpac, field kit, utility belt

CL 10



ZARDRA

Zardra is a classic example of a "typical" bounty hunter—successful at her chosen trade, but neither widely famous nor particularly feared. A tall Human female, Zardra is a skilled tracker and competent in a fight, but not in the same class as more infamous bounty hunters. However, she is more than a match for the common riffraff that makes the mistake of angering powerful senators, connected crime lords, and wealthy merchants. For bounties beneath the notice of Boba Fett or Bossk, Zardra is your woman.

Zardra is active before and during the Galactic Civil War, but little is known about her background or early work. Whenever possible, Zardra prefers to work with a partner. For a time she worked with Jodo Kast. Zardra did the legwork, tracking down targets and forming plans to bring them in, and left the heavier combat tasks to Kast. The partnership worked well for months, though their biggest targets continued to elude them. When Kast decided he preferred to work alone, Zardra felt no remorse: Kast was too brash and trigger-happy for her tastes (and in fact got himself killed not long after leaving her).

Zardra is cautious, spending time to understand a target before she moves in to apprehend. She looks for weaknesses, or at least strengths to avoid, and makes meticulous plans for each capture. Zardra is sure to consider how locals might react to any bounty she tries to bring in, what allies her target might have hidden, and alternate escape routes to use if her plan falls apart. This caution means her targets occasionally escape before she's ready to confront them, but Zardra is satisfied to be alive long enough to hunt them down again. She has every intention of retiring someday and isn't going to allow pride to get her killed over a job.

When all else fails, Zardra is happy to lob a thermal detonator into a fray, using the confusion to escape.

Zardra

Medium Human scout 5/scoundrel 2/bounty hunter 1

Destiny 1; Force 4; Dark Side 8

Init +16 (can reroll); Senses Perception +11

Languages Basic, Huttese, Rodian

Defenses Ref 25 (flat-footed 22), Fort 20, Will 21; Dodge, Mobility hp 54; Threshold 20

Speed 6 squares; Running Attack

Melee force pike +7 (2d8+10) or

Ranged blaster pistol +8 (3d6+4) or

Ranged thermal detonator +8 (8d6+4, 4-square burst radius)

Base Atk +5; Grp +8

Atk Options Dastardly Strike, Hunter's Mark

Special Actions Expert Tracker, Shake It Off

Abilities Str 14, Dex 16, Con 10, Int 14, Wis 14, Cha 14

Talents Acute Senses, Dastardly Strike, Expert Tracker, Improved Initiative, Nowhere to Hide

Feats Armor Proficiency (light), Dodge, Mobility, Running Attack, Shake

It Off, Skill Focus (Initiative), Skill Training (Mechanics), Weapon Focus

(advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +17 (can reroll), Gather Information +11

(can reroll), Knowledge (galactic lore) +11, Mechanics +11,

Perception +11, Pilot +12, Stealth +12, Survival +11

Possessions blaster pistol, force pike, 4 thermal detonators, datapad, comlink

ZUCKUSS

Zuckuss is one of the most enigmatic bounty hunters to emerge during the Galactic Civil War. Although the Gand was not as feared as Boba Fett or as well known as Dengar or Bossk, Zuckuss nevertheless built a reputation in shadowports and underworld sanctuaries as one of the best trackers in the galaxy. Indeed, his intuition was so great that he became known as "The Uncanny One."

The truth of Zuckuss's amazing tracking ability goes back to his origin on Gand, a mist-covered world with poor visibility. There arose the Force-using tradition of the Findsmen, trackers able to use the Force (which they saw as trained intuition) to locate missing people or items. Zuckuss comes from a long line of Findsmen, and he decided to take his skills offworld to become a bounty hunter.

CL 8

Zuckuss quickly proved able to track down quarry no other bounty hunter could locate. He was soon in the employ of the Crimson Nova chapter of the Bounty Hunter's Guild, building a reputation as the best possible partner for combat-oriented mercenaries who could fight but needed help tracking down targets. Over the course of his career, Zuckuss collaborated with many other bounty hunters, though his longest and best known association was with the droid criminal 4-LOM.

Zuckuss's career was full of highs and lows. He worked with (and without) the aid of guilds, served the Hutts, the Empire, and even the Alliance, and found numerous targets that had remained hidden from all other hunters. Despite this, he could never maintain a high level of success or satisfaction. Indeed, the stress of his lifestyle caused him to suffer a split personality—one a humble, proper Gand with a strong moral streak, the other a bold braggart and cruel mercenary willing to take any job if the pay was right. As if his mental illness weren't enough, he suffered severe lung damage for years, and he was often in poor health.

One bounty hunter Zuckuss never managed to get along with was Boba Fett. The famous Mandalorian managed to steal bounties Zuckuss was after, defeat him (and his partners) in combat, or otherwise humiliate the Gand. Fett was also responsible for the destruction of 4-LOM, which had begun to develop a set of morals Zuckuss could agree with. Zuckuss had the droid rebuilt, but the droid's mental state was never the same.

After failing to capture Han Solo, Zuckuss began to show increasing Rebel sympathies. After the Empire's defeat, he took New Republic bounties, tracking down wanted war criminals from the Empire. Still, his glory days were behind him, and his questionable health continued to deteriorate. He ended up in detention on Coruscant, under the scrutiny of New Republic psychiatrists, too valued as a one-time ally of the Alliance to throw into a common prison, and too dangerous to be let free. However, Zuckuss became a legend on his homeworld, inspiring a new generation of Gand bounty hunters to follow his example.



ZUCKUSS (RIGHT) AND 4-LOM

Zuckuss

Medium Gand scout 7/bounty hunter 4

Destiny 2; Force 6

Init +11; Senses darkvision, Force Perception; Use the Force +12

Languages Basic, Binary, Gand, Huttese

Defenses Ref 25 (flat-footed 24), Fort 26, Will 26

hp 62; Threshold 26; hardy

Speed 4 squares

Melee unarmed +11 (1d4+5) or

Ranged blaster rifle +10 (3d8+5) or

Ranged snare rifle +10 (2d8+5 stun and net)

Base Atk +9; Grp +9

Atk Options autofire (blaster rifle), Hunter's Mark, Point Blank Shot

Special Actions Expert Tracker, familiar foe +2, Nowhere to Hide,

Shake It Off

Force Powers Known (Use the Force +12): *farseeing* x6

Abilities Str 10, Dex 12, Con 8, Int 14, Wis 20, Cha 15

Special Qualities limb regeneration, special equipment

Talents Acute Senses, Expert Tracker, Force Perception, Hunter's Mark, Nowhere to Hide, Visions

Feats Armor Proficiency (heavy, light, medium), Force Sensitivity, Force Training, Point Blank Shot, Shake It Off, Skill Training (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +11, Knowledge (Galactic Lore) +12, Mechanics +12, Pilot +11, Stealth +11, Survival +15, Use the Force +12

Possessions heavy battle armor, heavy blaster pistol, snare rifle, 2 snare rifle cartridges, comlink, portable computer, breathing apparatus, vocoder

CL 11

ARCHETYPES

The following characters are examples of the scoundrels, thugs, miscreants, and opportunists common in the shadier parts of the galaxy as well as the security and law enforcement officers who cross paths with them every day. Adventures focusing on the scum of the galaxy take unexpected turns as characters run afoul of local enforcers or decide they need help from a fixer or slicer. Rather than come up with game statistics for such characters from scratch, a GM can use one of these NPCs, adding background, personality quirks, and local color as necessary.

The statistics presented here use the Human species as the baseline. If you wish to change a character's species, remove the character's bonus feat and trained skill (indicated with an H in the statistics), and apply the relevant species traits for the selected species.

Additional archetypes can be found in the Saga Edition core rulebook and in the *Threats of the Galaxy* supplement (abbreviated as *Threats* below). The archetypes and their page numbers can be found on Table 4-1: Other Archetypes.

TABLE 4-1:
OTHER ARCHETYPES

Assassin	Core rulebook page 282, <i>Threats</i> page 12
Bodyguard	<i>Threats</i> page 14
Bounty hunter	Core rulebook page 283, <i>Threats</i> page 16
Brute	<i>Threats</i> page 20
Con artist	<i>Threats</i> page 24
Crime lord	Core rulebook page 283, <i>Threats</i> page 25
Gambler	<i>Threats</i> page 39
Information broker	<i>Threats</i> page 41
Outlaw tech	<i>Threats</i> page 62
Pirates	<i>Threats</i> page 66-68
Police officer	<i>Threats</i> page 69
Sector ranger	<i>Threats</i> page 74
Slicer	<i>Threats</i> page 86
Smuggler	<i>Threats</i> page 88
Swoop gangs	<i>Threats</i> page 98-99
Thug	Core rulebook page 284

"I WANT THEM ALIVE.
NO DISINTEGRATIONS!"

—DARTH VADER

BLOCKADE RUNNER/PRIVATEER

Space battles don't necessarily end when one side manages to disable the enemy's ship. Instead, one might hear the sounds of docking clamps and breaching charges that signal the beginning of next stage—the boarding action. Characters experienced in boarding actions might be blockade runners, brave souls who pilot space transports through enemy lines to bring news or supplies or to get word out of a desperate situation. They might be pirates or privateers, two words that both refer to someone hoping to take a ship, or at least its cargo, intact. Some do it for profit, others to bolster a political cause, but all train to disable a ship and then prepare to fight those within to secure it.

Regardless of their motives or tactics, all privateers have a few traits in common. Most importantly, they plan to see combat on the inside of a ship they want in good condition, be it their own (if they expect to be boarded) or a prize ship they want to capture and sell or use to expand a privateer fleet. As a result, they focus on three details: convincing foes to surrender; using the smallest, most precise blaster that they can trust to complete the job; and learning to use melee weapons for close-quarters fighting around a hyperdrive or concussion missile magazine.

Convincing a crew that they're better off surrendering than fighting takes a bold personality. Though they might have soldiers, ace pilots, and elite warriors working with them, the best shipjacks are flamboyant, larger-than-life figures able to make outrageous claims and threats believably. As a result, they don't work well together; even when serving a larger cause, they prefer to operate in separate units.

Blockade Runner

Medium Human scoundrel 7/master privateer 1

Force 5; Dark Side 2

Init +4; Senses Perception +5

Languages Basic

Defenses Ref 22, Fort 19, Will 24

hp 52; Threshold 19

Speed 6 squares

Melee vibroblade +8 (2d6+3) or

Ranged blaster pistol +8 (3d6+4)

Base Atk +6; Grp +8

Atk Options Combat Reflexes*, Cornered Rat, Point Blank Shot, Precise Shot

Special Actions Cunning Strategist, Disruptive, Raider's Frenzy, Weapon Finesse

Combat Gear medpac

Abilities Str 8, Dex 14, Con 12, Int 10, Wis 14, Cha 16

Talents Cunning Strategist, Disruptive, Raider's Frenzy, Spacehound, Walk the Line

CL 8

Feats Combat Reflexes*, Cornered Rat, Point Blank Shot, Precise Shot, Skill Focus (Deception), Vehicular Combat, Weapon Finesse, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +17, Knowledge (galactic lore) +9*, Persuasion +12, Pilot +11, Use Computer +9

Possessions blaster pistol, vibroblade, code cylinder, comlink (long-range), tool kit, utility belt, space transport

BRAWLER

A brawler focuses on unarmed combat. Inexperienced brawlers might be little more than local toughs found in cantinas and back alleys, but more experienced brawlers are often fighters in illegal (or at least shadowy) fighting sports or enforcers for mid-level criminals. Professional sport fighters are less common, and such brawlers might learn ancient forms of unarmed combat, developed by mysterious orders that have left behind little more than a few dactarads and the occasional abandoned temple ruin.

Many people discount brawlers as irrelevant in a world of vibroweapons and blasters, but it's worth noting that a brawler doesn't need to draw, or even carry, a weapon to be dangerous. This makes them popular bodyguards in worlds with strong weapon regulations.

Brawler

Medium Human soldier 5

Force 4

Init +9; Senses Perception +3

Languages Basic

Defenses Ref 20 (flat-footed 16), Fort 19, Will 16

hp 62; Threshold 19

Speed 6 squares

Melee unarmed +9 (1d8+7) or

Melee unarmed +9 (2d8+7) with Mighty Swing or

Ranged hold-out blaster +7 (3d4+2)

Base Atk +5; Grp +8

Atk Options Desperate Gambit*, Mighty Swing, Stunning Strike

Special Actions Experienced Brawler

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10

Talents Experienced Brawler, Melee Smash, Stunning Strike

Feats Armor Proficiency (light, medium), Desperate Gambit*,

Martial Arts I, Martial Arts II, Mighty Swing, Weapon Focus (simple),

Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +9, Jump +10*

Possessions combat gloves, hold-out blaster, comlink

CL 5

CHARLATAN

A charlatan is a master of deception, misdirection, graft, and persuasion. When a charlatan does things right, you never realize he isn't your best friend or even acting in your best interest. A charlatan must survive on wits and charm; once the situation turns violent, the charlatan has missed the best chance of success. However, it is common for a charlatan to talk around a foe even once shooting has started or to have friends (or paid thugs) act as backup when plans go down the garbage chute.

Charlatans might be simple con artists or cheats, but they can also be spies, investigative reporters, counterintelligence agents, or freedom fighters using misdirection over violence. Regardless of their motives, they have learned that it's easier to talk people out of their credits than to threaten them. These charlatans are crooks even though they might be subtle about their crimes (leaving their victims happy, at least until they realize what happened).

Charlatan

Medium Human noble 7/charlatan 1

Force 4; Dark Side 4

Init +11; Senses Perception +11

Languages Basic, Bothese, High Galactic, Huttese, Ryl, Sullustese

Defenses Ref 22 (flat-footed 20), Fort 18, Will 24; Dodge, Slippery

Maneuver, Unreadable

hp 49; Threshold 18

Speed 6 squares; Slippery Maneuver

Melee unarmed +4 (1d4+3) or

Ranged hold-out blaster +7 (3d4+4)

Base Atk +5; Grp +7

Atk Options Combat Reflexes, Melee Defense[®]

Special Actions Dirty Tactics, Innocuous, Misplaced Loyalty, Opportunistic Retreat, Two-Faced

Abilities Str 8, Dex 14, Con 10, Int 14, Wis 14, Cha 16

Talents Dirty Tactics, Innocuous, Misplaced Loyalty, Two-Faced, Unreadable

Feats Combat Reflexes, Dodge, Linguist, Melee Defense[®], Opportunistic Retreat, Skill Focus (Deception, Persuasion), Slippery Maneuver, Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Gather Information +12, Initiative +11, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Perception +11, Persuasion +17, Pilot +11, Use Computer +11

Possessions hold-out blaster, comlink (long-range), credit chip, datapad (cheater), holorecorder, pocket scrambler

DATA SLICER

A data slicer is an expert at manipulating computers and the information they handle. Although a few data slicers are upstanding citizens working for a large company or government agency (overseeing the security of their computer systems), most are engaged in at least some criminal activity. Data slicers normally work to support other fringe personalities, being involved on the periphery of the action rather than being in the thick of it. They demand a high price, but as long as the credits are available, they don't care about your cause. If you need someone to decrypt information on a datapad, falsify computer records, or reprogram your foe's droid to act as an assassin, a data slicer is the one to call.

Data Slicer

Medium Human scoundrel 7

Force 3

Init +4; Senses Perception +5

Languages Basic, Bocce, Binary, Bothese, Duresse, Huttese, Ryl, Sullustese

Defenses Ref 20 (flat-footed 19), Fort 18, Will 20; Dodge[®]

hp 46; Threshold 18

Speed 6 squares

Melee unarmed +5 (1d4+3) or

Ranged blaster pistol +6 (3d6+3) or

Ranged blaster pistol +7 (4d6+3) with Careful Shot and Deadeye

Base Atk +5; Grp +6

Atk Options Point Blank Shot, Precise Shot

Special Actions Electronic Sabotage, Gimmick

Abilities Str 10, Dex 13, Con 12, Int 16, Wis 14, Cha 9

Talents Electronic Sabotage, Gimmick, Master Slicer, Trace

Feats Careful Shot, Deadeye, Dodge[®], Linguist, Point Blank Shot, Precise Shot, Skill Focus (Mechanics, Use Computer), Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +7, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Knowledge (physical sciences) +11, Knowledge (technology) +11, Mechanics +16, Stealth +9, Use Computer +16 (can reroll when improving attitude, can substitute for Gather Information)

Possessions blaster pistol, code cylinder, comlink (long-range), credit chip, dactacards (10 blank), datapad (memory upgrade, Int 14), medpac, energy cell, power pack, holorecorder, pocket scrambler, portable computer (advanced memory upgrade, Int 18), security kit, tool kit, utility belt

CL 7

CL 8

ENFORCER

Enforcers exist somewhere between government authority figures (such as soldiers or law officers) and the common thugs used by crime lords and pirates. Enforcers have a legal right to be armed, but they lack the kind of legitimacy of major military and paramilitary organizations. Enforcers might work for major corporations (such as the Corporate Alliance), independent merchants, wide-scale criminal organizations with internal rules and regulations (such as the Smuggler's Alliance), or fringe quasi-governments like shadowports (such as security forces on the *Errant Venture*). Others have official power but lack the training and jurisdiction of law officers, such as prison guards or a Mof's private security force.

Enforcers have a bad reputation across the galaxy. Lacking the skills needed to carefully track down potential troublemakers or to sift through evidence to determine guilt, enforcers might react to trouble with quick and overwhelming violence. This prevents any wrongdoer from getting away—and dead men don't complain about their innocence. Enforcers don't usually distinguish between the guilty and the innocent; they let the blaster bolts sort out who lives and who dies.



LANDO CALRISSIAN, ESCORTED BY CLOUD CITY ENFORCERS

Enforcer

Medium Human soldier 5

Force 3

Init +9; Senses Perception +8

Languages Basic

Defenses Ref 21 (flat-footed 19), Fort 21, Will 16

hp 62; Threshold 21

Speed 6 squares

Melee bayonet +8 (1d6+8) or

Melee bayonet +3 (1d6+5) and

gun club +3 (1d6+5) or

Ranged heavy blaster rifle +8 (3d10+2) or

Ranged heavy blaster rifle +3 (5d10+2) with Burst Fire

Base Atk +5; Grp +8

Atk Options autofire (heavy blaster rifle), Combat Reflexes,

Counterpunch, Point Blank Shot, Precise Shot

Special Actions Tough as Nails

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10

Talents Counterpunch, Gun Club, Tough as Nails

Feats Armor Proficiency (light, medium), Burst Fire, Combat Reflexes,

Point Blank Shot, Precise Shot*, Weapon Focus (rifles), Weapon

Proficiency (heavy weapons, pistols, rifles, simple weapons)

Skills Knowledge (bureaucracy) +6*, Initiative +9, Perception +8

Possessions battle armor, heavy blaster rifle with bayonet, blaster pistol, comlink

EXPERT ASSASSIN

Expert assassins are more than simple killers-for-hire. They are experienced, trained masters of dealing death outside normal combat. An expert assassin doesn't need to master the arts of mass battle, instead learning to kill at a time and place that removes as many variables as possible. Although dangerous in a stand-up fight, the expert assassin prefers to strike when the target is alone and vulnerable. Likely tactics include taking out targets at extreme range, setting explosives to eliminate them in their homes or vehicles, or finding an isolated venue in which to stab them in the darkness.

Most expert assassins belong to a guild or order, and they must abide by its rules. Some happily kill anyone if paid to do so, while others slay only for religious or philosophical reasons. Even governments might employ assassins as a means of eliminating foes too public to arrest or kill in combat.

Expert Assassin

Medium Human soldier 4/soundrel 3/assassin 1

Force 4; Dark Side 14

Init +12; Senses Perception +11

Languages Basic

Defenses Ref 25 (flat-footed 22), Fort 20, Will 21

hp 62; Threshold 20

Speed 6 squares

Melee vibroblade +9 (2d6+6) or

Ranged sniper blaster rifle +10 (3d10+6, Devastating Attack) or

Ranged sniper blaster rifle +11 (4d10+6, Devastating Attack) with Deadeye

Base Atk +7; Grp +10

Atk Options Dastardly Strike, Deadly Sniper[®], Point Blank Shot,

Precise Shot, Sneak Attack +1d6

Special Actions Ruthless

Combat Gear 2 medpacs

Abilities Str 14, Dex 16, Con 10, Int 10, Wis 14, Cha 12

Talents Dastardly Strike, Devastating Attack (rifles), Ruthless, Sneak Attack +1d6, Weapon Specialization (rifles)

Feats Armor Proficiency (light, medium), Deadeye, Deadly Sniper[®], Point Blank Shot, Precise Shot, Skill Training (Stealth), Sniper, Weapon Focus (rifles), Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Climb +11[®], Initiative +12, Perception +11, Stealth +12

Possessions sniper blaster rifle with targeting scope (enhanced low-light), hold-out blaster, vibroblade, comlink, credit chip, electrobinoculars, field kit, utility belt

FIXER

Sometimes you need something that isn't available. You might be on the run, unable to buy anything openly. You might need something the law doesn't want you to have, ranging from slaves to military-grade weapons to illegal drugs. Your need might be more service-oriented, such as wanting to hire a smuggler or needing a medic to patch up a friend without any questions. Sometimes it's just information you need, but you need to get it without leaving a calling card at an official archive, and without others knowing you asked for it. In short, you need a fixer.

At one time, fixers were mechanics or data slicers who could find goods on the black market, off the grid. As the Old Republic grew increasingly corrupt, however, the term came to mean a contact who could find other contacts. In fact, few fixers know how to "fix" anything but the problem of finding what others want. A few work as procurement officers for front line forces (who are often out of supplies during battle) or Rebel forces (who are often out of supplies, period). Most work for criminal syndicates or as freelance

CL 8

mercenaries, putting together people, goods, and services for a fee, making sure no one is the wiser. Fixers are common in cantinas and starports, but they require either an introduction (from someone they know and trust) or a hefty bribe (to make the risk of a new contact worthwhile) before they'll arrange anything more shadowy than a drink.

Fixer

Medium Human soundrel 4/noble 3

Force 3

Init +7; Senses Perception +10

Languages Basic, Bocce, Bothese, Durese, High Galactic, Huttese, Ryl, Sullustese

Defenses Ref 18 (flat-footed 18), Fort 18, Will 21; Dodge[®]

hp 46; Threshold 18

Speed 6 squares

Melee unarmed +5 (1d4+3) or

Ranged blaster pistol +4 (3d6+3) or

Ranged blaster pistol +5 (4d6+3) with Careful Shot and Deadeye

Base Atk +5; Grp +5

Atk Options Point Blank Shot, Precise Shot

Special Actions Hesitate, Fool's Luck

Abilities Str 10, Dex 9, Con 12, Int 16, Wis 14, Cha 13

Talents Blackmail, Connections, Hesitate, Fool's Luck

Feats Careful Shot, Deadeye, Dodge[®], Friends in Low Places, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Gather Information), Weapon Proficiency (pistols, simple weapons)

Skills Gather Information +14, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11, Knowledge (technology) +11, Perception +10, Persuasion +9, Stealth +7[®], Use Computer +11

Possessions blaster pistol, code cylinder, comlink (long-range), credit chip, 10 datacards, datapad, holorecorder, pocket scrambler

NOTORIOUS OUTLAW

Criminals are everywhere, but some crooks are a cut above the common riffraff. The notorious outlaw is someone known in multiple systems, hunted by law enforcement or bounty hunters, and whispered about in dark corners of cantinas in shadowports across the galaxy. A notorious outlaw has done something particularly impressive (or is at least credited with such a crime). Mass murderers, people who betray positions of trust, anyone who was famous before turning to crime, and particularly successful thieves and spies can all become notorious criminals. A few are champions of some cause oppressing local tyranny, but most are the worst scum you'll find anywhere.

CL 7



Notorious Outlaw

Medium Human scoundrel 3/scout 4/gunslinger 1

Force 4; Dark Side 4

Init +11; Senses Perception +7

Languages Basic, Rodese, Ryl

Defenses Ref 25 (flat-footed 22), Fort 21, Will 19; Evasion

hp 55; Threshold 21

Speed 6 squares

Melee vibroblade +9 (2d6+6) or

Melee vibroblade +7 (3d6+6) with Rapid Strike or

Ranged blaster pistol +9 (3d6+4) or

Ranged blaster pistol +7 (4d6+4) with Rapid Shot

Base Atk +6; Grp +9

Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Skirmisher

Special Actions Fringe Savant, Quick Draw

Abilities Str 14, Dex 17, Con 13, Int 14, Wis 8, Cha 10

Talents Dastardly Strike, Evasion, Fringe Savant, Skirmisher, Trigger Work

Feats Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Rapid

Strike, Skill Training (Survival)¹, Weapon Finesse, Weapon Proficiency

(advanced melee weapons, pistols, rifles, simple weapons)

Skills Acrobatics +11², Deception +8, Initiative +11, Gather

Information +8, Knowledge (galactic lore) +10, Perception +7,

Stealth +11, Survival +7

Possessions blaster pistol, vibroblade, medpac, comlink, credit chip,

utility belt

CL 8

SPACE TRANSPORT PILOT

Ranging from smugglers to honest merchants to gunboat captains, space transport pilots are a rare breed. They fly the least combat effective of all starships—ships too small to carry heavy turbolasers and massive shield generators but too big to fly through a hail of capital-ship weapons without being hit. They are proud of their ships, in part because they have little reason to be. They are also extremely rugged and self-reliant individuals, able to fly a starship, fix its quirks and damage, and defend its honor in a cantina brawl. An expert space transport pilot is a valued asset in bounty hunter guilds, merchant corporations, small star navies, pirate gangs, and criminal empires alike.

Space Transport Pilot

Medium Human scoundrel 7

Force 3

Init +6; Senses Perception +10

Languages Basic

Defenses Ref 21 (flat-footed 18), Fort 19, Will 21

hp 46; Threshold 19

Speed 6 squares

Melee knife +5 (1d4+3) or

Ranged heavy blaster pistol +9 (3d8+3)

Base Atk +5; Grp +8

Atk Options Hyperdriven, Point Blank Shot, Precise Shot,

Spacehound, Starship Raider, Stellar Warrior

Special Actions Vehicular Combat

Abilities Str 10, Dex 16, Con 12, Int 10, Wis 14, Cha 14

Talents Hyperdriven, Spacehound, Starship Raider, Stellar Warrior

Feats Friends in Low Places¹, Improved Defenses, Point Blank Shot,

Precise Shot, Skill Focus (Pilot), Tech Specialist (see page 21 of

Starships of the Galaxy), Vehicular Combat, Weapon Focus (pistols),

Weapon Proficiency (pistols, simple weapons)

Skills Knowledge (galactic lore) +8², Mechanics +8, Perception +10,

Pilot +16, Use Computer +8

Possessions heavy blaster pistol, comlink, tool kit, various personal

belongings

CL 7

SECURITY AND LAW ENFORCEMENT OFFICERS

Every level of government has at least one law enforcement agency, and virtually all private organizations or individuals with sufficient resources have an independent security force on call. Starports and space stations, due to their importance in interstellar commerce, always have a substantial security presence; similarly, all but the smallest private starships have ship-board security to deter pirates, shipjacks, and mutineers.

Low-risk locations (such as small businesses) might have no security presence at all, and those that do might use minimally trained (and armed) guards. Treat such security guards as thugs (see page 286 of the Saga Edition core rulebook), replacing the vibro-ax with a stun baton, binder cuffs, and a comlink.

Security officers represent the professional backbone of the security or law enforcement unit, and they respond first to any call for help. Any secured area (such as a starport or government facility) will have a minimum of one officer at each entrance, and a detail of two to four (perhaps including a security specialist, below) is common for high-risk locations. When patrolling, these officers might operate speeder bikes, landspeeders, or airspeeders (see Chapter 10: Vehicles in the Saga Edition core rulebook).

Security specialists act as bodyguards for VIPs and crisis response teams for cities and starports. Starports, in particular, are dangerous assignments due to the large crowds, constant movement, and intermingling species, maximizing the chances of a terrible misunderstanding due to a language barrier or differences in local customs. Worse, starports might have to deal with a hostile starship if a smuggler, pirate, or outlaw decides to blast his or her way off the planet. As a result, security specialists tend to be heavily armed (often using heavier vehicles, such as gunships) and paired with sharpshooters (treat as expert assassins, page 119).

Inspectors, including customs inspectors and detectives, represent the top tier of law enforcement. Unlike security specialists (who take care of heavy fighting) or security officers (whose presence provides a deterrent to criminals), an inspector has to think like a criminal—be it a smuggler, slaver, pirate, or assassin—to uncover their deceptions and find clues to that lead to their capture. In fact, many customs officers have a shady past, taking inspection positions as a way of maintaining a relatively safe and quiet retirement from more dangerous exploits.

Although honest customs officers certainly exist (particularly those working in larger starports, with coworkers and supervisors working nearby), it hasn't escaped smugglers' attentions that it's often cheaper to bribe a customs officer than to pay the legitimate tax or fine. Similarly, crime syndicates routinely have at least one inspector "on the take," often a result of blackmail if not simple greed.

Security Officer

Medium Human nonheroic 4

Init +8; Senses Perception +7

Languages Basic

Defenses Ref 14 (flat-footed 13), Fort 10, Will 10; armor +3

hp 10; Threshold 10

Speed 6 squares

Melee stun baton +4 (2d6+1 stun) or

Ranged blaster pistol +4 (3d6)

Base Atk +3; Grp +4

Atk Options Point Blank Shot

Abilities Str 12, Dex 13, Con 11, Int 10, Wis 10, Cha 8

Feats Armor Proficiency (light), Point Blank Shot*, Skill Training

(Perception, Pilot), Weapon Proficiency (pistols, simple weapons)

Skills Initiative +8, Knowledge (bureaucracy) +7*, Perception +7, Pilot +8

Possessions combat jumpsuit, blaster pistol, stun baton, binder cuffs, comlink, datapad

CL 1

Security Specialist

Medium Human soldier 5

Force 3

Init +9; Senses Perception +8

Languages Basic

Defenses Ref 18 (flat-footed 16), Fort 21, Will 16; armor +5

hp 62; Threshold 21

Speed 6 squares; Tactical Advantage

Melee stun baton +8 (2d6+5 stun) or

Ranged blaster carbine +7 (3d8+2) or

Ranged blaster carbine +5 (4d8+2) with Rapid Shot or

Ranged stun grenade +7 (4d6 stun, 2-square blast radius)

Base Atk +5; Grp +8

Atk Options autofire (blaster carbine), Combat Reflexes

Special Actions Battle Analysis, Cover Fire, Harm's Way, Hitch a Ride

Abilities Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 10

Talents Battle Analysis, Cover Fire, Harm's Way

Feats Armor Proficiency (light, medium), Combat Reflexes, Hitch a Ride*,

Point Blank Shot, Rapid Shot, Tactical Advantage, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +8, Perception +8, Treat Injury +8*

Possessions armored flight suit, blaster carbine, 3 stun grenades, bandolier, medpac, binder cuffs, encrypted comlink, utility belt

CL 5

Inspector

Medium Human scoundrel 3/scout 4

Force 4

Init +10 (can reroll); **Senses** Perception +16

Languages Basic, Bocce, Huttese

Defenses Ref 21 (flat-footed 19), Fort 20, Will 20; Dodge, Mobility

hp 50; **Threshold** 20

Speed 6 squares

Melee unarmed +4 (1d4+2) or

Ranged heavy blaster pistol +7 (3d8+3)

Base Atk +5; **Grp** +7

Atk Options Cornered Rat*, Point Blank Shot, Precise Shot, Skirmisher

Special Actions Quick Draw

Combat Gear medpac

Abilities Str 8, Dex 14, Con 12, Int 14, Wis 16, Cha 10

Talents Acute Senses, Cramped Quarters Fighting, Improved Initiative, Skirmisher

Feats Cornered Rat*, Dodge, Mobility, Point Blank Shot, Precise Shot,

Quick Draw, Skill Focus (Gather Information, Perception), Weapon

Proficiency (pistols, rifles, simple weapons),

Skills Deception +8, Initiative +10 (can reroll), Gather Information

+13, Knowledge (bureaucracy) +10, Knowledge (galactic lore) +10,

Perception +16, Stealth +10*

Possessions heavy blaster pistol, comlink, credit chip, utility belt

ORGANIZATIONS

Though the chaotic nature of crime makes it seem unlikely that criminals would ever work together, several criminal organizations have risen to prominence throughout the galaxy. The following section describes six powerful criminal organizations for use as enemies or allies in any *Scum and Villainy* campaign.

BLACK SUN

The Black Sun crime syndicate is one of the foremost criminal organizations in the galaxy. Black Sun has its hands in nearly every possible criminal venture, from petty theft to assassination, all arranged to bring more power and wealth to the crime syndicate. Black Sun is one of the most iconic criminal organizations in the *Star Wars* saga, and the organization reached such heights of power that its leader, Prince Xizor, was nearly powerful enough to challenge Darth Vader himself.

Black Sun is found in nearly every corner of the galaxy, though typically it is headquartered on Coruscant. Black Sun agents operate from the Deep Core to the Outer Rim, and significant Black Sun cells operate on every Core world. Black Sun operates under the leadership of a single Underlord, who controls the Vigos. The Vigos are the chief crime bosses of Black Sun, and they wield

CL 7

nearly as much power (and sometimes more) as the head of a Hutt kajidic. Black Sun's influence is so great that its leaders are able to clandestinely commission a fleet of starships from companies like TransGalMeg and Joraan Drive Systems, giving the organization the military might to challenge and overwhelm planetary and even sector defense forces.

Working for Black Sun certainly has its advantages. With the power to challenge local governments, Black Sun agents have a great deal of clout, and many weaker worlds think twice before bringing charges against a Black Sun agent. Joining Black Sun requires that the interested person prove their value, which typically needs to be more than just an extra bit of hired muscle. Once a member of Black Sun, an individual is required to follow the orders of their superiors strictly, and work above all else for the betterment of the crime syndicate.

Most people who are aware of the crime syndicate learned long ago to avoid any entanglements with Black Sun. The organization can be a powerful enemy, rivaling even the Empire for ruthlessness and resources. Angering a Vigo means making an enemy for life, and a conflict with Black Sun can be messy. With its own space fleet, Black Sun is able to send ships to wipe out smuggling operations, destroy pirate fleets, and bomb the homes of those that oppose them.

More information on the Black Sun crime syndicate can be found in the *Force Unleashed Campaign Guide*, including more advanced rules for joining the organization. Additionally, *Threats of the Galaxy* features statistics for Black Sun Vigos.

GENOHARADAN

The Genoharadan is a mysterious organization of assassins that has been active for over 4,000 years by the time of the Galactic Empire. More than just a guild of assassins for hire, the Genoharadan has a greater agenda that usually remains largely unknown, even to other crime syndicates. Every assassination performed by the Genoharadan has some purpose, and serves to move their enemies and allies into positions like pieces on a dejarik board. The Genoharadan's motives are its own, and every execution it performs serves some political purpose.

Genoharadan operatives appear on worlds throughout the galaxy, though they seem to operate primarily anywhere that power is being tossed around. The Genoharadan surfaces briefly during the Jedi Civil War, hoping to capitalize on Darth Revan's rise to power, on worlds as far out in the Outer Rim as Tatooine. The hierarchy of the Genoharadan includes a single Guildmaster and four Overseers, who control the assassinations performed by the guild. The Genoharadan has few members, but its power is far greater than its numbers would seem to indicate.

Joining the Genoharadan is by invitation only. Typically, a member of the organization approaches a potential recruit with several missions that test the prospect's skill, resolve, and discretion. Genoharadan operatives are far more subtle than most assassins or bounty hunters, and anyone striving for

fame, fortune, or notoriety is likely to be passed over by the GenoHaradan. The organization is not interested in flashy fame-seekers.

If one makes enemies of the GenoHaradan, trouble is bound to follow. The GenoHaradan is extremely subtle, and its targets rarely see the assassins coming. When a person is targeted by the GenoHaradan, he or she can be sure that the most skilled and deadly assassins and bounty hunters will be on their tail. For heroes who make enemies of the GenoHaradan, the guild may not show up in every adventure, but the heroes can be sure that assassins will show up at the most inopportune times to make trouble and perform their task.

More information on the GenoHaradan can be found in the *Knights of the Old Republic Campaign Guide*. Additionally, any of the material dealing with assassins and bounty hunters in this book is relevant to the GenoHaradan, as the organization uses much of the included technology and resources.

HUTT KAJIDICS

The Hutts are among the most notorious gangsters in the galaxy. Hailing from the swampy world of Nal Hutta, the Hutt kajidics (as their clans are known) have their slimy hands in all kinds of criminal ventures. Unlike other crime syndicates that tend to operate behind the scenes, the Hutt kajidics operate out in the open and claim rightful dominion over dozens of worlds. The Hutt kajidics are the classic gangsters who not only seek wealth and power but also plunge themselves into excess and gluttony. Few pleasures are too depraved for the Hutts, and they have little care for who or what gets in their way.

The Hutts rule directly over a number of worlds in a territory commonly referred to as Hutt Space. Dozens of civilized worlds in Hutt Space fall under the rulership of one or more kajidics, and some worlds outside of Hutt Space are practically, if not officially, ruled by the Hutts. When a Hutt kajidic sets up an operation on a planet, the balance of power inevitably shifts. On worlds where there is almost no government in the first place, such as on the Outer Rim, this often means the Hutts become the true power on that world. Each kajidic is organized like a family, with superiors and inferiors usually determined by age and power.

The Hutt kajidics employ members of all species as underlings and are willing to hire anyone that can bring them more money or facilitate their hedonism. The Hutts make extensive use of less developed species, such as the Nikto and the Gamorreans, but hire anyone wishing to pledge allegiance. Though the Hutt kajidics are greedy, they are not stupid, and though many a Hutt has been undone by gluttony, most keep a watchful eye on any underlings that might show signs of too much ambition. Hutts kajidics can be placated with bribes and flattery, and the quickest way to join a Hutt crime syndicate is to ingratiate oneself with the local Hutt crime lord.

The Hutts can be allies, but they also make terrible enemies. Hutts have been known to hold a grudge and spare no expense in chasing down those

who cross them. Typically they exact their revenge indirectly, by hiring bounty hunters, assassins, or mercenaries to do the dirty work. Most Hutts take great pleasure in tormenting their enemies, and more than a few follow Jabba's example in finding new "sport" in torturing a nemesis. If a Hutt kajidic sets its sights on a target, that target is sure to encounter thugs, lowlives, assassins, and all manner of seedy individuals as the Hutt exacts its revenge.

SWOOP GANGS

Swoop gangs can be found throughout the galaxy, on civilized worlds and on worlds barely capable of calling themselves colonies. Typically regarded as a nuisance by local authorities, swoop gangs are groups of rabble-rousers, malcontents, and other criminals that have rallied around one another for strength. Typically too disorganized to grow to any real level of power, swoop gangs spend almost as much time working on their (often illegally) modified swoop bikes as they do squabbling amongst themselves. Though swoop gangs are found almost everywhere, most of the time they are content to stir up trouble for fun, intimidate the locals, and engage in dangerous, high-speed races for bragging rights.

Swoop gangs spring up on any world where racing can be found. Though they tend to stick to the edges of big cities, they have been seen on worlds as backwater as Tatooine and as urban as Taris. Swoop gangs typically have a single leader, though leadership of a gang is usually determined by who has the fastest bike and the fastest fists. Challenges to the leader's authority are common, and changes in leadership nearly so. All of the other members of the swoop gang follow their leader, and typically a swoop gang member can only belong to one gang at any time.

Swoop gangs are typically defensive of one another, but it would be stretching the truth to call it any sort of loyalty. Swoop gangs are typically a good place to find skilled outlaw techs, just the kinds of people who can install illegal modifications on a space transport or repair contraband weapons. Given the right leadership and motivation, swoop gangs can sometimes be organized to serve a higher purpose; for example, the Hidden Beks of Taris assisted in the resistance against invaders during the Mandalorian Wars.

Unfortunately, most swoop gang members really care only about two things: racing, and fighting their enemies. Brawls between rival swoop gangs often spread throughout entire settlements on Outer Rim worlds, and gang rivalry is one of the chief motivating factors that keeps swoop gangs together. Most swoop gang members know better than to go anywhere alone, as the worst nightmare of a swoop rider is to find oneself surrounded by three or four members of a rival gang. Most swoop gangs vent their frustrations and establish bragging rights through races, but violence between gangs is common and local authorities work hard to keep rival gangs away from one another. A few swoop gangs work for organized criminal syndicates as roving thugs.

TENLOSS CRIMINAL SYNDICATE

The Tenloss criminal syndicate is unlike most other criminal organizations in that it actually has a relatively legitimate arm to its organization. The Tenloss Corporation—another name for the corporate front of the crime syndicate—owns many smaller companies. Though these smaller companies have varying degrees of legitimacy and legality, they all feed funds, weapons, starships, and other resources back to the Tenloss crime syndicate. The Tenloss syndicate is responsible for the mass production of a number of popular weapons, including disruptors, as well as starships and space stations. It deals in high technology and uses its legal activities to fund illicit trade. The Tenloss syndicate makes vast sums of money through illegal arms sales, and many would classify the organization primarily as an arms dealer and purveyor of contraband.

Based in the Bajic sector, the Tenloss syndicate has a central governing council that oversees the operation of Tenloss's primary interests. Sub-councils control the various companies under the Tenloss banner, and each of those corporations has their own hierarchy. Though the Tenloss syndicate itself is not widespread (Tenloss representatives and interests are relatively few in number, compared to other interstellar criminal organizations like Black Sun), Tenloss weapons and ships can be found almost anywhere. It is not unusual to run into a gang of Trandosian slavers with Tenloss disruptor weapons, or find a Tenloss XQ space platform orbiting a highly civilized world.

The Tenloss syndicate provides weapons, armor, and other material to anyone willing to pay the price and risk being caught. Since most of the weapons and starships manufactured by Tenloss are illegal, Tenloss production facilities are disguised as something more mundane. The best way to join the Tenloss syndicate is to join forces with one of the smaller front companies operated by Tenloss, then work one's way up through the hierarchy. Additionally, the Tenloss Corporation deals directly with other crime syndicates and gangs of decent size, brokering arms deals for large quantities directly through the governing council; in times of great need, even the Rebel Alliance turns to Tenloss for weapons with which to fight the Empire.

Like most unscrupulous corporations, the Tenloss syndicate is not to be trifled with. Though far less overt in their methods, Tenloss leaders always make sure that any threat to their operation is silenced quickly and efficiently. However, the Tenloss leadership seems mostly content to simply make a profit off of its various businesses. As long as you stay out of its way, the Tenloss syndicate has no honor to defend and typically does not rise to the bait when goaded by opponents. Only when its operations are threatened does Tenloss act, and when it does it brings the full weight of its illegal weapons and starships to bear on its enemies.

For more information on Tenloss weapons, see the *Force Unleashed* Campaign Guide.

Hornet-class Interceptor

Manufactured for distribution to crime lords and the defense forces of shadowports, the insectlike *Hornet-class* interceptor is a lightweight starfighter that boasts impressive (if experimental) weapons. Though its frame is quite fragile, the *Hornet-class* interceptor boasts shields that are unheard of on a starfighter of its size, and weapons systems that far exceed those of comparable craft manufactured by legitimate organizations. The *Hornet-class* interceptor ships with advanced heavy laser cannons that produce extremely potent bolts of energy, but the cannons are unstable and have been known to explode under the stress of firing. They are incredibly nimble and are favored by pilots for their maneuverability, making up for their relatively weak hulls.

Tenloss Corporation *Hornet-class* Interceptor

CL 12

Gargantuan starfighter

Init +8; Senses Perception +6

Defenses Ref 18 (flat-footed 11), Fort 21; +6 armor

hp 50; DR 10; SR 35; Threshold 41

Speed fly 16 squares (max. velocity 1,150 km/h), fly 4 squares (starship scale)

Ranged advanced heavy laser cannons* +6 (see below)

Fighting Space 4x4 or 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +28

Atk Options autofire (advanced heavy laser cannons), fire-link (advanced heavy laser cannons)

Abilities Str 32, Dex 24, Con —, Int 14

Skills Initiative +8, Mechanics +6, Perception +6, Pilot +8,

Use Computer +6

Crew 1; Passengers none

Cargo 80 kg; Consumables 5 days; Carried Craft none

Availability Illegal; Cost 75,000 (32,000 used)

**On a natural 1 on an attack roll, the advanced heavy laser cannons explode, dealing 6d10x2 damage to the Hornet-class interceptor, ignoring SR and destroying the cannons.*

Advanced heavy laser cannons (pilot)

Atk +6 (+1 autofire), Dmg 10d10x2

Alternate Configuration:

Ranged medium laser cannons +6 (see below)

Atk Options autofire (medium laser cannons), fire-link (medium laser cannons)

Medium laser cannons (pilot)

Atk +6 (+1 autofire), Dmg 5d10x2

THALASSIAN SLAVERS

Among the most feared criminals in the galaxy, the Thalassian slavers steal that which is most precious: one's freedom. Independent slavers hailing from the Outer Rim, the Thalassians are ruthless, relentless criminals that attack and capture starships, enslaving their crews and passengers and selling them to the highest bidder. Most passenger vessels in the Outer Rim know to flee as fast as they can when confronted by Thalassian vessels, as capture can mean being placed on the auction block and ending up enslaved to Hutts—or worse.

