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**D6 Space Ships:** This book provides suggestions for space travel encounters, additional ship travel rules, advanced ship design guidelines, ship-to-ship combat rules, sample ships, and more. 96 pages, soft cover, grayscale, Product Number WEG 51017, ISBN 1-932867-07-4, \$12.95.

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## Ela Taf and the Fleeting Sunset

**A Bounty Hunter Supporting Character for D6 Space**

*Brought to you by WEG & this fine retailer!*

*Ela looked at the holo-vid image of her prospective target: a lean-looking catlike being. "Five thousand credits to capture a Terlarian," she muttered.*

*"Alive," her client emphasized.*

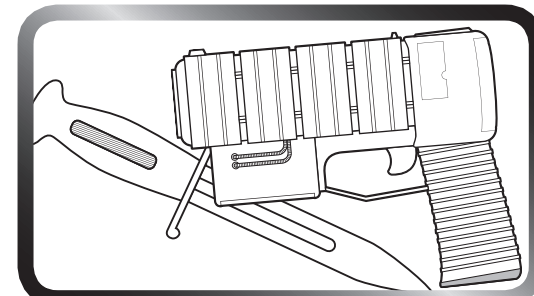
*"Alive, right," Ela said, nibbling a cookie absentmindedly. After a pause, she said, "When I return him, do his kneecaps need to work?"*

Ela Taf was born Elaine Tesla, just another youngest daughter in a coal-powered city on a fusion-powered world. A teenager desperate to break her family's cycle of poverty and make a name for herself, she ran off and joined as a crewer on a small vessel — the *Fleeting Sunset*.

The previous captain of the vessel, a feared and violent trader named Blakken Tan, ran *Sunset* like a tyrant. After an accident took out Tan and half the crew, it was Elaine's quick thinking that saved the vessel and the others aboard. The surviving crewers unanimously elevated her to captain, a position she reluctantly accepted.

Shortly after taking the position, she read over Tan's ship logs. She was surprised to note a downward spiral in Tan: He inherited the ship from his captain, buying out his share after decades of saving. After several months, he found himself unable to get the ship to respond as well as it had previously ... until a barroom brawl in a space station, where he returned to the *Sunset* spotted with blood (his and other people's). To his surprise, the ship responded better than ever before.

Over the years (the logs went on), Tan's mood grew darker and more violent; somehow, the only way the ship would continue to work properly is if he allowed himself to indulge his violent tendencies. This transformed the former captain into the mean-spirited, soulless man Elaine knew.



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Elaine scoffed at this for the first months of her captaining, until the ship started malfunctioning for no explainable reason. It happened in minor ways at first, but then the ship dropped out of hyperspace due to a malfunctioning drive. As the *Sunset* sat helpless, its crew working to repair the damage, it found itself besieged by space pirates. They were almost destroyed, but Elaine's effective leadership saved them all and drove off the attackers.

Immediately thereafter, the ship started working perfectly, and Elaine and the crew of the *Fleeting Sunset* went on with their lives again. Elaine wasn't terribly superstitious, but she wasn't fool enough to ignore the pieces when they fell into place in front of her. Somehow, she concluded, the ship **required** violence, bloodshed, or other pain to continue working properly.

This brought Elaine into a conundrum; she didn't think of herself a violent person, but she didn't want to die from a malfunctioning airlock in the void of space. After considerable contemplation, she came to a solution. She would become a bounty hunter, tracking down others not out of sport or love of violence, but out of necessity. "Billions of people hate their jobs," she mused, "but how many of them get to hate their jobs with the cosmos as their office?"

Elaine reinvented herself as "Ela Taf" (a reversing of the word "fatale") in an effort to protect her family and former friends. She trained rigorously, with an efficiency that has earned her a curious reputation. She portrays herself — in complete honesty — as a professional doing a job ... nothing more or less. She isn't a feared or dreaded bounty hunter but is recognized within the bounty hunter community as a solid — and affordable — choice.

Ela finds herself balancing the requirement of keeping the ship functional with the need to keep the weight on her own soul as light as possible. So far, it's a balancing act that she's winning, albeit only slightly. It would only take a few major setbacks to tip her over the abyss into becoming a mean and bloodthirsty woman.

## Using Ela Taf and the *Fleeting Sunset* in a Campaign

Ela Taf and the *Fleeting Sunset* are designed to serve many different roles, depending on the needs of the gamemaster. Here are some suggestions.

### A Different Type Of Bounty Hunter

Although Ela Taf is working in one of the most common professions in a *D6 Space* campaign, as a bounty hunter she is decidedly different from your standard sullen lurk-in-the-shadows "no atomizations" type. She's basically a normal person — friendly but guarded, attractive but shy — who also happens to need to hurt people to make money and keep her ship going. This can make a nice change of pace for encounters, as an ally or adversary.

As a recurring opponent, Ela counts as a Rank 2 Enemy for beginning characters. As a constant friend, Ela can be a Rank 1 or Rank 2 Contact, depending on how useful she is to the characters.