The Thalassian slavers typically limit their activities to the Outer Rim, though they have been known to stray Coreward from time to time if the money is right. Sometimes serving as mercenaries and pirates, the Thalassian slavers always follow the flow of credits and have no sympathy for the plight of those they capture. The Thalassian slavers are loosely organized into small battle groups, each one consisting of a *Kaloth*-style battlecruiser and several Y164 slave transports, along with a handful of starfighters and small support ships. Thalassian slavers are ostensibly allies with each other, though some small skirmishes have broken out from time to time between two battle groups.

Thalassian slavers are absolutely reprehensible by most standards. Even other members of the fringe tend to steer clear of the Thalassian slavers, as they have no compunctions about capturing other pirates or smugglers and turning them into slaves. Thalassian slavers are not welcome at most ports outside of their home star systems, and shadowports go to nearly as many pains to hide their existence from these slavers as they do from the authorities. Even distant association with the Thalassian slavers can be a virtual death mark, as several Senators of the Old Republic found out when they were connected to the slaving ring.

Encounters with the Thalassian slavers are usually not pretty. The Thalassians throw everything they have at their prey, and they would rather blow up a target than let it escape. Ruthless to the core, Thalassian slavers don't mind accidentally killing half or more of the passengers they attempt to enslave. Thalassian slavers operate almost exclusively in space, and almost never raid settlements on planets. However, there have been many reports of Thalassian slavers attacking space platforms orbiting worlds without much defensive capability.

Kaloth-style Battlecruiser

A favored starship of the Thalassian slavers, the *Kaloth*-style battlecruiser is a large and deadly capital ship that is frequently used to capture ships with the intent of enslaving the crew. However, unlike most pirate ships, the *Kaloth*-style battlecruiser boasts no ion weapons; though the Thalassian slavers hope their targets survive their turbolasers, they prefer to cripple the enemy first and worry about the spoils later. A *Kaloth*-style battlecruiser's turbolaser complement is the heavy hammer that smashes enemy ships, softening a target up so that it can be captured by the ship's tractor beam prongs. One of the most feared ships in the Thalassian fleet, the *Harmzuoy*, is a *Kaloth*-style battlecruiser.

Kaloth-style Battlecruiser

CL 17

Colossal (frigate) capital ship

Init -2; Senses Perception +6

Defenses Ref 15 (flat-footed 13), Fort 36; +13 armor

hp 920; DR 15; SR 150; Threshold 136

Speed fly 3 squares (starship scale)

Range 4 double light turbolaser batteries +15* (see below) and
4 point-defense medium laser cannon batteries +9 (see below) and
2 tractor beams +15* (see below)

Fighting Space 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +48

Abilities Str 62, Dex 14, Con —, Int 16

Skills Initiative -2, Mechanics +6, Perception +6, Pilot -2, Use Computer +6

Crew 1,464; Passengers 75 (troops)

Cargo 6,540 tons; Consumables 6 months; Carried Craft 12 starfighters
(typically uglies)

Hyperdrive x2 (backup x18), navicomputer

Availability Illegal; Cost not available for sale (estimated value 1.3 million)

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Double light turbolaser battery (6 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg 4d10x5

Point-defense medium laser cannon battery (3 gunners)

Atk +9, Dmg 4d10x2

Tractor beam (6 gunners)

Atk +15 (-5 against targets smaller than Colossal), Dmg —
(grapple +48)

Y164 Slave Transport

After slaves are captured by the Thallasian slavers, they must be transported to their new owners, and the Y164 transport is the primary vessel used for this task. Bulky but durable, the Y164 is lightly armed, relying on *Kaloth*-style battleships for their defense. The ship boasts quad laser cannons that pack a decent punch for weapons of their size. Slave accommodations aboard a Y164 transport are squalid, as most of the 12,400 slaves are actually living in poorly converted cargo space.

Y164 Thallasian Slave Transport

CL 13

Colossal (frigate) space transport

Init -3; Senses Perception +6

Defenses Ref 12 (flat-footed 11), Fort 34; +11 armor

hp 600; DR 15; SR 100; Threshold 134

Speed fly 1 square (starship scale)

Ranged 2 quad light laser cannons +3 (see below)

Fighting Space 1 square (starship scale); Cover total (crew)

Base Atk +2; Grp +46

Atk Options autofire (quad light laser cannons)

Abilities Str 58, Dex 12, Con —, Int 13

Skills Initiative -3, Mechanics +6, Perception +6, Pilot -3, Use Computer

+6

Crew 15 (skilled); Passengers 12,400 (slaves)

Cargo 10 tons; Consumables 1 month; Carried Craft none

Hyperdrive x3 (backup x25), navicomputer

Availability Illegal; Cost 245,000 (122,000 used)

Quad light laser cannon (gunner)

Atk +3 (-2 autofire), Dmg 5d10x2

LOCALES

Hives of scum and villainy vary in size, function, and safety just as much as more respectable places. Sometimes the only difference is who has final say over what happens to transgressors—a Hutt doesn't take any more kindly to thieves stealing from him than CorSec officers do. The locales listed below are all places where law is rare—or at least takes a form not recognized in most of the galaxy. These hives of lowlives and criminals are excellent places to buy black market goods, hire mercenaries, and buy information. They're also good places to get a vibroblade stuck between your ribs in a dark alley.

THE ERRANT VENTURE

The *Errant Venture* has the distinction of being the only Star Destroyer ever owned by entirely private interests, with no affiliation to any government. Originally commissioned as the *Virulence*, an Imperial II-class Star Destroyer, the ship saw service at the Battle of Endor and the Battle of Thyferra. There the ship was surrendered, undamaged, to Booster Terrik. Terrik, never a timid man, decided the price of his help in capturing the vessel was the ship itself. Although the New Republic was uneasy with the idea, in the end a deal was struck that removed most of the ship's armament (netting Terrik a cool 18 million credits), and the hull was painted red to make it distinctively different from other Star Destroyers.

From that point on, the *Errant Venture* was a mobile shadowport and one of the best-defended places to acquire a bit of data or gear without legal complications. Terrik enjoyed the prestige that came with the ship, and he played on the fact that it was once an Imperial warship. For example, the *Errant Venture*'s crew wears variants of Imperial uniforms, in Corellian green-and-gold colors. Although many feel this is in poor taste, others suspect Terrik did it because the manufacturing plant in the ship already had the patterns for those uniforms programmed into it, and changing the color of cloth fed into it was cheaper than having new uniforms designed or imported.

Indeed, money quickly became an issue for Terrik. His smuggling organization was never the size of Black Sun or Talon Karrde's operation, which might have been able to maintain a full-size space cruiser. Terrik was strained to the limit of his resources to maintain even a down-gunned Star Destroyer, and he was always looking for ways to make it profitable. This ranged from highly secure smuggling runs to renting out space on the hull for advertisements. Although many New Republic officials assumed the ship would be an embarrassment for only a few years before Terrik had to have it scrapped or sold, in truth he managed to keep it running through the end of the Civil War, the "return" of Thrawn, the Yuuzhan Vong invasions, and the Second Corellian Insurrection. It even became the home of the Jedi Academy, due in large part to personal connections between Terrik and his son-in-law, Corran Horn.

Although the ship was "officially" limited to just a few heavy weapons for most of this time (represented by the stat block below), Booster Terrik likely had weapons either reinstalled or replaced on more than one occasion. Although Terrik isn't talking, some observers have noticed that every time the New Republic decided it needed the ship to be rearmed for an operation, it took surprisingly little time to accomplish. (Even when only a few weapons were active, the *Errant Venture* always tracked all its targeting sensors on any potential enemy.)

Though its core layout remains that of an Imperial II-class Star Destroyer, the *Errant Venture* is constantly being refurbished and redesigned. It turns out that if you don't try to maintain bays for 20 AT-AT walkers, the barges to land them, and the ground forces to support them, you have considerable room for remodeling. Booster Terrik claims to have a fore-to-aft refit

planned for the ship "in his head," but observers assume he does whatever he can afford to, whenever he has the time; even so, the change of the ship from purely military to largely mercantile is noticeable.

The lowest levels of the *Errant Venture* are referred to as The Mines, and are restricted to passengers coming and going on large ships and the ship's crew. It includes the docking bays designed to capture enemy ships, all of which still function well enough. The largest of these, Docking Bay 15, is the central docking area and can house multiple ships in excess of 150 meters. This is the normal home of Terrik's freighter, the *Pulsar Skate*, when it isn't on independent missions. Docking Bay 15 is also sometimes used as a mobile repair base, able to fix major damage to ships as large as Corellian gunships, no questions asked—if the captain has the credits, of course.

Black Level is just above The Mines, and is the lowest of the three passenger areas of the ship (as well as being the least interesting or comfortable). It's largely holds, stripped passenger cabins (with little more than a light and a bunk), and empty spaces that can, with effort, be turned into workshops or similar industrial spaces. The Black Level is for those who want to hop safe passage aboard the *Errant Venture* (which is, after all, unlikely to fall prey to pirates or bounty hunters) but can't afford better accommodations. Sales of anything but food are forbidden on Black Level without Terrik's special permission, and the area is regularly patrolled by the ship's security forces (who have their own—much nicer—room block in the center of Black Level, Block 1138 Sable). Of course, some shadow shops are set up with Terrik's clandestine permission, places where business is done that even Terrik isn't willing to have out in the open. Terrik keeps claiming he's going to remodel Black Level, but never finds the time or credits to do so.

Above Black Level is the Blue Level, which hosts mildly respectable guests and acts as a base of operations for a number of up-and-coming smugglers, bounty hunters, pilots, traders, and mercenaries. It is also the location of the majority of the ship's docking slots, smaller docking areas for shuttles and small freighters to enter or clamp to the ship. Although Blue Level can become a bit rowdy (the ship's security forces don't intervene in fist fights, but anything involving a blaster, vibroweapon, or lightsaber is stopped quickly and with little regard for who started it), it also includes two particularly interesting sections.

The first is a massive six-deck courtyard (linking Blue Level to the Diamond Level above) that includes a three-deck high holodiorama of the Battle of Thyferra (focusing on the attack on the *Errant Venture*, still named the *Virulence*, under the command of Booster Terrik). Although the massive holopicture might be of questionable historical accuracy, it is accepted as one of the greatest pieces of wartime art in the post-Civil War galaxy.

Errant Venture

Colossal (cruiser) capital ship
Init +0; Senses Perception +8

Defenses Ref 18 (flat-footed 16), Fort 56; +16 armor, Vehicular Combat hp 2,000; DR 20; SR 120; Threshold 256

Speed fly 3 squares (starship scale)

Ranged 1 heavy turbolaser battery +13* (see below) and
1 turbolaser battery +13* (see below) and
2 point-defense laser batteries +17 (see below) and
2 heavy ion cannon batteries +13* (see below) and
2 tractor beams +9* (see below)

Fighting Space 2x2 (starship scale); Cover total

Base Atk +5; Grp +71

Abilities Str 103, Dex 14, Con—, Int 18

Skills Initiative +0, Mechanics +8, Perception +8, Pilot +0, Use Computer +8

Crew 12,000 (expert); Passengers 30,000

Cargo 50,000 tons; Consumables 3 years; Carried Craft up to 144 starfighters, 30 light freighters or similar craft, 2 capital ships up to Colossal (frigate) size

Hyperdrive x2 (backup x12), nav computer

Availability Military; Cost not available for sale (black market value 50 million used)

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Heavy turbolaser battery (3 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 11d10x5

Turbolaser battery (3 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 8d10x5

Point-defense laser battery (5 gunners)

Atk +17, Dmg 3d10x2

Heavy ion cannon battery (3 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 3d10x5 ion

Tractor beam (1 gunner)

Atk +9 (-11 against targets smaller than Colossal), Dmg — (grapple +71)

Also on Blue Level is Trader's Alley, a massive cash-or-barter-only gray market bazaar. Few permanent stores are in Trader's Alley, and most of those are secretly owned by Terrik or his friends and allies. The constantly changing collection—broken-down war droids, captured Imperial weapons, illegal drugs and spices, semilegal shipping contracts, unique examples of planetary art from a hundred systems, and rewired datapads that can act as anything from explosives to cheaters—provides one of the greatest free markets in the galaxy. In part this is because Booster knows how to keep trade hopping, and in part it's because even the most paranoid trader feels safe in the belly of a Star Destroyer, no matter how stripped down.

All items in Trader's Alley are treated as one step less restricted than normal when determining black market cost: Illegal items are military, military items are restricted, and so on. Additionally, it never takes more than one day to find if such items are available in Trader's Alley, no matter how restricted they are.

From the Blue Level courtyard, it is easy to access Diamond Level, where ships' officers, valued guests, friends and family, and the wealthiest travelers stay. Diamond Level has been completely ripped out and reappointed in luxury styling. (Booster originally planned such an upgrade for the whole ship, but it proved prohibitively expensive). This area is where extended family and close friends stay (although immediate family stay in officer's quarters in the command section). It is replete with dining halls, entertainment venues, conference rooms, and recreational facilities. Some extremely rich civilians—and a few minor crime bosses posing as such—pay a hefty rent to live safely in the Diamond Level full time. When the Jedi Academy was moved onboard, it was also placed in this area. Diamond Level is never more than a quarter full, and Terrik continues to advertise it as a unique travel and living opportunity.

STARFORGE STATION

StarForge Station is a famous shadowport, a place where any ship can find repairs if enough credits are presented and where no questions are asked about cargoes, battle damage, or questionable documentation. Located in the StarForge Nebula in the Ado sector of the Mid Rim, the massive, mobile base has survived through three governments using a combination of careful planning, lax local officials, and strict neutrality. It provides a useful outlet for rogues and scoundrels as well as clandestine government operations.

Originally constructed as a theoretically legal (if fringe-oriented) base several decades before the Clone Wars, StarForge was intended to serve as a base of operations for smuggler Muo Glandish. Glandish sought to save on costs by building the starport on an existing planetoid, using mostly junked starships from old battles within the nebula. While the port was still in its infancy, Glandish was killed, and administration of the port fell to his friends and business partners. However, no transfer fee was ever paid on the station, causing it to slip from "technically legal" to "barely illegal," though no one in the waning Old Republic seemed to care. StarForge Station might well have remained a minor, obscure illegal port for small craft if not for the Clone Wars.

NO, NOT THAT STARFORGE ...

StarForge Station takes its name from its home, a nebula packed with a high number of young stars in the process of forming. Early explorers of the Ado sector called it the StarForge Nebula. There is no relation between this name and the Star Forge, a massive automated shipyard powered by a nearby star (thus, a "star-powered forge") and used by Darth Revan and Darth Malak. The Republic destroyed the Star Forge at the end of the Jedi Civil War (four millennia before the Galactic Civil War). The Republic covered up all information about the Star Forge and its creators, the Rakatan Infinite Empire ("the Builders"), quarantining the Lehon system where the wreckage of the Star Forge and the remnants of Rakatan civilization remained. By the time the StarForge Nebula was named, this knowledge was all but forgotten.

When the Separatists began their war with the Old Republic, conditions across the galaxy changed. Suddenly, any ship could be attacked at any time: One of the two sides might seek to cut off enemy supplies, or pirates might take advantage of the increased chaos to strike bigger targets than they dared seek in peacetime. Any port with repair facilities, no matter how minor, saw increased business, and StarForge was no exception. What was unique about StarForge was that it declared neutrality early on, and both sides respected that decision. This was not for any idealistic reason, but simply the fact that both the Republic and the Separatists needed access to its facilities from time to time, and neither was willing to spare the forces needed to capture and hold the small station.

By the time the Clone Wars ended, StarForge was a common meeting place for the forces on the run from the Empire, and the Empire couldn't be bothered to commit many forces to track them all down. The Ado sector was a peaceful region, so the garrison there was light and few forces were available for such a mission. Although Moff Irnst Starveld was tasked with capturing it, others in the sector were less concerned. Indeed, some Imperial agents found it useful as a neutral zone for meeting with fringe (and even Rebel) contacts.

With everyone from the Bothan SpyNet to the various Hutk kajidics keeping a sharp lookout and warning StarForge when it needed to move, it's little wonder the Empire never managed anything but a few brief raids before the station entered hyperspace and escaped. After the Emperor's death, even Imperial Remnant forces used the station to arrange for supplies and repairs no longer available from their home fleets. The Yuuzhan Vong never came across the station, which they saw as an abomination to be destroyed once more important targets were captured.

Administration of StarForge station changes frequently—perhaps on a hand of sabacc, or perhaps when the previous administrators decide they don't want Hutts to know where to find them anymore. When the

administrator's office is vacant, the station's enforcers and other employees allow anyone who shows interest to move in, and then see whether their paychecks make it worth keeping that person around. If someone demonstrates an aptitude for running the station and treats its personnel well, the personnel in turn reward that individual with their loyalty. It's rare for an administrator to be kicked out by the merchants, fixers, and enforcers on the station, but it's not unknown.

The station allows the sale of nearly anything on the station itself, and absolutely anything if it goes from ship-to-ship without ever coming station-side. The cost of doing business on StarForge can be high (raise prices by 25%), but deals aren't hampered by legal issues (ignore all costs and penalties for restricted items). Since the station has to be self-sufficient, its own needs vary from month to month. A smuggler with the right shipment can make a small fortune overnight. (Any cargo has a 10% chance of being in high demand when it arrives, resulting in payment offers 50% higher than normal. A DC 20 Gather Information check can increase the odds of bringing a valuable cargo to 20%.)

StarForge Station is also a fully functional shipyard, able to build ships of up to Colossal (frigate) size. Though it does occasionally build a custom ship from scratch, the vast majority of its operations are used to repair and modify existing starships. All the starship modifications listed in Chapter 2 (and anything the GM permits from *Starships of the Galaxy*) can be performed at StarForge.

StarForge Station

Colossal (station) space station

Init -4; Senses Perception +6

Defenses Ref 16 (flat-footed 16), Fort 74; +16 armor

hp 3,000; DR 20; SR 200; Threshold 574

Speed fly 1 square (starship scale)

Ranged 5 turbolaser batteries +12* (see below)

Fighting Space 2x2 squares (starship scale); Cover total

Base Atk +0; Grp +99

Abilities Str 138, Dex 10, Con—, Int 18

Skills Initiative -5, Mechanics +5, Perception +5, Pilot -5, Use Computer +5

Crew 1,850 (normal); Passengers 10,000

Cargo 25,000,000 tons; Consumables unlimited; Carried Craft 600 starfighters, 60 space transports, up to a dozen ships of Colossal (frigate) size

Hyperdrive x6, nav computer

Availability **uncover**; Cost not available for sale (sometimes lost in sabacc games to cover bets of 1,000,000 credits or more)

*Apply a -20 penalty on attacks against targets smaller than Colossal size.

Turbolaser battery (5 gunners)

Atk +12 (-8 against targets smaller than Colossal), Dmg 7d10x5



A SHOOTOUT ON STARFORGE STATION

NAR SHADDAA

Basic information about Nar Shaddaa, the Smuggler's Moon, can be found on page 233 of the Saga Edition core rulebook. However, lists of Knowledge checks and basic astrophysical data do little to highlight the true feel of the biggest nest of scum and villainy in the galaxy. The vast, sprawling city-planet is like a dark twin of Coruscant, an urban crawl of vice, crime, and violence. The upper levels of the Vertical City of Nar Shaddaa are similar to the lower levels of the galactic capital, and both opportunity and danger can be found a few steps from any dock.

No central government exists on Nar Shaddaa, with each "sector" controlled by a crime lord, business cartel, or local warlord. Spice is openly processed on the surface, and everything from slave-fitting pits to Sith academies have been successfully set up on the world. However, its lack of government makes the planet amazingly resilient; even after being ravaged by the Yuuzhan Vong, after a few decades, it was once more a home for smugglers and criminals from all over the galaxy.

Throughout the Smuggler's Moon, the different factions operate in a similar manner. Although there are Corellian sectors and Twi'lek Quarters, the crime lords and smugglers who truly run things all have a hands-off policy until trouble begins to cost them credits, and then they slap a bounty on any offenders. There's little real law in Nar Shaddaa, just local enforcers and mid-level bounty hunters trawling for troublemakers with prices on their heads.

Shady deals are made in the back rooms of casinos and cantinas, dimly lit chambers thick with t'bac smoke and surrounded by guards. Low-grade thugs and bounty hunters conduct steady business in such places—and so do the information brokers who watch them come and go. When a crime lord contracts real talent, he arranges to meet in a place that's heavily guarded and fortified—not only to ensure privacy, but his own safety as well.

A typical Nar Shaddaa crime lord is Kurka, a minor Hutt in the Desilijic class. Forced out of smuggling operations farther out in the galaxy, Kurka sank the last of his finances into a small sector of Nar Shaddaa, from which he plans to grow the roots of a larger, more powerful organization. Currently, Kurka mostly deals in information and setting up meetings between other factions, using a series of fixer go-betweens. Kurka has numerous apartments he rents to up-and-coming smugglers and bounty hunters, and he hopes to make enough contacts to be able to pick one to sell out for a deal big enough to make him a major player on Nar Shaddaa. Many of his schemes involve setting rivals against each other for his own profit; thus, his section's living quarters and docking bays are designed to keep his guests separated while he lies to them about the motives of others, charging both for false information (and for hired muscle to punish factions for these false crimes).

Although Kurka has made advances in the databroker business, he doesn't reinvest his money wisely. The Hutt is far more interested in an adding additional pleasure chambers, internal security systems, and insidious deathtraps than investing in more ships, enforcers, and spies. It is only a matter of time until someone hires a band of mercenaries to disable the security systems or blow up his entire command tower.

The crown jewel of Kurka's shaky organization is the Faleen Lady, a casino and pleasure house that caters to those who enjoy pheromone-enhanced hostesses. The casino ferries in its customers through regular shuttles, to prevent larger starships from coming within weapons range. Its life support systems are rigorous enough to house thousands of sentients. Accommodations include staterooms for high rollers, living quarters for the staff, and barracks for security personnel. With so many credits changing hands, the casino insists on searching its guests for weapons, and the vault at the subterranean building's core is far more secure than a typical planetary bank.

In addition to bringing in credits from rigged gambling tables, the Faleen Lady is a popular meeting place. Since everyone present is supposed to be unarmed, factions with violent disagreements might try arranging negotiations here. There are certainly worse places to go when looking for an assassin, slicer, bounty hunter, or fixer for hire. Of course, when trouble does break out, the enforcers and casino security are present to break things up quickly—and violently.

CHAPTER V POINT NADIR





Point Nadir is a shadowport situated in the bowels of a comet. Though ruled by the Anjillic Hutts and their representatives, Point Nadir is far enough from the beaten path that its governance is largely independent of direct Hutttese intervention. In fact, a number of criminal organizations hold sway in Point Nadir, each with different specialties and goals.

Its location varies, so Point Nadir can be inserted into a campaign set during any era. Because multiple organizations claim various degrees of control within the shadowport, it is possible for different play groups to impose themselves upon it in their own inimitable fashions. In effect, Point Nadir is a complete location—a hive of scum and villainy, if you will—that is well suited for use in any campaign, at any time, in any place you see fit.

RESH 9376

Resh 9376 is a comet that has been logged with the Republic's Bureau of Astronomy for nearly as long as there has been a Republic. Its elliptical course stretches for several light years, and it has been assigned a threat category of 1, defining it as benign. Though it comes close to several inhabited star systems during its orbit, Resh 9376 does not enter any of them. It exhibits few remarkable characteristics, and has thus far been largely ignored by the galactic community.

The primary composition of Resh 9376 is a mixture of gypsum, granite, base ores (such as tin, iron, and lead), and ice. The comet is oblong in shape, roughly 30 kilometers long by 10 kilometers wide. Spectrographic sensor readings indicate that the rear-most portion of Resh 9376 is composed of a large, cavernous interior, accessed by a raised, craterlike opening. Though unconfirmed, it has been postulated that the comet was, at one time, home to a space slug or some other heretofore unknown vacuum-adapted organism.

Resh 9376 appears visually identical to other comets. Jets of vapor from within the comet's body form a thin atmosphere, or "coma," around it. These vapor jets become more volatile the closer that Resh 9376 comes to nearby stars due to the increased solar radiation, thereby making the coma more distinct to the naked eye. In some cases, vapor and dust released by the comet form a "tail," which makes Resh 9376 even more visible.

What the Republic's astronomers—and, indeed, astronomers throughout the galaxy—fail to realize is that Resh 9376 is known colloquially as Point Nadir by a small percentage of the galaxy's criminal element. Point Nadir is a shadowport: an illicit harbor for some of the galaxy's most notorious criminals and infamous villains. The streets of this wandering cesspit are beholden to no laws, except for those that Point Nadir's crime lords are willing to enforce.

HISTORY

Although Point Nadir has been an established shadowport for centuries, the comet Resh 9376 was discovered over 25,000 years prior to the founding of the colony. The comet was paid little attention by astronomers, explorers, and prospectors alike, and continued its slow ellipse through the galaxy largely undisturbed. With the number of comets moving through galactic space, Resh 9376 was only another stellar body for astrogators to avoid.

Resh 9376 was eventually surveyed by an automated Corellian exploration vessel, the *Saving Grace*. Comet Resh 9376 was scanned, holomapped, and dozens of material samples were taken. Little was remarked in the *Saving Grace*'s files, other than what the vessel's computer referred to as a "cavernous anomaly in the comet's anterior quadrant, possibly the result of prior habitation." Following nearly twenty-two minutes of close observation, the *Saving Grace* broadcast its findings back to Corellia in a burst transmission before heading to its next destination. The data was briefly analyzed by Corellian astronomers, then filed away and forgotten.

Two hundred years later, a Corellian pirate captain named Salovan Fische came across references to Resh 9376. Intrigued by the *Saving Grace*'s survey, Fische and his band traveled to the comet's current location as detailed in the astrogation charts of the day. The comet was right where it was supposed to be, and appeared exactly as the *Saving Grace* had reported. The pirates made a complete exploration of the comet, including several forays into the anterior caverns. It was just what Fische was looking for: a mobile base, hidden from prying eyes in an insignificant comet that few individuals consciously knew existed.

For the next decade, Fische and his crew used the comet as a base. Initially the accommodations were sparse. Captured ships were lashed to the cavernous interior of the comet and used to store booty. In time, the pirates fashioned several of the smaller caverns into sealed chambers. With their growing wealth, no expense was spared in making Resh 9376 a more comfortable place to lay low. Ever more ambitious, Fische secured a number of mining droids, as well as other mining equipment, from a prospecting vessel his crew had claimed as a prize. He began to hollow out the comet more, seeking to create an elaborate port to call his own.

Unfortunately for Fische, his luck did not last. Following a series of failed raids against risky merchant convoys, his crew mutinied. Tired of the living conditions on Resh 9376, and demoralized by the current rash of defeats, Fische's crew left him marooned within the comet that had become his obsession. Fische eventually died a hermit, but not before several of his crew sold information concerning the comet to the Anjiliac clan of Hutts. The Anjiliacs saw potential in Resh 9376, especially since it had already been used as an established headquarters for Fische's band of scalawags. Though the comet was not fully furnished and only partially explored, the pirates told the Hutts tales of Fische's propensity for living the high life and how their captain made his living spaces lavish and decadent.



Despite these stories, following up the pirates' claims was low on the Anjiliac clan's list of priorities. It would be almost a century before the Hutts took an active interest in Resh 9376. Salovan Fische had long since died, but his legacy within the comet remained. Respectable amounts of mining equipment were immediately available, as well as a dozen semifunctional mining droids, which had continued to work after Fische's death, prior to shutting down due to lack of maintenance. With their extensive resources and capital, the Anjiliacs were able to take Fische's rudimentary cavern complex and turn it into the focal point of a number of criminal enterprises.

THE LEGACY OF SALOVAN FISCHE

Salovan Fisché was marooned on Resh 9376 for nearly six years before he died of unknown causes. In that time, and with the assistance of his droids, he continued to chip away at the comet's interior, delving deeper and deeper into its core. Because his mining was so extensive, a number of caverns still remain unexplored. Stories are told of Fisché's Legacy—a treasure trove of goods and riches secreted away within some unknown cave.

The tale is slightly different every time it is told. In one instance, Fisché's Legacy consists of booty taken from captured freighters. In another, Fisché supposedly uncovered a cavern of priceless gems and ores during the course of his excavations. No one has managed to confirm any of the tales surrounding Fisché's Legacy. The leadership of Point Nadir actively discourages what it considers to be trespassing, but this does little to stop enterprising beings from conducting impromptu treasure hunts into the comet's core.

FINDING POINT NADIR

For the denizens of Point Nadir, the shadowport's existence is all too real. Once outside the confines of the roaming comet, however, it becomes a more nebulous location, made all the more difficult to locate due to a combination of secrecy and ignorance. Spacers tell tales of asteroids and rogue comets that hide both mystery and fortune, but these stories are as numerous as the millions of drifting bodies that float aimlessly throughout the galaxy. Without specific coordinates to lend them credence, such locations remain little more than anecdotes told by grizzled veterans over mugs of Corellian ale. Yet someone obviously knows about Point Nadir, despite the intense secrecy that surrounds it.

Since they are the de facto rulers of Point Nadir, the Anjiliac Hutt clans are the primary source for information concerning its location. Such information is never given away for free, nor is it likely to filter into the public sector without the Anjiliacs knowing about it. Through their affiliation with the Anjiliac kajidic, other Hutt clans possess varying degrees of information about Point Nadir. Such information is valuable to opposing Hutt clans, allowing them to position agents within the shadowport's infrastructure in an attempt to get a piece of their competitor's action.

Were the Anjiliac Hutt clans the only power in Point Nadir, their secret haven might very well remain hidden. As it is, two other criminal organizations—Epsid and the Sable Dawn—exert varying degrees of control over Point Nadir. Even though neither of these organizations wishes to see the secret of Point Nadir blown wide open, they provide additional avenues of approach to heroes who are looking for a way inside. The Sable Dawn might do so by recruiting

new agents into its ranks, while Epsid might contract with heroes for delivery of stolen high-tech machinery or gear directly to their docks.

Outside the powers that keep the proverbial gears turning in Point Nadir, the shadowport also has regular denizens. Unless they have been flagged as rogue by one of the shadowport's syndicates, Point Nadir's population come and go as they please. As it is, only a scant few have the financial or transportation means to leave when they wish, and it is in their best interests to stay mum when it comes to the topic of Point Nadir. This does not stop word from trickling out, of course, and anyone might overhear a hushed conversation or stumble upon a mysterious set of coordinates.



RESH 9376

THE CALL OF POINT NADIR

So here you have it laid out before you: a complete hive of scum and villainy for your players to explore. The question remains, though: How do you get them there?

It might not be as simple as it sounds, given the secrecy surrounding Point Nadir. Your best bet is to take a look at the player characters. Who are they, and what do they want to accomplish? What are their current affiliations? What is the most logical route for them to take?

If you don't have the time to spare, such as during a short series of games, or during a one-shot scenario, you might let them discover Point Nadir right away, with little fanfare. This is perfectly acceptable, and it allows you to get the most bang for your buck right away. Be sure to let them experience the culture of the place, and to perceive the contrasts between a lawless shadowport and an Imperial-controlled core world.

If you are running a campaign, you might even start the players in Point Nadir from the beginning. Be sure to explain the sensitive nature of the shadowport's organization, though. Stress that the beings that control Point Nadir are a vindictive lot who stop at nothing to punish anyone that tells the wrong people of its existence. Most of all, don't be afraid to follow up on such threats. If the heroes go indiscriminately blabbing about Point Nadir, they deserve whatever ill fortune comes their way.

If you have the time, though, you might be best served by slowly revealing Point Nadir to the players over the course of several sessions. Provide small clues and hints as they advance. Tempt them with the mystery before you so much as utter the name of the place to their waiting ears. Allow Point Nadir to be the light at the end of the tunnel. To wit, it should be a part of the pay-off for exceptional play. Given the sorts of services that are available in Point Nadir, anything less would be akin to giving it away for free.

ON APPROACH

Once the players know where Point Nadir is, and assuming they have the means to travel there, all that remains is the journey. The location of Resh 9376, the comet that Point Nadir is nestled within, is catalogued and available with all current astrogation data. Public databanks feature little information about Resh 9376, other than it being comet with a galaxy-spanning elliptical orbit. To the casual observer, the comet is not impressive, and no obvious reason for anyone to want to pay it a visit. Since the location of the comet is well documented, getting there is no more difficult than navigating to any other area in the Outer Rim territories.

After leaving hyperspace, the vast expanse of deep space greets the heroes. Sensors reveal Resh 9376 exactly where it is supposed to be, a dim corona of vapor giving it an eerie illumination against the dark backdrop of space. Sensor readings prove inconclusive, for Point Nadir's interior is screened by a number of cloaking fields. Even though these fields are not true cloaking devices—after all, they do not make the comet invisible—they do block the prying eyes of most sensor systems, including life and composition scanners. This, in and of itself, proves curious to the uninitiated.

Meanwhile, Point Nadir's own traffic controllers monitor any craft that emerge from hyperspace near the comet. All ships are catalogued by Point Nadir Traffic Control, and their individual profiles are added to an extensive database. Craft that are not listed within the database are classified according to type. Specific flight patterns are expected of all craft before Traffic Control gives docking clearance, and anyone who has been invited to Point Nadir, or who has been there before, knows the required flight etiquette.

Ships that fail to follow the established flight pattern, but continue to advance upon the comet, are actively scanned and subsequently challenged by Traffic Control. Typically, such craft are ordered to stand down and adopt a parallel course to the comet. Those that comply are either questioned at length prior to being authorized, or (in severe cases) are boarded by a group of Anjiliac thugs so that they can be scrutinized at length, not to mention at gunpoint. Ships that fail to comply with Traffic Control are warned only once before fighters (a mixture of modified Z-95 Headhunters, CloakShape fighters, and R-41 Starchasers) are scrambled to intercept them. Once scrambled, the fighters rarely return to their berths without drawing blood.

POINT NADIR

Region: Outer Rim

Climate: Temperate/Controlled

Gravity: 13% Standard (surface), Standard (artificial interior)

Moons: None

Length of Day: 24 standard hours

Length of Year: 7,241 local years

Population: Approximately 4,000

Sapient Species: 40% Human, 8% Twi'lek, 6% Toydarian, 4% Rodian, 2% Houk, 40% other species

Government: Point Nadir Council (criminal syndicates)

Capital: Point Nadir

Major Exports: Illegal goods, information, narcotics, slaves, weapons

Major Imports: Foodstuffs, illegal goods, information, medicines, technology

Knowledge (galactic lore)

- | DC | Result |
|----|---|
| 20 | Point Nadir is rumored to be a shadowport somewhere in the Outer Rim territories, but the location is not well known. |
| 25 | Control of the port is attributed to the Anjiliac clan, a Huttese criminal family. They maintain strict silence concerning the specific location of Point Nadir, and people have died for merely speaking about it. |
| 30 | Point Nadir is situated within a comet that orbits the Outer Rim. Though the Hutts maintain control over the shadowport, other groups also claim jurisdiction inside the port. |

Point Nadir



- | | | |
|-----------------------|-----------------------|------------------------------|
| 1 = Crown Court | 6 = The Cruellest Cut | 11 = Point Nadir Bounty Past |
| 2 = Lucky's | 7 = 930's | 12 = Slave Auction |
| 3 = Evad Court | 8 = Fische's Pub | 13 = Down Low |
| 4 = Council Chamber | 9 = Keane's Emporium | 14 = To the Teeth |
| 5 = Zebbedda's Palace | 10 = Under the Table | 15 = Void Imports |

DOCKING AND ACCOMMODATIONS

Vessels that pass scrutiny are given clearance to dock, and a landing beacon is activated. The beacon is a simple arrangement of transmitters and lights that directs visitors' ships into what is colloquially known as the Jackrab Hole—a large, cavernous opening in the comet's anterior. The Jackrab Hole is more than five hundred meters in diameter, and equipped with atmospheric shielding that holds back the harsh vacuum of open space. Once a ship has passed through the opening, the external beacon is deactivated, leaving the location of the Jackrab Hole hidden once again.

Pilots are expected to navigate the length of the cavern with their own sensors, and little direction is provided by Traffic Control. For pilots unfamiliar with the Jackrab Hole, a DC 15 Pilot check is required to avoid colliding with the tunnel walls. The cavern is littered with old wrecks, debris, and scrap, each piece telling the story of another freighter pilot that didn't pay close enough attention to his instruments. The passage winds ever so slightly, cork-screwing gently toward the comet's heart, until finally it opens up into a massive cavern. Known as Fische's Cove, the cavern seems to encompass the entirety of the comet's interior, although it is much smaller. Leads, umbilical cables, and thick durasteel chains float lazily in the null gravity of the Cove, some attached to vessels, others unoccupied.

Small ferries and skiffs flit among the docked vessels like insects, carting crews, maintenance technicians, cargo, and curiosity seekers from the relative safety of the Slips to the more hazardous anchorages nearest the Jackrab Hole. The costs of docking facilities increase the farther from the Jackrab Hole they are. Berths (if you can call them that) closest to the hole, as well as those in the region known as the Tethers, are the cheapest. The Anjilacs occasionally send parties of thugs to collect fees from captains and crews who persist in mooring at the far end of the Cove in an attempt to get a free ride. Transporting cargo from such distant anchorages can be an expensive, so smugglers, pirates, and merchants wishing to move significant cargos make an effort to dock closer to the Slips.

The Slips are a series of well-accommodated docks that offer more comforts than might reasonably be expected in any shadowport. Epsis maintains control of the Slips, offering excellent support services and replenishment assistance to captains who require it. Costs are exorbitant, compared to equivalent services offered in more legitimate environs, but in Point Nadir you truly get what you pay for. Depending on the circumstances surrounding a vessel's entrance into the shadowport, it is likely that a gang of "shadowport security operatives" pays it a visit, both to collect fees and inspect crew and cargo. In the case of newcomers, such treatment is virtually guaranteed.

DOCKING SERVICES AND EXPENSES IN POINT NADIR

Table 5-1: Services lists the sorts of prices a ship captain can expect to pay in Point Nadir. (This table can also be used for other shadowports across the galaxy, at the GM's discretion.) Mooring prices vary based on the size of the ship being berthed, as indicated.

TABLE 5-1: SERVICES

SERVICE	COST
Maintenance (standard)	100 (Large) 200 (Huge) 400 (Gargantuan) 800 (Colossal) 1,600 (Colossal [frigate])
Mooring (Jackrab Hole Tethers)	100/day (Large, Huge) 200/day (Gargantuan)
Mooring (The Tethers)	200/day (Large) 400/day (Huge) 600/day (Gargantuan) 800/day (Colossal)
Mooring (Central Cove)	300/day (Large) 600/day (Huge) 900/day (Gargantuan) 1,200/day (Colossal) 1,500/day (Colossal [frigate])
Mooring (The Slips; includes maintenance)	500/day (Large) 1,000/day (Huge) 1,500/day (Gargantuan) 2,000/day (Colossal) 2,500/day (Colossal [frigate])
Ship Replenishment	300 (Large) 500 (Huge) 700 (Gargantuan) 1,000 (Colossal) 2,000 (Colossal [frigate])
Skiff Rental	500/day



GOVERNMENT

Point Nadir is controlled by a loose triumvirate of criminal factions. Though ostensibly allied, these three groups are constantly vying with one another for greater control of Point Nadir. Publicly, they enforce the shadowport's laws, collect tariffs and associated fees, and keep the economy running smoothly. Behind the scenes, they compete with one another for business and influence.

THE ANJILIAC CLAN

The most powerful of Point Nadir's syndicates is a group of spice-dealers and flesh merchants led by Zietta the Hutt. Zietta the Hutt's organization, which is affiliated with the Anjiliac kajidic, specializes in the spread of vice throughout Point Nadir and beyond. The clan's primary sources of illicit income are slaves, spice, extortion, and gambling.

Zietta is the public face of her organization, but she is actually a puppet princess. Few of Point Nadir's residents are aware that Zietta relies heavily on the guidance of her confidant, Tis Dolan, nor do they know of the Hutt's troubled past. Back on Nal Hutta, Zietta was a disgrace in the face of her kajidic. Unable to create a criminal empire of her own, she was sent to Point Nadir to serve their previous representative on behalf of her clan.

The majority of Zietta the Hutt's criminal endeavors are directed by an unassuming Wroonian female named Tis Dolan. Tis is a prominent figure in Zietta's network, and is considered to be Zietta's right hand. What most citizens fail to realize is that Zietta leans heavily upon Tis and refuses to make any decisions of consequence without her say-so. In turn, Tis Dolan uses Zietta's indecisive nature to her own advantage, subtly manipulating the Hutt in nearly every conceivable way.

HEROES AND THE ANJILIAC CLAN

Given that the Anjiliac kajidic controls the most territory in Point Nadir, player characters might see obvious benefit in allying themselves with them. Zietta's organization is always looking for capable smugglers, thugs, and mercenaries to fill its ranks. The Hutts pay freelance employees well, and attempt to recruit promising candidates to fill permanent positions within the organization.

A large part of the Hutts' operations in Point Nadir revolve around slave trade. Consequently, players might eventually become involved with this appalling aspect of the Anjiliac kajidic's business. A good portion of the galaxy views the enslavement of sentient beings as the most reprehensible of crimes, and anyone caught trafficking in forced labor can expect to be severely punished for their transgressions. To complicate matters, the Anjiliacs compensate their employees well for the risks they take, despite the ironic fact that they consider anyone in their employ to be no better than slaves, anyway.

It is likely that player characters who throw their lot in with the Anjiliacs start out performing low-risk, low-pay jobs, thereafter working their way up to larger and more profitable heists. Transporting small quantities of spice (or other contraband) to and from Point Nadir is one way that the Hutts test potential employees for reliability and resourcefulness. They prefer lackeys with more greed than morality.

Players who find themselves on the wrong side of the Anjiliac kajidic can expect to be hounded relentlessly throughout Point Nadir. Depending on the reasons behind the Hutts' enmity toward the player characters, they might face punishment ranging from exorbitant "fines," to outright execution in the street by a group of bloodthirsty Hooks. Such unlucky players might find shelter with either Epsis or the Sable Dawn, but this is likely only if they are incredibly valuable in some way.

Zietta the Hutt

Born into a wealthy criminal family on Nal Hutta, Zietta always seemed to be last in line. Never as conniving as her competitors, she remained the butt of jokes for decades. Even though she was just as ambitious as any self-respecting Hutt, Zietta lacked the means to achieve what she wanted. Embarrassed by her apparent lack of skill, the clan elders sent her to Point Nadir to serve as an adjutant to her cousin, Tirello.

Tirello had been overseeing Point Nadir for almost a century when Zietta came to the shadowport. He assigned menial tasks to Zietta, never bothering to hide his distaste for her. She grew to resent him, but remained helpless. Any other Hutt would have arranged for Tirello's violent retirement, but Zietta lacked the allies necessary to engineer such a contract. It was then that Zietta met Tis Dolan, a Wroonian expatriate. Dolan treated Zietta with the respect that the Hutt had craved, quickly becoming her right hand and close confidant. Zietta spoke to her of ending Tirello's reign, and Dolan listened intently.



THE ANJILIAC CLAN OF POINT NADIR

When Tirello was assassinated, it came as a complete surprise to Zietta. Dolan urged her to step up and fill the leadership vacuum. Though skeptical, Zietta did as Dolan suggested. With Dolan's support, everything fell snugly into place. Within a month, Zietta had secured her position as the Anjiliac boss of Point Nadir. With Tis Dolan by her side, Zietta has brought new prosperity to her clan and earned the respect of the other criminal factions that are active within the shadowport.

Zietta is a Hutt in her middle years, with a moist, dusky gray hide, and yellow-red eyes. Her most distinctive affectation is a ruby-studded gold hoop that adorns her left nostril. Though Zietta is secretly unsure of herself and lacking in self-confidence, she makes a good show of typical Huttish pomp and arrogance, especially when Tis Dolan is by her side.

Zietta the Hutt

CL 9

Large Hutt noble 3/scoundrel 4/crime lord 2

Force 5; Dark Side 4

Init +3; Senses Perception +5

Languages Basic, Dosh, Gamorrean, Houk, Huttese, Rodese, Ryl

Defenses Ref 19 (flat-footed 19), Fort 21, Will 24

hp 66; Threshold 31

Immune +5 species bonus to Will Defense against any Use the Force check

Speed 2 squares

Melee unarmed +8 (1d6+6)

Ranged blaster pistol +5 (3d6+4)

Base Atk +6; Grp +12

Atk Options Bantha Rush, Crush, Pin, Point Blank Shot

Special Actions Knack, Melee Defense, Impel Ally I

Abilities Str 15, Dex 8, Con 14, Int 14, Wis 13, Cha 11

Special Qualities command cover +1

Talents Connections, Gambler, Impel Ally I, Inspire Fear I, Knack, Wealth Feats Bantha Rush, Crush, Improved Damage Threshold, Linguist, Melee Defense, Pin, Point Blank Shot, Skill Focus (Knowledge [galactic lore]), Weapon Proficiency (pistols, simple weapons)

Skills Deception +9, Gather Information +9, Knowledge (bureaucracy) +11, Knowledge (galactic lore) +16, Knowledge (social sciences) +11, Persuasion +9, Pilot +8, Use Computer +11

Possessions blaster pistol

Tis Dolan

Though her origins are a mystery, Tis Dolan claims to be the last remaining heir of a once-powerful Wroonian crime family. Fleeing enemies on Wroona, Tis set out to make a name for herself. Although she succeeded in pulling off several modest heists with a group of Twi'lek criminals, Dolan desired more. Her opportunity arose shortly after she immigrated to Point Nadir and met Zietta the Hutt.

Dolan could immediately see that Zietta was incompetent in comparison to other Hutts, and all she had going for her was her species. Hutts were, as a rule, favorites only to themselves. To make a place for herself in Point Nadir's hierarchy, Zietta decided to gain Zietta's confidence, and thereafter engineer the failed Hutt's rise to power. Dolan found it surprisingly easy to ingratiate herself to Zietta, and in a short time the two were inseparable.

Using the last of her fortune, Dolan contracted a trio of assassins to kill Point Nadir's Anjiliac boss, Tirello the Hutt. With Tirello out of the way, Zietta had only to step up and hold her ground while the rest of Point Nadir's Hutt population squabbled over who would fill the void. After a few decisive power plays, Zietta was firmly in control of Tirello's organization, if only in name. Zietta ensured that she, not Zietta, was the true power behind the throne, and this is a position she will fight to maintain.

Tis Dolan is a petite Wroonian female, with her species' trademark blue skin and blue-black hair. Her violet eyes are often set in a stern glare. She wears sharp business attire, and ties her long, braided hair up in a queue. Dolan is terse and to the point, and vindictive to a fault. She despises Zietta the Hutt but maintains their relationship to retain her status in Point Nadir.

Tis Dolan

Medium Wroonian noble 2/soundrel 7/crime lord 4

Force 6; Dark Side 9

Init +13; Senses Perception +13

Languages Basic, Bothese, Cerean, Duresse, Houk, Hutttese, Ryl, Sullustese

Defenses Ref 28 (flat-footed 26), Fort 23, Will 32

hp 64; Threshold 23

Speed 6 squares

Melee vibroblade +9 (2d6+6)

Ranged hold-out blaster +11 (3d4+6)

Base Atk +9; Grp +9

Atk Options Careful Shot, Dastardly Strike, Lucky Shot, Point Blank Shot, Precise Shot

Special Abilities Coordinated Attack, Disruptive, Impel Ally I, Quick Draw, Walk the Line, Weaken Resolve

Abilities Str 10, Dex 14, Con 9, Int 16, Wis 15, Cha 17

Special Qualities command cover +2

Talents Dastardly Strike, Disruptive, Impel Ally I, Inspire Fear I, Inspire Fear II, Lucky Shot, Presence, Walk the Line, Weaken Resolve

Feats Careful Shot, Coordinated Attack, Improved Defenses, Linguist, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (Deception, Persuasion), Toughness, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +19, Gather Information +14, Initiative +13, Knowledge (bureaucracy) +14, Knowledge (social sciences) +14, Perception +13, Persuasion +19 (can reroll, but must keep second result), Pilot +13, Use Computer +14

Possessions hold-out blaster, vibroblade

CL 13

Anjiliac Clan Thugs

Hutt clans, including the Desilijic kajidic, employ Gamorreans as thugs, but the Anjiliac clan has a preference for using Houks. Given the Houks' sinister reputation for foul tempers and raw physical strength, their presence on behalf of Zietta the Hutt in Point Nadir often ends a confrontation before it can begin. This suits the Anjiliacs just fine, but it has an undesirable effect on the Houks, who take out their aggressions on less-deserving targets in their spare time.

Houks can be found nearly everywhere in Point Nadir, with at least eighty of them on the Anjiliac payroll. They wander the shadowport in groups of two to five, looking for trouble. If they are unable to find conflict, they are always willing to generate some of their own.

The typical Anjiliac Houk wears a pair of well-worn combat gloves, and carries a vibro-ax and a blaster carbine, as well as a blaster pistol "just in case."

Anjiliac Clan Thugs

Medium Houk nonheroic 3/soldier 2

Force 2; Dark Side 2

Init +8; Senses Perception +2

Languages Basic, Houk

Defenses Ref 16 (flat-footed 15), Fort 17, Will 12

hp 33; Threshold 17

Speed 6 squares

Melee unarmed +9 (1d4+8) or

Melee unarmed +9 (2d4+8) with Mighty Swing or

Melee vibro-ax +9 (2d10+7) or

Melee vibro-ax +9 (3d10+7) with Mighty Swing

Ranged blaster pistol +5 (3d6+1) or

Ranged blaster carbine +5 (3d8+1)

Base Atk +4; Grp +9

Atk Options Cleave, Mighty Swing, Power Attack

Abilities Str 20, Dex 12, Con 16, Int 8, Wis 10, Cha 4

Special Qualities physical intimidation

Talents Melee Smash

Feats Cleave, Mighty Swing, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +8, Persuasion -1 (Persuasion +7 when intimidating)

Possessions vibro-ax, blaster carbine, blaster pistol, combat gloves

CL 3

EP SIS

The most technologically adept of the syndicates in Point Nadir is controlled by an Ubese technocrat named Liasn Keane. Keane's expertise includes high-tech black marketeering, money laundering, and slicing. Keane's organization is known as Epsis, named for a now-extinct species of predatory bird that was originally native to Uba III. The epsis was a migratory species, moving alone or in mated pairs, and never staying one place for long.

Epsis is considered the second-largest of Point Nadir's governing bodies. This has nothing to do with the organization's size and everything to do with the amount of power that it holds. Epsis is solely responsible for maintaining Point Nadir's tap into the HoloNet, a feat that would be impossible for any of the shadowport's other entities to perform. Though never specifically acknowledged by Keane, Epsis agents are believed to have made modifications to the disparate networks and computer systems that keep the shadowport running on a daily basis. If so, Keane would be able to shut the entire shadowport down at her whim.

In addition to buying and selling high-tech wares, Epsis provides other valuable services to discerning scoundrels. From slicing, to forgery of official documents, to starship upgrades and "reallocations of ownership," Epsis does it all. The most luxurious docking facilities in Point Nadir are also administered by Epsis, and their use is far from cheap.

HEROES AND EP SIS

Players with a penchant for technical skills can expect to find work with Epsis if they prove themselves to be both reliable and skilled. Like other Ubese, Liasn Keane is suspicious of outsiders to the point of paranoia, and she doesn't put anyone on the payroll unless they've paid their dues. Freelancers are employed only if they are referred to Keane by a trusted affiliate.

One thing that can be said about Epsis is that Keane maintains a comfortable pay scale for her employees. With such high pay comes risk, so few of the duties assigned to full-time Epsis employees can be considered "milk runs." Simple and mildly dangerous assignments are reserved for freelance help. Once they have been accepted into the organization, characters can expect to receive competitive pay and tangible benefits, such as discounts on ship or equipment modifications or repairs. Every employee is also provided an alternate identity for use only in the course of duties to Epsis.

Characters who get on Liasn Keane's bad side can expect a horrible time. Keane and her network of techs, slicers, and high-tech con artists stop at nothing to gain payback for whatever transgression they have been subjected to. Death, as a punishment, is reserved for former employees who know too much, and who are at risk of using the information to harm Epsis and its activities. The rest of the organization's enemies are punished according to the severity of their sins, preferably in a suitably poetic fashion.

Liasn Keane

Liasn Keane has a typical Ubese penchant for technology. This thirst took her to the stars, away from the barren landscape of Uba IV. To fund her interests, Keane pursued work that other civilized beings would shy away from. For the most part, these odd jobs consisted of mercenary actions, assassination contracts, and other black operations. Though she was a reliable agent, Keane had little love for her employers—corporate and criminal alike. They were a means to an end, nothing more, and she would die before she would bend her knee to any of them.

With one exceptionally profitable job, Keane became wealthy enough to go into business for herself. She started on Nar Shaddaa, the Smuggler's Moon, specializing in procuring hard-to-get technological items for her clients. In time, her expertise grew, and she became something of an icon in her chosen field. She had formed a network of like-minded affiliates, technophiles, and thieves, and she gained the attention of some of the most powerful Hutt kajidics in Nar Shaddaa. Given the choice between assimilation into the Huttese criminal empire or destruction, Keane chose neither.

She disappeared from sight for several years, continuing her business on the run under a number of assumed identities. She finally settled in Point Nadir, carving out a niche for herself near the Slips. A large number of outlaw techs, slicers, and forgers, not to mention thieves and con artists, are members of Keane's organization, Epsis, and this has allowed her to force her way into Point Nadir's criminal government.

Liasn Keane is a thin, gangly Ubese female, though one would never know it to see her in her environmental suit. Her face is a mystery, as is her voice, and she prefers to keep it that way. As with the rest of her species, she is xenophobic and deals with members of other species, especially Humans, only out of necessity.

Liasn Keane

Medium Ubese scoundrel 4/scout 3/soldier 1/crime lord 2

Force 5; Dark Side 5

Init +8; Senses Perception +17

Languages Barabel, Basic, Binary (understand only), Huttese, Ubenial, Ubese

Defenses Ref 25 (flat-footed 22), Fort 25, Will 26

hp 66; Threshold 25

Speed 6 squares

Melee unarmed +7 (1d4+5)

Ranged blaster pistol +10 (3d6+5)

Base Atk +7; Grp +7

Atk Options Combat Reflexes, Double Attack (blaster pistol), Far Shot,

Point Blank Shot, Running Attack

Special Actions Jury-Rigger, Knack

CL 10

Abilities Str 11, Dex 17, Con 12, Int 17, Wis 15, Cha 13

Special Qualities command cover +1

Talents Armored Defense, Barter, Gimmick, Inspire Fear I, Jury-Rigger, Knack, Notorious

Feats Armor Proficiency (light), Combat Reflexes, Dodge, Double Attack (blaster pistol), Far Shot, Point Blank Shot, Running Attack, Skill Focus (Knowledge [technology], Mechanics, Perception), Weapon Proficiency (simple weapons, pistols, rifle)

Skills Deception +11, Gather Information +11, Knowledge (technology) +18, Mechanics +18, Perception +17, Persuasion +11, Use Computer +13

Possessions blaster carbine, blaster pistol, environmental suit with voice modulator



LIASH KEANE

Yissk

Liah Keane found Yissk in a gladiatorial pit twelve years before she set up shop in Point Nadir. Yissk was little better than an animal, enslaved by his masters and forced to fight for scraps of meat. The normally pensive Ubese took an interest in Yissk and tried to buy him from his captors. When they snubbed her offer, she quietly left, only to return later with half a dozen Espis affiliates. Keane made a final offer for Yissk, one that his owners found difficult to refuse.

Yissk was initially suspicious of his new master, but Keane took her time to helping him to become acclimatized to his new-found freedom, and even went so far as to learn his language. Speaking to Yissk in his own tongue, Keane offered him a choice: serve as her personal bodyguard, or return to his home on Barab I. Though Yissk might have chosen to return home, he felt obligated to repay his debt to the strange female in the environmental suit.

Large even for a Barabel, Yissk is nearly 2.3 meters tall. His bulk, composed of solid muscle beneath thick gray-green scales, is substantial. He wears a tunic and loose trousers, and rarely carries any obvious weapons. When he does use a weapon, he prefers a power hammer that has been customized with Barabel motifs.

Yissk

Medium Barabel soldier 8

Force 5; Dark Side 9

Init +10; Senses darkvision; Perception +7

Languages Barabel

Defenses Ref 24 (flat-footed 21), Fort 23, Will 16

hp 92; Threshold 23

Immune +2 species bonus to Fortitude Defense when resisting radiation

Speed 6 squares

Melee natural weapons +13 (1d10+11) or

Melee natural weapons +13 (2d10+11) with Mighty Swing or

Melee power hammer +12 (2d12+9)

Melee power hammer +12 (3d12+9) with Mighty Swing

Base Atk +8; Grp +12

Atk Options Devastating Attack (simple weapons), Mighty Swing, Power Attack, Rapid Strike (simple weapons), Stunning Attack

Abilities Str 18, Dex 12, Con 16, Int 10, Wis 6, Cha 12

Talents Devastating Attack (simple weapons), Melee Smash, Stunning Attack, Weapon Specialization (simple weapons)

Feats Armor Proficiency (light, medium), Martial Arts I, Martial Arts II, Mighty Swing, Power Attack, Rapid Strike (simple weapons), Weapon Focus (simple weapons), Weapon Proficiency (advanced melee weapons, simple weapons)

Skills Endurance +12, Initiative +10, Perception +7, Persuasion +5 (can reroll when intimidating, must keep second result)

Possessions power hammer

CL 8

THE SABLE DAWN

The smallest, yet perhaps most dangerous, of Point Nadir's criminal groups is known as the Sable Dawn. Though the Sable Dawn supports fewer than one hundred members, they maintain a toehold in Point Nadir's bureaucracy through secrecy. Of their membership, only a small number are known to the public at large. The rest are shadowy agents posing as typical citizens, holding down regular jobs on any number of planets throughout the Mid Rim and the Outer Rim.

The Sable Dawn's stock in trade is murder—plain and simple. Whether assassination, collecting high-stakes bounties, or supporting terrorist operations, the Sable Dawn has done it all. They also have a sideline on information and hands-on espionage. Given the anonymity of their membership, the organization has access to a large number of credible intelligence sources across the galaxy.

Most Sable Dawn members are unaware of another secret of the Sable Dawn. Concealed in the organization's core is a small group of Force adepts—each a born killer. Their philosophy is independent of other Force-using traditions throughout the galaxy, focusing on the acquisition of temporal wealth and power. The Sable Dawn's Force adepts see one another as accomplices rather than enemies, and though divisions occasionally arise between them, they rarely lead to direct violence.

HEROES AND THE SABLE DAWN

Outwardly, the Sable Dawn is no different from any other organization that deals in wholesale murder. The syndicate employs anyone after a thorough background check and a semiformal interview are conducted. In most cases, characters hired by the Sable Dawn for nefarious purposes are unaware of their true employer. Once several jobs have been successfully completed, the Sable Dawn might extend an official invitation.

Though most of the Sable Dawn's employees are unaware of the Force and not sensitive to its ebb and flow, the organization is most interested in individuals who exhibit talent in its manipulation. The Force is a powerful tool, and the Sable Dawn's most successful assassins use it to great effect in the course of pursuing contracts. Characters with Force sensitivity can expect to be courted by the Sable Dawn, which also offers training and instruction in several effective powers.

Of all the organizations in Point Nadir, the Sable Dawn is the smallest. Despite this disparity, the Sable Dawn is also the power that players should be the least willing to antagonize. Given that the Sable Dawn sells murder at reasonable prices, the syndicate has no compunctions about neutralizing its own enemies for free. Characters who deserve such attention from the Sable Dawn can expect to be pursued for the rest of their lives, unless they can somehow negotiate a truce.



The organization's interest in Point Nadir is one of pure convenience. Virec Xan, the Sable Dawn's administrator in the shadowport, has skillfully maneuvered his cartel into a position of power in Point Nadir. In fact, the Sable Dawn's current standing in Point Nadir is a direct result of Xan's successful assassination of Tirello the Hutt on behalf of Tis Dolan. Since then, he has worked publicly with both the Anjiliac clan, as well as Epsis, to maintain the status quo.

Virec Xan

Virec Xan is the Sable Dawn's administrator in Point Nadir. He has spent much of his life working for the Sable Dawn, and his loyalty to the shadowy members of its inner circle is without question. Virec has always been a specialist in the acquisition of information, rather than cold-blooded killing. His ability to take lives has never been in question, though, and he has personally ended the careers of several failed agents with little more than a wave of his hand.

In Point Nadir, Virec maintains a discreet profile. On the rare occasion that Point Nadir's council is convened, Virec attends. Everyone knows who he is, even though he rarely ventures out in public without a disguise. At Virec's urging, the Sable Dawn performs charity work within the slums and ghettos of the shadowport's Fissure District. Not only does such charity elevate the average citizen's opinion of the Sable Dawn, but it allows the cartel to keep an eye out for potential talent.

In appearance, Virec Xan is a distinguished-looking Human male with gray hair, brown eyes, and pale skin that appears to be powdered. He wears fine suits imported from the Core Worlds, and carries a platinum engraved sporting blaster pistol that he has never, to anyone's knowledge, used.

Virec Xan

CL 14

Medium Human noble 5/Force adept 5/crime lord 4

Force 9, Strong in the Force; **Dark Side** 11

Init +17; **Senses** Perception +16

Languages Basic, High Galactic, Huttese, Rodian

Defenses Ref 26 (flat-footed 26), Fort 28, Will 32

hp 100; **Threshold** 28

Speed 6 squares

Melee unarmed +9 (1d4+7)

Ranged sporting blaster pistol +9 (3d4+7)

Base Atk +9; **Grp** +9

Special Actions Force Focus, Telekinetic Savant, Weaken Resolve

Force Powers Known (Use the Force +20): *battle strike, farseeing, Force grip, mind trick* (2), *move object* (2), *negate energy, rebuke, surge*

Force Techniques Force Point Recovery, Improved Move Light Object

Abilities Str 10, Dex 11, Con 14, Int 13, Wis 18, Cha 16

Special Qualities command cover +2

Talents Attract Minion, Educated, Force Focus, Force Power Adept (Mind Trick), Inspire Fear I, Inspire Fear II, Presence, Telekinetic Savant, Weaken Resolve, Wealth

Feats Force Boon, Force Sensitivity, Force Training, Linguist, Skill Focus (Deception, Initiative, Use the Force), Strong in the Force, Weapon Proficiency (pistols, simple weapons)

Skills Deception +20, Gather Information +15, Initiative +17, Knowledge (Galactic lore) +13, Perception +16, Persuasion +15, Use Computer +13, Use the Force +20

Possessions sporting blaster pistol, fine clothes

Sable Dawn Assassins

The assassins of the Sable Dawn come from all walks of life. The majority of the organization's rank and file membership lacks sensitivity to the Force. That said, the most prized of the Sable Dawn's operatives are aware of the Force and skilled in its use. Using a mixture of conventional and unconventional methods, these assassins pose a grave threat to anyone that has a Sable Dawn contract placed on their heads.

The Sable Dawn teaches its Force-using members that perfection is not attained easily or quickly. Therefore, they must constantly strive to test themselves, both to improve their skills as well as their pride and sense of self. With this self-realization comes the strength to take whatever they want, regardless of the moral trappings that might otherwise hold them at bay.

No single description applies to the Sable Dawn's assassins. They come from all walks of life and can be members of any of a number of species.

Sable Dawn Assassin

CL 9

Medium Human soldier 4/soundrel 3/assassin 2

Force 5; **Dark Side** 9

Init +12; **Senses** Perception +11

Languages Basic, Rodese

Defenses Ref 28 (flat-footed 23), Fort 21, Will 22

hp 62; **Threshold** 21

Speed 6 squares

Melee unarmed +7 (1d8+4)

Ranged blaster rifle +10 (3d8+4)

Base Atk +7; **Grp** +7

Atk Options Dastardly Strike, Devastating Attack (rifles), Far Shot, Point Blank Shot, Running Attack, Ruthless, Sneak Attack +1d6

Force Powers Known (Use the Force +16): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 16, Con 10, Int 12, Wis 15, Cha 14

Special Qualities mark +1

Talents Dastardly Strike, Demolitionist, Devastating Attack (rifles), Ruthless, Sneak Attack +1d6

Feats Armor Proficiency (light, medium), Far Shot, Force Sensitivity, Force Training, Martial Arts I, Martial Arts II, Point Blank Shot, Running Attack, Skill Focus (Use the Force), Skill Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +9, Initiative +12, Mechanics +10, Perception +11, Stealth +12, Use the Force +16

Possessions blaster pistol, blaster rifle

GEOGRAPHY

Point Nadir has been carved from the interior of Resh 9376. The portions of the shadowport situated nearest to Fische's Cove consist of winding rock passages that empty into huge stone-walled galleries. The galleries—large areas, open-aided and lit by an abundance of flickering lamps—are packed with all manner of temporary and semipermanent structures. Prefabricated colonial structures have been erected next to hand-built edifices constructed of local stone and salvaged alloy. The streets of Point Nadir are winding and cramped, each akin to an alley. The largest avenues course through the Souk, where merchants of every species tirelessly hawk their wares to passersby.

Thanks to Point Nadir's life support systems, which are supplemented with numerous atmospheric processors, the air within the sealed areas of the comet is breathable, if a bit stale. Artificial gravity is likewise maintained by a massive network of inertial generators, though standard gravity fluctuates widely the farther one moves away from the city center. Trash and other waste are a constant problem within Point Nadir, despite a grassroots campaign to keep the shadowport's thoroughfares clear of refuse. Liquid waste and sewage slowly filter down into the naturally occurring cisterns beneath the streets, and tales tell of massive dianogas that live within these noxious caverns.

Transportation between different parts of Point Nadir is primarily by foot. Rarely, the occasional speeder can be seen winding its way through the streets or soaring overhead. Given the narrow, alleylike nature of Point Nadir's roads, they are crowded at the best of times. Most of the shadowport's citizens are organic in nature, though several hundred droids also roam the streets on a daily basis. Petty crime is rampant, often perpetrated by members of street gangs. The sounds of blaster shots, especially in the Fissure District, are commonplace.

THE ARCADE

Point Nadir's entertainment and red-light district is best known as the Arcade. A large number of cantinas flourish within the Arcade's narrow expanse. Columns, carved from the comet's solid interior by Salovan Fische's mining droids, decorate the Arcade's streets and byways. Taverns, casinos, and Anjiliac-funded "social clubs" sit within spitting distance of one another. Spice dealers camp on street corners, barking a constant litany of prices, products, and promises. Pirates on shore leave are commonly found looking for a diversion in the Arcade. Duels and brawls are hourly occurrences here on especially busy nights.

Much of the business in the Arcade is overseen by the Anjiliac Hutts and their lackeys. Neither Epsis nor the Sable Dawn has much interest in the Arcade, though their agents keep tabs on the district's go-ons.

Plot Hook: A character or group of characters is mistaken for someone else by a less-than-sober Arcade dweller. They might be perceived as enemies, or as old friends that have not been seen in years. Whichever the case, the mistaken individual believes that they owe him money, and he is either unwilling or unable to let the debt slip.

FISCHE'S COVE

Fische's Cove is a massive cavern encompassing much of the comet's rear quarter. Though gifted with a thin atmosphere (thanks to the port's life support systems), no gravitational pull of any consequence is maintained within the cavern. Ships, sloops, ferries, and skiffs fly about in every direction, none oriented toward any horizon in particular.

Mynocks infest Fische's Cove, and large flocks of the vermin are a constant concern of pilots and technicians alike. When they are not chewing on starship cables and conduits, the creatures seek sustenance from Point Nadir's power grid. Seventy-percent of power disruptions in Point Nadir are directly attributed to the mynock infestation.

Plot Hook: Point Nadir's council has recently enacted an initiative that awards hunters 10 credits for every mynock they kill. With thousands of mynocks living throughout the comet, the city's poor see the potential for an easy pay-off. To make matters worse, groups have used mynock hunting as an excuse to target enemies. Random shots have been discharged throughout Fische's Cove, leading to several firefights between residents and visiting smugglers.

THE FISSURE DISTRICT

Point Nadir's slums are known as the Fissure District, in large part because they encompass a winding series of cave-like fissures between the Arcade and the mines. Folk with no place else to go eke out an existence in the Fissure District, spending their time sorting through garbage in the hopes of living for one more day. The poorest of Point Nadir's residents constitute the majority of the Fissure's population, but more affluent individuals occasionally spend days or weeks hiding from enemies in the district.

The Fissures are technically part of the mines, and given that the mines are a prohibited area by Anjiliac decree, violent encounters between Anjiliac thugs and the impoverished residents of the Fissure District are becoming more common.

Plot Hook: While wandering through the Fissures, the PCs might notice a group of youths of varying species shadowing them. The youths are members of a slum gang, and they have been tailing the group and waiting for an opening. The gang members are interested only in getting their hands on money, or onto a piece of equipment or gear that might fetch a few credits in the Souk. Though desperate, they won't stick around if the PCs put up a concerted fight.

THE JACKRAB HOLE

The large cavern that allows access to the comet's interior is referred to somewhat comically as the Jackrab Hole, after a species of long-eared mammals native to Tatooine. The tunnel is nearly two kilometers long, and five hundred meters at its widest point. The Jackrab Hole narrows to less than two hundred meters at several points, restricting the maximum size of the ships that are able to traverse its length.

Plot Hook: Rumor has it that a transport loaded with valuable cargo recently crashed mid-way through the Jackrab Hole. Though the specific cargo remains a mystery, some say that it consisted of bacta, precious metals, or heavy weapons. Small parties of treasure-hunters have attempted to explore the Jackrab Hole against the Ministry's orders, but nothing of value has been found as of yet.

THE MINES

The sprawling caverns that snake out from Point Nadir's Fissure District are known collectively as the mines. Though off-limits by Ministry decree, the mines continue to see a large number of visitors and residents. The Anjiliac kajidic occasionally sends large groups of Hooks into the mines to clear them of squatters, but this does little to quell the population.

Fische's Legacy is rumored to be located within the deepest recesses of the mines, and the majority of the tunnels remain unmapped. Along with mynocks, an undocumented predatory species supposedly infests the mines. Over a dozen deaths have been attributed to the mysterious predator, which is similar to spice spiders in description.

Plot Hook: A shop owner in the Trade District asks the players if they would be willing to explore the mines on his behalf. His brother (or a close companion) vanished after venturing into the mines in an attempt to find Fische's Legacy. The shopkeeper is happy to pay up if the PCs agree to help him.

THE MINISTRY PRECINCT

Spoken of in hushed, sarcastic tones, the Ministry Precinct is where Point Nadir's government, such as it is, convenes to discuss important developments and plans. In addition to the Council Chamber, the cavernous area also consists of several estates, each owned by one of the shadowport's well-to-do criminal masterminds. Zietta's Palace, which is modeled after a sprawling subterranean rock garden, is the most prominent and exorbitant residence in the Ministry Precinct.

Of all the shadowport's regions, the Ministry Precinct has the best life support. Air quality is pristine, carrying none of the aromas from Point Nadir's poorer regions. Gravity is maintained at a pleasant 0.98 of standard. Security is also tight, and only visitors with the proper passes or escorts can freely enter or leave the district. Anyone who isn't authorized to be within the Ministry Precinct there risks being shot if caught there.

Plot Hook: One or more of the PCs overhear a conversation between two shady individuals who seem to be planning to assassinate one of Point Nadir's criminal overlords. If followed, the would-be assassins manage to make their way easily past the Ministry's security, and they look to be headed toward the shadowport's Council Chambers. If the assassination is genuine, this could be a good chance for the players to make an in-road with one of Point Nadir's leaders.



THE NEST

The Nest (sometimes called the K'lor' Nest) is the mercenary district of Point Nadir. The majority of the armed violence that takes place in the shadowport occurs in the Nest. Unlike the large, open galleries of other parts of Point Nadir, the Nest is made up of narrow, twisting corridors. Mercenaries, assassins, and outlaws frequent the Nest's winding corridors, as do pirates and thugs. The dark and cramped nature of the Nest makes it the most dangerous part of Point Nadir. Only the foolhardy and ignorant venture into the Nest alone.

Plot Hook: Word on the street is that a small-time crime lord is looking to hire a handful of mercenaries and thugs for a short-term contract in an Outer Rim system. The hiring individual is hosting "auditions" at the Cruellest Cut, one of Point Nadir's most infamous cantinas. Individuals who are interested in the job must prove their skill by sparring with other candidates.

THE SLIPS

The Slips about Fische's Cove and extend inward for two hundred yards before they give way to other districts (namely, the Souk, the Trade District, and the Utility Ward). The most luxurious starship moorings and docking facilities are located within the Slips; they feature actual landing platforms furnished with inertial generators, rather than umbilical links and extended boarding corridors. A few small cantinas are sprinkled throughout the Slips, with easy access for pilots and crew who do not wish to venture too far from their ships. Visitors who rarely, if ever, venture away from the Slips are referred to disparagingly as "tourists" by the rest of Point Nadir's population.

The Slips are under the undisputed control of Epsis. As long as Epsis continues to keep the shadowport's utilities running at full capacity, the Anjiliac kajidic is content to let the high-tech syndicate do as it pleases within the Slips.

Plot Hook: The PCs are offered an afternoon of work helping a merchant unload his cargo in the Slips and transport it to a warehouse in the Trade District. The apparently simple job turns complicated when the merchant and the PCs are ambushed by a crew of thugs looking to claim the cargo for themselves.

SALOVAN'S SOUK

Named after Point Nadir's unofficial founder, Salovan Fische, Salovan's Souk (or merely "the Souk") is the central marketplace and, therefore, the heart of the shadowport. The majority of the business transactions that occur within Point Nadir take place in the Souk. Unlike the Trade District, which caters to permanent business establishments, the Souk is a true interstellar open-air market. Everything from food to exotic beasts to spice can be purchased in the Souk, though the prices are on the higher end.

Slaves are also traded within the Souk, lending the area an odor that can be attributed only to sentient creatures living together in less than sanitary conditions. Auctions occur at least three times daily, and they are typically well attended. The Anjiliac Clan oversees the auctions, and a good percentage of auction profits go directly into the Anjiliac coffers.

Plot Hook: A gang of pickpockets attempts to relieve one of the PCs of a valuable item—a weapon, a credit chip, or something else of value. The item is covertly swapped between four or five of the pickpockets, making it difficult to reliably track the item. If he is not in possession of the item, the original pickpocket makes a fuss when confronted, drawing the attention of the rest of the Souk's denizens and causing further distraction so that his friends can more easily make off with the item.

THE TETHERS

The lowest price in docking facilities in Point Nadir can be found in the Tethers. The Tethers are a series of cables and umbilical connectors that are employed as ad hoc docking facilities by visitors who aren't willing to pay for a more comfortable dock in the Slips. Unlike the Slips, the Tethers are controlled entirely by the Anjiliac kajidic, which takes great pleasure in



collecting docking fees from customers on a regular basis. Transport to and from the Tethers must be done by skiff or ferry, because they offer no direct connection to the port, only a semi-stable hook-up for transient shipping.

Plot Hook: The heroes' vessel is involved in a minor accident when its moorings snap and it drifts into a nearby freighter that is also moored in the Tethers. Depending on the damage, which is mostly cosmetic, the other ship's owner might demand that the heroes provide compensation.

THE TRADE DISTRICT

The Trade District is distinct from the Souk in that businesses here are mostly permanent. The streets in the Trade District are straight and wide, easily accessible to speeder traffic and cargo transports coming in from the Slips. The buildings in the Trade District that aren't used for commercial endeavors have been converted into warehouses, and a large amount of the bulk shipping that enters and leaves Point Nadir is typically stored here. Though security here is not as lax as in neighboring areas, such as the Nest or the Arcade, it is hardly all-encompassing. Most warehouses have at least one guard, depending on their contents, and particularly important storehouses have as many as half a dozen thugs or mercenaries acting as security.

Plot Hook: As the PCs pass a small droid repair shop, they notice several large aliens attempting to strong-arm the owner. The Houk thugs are

working for the Anjiliac kajidic, and they are obviously looking to make a mess if the shop owner does not pay the hush money they demand. If the players intervene, either to alleviate the shop owner's debt, or to dissuade the thugs by force, they might end up making a valuable friend, as well as powerful enemies.

UTILITY WARD

Massive power generators, gravity controls, and life support systems are kept and maintained within Point Nadir's Utility Ward. Though ostensibly controlled by the Anjiliac kajidic, the Utility Ward employs a number of Epsis technicians to care for critical systems. In effect, this gives Epsis direct control over which portions of the Shadowport receive power, life support, and artificial gravity.

Next to the Ministry District, the Utility Ward is the most highly defended district in Point Nadir. A mixture of Epsis hired guns and the Anjiliac Clan's Houk thugs populate the district. The two groups rarely work together, and it is a rare day when the Houks do not instigate a fight—with Epsis mercenaries.

Pot Hook: An explosion in the Utility Ward causes the loss of power and life support within the Fissures and parts of the Arcade. The parts needed to repair the damage are not available in the port, and hundreds of lives might be lost if the life-support systems cannot be brought back online. The players are approached by an Epsis supervisor and asked to procure the parts from a nearby star system. What might appear to be a cut-and-dried assignment is complicated when the agents behind the explosion—a trio of Togorian mercenaries—attempt to stop the PCs from leaving the shadowport alive.

SERVICES

Many services can be accessed by heroes who visit Point Nadir. The majority of the businesses in Point Nadir cater to intergalactic traders and smugglers, providing crews with entertainment while they are on shore leave, as well as places to sell ill-gotten goods.

CANTINAS

Like any other port, Point Nadir has dozens, perhaps scores, of cantinas. Cantinas are not just places to drink; they are also locations where work can be found, deals can be made, and information can be bought. The number of drinking spots in Point Nadir are too numerous to list, but several of them have gained a certain amount of notoriety.

The Crueltest Cut

The Crueltest Cut is arguably the most notorious drinking house in Point Nadir. Located within the Nest, it caters to the shadowport's more violent clientele and is an especially good place to hire assassins, muscle, or thugs. Live blood sports and gladiatorial events are the cantina's big draws. The owner of the Crueltest Cut, a Hutt known only as Yuelo, is a frequent customer at Point

Nadir's daily slave auctions. Especially strong slaves are used as fodder in his cantina's events, while the weakest are put to work in menial roles.

Anyone can compete in the Crueltest Cut's events, and one night a week the Floor (as the arena is known) is opened up to amateur gladiators from across the galaxy.

Fische's Pub

This unassuming cantina in the Silps takes its name from Point Nadir's founder, Salovon Fische. It is a den for pirates and their ilk, but it is also frequented by smugglers and black marketers. Anyone looking for a good spacer's tale can find one in Fische's pub; several of the regulars are old hands with checkered pasts. Information about any subject can be had, if the correct individuals are questioned. Many of the sector's most notorious pirates make it a point to visit Fische's Pub when they're in port, including criminals such as Zan Dane.

Live music is one of the Pub's most well-known attractions, and several popular bands are scheduled to play on any given night. Though the music gives Fische's Pub a lighter atmosphere than most of the shadowport's other cantinas, it is no less dangerous.

ZAN DANE, PIRATE

Zan Dane is a prominent pirate in Point Nadir. He has boarded ships of all allegiances at one time or another, and his only loyalty is to his crew. Dane's past is a mystery, but given his tactics and command presence, he clearly has naval command experience. His unique dialect suggests that he probably comes from somewhere in the Tapani Sector. Dane is flamboyant and revels in the trappings of storybook pirates. He is an honorable man, and though he has cut his share of throats as a pirate, he is hardly bloodthirsty.

Dane's current flotilla consists of two capital ships—the *Amber Star*, a Corellian Corvette, and the *Sweet Victory*, a recently captured *Marauder Corvette*—a half dozen space transports, and a handful of capable star-fighters with hyperdrives. Until he took *Sweet Victory* as a prize, Dane was using the *Amber Star* as his flagship. He has since taken a liking to the *Marauder*, and has spent a large number of credits in an attempt to bring her up to his exacting specifications. In total, his band of interstellar pirates includes more than 400 crew members, plus droids.

Point Nadir is a resting spot for Dane and his pirates, a place for them to relax and recoup between raids. Spoils are divided among the crew, and they descend upon the shadowport like *Dathomiri locusts*. Point Nadir is never livelier than when a pirate crew such as Dane's is in town. For as much trouble as they cause, they also bring much-needed business to the shadowport's establishments.

Zan Dane is a middle-aged Human with mischievous gray eyes and long black hair kept tied back with a silver band. He wears brightly colored clothing, favoring reds and blues. He is rarely seen without a finely made silk cloak and a sheathed vibroblade.

Zan Dane, Pirate

CL 8

Medium Human scoundrel 5/soldier 3

Force 4; Dark Side 3

Init +11; Senses Perception +9

Languages Basic, Durese, Rodian

Defenses Ref 22 (flat-footed 20), Fort 21, Will 19; Cramped Quarters

Fighting, Dodge

hp 56; Threshold 21

Speed 6 squares

Melee vibrorapier +10 (2d6+10) or

Melee vibrorapier +8 (3d6+10) with Rapid Strike

Ranged blaster pistol +8 (3d6+4)

Base Atk +6; Grp +9

Atk Options Cramped Quarters Fighting, Rapid Strike (vibrorapier),

Spacehound, Starship Raider, Whirlwind Attack

Special Actions Melee Defense

Abilities Str 16, Dex 15, Con 12, Int 14, Wis 10, Cha 10

Talents Cramped Quarters Fighting, Melee Smash, Spacehound,

Starship Raider, Weapon Specialization (vibrorapier)

Feats Armor Proficiency (light), Dodge, Melee Defense, Rapid Strike

(vibrorapier), Skill Training (Use Computer), Weapon Focus

(vibrorapier), Weapon Proficiency (advanced melee weapons, pistols,

simple weapons), Whirlwind Attack

Skills Deception +9, Gather Information +9, Initiative +11, Knowledge

(galactic lore) +11, Perception +9, Persuasion +9, Pilot +9, Use

Computer +11

Possessions vibrorapier, blaster pistol

TAARNA RENAY, SMUGGLER

Though she is only one of many smugglers in Point Nadir, Taarna Renay is the most prolific. She frequents the Under the Table cantina, and takes jobs from anyone if she can expect a percentage of the payment up front. She does not ask for details about her cargo, preferring to remain ignorant of potentially life-threatening information. Though independent, Taarna doesn't work alone: She keeps the company of a conscientious Sullustan pilot (and occasional shipjacker) named Polein Frue.

Taarna is rarely seen without a blaster worn prominently on her hip, and she is not shy about using it when extreme measures are needed. She is fast and not known for fighting fair.

A young Human female in her early twenties, Taarna has mid-length curly brown hair, brown eyes, and a few freckles across her cheeks. She smiles easily but dons a grim, dour expression when circumstances are not going her way. She dresses in the fashion of a Corellian ne'er-do-well, with tight-fitting black pants, knee-high boots, a collared shirt, and a black leather vest.

Taarna Renay

CL 8

Medium Human scoundrel 8

Force 6; Dark Side 1

Init +13; Senses Perception +9

Languages Basic, Huttese, Sullustese

Defenses Ref 25 (flat-footed 21), Fort 20, Will 20; Dodge

hp 50; Threshold 19

Speed 6 squares

Melee unarmed +5 (1d4+3)

Ranged blaster pistol +11 (3d6+4)

Base Atk +6; Grp +5

Atk Options Hyperdriven, Lucky Shot, Point Blank Shot, Running Attack

Special Actions Fool's Luck, Knack, Quick Draw

Abilities Str 8, Dex 18, Con 12, Int 15, Wis 10, Cha 14

Talents Fool's Luck, Hyperdriven, Knack, Lucky Shot

Feats Dodge, Improved Defenses, Mobility, Point Blank Shot, Quick

Draw, Running Attack, Skill Focus (Acrobatics), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

Skills Acrobatics +18, Deception +11, Initiative +13, Knowledge (bureaucracy) +11, Mechanics +11, Perception +9, Pilot +13

Possessions blaster pistol, flight suit, freighter

Under the Table

Though hardly as infamous as the Cruellest Cut, Under the Table is just as dangerous. The cantina's name can be construed as a triple entendre of sorts. For one, it can be taken to heart as a description of drinking oneself (or one's comrades) under the table. Secondly, most of the shady deals that take place in the dark recesses of the bar are paid for "under the table" (that is to say, illicitly). Finally, it is a common tactic for smugglers and their benefactors to secretly pull a weapon during negotiations, training it on their target beneath the thick duraplast of the cantina's tables, just in case their parley turns sour.

Under the Table is frequented by smugglers, shipjacks, and shady merchants. It is located near the border of the Slips and the Trade District. Individuals who need a quick way out of Point Nadir can sometimes find passage on a vessel by searching for a pilot at Under the Table, but such overtures are made at considerable risk. Most of the time, smugglers come to the cantina in an attempt to locate cargo for their next haul while their vessels are being maintained in one of the port's docking bays.



CASINOS

Gambling is a time-honored tradition, and Point Nadir is host to several casinos. The majority of these gambling dens are controlled by Zietta the Hutt and the Anjiliac clan. The rest are owned by individuals who pay a handsome cut of their profits to one of Point Nadir's three ruling parties.

Crown Court

Unlike other casinos in the Arcade, Crown Court profits from sporting events throughout the galaxy. From Podracing to shock-boxing and everything in between, Crown Court is the place to go. Bets are handled, and sporting events are broadcast on large-screen monitors throughout the day. A good number of these events are carried as live broadcasts, since the Hutts installed a HoloNet transceiver within Point Nadir.

Lucky's

Lucky's—a casino and gambling hall in the Arcade—is owned by an Ortolan with the unlikely nickname of Lucky. It focuses more on cards and dice than other modes of gambling. Lucky is not specifically affiliated with any single syndicate, but he pays protection money to the Hutts. High stakes sabacc

games are one of Lucky's most profitable rackets, and skilled gamblers are drawn to the casino in the hopes of making a name for themselves.

Next to the sabacc tables, Lucky's is known throughout Point Nadir as a place where good food is easy to come by. Being something of a gourmand, Lucky settles for nothing less than the best ingredients. The Ortolan has discovered that the wealthiest of Point Nadir's citizens, despite their criminal motivations, pay for good food, so he maintains a well-appointed dining room with an excellent view of the casino's sabacc arena.

CHOP SHOPS

In centuries past, the term "chop shop" referred to any underground business that modified stolen vehicles for resale. The chop shops of Point Nadir are not much different, except that their scope is somewhat broader. Most of the chop shops in Point Nadir deal in stolen spacecraft, while others have diversified into stolen droids, as well. Chop shops are also prime locations to find spare parts and able mechanics. Given the isolated location of Point Nadir, skillful chop shop owners can charge as much as they please for their services.

93D's

Point Nadir's best chop shop is known by the designation of its owner, 93D. A droid of indeterminate manufacture or origin, 93D is a silver biped with at least two extra arms and a scathing sense of humor. 93D employs a number of other droids, as well as a handful of organic beings, in his "reconfiguration" business. Though the shop, which is located in the Slips, is able to strip small vehicles and spacecraft on the premises, for an additional fee the entire work gang can be mobilized and transported to any vessel docked in the Slips or suspended in the Tethers.

Specializing in the stripping and retrofit of starships, 93D's is one of the fastest of Point Nadir's chop shops, because of the large number of droids employed there and their willingness to work nonstop to complete high-priority jobs. The costs for 93D's services are correspondingly high given the speed and skill with which they are performed.

INFORMATION SERVICES

"Information services" is an oblique reference to businesses that sell information. Through networks of contacts, spies, and informants, information brokers buy, sell, and trade data. Nothing is given away for free. Information brokers typically raise false fronts in legitimate environments, but such formalities are not necessary in Point Nadir. Data dealers that set up shop in the shadowport advertise as plainly as any merchant on the street. Some go so far as to offer luxurious waiting areas where potential customers can sample fine appetizers prior to their appointments, but this sort of treatment is the exception to the rule. Most information brokers live hand to mouth, waiting with their ear to the ground for their next big break. Their largest customers are the criminal syndicates within Point Nadir, but they trade with nearly anyone.

FETWIN PORLO, INFORMATION BROKER

One of Point Nadir's most influential information brokers is Fetwin Porlo, a Toydarian who boasts of humble beginnings on his home planet. He started his life as a librarian, shuffling data and cataloging documents for scholars at a preeminent university. In the course of his duties, he stumbled upon information that incriminated university officers in a variety of crimes. Given his low pay and nearly invisible status at the university, Porlo did not think twice about using the information to make a profit for himself.

Though his attempts at blackmail were initially successful, Porlo cultivated a large number of enemies. They grew tired of his constant chiseling, eventually finding it more convenient to neutralize him rather than meet his demands. Within hours Porlo was on the run, fleeing for his life and eventually coming to Point Nadir.

Porlo is a portly Toydarian with blue-green skin and bulbous green eyes. He flutters about nervously, never staying in one spot for long. Fetwin's wardrobe consists mostly of baggy, single-piece lounge suits that he rarely finds time to launder. He speaks in a quick, albeit distracted, manner, and he makes little sense to people who don't know him well.

Fetwin Porlo

CL 6

Small Toydarian nonheroic 2/soundrel 6

Force 3; Dark Side 1

Init +6; Senses Perception +11 Languages Basic, Bothese, Huttese, Ryl, Toydarian

Defenses Ref 21 (flat-footed 19), Fort 15, Will 19; Dodge hp 28; Threshold 15

Immune +5 Species bonus to Will Defense against any Use the Force check with the mind-affecting descriptor

Speed 4 squares, fly 12 squares

Melee unarmed +3 (1d3+1)

Ranged blaster pistol +7 (3d6+3)

Base Atk +5; Grp -2

Atk Options Point Blank Shot

Special Actions Fool's Luck, Knack

Abilities Str 6, Dex 14, Con 8, Int 16, Wis 14, Cha 12

Talents Fool's Luck, Knack, Trace

Feats Dodge, Friends in Low Places, Point Blank Shot, Skill Focus (Deception, Gather Information, Use Computer), Skill Training (Knowledge [galactic lore], Knowledge [bureaucracy], Perception), Weapon Proficiency (pistols, simple weapons)

Skills Deception +15, Gather Information +15 (can substitute for Knowledge [bureaucracy] check when acquiring a license), Knowledge (bureaucracy) +12, Knowledge (galactic lore) +12, Knowledge (social sciences) +12, Perception +11, Stealth +11, Use Computer +17 (can substitute for Gather Information checks)

Possessions blaster pistol

Down Low

The information service known as Down Low is the brainchild of Fetwin Porlo, a Toydarian with a thirst for knowledge. Unfortunately, Porlo's thirst for wealth far outstrips his craving for knowledge. A consummate supporter of blackmail, Porlo is famous for saying, "If they respire, then there's something they don't want someone else to know." Though Porlo is the mastermind behind the business, he has several employees that see to the needs of casual customers. He becomes involved with a client only when that client's needs are especially high profile. Down Low is located within Point Nadir's Trade District.

THE BOUNTY POST

One of Point Nadir's big attractions—especially for bounty hunters—is its Bounty Post. Located within the Souk's central gallery, the Bounty Post is that district's only permanent structure. There, individuals can post or look for bounties—for a modest fee, of course. Individuals are issued unique identification numbers, and in addition to monthly fees, the Bounty Post takes a small percentage of any bounties paid as a finder's fee.

The Bounty Post allows individuals interested in posting bounties to avoid dealing directly with the hunters who take the jobs. In addition, the Point Nadir Bounty Post is fully networked, pulling in job information from other properly equipped bounty posts in other shadowports. Individual bounty entries can be as simple as providing a target's name and last known whereabouts. Most are somewhat more complicated, and can include a wide variety of information, such as holographic depictions of the target, maps, and specific biological information so that any remains can be positively identified.

SAFE HOUSES

Several safe houses are in Point Nadir. These locations allow individuals to lie low for extended periods in an attempt to avoid the authorities. Safe houses are similar to hotels, but their residents favor anonymity. Payments are in trade goods or laundered credits, and lengths of stay run the gamut from a single hour to as long as a year or more.

Evad Court

Within Point Nadir, Evad Court is the preeminent safe house. Nestled within the Fissure District, its outward appearance belies its interior accommodations. The building has excellent security, including active and passive detection systems, as well as several Human guards who are loyal only to the owners. Power and life support are generated on the premises, and all manner of diversions and entertainment are provided. Guards are conspicuously uniformed, wearing suits of fine black silk. Each client is assigned a pair of guards, who take turns caring for their charge.

Only a select few know the precise location of Evad Court. Clients are blindfolded prior to being taken to Evad Court, and once there they are not allowed to leave until their stay is complete. Durations of stay are determined

ahead of time, and payment in full is expected prior to client check-in. Clients are allowed to retain weapons for self-defense during the course of their stay, but the management frowns upon such weapons being carried within the Court's public areas because this can make other clients nervous.

Evad Court is rumored to be owned by, or at least related to, the Sable Dawn. This rumor hasn't seen much circulation in Point Nadir; anyone caught speaking about it in public has ended up dead or missing. These strange deaths and disappearances only lend credibility to the rumor, and ensure that anyone on the receiving end of the gossip keeps it to himself.

SHOPS

Anything can be bought or sold in Point Nadir. Some shops present a veneer of legitimacy, going so far as to provide a civilized atmosphere, complete with armed guards and entertainment for clients. Others are decrepit and seemingly disorganized. The rule of thumb when dealing with any establishment, regardless of its appearance, is "buyer beware."

Keane's Emporium

Point Nadir's shops sell high-tech items, but none compare to Keane's Emporium. The Emporium is administered by Liah Keane, leader of the Epsis Syndicate. However, Keane is rarely seen, since she prefers to let her subordinates deal with customers. Word on the street is that any technology can be bought from Keane's Emporium, if the buyer is willing to pay the price. Among the least-advertised services provided by Keane's Emporium are slicing, forgery, and buying and selling identities. Though expensive to the extreme, Keane's services are lauded as the best available within Point Nadir.

Keane's Emporium is immaculately clean and patrolled by a series of hovering security droids. The droids provide an active deterrent to thieves, as well as to those who might wish to cause trouble for Keane or her clients.

To the Teeth

Of all the weapon shops in Point Nadir, To the Teeth is the most respected. It is said that anything short of a capital-scale turbolaser can be purchased through To the Teeth, and seeing the store's stock makes anyone a believer. Nearly anything is available for sale, regardless of legality. Explosives, blasters, slugthrowers, and heavy weapons are available in less than an hour. Less common items, such as exotic weapons and disruptors, can take up to a day to procure.

Owned and operated by Yalpor Waar, a Quarren who has forgotten more about weapons than most experienced mercenaries will ever know, To the Teeth is open for a few scant hours each morning. The client list is long, and Waar sees after-hours customers only if they make an appointment ahead of time. The shop is messy and disorganized and is located in a large warehouse in the Trade District near the Nest.



Void Imports

One of the largest black-market dealers in Point Nadir is Void Imports. Though independently operated by an enterprising young Balosar named Ferrika Lazerra (see page 155 for information), Void Imports pays a sizeable kickback to both the Anjiliac Clan and Epsis. Due to Ferrika's wide network of smuggler and black-market contacts, just about anything can be purchased through Void Imports, given enough time and money. Standard equipment can be purchased here, but at a slight increase above normal market value (see Table 8-2: Restricted Objects on page 119 of the Saga Edition core rulebook).

Void Imports is located in the Trade District, in a run-down duraplast habitation unit, similar to those used in first-contact colonies. Ferrika maintains a pair of Rodian gunslingers as guards, just in case a deal goes sour.

YALPOR WAAR, ARMS DEALER

A shifty Quarren from an influential clan on Mon Calamari, Yalpor Waar has seen his share of conflict throughout the galaxy. Civilized species prefer peace to warfare, but Yalpor insists that such actions are mere pretense. "Someone is always fighting," he says. "And who am I to stay their hands? Why not profit from the bloodshed, instead?"

And profit Yalpor has. Of the arms dealers in Point Nadir, Yalpor is one of the most successful. He prides himself on his available stock and allows customers to test weapons prior to buying them. Not only does Yalpor sell weapons, he is also intimately familiar with them. He makes a point to learn the peculiarities of the items he purveys; the knowledge makes him a more effective salesman.

While he works, Yalpor dresses in the flowing robes of a Quarren merchant. Several weapons are concealed within the folds of these robes, a fact that has startled more than one potential assailant. He has dark brown skin, a gruff voice, and one of his facial tentacles is missing, having been severed by a lucky blaster bolt at some point in his checkered past.

Yalpor Waar

CL 5

Medium Quarren nonheroic 3/noble 1/scout 3

Force 1; Dark Side 2

Init +2; Senses low-light vision; Perception +3

Languages Basic, Dosh, Mon Calamarian, Gamorrean, Houk, Huttese, Quarrenese

Defenses Ref 15 (flat-footed 15), Fort 18, Will 16
hp 45; Threshold 18

Speed 6 squares

Melee vibroblade +4 (2d6+2)

Ranged heavy blaster pistol +3 (3d6+2)

Base Atk +4; Grp +4

Atk Options Careful Shot, Point Blank Shot, Precise Shot

Abilities Str 10, Dex 9, Con 16, Int 14, Wis 10, Cha 14

Talents Barter, Connections, Fringe Savant

Feats Careful Shot, Linguist, Point Blank Shot, Precise Shot, Skill Focus (Persuasion), Weapon Proficiency (advanced melee weapons, heavy weapons, pistols, rifles, simple weapons)

Skills Knowledge (technology) +10, Mechanics +10, Persuasion +15
(can reroll when bartering, must take second result)

Possessions vibroblade, heavy blaster pistol

OTHER SPECIES

As a shadowport, Point Nadir is home to scores of non-Human species. Though nearly any species might be found walking its streets, a few species are more common than others.

BALOSAR

The Balosar have a well-deserved reputation for crime and skullduggery. They come from the planet Balosar, a polluted and inhospitable Core World that has suffered mightily at the hands of intergalactic corporate exploitation. Balosar who remain on their species' homeworld either end up in one of a thousand menial, degrading, and low-paying jobs, or they resort to lives of crime, eking out a shady criminal existence. Occasionally, Balosars find their way off-world. Instead of bettering themselves, they typically revert to petty crime to make a living. Balosar appear to be baseline Humans while their antennapalps are retracted.

Balosar Species Traits

Ability Modifiers: +2 Dexterity, -2 Constitution, -2 Wisdom, +2 Charisma.

Size: Medium.

Speed: 6 squares.

Antennapalps: While his antennapalps are extended, a Balosar can reroll a Perception check involving sound but must keep the second result. A Balosar may choose to retract his antennapalps as a free action (extending them is likewise a free action) to pass as human (no Deception check required).

Poison Resistance: +5 species bonus to Fortitude Defense against poisons.

Moral Ambiguity: A Balosar gains a +2 species bonus to Will Defense against Deception and Persuasion checks, as they are extremely savvy in a variety of illicit fields.

Languages: Balosar, Basic.

BARABEL

Barabel are a lizardlike race of bipeds from the inhospitable planet of Barab I. They evolved from nocturnal predators and have retained much of their original ferocity. Barabel history is punctuated by clan warfare, which was eventually put to an end by a Jedi explorer who managed to negotiate a settlement between two embittered Barabel clans. In the millennia since, the Barabel have developed a detailed mythology about the Jedi and continue to venerate them.

Barabel are large bipedal reptilians with thick black or purple scales. They possess sharp teeth and claws, as well as heavy tails, and are one of the most intimidating species in the galaxy.

FERRIKA LAZERRA, BLACK MARKET AGENT

Of her eight brothers and sisters, Ferrika is the only one left alive. The majority of them died because of the horrid environmental conditions of her homeworld, succumbing to illness and cancers before Ferrika came of age. The others were casualties of street crime and gang warfare, a constant threat in Balasar's polluted urban regions. Ferrika considers herself a survivor and cares only for her own well-being. Everyone else is either a potential tool or a potential enemy.

Ferrika came to Point Nadir on a refugee ship that had been taken as a prize by a pirate band. Hidden within the bowels of the ship's cargo hold, she was never discovered, and she managed to slip out of the ship and into the shadowport without being noticed. She felt at home in an instant, moving among the city's scum as if she belonged there, and she did.

In time, Ferrika imposed herself into the seedy underbelly. Starting as one of Point Nadir's free-wheeling street dealers, she specialized in fencing stolen items, dealing in spice as a sideline. Eventually, spice dominated her business, which she had dubbed Void Imports. She was so successful that Tirello the Hutt took notice of her acumen and offered her a deal: join the Anjiliac kajidic, or die. Being a survivor, Ferrika chose the latter.

Ferrika is a shapely Balasar female in her mid-twenties with long red-blond hair, black eyes, and a wry smile. She rarely extends her antennapalps, surmising that they make her non-Balasar associates uncomfortable. She dresses in fine clothes, letting the circumstance dictate the style she chooses.

Ferrika Lazerra

CL 6

Medium Balasar nonheroic 3/noble 1/soundrel 4

Force 2; Dark Side 4

Init +5; Senses Perception +10

Languages Balasar, Basic, Bocce, Durese, Huttese, Quarrenese, Ryl, Sullustese, Ubese

Defenses Ref 18 (flat-footed 17), Fort 14, Will 18; Dodge, moral ambiguity, poison resistance, Unreadable

hp 17; Threshold 14

Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares

Melee unarmed +6 (1d4+3)

Ranged hold-out blaster +6 (3d4+2)

Base Atk +5; Grp +6

Atk Options Point Blank Shot

Special Actions Disruptive, Quick Draw, Walk the Line

Abilities Str 12, Dex 13, Con 8, Int 16, Wis 12, Cha 16

Special Qualities moral ambiguity

Talents Disruptive, Walk the Line, Unreadable

Feats Dodge, Friends in Low Places, Linguist, Point Blank Shot, Quick

Draw, Skill Focus (Deception, Knowledge [technology]), Skill Training (Persuasion), Weapon Proficiency (pistols, simple weapons)

Skills Deception +17, Knowledge [technology] +17, Perception +10 (while antennapalps are extended, can reroll Perception checks for sounds, but must keep second result), Persuasion +12, Use Computer +12

Possessions hold-out blaster, fine clothes, datapad

Barabel Species Traits

Ability Modifiers: +2 Strength, -2 Dexterity, -2 Wisdom.

Size: Medium.

Speed: 6 squares.

Natural Armor: A Barabel's scaly hide provides a +2 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Natural Weapons: A Barabel has natural weapons in the form of sharp claws, teeth, and a thick tail. When a Barabel makes an unarmed attack, it may choose to use its natural weapons, dealing 1d6 points of slashing damage (claws), piercing damage (teeth), or bludgeoning damage (tail) with that attack instead of normal unarmed damage. Barabel are always considered armed with their natural weapons.

Radiation Resistance: +2 to Fortitude Defense to resist the effects of radiation.

Darkvision: Barabel ignore concealment (including total concealment) from darkness. However, they cannot perceive colors in total darkness.

Primitive: Barabel do not gain Weapon Proficiency (pistols, rifles, or heavy weapons) as starting feats at 1st level, even if their class normally grants them.

Skills: A Barabel can reroll a Persuasion check made to intimidate others, but must keep the second result.

Languages: Barabel.

HOUK

Known throughout the galaxy as ill-tempered bullies and ruffians, the Houk have a reputation for solving problems with violence. Houk that travel to the stars easily gain employment in criminal occupations. A few distinguished Houks rise above their sinister reputations, but the majority happily use it to their advantage.

Houk are hulking bipeds with thick skin that ranges in color from dark blue to violet. They have no hair, prominent jowls, and beady yellow eyes. They are one of the strongest species in the galaxy, with brawn that is comparable to that of a Wookiee.

Houk Species Traits

Ability Modifiers: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma.

Size: Medium.

Speed: 6 squares.

Natural Armor: Houk are thick-boned and thick-skinned. They gain a +1 natural armor bonus to Reflex Defense. A natural armor bonus stacks with an armor bonus.

Physically Intimidating: Houk use their Strength modifier instead of their Charisma modifier for Persuasion checks made to intimidate others.

Languages: Basic, Houk.

WROONIAN

The Inner Rim planet Wroona is home to a near-Human species known as Wroonians. Wroonian society is based upon the desire for personal wealth and material possessions. Despite this, they are a carefree and mellow species that enjoy taking risks and living for the moment. Wroonians distrust all types of authority, thanks in part to their planetary government's near-constant instability. To a Wroonian, life is worth living only if you are having fun while getting rich.

Though identical to Humans in most respects, Wroonians are set apart by their blue skin and dark blue hair.

Wroonian Species Traits

Ability Modifiers: +2 Dexterity, -2 Constitution.

Size: Medium.

Speed: 6 squares.

Free Spirit: Wroonians gain a +2 species bonus to their Will Defense.

Skills: A Wroonian can reroll a Persuasion check but must keep the second result.

Languages: Basic, Wroonian.

DROIDS

Droids are a common sight throughout the galaxy. Point Nadir is no exception; droids are as populous within the shadowport as anywhere else. Most droids serve masters who are either visiting or living in Point Nadir, though a small percentage are autonomous. These rogue droids are treated with care and respect in most cases; the shadowport's organic denizens harbor the same fears and prejudices toward independent droids as their counterparts in more civilized areas. A droid functioning free of an organic master in a lawless city such as Point Nadir speaks volumes about its ability to survive.

The most common droids in Point Nadir have been there since just after Salavon Fische chose the comet as his base of operations. The vast majority of the droids that dwell within the comet were manufactured by Roche, and were taken as spoils when Fische and his crew captured a small flotilla of prospecting vessels. When the Anjiliac Hutts took possession of Resh 9376,

they found the droids shut down and scattered throughout the comet's interior. Once recharged, maintained, and in some cases, wiped, the droids were put back to work in the employ of the Anjiliacs.

ROCHE 11-17 SERIES MINING DROID

Designed by Roche as a mining and tunneling droid, the 11-17 series is a staple of miners and prospectors across the galaxy. Despite its small size, it is capable of performing work that a unit twice its size would find daunting. The droids are not fitted with vocalizers and communicate by means of dedicated comlinks. In situations where mine geography disrupts a direct signal, the 11-17 Series can "bounce" a signal in a chain from droid to droid.

The 11-17 is equipped with a heavy plasma jet for digging. The plasma jet fires a blast four squares long by two squares wide. A target hit by the droid's plasma jet takes 3d10 damage and moves -2 steps along the condition track. In the event that the plasma jet misses, it deals only half damage and does not move the target along the condition track. The 11-17 also features a saw and a blowtorch for precision cutting and clearing obstacles. The blowtorch counts as a ranged attack with a range of 1 square.

The droids enjoy their work, intentionally working longer hours than normal to complete a job. They sometimes overwork themselves, occasionally putting off recharge and maintenance to their detriment.

11-17 Series Mining Droid

Small droid (5th-degree) nonheroic 3

Init +3; **Senses** darkvision, low-light vision; **Perception** +7

Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 14), Fort 10, Will 9

hp 7; **Threshold** 10

Immune droid traits

Speed 4 squares (tracked)

Melee saw +5 (1d4+3)

Ranged blowtorch +6 (2d6) or

Ranged heavy plasma jet +7 (3d10)

Fighting Space 1 square; **Reach** 1 square

Base Atk +2; **Grp** +1

Abilities Str 16, Dex 18, Con —, Int 12, Wis 8, Cha 12

Feats Skill Training (Perception, Use Computer), Weapon Focus (heavy plasma jet), Weapon Proficiency (pistols, simple weapons)

Skills Climb +7, Knowledge (physical sciences) +7, Perception +6, Use Computer +7

Systems tracked locomotion, basic processor, magnetic feet, 2 tool appendages, telescoping appendage, improved sensor package, darkvision, internal comlink, quadanium shell

Possessions heavy plasma jet, blowtorch, saw, 2 fusion lanterns

Availability licensed; **Cost** 3,500 credits (2,650 used)

CL 1

ROCHE 8D8 SMELTING OPERATOR DROID

Designed by Roche for use in the extreme environment of an industrial smelter, the 8D8 Smelting Operator is an efficient design. Though it lacks advanced processors, the 8D8 is incredibly strong. Its white kevex coating allows it to easily withstand temperatures of up to 1,650 degrees Celsius. This special coating provides the 8D8 with a +20 equipment bonus to Fortitude Defense against extreme heat.

Following the commercial failure of the J9 Worker Drone, the 8D8 Series was designed with a more Human appearance in mind. The results are a mixed bag, with the 8D8's appearance being more skeletal than Human. In addition, the white finish of the kevex coating does little to set Humans at ease.

8D8 Series droids have simple personalities. They often develop an inferiority complex, resenting droids with more advanced processors. Older 8D8 models often resort to bullying their more advanced and socially adept kin.

8D8 Smelting Operator Droid

CL 0

Medium droid (5th-degree) nonheroic 1

Init -2; **Senses** darkvision; Perception +0

Languages Basic, Binary

Defenses Ref 14 (flat-footed 14), Fort 10, Will 9

hp 2; **Threshold** 10

Immune droid traits, +20 equipment bonus to Fortitude Defense against extreme heat and fire

Speed 4 squares (walking)

Melee claw +4 (1d4+4) or

Melee claw +4 (2d4+4) with Mighty Swing

Fighting Space 1 square; **Reach** 1 square

Base Atk +0; **Grp** +4

Atk Options Mighty Swing

Abilities Str 18, Dex 10, Con —, Int 8, Wis 10, Cha 8

Feats Mighty Swing, Skill Focus (Endurance), Skill Training (Endurance), Weapon Proficiency (simple weapons)

Skills Endurance +8, Knowledge (physical sciences) +4

Systems walking locomotion, basic processor, 2 claws, vocabulator, darkvision, durasteel shell, heat-resistant kevex coating

Availability licensed; **Cost** 2,500 credits (1,800 used)

ROCHE J9 WORKER DRONE

When the Roche Hive introduced its J9 Worker Drone onto the open market, the droid was an instant failure. Though designed as a protocol droid, the J9's insectoid appearance and bland moniker were disliked by the majority of the mammalian species in the galaxy. Only after failing to market the droid to other insectoid species did the Verpine slash the price of new J9s in an attempt to sell the model. J9s purchased at such prices were often put to work as laborers, given that the typical customer's need for a protocol droid was low to nonexistent.

Despite the J9's advanced processor and potential effectiveness in a diplomatic role, most purchasers assumed that "worker drone" was a literal indication of the unit's intended use. Their personalities are unexciting, albeit stable.

J9 Worker Drone

CL 0

Medium droid (3rd-degree) nonheroic 1

Init +1; **Senses** Perception +0

Languages Basic, Binary, 3 unassigned

Defenses Ref 11 (flat-footed 10), Fort 10, Will 10

hp 2; **Threshold** 10

Immune droid traits

Speed 6 squares (walking)

Melee unarmed +0 (1d3)

Base Atk +0; **Grp** +1

Abilities Str 10, Dex 12, Con —, Int 16, Wis 10, Cha 12

Feats Skill Focus (Knowledge [bureaucracy], Persuasion), Skill Training (Persuasion), Weapon Proficiency (simple weapons)

Skills Knowledge (bureaucracy) +13, Knowledge (galactic lore) +8,

Knowledge (social sciences) +8, Persuasion +11, Use Computer +8

Systems walking locomotion, basic processor, translator unit (DC 5), vocabulator

Possessions audio recorder

Availability licensed; **Cost** 1,200 credits (900 used)

CHAPTER VI MINI-ADVENTURES





This chapter is intended for Gamemasters and contains several mini-adventures ideally suited for outlaw heroes. If you're a player, you should probably skip over this chapter and wait for your GM to spring these adventures on you and the other players in your group.

USING MINI-ADVENTURES

Occasionally, heroes take a tangent that their Gamemaster had not planned for, or the Gamemaster needs to fill a few hours' play with an entertaining diversion from the main plot. A Gamemaster can improvise something—but, when the Gamemaster is at a loss for a scenario (or is just pressed for time), a mini-adventure might just fit the bill.

The mini-adventures presented here cover a range of themes and Challenge Levels, from salvaging derelict starships to escaping a forced-labor camp. Each mini-adventure includes an outline of the events and challenges presented by the scenario, which the Gamemaster can use to construct a few "off-the-cuff" situations—or use as a jumping-off point for future encounters.

In addition, each mini-adventure also features a fully developed tactical encounter designed to serve as the climax of the scenario. The Gamemaster can use these as written, alter the details to play to the heroes' strengths, or completely redesign them to fit the needs of the campaign. The Gamemaster can also reference these encounters when designing her own mini-adventures and scenarios.

These mini-adventures are also designed to cater to different heroes' abilities, as well as the players' interests. For example, combat-oriented heroes should appreciate "Boarding Party," while stealthy heroes will like "Breaking and Entering." Heroes hoping to show off their piloting skills should enjoy "Wanted Alive." Similarly, "Smuggler's Rendezvous" is designed with smuggler heroes in mind, while "The Big Hit" is aimed at bounty hunter heroes. The group's fast-talking con artist should find that "Snow Job" makes good use of the Persuasion skill. That said, each mini-adventure presented in this chapter gives heroes of all classes a chance to shine, even if the scenario is not aimed at their competencies.

Each mini-adventure opens with a two-page spread that outlines the plot and various encounters. This is followed by another two-page spread detailing the climactic encounter of the mini-adventure.

Even though these mini-adventures are designed to be completely independent of one another, common threads run through all of them, allowing them to be strung together and run as a sort of "sub-campaign" within the main campaign. It is purely up to the Gamemaster's discretion how to use them.

MINI-ADVENTURE #1: WRECK AND RUIN

"Wreck and Ruin" is a mini-adventure designed for 2nd-level heroes. It gives the heroes an opportunity to salvage the blasted hulk of a Trade Federation battleship destroyed in one of the engagements of the Clone Wars.

ADVENTURE BACKGROUND

During the Clone Wars, countless ships on both sides of the struggle were blown to pieces and left adrift in space. Larger ones were towed out of spacelanes to minimize danger to hyperspace travel, but every so often, an explorer or smuggler comes upon the wreckage. Often, the drifting hulk is too damaged to be useful as anything other than scrap, but sometimes the derelict proves to be a veritable treasure trove of salvageable goods.

One such derelict, a large chunk of the *Starworm* (a Trade Federation *Lucrehulk*-class battleship), was recently discovered by a smuggler named Vordell, who then sold the coordinates of his find to his old friend Sude Raalo, a Neimoidian gunrunner and veteran of the Clone Wars. Based on the scans that Vordell showed him, Raalo guessed that at least one hangar bay was more or less intact, and that, amid the wreckage, he might find a remote processor—which could be worth as much as one million credits.

ADVENTURE OUTLINE

The heroes hear of a salvage job being offered by a Neimoidian arms merchant named Sude Raalo. Raalo operates out of Mos Eisley spaceport on Tatooine, sometimes as a supplier for the Hutts, sometimes as a go-between for smugglers. Despite being an "untrustworthy" Neimoidian, Raalo is considered to be as honest a trader as anyone operating in Mos Eisley can be.

If the heroes inquire about the job, Raalo meets them in the Mos Eisley cantina, where he tells them about the *Starworm*. Raalo offers the heroes 2,500 credits to enter the hulk of the *Starworm* and bring back any intact cargo crates and other reclaimable items they can safely salvage. He wants them to be especially watchful for any remote processors they might chance across; Raalo has a buyer who is interested in them, and if the heroes bring him any, they can keep anything else they find. (Otherwise, he is willing to pay them a cut of only 15% off the sale price for the salvage.)

If the heroes accept, Raalo is willing to do whatever it takes to get the heroes to the site of the wreckage, including renting them a beat-up YT-1300 transport (for 3,500 credits). He suggests they depart as soon as they can. It is possible that the smuggler who sold him the coordinates of the derelict might have sold it to someone else, as well.

Bargaining with Raalo

With a successful opposed Persuasion check (against Raalo's skill modifier of +15), the heroes can negotiate Raalo's base pay up to 4,000 credits. If they beat his check by 5 or more, they can negotiate him up to 5,000 credits.

Similarly, a second opposed Persuasion check lets them increase their cut to 25% of the sale price for the salvage. If they beat his check by 5 or more, Raalo increases their cut to 30%.

If the heroes have to rent the YT-1300 transport from Raalo, a successful opposed Persuasion check gets him to lower the rental price to 3,000 credits; beating his result by 5 or more drops the price to 2,500 credits. A DC 20 Mechanics check to inspect the ship reveals its flaws (see below) and grants a +2 circumstance bonus to the heroes' Persuasion check.

If the heroes restock or otherwise repair Raalo's ship, they can reasonably charge him for the service (much to his chagrin), offsetting the cost of renting the ship from him in the first place. If the heroes win an opposed Persuasion check with Raalo, he agrees to pay for 50% of the work. (He offers only 50% because he did not authorize the work.) If Raalo's check beats theirs, however, he pays them only for provisioning (not repairs). The heroes are free, of course, to take back any provisions they purchased.

The YT-1300

Sude Raalo's YT-1300 transport is not in the best of shape. He long ago sold the primary hyperdrive, and has made do ever since with the backup hyperdrive. The ship's communication array is also badly damaged (from a hull breach incident) and requires a DC 25 Mechanics check to repair before subspace communication is possible (though the standard transmitter still allows transmissions to and from nearby ships and planets).

Making matters worse, the ship's laser cannon is faulty and requires 3 full rounds to recharge after every shot. And to cap things off, Raalo uses the ship as a sort of mobile apartment. He has been living off the ship's provisions; less than three days' worth of consumables are left aboard.

On the plus side, however, the YT-1300's sublight engines are in good shape, so its speed is unaffected by Raalo's poor maintenance habits.

FINDING THE STARWORM

Even with the coordinates that Vordell supplied Sude Raalo, locating the *Starworm* requires a bit of work. The *Starworm* is drifting and is some distance from where Vordell originally charted it. Once the heroes arrive at the given coordinates, they still need to make a DC 25 Use Computer check to detect the faint trail of debris the derelict left behind. Once they do, however, it is an easy matter to follow the trail to the *Starworm*'s current position.

Healthy Competition (CL 7)

While the heroes follow the trail, they encounter what appears to be a patrol of two TIE fighters. These are actually junker TIEs owned by Geelo, a local shipjacker who also bought the location of the Trade Federation battleship from Vordell. Geelo has dispatched these two starfighters to the coordinates to conduct a search. If they find the *Starworm*, they are to report back so that Geelo can send a space tug to tow the whole ship back to Tatooine.

When these starfighters arrive, the heroes might initially mistake them for Imperial ships; nothing about the starfighters suggests that they are not a legitimate patrol—except, of course, their communications with Geelo. The heroes can tap into their communications with a DC 20 Use Computer check to determine that these are also salvagers looking for the *Starworm*, and that the salvagers have not noticed the heroes. They are focused on the debris trail and do not suspect that Vordell told anyone else about the derelict.

If the heroes wait a few rounds, the two TIE fighters break off their conversation with Geelo and carry on with their search. This is a perfect time for the heroes to attack because it catches the TIE pilots off guard, and Geelo does not immediately know that his pilots were attacked.

Boarding the Starworm (CL 2)

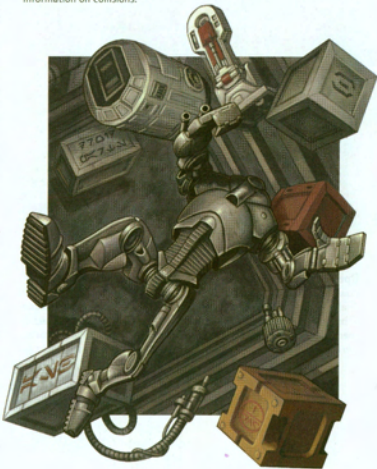
The wreckage of the *Starworm* is drifting toward the Geonosis system, surrounded by a “cloud” of debris: the shattered husks of starfighters, a few battle droids, and pieces of the battleship. The *Starworm* is also slowly spinning, requiring a DC 30 Pilot check to line up the airlock of the heroes’ ship with one of the two airlocks in the aft section of the derelict. (Of course, the heroes can choose to take up a relatively stationary position and space-walk over in space suits.)

Amid all this wreckage are a handful of battle droids that were retrofitted with independent programming after the disastrous incident at the Battle of Naboo. They are still active after all this time, and if the heroes attempt to space-walk to the derelict, some of these battle droids spot them and take a few shots (at a –5 penalty for operating in zero gravity). For each round the heroes are moving between their ship and the *Starworm* (including on their way back), roll 1d20: On a result of 1–8, a battle droid has drifted within line of sight and takes a shot at a randomly determined hero.

Further, while the heroes’ ship is within the debris field, the ship is continually pelted by chunks of debris—some large enough to cause problems. Roll on the following table once per round to see how large an object, if any, collides with the heroes’ ship.

ROLL	OBJECT SIZE	ATTACK BONUS	DAMAGE
1–8	Medium or smaller	—	—
9–14	Large	+1	2d6
15–19	Huge	+2	4d6
20	Gargantuan	+4	6d6

See Chapter 10: Vehicles in the Saga Edition core rulebook for more information on collisions.



ENCOUNTER: WRECK OF THE STARWORM

Challenge Level 2

This encounter serves as the climax of "Wreck and Ruin," the mini-adventure introduced on the previous two pages.

The heroes can enter the wreckage of the Trade Federation battleship *Starworm* by digging through the piles of debris aft of the hangar (see "Shifting Wreckage") or forcing one of the forward airlocks open (see "Opening Airlocks"). Because the wrecked ship has no atmosphere, the heroes need space suits, or at least flight suits, to survive. This encounter includes 4 battle droids and 2 super battle droids (see page 199 of the *Saga Edition* core rulebook for statistics).

Shifting Wreckage

When the Trade Federation battleship was destroyed, punctures in the hull caused the atmosphere inside to pour out like a hurricane-force wind. This rapid decompression picked up every available bit of rubble and debris in its path and blew it out through the openings, eventually plugging the holes.

This debris is wedged so tightly that it must either be cut away with a fusion cutter (included in a standard tool kit), demolished with explosive charges, or otherwise destroyed for the heroes to move past it.

Using a fusion cutter requires a DC 20 Mechanics check per square of wreckage; each check requires one minute of work.

Destroying the wreckage with explosives requires placing the explosive device using the Mechanics skill (see page 69 of the *Saga Edition* core rulebook). Each square of wreckage has DR 2 and 4d6 hit points (or the Gamemaster can use an average of 14 hp per square of wreckage).

Opening Airlocks (H3)

Starship airlocks include a manual override, which can be operated from a small, recessed panel adjacent to the airlock door. It takes a move action to open the panel and a full-round action (and a DC 15 Strength check) to operate the mechanism. Because of the cramped opening, only one character can attempt the Strength check; other characters cannot assist.

READ-ALoud TEXT

When the heroes enter the derelict's interior—provided they have brought light sources with them or can otherwise see inside the powerless vessel—read the following text aloud:

The interior of the ship is an eerie sight. The power is out—including the artificial gravity—and a thin glaze of frost shows that what little atmosphere might have remained has long since frozen. In the light from your fusion torches, frayed cables hang loosely from the ceilings and walls, looking like jungle vines. Wreckage is scattered everywhere, with larger piles near the doors and airlocks. Amid the debris you can make out parts of battle droids, starfighter parts, assorted cargo containers, and pieces of the ship's superstructure. Here and there, small bits of wreckage float aimlessly; otherwise, nothing is moving.

Once the heroes begin moving debris around inside the hangar, read the following text aloud:

From the darkness, little points of lights appear—and begin moving. Battle droids—some with pieces missing—began climbing over the debris, working their way toward you. Apparently, this derelict is not entirely powerless.

Droid Tactics

The battle droids are all buried in debris (except the one in fire control), and take a round to extricate themselves before attacking or moving. They are also slightly damaged (–1 step on the condition track) from the destruction of the Trade Federation battleship.

If the heroes have not restored gravity and some are floating, the battle droids fire at them, moving only if they cannot draw line of sight to at least one hero.

The doors to the hangar were jammed open when the Trade Federation battleship lost power, sealing in two super battle droids by activating emergency locks on the doors to the chambers housing the battle droids. If the doors are closed again (by means of the control panel on the starboard bulkhead), the doors unlock and the super battle droids emerge and move to the cargo bay. The super battle droids move to attack the heroes only if they have line of sight to them; otherwise, they stay put.

All the droids fight until destroyed.

FEATURES OF THE AREA

This area has the following features.

Illumination: The interior of the battleship is lit only by whatever light sources the heroes bring with them.

Zero Power: This section of the Trade Federation battleship was without power. The heroes can restore some of the ship's power if they have a power droid.

Zero Gravity: The Trade Federation battleship is also without gravity (see pages 256-257 of the Saga Edition core rulebook). If the heroes restore power, artificial gravity is restored as well.

Vacuum: Without power, the wreckage has no atmosphere (see page 253 of the Saga Edition core rulebook).

Hangar: The hangar once hosted a squadron of "vulture" droid starfighters, a few of which lie here in tangled ruins. One is still operational, but requires a complete recharge of its internal batteries before it can be reactivated.

The control panel in the aft of the hangar deck operates the hangar doors. If the heroes restore power, even temporarily, they can use this control panel to open and close the hangar doors.

Cargo Bay: Several crates here still contain useful equipment (see "Conclusion").

Supply Lockers: Each compartment contains one or more crates that might contain something still useful (see "Conclusion").

Fire Control: The control panels in here were designed to assist with targeting for the quad laser cannon (see "Conclusion").

CONCLUSION

If the super battle droids became involved in the fight, award the heroes experience as if this was a CL 2 encounter.

Crates: Hidden among the piles of wreckage are a small number of cargo crates full of droid parts and starfighter components. Each crate contains goods with a total value of 2d10x10 credits; each crate weighs 5 kg per credit of value, and only about 10 crates are salvageable. The heroes can open a crate to inspect its contents with either a DC 10 Mechanics check or a DC 15 Strength check. Either requires a full-round action. The heroes can also obtain a listing of the contents of a crate by connecting a datapad to the crate and making a DC 12 Use Computer check (as a full-round action). One crate (marked on the map) contains the 50-km range remote processor the heroes came to find (see "Wreck and Ruin," page 160).



Laser Cannon: Also salvageable from the Trade Federation derelict is this fully functional quad laser cannon, which miraculously survived the battleship's destruction. Removing it from its mountings requires an hour's work and a DC 20 Mechanics check. It is worth 11,500 credits.

Droid Starfighter: The one droid starfighter still intact in the hangar can be salvaged and sold for around 12,000 credits (more if its empty concussion missile racks are refilled).

MINI-ADVENTURE

#2: SMUGGLERS' RENDEZVOUS

"Smugglers' Rendezvous" is a mini-adventure designed for 4th-level heroes. It gives smuggler heroes an opportunity to do what they do best: move illegal goods from one place to another without paying the usual trade tariff.

ADVENTURE OUTLINE

The heroes hear that a smuggler has come into some "nonmanifest" cargo that he needs to unload, and he's looking for a buyer. The smuggler, Vordell, has a dozen crates of assorted detection and surveillance gear—150 units in all, worth approximately 58,000 credits—and he is looking to trade for weapons. Conveniently, the heroes know of a shipment of Imperial blaster rifles that got routed to Barab I by mistake.

Unknown to the heroes, the Empire has been tracking Vordell, and shortly after the heroes make arrangements to meet him, Imperial customs officers arrest him on a separate charge. Desperate, Vordell convinces the officers to drop the charges against him if he helps them recover a shipment of stolen blaster rifles. Intrigued, the customs officers agree and escort Vordell to his rendezvous on a small moon known as Phinel's Folly. There, a number of customs agents hide around the rendezvous site, and wait for a signal from Vordell to pounce.

Bargain on Barab I

Even though the heroes are aware of the lost shipment of blaster rifles on Barab I, they have never had an opportunity—or the spare funds—to pick them up. Now, though, they should make enough from the sale to afford some needed repairs on their ship—maybe even some upgrades.

When the heroes arrive on Barab I, they can locate the warehouse and speak to the foreman, a Barabel named Tolkar. Tolkar knows that the cargo container holds 65 blaster rifles, each worth 1,000 credits, but because they are taking up valuable space in his already overflowing warehouse, Tolkar is willing to sell them for 75% of cost: 48,750 credits for the lot.

The heroes can bargain with Tolkar, but his price does not drop much. With a successful opposed Persuasion check (against Tolkar's skill modifier of +20), the heroes can convince Tolkar to let the blaster rifles go for 70% of cost: a total of 45,500 credits. If they beat his check by 5 or more, he drops the price down to 65%, for a total of 42,250 credits. Tolkar goes no lower than 650 credits per blaster rifle.

JOURNEY TO PHINEL'S FOLLY

After the heroes depart Barab I, they have a short trip to Phinel's Folly in the Auril Sector. Unfortunately for the heroes, an Imperial Interdictor-class cruiser, *Chokehold*, has recently been stationed near Mon Calamari in an effort to capture Rebel ships that have been helping the Mon Calamari escape the Imperial occupation of their watery world. As the heroes' ship passes by, it gets caught in the *Chokehold*'s gravity field and drops out of hyperspace. A message from the *Chokehold* orders the heroes to cut their engines and allow their ship to be tractored into the Interdictor's main hangar, boarded, and searched. If the heroes have valid travel permits—and are not carrying any contraband—the entire process should amount to no more than a minor inconvenience, and the heroes can be on their way inside the hour.

Surrendering (CL 8)

The best option—provided the heroes feel that their cache of misappropriated Imperial blaster rifles is safely stowed where it cannot be found—is surrender. The *Chokehold* is not actually looking for the blaster rifles (though the heroes do not necessarily know that).

If the heroes comply with the orders from the *Chokehold*, the Interdictor pulls the heroes' ship into its main hangar, where docking clamps lock onto the ship (DC 30 Use Computer check to remotely detach them). A platoon of 36 stormtroopers, led by a lieutenant and a sergeant-major, approach the primary airlock, and, if the heroes have not yet emerged, the lieutenant orders the heroes to exit their ship for the inspection. He waits only one minute before ordering the stormtroopers to open the hatch (with explosives, if necessary).

Assuming the heroes exit their ship peaceably, the lieutenant has them disarm and confiscate any weapons that they do not have licenses for, then escorts them to a waiting area about 100 meters away in the hangar. A squad of 9 stormtroopers accompanied by the lieutenant surrounds and detains the heroes for the duration of the inspection. Meanwhile, two more squads search the heroes' ship for crew members who might be hiding (opposed Perception and Stealth checks). Once these squads are satisfied that no one is waiting in ambush aboard the ship, they exit, and a scanning team rolls their equipment aboard.

The scanning team uses a sensor pack to search the ship for hidden lifeforms. Assuming they find none and nothing else is overtly suspicious about the heroes' ship (such as an excessive number of small arms), the scanning team emerges after roughly an hour and informs the lieutenant that the ship is clear. The lieutenant thanks the heroes for their patience, fines them for any permit violations (such as unlicensed weapons), and allows them to return to their ship and depart. A squadron of four TIE fighters escorts them until they reenter hyperspace.

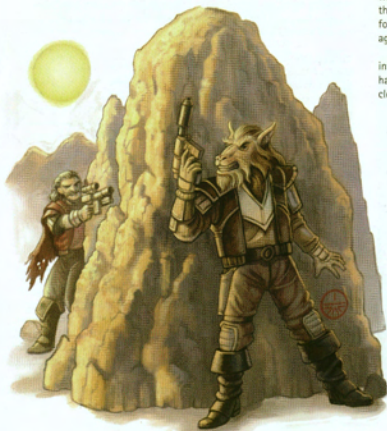
Escape! (CL 17)

If the heroes at any point attempt to flee the Chokehold, they quickly find themselves outmatched.

The Chokehold focuses its gravity well on the heroes' ship throughout the encounter, preventing them from jumping to hyperspace (see page 45 of *Starships of the Galaxy* for details on gravity well projectors). Meanwhile, two squadrons of TIE fighters (eight starfighters) are dispatched to disable the ship.

If the heroes are captured (or allowed themselves to be tractored into the Chokehold's main hangar), they have to escape the docking clamps (see above) before they can get away. If the heroes exit their ship and are detained, they also have to fight their way through as many as 36 stormtroopers. Obviously, this is not their best option.

Trying to escape, and subsequently failing, earns the heroes an automatic arrest and conviction for resisting arrest, along with any other violations they might have incurred in the attempt.



ARRIVAL

When the heroes arrive at Phinel's Folly, they detect Vordell's ship, the *Lost Opportunity*, in a small canyon—though its crew is being held aboard the *Auditor*, which is hidden in a particularly large gorge several kilometers away.

Vordell signals the heroes and gives them the coordinates of the drop site—a warren of ravines a few kilometers from his ship. He tells the heroes of a good-sized canyon to land in, about 500 meters west of the rendezvous site, and suggests that they leave their engines running, in case any Imperial ships show up.

Ambush! (CL 4)

When the heroes reach the rendezvous site, Vordell is waiting with two of his crew, Kollu and Trom, in the small gorge where he has stashed the twelve crates of surveillance gear.

Vordell shows the heroes the crates and asks to see the blaster rifles, while the heroes examine the goods he brought. He asks to operate one of the blaster rifles to prove that it works, and, if the heroes agree, he fires four shots into the wall of the gorge—the signal for the Imperial customs agents to move in.

It takes the nine stormtroopers and their lieutenant 6 rounds to get into position. Meanwhile, Vordell tries to distract the heroes with his haggling—while, at the same time, trying to keep the “test” blaster rifle close at hand.

ENCOUNTER: BETRAYAL ON PHINEL'S FOLLY

Challenge Level 4

This encounter serves as the climax of "Smugglers' Rendezvous," the mini-adventure introduced on the previous two pages.

The stormtroopers and their lieutenant appear only after Vordell gives the signal, moving quickly to take up positions that block the passages out of the gorge. The lieutenant stays out of sight at first, waiting in the cave to the south. If any of the heroes have taken up positions that would otherwise prevent the stormtroopers or the lieutenant from occupying the indicated positions (without being immediately spotted), use your best judgment to place them where they can still block the exits.

If the heroes brought along the cargo crate containing the blaster rifles, allow them to place it anywhere in the gorge (but not in the cave or blocking the ravines).

READ-ALoud TEXT

As Vordell attempts to distract the heroes, allow any heroes with line of sight to the stormtroopers' starting locations to make Perception checks to notice the Imperial troops moving into position. If they get a result of 15 or higher, they spot at least one stormtrooper.

While Vordell is talking, you hear a sound where there shouldn't be one. Glancing over, you see the familiar bone-white armor of an Imperial stormtrooper moving through the ravine toward the rendezvous spot. It's a trap!

If the heroes get a result of 14 or lower, the stormtroopers get the drop on them.

While Vordell is talking, you hear the flat, modulated tones of an Imperial stormtrooper call out "Drop your weapons and put your hands over your heads! You're under arrest!"

Vordell shrugs and says, "Sorry—it was you or me," and dives for the nearest cover.

VORDELL, TURNCOAT SMUGGLER

Vordell is a Corellian with too many strikes against him and no conscience to speak of. After avoiding arrest for years, he finally falls afoul of the Imperial customs corvette *Auditor*, and rather than be convicted, he does what he always does in these sorts of situations—he betrays his allies.

This is not the first time Vordell has been in trouble, but it is the first time he has had to face the Empire. Vordell has an intense fear of dying in the spice mines—having seen the prisoners there on his few smuggling runs to Kessel—and is willing to do anything to avoid that fate.

If Vordell survives this encounter and escapes, he could make a good ongoing foe for the heroes. He becomes more evil with each betrayal and might soon find himself teetering on the edge of the dark side.

Vordell's most obvious feature is his expansive belly—the product of too many ales in too many seedy cantinas over the years. He wears oversized shirts to hide his girth, but his clothing budget clearly can't keep up with his expanding waistline. Vordell sports a thick goatee the same dark brown as his wavy hair, with the same streaks of gray. He has a blaster pistol on his hip, and when he's nervous, he flicks the holster flap open and shut.

Vordell (V)

Medium Human scoundrel 6

Force 4; Dark Side 4

Init +10; Senses Perception +8

Languages Basic, Huttese

Defenses Ref 20 (flat-footed 18), Fort 18, Will 17; Dodge

hp 35; Threshold 8

Speed 6 squares

Melee unarmed +5 (1d4+4)

Ranged blaster pistol +6 (3d6+3) or

Ranged blaster rifle +6 (3d8+3)

Base Atk +4; Grp +5

Atk Options Dastardly Strike, Point Blank Shot, Precise Shot, Sneak Attack (+2d6)

Special Actions Quick Draw

Abilities Str 12, Dex 14, Con 14, Int 12, Wis 11, Cha 8

Talents Dastardly Strike, Sneak Attack (+2d6)

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Quick Draw,

Weapon Proficiency (pistols, simple weapons)

Skills Deception +7, Initiative +10, Knowledge (bureaucracy) +9,

Perception +8, Persuasion +7, Pilot +10

Possessions blaster pistol, blaster rifle, electrobinoculars, utility belt, Lost Opportunity (Junker Ghtroc 720 freighter)

CL 6

Vordell's Tactics

As soon as the stormtroopers arrive, Vordell and his crew dive for cover and do their best to get to the relative safety of the cave, where they can hide behind the crates of surveillance gear. If anyone fires at them, they fire back, but as soon as it is clear that one side is winning, Vordell and his crew start firing exclusively at the losing side.

Treat Kollu and Trom as thugs (see page 284 of the Saga Edition core rulebook) armed with blaster pistols. The Imperial lieutenant confiscated their blaster rifles, though Vordell might have been able to hang onto the one he tested.

FEATURES OF THE AREA

The rendezvous site has the following features.

Illumination: This depends entirely on what time of day the heroes want to arrive. (If they do not care, it is daytime.) During most of the day (the exception being high noon), shadows fill the ravines (shadowy illumination). Between dusk and dawn, the ravines are pitch black, except for any light sources the heroes brought with them. Vordell has a fusion lantern set up in the center of the gorge if the encounter takes place at night.

Cover: Characters in the ravines gain a +5 cover bonus; in some cases (such as shooting from one ravine opening to another across the gorge), the Gamemaster can rule that the target has improved cover. Characters hiding behind cargo crates also gain cover.

Walls: The walls of the gorge and ravines are a uniform 8 meters tall and composed of natural rock. Climbing the walls requires a DC 25 Climb check.

Mesas: If a character climbs the walls, he can move about on the mesa above, perhaps negating the cover bonus of targets below. Characters atop the walls can also attempt to jump from mesa to mesa as a long jump.

Caves: Three caves are at the rendezvous site. Characters inside a cave have total cover from attacks from above, as well as concealment (from shadowy illumination).

CONCLUSION

If Vordell survives the battle and the heroes defeat the stormtroopers, he begs the heroes' forgiveness and says that the Imperials tortured him. "They were looking for these blaster rifles," he lies. "They caught me right after I talked to you, and threatened to torture my crew, too, if I didn't help them capture you." If the heroes believe him, Vordell thanks them for rescuing him, finishes the negotiations as expeditiously as possible, and sets out for his ship, along with Kollu and Trom (if they also survived), planning to get far away before the heroes realize that he betrayed them.

If the lieutenant survives the battle, he makes threats about reprisals and warns the heroes that his ship, the *Auditor*, is nearby, with orders to fire on any ship attempting to leave the moon's surface unless he gives them the "all clear" code. He refuses to do so, however, insisting that the heroes are his prisoners, saying, "It will be easier for you if you drop your weapons and surrender to me now."

If the heroes try to leave the surface without the lieutenant giving the all clear, they find that he was not lying. However, by the time the *Auditor* gets out of its hiding place, the heroes can break atmosphere and jump to hyperspace.

If the heroes are captured, the lieutenant arrests them—and Vordell, if he survived—on charges of smuggling, resisting arrest, and if it seems even remotely plausible, treason (for stealing Imperial materiel with the intent of supplying the Rebellion).



MINI-ADVENTURE #3: BOARDING PARTY

"Boarding Party" is a mini-adventure designed for 6th-level heroes. In this scenario, the crew of a Corellian corvette tries to defend their ship against an incursion by the heroes—or, at the GM's option, puts the heroes on the defensive and lets them repel unwanted boarders on their ship.

ADVENTURE OUTLINE

The heroes are contacted by Imperial Governor Zerex of Ord Mantell, a snow-bound planet in the Meridian Sector. Zerex tells the heroes that he needs their help in a confidential matter involving a traitor to the Empire, a Flight Academy instructor who might be funneling information to the Rebellion. This instructor, Captain Bythen Forral, has had more students defect to the Rebellion than any other instructor, and if Zerex can bring him to justice, it will help Zerex's forthcoming bid to become an Imperial Moff. Anyone who helps him in this endeavor would not only be richly rewarded but also would have a Moff indebted to them.

Captain Forral will soon travel from the Vensenor Flight Academy on Arkanis to Bakura to speak at a recruitment drive for new flight cadets. Because it will skirt the Unknown Regions, Forral's Corellian corvette—the *Gallant*—must make several stops to check astrogational data; each stop should take a little less than 10 minutes. Governor Zerex wants the heroes to obtain a copy of the *Gallant*'s flight plan, determine where the ship will stop, and board it. Once on board, the heroes are to capture the ship, destroy its astrogation computers, and send it on a one-way course into the Unknown Regions, to be forever lost.

REBEL HEROES

Obviously, heroes loyal to the Rebel Alliance might balk at the idea of working for an Imperial Governor—let alone helping him dispose of someone actively recruiting for the Rebellion! At the GM's discretion, reverse the roles: Bythen Forral hires the heroes to do away with Governor Zerex. Alternatively, Forral can just be an inconvenient political enemy of the governor's, and Zerex is just using the Rebel Alliance story to make the job more palatable.

A VISIT TO ARKANIS

The best way for the heroes to learn Captain Forral's flight plan is to talk to the crew of the *Gallant*. Through bribery, threats, or guile, the heroes can convince one of the ship's junior officers to download a copy of the flight plan to a datacard and then deliver it to the heroes just prior to the ship's departure.

The *Gallant* is currently docked at the Vensenor Flight Academy spaceport. The heroes cannot gain access to the *Gallant* without the proper clearance: either a Flight Academy pass (a moderate deception), or a suitably high-ranking Imperial identification (a difficult deception). The spaceport sentries are trained to watch for possible saboteurs, so they have Perception modifiers of +10, and they gain a +2 circumstance bonus on Perception checks against attempts to enter the spaceport without authorization (see pages 64–66 and pages 72–73 of the Saga Edition core rulebook for details on Deception and Stealth).

Alternatively, if the heroes make a successful DC 15 Gather Information check in or around the Flight Academy, they learn that many of the *Gallant*'s senior staff spend much of their shore leaves in a nightclub near (but outside) the spaceport, called the Full Burn.

The Art of Persuasion

If the heroes gain access to one of the *Gallant*'s junior officers aboard the ship or at the Full Burn, they can try any of the following tactics. Assume that these officers have Perception modifiers of +15.

Deception: The heroes can try to fool an officer into thinking that they have sufficient clearance (and cause) to obtain a copy of the flight plan. The heroes gain a +2 circumstance bonus to their Deception check if they specifically target an officer who has imbibed too much.

Persuasion: If the heroes can change an officer's attitude from unfriendly to helpful, the officer provides the heroes with a copy of the flight plan.

Coercion: If the heroes can get an officer alone (perhaps by abducting him), they can intimidate him into giving up the flight plan. Their check gets a -10 modifier if they try this tactic while the officer is still in the Full Burn (where he is surrounded by other Imperial officers).

AMBUSHING THE GALLANT

Once the heroes have the *Gallant's* flight plan, they can study it to devise an effective ambush. Their best bet is when the starship exits hyperspace midway between Moorja and the Ison Corridor—a particularly empty area of space. According to the flight plan, the *Gallant* is going to take extra time here to conduct an evacuation drill with the cadet crew members. If the heroes lie in wait at the proper coordinates, they should have ample time to catch the ship when most of the crew members are away from their stations.

Lying in Wait

Although this part of the Corellian Trade Spine is somewhat deserted, it is also lacks the usual debris that could hide the heroes' ship—meaning they have to power down to almost nothing, long enough for the *Gallant* to conduct a routine sensor sweep and satisfy themselves that they are alone before they drop their guard.

To get close to the *Gallant* without being detected, the pilot of the heroes' ship must use maneuvering thrusters (not their main engines), and only in short bursts, letting momentum carry their ship up to the *Gallant's* airlock. Performing this tricky maneuver requires a DC 25 Pilot check. If the check fails, the maneuver succeeds, but the crew of the *Gallant* can make a Perception check to notice the heroes' ship approaching. If the heroes' check fails by 5 or more, the crew members of the *Gallant* get a +2 circumstance bonus on their Perception check.

If the *Gallant* detects the heroes' ship approaching, the *Gallant's* crew cancels the evacuation drill and prepares for combat (though they make several attempts to contact the heroes' ship first, in case it is merely a derelict). If the heroes do not respond, the *Gallant* maneuvers out of its way. If the heroes adjust their course—or attack—the *Gallant* fights them off until it can enter hyperspace.

THE GALLANT CREW

Because the *Gallant* is mainly crewed by a group of Vensenor Flight Academy cadets, apply a -4 penalty to all attack rolls and skill checks the ship makes.

Boarding the Gallant

Because so many of the *Gallant's* crew will be assembled in the escape-pod access tunnels during the evacuation drill, the heroes' best point of entry is the forward airlock. Entering at this point puts them one deck below the bridge, enabling them to get aboard and reach the flight deck in less than a minute.

The heroes can best access this airlock by coming up from beneath the *Gallant* while it is stationary, and docking with the Imperial ship. Their only real obstacle is the *Gallant's* lower turbolaser, manned by a pair of gunners (even during evacuation drills). On the round that the heroes' ship approaches the airlock, these gunners get one additional Perception check to notice the starship flying past them. If they notice, they panic and immediately fire at the heroes' ship.

Assuming that the heroes maneuver their ship to the forward airlock, the pilot needs to make a DC 20 Pilot check to dock with the *Gallant*. Opening the airlock then requires a DC 20 Mechanics check. Alternatively, the heroes can cut through the hatch, or use explosives to blow it open. The hatch has DR 15 and 80 hit points.



ENCOUNTER: STORMING THE BRIDGE

Challenge Level 6

This encounter serves as the climax of "Boarding Party," the mini-adventure introduced on the previous two pages.

If the heroes enter the *Gallant* from the forward airlock, they can take the turbolift up one deck to the flight deck. Captain Forral, who is on the bridge when the heroes arrive, takes command of the crew in the forward part of the *Gallant*, stationing them around the flight deck at the positions indicated on the map.

READ-ALoud TEXT

When the heroes emerge from the turbolift, the *Gallant's* crew are already in place.

Despite a red alert klaxon sounding, the flight deck seems strangely quiet. Forward from the turbolift doors, you can see that the doors to the bridge have been sealed. As you step out of the turbolift, however, Imperial officers lean against the walls to the aft and begin firing at you!

CAPTAIN FORRAL, FLIGHT INSTRUCTOR

Bythen Forral is a veteran of the Clone Wars who climbed out of the cockpit and took up teaching after Emperor Palpatine brought order to the troubled galaxy. After years of instructing the Empire's best new pilots, Captain Forral is granted use of one of the Vensenor Flight Academy's Corellian corvettes for personal purposes, provided he spends at least three months of every year using it to tour the Empire and recruit new cadets. Forral is not a Rebel recruiter, as Governor Zerex suggests, however; he merely encourages his students to consider nonstandard solutions to difficult strategic and tactical situations—a philosophy that leads a great many cadets to support the Rebellion.

Bythen Forral (F)

Medium Human soldier 4/noble 3/officer 1

Force 6

Init +17; Senses Perception +11

Languages Basic, Bothese, Durese, Huttese, Kel Dor, Shyriiwook (understand only)

Defenses Ref 22 (flat-footed 19), Fort 21, Will 24

hp 69; Threshold 21

Speed 6 squares

Melee unarmed +7 (1d4+4)

Ranged blaster pistol +10 (3d6+4)

Base Atk +7; Grp +7

Atk Options Devastating Attack (pistols)

Special Actions Battle Analysis, Coordinate +1, Deployment Tactics, Inspire Confidence

Abilities Str 11, Dex 17, Con 13, Int 15, Wis 14, Cha 16

Talents Battle Analysis, Coordinate +1, Deployment Tactics, Devastating Attack (pistols), Inspire Confidence

Feats Armor Proficiency (light), Armor Proficiency (medium), Linguist, Skill Focus (Initiative, Knowledge [tactics], Pilot), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +17, Knowledge (tactics) +16, Perception +11, Pilot +17, Treat Injury +11, Use Computer +11

Possessions blaster pistol, three code cylinders, datapad, Imperial uniform

Forral's Tactics

Captain Forral knows that the boarders will take the *Gallant* if they control the bridge, the engine room, or the ship's computer, so when the heroes begin boarding, he has the doors leading to the bridge and the aft portion of the ship sealed. He then stations the bulk of his available crew members to guard the computer room, and sends an astromech droid with them to download the ship's astrogational data, so that they can find their way home even if the ship's computer is destroyed.

Forral fights from the safety of the bridge, directing the crew and other officers to repel the heroes while watching the action on monitors (giving him line of sight for purposes of Battle Analysis, Coordinate, and Inspire Confidence). He uses Inspire Confidence to grant the crew a +1 morale bonus on attack rolls and skill checks until the end of the fight, then uses Coordinate every round to grant the crew an additional +1 bonus when they aid each other's attack rolls (for a total of +3). If the heroes split up, Forral uses Battle Analysis to determine which group is weaker (in terms of remaining hit points), and sends available crew to attack them.

The crew, meanwhile, trust the blast doors to keep the intruders off the bridge and out of the engine room, and instead defend the computer room to the death. To keep the intruders off balance, the crew on the port side use aid another to help the crew on the starboard side by shooting at the heroes from behind (possibly aided by Forral's Coordinate ability).

Treat junior officers as Imperial officers (see page 280 of the Saga Edition core rulebook) with a -4 penalty on their attack rolls and skill checks. Treat the rest of the crew as thugs (see page 284 of the Saga Edition core rulebook). All are armed with blaster pistols.

FEATURES OF THE AREA

The flight deck of the *Gallant* has the following features.

Illumination: The interior of the *Gallant* is brightly lit.

Cameras: The flight deck has cameras set up in all the gangways of the ship; these cameras can be monitored from the bridge or the computer room. The heroes can destroy these cameras (DR 1, hp 5) to prevent Captain Forral from using Battle Analysis, Coordinate, and Inspire Confidence for crew members who are not on the bridge.

Turbolift: If the heroes do not lock down the turbolift (DC 15 Use Computer check or DC 20 Mechanics check), reinforcements arrive from the turbolift at the rate of 4 crewmen every 4 rounds.

Bridge: The blast doors leading to the bridge have DR 15 and 80 hit points. The astromech droid here is waiting for a transmission from the astromech droid in the computer room.

Officers' Quarters: Each of these rooms is shared by two officers. The starboard-most cabin contains a medpac.

Captain's Quarters: These are Captain Forral's quarters. The officer in here carries a frag grenade and has strict orders to use it to destroy the computer room if it looks like the heroes are trying to steal data from the ship's computers.

Computer Room: The crew members here fight to the death to buy time for the astromech droid to download the astrogational data from the computers. It takes 10 rounds for the droid to complete this task, after which it attempts to take the data to the next deck down (even in the midst of a firefight) and relay it to the astromech droid on the bridge.

Officers' Galley: The galley contains a medpac, as well as 50 kg of quality food.

Refresher: Each refresher contains a medpac.

CONCLUSION

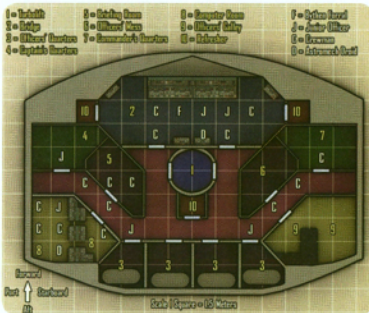
Once the heroes control either the bridge or the computer room, they can disable the *Gallant* with either a Use Computer check (adjusting the computer's attitude from hostile to helpful) or by severing the communication linkages (DC 10 Mechanics check; DR 1, hp 12).

Both of these methods can be undone by repairs, however, so the heroes' best strategy is to destroy the main computer entirely (DR 3, hp 80). However, even if they accomplish this, they must make certain that the astromech droid from the computer room does not survive.

If the heroes pull this off, they must then return to their ship and set the *Gallant* on a course deep into the uncharted areas of space between the Tapani Sector and the Ssi-ruuk Star Cluster (in whatever order they prefer).

If they use the *Gallant's* computer to set the course before they destroy it, they can then return to their ship, detach from the *Gallant*, and fly away (though they might still have to dodge attacks from the *Gallant's* turbolasers).

Alternatively, they can destroy the *Gallant's* computer, then use their own ship to "piggyback" the *Gallant* through hyperspace to a new destination, detach, then jump back into hyperspace to escape.



MINI-ADVENTURE #4: SNOW JOB

"Snow Job" is a mini-adventure designed for 6th-level heroes. It provides the heroes with an opportunity to run a confidence scheme against an ambitious Imperial Moff.

ADVENTURE OUTLINE

In the wake of the exposure of Bythen Forral as a Rebel sympathizer, Governor ZereX is able to take credit and parlay his sudden popularity into an appointment to the post of Imperial Moff of the Meridian Sector. To celebrate, ZereX invites several of his closest supporters—including the heroes—to a farewell dinner at his home on Ord Adinorr.

However, ZereX leaves one supporter off his list: Draba, the Hutt crime lord who had introduced ZereX to so many of his contacts in the criminal underworld. ZereX feels it would be inappropriate to be seen socializing with a known gangster, so he cuts off all relations with the powerful Hutt. Draba, however, has invested a great deal of money and resources into getting an Imperial Moff in her debt and she is not pleased at ZereX's sudden—but hardly unexpected—betrayal.

Knowing that the heroes are attending the party, Draba requests that they help her exact vengeance on the newly appointed Moff. Draba specifies that the heroes cannot harm ZereX or expose her connection to the Moff. In fact, if possible, the heroes should try to get leverage to use against ZereX, in case ZereX should ever again forget his obligation to Draba.

ORD ADINORR

Ord Adinorr is a world covered in snow and ice; snow falls on a daily basis, evaporating in the noonday sun only to condense and fall again overnight. The Humans who have settled there build their homes deep in the thick snow banks that blanket the planet, reinforcing them with plasteel. Most such homes are accessible only by tunnels connecting covered central courtyards, though a few of the wealthier inhabitants have built covered landing pads and docking bays through which they can come and go as they please.

The Moff's Estate

Moff ZereX's estate on Ord Adinorr is expansive, but he mainly stays in his mansion near the northern glacier fields. The upper level of his mansion extends twenty feet above the snowline, while the lower level is entirely covered in snow (with the exception of his private landing bay to the east). Aside from transparisteel windows on the upper level, the landing bay is the only entrance to the Moff's home.

FORMULATING THE PLAN

The heroes have just over two weeks to prepare for Moff ZereX's party at his home on Ord Adinorr. As invited guests, they do not need to use stealth or a ruse to get in, but if they are to get the better of the Moff without resorting to violence, they must plan ahead. Draba suggests that the heroes pull a confidence scam, playing to the Moff's ambitious and greedy nature.

This part of the adventure requires that the heroes formulate a plan to entrap Moff ZereX, and let him "buy" his way out by agreeing to honor his agreements with Draba the Hutt. Rather than putting together a plan for the heroes to follow, though, this section merely provides parameters for, and examples of, what might work best on ZereX.

The Hook

To truly pique Moff ZereX's interest, the heroes need a hook—something that ZereX would pay dearly for. This can be an item of value, or information that ZereX could use, but what ZereX values most is his career. If the heroes can convince him that they know of something that could further his career, he would be especially eager to discuss it with them.

For example, the heroes could claim to know of an exploitable weakness on the part of a rival official, or of a political blunder about to be made by another Moff. Either of these ideas, or something along those lines, would intrigue ZereX enough to make him willing to hear what the heroes have to say.

To accomplish this, the heroes must make a Deception check opposed by the Moff's Will Defense (see page 182 for ZereX's statistics). If they can convince him that their information is accurate and that no one else is in a position to exploit it, ZereX takes a few minutes of his time to hear them out.

The Pull

Once the heroes have Zerex's interest and attention, they must make him feel as though their information is worth virtually any price. However, they cannot say so themselves; Zerex must arrive at that conclusion himself. Therefore, the heroes must give Zerex the impression that the opportunity they present will not last forever because others who might be in a position to exploit the information will become aware of it.

The best way for the heroes to do this is to spread rumors among the guests at Zerex's party—and as ingeniously as possible, so that no one feels that they have been fed false information. The heroes can make a Deception check against any party guest, opposed by the target's Will Defense, to both convey the rumor and to convince the target that he or she had previously heard the rumor from another source. A successful use of an appropriate Knowledge skill (such as bureaucracy, social sciences, or perhaps technology, depending on the rumor) adds a +2 circumstance bonus to the heroes' Deception checks.



Convincing Moff Zerex that he needs this information as soon as possible requires a Deception check against his Will Defense. For each successful Deception check the heroes make to spread the rumor, they gain a +1 bonus on their Deception check against Zerex.

The Sting

Assuming Zerex takes the bait and offers the heroes money or some other commodity (such as using his position as Moff to grant them a favor), the heroes must see to it that the details of the Moff's offer are recorded somehow. A hidden audio, video, or holo recorder is sufficient, though hiding it in the Moff's house, in the location where the Moff makes the offer, might be tricky. To successfully plant such an item in any given room, the heroes must make a successful Stealth check, opposed by both Zerex's Perception and Meren Siefel's. They gain a +5 bonus on their skill check due to the recorder's size.

Once they have a recording of Zerex offering a bribe, they merely have to deliver it to Draba.

GETTING CAUGHT

Moff Zerex is no fool. He knows his guests well, and, if they suspect something is amiss, so does he. For every Deception check against the guests that the heroes fail by 5 or more, Zerex's Will Defense against Deception checks increases by 2. If the heroes then fail a Deception check against Zerex by 11 or more, he guesses that they are trying to swindle him somehow.

If the heroes slip up, Zerex sends his head of security, Meren Siefel, to find out what they are up to, and on whose behalf. Siefel is a slight female and not good at intimidating others, so if a hero does not immediately confess, she takes him to the landing pad, ties him to a stanchion, and opens the landing pad doors to the freezing cold. She returns in 2 hours to see if the hero is any more cooperative, and every 2 hours thereafter, until he confesses. If the hero does not confess by the end of the party, she sends for Imperial troops stationed on Ord Adinnor to come and arrest the hero on a trumped-up charge.

If the situation gets out of hand—such as a fight breaking out—the heroes might have to flee Zerex's home.

ENCOUNTER: WHEN ALL ELSE FAILS

Challenge Level 6

This encounter serves as the climax of "Snow Job," the mini-adventure introduced on the previous two pages.

Although "Snow Job" revolves around social interactions, the heroes might plan for a little violence—instigated by themselves or by Moff Zerex—or they might just find that their blackmail scam does not work, and the Moff takes umbrage. In either case, if the party turns ugly, the Gamemaster can use the accompanying map and strategy information to run the encounter.

Alternatively, if the heroes' plot hinges on talking to various party guests privately, the Gamemaster can use the map and the schedule to keep track of where various supporting characters are at any given point.

READ-ALoud TEXT

If the heroes' confidence scam escalates to an altercation, Moff Zerex wastes no time ejecting them from his party. If he cannot do it alone, he summons Meren Siefel, his security specialist, to deal with the problem.

Because this scene can occur anywhere, and the heroes' actions beforehand can drastically change the setup, the Gamemaster should be prepared to adjust the read-aloud text below.

Moff Zerex's eyes narrow, and he bellows, "Siefel! What am I paying you for?" Then he dives behind his heavy desk.

THE GUEST LIST

In addition to the heroes, the Moff's guest list includes:

Gredlin Zel (GZ): Owner of ZelFlight, a starship engineering firm with an Imperial contract secured by Moff Zerex (Human nonheroic 4).

Brukt Klais (BK): A banker (Muun nonheroic 3) with whom the Moff has heavily invested.

Admiral Borne Lorax (BL): An Imperial officer and supporter of the Moff since he was governor of Ord Adinnor. (See page 280 of the Saga Edition core rulebook for statistics.)

Meren Siefel (MS): An assassin who has performed a few killings for Zerex, and is serving as security for the party. (See page 282 of the Saga Edition core rulebook for statistics.)

Klorma Drail (KD): A young Holo-starlet and Zerex's mistress (Human nonheroic 1).

Captain Piedell (P): An Imperial officer assigned to Moff Zerex as an administrative assistant. (See page 280 of the Saga Edition core rulebook for statistics.)

The Vortices (V): A trio of musicians (Bith nonheroic 2) hired to play at the party. (See page 26 of *Threats of the Galaxy* for Bith statistics.)

Snowtroopers (S): There are 10 snowtroopers assigned by Captain Piedell to patrol the grounds and to guard sensitive areas of the Moff's home. Of those not indicated on the map, two stand guard in the landing pad, and the rest walk the perimeter of the estate. (Use the stormtrooper statistics on page 279 of the Saga Edition core rulebook for the snowtroopers.)

Servants (C,D): The mansion servants include two Humans (nonheroic 1) and a quartet of protocol droids. (See page 198 of the Saga Edition core rulebook for protocol droid statistics.) The humans are marked "C" on the map, and the droids are marked "D" on the map.

Zerex's Tactics

Zerex most likely begins in the library, in the space marked "Z" on the map. Once a fight starts, Zerex's primary goal is to stay alive. He takes cover behind the most solid object available and draws his hold-out blaster, though he uses it only if he is obviously being threatened.

If at all possible, Zerex heads for the master suite and locks the door. If he is cut off, however, he makes for his landing pad, where he boards his private shuttle.

Siefel's Tactics

Siefel uses Rapid Strike and Sneak Attack to deal as much damage as possible with his vibroblade. If the heroes use ranged weapons, he happily pulls his hold-out blaster and fires back, taking advantage of the close quarters to use Point Blank Shot at every opportunity. If he has time, he moves to the Bedroom on the top floor, where he has stashed his blaster rifle, vibrodagger, and utility belt in the closet, then returns to the fight.

Captain Piedell's Tactics

Captain Piedell largely spends the fight directing the snowtroopers using Born Leader and Coordinate. If he is present when a snowtrooper could take good advantage of an extra standard action, he gives up his own to use Trust. He can also grant this ability to Meren Siefel.

Snowtrooper's Tactics

The snowtroopers attempt to stun anyone who is threatening Moff Zerex, Admiral Lorax, or Captain Piedell—though they have no compunctions about using lethal force if the situation warrants. The snowtroopers are armed only with blaster pistols (already set on stun).

Admiral Lorax's Tactics

Admiral Lorax is getting on in years. He would like to die in his bed, and he is not armed, so he mainly takes cover during the fight. However, if any snowtroopers in his line of sight are not gaining the benefit of Captain Piedell's Born Leader or Coordinate talents, Lorax uses his own talents to help those snowtroopers.

If Captain Piedell is in Lorax's line of sight, Lorax uses his own Trust ability to grant the captain an extra standard action (assuming it would not be more efficient to just use Trust on one of the snowtroopers).

The Guests' Tactics

The other guests are not interested in fighting. They look for cover or exit the room as quickly as possible. Any protocol droids in the room during a fight attempt to restore calm—at least, until they are attacked, at which point they leave as well.

FEATURES OF THE AREA

Moff Zere's home has the following features.

Illumination: Any area occupied by a character is well lit, unless otherwise noted. The entry is also well lit.

Doors: The doors to the bedroom and the master suite also have strong locks (DC 25 Mechanics check; DR 5, hp 30). The doors from the laundry to the study, from the laundry to the landing pad, and from the entry to the landing pad, are somewhat more secure (DC 30 Mechanics check; DR 6, hp 50).

Windows: The only windows in Moff Zere's home are on the upper level, in the bedroom and the drawing room. Both of these large windows are made of extremely strong transparisteel (DR 5, 30 hp).

Study: Captain Piedell is using the study as a command center for the party, assisting Siefel with the security by monitoring the areas that lead to the outside of the house (the entry, the laundry, and the landing pad).

Dining Room: The dining room is lit by candles, giving it only shadowy illumination.

Library: Moff Zere uses the library for private conversations during the party, during which he dismisses the snowtrooper. (The snowtrooper stands in the doorway in the dining room at these times.)

Drawing Room: The drawing room is dimly lit, giving it only shadowy illumination.

Bedroom: The bedroom is dimly lit, giving it only shadowy illumination. When Klorma Draill is not present, however, the room is unlit.

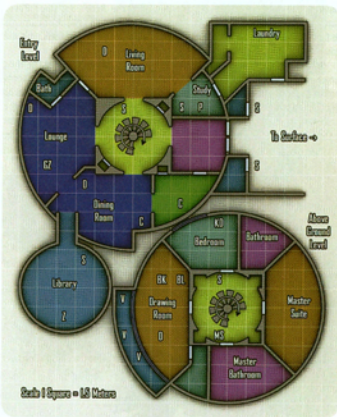
Master Suite: Moff Zere's bedroom is not lit during the party.

Laundry: If the heroes want to cut the power to the Moff's home for any reason, they can do it from here with a successful DC 20 Mechanics check (or just by destroying the conduit panel, if they do not feel the need to be subtle).

CONCLUSION

If the heroes get into a battle in the Moff's home, their plan likely fails—particularly if they battle with Zere. They must make a Persuasion check against Zere's Will Defense to be allowed to remain at the party. Zere begins at unfriendly (or hostile if they fought with him), and if the heroes cannot restore his attitude to friendly or better, he demands that they leave.

If the heroes catch Zere in a compromising position and successfully deliver the recording to Draba, Zere is most displeased. He sees to it that the heroes are exposed for any past crimes he knows about (for example, any he hired them to do but which cannot be directly traced back to him) and arranges for them to be declared wanted criminals. His ultimate goal is to have them sent to the spice mines of Kessel, where he hopes they suffer long and hard before finally expiring.



MINI-ADVENTURE #5: BREAKING AND ENTERING

"Breaking and Entering" is a mini-adventure designed for 8th-level heroes. It presents the heroes with a classic burglary scenario in which they have to get past alarms, security guards, and a locked safe—and then get back out again.

ADVENTURE OUTLINE

A Hutt crime lord named Draba contacts the heroes about some valuable documents that she would like stolen from an Imperial bureaucrat named Narp Pilyev, who himself "appropriated" them from the Imperial Navy. These confidential documents are worth millions to the Rebellion; since Pilyev cannot contact the Rebel Alliance himself, he is trying to sell the documents to Draba. His asking price is a bit steep, though, so Draba just feels that she could acquire them more cheaply through burglary.

Draba tells the heroes that Narp Pilyev lives on Coruscant, and the Hutt suspects that Pilyev is keeping the documents hidden somewhere in his penthouse apartment, in a part of Coruscant popular with middle-level Imperial officials. Unfortunately, she does not know this for sure, and she needs the heroes to locate the documents—and quickly. Pilyev has stated plainly that if Draba is not willing to meet his price within five days, he is going to offer them to another buyer. Draba can keep Pilyev on the hook for a while, but she needs the heroes to complete the job before that deadline.

Pilyev's penthouse has a high level of security, including alarms, droids, and private security guards. Although the heroes can probably just storm the place, blow open the safe, grab the documents, and disappear into the depths of Coruscant before the police arrive, Draba needs them to be more subtle. Draba does not want Pilyev to discover the theft until he opens his safe to remove the documents. She is so adamant that the heroes handle this burglary delicately, in fact, that she says that if Pilyev ever connects the theft to her, she will put a high price indeed on the heroes' heads.

If the heroes can pull off this job in the next five days, Draba agrees to pay them 250,000 credits.

RESEARCHING THE JOB

To successfully steal the documents, the heroes need to know everything possible about Pilyev and his penthouse—particularly, exactly when the place is least occupied, and exactly where the safe is—and so they have to do a little research. The specific elements of the job are detailed below.

Surveilling the Penthouse

To determine the best time to enter the penthouse, the heroes need to watch it for a few days, until they have a solid idea of Narp Pilyev's schedule and habits. The heroes can rent an apartment with a view of Pilyev's home for 1,000 credits per day (it is a well-off neighborhood, after all), allowing them to make two DC 20 Perception checks for each day of surveillance. (They gain a +2 circumstance bonus on their Perception checks if they rent an additional apartment with a view of the other side of the penthouse.) After five successful checks, the heroes can determine the optimal time to enter the penthouse, when Pilyev should be gone for 2 hours. (However, see "Conclusion" on page 179 for more information.)

Alternatively, the heroes can arrange an emergency that gets Pilyev out of his penthouse long enough for them to steal the documents. However, if this emergency threatens the penthouse itself (such as a false fire alarm), Pilyev takes the documents with him. If this isn't possible, he checks on them as soon as he returns.

The Floor Plan

Obtaining a floor plan is not crucial, but it can help. If the heroes make a successful Gather Information check (DC 25, plus 5,000 credits in bribes) or if they make a successful DC 25 Perception check while surveilling the house (see above), draw the floor plan for the heroes well before the encounter begins.

If the heroes succeed on either of these checks by 5 or more, tell them about the alarms on the external doors (but not the one on the safe).

SECURITY SYSTEMS

Pilyev has been a bit more paranoid about home security since he pilfered the confidential document, so he has installed more complex locks throughout his home. All external doors and the door to the master bedroom require a DC 25 Mechanics check to disable; all other internal doors require a DC 20 Mechanics check to open. (Remember that attempting to leave no trace increases the DC by 5.)

Additionally, all the external doors are equipped with alarms. If the heroes fail a Mechanics check to open a door, a silent alarm alerts the guards in the security center, who notify the police before responding themselves. Pilyev's safe is likewise equipped with an alarm.

The heroes can detect and disable these alarms before attempting to open the door. The heroes can find an alarm mechanism with a DC 25 Perception check and disarm it with a DC 25 Mechanics check.

Guards

Pilyev has hired two full-time private security guards since he approached Draba. These two monitor the penthouse from the security center, primarily watching the front door (and part of the garden) and the veranda outside the master bedroom. One of the guards patrols the house—moving clockwise through the rooms—every fifteen minutes. The guard moves at half speed, entering each room except the master bedroom (where he checks the lock on the door).

Treat the two security guards as security officers (page 122) armed with subrepeating blasters (page 50).

Droids

Pilyev also has two IG-100 series MagnaGuard droids walking continuous clockwise patrols along the paths indicated on the map (at a speed of 3 squares per round). They pause for one round to scan their surroundings at the points indicated on the paths. If a droid detects an intruder, it alerts the guards and attacks.

The heroes can learn the routes and schedules of the guards and the droids with a successful Gather Information check (DC 25, plus 5,000 credits in bribes), or if they make a successful DC 25 Perception check while surveilling the house (see above).

THE SAFE

The heroes can learn the rough location of the safe (in the master bedroom) with a successful Gather Information check (DC 30, plus 5,000 credits in bribes), or if they make a successful DC 30 Perception check while surveilling the house (see above). If the heroes succeed on the Gather Information check by 5 or more, or succeed in entering the house while Pilyev is accessing the safe, they can learn the safe's exact location: behind a false section of wall in the master bedroom.

Pilyev changes the safe's combination whenever the mood strikes him, so the heroes must either break the safe open or figure out the passcode based on the hint he left himself (see the description of the sitting room in "Features of the Area" on page 179).

THE GET-AWAY

The hardest part of any burglary is getting away with the goods. The heroes have two obvious options, though the Gamemaster should be prepared for any other option the heroes devise.

Exfiltration: The heroes can try to avoid the security measures and exit the way they came in. This has the advantage of allowing them to reset any disabled alarms as they depart.

Dust-Off: The heroes can arrange to have someone in an airspeeder pick them up, either on the landing pad, or off the veranda. In either case, they need to avoid the MagnaGuards as well as sneak past the security cameras (see "Guards" above).



ENCOUNTER: THE HOUSE OF PILYEV

Challenge Level 8

This encounter serves as the climax of "Breaking and Entering," the mini-adventure introduced on the previous two pages.

When the heroes arrive at Narp Pilyev's penthouse, one security guard is in the security center, and the other is in the living room (watching a Podrace telecast). The IG-100 Series MagnaGuard outside is at the position indicated on the map, moving toward the landing pad; the MagnaGuard inside is just leaving the sitting room.

The heroes might begin anywhere on the map, provided it is outside the actual penthouse (on the veranda or landing pad), unless they have arranged to get inside the penthouse somehow (by using disguises, for example).

READ-ALoud TEXT

When the heroes arrive at the penthouse, but before they enter, give them a quick overview of the current positions of the guards and droids.

Outside the penthouse, one of the IG-100 MagnaGuard droids is slowly walking from the veranda toward the empty landing pad. Light is coming from the inside of the building: Someone is in a small, well-lit room at the back of the house, and a large viewscreen appears to be displaying rapidly moving images in a large room opposite the garden.

If the heroes have a floor plan of the penthouse, they can identify these rooms as the security center and living room, respectively. Further, if they have line of sight to the sitting room or dining room, they can make a DC 25 Perception check to notice the MagnaGuard passing between the two rooms, en route to the front hallway. Another Perception check at the same DC reveals the security guard in the living room.

Statistics for the IG-100 Series MagnaGuard appear on pages 201–202 of the Saga Edition core rulebook. For the security guards, use the security officer statistics on page 122.

FEATURES OF THE AREA

Pilyev's penthouse has the following features.

Illumination: If the heroes enter the penthouse at night, only the security center is well lit. Every other room is dark, but some light filters in from the city outside (providing shadowy illumination). The living room is also well lit while the security guard is inside watching the podrace; otherwise, it has shadowy illumination as well.

Windows: The windows of Pilyev's home are made of durable transparistrel. They have DR 5 and 30 hit points.

Cameras: The cameras in the penthouse are mounted 2 meters high on the walls and cover a 90-degree arc, radiating out from the point indicated on the map. For example, the camera outside the living room scans the hallway leading to the front door; the one outside the master bedroom scans the veranda, but the area outside bedroom 2 and bedroom 3 is out of its line of sight. All the cameras have lenses that provide them with low-light vision.

Sitting Room: Narp Pilyev uses this room as his study (having few guests to entertain). The walls are lined with shelves of old-fashioned filmspiast books. On a small lectern is a book of Imperial trade regulations (Pilyev's field of expertise), open to a rule regarding the disposition of animals other than livestock transported from inside Hutt Space without a license. This is not negligence on Pilyev's part; the reference number of this regulation (Section 919.88.101) is the current combination to Pilyev's safe. Allow the heroes to make a DC 30 Perception check to notice that there is something unusual about this one page being so prominently displayed. If the heroes do not think to note the reference number and cannot return to this room to check, allow the heroes to make a DC 30 Knowledge (bureaucracy) check to recall the number.

Security Center: One of the two security guards sits in here, monitoring the security cameras. A transceiver on the desk allows the security guards to contact the Coruscant police as two swift actions. Every 15 minutes, this guard goes to the living room to scold the other guard for not conducting his patrol on schedule. For 1d4+1 minutes during this time, he is not paying attention to the monitors.

Living Room: The other security guard is here watching a Podrace telecast. As a result, this guard patrols the house every 1d6+15 minutes (rather than every 15 minutes).

Garden: The garden provides abundant hiding places, though the camera in the corner still has a good view of the fountain and the front hallway. Between the foliage and the noise the fountain makes, Stealth checks here gain a +2 circumstance bonus. Entering the penthouse through the garden, however, leaves footprints on the carpets inside.

FEATURES OF THE AREA CON'D

Master Bedroom: Locating the false wall that conceals the safe requires a DC 20 Perception check. A successful DC 15 Mechanics check reveals the safe and its passcode entry pad.

Safe: Opening the safe without the passcode requires a DC 40 Mechanics check, or the heroes can destroy the safe door (DR 10, hp 120)—though the latter act also destroys the document inside. If the heroes have not disarmed the alarm, opening the safe without the passcode sets it off, alerting the security guards and the MagnaGuard droid inside the penthouse.



CONCLUSION

The heroes have no way of knowing this when they go in, but Narp Pilyev has altered his schedule tonight, and returns home in 90 minutes instead of two hours. For each success fewer than 5 the heroes achieved on their surveillance (see "Surveilling the Penthouse" on page 176), deduct 10 minutes from this time. So, for example, if they achieved only two successes, Pilyev returns after 60 minutes; even if they got at least five successes, Pilyev still arrives at his penthouse after only 90 minutes.

Should Pilyev return while the heroes are still in his home, he checks in with the security guards. Discovering that one is watching sports instead of guarding his house, Pilyev spends one minute berating the negligent guard, after which he goes to check his safe. The heroes have about two minutes, all told, before Pilyev reaches the master bedroom. If Pilyev catches the heroes anywhere in the house, he alerts the guards (though he makes a grab for the documents, if the heroes plainly have them). Treat Narp Pilyev as an unarmed Imperial officer (see page 284 of the Saga Edition core rulebook for statistics).

If the security guards or the droids catch the heroes in the house at any point, they attack. One guard runs to the security center as soon as possible to summon the Coruscant police (treat as security officers, page 122), who arrive thirty rounds later.

To avoid alerting Narp Pilyev that he has been robbed, the heroes need to erase the evidence of their presence. Allow them to make Stealth checks, opposed by the Perception checks of the security guards and droids, to hide any signs of their presence. The Gamemaster should determine how many such signs exist, and where they are located. Examples might include footprints on the carpet, disabled security cameras, carbon scoring on the walls, and so forth.

Things are substantially more difficult if the heroes get into a fight with either the droids or the guards. Assuming they do not stun the guards or use ion weapons on the MagnaGuards, they might have bodies to dispose of—which definitely tips off Pilyev that he should check his safe right away. If the heroes stun the guards and avoid the droids, they can make a Deception check against the guards' Will Defense, to convince the guards that they dozed off. This is a moderate deception, or a major deception if the heroes do not move the guards in such a way as to suggest this possibility.

MINI-ADVENTURE #6: THE BIG HIT

"The Big Hit" is a mini-adventure designed for 8th-level heroes. It makes killers of the heroes as they strive to assassinate an ambitious Imperial Moff before he becomes a Grand Moff.

ADVENTURE OUTLINE

Draba the Hutt has had numerous mutually lucrative business arrangements with Moff Zerex, but she has learned that the Moff has plans to "crack down" on racketeering once he becomes a Grand Moff. This could be just a politician's empty promise, except for the fact that Draba knows that Zerex himself is a racketeer, hiding behind a "law and order" political image while simultaneously using his political connections to conduct his illegal business. As a Grand Moff, he will be able to threaten Draba—if not have her arrested—and the Hutt cannot allow that to happen. She offers the heroes 50,000 credits to assassinate Zerex before he can become a Grand Moff.

SETTING UP THE HIT

To pull off the assassination of an Imperial Moff, the heroes must learn where Zerex is going to be, at what time, and what kind of protection he is likely to have. They are also going to need an exit strategy whether they succeed or fail.

Zerex is an elderly, if still mostly vital, Human male, with a thin mustache and a receding hairline that leaves him with a widow's peak. He wears an Imperial uniform, the left breast resplendent with rank insignia.

Tracking the Moff

Locating Moff Zerex is never difficult—he is a public figure, after all—but knowing in advance where he's going to be is a bit trickier. The heroes can make a DC 25 Gather Information check (with 5,000 credits worth of bribes per check) to learn what his schedule is leading up to the inauguration.

Once they have this data, the heroes can make a DC 15 Knowledge (tactics) check to determine that, between now and the inauguration, the Moff is going to be deep inside highly secure Imperial military installations for the next several days. Then, Zerex flies to Borleias for the ceremony. He arrives the day before and stays overnight at the luxurious Royal Hotel.

Casing the Royal Hotel

The Royal Hotel caters to the ultra-rich—Imperial luminaries in particular. The owners of the Royal pride themselves on two facts: the hotel's picturesque location on a beautiful, sunset-facing beach, and the hotel's tight security.

The climate on Borleias being what it is, the hotel does not bother with external doors; anyone can walk right into the lobby. The interior has doors on offices, closets, and, of course, guest rooms, all of which require a code cylinder to open (DC 25 Mechanics check; DR 5, hp 20).

The heroes can make a DC 20 Gather Information check (plus 2,000 credits in bribes) to get a copy of the hotel's floor plan, including the areas that are normally restricted to employees only. Alternatively, the heroes can physically reconnoiter the hotel; a successful DC 15 Perception check gives them a good idea of where the entrances and exits are. In either case, if the heroes have obtained a floor plan, draw the map for the heroes well before the encounter begins. If the heroes have a copy of the floor plan that includes the employees-only sections, they gain a +2 circumstance bonus on Knowledge (tactics) and Stealth checks that involve using those sections.

Should the heroes fail the Gather Information check by 5 or more, or if they attempt to enter restricted areas during their physical reconnaissance, they are approached by hotel security (two officers for each hero involved), who attempt to take them into custody in a windowless conference room in the bowels of the hotel. The security chief questions the heroes on who they are, whether they are natives of Borleias, the reasons for their interest in the hotel, and so on—all while his subordinates verify the heroes' identities (and check for criminal or anti-Empire histories) on the HoloNet. The heroes must defeat the security chief with a Deception check against the chief's Will Defense to avoid arrest by Imperial authorities. If the heroes succeed but do not beat the chief's Will Defense by 5 or more, he has them banned from the Royal Hotel instead of having them arrested. If the heroes were carrying no suspicious equipment (such as unlicensed equipment or any weapons) and did not resist, this is a simple deception (+5 on Deception checks); otherwise, it is at least a moderate deception, or difficult (–5 on Deception checks) if carrying any unlicensed or illegal equipment.

Treat hotel security guards as security officers (page 122) and the security chief as an inspector (page 123).

GETTING ON SITE

Although the heroes can easily get onto the grounds of the Royal Hotel at nearly any time before the arrival of Moff Zerex, if they try to get into the hotel (or even within 500 meters of it) on the day of the Moff's arrival, they must avoid a platoon of stormtroopers. If the heroes try to enter the hotel by any entrance other than the lobby, they must bypass (or overcome) two stormtroopers. Should they try to enter through the lobby, they have at least twenty stormtroopers outside the hotel, and another twenty stationed around the lobby (see the map on page 183).

Registered Guests

The heroes can book rooms at the Royal Hotel, but if their stay includes either of the two days Zerex will be visiting, they will be quietly investigated by the Imperial officer leading the platoon assigned to Moff Zerex. If this background check turns up any irregularities, the heroes are allowed to stay right up until the morning of the Moff's arrival—at which point they are awakened before sunrise and informed by hotel security that they are no longer welcome at the Royal Hotel. They are allowed to dress and gather their belongings (under the watchful eye of the security guards), but, while the hotel staff apologizes perfunctorily for the inconvenience, under no circumstances does the Royal Hotel allow the heroes to stay longer than another half an hour.

Hired Help

Another option is for the heroes to take jobs at the Royal Hotel. Employment there also requires a background check—particularly with the Moff's impending visit—and, if the heroes do not pass, the heroes are neither hired nor allowed on hotel premises again.

GETTING OUT AGAIN

If the heroes perform the actual assassination from inside the Royal Hotel, they might have to fight their way out—though a good Deception or Stealth check can get them outside without striking a single blow. The heroes have a few options, though the Gamemaster should be prepared for any other plan the heroes devise.

Diversion: The heroes can activate a fire alarm to create panic and confusion and provide them with cover for escaping the building. If the Moff is alive at this time, he will be rushed to a waiting landspeeder—an excellent opportunity to take him out.

Hiding: If the heroes have successfully cased the Royal Hotel, they gain a +2 circumstance bonus on Stealth checks to avoid the inevitable search for the Moff's assassin. If the heroes were able to access the restricted access areas, the circumstance bonus increases to +4.

Flight: The heroes can also stage a rapid "hit-and-run" tactic on the Moff, killing him as quickly as possible and then running. If the heroes have successfully cased the hotel, they gain a +2 circumstance bonus on any Initiative checks they must make when confronted by stormtroopers guarding the exits.

Sniping: If the heroes decide the hotel is too secure, they might decide to attack the Moff when he first arrives and exits his landspeeder. A DC 25 Stealth check gets the heroes within 200 squares (long range for a rifle), and a DC 25 Perception check is needed to identify the Moff at that range (assuming they use electrobinoculars or a targeting scope). The Moff will have cover and concealment due to the stormtroopers around him, and the heroes will have only two full rounds before the Moff is rushed to safety.



ENCOUNTER: KILLING TIME

Challenge Level 8

This encounter serves as the climax of "The Big Hit," the mini-adventure introduced on the previous two pages.

This encounter assumes that the heroes stage their attack on Moff Zerex in the lobby of the Royal Hotel—when he is at his most vulnerable. If the heroes set up their attack anywhere else, the Gamemaster will have to improvise the map and the setup, though the majority of the particulars remain the same.

The heroes can arrange to be anywhere in the lobby or outside the lobby (allowing them to come in by one of the entrances). Moff Zerex (Z) begins in the position indicated, along with his Imperial officer aide (I), stormtrooper bodyguards (S), and the manager of the Royal Hotel (M). Hotel staff (C) and hotel security officers (O) are also indicated on the map.

READ-ALoud TEXT

After Moff Zerex exits his landspeeder and walks to the hotel—between two rows of stormtroopers standing at attention—he stops at the head of the stairs, where the Royal Hotel's manager is waiting to greet him.

Moff Zerex comes to a halt at the head of the steps leading up from the beachfront road to the hotel's main entrance. A distinguished-looking man—the hotel's manager—extends his hand in a warm greeting, and the two men pause to chat. The manager gestures, clearly pointing out the Royal Hotel's features and amenities, and Zerex smiles as though he's interested.

Assuming the heroes do not act immediately, the manager accompanies Zerex inside.

After a few minutes of admiring the view and making small talk, Moff Zerex and the hotel manager turn and enter the hotel lobby, heading for the central rotunda.

MOFF ZEREX

Zerex began his career as an Imperial supply officer and parlayed that into a career of crime, including spice-smuggling, gambling, and numerous other vices. He realized that he could make much more money—legally, at that—pursuing a career in politics instead, and, after a few years, found himself appointed governor of Ord Adinnor. However, it was not long before he decided that he could make even more money, and work less, if he were a Moff, and so began using his contacts—both criminal and legitimate—to put himself in a position to be appointed to the post when the Meridian Sector's previous Moff "decided" to retire early. Never satisfied with power, Zerex soon set his sights on the rank of Grand Moff, and, after only a few months, his dream is coming true.

Moff Zerex (Z)

Medium Human nonheroic 4/noble 4/crime lord 2
Destiny 1; Force 4; Dark Side 11; Strong in the Force
Init +5; Senses Perception +12
Languages Basic, Bothesse, High Galactic, Huttese

Defenses Reflex 19 (flat-footed 19), Fortitude 17, Will 23; command cover +1, Inspire Fear II
hp 33; Threshold 22

Speed 6 squares
Melee unarmed +6 (1d4+2)
Ranged sporting blaster +7 (3d4+3)
Base Atk +7; Grp +7
Special Actions Impulsive Flight

Abilities Str 8, Dex 11, Con 10, Int 17, Wis 15, Cha 18
Talents Connections, Inspire Fear I, Inspire Fear II, Wealth
Feats Improved Defenses, Improved Damage Threshold, Impulsive Flight, Skill Focus (Deception), Gather Information, Knowledge (bureaucracy), Knowledge (social sciences), Persuasion, Skill Training (Knowledge [social sciences]), Strong in the Force, Weapon Proficiency (pistols)
Skills Deception +19, Gather Information +19, Knowledge (bureaucracy) +18, Knowledge (social sciences) +18, Perception +12, Persuasion +19
Possessions sporting blaster, comlink (encrypted), code cylinders, credit chip

Zerex's Tactics

Zerex lets his stormtroopers coordinate his escape from the assassination attempt, though, if given an opportunity, he draws his sporting blaster and puts up a fight.

CL 7

Stormtrooper Tactics

Once anything out of the ordinary occurs, the stormtroopers try to accomplish two goals. First, every stormtrooper within 6 squares of Moff Zerec rushes to his side, to get in the way of attacks (and allowing him to take advantage of his Command Cover ability). They then rush him away from the scene as quickly as possible (see "Conclusion"). Second, at least two stormtroopers cover each exit, allowing no one in or out.

If the stormtroopers see anyone armed with a weapon, either before or after the assassination attempt, they open fire.

CONCLUSION

If the heroes attempt to assassinate Moff Zerec and fail, his Imperial stormtrooper bodyguards rush him out of the Royal Hotel in a landspeeder, into a heavily guarded Imperial research facility about 80 kilometers away, then off Borleias aboard an Imperial Assault Shuttle, and from there to Coruscant, where he is inaugurated the next day.

Should the heroes succeed in killing Moff Zerec, however, and escape of the Royal Hotel without being arrested or killed by the stormtroopers, they still have to flee Borleias before the investigation into the Moff's death leads the Empire to their doorstep. Leaving immediately attracts attention, and two TIE fighter squadrons lift off and pursue the heroes until they enter hyperspace. Even though their main job is to bring the heroes back to the planet surface (and into custody), they are content to blow the heroes out of the sky—or, failing that, to at least transmit the transponder codes from the heroes' ship back to their base, so that the Empire knows who to look for later.

On the other hand, the heroes can lay low on Borleias for a few days until the heat is off, then depart as normal, without attracting too much suspicion. When the heroes do attempt to leave, they are questioned by customs officers (treat as Inspectors, page 123) stationed at every spaceport and docking bay (along with a squad of 10 stormtroopers). The heroes' Deception check must beat the officer's Will Defense; if the check fails, the stormtroopers attempt to arrest the heroes—using lethal force, if necessary. The heroes gain a +2 circumstance bonus on their Deception check if they were not physically nearby during the Moff's assassination (for example, if they shot him with a sniper rifle, or if they planted a bomb in the hotel lobby); this bonus increases to +4 if the heroes assassinated Moff Zerec using a subtle method (such as poison).

However, for each day that the heroes tarry on Borleias, make a Gather Information check for the inspectors investigating the Moff's death. The base skill modifier for this check is +13, but the inspector takes a -2 penalty on his check if the heroes were not on site for the assassination, or a -4 penalty if the heroes used a subtle method.

With a Gather Information check result of 20 or more, the inspectors decide that the heroes are suspects. With a second Gather Information check against DC 25, the inspectors locate the heroes on Borleias and swoop in with three squads of stormtroopers to arrest them.

FEATURES OF THE AREA

The lobby of the Royal Hotel has the following features.

Illumination: The lobby is brightly lit, even at night.

Reception/Concierge Desk: Both provide cover to characters behind them. If the stormtroopers cannot get Zerec out of the building for some reason, they move him into the office behind Reception.

Turbolifts: Calling a turbolift requires 2d6+2 rounds, unless a character is holding the elevator.

Plants: Plants in the lobby provide concealment.

1 square = 15 meters



MINI-ADVENTURE #7: ESCAPE OR DIE

"Escape or Die" is a mini-adventure designed for 10th-level heroes. It details what happens when the heroes are convicted and sent to the spice mines of Kessel—and gives them a slim chance to get out.

ADVENTURE OUTLINE

The law has finally caught up to the heroes, and they have been sentenced to years of hard labor in the spice mines of Kessel. The work is grueling, and the conditions intense—and things are not improved by the fact that one of the other prisoners, an Ubese bounty hunter named Solvek, has a history with the heroes, and does his best to make their lives miserable . . . if not get them killed.

This adventure begins with the heroes already on Kessel, though the Game-master might wish to set up the events that led to their incarceration.

CONDITIONS ON KESSEL

Kessel is a harsh world with little breathable air aside from that provided by the atmosphere factories on the surface; a breath mask is required to travel anywhere on the surface. Ancient ruins and tombs—believed to be of Sith origin—dot the landscape, though most have long since been looted of anything valuable. The planetoid has virtually no indigenous lifeforms, the major exceptions being a species of skeletal, avian beasts that occasionally attack prisoners who stay out in the open for too long—and the spice spiders that live in the mines, creating glitterstim spice.

In the Cells

The unfortunate criminals who are sent Kessel spend most of their time in the mines, but when they are off shift, they eat and sleep in barracks located about 10 meters below the surface. Each cell block houses up to 200 inmates, gathered together into one large room. The only separation between prisoners is along species lines: the Humans stay out of the Gands' part of the barracks, the Gands stay out of the Devaronians' area, the Devaronians stay out of the Wookiees' turf, and so on. Crossing into another species' territory is asking for a brutal beating, at the very least.

Prisoners on Kessel are not supposed to be armed, but most prisoners have at least a makeshift knife kept in or near their bunk (and definitely within reach while sleeping). These weapons appear when a prisoner has been marked for death by other prisoners, disappearing again with the help of the attacker's comrades.

Treat other inmates as thugs, Rebel troopers, elite Rebel troopers, and assassins (see Chapter 17 of the Saga Edition core rulebook for statistics). These inmates are armed only with knives.

Inside the Mines

Kessel's glitterstim mines consist of a network of small, dark, and stifling tunnels that extend for miles beneath the surface, including several sublevels, connected by grimy industrial turbolifts. The tunnels are only about 2 squares wide, extending to 4 squares at intersections. The atmosphere is slightly toxic: Every hour that a character without a breath mask is exposed to it (which includes virtually all the miners), make an attack roll (1d20+1) against that character's Fortitude Defense. If the attack succeeds, the character takes 1d6 damage and moves -1 persistent step on the condition track. If the attack misses, the miner takes no damage. The persistent condition is removed by breathing a normal atmosphere for one full hour (such as using a breath mask or returning to the prisoner barracks).

ENERGY SPIDERS

Even though glitterstim is created from their sticky webs, energy spiders, also known as spice spiders, are a constant threat to the miners on Kessel. They infest subterranean areas and are attracted by light and energy. They attack by means of hurling loops of sticky webbing at their victims, then reeling them in to deliver a sting that slowly drains the life energy out of the hapless victim. They are usually encountered in groups of 1 to 3.

Energy Spider

Medium subterranean beast 6

Init +12; Senses darkvision; Perception +4

Defenses Ref 19 (flat-footed 15), Fort 12, Will 11; natural +5
hp 39; DR 5; Threshold 12

Speed 6 squares, climb 6 squares

Melee sting +6 (1d4+2 plus life drain)

Ranged web snare +8 (grapple +8)

Fighting Space 1 square; Reach 2 squares

Base Atk +4; Grp +8

Atk Options Pin, Trip

Special Actions life drain

Abilities Str 15, Dex 18, Con 14, Int 3, Wis 13, Cha 7

Feats Pin, Skill Training (Initiative), Trip

Skills Climb +5 (can reroll), can take 10 when threatened,

Initiative +12, Stealth +12

Web Snare—An energy spider can shoot a bundle of webbing up to 6 squares as a ranged grapple attack. If it succeeds, the energy spider pulls the target into its square as a standard action by succeeding on an opposed grapple check. The target can free itself with a successful opposed grapple check (as with any other grapple), or it can attempt to destroy the webbing. The webbing has 5 hp, DR 15/slashing, and break DC 25.

Life Drain—Any living creature damaged by the energy spider's sting attack also moves -1 persistent step on the condition track. A living creature reduced to 0 hp by this attack is killed automatically, but that creature may spend a Force Point to instead be unconscious.

CL 5

The prisoners use industrial mining drills to break up the ore and get at the raw glitterstim spice. These bulky tools require a heavy battery backpack to operate and are kept in the mines at all times. A mining drill wielded as an improvised weapon deals 2d10 damage (piercing and slashing); any prisoner caught using a mining drill as a weapon is immediately shot.

THE GUARDS

The guards at the prison have statistics comparable to heavy stormtroopers (see page 279 of the Saga Edition core rulebook) except that they carry 3 stun grenades instead of explosive charges. They stun prisoners who get out of line, but they don't hesitate to switch to normal damage if the stun setting seems ineffective.

If the guards have any doubt as to which prisoner committed a given offense, they execute the suspects on the spot and put the rest of their work gangs on half rations for a week or so, to send the message that resistance is not tolerated.

GETTING OFF KESSEL

The Gamemaster can use the following encounters to detail all the steps necessary in escaping from Kessel, or use them as a basis for making up his own procedures.

Making Friends

A successful Persuasion check can improve the attitude of other prisoners (Will Defense 20), roping them into the heroes' escape plans. Inmates of the same species start as indifferent; inmates of other species start as unfriendly. If the heroes promise to help the inmates escape, they gain a +2 circumstance bonus on their Persuasion checks.

Bribes

Although the stormtrooper guards are immune to bribery, the prison doctor and the supply shuttle pilots are not. If the heroes can slip some glitterstim past the guards (Stealth check opposed by the guards' Perception check), they can use it to bribe the support staff into providing small favors, such as providing the heroes with medpacs or even smuggling messages or goods to and from the outside.

Support staff start as unfriendly, but if the heroes change their attitude from unfriendly to helpful, the doctor or a pilot might even help the heroes escape (provided the act does not put them in mortal danger). This includes a pilot using his supply ship to carry the heroes off the planet—though the heroes still need to reach the landing field when the supply ship touches down.

Establishing Dominance

The heroes can seize control of one of the prison's gangs by intimidating, beating, or killing the existing leadership. Treat a gang leader as a crime lord with a bounty hunter lieutenant (see page 283 of the Saga Edition core rulebook for statistics). Both are armed with hold-out blasters smuggled to them from outside.

Solvek

Eventually, the bounty hunter Solvek sends two of his lieutenants and half a dozen of his low-level "soldiers" (treat as Rebel troopers) to take out the heroes. Solvek's "troops" attack the heroes during one of their rare rest periods, in the landing field outside the mine entrance (see the map, below). Solvek himself waits in the infirmary, feigning illness, so that he can have one last chance to murder the heroes if they come in incapacitated.



ENCOUNTER: CHAOS ON KESSEL

Challenge Level 10

This encounter serves as the climax of "Escape or Die," the mini-adventure introduced on the previous two pages.

Once the heroes have bribed a supply shuttle pilot into being helpful, he agrees to land his shuttle on the landing pad during the heroes' next rest period, load as many inmates as he can aboard, and fly them all to Nar Shaddaa. Because landing without authorization will draw fire from the guards in the towers, though, he insists that the heroes stage a riot to distract the guards. Unfortunately, Solvek and his gang take advantage of the chaos to settle the bounty hunter's score with the heroes.

Set up the map as indicated. The heroes can set up anywhere in the landing pad, inside the fences.

READ-ALoud TEXT

The action begins when the landing pad controller notices an inbound shuttle and relays this information to the guards.

Your rest period on the landing pad is interrupted by a strident alarm, accompanied by a guard's voice on the loudspeaker. "All inmates exit the landing pad immediately!" That's the signal—the prisoners nearest the guards rush the gates, trying to batter their way through.

Across the landing pad, you see the bounty hunter, Solvek, motion to his cronies. They begin moving toward you.

SOLVEK, IMPRISONED BOUNTY HUNTER

Solvek once worked for Draba the Hutt, but when Draba started using the heroes to pull the more lucrative jobs, Solvek had a falling-out with Draba—in which Draba tried to feed Solvek to a nexu. After escaping Draba's clutches, Solvek tried working for the Empire but made the mistake of taking a job with Governor ZereX. Learning of Solvek's grudge against Draba and the heroes, ZereX decided he no longer needed the bounty hunter's services and had him arrested on trumped-up charges and sent to rot in the spice mines on Kessel. Once he learned what prompted his arrest and incarceration, Solvek added ZereX to his hate list.

Solvek (S)

Medium Ubese soldier 4/scout 3/bounty hunter 3

Destiny 2; Force 5; Dark Side 5

Init +14; Senses Perception +16

Languages Basic, Huttese, Ubeninal, Ubese

Defenses Ref 28 (flat-footed 24), Fort 25, Will 21

hp 107; Threshold 25

Speed 6 squares

Melee knife +10 (1d4+5, Devastating Attack)

Ranged hold-out blaster +13 (3d4+5, Devastating Attack) or

Ranged hold-out blaster +13 (4d4+5, Devastating Attack) with Deadeye

Base Atk +9; Grp +13

Atk Options Aggressive, Deadeye, Hunter's Mark, Point Blank Shot,

Precise Shot

Special Actions familiar foe +1, Shake It Off

Abilities Str 10, Dex 18, Con 16, Int 12, Wis 13, Cha 14

Special Qualities special equipment

Talents Acute Senses, Devastating Attack (pistols), Devastating Attack

(simple weapons), Hunter's Mark, Improved Initiative, Notorious

Feats Armor Proficiency (light, medium), Deadeye, Point Blank Shot,

Precise Shot, Shake It Off, Skill Focus (Perception), Skill Training (Pilot,

Survival), Weapon Focus (pistols, simple weapons), Weapon Proficiency

(pistols, rifles, simple weapons)

Skills Endurance +13, Initiative +14 (can reroll), Perception +16 (can

reroll), Persuasion +7 (can reroll when intimidating and take better

result), Stealth +14, Survival +11 (can reroll)

Possessions hold-out blaster, knife, breath mask

Solvek's Tactics

Solvek does not have time to be tricky. He sends his troops (Rebel troopers) to grapple the heroes and waits for an opportunity to aim (so he gets the benefit of his Deadeye feat). If the combat comes to him, Solvek tries to keep his opponents flanked between him and his troops.

Guard Tactics

Once the rioting starts, the heavy stormtrooper guards immediately recognize that a prison break might be occurring and make sure that all the doors are locked. The guards on the ground (in the fenced-off areas, or inside the building) hold their stations unless someone gets through the gates, in which case they use deadly force.

The guards in the towers, meanwhile, open fire on any prisoner who is actively engaged in fighting a guard; if no prisoners are in line of sight, the tower guards open fire on any prisoners who do not lie flat on the ground.

FEATURES OF THE AREA

The area around the landing pad has the following features.

Illumination: The landing pad and the interior of the building are well lit, but the tunnels into the mines are not lit at all.

Fences: Most of the fences are electrified, except for at the various gates. Each round a character touches an electrified fence, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds, the target takes 2d6 stun damage and is pushed 1 square directly away from the fence. If the attack fails, the target takes half damage.

Doors: All doors in the facility are locked (DC 25 Mechanics check; DR 5, hp 15).

Gates: Each gate is locked (DC 25 Mechanics check; DR 5, hp 15). A character can attack through the gate at a -2 penalty, or batter down the gate (DR 3, hp 25).

Guard Towers: Once inside, it takes 10 squares of movement to reach the guard platform at the top of the tower.

Assembly Area: The guard stations in the infirmary and processing center look into the assembly area. Anyone in a guard station can remotely unlock the door from this area to the landing pad as a move action.

Processing Center: This area is used for searching prisoners. Anyone in the guard station can remotely unlock the door from this area to the assembly area as a move action.

Holding Cell: The guards use the holding cell to detain prisoners who have been caught with contraband or who otherwise are in need of disciplinary action. (They keep prisoners here until they establish control over any other prisoners who might still be in the landing pad area.)

Infirmary: This area is used to treat minor injuries (which means applying a medpac and sending the inmate back to work). Inside a locked cabinet (DC 20 Mechanics check; DR 3, hp 10) are a total of eight medpacs. Anyone in the guard station can remotely unlock the door from this area to the assembly area as a move action.

Surgery: This area is used to treat major injuries and, occasionally, to conduct lifesaving surgery. The prison doctor—treat as a Rebel trooper (see page 280 of the Saga Edition core rulebook) but substitute Treat Injury for Initiative—is normally in here. Unless the heroes have made previous arrangements with him, he leaves as soon as the alarm sounds.

CONCLUSION

If the heroes can hold out for 15 rounds, the supply shuttle sets down in the center of the landing pad. Treat the shuttle as a LAAT/i gunship, armed only with anti-personnel laser cannons, and with a crew of only one person (leaving room for 35 passengers). The shuttle is equipped with a class 4 hyperdrive.

If Solvek is still alive when the shuttle lands, he tries to board and kill the pilot (treat as a security officer, page 122). Should he succeed, he immediately lifts off and heads for space, even if none of his troops are aboard (or if some of the heroes are). If some of the heroes got aboard, he quickly sets a course for space before dealing with the heroes.

Once the shuttle leaves Kessel—no matter who is piloting—it still has to escape through the Maw Cluster and evade pursuit from Kessel's small fleet of patrol craft. For more information on navigating the Maw, see The Kessel Run (page 92).

G = Guard S = Solvek P = Prisoner



MINI-ADVENTURE

#8: WANTED

ALIVE

"Wanted Alive" is a mini-adventure designed for 12th-level heroes. It puts the heroes in the role of bounty hunters tracking down a thief on Nar Shaddaa. Unfortunately, this thief is a shapeshifting Clawdite who fancies himself a Sith Lord.

ADVENTURE OUTLINE

The heroes receive word that Draba the Hutt is offering a 100,000-credit reward for the capture of a thief named Pol Virten, who stole ancient artifacts from the Hutt gangster. Unknown to either the heroes or Draba, however, Virten is not a Human, as he appears, but a Clawdite shapeshifter—and a Sith. Virten wants the artifacts to strengthen his dark side powers, and he hopes that Draba sends bounty hunters after him so that he can try out his new abilities. To that end, he has seen to it that word has spread that he is on Nar Shaddaa, "hiding out" in a casino known as The Kessel Club.

LOCATING POL VIRTEN

Although Virten has spread the word of his whereabouts, he has not made it too easy; he is not entirely sure of his new dark side powers, and he worries that bounty hunters will attack him en masse, overwhelming him before he has a chance to strike back. Thus, he has spread rumors that he is on a dozen other worlds, to throw off the scent.

A successful DC 25 Gather Information check (and 500 credits in bribes) puts the heroes on the right track. For each 5 points by which the heroes fail their check, it takes the heroes a few days to track down false leads, and, in the meantime, Virten unlocks another Sith ability (see below). The more the heroes fail, therefore, the more powerful Virten gets—and the harder it is to take him down without killing him (a pleasure Draba wants for herself).

THE SITH ARTIFACTS

Pol Virten might be a Sith apprentice, but his powers are still comparatively weak. Most of his abilities come from the Sith artifacts that he stole from Draba: a broken double-bladed lightsaber and a fragment of a Sith holocron. With time, Virten could learn a great deal from these items; for now, however, he is merely channeling dark side energy through them—though he believes the power is coming from him.

Double-Bladed Lightsaber: Only one blade of Virten's double-bladed lightsaber works, making it essentially a lightsaber with an extra-long handle. Virten has been practicing with it and has become proficient in its use. He has also learned that by holding it in his hand and concentrating, he can move larger objects than he ever could before (using move object).

If the heroes fail their Gather Information check by 5 or more, Virten also learns to use the lightsaber to jump great distances (using surge).

If the heroes fail their Gather Information check by 15 or more, Virten gains greater control over his telekinetic ability (Improved Move Light Object).

Holocron Fragment: The holocron fragment is an odd-shaped shard of crystal with writing on it in the Sith alphabet. When Virten sleeps with the holocron nearby, he dreams of the Sith, and, when he awakes, he remembers scraps of what he dreamed. Virten has begun to believe that these dreams are signs that he is a reincarnated Sith Lord, learning to focus the Force on multiple targets (using Multitarget Power).

If the heroes fail their Gather Information check by 10 or more, Virten learns to use the Sith holocron to restore his hit points (using Improved Force Trance).

If the heroes fail their Gather Information check by 20 or more, Virten learns to use the Sith holocron to restore his Force Points (using Force Point Recovery).

ON THE TRAIL OF VIRTEN

In addition to his scheme of using multiple false leads to throw off Draba's agents, Virten has made friends on countless worlds, and he has warned them that bounty hunters might come looking for him. Since many of these friends also have prices on their heads, they are more than willing to try to take down the heroes as a favor to Virten (and as a way of avoiding capture).

Below are three encounter seeds for the heroes to handle. The Game-master can present these in any order, and even omit one or two of them. The final encounter (see page 190) has the heroes confronting Virten at The Kessel Club.

Mistaken Identity

The heroes arrive at one of the false locations for Pol Virten and find that he has been arrested by the local authorities for smuggling. The authorities are immediately suspicious of the heroes' interest in their prisoner, and, while they do not arrest (or even detain) the heroes, they do everything they can to delay the heroes until they can determine whether the heroes have any outstanding warrants of their own.

Should the heroes use their real names and identification when they approach the authorities—and they do have warrants out for their arrest—the authorities attempt to arrest them within 1d6+6 hours. Treat the authorities as security officers (see page 122) led by security specialist (see page 122); all are armed with blaster pistols, set to stun. (They want prisoners, after all.)

If the heroes are arrested, or if they convince the authorities to let them see Pol Virten, they discover that “Pol Virten” is actually a Devaonian smuggler with whom they have dealt in the past. He bought Pol Virten’s identification cheaply on the black market, not knowing that Draba had put a bounty on Virten.

Navigating the Ugly Field

While the heroes are en route to a planet where they believe Pol Virten is hiding out, they are attacked by a squadron of “uglies”—junker starfighters constructed from parts of X-wings, Y-wings, and TIE fighters—piloted by a few of Virten’s friends.

The four uglies (treat as X-TIE uglies, page 67) are waiting for the heroes near the planet. When the heroes drop out of hyperspace, the uglies hail them, claiming to be working for Draba (Deception +8), in hopes that the heroes admit that they are after Virten. If the heroes fall for this ruse, or if they seem evasive, the uglies attack. They fight until at least two of them are destroyed, at which point the remaining pilots choose discretion over valor and flee.

Obstacle Course

After the heroes learn that Pol Virten is definitely at the Kessel Club on Nar Shaddaa, more of his supporters try to ambush the heroes. Airspace around the club is tight, so the heroes are forced to either walk a few kilometers from the nearest landing bay or catch an air taxi.

If they take a taxi, they get halfway to the club when a half dozen airspeeders roar out of the sky, firing at the heroes’ air taxi.

The pilot of the air taxi panics (trying to land somewhere and jump out), so the heroes can easily wrest control of the vehicle away from him. If they chose to walk, the airspeeders instead strafe them.

The heroes can try to lose their opponents by taking advantage of Nar Shaddaa’s collection of tangled buildings, walkways, and traffic. Every round, the pilot of the air taxi can designate one opponent and make a Pilot check to fly close to an obstacle. The pilot sets the DC of this check, adding in a modifier for the size of the object: Large +1; Huge +2; Gargantuan +5; Colossal or bigger +10. Both the pilot and the opponent must succeed on a Pilot check against the chosen DC or suffer a collision (see Chapter 10: Vehicles in the Saga Edition core rulebook).

The opponents continue to attack until they are all destroyed.

Treat the enemy airspeeders as Incom T-47s, but without the harpoon guns. The air taxi has no weaponry.



ENCOUNTER: SHOOTOUT ON NAR SHADDAA

Challenge Level 12

This encounter serves as the climax of "Wanted Alive," the mini-adventure introduced on the previous two pages.

The heroes track Pol Vирten to the Kessel Club on Nar Shaddaa, but must approach the club from the far side of a deep canyon between two buildings. They cannot enter the club directly without getting into a fight with the bodyguards outside, which would alert Vирten and allow him to escape through another exit. Instead, they must wait on the opposite walkway until Vирten is out in the open.

The heroes can set up anywhere on the eastern walkway (not including the bridge).

READ-ALoud TEXT

The heroes arrive a few rounds before Vирten emerges from the club, intending to return to his apartment in a better part of the city. He is flanked by bodyguards, and six more are stationed around the walkways on the club side. Civilians move about on the walkways as well, providing additional obstacles.

You are barely in position when the doors of the club open and a pair of tough-looking thugs wielding vibro-axes emerge, casting wary eyes around the walkways. A moment later, Pol Vирten strides out, dressed in flowing robes and sporting a sinister smile. After pausing to let the bystanders get a good look at him, Vирten and his entourage move toward an air taxi station, just to the south of the club entrance. In the distance, an airspeeder drops out of the sky and begins moving toward the club—apparently to pick Vирten up.

POL VIRTEN, SELF-STYLED SITH LORD

Pol Vирten made his fortune through burglary, using his Clawdite shapeshifting abilities to infiltrate secure locations and walk away with whatever he could get his hands on. Vирten knew he was special, and when he discovered that he could move objects just by concentrating on them, he knew that he had a special destiny—as a Sith.

Recently, he took a job for Draba the Hutt, liberating a handful of Sith artifacts from a museum in the Hapes Consortium. Before he could deliver them to his employer, however, Vирten began to have dreams in which he was a Sith Lord, ruling an empire where Hutts feared and respected him—not the other way around.

Vирten quickly realized that these dreams came from one of the artifacts he had stolen: a fragment of an ancient Sith holocron. Seizing his opportunity for greatness, Vирten betrayed Draba and sold all but two of the artifacts—the holocron and a malfunctioning double-bladed lightsaber—to finance his new empire.

Pol Vирten (P)

CL 9

Medium Clawdite scoundrel 7/Sith apprentice 1

Destiny 1; Force 5; Dark Side 9

Init +12; Senses Use the Force +10

Languages Basic, Clawdite, Hutttese

Defenses Ref 23 (flat-footed 20), Fort 21, Will 19; Dodge, Mobility hp 52; **Threshold** 21

Speed 6 squares

Melee lightsaber +9 (2d8+6)

Ranged blaster pistol +9 (3d6+4)

Base Atk +6; Grp +9

Atk Options Point Blank Shot, Sneak Attack +2d6

Special Actions Knack, shapeshift, startle

Force Powers Known (Use the Force +10): *dark rage, move object, surge!*

Force Secrets Multitarget Power2

Force Techniques Force Power Recovery2, Improved Force Trance2, Improved Move Light Object1

1 Vирten gains this power from physical contact with the double-bladed lightsaber.

2 Vирten gains this power from physical contact with the Sith holocron fragment.

Abilities Str 12, Dex 17, Con 12, Int 13, Wis 9, Cha 13

Talents Force Deception, Force Perception, Knack, Sneak Attack +2d6

Feats Dodge, Force Sensitivity, Force Training, Mobility, Point Blank Shot, Weapon Finesse, Weapon Proficiency (lightsabers, pistols, single weapons)

Skills Deception +10 (can take 20 when disguising self), Gather

Information +10, Initiative +12, Stealth +12, Use the Force +10

Possessions malfunctioning double-bladed lightsaber (treat as lightsaber), blaster pistol, Sith holocron fragment, comlink, credit chip

Virten's Tactics

Pol Virten knows better than to waste his strength in open battle, especially when he can blend in with any crowd and quietly escape. As soon as the fighting starts, Virten throws off his robes and changes his appearance to look like an Aqualish. He then takes cover (like all the other civilians), letting his bodyguards deal with the bounty hunters—until he sees an opening. Then he pounces, using his lightsaber to make a sneak attack, or pushing opponents off the walkways using move object.

Pol fights only until his airspeeder arrives, however, at which point he runs for the airspeeder and tries to escape.

Bodyguard Tactics

As soon as fighting starts and Virten assumes the appearance of an Aqualish, two of Virten's bodyguards grab the nearest civilian and rush him toward the western air taxi station (attempting to deceive the heroes into thinking they are whisking Virten away, while the Clawdite escapes in his Aqualish disguise). The rest move to secure the air taxi station and the bridge between the two walkways.

Treat Virten's bodyguards as enforcers (page 119) armed only with heavy blaster pistols.

FEATURES OF THE AREA

The area around the Kessel Club has the following features.

Illumination: Each lamp post provides illumination out to 30 feet, and shadowy illumination for another 30 feet.

Canyon: A fall off a walkway is pretty well fatal: The drop is over 600 meters (20d6 damage).

Crate: The crates scattered about on the eastern walkway are all large cargo containers that provide cover to anyone hiding behind them.

Civilians: The civilians take cover immediately as soon as any fighting begins. Each round, at the end of the round, they crawl 1 square toward the edges of the map; once they approach within 6 squares of an edge—provided no combatants are in the way—they stand up and run the rest of the way.

Air Taxi: The air taxi at the eastern taxi station stays until the nearest civilians board (the end of the first round after fighting begins) and flies away at the end of the second round. While it is still at the taxi station, however, a hero can use it to shorten the jump between the eastern and western walkways.

Airspeeder: Virten's airspeeder is an open-topped air shuttle (use the statistics for an Incom T-47, removing all weapons and reducing cover to one-half), with room for eight persons. It arrives 10 rounds after Virten exits the Kessel Club.

CONCLUSION

If the heroes capture Pol Virten, they can easily collect the two Sith artifacts in his possession, which causes him to immediately lose the powers he has gained from them, making him somewhat more tractable. For as long as possible, Virten maintains the deception that he is just an Aqualish who got caught in the wrong place at the wrong time, and swears that someone shoved the artifacts into his hands when the shooting started. Even though it is unlikely that the heroes buy this story, he is hoping that neither they nor Draba realize that he is actually a Clawdite.

If Virten escapes to his shuttle, he takes the controls and flees as quickly as possible. If the heroes have a means of giving chase, Virten takes every chance to try to throw off the heroes (see "Obstacle Course," page 189).

On the other hand, if one or more of the heroes get aboard the shuttle with him, Virten tries to get airborne (and away from the rest of the heroes) before dealing with those aboard his airspeeder.



CHAPTER VII
THE FELL STAR





"The Fell Star" is a complete adventure that can be used as a launching pad for a *Scum and Villainy* campaign. Ideally, this adventure will involve a group of four starting heroes, and it focuses primarily on the seedy side of life in the *Star Wars* universe. Heroes can come from any background, though characters with connection to the *Fringe*—especially scoundrels—should feel right at home. This adventure can be set during any era.

If you are a player, you should stop reading now so that you do not spoil any surprises for yourself. If you are the Gamemaster, please feel free to continue on. As the GM, you should also review Chapter 5: Point Nadir before running this adventure.

ADVENTURE SUMMARY

The heroes, whether part of an established group of starstruck adventurers or individuals with no prior connections to one another, are contacted for potential employment by an Anjiliac Hutt named Prelio. The action begins on the desert planet of Tatooine, in the seedy underbelly of Mos Eisley spaceport.

Prelio has lost one of her prized employees—a Balasar thief named Barin Trevina. Besides being a skilled crook, Barin also possessed valuable information. Despite her best efforts, Prelio cannot locate Barin. She does not know whether Barin has gone into hiding, been kidnapped, or killed. She is willing to pay good money to see him returned to her unharmed.

The heroes' investigations of Barin's disappearance takes them to several locations in Mos Eisley and eventually leads them off-world to the mysterious shadowport of Point Nadir. Can they find Barin before it is too late and recover the artifact known as the Fell Star from the bowels of Point Nadir?

OPENING CRAWL

For Gamemasters who wish to have an opening crawl before their first adventure, consider using the read-aloud text below.

STAR WARS: THE FELL STAR

It is a time of adventure. Heroes and villains alike seek their fortunes across the galaxy. Nowhere is this more apparent than in Mos Eisley spaceport, a wretched hive of scum and villainy situated on the desert planet of Tatooine.

The Hutt's command a strong presence in Mos Eisley, but they are not the only criminals. Rival syndicates and cabals prowls the dusty streets, making profits at the expense of one another, as well as society at large. Inevitably these disparate groups collide, their conflicting interests leading to open strife.

As unrest grips Mos Eisley's underworld, Prelio the Hutt contacts a group of mysterious heroes, requesting their aid in locating one of her most valued retainers. Can they find him before his enemies do?

PART 1: LOST AND FOUND

Mos Eisley is a large starport with a long history of criminal activity. Even when under the firm control of the Galactic Empire, the criminal elements of Mos Eisley thrive, seemingly unhindered by the might of the galactic superpower. In fact, the war of the Rebellion does more to expand the black market on Tatooine than any efforts made by the Hutts in the centuries before or since.

During the starport's high points, Mos Eisley is primarily controlled by the Desilijic Hutts, but other contenders work on the sidelines. One such contender is Prelio the Hutt, a self-described small-timer from the Anjiliac kajidic. Prelio's areas of expertise include burglary, stolen art, and obscure artifacts. Though she keeps none of these items for herself, Prelio takes a personal interest in their acquisition and dispersal to interested parties. She is a fence—someone who can find a buyer for nearly anything of value that crosses her path.

In her line of work, Prelio maintains a group of employees to perform specific duties on her behalf. Her retinue contains everything from con artists to spies to thugs for times when violence is the only alternative. One of her most valued employees, however, is a Balosar rogue by the name of Barin Trevina.

Trevina left the polluted filth of his homeworld and came to Tatooine in search of a better life. His cousin Olev secured legitimate employment, but Barin preferred to utilize his skills as a burglar for hire. He claims to be skilled enough to gain access to any building in Mos Eisley, and he has gone so far as to accept challenges from anyone willing to risk a wager. That was how he came to the attention of Prelio, and he has proven a valuable asset to her ever since.

Recently, Barin has gone missing, and Prelio is at a loss without her favorite thief at her beck and call. She had sent him out in search of information on a strange artifact known only as the Fell Star. Barin's last communication with Prelio indicated that had found the location of the Fell Star, but he was not specific about where it was. He mentioned that he had attracted unwanted attention, but he assured her that could take care of himself.

That was over a week ago, and Prelio has grown increasingly agitated as the time has passed.



A JOB THAT NEEDS DOING

The heroes are introduced to Prelio, either through a secondary contact or through previous work with the Hutt. Prelio keeps many individuals on call, so it is likely that one or more of the players have worked for her in the past. Prelio is not the typical megalomaniac Hutt. She earns the grudging respect of her contract employees even as she earns the derision and disgust of her fellow Hutts.

Prelio calls the heroes to her townhouse in an upscale part of Mos Eisley. Unlike the typical Hutt, Prelio meets her guests at the door and makes a point of fussing over them in person, offering aperitifs and drinks to ease their appetites and thirst. The behavior is strange and, for a Hutt, perhaps insane. Such might be the case, but Prelio is nonetheless charming and accommodating.

ALTERNATIVE EMPLOYERS

Though this adventure centers on a group of criminally minded heroes who do not mind bending or even breaking the law, the scenario could be tailored to another group of adventurers. Some examples are given below. If none match your campaign, feel free to tweak them to fit or use them as springboards for your own ideas.

The Jedi Council

During the Rise of the Empire era, the Jedi Council is interested in artifacts relating to the Force. The Jedi might have information about the specific nature of the Fell Star, giving them impetus to seek out the artifact using someone with Barin's skills—better to steal such an item outright, than to allow it to fall into the wrong hands.

The Rebel Alliance

In the Rebellion Era, the Alliance makes inroads with several criminal organizations, including Huttese syndicates. Whether furthering their own goals or assisting their criminal allies as a show of solidarity, the Alliance sends a group of Rebel operatives to perform one or more seedy operations on their ally's behalf.

The Galactic Empire

During the Rise of the Empire, as well as the Rebellion Era, the Emperor not only makes an attempt to wipe out the Jedi but also collects Force-related relics. Heroes in the employ of the Empire might find themselves on the trail of an artifact such as the Fell Star, but first they would have to find someone who knows its whereabouts.

The townhouse is comfortably opulent without being excessive, the walls hung with tasteful pieces of art. Exotic palms in hand-crafted pots are placed throughout her home, giving it a sense of life. Fountains, too, play an important role, with nearly every room containing at least one. "The dry desert air," Prelio comments, if anyone points out the multitude of fountains, "dries out my skin. Better to have the fountains for a bit of humidity."

Once everyone arrives, Prelio leads them to her study. She slithers up onto a raised and padded platform after everyone else has taken a seat on one of the comfortable divans in the room. After a moment of adjustment, she begins.

Read or paraphrase the following:

"I've been in the business of sales and acquisitions for decades—centuries, if truth be told—and in that time, I've seen all kinds of objects cross my proverbial desk. These precious things never come easily, and I've always needed individuals to get them for me. I pay handsome finder's fees for unique things.

"Barin Trevina was a Balosar of humble means when he came to Tatooine. He made himself available to me, and in an instant I saw someone who truly enjoyed his work. He was an artist, as much as any painter or weaver is. He intrigued me, and I decided to hire him on full-time.

"It's been nearly three years since I brought him on board, and he's made me a lot of credits with the items he's acquired. I always knew there was risk in sending him on my little errands, but I suppose I've deluded myself into thinking he was too good to get caught. He contacted me over a week ago, and told me he'd found what I was looking for. He was still here, on Tatooine, at the time. He said he'd attracted some unwanted attention, but that he'd take care of it. I haven't heard from him since.

"What I require is a group of canny individuals, such as you, to find Barin and bring him back to me—alive and unharmed, preferably. I can provide you with a lead, and perhaps you can discover more through active investigation. Can I count on you?"

Prelio is willing to pay each hero a total of 1,500 credits if they can find and return Barin to her. She'll throw in an additional 1,500 credits each if the heroes also return with the object that Barin was looking for: an artifact known only as the Fell Star.

If asked about the Fell Star, Prelio shrugs. "It is something that an anonymous client of mine has expressed interest in. A charm in the shape of a seven-pointed star, studded with blue stones. Supposedly, it is an artifact of some power, insofar as the Force is concerned. Of course, I'm none too impressed with Jedi parlor tricks, but my clients' superstition is quite often a compelling selling point!"

As for leads, Prelio can start the heroes off with information concerning Olev Irevina, Barin's cousin. The two were sharing an apartment at one point, but had a falling out recently over Barin's choice of occupation. It seems that Olev wasn't willing to share his domicile with a known criminal. Despite their disagreement, few people know more about Barin than Olev, which makes questioning him a good idea. Who knows? Perhaps Barin is laying low at his cousin's place.



PRELLO THE HUTT

Prello the Hutt of the Anjiliac kajidic is an oddity among her kind in that she cares about the non-Hutts in her employ. Whether this is a weakness of character on her part or a clever ruse has yet to be determined. Regardless, she maintains a number of loyal employees on her payroll, including the missing Balosar, Barin Trevina. Prello prefers to project a motherly mien, despite the fact that she has never borne any Huttlets.

Prello is a young Hutt, not yet two-hundred years of age. She is immaculate, despite the presence of a healthy amount of Hutt secretions that cover her massive sluglike frame. Her eyes are a warm shade of orange.

Prello the Hutt

Large Hutt noble 3/soundrel 3

Force 2; Dark Side 2

Init +7; Senses Perception +14

Languages Balosar, Basic, Bocce, Dosh, Houk, Huttese, Jawa Trade Language, Rodese, Ryl

Defenses Ref 16 (flat-footed 16), Fort 17, Will 19

hp 41; Threshold 22

Immune +5 species bonus to Will Defense against any Use the Force check

Speed 2 squares

Melee unarmed +4 (1d4+3)

Ranged blaster pistol +3 (3d6+3)

Base Atk +4; Grp +9

Atk Options Careful Shot, Far Shot, Point Blank Shot

Special Actions Disruptive, Inspire Confidence, Walk the Line

Abilities Str 10, Dex 8, Con 12, Int 16, Wis 12, Cha 16

Talents Disruptive, Inspire Confidence, Walk the Line, Wealth

Feats Careful Shot, Far Shot, Linguist, Point Blank Shot, Skill Focus (Perception, Persuasion), Skill Training (Mechanics), Weapon Proficiency (pistols, simple weapons)

Skills Deception +11, Gather Information +11, Initiative +7,

Knowledge (bureaucracy) +11, Knowledge (galactic lore) +11,

Mechanics +11, Perception +14, Persuasion +16, Treat Injury +11,

Use Computer +11

Possessions blaster pistol, objects d'art

OLEV'S APARTMENT

Barin used to share an apartment with his cousin, Olev—a terminal operator in the spaceport. Olev lives a relatively unexciting life, even in a cesspit like Mos Eisley. He prefers to keep his life dull, wanting nothing more than to forget his childhood on the polluted streets of Balosar.

Olev's apartment is in a lower working-class part of town. The apartments are individual units, inset slightly into the ground in an attempt to deal with the heat of Tatooine's twin suns. The units are densely packed, and narrow alleys and meandering avenues have formed between them. The beings that live here stick to themselves, being suspicious of both outsiders and residents alike.

The heroes can enter the complex along one of three streets, either moving in from the west, the east, or the south. As the heroes enter the apartment block, read the following text aloud:

The heat of the suns has yet to fade completely as you venture into one of Mos Eisley's seedy apartment blocks. A few people move quickly along the winding streets, sticking to the scant shade offered by the squat, round structures that serve as homes in this part of town. Up ahead, you see the apartment specified by Prelio the Hutt.

Supply Lockers: Each compartment contains one or more crates that might contain something still useful (see "Conclusion").

Fire Control: The control panels in here were designed to assist with targeting for the quad laser cannon (see "Conclusion").

The apartment is a low-lying adobe dome, the color of terra cotta. The front door is closed, as are most of the other doors in the area. Nothing moves, and the air feels tense. If the heroes approach from the south or west, they immediately notice a parked speeder idling near a street corner. The tinted glass conceals the occupants, but it is obvious after a moment's observation that the speeder has a perfect view of Olev's front door.

The heroes have a number of options at this point. Cocky heroes can confront the speeder's occupants directly. Sly heroes might decide to seek an alternate route into Olev's apartment, which leads them to a series of trash-strewn alleys behind the apartments. Olev's apartment, like all the others, has a back door that can be reached without being seen.

The speeder has one occupant: a Sable Dawn thug (for statistics see the "Olev's Apartment" encounter on page 207). The thug is maintaining a watch on the front door while his two companions shake Olev down for information on Barin. If accosted by the players, the thug contacts his companions by comlink, warning them of a potential problem.

Players who circumvent the speeder and head to Olev's apartment through the alley have an easier time. Read the following text aloud when the heroes are near Olev's back door:

As you approach the apartment's back door, you hear the unmistakable sound of breakage from within. It sounds as if someone inside is overturning pieces of furniture. As if to punctuate the damage, you hear a clubbing sound, followed by an indistinct cry of pain.

Something is obviously going on in Olev's apartment, and the heroes do not have long to act before it goes too far.

Tactical Encounter: Refer to "Olev's Apartment" on page 206 for details on running the encounter.

Development: If the heroes vanquish the Sable Dawn thugs and save Olev, they gain their first ally in the adventure. If convinced that the heroes are looking for Barin in an attempt to save him from trouble, Olev capitulates and helps them. If this is the case, read or paraphrase the following:



Olev nurses his bruised forehead, wincing at the pain, then says, "I always told Barin that it would come to this, but he never listened. If you can get him out of this trouble, you have my blessing. Maybe he'll learn his lesson."

Going to an upended end table, Olev fishes around and returns with a code cylinder. "Here, this was Barin's. It should open up a locker he's rented at Kie's Storage. You might also try to find one of his business associates, a Twi'lek named Cel N'ero." Olev's face distorts in contempt at the mention of Barin's friend. "N'ero usually spends his time at a cantina called the Woodoo Dunes, selling ryll to street kids."

On the off chance that Olev does not survive the encounter, attentive players find the code cylinder amid the ruins of his living room. The code cylinder, which appears to be well used, is marked with the words, "KIE'S STORAGE." A simple check of the local directories reveals the location of the business.

THE FIRST LEAD: KIE'S STORAGE

Kie's Storage—situated on the south side of Mos Eisley—offers storage space for rent for any length of time. Rates are relatively cheap, and can be charged by the hour, day, week, month, or even year, if a customer desires to keep a space that long.

Kie's Storage is in an industrial part of Mos Eisley, left over from the city's once-booming trade in defective ore. Bought for a pittance by a Chadra-fan businessman named Kie, the building was converted into a storage facility for discriminating customers. Even though some of the spaces at Kie's have been rented for decades, no one knows what secrets they hold. The Desilijic Hutts are rumored to use the facility to store the bodies of their slain enemies, but only the Desilijic know for sure.

The exterior of the building is nondescript, featuring a sloping roof and windowless permacrete walls covered in weatherworn adobe. A number of vagrants use the building's high walls for shade, especially during the hottest times of the day. If passed on the street, the vagrants call for alms, but none makes any overt attempt to relieve the heroes of any of their belongings—they are beggars, not thieves.

As astute characters notice a speeder, similar to the one from Olev's apartment, idling and parked in an alley just south of Kie's Storage (DC 15 Perception check to notice the speeder from the front entrance of Kie's, if the heroes are looking for trouble when they arrive). This one is occupied by another trio of Sable Dawn thugs who are keeping an eye on the building in case Barin shows up. He has not yet, but the players are liable to pique the thugs' interest.

During business hours (from dusk until dawn), Kie's Storage has an on-duty clerk—a bored teenager who is charged with renting out storage cubes and issuing code cylinders. If shown Barin's code cylinder, the clerk points the characters in the right direction. If asked about Barin, the kid shrugs and says, "Never heard of him."

Tactical Encounter: If the heroes enter Kie's without confronting the Sable Dawn thugs outside, they can make their way to the locker without incident. Once they reach the locker, refer to "Kie's Storage" on page 208 for details on running the encounter.

Development: The locker opens easily when the code cylinder is inserted into the security port. The lights blink from red to green, and the door clicks open. The interior of the locker dwarfs its only content: a datapad resting on the floor. Accessing the datapad requires a DC 10 Use Computer check. This reveals a set of coordinates and a single word: "Nadir."

THE SECOND LEAD: THE WOODOO DUNES CANTINA

The Woodoo Dunes is a run-down cantina in eastern Mos Eisley. Its clientele includes lower-class day laborers in from the docking bays, as well as street hooligans and small-time spice dealers. The cantina is open day and night, and features little in the way of security. The missing front window, which has been replaced by a sheet of sand-worn alloy plating, shows that this place can get a little rough.

Tactical Encounter: The cantina interior is smoky and smells of a mixture of cheap alcohol and cheaper spice. For details, see "The Woodoo Dunes" encounter on page 210.

Development: If he survives the encounter, Cel N'ero does anything he can to save his own skin, including selling Barin down the proverbial river. Read or paraphrase the following:

"Barin? Barin who?" N'ero says, a nervous smile flickering across his lips. "Hey, just kidding! Of course I know Barin. Me and him, we go way back. We're tighter than a proflag's... well, you get the idea."

"He's gone, chum. Skipped town not twelve hours ago. Came by and told me he needed to find a freighter pilot to get him off this sandbox, so I hooked him up with a fellow named Phellip. Good pilot, reliable, not too smart. Flies a bucket of bolts called the Mad Line. And no, I don't know why it's named that."



CEL N'ERO



If pestered for Barin's exact whereabouts, Cel insists that he does not know anything else. If suitably intimidated, he caves in. "Point Nadir! He went to Point Nadir! It's a shadowport, but I don't know how to get there! I just heard him talk about it! Folks who talk about the place have a bad habit of waking up dead!"

Following Barin to Point Nadir

Getting to Point Nadir is the next step for the heroes. They can do this in a number of ways, but the simplest is for them to contact Prelo the Hutt and give her an update. If they seem reluctant to do so, have her contact them for a status report. She is a nervous Hutt, after all, and Barin is her favorite Balasar. If Point Nadir is mentioned during the call, Prelo grows quiet. She asks the heroes to come to her townhouse because the information she has for them is privileged.

Once at her townhouse, Prelo tells the heroes the basics about Point Nadir: that it is a shadowport built within a rogue comet. Its location is a closely guarded secret, and the Anjilliac Hutt's are careful about who finds out about it. In this particular case, Prelo provides the heroes with Point Nadir's current coordinates, as well as a transponder code that should allow them free access to dock once they arrive. She backs this information with a stern warning: "Tell no one. It's not just my life on the line. Remember that." If the heroes do not have a starship, Prelo hooks them up with a freighter pilot who is on her payroll.

If the heroes insist on making their own way to Point Nadir, they can do so by using the coordinates from the datapad that they found in Barin's locker. This allows them greater autonomy, but gaining access to the shadowport is difficult (see Chapter 5: Point Nadir).

PART 2: POINT NADIR

Unless you have plans for the heroes that fall outside the scope of this adventure, passing time while they travel through hyperspace to Point Nadir is a simple matter. If they received the blessing of Prelo the Hutt, along with a transponder code, they have no trouble docking. The amount they are willing to spend on their docking facilities determines where in Fische's Cove they end up. If they dock somewhere in the Tethers, they need to arrange for a ferry or a skiff to take them into the shadowport proper. If they decide to dock in the Slips, they have an easier time accessing Point Nadir, but they pay more for the privilege.

According to Cel N'ero, Barin had only a twelve-hour lead on the heroes. Depending on a number of factors, such as how well the pilot navigates and the ship's hyperdrive rating, they might even beat Barin to Point Nadir. For the sake of the story, however, assume that the heroes' arrival time is within 12 hours of Barin's.

Barin has one goal and one goal only: to hide from the Sable Dawn. Given that the Sable Dawn has a presence in Point Nadir, coming to the shadowport is a risky move on his part. That said, Barin suspects that the best place to hide from his enemies is right under their noses. Not only that, but once he feels the heat has cooled enough, he plans to venture into Point Nadir's mines and retrieve the Fel Star for Prelo on his own.

Since Barin's departure from Mos Eisley, a number of events have taken place. Assuming he survived the encounter with the heroes, Cel N'ero eventually has a run-in with the Sable Dawn. They are none too gentle with him, so he tells them what they want to know. Whether he makes it out alive is another question entirely, depending on whether you want keep him around for your campaign. The choice is yours.

If N'ero dies in "The Woodoo Dunes" encounter or is disposed of particularly bloodthirsty heroes during or after questioning, he obviously will not be confronted by the Sable Dawn. Nevertheless, the Sable Dawn can reliably guess that Barin is no longer on Tatooine and find out how he managed to get off the planet. With the Sable Dawn's wide net of contacts, they take only a short while to determine which ships left Mos Eisley between time they started their search and the time they ended it. They can then analyze the trajectory of each ship that left Mos Eisley within that time frame to get a general indication of where they were headed. Regardless of the method used, time is on their side.

The Sable Dawn sends a transmission to Point Nadir to warn them of Barin's impending arrival on a YT-1300 freighter called the *Mod Line*. If the heroes have been registered as a thorn in their side, the Sable Dawn might even make a concerted effort to track their ship, too.

PHELLIP AND THE MAD LINE

Once docked, the heroes' only lead to finding Barin is the ship he arrived on: a freighter named the *Mod Line*, flown by a smuggler named Phellip. They can find the *Mod Line* by making a DC 15 Gather Information check to locate an individual, or by accessing Point Nadir's computer network, which requires a DC 20 Use Computer check.

Savvy heroes might attempt to locate Barin in much the same way. To his credit, Barin has taken great pains to hide his identity in Point Nadir. He is traveling under the assumed name of Ely Salphella, and he changed his appearance slightly, cutting his hair and dressing in gaudy attire. Unless the heroes are specifically looking for a Balosar named Ely Salphella, they are unlikely to get anywhere quickly. If they ignore the clues set before them (namely, Phellip and the *Mod Line*), allow them to take whatever steps they deem necessary.

The *Mod Line* is docked in the Slips, in bay 226. The security in the Slips is somewhat tighter than in other parts of Point Nadir, but no one bothers the heroes unless they are actively causing trouble. Carrying weapons openly is not illegal here; it is expected. Finding the proper docking bay is as easy as asking for directions, and the heroes can get there in no time.

Docking Bay 226 is a roomy facility, complete with cargo lifts, refresher facilities, a HoloNet hookup, and other accommodations unavailable to ships docked in the Tethers. Access to the bay is not restricted, and the players have no trouble walking in. Particularly paranoid players might insist on checking for tails, or want to know if anyone is paying them undue attention. This is right and proper, given their situation. Allow a DC 20 Perception check to any characters who wish to keep an eye out for trouble. A successful roll reveals that a small group of Humans dressed in blue combat jumpsuits (Epsis sentries) are keeping careful tabs on them, but they do not seem hostile.

The *Mod Line* sits alone in the docking bay, taking up most of the space. The ship's ramp is down, allowing access to anyone who cares to enter. The interior is sparsely furnished and smells faintly of old sweat, burned wiring, and industrial lubricants. The ship's cargo bays are empty, and nothing seems out of place ... that is, until the heroes locate Phellip.

Phellip is found in his stateroom, seemingly asleep. Heroes with the Treat Injury skill can tell at once that Phellip is dead. The pilot is a Human in his middle thirties, with close-cropped dark hair and aquiline features. He is dressed in an olive drab flight suit with dark spots on the shoulders and chest where insignia, now gone, might have once been sewn. Inspecting Phellip's corpse reveals that he died of asphyxiation and that his larynx was practically crushed. The damage is precise, and could not have been caused by a Human-sized hand.

Little else can be done on the *Mod Line*. Inspecting the cockpit reveals that critical flight systems have been disconnected and removed from the ship. Likewise, the weapon systems have also been disconnected. The efficiency with which these tasks were done indicates that whoever did the damage wanted to keep the *Mod Line* from leaving Point Nadir, and knew precisely what needed to be done to accomplish that.

STOPPED BY EPSIS

When the heroes finally decide to leave the *Mod Line*, they are faced with a group of Epsis sentries who have been sent to detain them.

Tactical Encounter: Refer to "Stopped by Epsis" on page 212 for information on running this encounter. The Epsis sentries are not looking for a fight, but they are capable of such. Their goal is to take the heroes alive, by whatever means necessary.

Development: Depending on how this encounter plays out, the heroes might be in a tight spot. If they play their cards correctly, they might walk away with a new ally, not to mention contacts within one of Point Nadir's most powerful syndicates. If they resist violently, and their actions result in the deaths of several Epsis sentries, they might very well be hunted down and killed within the shadowport before they ever manage to reach Barin.

Questioned by Epsis

Whether they capitulate to Epsis's demands or are captured by force, the heroes are taken to an Epsis command center to meet a syndicate representative named Puzell. Puzell is a no-nonsense Duros who has been with Epsis for almost a decade. He has attained an underboss position, and he means to keep it.

Once the heroes have been tended to, if they need such care, Puzell interviews them. Puzell is not a law officer, and neither are the Epsis sentries, for that matter. Still, they are the closest thing to the law in the Slips, and murders (especially those of paying customers) that take place in their territory are bound to cause a fuss.

Puzell's primary interest is to determine why the heroes are in Point Nadir. Who sent them? Who or what are they looking for? Why was Phellip killed? The Duros already knows that the heroes are not responsible for Phellip's death, though he does not necessarily need to tell them that. He uses what little leverage he has in questioning them before he gives up.

Just as the encounter starts to become tedious, Puzell reveals the ace up his sleeve: a series of data tapes that show the events in Docking Bay 226 prior to Phellip's death. The first tape shows a short-haired Balosar male in gaudy green and blue clothing leaving the *Mod Line*. The cameras track him until he leaves the Slips and show that he is headed, presumably to Point Nadir's Trade District.

The second recording shows the arrival and departure of a group of men. The men are dressed in simple earth-tone suits. Their leader, a Human of similar posture who wears earth-tone robes, enters the *Mod Line* while the other three wait behind. He emerges later, and the group departs. Phellip's body was subsequently discovered by an Epsis 3PO unit that was sent to collect Phellip's docking fees.

By this time, the heroes know that Barin is somewhere in the shadowport, and they know that Phellip was more than likely murdered by agents associated with those who gave them trouble on Tatooine. If the heroes do not know that they are agents of the Sable Dawn, Puzell might tell them, given his knowledge of Point Nadir's denizens.



PUZELL, EPSIS UNDERBOSS

If and when the heroes are brought in for questioning, Puzell is the Epsis underboss on duty. Puzell was recently promoted because of his technical aptitude and thoughtful nature. He is not entirely comfortable with the limited powers he has been granted by his superiors, but they are slowly but surely growing on him. He has no love for the Sable Dawn, and considers the syndicate to be no better than a clique of lowly murderers.

Puzell is a middle-aged Duros with blue-gray skin and large, red eyes. He wears a rumpled suit-jacket over a matching vest, shirt, and trousers.

Puzell

CL 5

Medium Duros scout 5

Force 2; Dark Side 1

Init +7; Senses Perception +10

Languages Basic, Dosh, Duresse, Sullustese, Ubese

Defenses Ref 17 (flat-footed 17), Fort 16, Will 18

hp 34; Threshold 16

Speed 6 squares

Melee unarmed +6 (1d3+4)

Ranged blaster pistol +3 (3d6+2) or

Ranged blaster pistol +1 (4d6+2) with Rapid Shot

Base Atk +3; Grp +5

Atk Options Point Blank Shot, Rapid Shot

Abilities Str 14, Dex 10, Con 10, Int 16, Wis 16, Cha 10

Talents Acute Senses, Barter, Fringe Savant

Feats Point Blank Shot, Rapid Shot, Skill Focus (Mechanics), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +7, Initiative +7, Knowledge (bureaucracy) +10, Knowledge (technology) +10, Mechanics +15, Perception +10, Pilot +7, Stealth +7

Possessions blaster pistol, datapad, tool kit

DETERMINING BARIN'S WHEREABOUTS

If the heroes are cooperative, more or less, Puzell leaves them to their own devices after he questions them. Depending on how the heroes have treated him, he might even help them. If they ask for assistance, he provides information, but little else.

Finding Barin is the current dilemma, especially because the only person who might know his whereabouts is dead, killed by the very people that are looking for the Balosar. Puzell has no love for the Sable Dawn, and he sees helping the heroes as a way to cause the assassins trouble without directly lifting a finger.

Read or paraphrase the following:

Puzell purses his lips and stares at you with his big, red eyes. "If I were coming to Point Nadir to hide from someone who wanted me dead, I'd probably find a nice cozy safe house and wait them out." At that, he leans forward, still fixing you with that unblinking, red-eyed stare. "Evad Court's the best one hereabouts, though I doubt your little friend could afford more than a couple weeks in one of their smaller safe houses. The only trouble is—and this ain't common knowledge, either—Evad's a part of the Sable Dawn, the same blokes what killed Phillip. If they find out your friend's in one of their safe houses, well . . . I don't expect he'll be alive long enough to pay the bill, if you get my meaning."

Puzzell provides the heroes with the name of an information broker in the Trade District: Fetwin Porlo. Porlo runs a shop called the Down Low (see page 152). Puzzell suggests that the heroes pay Porlo a visit and see if he knows anything about a Balosar in gaudy clothes looking for a hook-up with Evad Court. With nothing more to do, Puzzell sends them on their way.

Information Is Not Free

Fetwin Porlo knows precisely what the heroes want as soon as they open their mouths to ask. Only one individual has come to him in the past 12 to 15 hours looking for a way into one of Evad Court's safe houses. He can even provide directions to the safe house in question, but he takes some time and costs the heroes a good number of credits. Being a Toydarian, Porlo knows all about money, and he is not willing to settle for less, especially when it means that someone might die. For all he knows, the heroes are out to kill the Balosar, not save him from his would-be guards.

All told, the fee for uncovering the information is 1,500 credits. Porlo can be talked down, and even capitulates to a lower fee if it is presented to him in a tangible form, such as precious stones or metals. If the heroes cannot raise enough money to satisfy Porlo, they can call Prelo the Hutt for help. She fronts them the money, though she is not necessarily happy about it. The heroes can also listen to Porlo, who laughs as he suggests, "Head over to the Arcade. Put what little money you got on a winner. Maybe you'll win, maybe you'll lose. The chance is something you'll have to take, I think."

Regardless of how the heroes choose to pay Porlo, he can provide them with the information they seek within two hours. The alternative to using Porlo's contacts is for the heroes to hit the streets themselves, trying their own hand at gathering information. Knowing Barin's description and his likely destination—Evad Court—means that the heroes need to succeed on a DC 25 Gather Information check and spend 500 credits in bribes to determine where he has gone.

The answer is simple. As told by Fetwin Porlo, read or paraphrase the following:

"Evad's got a whole lotta safe houses in the Fissures. It ain't just one. They've got good ones, and then they've got not-so-good ones. Your friend? He's in one of the not-so-good ones."

The Toydarian scratches his prodigious nose before continuing. "I got the directions here, but you might wanna buy some extra firepower. Maybe some explosives, eh? These places, I hear they're tough nuts to crack! I can show you to a good weapons dealer, and I'll even do it for free! Ha!"

The safe house is in the Fissure District, close to Point Nadir's Arcade district. The information also reveals that Barin is traveling under the assumed name of Ely Salphella.

PART 3: BARIN'S RESCUE

The heroes know where Barin is, and they have learned that he is traveling under an assumed name. They also know that he is staying in a safe house in Point Nadir's Fissure district, and that the safe house is not necessarily all that safe. They have a short time to find the safe house, make a plan, and break Barin out. Given the Sabie Dawn's resources, they probably take only twelve more hours, at most, before they start checking their own safe houses for signs of Barin.

EVAD COURT SAFE HOUSE

Anyone who hits rock bottom in Point Nadir eventually ends up living in the Fissures, if they do not lose their lives first. For a few credits, a meal, or a bottle of cheap liquor, one of the denizens of the Fissures happily tells the heroes everything he or she knows about the safe house in question.

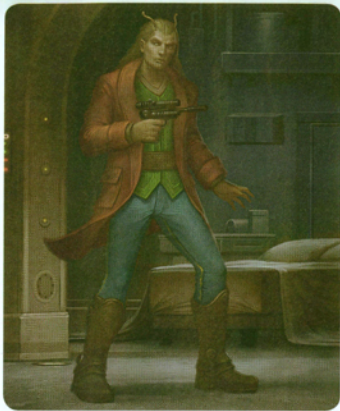
The safe house appears to be nothing more than a run-down casino from the outside. It is a single-story permacrete structure in the middle of a large, empty cavern in the southern part of the Fissures District. There seems to be no external security, and no one is seen leaving or entering the building. A quick walk around the area reveals three entrances: two airlock-quality doors in the rear of the building, and a single metal door in the front.

Simple observation reveals the following facts: the guards work in 12 hour shifts; four guards leave and are subsequently replaced by fresh guards every 12 hours; apart from the guards, who wear nondescript black suits, no one else enters or leaves the premises; if any computer systems are inside the safe house, they are not accessible from the outside.

The heroes can gain access to the safe house by several methods. They can pose as guards, which requires them to ambush a group of guards entering or leaving the safe house. They can also fight their way in, either by going through the front door or blasting their way in through one of the two rear entrances. They can even buy a week or two in the safe house for one or more party members, but this could be expensive—2,000 credits per week per individual—and they must use Fetwin Porlo as a go-between.

Tactical Encounter: Once the heroes have made their plans and have entered the safe house, refer to "Evad Court Rescue" on page 214 for details on running the encounter.

Development: Barin is not aware that Evad Court is affiliated with the Sabie Dawn. Had he known, he would have never gotten a suite at one of Evad's safe houses in the first place. As far as he knows, he is in a perfectly safe place—until the blaster bolts start flying. If a firefight erupts between the heroes and the Evad Court guards, Barin hides in his room and awaits his would-be assassins. When the players show up to rescue him, he thanks them for their trouble with a few well-placed shots from his hold-out blaster.



The heroes must convince Barin that they were sent by Prelio the Hutt to find him. They also must convince him that going with them is in his best interests—all before additional guards arrive from another Evad Court facility. This requires intense roleplaying on the parts of the players, not to mention a Persuasion check or two.

After they have gone a safe distance from the safe house, Barin questions the heroes about their mission. He is ultimately interested in recovering the Fell Star for Prelio, and he tries to persuade the heroes that it is in their best interests to help him do so because Prelio might give them extra compensation if they return with both Barin and the Fell Star. Given Prelio's offer to the heroes, his assumption is truer than he knows.

PART 4: INTO THE MINES

Barin has spent a long time working out the location of Fische's Legacy. He first learned of the legendary treasure while on an acquisition assignment for Prelio. Being in Prelio's employ, he is no stranger to Point Nadir and has traveled to the shadowport on a couple of occasions to sell particularly hot items on his boss' behalf.

Barin learned that Fische's Legacy is not a single treasure trove. Instead, it is a series of bolt-holes spread throughout the most distant portions of the comet's unexplored areas. Some of the caches might even be on the comet's surface, but none have been discovered there yet. Some of Fische's caches have already been found, either by Anjiliac lackeys or lucky explorers; more remain undiscovered, waiting for the day when a fortunate thief like Barin Trevina might come along and plunder them.

One of Barin's contacts, a crippled old pirate by the name of Ghorus Mel, swore that he and his companions had uncovered one of Fische's caches. All manner of wealth was hidden there; the most stunning piece was a pendant in the shape of a seven-pointed star, studded with blue stones that seemed to glow with an inner light. The pirate and his friends, drunk on their impending fortune, fell to fighting over the most desirable of the trove's treasures. Severely wounded and driven off by his former allies, Ghorus managed to return to Point Nadir, but he was never able to return to claim his portion of the treasure.

Perhaps the pirate had taken Barin for a fool, but it was Mel's description of the seven-pointed star that drew his attention the most. The description matched that of the Fell Star, and artifact that Prelio had been contracted to find on behalf of an anonymous client. Unfortunately, no sooner had Barin learned of the Fell Star's potential location than he was set upon by assassins from the Sable Dawn. Fearing for his life, Barin left Mos Eisley and came to the one place where he hoped he would be safe.

If the heroes agree to accompany Barin into the depths of the comet, they are in for an adventure. Barin has only his memories of Ghorus Mel's story to guide him, but he does not let the players know this. The way he sees it, Barin might need them before this heist is done, and they are more likely to stick with him if they think that he knows exactly where he is going.

MINING DROID MISHAP

Barin leads the heroes through the Fissures and toward Point Nadir's mines. He explains that the mines are off-limits, and the penalty for entering them without authorization is summary execution. On the plus side, he adds, the mines are rarely, if ever, patrolled. The only thing he feels apprehensive about is indigenous life. The people of the Fissures tell whispered tales of spiderlike beasts that emerge from the depths of the mines in search of victims.

After some time, the heroes and Barin come to a wide cavern that seems to have been expanded recently. The tell-tale signs of plasma diggers on the shaped walls indicate recent excavation, as does a large amount of fresh rubble piled in the corners. The sounds of small mechanic treads turning and whirring, accompanied by a glowing pair of droid photoreceptors, approaches from the dark cavern ahead.

Tactical Encounter: The approaching droid, identifiable as a 11-17 Series mining droid, sizes up the heroes and Barin for a few moments—as if it is waiting for something. After several seconds, the droid rumbles forward and shoots a blast of plasma at the heroes. Please refer to “Mining Droid Mishap” on page 216 for details on how to run this encounter.

Development: If the mining droids are dispatched, the heroes and Barin can continue onward. An examination of the droids, along with a DC 15 Mechanics check, reveals that the units had been tampered with and reprogrammed to act as ad hoc guards.

STEP INTO MY PARLOR...

Within an hour of encountering the reprogrammed mining droids, the heroes and Barin emerge into a large cavern. Though the atmosphere is breathable this far from the dubious comforts of the shadowport, the temperature is near-freezing, and the gravitational pull of the comet is low. Footing along the path, which meanders between two black chasms, is treacherous. Combined with the low gravity, the presence of two spindly predators and a small flock of comet mynocks pose a real danger to the heroes and their mission.

Tactical Encounter: Refer to “Step into my Parlor...” on page 218 for details on how to run this encounter.

“I’VE GOT A BAD
FEELING
ABOUT THIS.”

-HAN SOLO

A NADIR SPIDER



FISCHE'S LEGACY

If the heroes and Barin survive the threats of Point Nadir's mines, they are eventually rewarded with a jackpot: Fische's Legacy, just as Barin was told by Ghorus Mel. Though the trove is not nearly as large as Mel made it out to be, it is still a substantial haul. A single durasteel cargo crate sits in a vaulted cavern. The mummified remains of two Humans, seemingly locked in eternal battle, are the only other occupants of the tomblike chamber.

The crate is filled with a number of hermetically sealed casks, each one filled with several liters of premium Corellian whiskey, made all the more valuable by its age. In addition, 20,000 credits worth of gold and silver bullion (marked with Old Republic seals) are stacked within the crate. Though too heavy to take back in total, even with the reduced gravity, the heroes can easily take one or two bars each without trouble. The bullion can easily fetch 1,000 credits per bar, while the whiskey might be worth 500 credits to drinkers with discerning pallets.

The real treasure, as evidenced by Barin's awe, is the Fell Star. It exists, just as the tales have told, though it is currently clutched in the hand of one of the dead Humans. Anyone with Force Sensitivity can make a DC 15 Use the Force check to determine that the Fell Star is no ordinary trinket. Only experimentation and research reveal the Fell Star's full potential. Unless convinced to do otherwise, Barin places the Fell Star in his vest pocket. Anyone who wants to examine the Fell Star must negotiate with Barin for the opportunity to do so.

With the treasure found and partially plundered, the heroes can retrace their steps back to Point Nadir's Fissure District.

AMBUSH IN THE FISSURES

Overall, returning to the Fissures is uneventful. The heroes notice Barin casting furtive glances in their direction, as if he is worried about what they might do. Having found the Fell Star, the object of his desire, Barin is not so sure that he wants to turn it over to Prelio the Hutt and her anonymous client. Barin has time to figure out what to do. For now, though, he is worried that the heroes might try to steal the Fell Star from him.

Emerging from the mines and entering the outskirts of the Fissures, the heroes notice a distinct lack of life. When they left, the Fissures were filled with Point Nadir's destitute denizens. The smell of cooking fires hangs on the air, but the heroes hear no one talking, no children crying, and no footfalls other than their own. If the characters think their chore was all too easy, perhaps they are correct.

Tactical Encounter: Refer to "Fissures Ambush" on page 220 for details on running this encounter.

THE FELL STAR

The origin of the Fell Star is a mystery that has been lost to time. The artifact dates to pre-Republic times. Some legends, if uncovered by studious heroes, reveal that the Fell Star was a Sith talisman, but even these tales cannot be verified.

The Fell Star is a powerful Force artifact. If worn by a Force-user, it allows the user to regain a spent Force power of his choice as a standard action; for each Force power so regained, the user gains one Dark Side point. In addition, a Force-user who wears the Fell Star gains a +2 Force bonus to Use the Force checks made to activate Force powers with the Dark Side descriptor.

EPILOGUE

What happens now? This depends a great deal on whether the heroes survived their foray into Point Nadir. Those who did manage to pull through have several choices; the most obvious is to take Barin and the Fell Star back to Prelio the Hutt on Tatooine so that they can get paid. Barin might have thoughts about this course of action. In fact, he might attempt to escape, sending the heroes off on another adventure entirely. If the players were reluctant to allow Barin to have the Fell Star, perhaps intending to keep it for themselves, they can expect Barin to attempt to abscond with it while they sleep.

As to the powers of Point Nadir, the heroes might feel that they are in an unfavorable position with the Sable Dawn. This might be true, but the Sable Dawn also understands that business is business, and its leaders hold no grudges against individuals who are just doing their job to the best of their ability. Besides, it is possible that Prelio the Hutt's anonymous client is, in fact, a member of the Sable Dawn. This point is left deliberately ambiguous, allowing you as the Gamemaster to make your own decisions.

The heroes have potentially made a valuable inroad with Epsil, Point Nadir's technological crime syndicate. They know Puzell, which can lead to all sorts of future adventures. They have also been to Point Nadir and lived to tell the tale, which means they can return to the shadowport as their duties require. With the minimal wealth they have no doubt accumulated, they might find that a shopping spree is in order before they return to Mos Eisley.

If they successfully return to Tatooine with Barin and the Fell Star in tow, Prelio the Hutt pays the heroes as agreed. If either Barin and/or the Fell Star have been lost, Prelio is not pleased. Being an understanding matriarch, she gives each character a token fee of 500 credits each merely for trying, regardless of whether Barin or the Fell Star were returned.

As it is, the seedier side of galactic life is now open to the heroes, for better or for worse. Only time will tell what other adventures await them in the space between Tatooine and Point Nadir, or within Point Nadir. In fact, a crate filled with bullion still needs to be claimed.

ENCOUNTER: OLEV'S APARTMENT

Challenge Level 2

This encounter begins when the PCs enter Olev's apartment, either from the front door on the main street, or through the back door from the alleyway. Olev is in the living room, being confronted by one of the Sable Dawn thugs. Another thug, having performed a rudimentary search of the apartment, stands in front of the closet door, maintaining a watch on the front door.

READ-ALoud TEXT

Heroes entering Olev's apartment through the front door alert the driver of the speeder idling down the street, unless he has been dealt with prior to the event. If he is still active, the driver of the speeder uses his comlink to warn the Sable Dawn thugs inside that they have company. If the heroes approach from the rear door, they first need to make a DC 15 Mechanics check to disable the locked door, and they must make Stealth checks to avoid being heard by the Sable Dawn thugs in the living area.

If the heroes enter Olev's apartment through the back door, perhaps to avoid being seen by the occupants of the idling speeder outside, read the following text aloud:

The back door opens into a small kitchenette. Shelves and cupboards line the adobe walls, and an unused stove occupies the northern wall. A messy living area is visible through an open doorway in the eastern wall. Sounds of a struggle come from that direction.

When the heroes arrive in Olev's apartment's living room, either through the front door or from the kitchen, read the following text aloud:

As the door swishes open, you see a sparsely furnished living area in complete disarray. Furniture has been overturned in the center of the room, and a viewscreen along the eastern wall buzzes with static. Three men occupy the room: two are dressed in nondescript earth-tone suits, while the third is on his knees, nursing a bruised jaw, as if he'd just been struck.

OLEV TREVINA

Olev Trevina is Barin Trevina's cousin. The two emigrated from the Balosar system to Tatooine together, hoping to make their fortunes. While Olev attempted to turn his life around, Barin continued to dabble in petty criminal endeavors. The two eventually had a falling out, and Barin took his leave. Olev still cares for Barin, and he wishes that his cousin would rise above the racial stereotypes of the Balosar species, just as he has, and attempt to make an honest living.

What at first appears to be a slight Human male is revealed to be a male Balosar with curly red-brown hair, brown eyes, and a perpetually worried expression. His left eye is surrounded by a quickly darkening bruise, and his antennae dangle dejectedly. He is dressed in a pair of comfortable-looking pants and a loose-fitting white tunic spotted with fresh blood.

Olev Trevina (OL)

CL 1

Medium Balosar nonheroic 3

Init +4; Senses Perception +1

Languages Balosar, Basic, Huttese, Ryl

Defenses Ref 13 (flat-footed 10), Fort 9, Will 10

hp 4; Threshold 9

Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares

Melee unarmed +1 (1d3)

Base Atk +2; Grp +1

Abilities Str 8, Dex 17, Con 8, Int 14, Wis 10, Cha 15

Feats Skill Focus (Use Computer), Skill Training (Knowledge [technology],

Persuasion, Use Computer), Weapon Proficiency (simple weapons)

Skills Deception +8, Knowledge (bureaucracy) +8, Knowledge

(technology) +8, Mechanics +8, Persuasion +8, Use Computer +13

Possessions datapad

Olev Trevina's Tactics

Olev prefers to take the path of least resistance. He is not a fighter by any means, but he is not willing to give his cousin's enemies information that could lead to Barin's death. If the heroes intervene on Olev's behalf, he takes cover until the dust settles.

SABLE DAWN THUGS (2)

Though their clothing does not give away their affiliation, these Human thugs are enforcers for the Sable Dawn, an intergalactic assassin's guild. Both wear earth-tone suits with single-breasted jackets. They've been sent to find Barin, and their first stop is his cousin's apartment. If Olev is difficult to persuade, the two thugs have instructions to kill him and search his apartment for clues to Barin's whereabouts.

These Human males are nondescript and dressed in earth-tone suits. Their expressions are serene, and they betray no emotion whatsoever. Each is armed with a blaster pistol. When they see you, they spring into action.

Sable Dawn Thug (SD)

Medium Human scoundrel 1/soldier 2

Force 1; Dark Side 3

Init +7; Senses Perception +8

Languages Basic, Rodese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 16

hp 36; **Threshold** 14

Speed 6 squares

Melee unarmed +2 (1d6+1)

Ranged blaster pistol +3 (3d6+1)

Base Atk +2; **Grp** +2

Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6

Force Powers Known (Use the Force +13): *Force grip, Force lightning, surge*

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14

Talents Devastating Attack (rifles), Sneak Attack +1d6

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +5, Initiative +7, Mechanics +7, Perception +8, Use the Force +13

Possessions blaster pistol, comlink

CL 3

CONCLUSION

If the heroes kill or disable both Sable Dawn thugs, they can search the bodies for clues. Each thug carries a blaster pistol, a spare power pack, and a comlink. One of the thugs carries a basic datapad with information on Barin Trevina, including a physical description and a rough holographic picture.

If the struggle involved blaster fire, the driver of the speeder parked on the street outside hears and attempts to contact the thugs by comlink. If he does not get an answer, he drives off. If the driver has already been dealt with by the players, ignore this information.

FEATURES OF THE AREA

Olev's living area contains only simple furniture, spread across the floor where it has been tossed by the Sable Dawn thugs. The scattered remains of the furniture make the living area somewhat treacherous in the dim light. Both bedrooms are nearly identical—each contains a bed and a simple desk built into the wall. The beds have been overturned, and the drawers of the desks have been upended onto the floor. The only room that seems unharmed is the kitchen, which is relatively clear of obstacles.



ENCOUNTER: KIE'S STORAGE

Challenge Level 3

When the heroes arrive at Kie's Storage, which is on the south side of Mos Easley in a somewhat seedy part of town, they immediately notice a number of vagrants (V on the map) of various species huddled in the shade against the wall facing the street. If the heroes arrive after dark, some of the vagrants are dozing off or unconscious. During business hours, a clerk (C on the map) sits at the front desk. The clerk and the vagrants are all 1st-level nonheroic characters of their species.

When the PCs gain access to Barin's locker, have them make Perception checks opposed to the Stealth checks of the Sable Dawn thugs (S on the map). Anyone who fails must place themselves on the map within 2 squares of Barin's locker. After those heroes who failed their Perception checks are in position, place the Sable Dawn thugs as shown. Anyone who succeeds on their Perception checks can position themselves within 2 squares of Barin's locker after the Sable Dawn thugs are in position.

Only characters that succeeded on their Perception checks, along with the Sable Dawn thugs, can roll Initiative for the initial surprise round of combat.

READ-ALoud TEXT

After Perception checks are made, read the following text. This specifically applies to heroes who succeeded on their Perception checks.

Barin's locker is a battered metal closet marred with old graffiti. A red light on the magnetic lock plate blinks lazily in unison with the other lock plates along the wall. As you reach out to insert the code cylinder, you hear the sounds of muffled talking and boots on tile. Figures lean around the corners to your left and right, blasters in their hands. It's an ambush!

SABLE DAWN THUGS (3)

This group of Sable Dawn thugs has been keeping an eye on Kie's Storage, waiting for Barin to show up. Their vigilance is all for naught—Barin never came here. If descriptions of the heroes have previously been reported (by the driver at Olev's apartment, for example), the thugs gain entry to the building and attack the heroes. If the Sable Dawn has no information on the heroes yet, the thugs instead use their comlinks to describe the heroes to their superiors, then wait for orders. The orders, of course, are to investigate.

Like their counterparts at Olev's apartment, these Human males are nondescript and dressed in earth-tone suits. Their expressions are serene, and they betray no emotion whatsoever. Each is armed with a blaster pistol and a blaster carbine.

Sable Dawn Thug (S)

CL 3

Medium Human scoundrel 1/soldier 2

Force 1; Dark Side 3

Init +7; Senses Perception +8

Languages Basic, Rodese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 16

hp 36; Threshold 14

Speed 6 squares

Melee unarmed +2 (1d6+1)

Ranged blaster pistol +3 (3d6+1)

Base Atk +2; Grp +2

Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6

Force Powers Known (Use the Force +13): Force grip, Force lightning, surge

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14

Talents Devastating Attack (rifles), Sneak Attack +1d6

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training,

Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon

Proficiency (pistols, rifles, simple weapons)

Skills Endurance +5, Initiative +7, Mechanics +7, Perception +8, Use the Force +13

Possessions blaster pistol, comlink

Sable Dawn Thugs Tactics

This group of Sable Dawn thugs is not here to take prisoners. The heroes are an obstacle, and they are treated as such. The thugs' goal is to neutralize the heroes and gain access to Barin's storage locker, if possible.

If two of the thugs go down, the remaining thug attempts to escape, heading for the landspeeder parked in a nearby alley to the south.

CONCLUSION

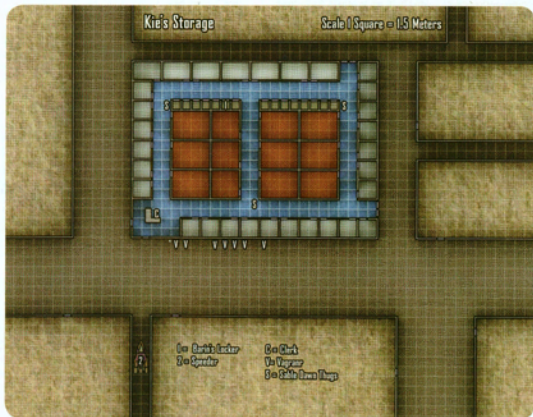
Any instances of blaster fire causes the vagrants out front to flee the area in a panic. If present, the clerk has been subdued by the Sable Dawn thugs and is lying dead or unconscious behind the counter.

The locker's contents are detailed earlier in the adventure ("The First Lead: Kie's Storage," page 198).

FEATURES OF THE AREA

Two doors at the southwestern corner allow access to the lobby. Two pairs of double doors, one at the northeast corner and the other at the southeast corner, are locked (equal to 5 cm thick metal doors, Mechanics check DC 25 to open), and allow for larger loads to be brought into the building as need requires. All doors within Kie's Storage have similar properties, except those on the lockers, which have DR 10, hp 30, threshold 25, and break DC 30.

Each of the storage cubes is fitted with a locked metal door and a good-quality lock. The doors on the lockers are less sturdy, but each possesses an intimidating lock plate with blinking red lights. During business hours, the halls are well lit, but these lights are shut down when Kie's closes at dusk. The floor is hard permacrete, and though it is dusty, it is clear of debris.



ENCOUNTER: THE WOODOO DUNES

Challenge Level 3

The heroes arrive at The Woodoo Dunes, a lower-class cantina in east Mos Eisley. Position the hooligans as shown around a table near the middle of the bar. Place the four regulars and the bartender (all 1st-level nonheroic characters) around the bar as shown. Cel N'ero is seated in plain sight in the booth farthest from the cantina's entrance.

When the action starts, the heroes should position themselves based on their intended actions when they entered the cantina. Any who approached N'ero are near his booth, perhaps even seated in it, while others might have held back, staying outside or standing near the cantina's entrance.

READ-ALoud TEXT

Read the following text aloud when the heroes enter the Woodoo Dunes cantina:

The Woodoo Dunes is one of many seedy cantinas sprinkled liberally throughout Mos Eisley. The furniture has been cobbled together from several different sources, and even the bar looks to be made from thin sheets of scrap metal that have been painted with industrial-quality starship paint. The clientele consists of lower-class laborers scattered around the bar. Four street gangsters huddle around a table, and a single Twi'lek sits in one of the three booths. The Twi'lek appears to be waiting for someone, but by the look on his face, you can tell it isn't you.

CEL N'ERO

Cel N'ero is an associate of Barin Trevina. Though the two might call one another friends, neither is above hanging the other out to dry under the right circumstances. N'ero is a small-time dealer in black-market items and fraud. He fancies himself a high roller, but he is no better than most of the gorg-bait that wanders the streets of Mos Eisley.

This Twi'lek's face is a bit too ashen and a bit too thin to seem wholly healthy. His yellow eyes are dilated slightly, and he licks his lips nervously. He's dressed in fine robes that haven't seen a washing in some time. He drums his overly long fingernails on the booth tabletop impatiently.

Cel N'ero (C)

CL 3

Medium Twi'lek scoundrel 3

Force 1; Dark Side 3

Init +8; Senses low-light vision; **Perception +4**

Languages Basic, Huttese, Ryl

Defenses Ref 17 (flat-footed 15), Fort 17, Will 12

hp 31; Threshold 17

Speed 6 squares

Melee vibrodagger +3 (2d4+2)

Ranged blaster pistol +4 (3d6+1)

Base Atk +2; Grp +3

Atk Options Point Blank Shot

Special Actions Fool's Luck, Melee Defense, Quick Draw

Abilities Str 12, Dex 14, Con 15, Int 13, Wis 6, Cha 12

Talents Fool's Luck, Fortune's Favor

Feats Melee Defense, Point Blank Shot, Quick Draw, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +7, Gather Information +7, Initiative +8, Knowledge (bureaucracy) +7, Perception +4

Possessions blaster pistol, concealed holster, vibrodagger, datapad, 3 doses of ryll, 325 credits

Cel N'ero's Tactics

Cel N'ero is no fighter, and he would prefer to escape rather than deal with anyone who wants to harm him or Barin. Given a choice, he spills the beans on Barin but only if it looks as if he will not be able to leave unharmed. He plays every card in his book, and has no compunctions about getting someone else, such as the four hooligans, to do his dirty work for him.

HOOLIGANS (4)

These four hooligans are typical Mos Eisley street trash. They have come to The Woodoo Dunes for a few cheap drinks and maybe a little bit of action. They are all coming down from a ryll high, and none of them is in the mood for idle chatter. If they see an opportunity to score free spice, they side with Cel N'ero, who is a known dealer, regardless of how much the odds are stacked against them.

These four Human youths are huddled around a small table, each one nursing a tall blue cup filled with some type of alcoholic drink. Their clothes are rumpled, and they appear to be scruffy. They talk a little too loudly, trying to look tough.

Hooligan (H)

Medium Human nonheroic 3/scoundrel 1

Force 1; Dark Side 3

Init +3; Senses Perception +2

Languages Basic

Defenses Ref 13 (flat-footed 12), Fort 12, Will 12

hp 15; Threshold 17

Speed 6 squares

Melee unarmed +3 (1d3+1) or

Melee vibrodagger +3 (2d4+1)

Ranged blaster pistol +3 (3d6)

Base Atk +2; Grp +3

Atk Options Bantha Rush, Dastardly Strike, Power Attack

Abilities Str 13, Dex 12, Con 13, Int 10, Wis 10, Cha 10

Talents Dastardly Strike

Feats Armor Proficiency (light), Bantha Rush, Improved Damage

Threshold, Power Attack, Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Persuasion +7, Survival +7

Possessions vibrodagger, blaster pistol

CL 2

FEATURES OF THE AREA

At one time, there was a window three squares wide in the southern wall of The Woodoo Dunes, but it has since been broken out (perhaps by a thrown body) and replaced with a sheet of sand-chewed alloy plating that is bolted in place. Therefore, the only way to see in or out of the cantina is to open the door and take a look. The alley behind the cantina is littered with refuse; it should be treated as difficult terrain.

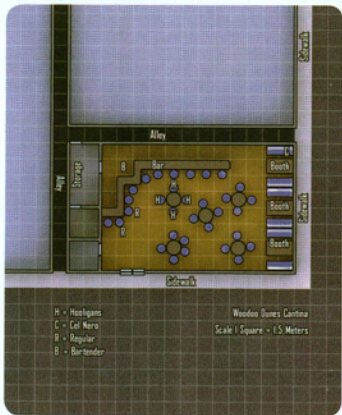
Hooligan Tactics

The hooligans shoot at random targets. They do not coordinate their attacks, and they are not concerned with collateral damage they might cause. If more than half their number are killed or incapacitated, the survivors attempt to flee, shooting as they go.

CONCLUSION

When the smoke clears, any surviving regulars head toward the door in a panic. The bartender peeks over the bar, surveying the damage. N'ero, if alive and lacking support from his hooligan chums, gladly surrenders and sells out Barin, no questions asked.

Local law enforcement shows up to investigate the ruckus within 3D10 minutes.



ENCOUNTER: STOPPED BY EPSIS

Challenge Level 4

This encounter takes place in a docking bay within the Slips, a district of the Point Nadir shadowport. After the heroes leave their ship, they have an opportunity to locate Barin's pilot, a Human smuggler named Phellip. Unfortunately, when they explore Phellip's YT-1300 freighter, they find the pilot dead, his throat crushed. Any heroes investigating the cockpit see that the controls have been disabled. A successful DC 15 Perception check allows heroes in the cockpit to notice a couple of figures moving outside the ship.

As the heroes leave Phellip's ship, they are confronted by a group of 8 Epsis sentries. The sentries know that Phellip is dead (see adventure text), and they want to take the heroes in for questioning. This encounter is presented on the off chance that the heroes try to fight their way out of the situation.

When the heroes emerge from Phellip's YT-1300 freighter, the Epsis sentries tell them to stand down and surrender. Place the Epsis sentries as indicated on the map, and allow the heroes to place themselves near the freighter's entry ramp.

READ-ALoud TEXT

Read the following text aloud when the players emerge from Phellip's YT-1300 freighter:

As you make your way down the boarding ramp and into the docking bay, you barely have time to notice a number of armed individuals in combat jumpsuits, wielding blaster carbines, scattered throughout the area. A loud voice booms out in Basic, "Halt! Throw down your weapons, and you will not be harmed!"

EPSIS SENTRIES (8)

The sentries are a common sight in Epsis-controlled portions of Point Nadir. They possess no distinct uniform but regularly wear blue combat jumpsuits. Humans are the most common species in Epsis' Sentry Corps, but other species are also represented.

This Human soldier is dressed in a blue combat jumpsuit that features no distinctive badges or marks. He carries a force pike in one hand, a slung blaster carbine, and a blaster pistol in a holster on his hip.

Epsis Sentry (E)

CL 2

Medium Human scout 1/soldier 1

Force 1

Init +7; Senses Perception +8

Languages Basic, one unassigned

Defenses Ref 17 (flat-footed 16), Fort 14, Will 14

hp 34; Threshold 14

Speed 6 squares

Melee unarmed +3 (1d3+3) or

Melee force pike +4 (2d8+3)

Ranged blaster pistol +2 (3d6+1) or

Ranged blaster carbine +2 (3d6+1) or

Ranged stun grenade +2 (4d6 stun, 2-square burst radius)

Base Atk +1; Grp +3

Abilities Str 15, Dex 12, Con 10, Int 13, Wis 14, Cha 8

Talents Armored Defense, Evasion

Feats Armor Proficiency (light, medium), Weapon Focus (force pike),

Weapon Proficiency (advanced melee weapons, pistols, rifles, simple weapons)

Skills Initiative +7, Mechanics +7, Perception +8, Treat Injury +7, Use Computer +7

Possessions blaster carbine, blaster pistol, force pike, stun grenade, combat jumpsuit, comlink, binder cuffs

Epsis Sentry Tactics

The sentries have been sent to round up the heroes for questioning. If the heroes resist, the sentries employ nonlethal damage, including stun grenades if necessary. They take cover behind doorways, bulkheads, and cargo crates, gaining a +5 cover bonus to Reflex Defense.

If more than half of their number are killed or incapacitated by the heroes, the sentries retreat down the southern corridor and use comlinks to call for reinforcements, which arrive in 10 rounds.

CONCLUSION

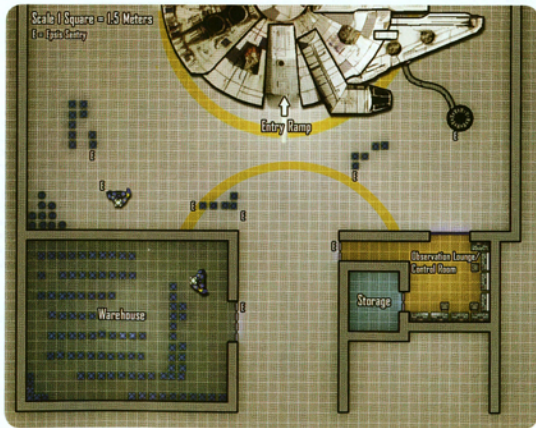
If the heroes surrender peacefully, the sentries disarm them and escort them to a command center in the Slips. If the heroes choose to fight, the sentries do their best to subdue them. If subdued, the heroes are restrained and taken to an Epsis command center where they are provided with enough medical care to get them on their feet again prior to questioning.

If the heroes violently resist the sentries and emerge victorious, they encounter additional sentries as they make their way through the Slips district of Point Nadir. Subsequent sentries are not as gentle—especially if several of their comrades have been killed by the heroes—and forgo the use of stun damage for the raw killing power of their blaster carbines.

The Sentries carry nothing more than the equipment listed in their stat block, and the cargo crates in the hangar yield all manner of legal trade goods (specifically textiles, preserved foods, and purified water).

FEATURES OF THE AREA

The docking bay is a large, open space. Aside from Phellip's YT-1300 freighter, the docking bay contains cargo crates, stacked barrels, a driving loader, and a power generator with an attached cable. An observation lounge/control room can be accessed through a pair of doors in the eastern wall of the exit corridor, and a warehouse can be entered through a large bay door in the corridor's west wall. The northern edge of the docking bay is shielded, and open to the zero gravity of Point Nadir's "cove" as far as the eye can see.



ENCOUNTER: EVAD COURT RESCUE

Challenge Level 3

Place the Evad Court security guards throughout the facility, as indicated on the map. One guard is in each of the security rooms, two more in the lobby, and three patrolling the halls. Two off-duty guards are in the building's lounge. Barin is hiding in his own room, which is at the southwestern corner of the building.

Other occupants are in the safe house, but they are sequestered in their own rooms if trouble starts.

READ-ALOUD TEXT

Read the following text when the heroes enter the safe house foyer:

The simple 10 meter by 10 meter room is capped to the north by a pair of sealed airtight doors. Two armored transparisteel windows, one on either side, reveal two well-dressed guards seated at consoles. The guard to the left looks up from his monitors and asks through the speaker, "Can I help you?"

BARIN TREVINA

Barin Trevina is Prelio the Hutt's favorite burglar. He is an accomplished thief with a knack for getting into and out of tight spots. He has also ferreted out sensitive information on the Anjiliac kajidic and its doings in several sectors of space. Barin also claims to know where a portion of Fische's Legacy is hidden, but he has yet to spill this information to anyone.

Fearing for his life, Barin made his way to Point Nadir, thinking that it would be the last place that the Sable Dawn would look for him. Unfortunately, he is wrong. Secured within Evad Court under the assumed name of Ely Salphelia, he plans to wait out his enemies as long as his money lasts.

Barin is a short and slender Balosar. His curly brown hair is short enough that his antennapalps are plainly visible, and he wears a pair of blue leather pants and a green leather vest over an off-white collarless shirt.

This Balosar seems small, even for a member of his species. He is dressed in a gaudy suit of dyed leather that includes a green vest and bright blue pants tucked into black boots that rise to his mid-calf. His brown eyes dart back and forth like those of a hunted animal.

Barin Trevina (B)

Medium Balosar scoundrel 3

Force 2; Dark Side 2

Init +1; Senses Perception +6

Languages Balosar, Basic, Hutttese, Ryl

Defenses Ref 15 (flat-footed 15), Fort 14, Will 14

hp 31; Threshold 14

Immune +4 species bonus to Fortitude Defense when resisting poisons

Speed 6 squares

Melee unarmed +2 (1d3+1)

Ranged hold-out blaster +3 (3d4+1)

Base Atk +2; Grp +2

Atk Options Point Blank Shot, Precise Shot

Special Actions Fool's Luck, Knack

Abilities Str 10, Dex 10, Con 12, Int 15, Wis 10, Cha 15

Talents Fool's Luck, Knack

Feats Point Blank Shot, Precise Shot, Toughness, Weapon Focus (hold-out blaster), Weapon Proficiency (pistols, simple weapons)

Skills Deception +8, Gather Information +8, Knowledge (galactic lore) +8, Mechanics +8, Perception +6, Stealth +6

Possessions hold-out blaster, datapad

Barin Trevina's Tactics

Barin assumes that someone is coming to kill him as soon as the alarm goes off. He hides in his bedroom and waits for the assassins to find him, if they get past Evad Court's security. Unless talked down by the heroes, he fires on them as soon as they breach the safety of his bedroom.

SECURITY GUARDS (9)

Evad Court employs some of the best security personnel within Point Nadir. The nine who patrol this safe house are Evad's entry-level security guards. Although competent, they lack the extensive experience of Evad's higher-priced employees. Nevertheless, they are an adequate obstacle. They wear the latest armored clothing, which provides a professional appearance while granting protection from attacks.

This Human wears a sharp black suit of Corellian cotton, accented with a red square of silk that emerges flawlessly from the breast pocket of his short coat.

Evad Court Security Guard (G)

Medium Human soldier 1

Init +7; Senses Perception +7

Languages Basic, Huttese

Defenses Ref 15 (flat-footed 13), Fort 13, Will 13

hp 30; Threshold 13

Speed 6 squares

Melee unarmed +2 (1d3+1) or

Melee stun baton +2 (1d6+1)

Ranged blaster pistol +3 (3d6) or

Ranged blaster pistol +1 (4d6) with Rapid Shot

Base Atk +1; Grp +2

Atk Options Rapid Shot, Running Attack

Special Actions Harm's Way

Abilities Str 13, Dex 15, Con 10, Int 12, Wis 14, Cha 8

Talents Harm's Way

Feats Armor Proficiency (light, medium), Rapid Shot (pistols), Running

Attack, Weapon Proficiency (pistols, rifles, simple weapons)

Skills Initiative +7, Mechanics +6, Perception +7, Treat Injury +6, Use

Computer +6

Possessions blaster pistol, armored suit, comlink

Evad Court Security Guard Tactics

Evad Court security guards shoot to kill. They take no prisoners. In addition, they are expected to give their lives for their clients, if need be, and they do not hesitate to interpose themselves between a client and an assassin. They use cover when they can and work as a team to isolate and destroy intruders.

The guards at the desk in the lobby report their situation to central command within 2 rounds, if they are able. If they manage to call for help, an additional group of similar guards wearing battle armor and wielding blaster carbines arrive within five minutes of their call.

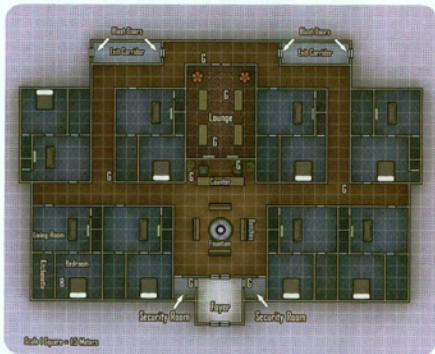
CL 1

CONCLUSION

The heroes should concentrate on getting Barin out of the safe house as quickly as possible. If they tarry for any reason, they encounter additional security guards who are better equipped than the guards they have just defeated. If they get in and out of the safe house within five minutes, they can easily disappear into the winding streets, alleyways, and passages of the Fissure District without attracting attention.

FEATURES OF THE AREA

Evad Court is a high-security outpost nestled in the relative anarchy and chaos of Point Nadir's Fissure District. The front door is a standard alloy door that is meant to seem more or less innocuous (DR 10, hp 30, threshold 25, break DC 30), while the internal foyer door, as well as the two rear exits, are metal airlock-quality doors (DR 10, hp 50, threshold 30, break DC 35). The security room glass is resistant to damage, but not invulnerable (DR 10, hp 15, threshold 10, break DC 25). The interior doors leading into the suites are standard wooden doors (DR 5, hp 25, threshold 10, break DC 15).



ENCOUNTER: MINING DROID MISHAP

Challenge Level 3

This encounter begins as the players enter an opening in the mines where several 11-17 Series mining droids are clearing rubble and excavating on behalf of the Anjiliac Hutts. Although normally docile, these droids have been programmed to attack intruders to discourage Fissure District squatters from venturing too far into the tunnels of the mines.

Place any visible mining droids as indicated, then allow the heroes to place themselves anywhere within 5 squares of the western corridor, heading east. Additional mining droids are out of the heroes' sight, but within visual contact of at least one mining droid on the map and thus aware of what is transpiring through their internal comlinks.

READ-ALoud TEXT

When the heroes encounter the first droid, read the following text aloud:

Up ahead, in the darkness, you can make out two glowing photoreceptors, moving closer. A small droid moving on a pair of noisy treads emerges from the shadows, stopping to examine you for a few moments, before raising a weaponlike protuberance from its chassis and firing a blast of plasma in your direction.

ENCOUNTER ADJUSTMENTS

This encounter can be deadly for the heroes or particularly easy depending on the Initiative order. Since the mining droids have so few hit points, a party of heroes with high Initiative rolls could take out several of these droids before they get to act. There are a number of ways that Gamemasters can deal with this potential issue. First, the GM can divide the droids into groups of 3 to 4 droids, rolling each group's Initiative separately; this increases the likelihood of at least some of the droids acting before the heroes, and also leads to a more exciting and dynamic encounter as the droids act on different turns. If the encounter seems to be ending too quickly, the GM should feel free to add one or two Anjiliac clan thugs (page 141) who are controlling the droids during the attack.

MINING DROIDS (10)

These droids have been modified by Epsis on behalf of the Anjiliac kajidic. They are programmed to attack intruders who do not initiate the proper passcode within ten seconds. Though they understand spoken Basic, they are not equipped with vocalizers and cannot give verbal warning before attacking.

The small droid is low to the ground, and moves confidently on a pair of noisy treads. A single plasma jet projector emerges from a mount on the unit's back.

11-17 Series Mining Droid (M)

CL 1

Small droid (5th-degree) nonheretic 3

Init +3; Senses darkvision, low-light vision; Perception +7

Languages Basic, Binary, 1 unassigned

Defenses Ref 18 (flat-footed 14), Fort 10, Will 9

hp 7; Threshold 10

Immune droid traits

Speed 4 squares (tracked)

Melee saw +5 (1d4+3)

Ranged blowtorch +6 (2d6) or

Ranged heavy plasma jet +7 (3d10)

Fighting Space 1 square; Reach 1 square

Base Atk +2; Grp +0

Abilities Str 16, Dex 18, Con —, Int 12, Wis 8, Cha 12

Feats Skill Training (Perception, Use Computer), Weapon Focus (heavy plasma jet), Weapon Proficiency (pistols, simple weapons)

Skills Climb +7, Knowledge (physical sciences) +7, Perception +6, Use Computer +7

Systems tracked locomotion, basic processor, magnetic feet, 2 tool appendages, telescoping appendage, improved sensor package, darkvision, internal comlink, quadanium shell

Possessions heavy plasma jet, blowtorch, saw, 2 fusion lanterns

Availability licensed; Cost 3,500 credits (2,650 used)

11-17 Series Mining Droid Tactics

The 11-17 droids are not combat models, and they are programmed to kill intruders only if they are unable to scare them away. The initial plasma blast from each droid is just for show and is fired from a far enough distance so as to not actually engage any targets. Once the initial blast has been fired, the droids move closer to any remaining targets. The droids do not surrender or retreat.

Each 11-17 is equipped with a heavy plasma jet for digging. The plasma jet fires a stream 4 squares long by 2 squares wide. A target hit by the droid's plasma jet takes 3d10 damage. If the plasma jet misses, it deals only half damage. Each droid also features a saw and a blowtorch for precision cutting and clearance of obstacles. The blowtorch counts as a ranged attack with a range of 1 square.

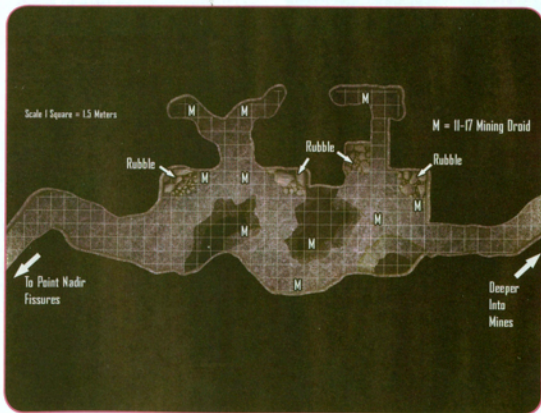
FEATURES OF THE AREA

This cavern is filled with rubble and loose rocks, making footing treacherous. When moving through rubble or depressions, or over rises in terrain, movement costs are doubled to reflect the uneven footing. Due to their tracked locomotion and squat build, the 11-17 Series mining droids are not affected by these adverse conditions.

Though the cavern has a relatively high ceiling (3 meters high in most areas), the tunnels leading to the north are smaller and more confining, with only 1 meter of clearance.

CONCLUSION

Once the heroes have dealt with the mining droids, the way is clear for them to proceed deeper into the mines. Little of value is in the cavern other than some raw tin ore.



ENCOUNTER: STEP INTO MY PARLOR . . .

Challenge Level 4

The players enter this cavern from the south. The tunnel opens up into a larger cavern, which appears to have formed naturally. Two Nadir spiders have built nests within the darkness of the 30-foot chasms on either side of the northward path. In addition, a flock of comet mynocks are at rest near the rear section of the cavern, hanging like bats from the ceiling of the chamber.

Have the heroes place themselves at the southern end of the chamber, and allow them to move north. The Nadir spiders are hidden in the dark confines of their chasm. A hero can notice them with a successful Perception check (opposed by the spiders' Stealth check), but only if the examining hero peers over the ledge into the chasm. The Nadir spiders allow the heroes to pass their position, attacking only after the last hero has moved past their positions.

The comet mynocks remain where they are until weapons are discharged. At that point, they launch themselves from their positions, shrieking as they fly around the chamber.

READ-ALoud TEXT

Read the following text when the players enter the cavern:

The passage opens up into a natural cavern, and extends off into the darkness. The air here is still, and motes of dust float lazily through the air in front of you. A series of dark chasms about the path, one to each side, their depths lost in darkness. The ceiling here is high above your heads, and cracks and crevices give it the appearance of a rocky moonscape.

NADIR SPIDERS (2)

Nadir spiders are native to Resh 9376. Similar species have been reported in other comets and asteroids. Like mynocks, the Nadir spider is a silicon-based lifeform. Five spindly limbs that extend at even intervals from its bulbous central body. A large maw with five interlocking mouthparts, surrounded by five black eyes, dominates the spider's central body.

Though they typically subsist on comet mynocks, Nadir spiders are hostile, and occasionally venture into the shadowport looking for other food.

A bulbous creature the size of a man emerges from the shadows. Five spindly limbs sprout from its body, and a single mouth surrounded by five jagged beaks and five black spots flexes open and closed menacingly.

Nadir Spider (S)

CL 4

Medium subterranean beast 4

Init +10; Senses darkvision, low-light vision, Perception +9

Defenses Ref 17 (flat-footed 14), Fort 12, Will 12

hp 26; Threshold 12

Speed 12 squares, climb 12 squares

Melee bite +5 (1d6+4)

Ranged acid spray +6 (2d4 plus special)

Base Atk +3; Grp +5

Atk Options acid spray, Pin

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 14, Cha 6

Feats Improved Initiative, Pin, Skill Training (Stealth)

Skills Perception +9, Stealth +10

Acid Spray—Once per day, a Nadir spider can spew a jet of highly corrosive acid. The acid spray affects a single target within 5 squares of the Nadir spider. If the Nadir spider hits with its acid spray, the target takes 2d4 acid damage plus an additional 2d4 acid damage at the start of the target's turn every round until the acid is washed off or treated (requiring a DC 15 Treat Injury check and a medical kit).

Nadir Spider Tactics

The Nadir spiders are interested only in food. They target stragglers with their acid spray. If a Nadir spider succeeds in taking down an enemy, it drags its prey down into the pits below where it can be devoured at the spider's leisure.

COMET MYNOCKS (S)

Like common mynock, the comet mynock is a silicon-based lifeform native to outer space. Unlike their cousins, comet mynock can live in an atmosphere without suffering ill effects. They fight only if starved or scared and rarely initiate combat unless provoked.

This mynock is blue-gray in color and flaps about on leathery wings.

Comet Mynock (M)

Small vacuum beast 2

Init +6; Senses darkvision; Perception +8 (may reroll)

Defenses Ref 18 (flat-footed 13), Fort 15, Will 12

hp 21; Threshold 15

Speed fly 10 squares

Melee wing slam +0 (1d4)

Base Atk +1; Grp -5

Atk Options Running Attack

Abilities Str 8, Dex 20, Con 20, Int 2, Wis 14, Cha 10

Special Qualities survive in vacuum, fly through space

Feats Running Attack

Skills Perception +8

Survive in Vacuum—Comet mynock is silicon-based lifeforms that take no damage from exposure to vacuum.

Fly through Space—Mynocks can fly in the vacuum of space, and they can maneuver without any hindrance or penalty in vacuum.

Comet Mynock Tactics

The comet mynock is disturbed from their resting places only when blasters or other loud weapons are discharged. They swoop about menacingly, swatting nearby characters with their wings. They tend to avoid the Nadir spiders.

FEATURES OF THE AREA

The path that meanders through the center of the cavern is smooth and dusty. The edges that border the chasms on either side are easily crumbled, and anyone approaching the edge must succeed on a DC 10 Acrobatics check or tumble into the pit below. Each pit is 10 squares deep (see the "Falling Damage" sidebar on page 255 of the Saga Edition core rulebook).

Given that the life support and gravity generators of Point Nadir are not effective this far from the shadowport, the quality of gravity is reduced in the mines, creating a low-gravity environment (see page 256 of the Saga Edition core rulebook). The mines are also cold but not crippling so. The inherent darkness of the caverns reduces visibility unless artificial lighting is employed.

CONCLUSION

If the Nadir spiders are defeated, the heroes can explore their nests in the crevasses below. The nests consist of pits that have been excavated with the spiders' acidic secretions. The remains of mynock and bones of long-dead Humans (and other creatures) litter the floor of the chasm. The remains of a relatively fresh kill is entombed in one of the spider nests.

Amid the detritus at the bottom of the eastern chasm, curious heroes find a partially dissolved blast helmet, a crusty blaster pistol with a half-charged power pack, a vibroblade with a dead power pack, a glow rod, two medpacs, and a liquid cable dispenser.



ENCOUNTER: FISSURES AMBUSH

Challenge Level 4

As the heroes return from the mines and enter the outward areas of Point Nadir's Fissure District, they are set upon by a group of Sable Dawn operatives. By default, the heroes return through the northernmost passage, heading south. Have them place themselves within 5 squares of the map edge before allowing them to make Perception checks against the Stealth checks of the Sable Dawn thugs and the Sable Dawn lieutenant. Place any attackers who are noticed by the heroes on the map, and roll for initiative as normal.

READ-ALoud TEXT

Read the following text aloud when the heroes enter this area of the Fissures:

The strange silence here seems out of place. The air smells of the cooking fires of the Fissure District's residents, but you hear no signs of life from the darkness. It is as if the area ahead has been cleared of all indigenous persons. Either that, or they're hiding.

SABLE DAWN LIEUTENANT

Like the Sable Dawn thugs, the Sable Dawn lieutenant is a trained killer. Unlike his thug companions, he is more experienced and has come along to ensure that this time around the job gets done.

Wearing an earth-tone robe over a simple tunic and trousers, this Human male carries himself with a certain measure of pride and confidence. He carries a blaster rifle and moves with the grace of a trained killer.

Sable Dawn Lieutenant (L)

CL 5

Medium Human scoundrel 2/soldier 3

Force 2; Dark Side 5

Init +9; Senses Perception +9

Languages Basic, Rodese

Defenses Ref 20 (flat-footed 17), Fort 16, Will 18

hp 43; Threshold 16

Speed 6 squares

Melee unarmed +4 (1d6+2)

Ranged blaster pistol +6 (3d6+2) or

Ranged blaster rifle +6 (3d8+2)

Base Atk +4; Grp +4

Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6

Force Powers Known (Use the Force +14): Force grip, Force lightning, surge

Abilities Str 10, Dex 14, Con 9, Int 12, Wis 15, Cha 14

Talents Demolitionist, Devastating Attack (rifles), Sneak Attack +1d6

Feats Armor Proficiency (light, medium), Force Sensitivity, Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Skill

Training (Stealth), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +6, Initiative +9, Mechanics +8, Perception +9, Stealth +9, Use the Force +14

Possessions blaster pistol, blaster rifle, comlink

Sable Dawn Lieutenant Tactics

The Sable Dawn lieutenant shoots to kill, though he tries to preserve Barin's life (if Barin is with the heroes) so that the Balasar can be questioned prior to termination. Like his companions, the lieutenant uses cover to his advantage, and he shows no compunctions about using his Force powers when necessary. Retreat is not an option.

SABLE DAWN THUGS (3)

These thugs are identical to the those listed in earlier encounters, except for their uniform and kit. Each wears a hooded loose-fitting outfit of black cloth, tied at the waist with a belt, and each is armed with a blaster rifle and a blaster pistol.

These men are dressed in loose black outfits, each with a hood that is pulled up to hide his features. They kneel, their blaster rifles at the ready, taking aim at their enemies in a calm and efficient manner.

Sable Dawn Thugs (T)

Medium Human scoundrel 1/soldier 2

Force 1; Dark Side 3

Init +7; Senses Perception +8

Languages Basic, Rodese

Defenses Ref 17 (flat-footed 15), Fort 14, Will 16

hp 36; Threshold 14

Speed 6 squares

Melee unarmed +2 (1d6+1)

Ranged blaster pistol +3 (3d6+1)

Base Atk +2; Grp +2

Atk Options Devastating Attack (rifles), Point Blank Shot, Sneak Attack +1d6

Force Powers Known (Use the Force +13): Force grip, Force lightning, surge

Abilities Str 10, Dex 13, Con 8, Int 12, Wis 15, Cha 14

Talents Devastating Attack (rifles), Sneak Attack +1d6

Feats Armor Proficiency (light, medium), Force Sensitivity,

Force Training, Martial Arts I, Point Blank Shot, Skill Focus (Use the Force), Weapon Proficiency (pistols, rifles, simple weapons)

Skills Endurance +5, Initiative +7, Mechanics +7, Perception +8, Use the Force +13

Possessions blaster pistol, comlink

Sable Dawn Thug Tactics

The thugs remain behind cover, picking off enemies as they come into view. If circumstances warrant the use of Force powers, they do so without hesitation. Given that their lieutenant is present, they are hesitant to flee, even if the battle goes against them.

CL 3

CONCLUSION

If the Sable Dawn operatives are disabled, the heroes can flee from the fissures without interruption. The lieutenant possesses a datapad. Like the datapad(s) found earlier, this one contains extensive information on Barin. In addition, it also contains an entry describing a "Force Focus"—a charm in the shape of a six-pointed star that enhances a Force-user's power.

FEATURES OF THE AREA

This area of the Fissures is sparsely populated, but now it is completely empty of life, likely because the Sable Dawn scared everyone away prior to the heroes' arrival. Cooking fires still smolder within caves, providing scant illumination. Otherwise, the area is dark, given the lack of ambient or artificial light. Gravity is normal here, and though the temperature is low, it is nowhere near as low as it was in the mines.



INDEX

Acrobatics 19
 Advantageous
 Positioning (talent) 29
 allies and contacts 75
 Ambush (talent) 13
 Anjiliac clan thugs 141
 archetypes 116
 blockade runner/privateer 117
 brawler 117
 charlatan 118
 data slicer 118
 enforcer 119
 expert assassin 119
 fixer 120
 inspector 123
 notorious outlaw 120
 space transport pilot 121
 security officer 122
 security specialist 122
 armor 48
 assault 28
 Avert Disaster (talent) 14
 Balisar 154
 Barabel 154
 Befuddle (talent) 15
 Beloved (talent) 14
 Better Lucky than Dead (talent) 14
 black market 85
 Black Sun 123
 blockade runner: see archetypes
 Blood Carver 6
 Bloodthirsty (talent) 33
 Bodyguard I, II, III (talents) 27
 bounties 87
 bounty hunting 85
 Brawler: see archetypes
 Burst of Speed (feat) 21
 campaigns 69
 campaign elements 73
 common origins 71
 Cantina Brawler (talent) 17
 cargo 91
 Castigate (talent) 14
 charlatan (archetype):
 see archetypes
 charlatan (prestige class) 30
 chop shops 95
 Clawdite 7
 Close Combat Escape (feat) 21
 Close Cover (talent) 25
 Clutch ugly fighter 66
 Collateral Damage (feat) 21
 comet mynock 219

con games 88
 Confounding Attack (talent) 34
 Cornered (feat) 21
 Counterpunch (talent) 18
 Cramped
 Quarters Fighting (talent) 16
 Crushing Assault (talent) 18
 Cunning Distraction (talent) 31
 Cunning Strategist (talent) 15
 C-wing ugly fighter 66
 Damaging Deception (talent) 31
 Dash and Blast (talent) 27
 data slicer: see archetypes
 Deadly Repercussions (talent) 29
 Deadly Sniper (feat) 21
 Deception 19
 Deceptive Drop (feat) 21
 Desperate Gambit (feat) 21
 Dirty Tactics (talent) 14
 Distracting Shout (talent) 31
 Double Up (talent) 35
 Dread (talent) 26
 droids 156
 Duck and Cover (feat) 21
 Dumb Luck (talent) 14
 equipment 37
 armor 48
 ranged weapons 49
 size 38
 stripping armor
 and weapons 38
 upgrades 37
 energy spider 184
 enforcer: see archetypes
 Errant Venture 127
 Epsis 142
 Epsis sentry 212
 Experienced Brawler (talent) 18
 expert assassin: see archetypes
 Fallen 8
 Fear Me (talent) 26
 Fel Star, the 193
 Fight To the Death (talent) 33
 Find an Opening (talent) 35
 Findsmen Ceremonies (talent) 26
 Findsmen's Foresight (talent) 26
 fixer: see archetypes
 Flanking Fire (talent) 28
 Fleet (talent) 17
 Fleet-footed (feat) 21
 Friends in Low Places (feat) 21
 Frighten (talent) 26
 Gand 8

Gather Information 19
 Genoharadan 123
 Get Some Distance (talent) 29
 Guaranteed Shot (talent) 28
 Gysmorn-3 freighter 62
 Halifire (talent) 28
 Hasty Modification (feat) 22
 Hesitate (talent) 15
 Hide in Plain Sight (talent) 16
 Hideous Visage (feat) 22
 Hornet-class interceptor 125
 Houk 155
 Hunker Down (talent) 16
 Hutt kajidics 124
 Impaling Assault (talent) 18
 Impel Ally III (talent) 27
 Impersonate (feat) 23
 Impetuous Move (feat) 23
 Improved
 Manipulating Strike (talent) 30
 Improved Skirmisher (talent) 15
 Improved Soft Cover (talent) 31
 Impulsive Flight (feat) 23
 Innocuous (talent) 31
 inspector: see archetypes
 Inspire Wrath (talent) 27
 Jawa 9
 jobs 78
 job generator 78
 XP rewards 79
 justice system 102
 K-Series spaceport control droid 96
 Kloth-style battlecruiser 126
 Kazellis light freighter 62
 Keep It Together (talent) 17
 Keep Them Reeling (talent) 33
 Knife Trick (feat) 23
 Labyrinthine Mind (talent) 15
 law enforcement 100
 Lightning Draw (feat) 23
 loan sharks 89
 Make a Break for It (talent) 16
 Make Do (talent) 18
 Man Down (talent) 18
 Manipulating Strike (talent) 30
 master privateer 32
 Mechanics 20
 Metamorph (feat) 23
 mini-adventures 159
 Big Hit, The 180
 Boarding Party 168
 Breaking and Entering 176
 Escape or Die 184

Smugglers' Rendezvous 164
 Snow Job 172
 Wanted Alive 188
 Wreck and Ruin 160
 Misplaced Loyalty (talent) 14
 Murderous Arts I, II (talents) 29
 Nadir spider 218
 Nar Shaddaa 131
 notorious outlaw: see archetypes
 Nowhere To Run (talent) 26
 Omens (talent) 26
 Opportunistic Defense (talent) 35
 Opportunistic Retreat (talent) 23
 orbital service shuttle 98
 organizations 123
 Outlaw 34
 Outrun (talent) 25
 Perception 20
 Persistent Haze (talent) 13
 Pick a Fight (talent) 18
 Pilot 20
 Piracy 89
 Point Nadir 133
 docking and accommodations 138
 finding Point Nadir 135
 geography 146
 government 139
 history 134
 services 149
 Preternatural Senses (talent) 35
 Pulling the Strings (talent) 30
 Punch Through (talent) 25
 Raider's Frenzy (talent) 33
 Raider's Surge (talent) 33
 Ranged Flank (talent) 27
 Resurgence (feat) 24
 Ricochet Shot (talent) 15
 Ruthless (talent) 29
 RX-Series pilot droid 96
 Ryn 10
 sabacc fortune-telling 11
 Sable Dawn 144
 Sable Dawn assassins 145
 Sable Dawn lieutenant 220
 Sable Dawn thugs 207
 Savage Reputation (talent) 33
 security officer: see archetypes
 security specialist:
 see archetypes
 sentencing 103
 Seize the Moment (talent) 35
 Shadow Striker (talent) 16
 shadowports 94

Shelter (talent) 27
 Shift (talent) 29
 Sidestep (talent) 17
 Signature Device (feat) 24
 Slippery Maneuver (feat) 24
 Small Target (talent) 25
 smuggling 91
 smuggling runs 92
 Sniping Assassin (talent) 29
 Sniping Marksman (talent) 29
 Sniping Master (talent) 29
 Sow Confusion (talent) 15
 spacecrafts 94
 docking bay security 95
 parts availability 94
 spaceport slang 94
 space hazards 99, 100
 space transport pilot:
 see archetypes
 spice 93
 Staggering Attack (feat) 24
 Starforge station 129
 starships 61
 facilities 97
 mechanic availability 97
 modifications 54
 starship systems 56
 unreliable results 55
 Stay Up (feat) 24
 Stealth 20
 Stinging Assault (talent) 18
 Sucker Punch (talent) 18
 Sudden Strike (talent) 15
 Superior Tech (feat) 24
 Surge (talent) 17
 Surronian
 Conqueror assault ship 63
 Swift Strider (talent) 17
 swoop gangs 124
 Tactical Advantage (feat) 25
 Tactical Superiority (talent) 27
 Tactical Withdraw (talent) 27
 Tag (talent) 26
 Take Them Alive (talent) 33
 talent trees
 assassin (assassin) 29
 blockade runner (ace pilot) 25
 bounty hunter (bounty hunter) 26
 brawler (soldier) 17
 camouflage (scout) 16
 disgrace (noble) 13
 fortune (scoundrel) 14
 fringer (scout) 17
 Gand findsman (bounty hunter) 26
 Genollardan (assassin) 29
 gunslinger (gunslinger) 27
 Infamy (crime lord) 26
 inspiration (noble) 14
 Jedi Sentinel (Jedi) 13
 mastermind (crime lord) 27
 misfortune (scoundrel) 15
 outlaw (outlaw) 34
 piracy (master privateer) 33
 pistoleer (gunslinger) 27
 slicer (scoundrel) 16
 spacer (scoundrel) 16
 trickery (charlatan) 31
 weapon specialist (soldier) 18
 Tangle Up (talent) 35
 Target Visions (talent) 26
 Tech Specialist 48
 Temporal Awareness (talent) 26
 Tenloss criminal syndicate 125
 Terrify (talent) 27
 Thalassian slavers 126
 Toydarian 11
 Treacherous (talent) 32
 Twin Shot (talent) 28
 Two-faced (talent) 14
 Ubese 12
 uglies 66
 Uncanny Instincts (talent) 35
 Uncanny Luck (talent) 15
 Unlikely Shot (talent) 15
 Unreadable (talent) 14
 Unsavory Reputation (talent) 27
 upgrades 37
 armor upgrades 44
 installing 38
 universal upgrades 40
 weapon upgrades 42
 Urgency (talent) 27
 Use Computer 20
 Virus (talent) 16
 Watch This (talent) 26
 Weakening Strike (talent) 15
 Wealth of Allies (talent) 27
 weapons
 ranged weapons 49
 Wicked Strike (feat) 25
 Wroonian 156
 X-TIE ugly fighter 67
 Y164 slave transport 127
 YT-1250 transport 64
 YT-1930 transport 64

SCUM AND VILLAINY

Character	CL	Page	Character	CL	Page
Evad Court			Boushh	10	108
security guard	1	215	Jodo Kast	10	109
Olev Trevina	1	206	Liah Keane	10	142
Security officer	1	122	Mirax Terrik Horn	10	111
Epsid sentry	2	212	Snoova	10	112
Hooligan	2	211	Solvek	10	186
Anijiac clan thugs	3	141	Zam Wesell	10	114
Barin Trevina	3	214	Moxin Tark	11	111
Cel N'ero	3	210	Zuckuss	11	116
Sable Dawn thugs	3	207	Booster Terrik	12	107
Brawler	5	117	Jori Car'das	12	110
Enforcer	5	119	Tis Dolan	13	141
Puzell	5	201	Virec Xan	14	145
Sable Dawn lieutenant	5	220	Prince Xizor	16	112
Security specialist	5	122			
Yalpor Waar	5	154	Creature	CL	Page
Ferrika Lazerra	6	155	Comet mynock	1	219
Fetwin Porlo	6	152	Nadir spider	4	218
Prelio the Hutt	6	196	Energy spiderian	5	184
Vordell	6	166			
Data slicer	7	118	Droid	CL	Page
Fixer	7	120	8d8 smelting		
Inspector	7	123	operator droid	0	157
Moff Zerex	7	182	J9 worker drone	0	157
Space transport pilot	7	121	11-17 Series		
Blockade runner	8	117	mining droid	1	156
BoShek	8	106	K-Series spacecraft		
Bythen Forral	8	170	control droid	1	96
Charlatan	8	118	RX-Series pilot droid	1	96
Expert assassin	8	120			
Notorious outlaw	8	121	Starship	CL	Page
Taarna Renay	8	150	Orbital service shuttle	5	98
Yissk	8	143	Hornet-class interceptor	12	125
Zan Dane	8	150	Y164 slave transport	13	127
Zardra	8	115	Kaloth-style		
Poi Virten	9	190	battlecruiser	17	126
Sable Dawn assassins	9	145	Errant Venture	19	128
Zietta the Hutt	9	140	Starforge station	20	130

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ISBN: 978-0-7669-5035-5



9 780766 950355

Sug. Retail: US \$39.95 CAN \$45.00
Printed in the U.S.A.



53995 21931720

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