### A Campaign Framework

The *Fleeting Sunset* can also serve as a unique premise to base an adventure series. Here, the players' characters serve as the crew for Ela. In this case, the gamemaster has a lot of freedom with where the players' characters can go — since they have access to a ship — while not giving them complete reign. In this case, the players' characters would each have Patron and Employed at equal levels (either Rank 1 or Rank 2, depending on how closely tied the players' characters are to the ship). Of course, since Ela doesn't reveal the ship's bloodthirsty secret, the other crewers might become surprised if they gain control of the ship, either by another accident or mutiny.

### "The Secret Is Hidden In The Airlock ..."

The *Fleeting Sunset* is an ancient ship, and as such can serve a number of different plot-related functions. Perhaps its databanks house hidden information that leads to a treasure or a cure of a serious illness. Perhaps a component of the ship is required to repair an ancient city's air purification system. Regardless, unless the players' characters are properly diplomatic and persuasive, attempting to acquire this information could well earn the ire of Ela. And, even though she's a paid professional, she'd still beat the players' characters senseless for nothing.

## More Online

For a bounty hunter templates and other *D6 Space* templates, a preview of the *D6 Space Rulebook* and *D6 Space Ships*, more example ships, and other free articles and downloads, visit the West End Games Web site at [www.westendgames.com](http://www.westendgames.com). Then, discuss your *D6 System* adventures with your friends at your favorite store or come online and chat in our forums. Additionally, for the latest up-to-the-minute news, plus exclusive rule options, equipment, and characters, check out our blog at [westendgames.livejournal.com](http://westendgames.livejournal.com).

## The Sunset Needs Blood

How does the *Fleeting Sunset* know its captain has been in battle?

The explanation is up to the gamemaster and can form the basis of an interesting adventure or series of adventures. For campaigns that can allow supernatural or metaphysical explanations, the ship somehow maintains a mystical bond with its owner. Perhaps the ship's first captain was such a strong-willed but cruel person that the *Sunset* grew to "love" and respond only to people of that type.

For campaigns that would benefit from a more "scientific" explanation, the captain of the ship becomes inundated with nanites after assuming control. These nanites were originally designed to enhance the captain's control over the ship, but over the centuries, this functionality has deteriorated, such that the neural connection offered by the nanites is required for the ship to operate properly. The nanites don't provide quite the proper connection they are supposed to, such that they only give their full, required connectivity when the captain's body is inundated with the endorphins and adrenaline that comes with battle, fighting, and inflicting pain.

Regardless, another adventure series could emerge out of tracking down a solution for this limitation ... and perhaps even finding a way to **enhance** it, so that the captain is provided with bonuses the longer she remains with the ship. In this case, the *Fleeting Sunset* could become one of the most powerful ships of its size in the galaxy, and its captain one of the most renowned.

1 mine launcher (2 areas, 3 tons, 2 eu, 3,000 cr, rear, range 3/7/14, per mine)

5 replacement mines (5,000 cr, 9D damage each) in 5 ammo bays (5 areas, 10 tons, 2 eu, 500 cr)

**In-System Drive** (5 areas, 5 tons, 9 eu, 3,500 cr)

*Move:* 3 (space), 150 (atmosphere, 430 kph)

*Maneuverability:* +1D (6 eu, 1,800 cr)

**Interstellar Drive:** 1.5 (17 areas, 51 tons, 150 eu, 76,000 cr); *backup:* none

**Total Energy Requirements:** 238

**Power Plant:** 295 energy units generated (21 areas, 39 tons, 40,500 cr)

**Hull Toughness:** 2D+2 (125 tons, 62,500 cr)

**Atmosphere Capability:** streamlining (32 tons, 12,500 cr); landing gear (25 tons, 9,375 cr)

**Armor:** 0

**Shields:** +2D (5 areas, 9 tons, 6 eu, 90,000 cr)

**Total Tonnage:** 398      **Scale:** 18

**Total Area Units:** 231      **Length:** 58 meters (cylinder-like, 2 decks)

**Disadvantage:** Achilles' Heel: Nutritional Requirement (R5), the ship's captain must commit a violent act or draw a significant amount of blood at least once a week, or else the difficulty for all ship functions increases by +1 per day (cumulative) until the captain does so

**Special Ability:** Immortality (R1), the ship can never be fully destroyed, with Restriction (R2), only applies to battle

**Total Cost (new):** 357,630 credits/*Price Difficulty:* 56

When encountered, Ela is a quiet and business-like. Those who are perceptive or empathic will note she keeps her emotions in check, especially a sense of humor. Her rates are among the most reasonable of those in the bounty hunter world (at least, among those who are fairly successful). She favors an efficient violence when dealing with her quarry. She grudgingly allows her prey a chance to surrender, although she is always mildly annoyed when they do so, since without violence, the needs of the ship are not fulfilled. She isn't terribly impressive or charismatic, and in her occasional romantic dealings — none of which have grown to anything long term — her beaux are always surprised to learn of her profession.

Regardless, Ela will never reveal the "secret" of the ship; she will claim her desire to be a bounty hunter is that she has the skill, and it makes a fair bit of money (both of which are true).

## Ela Taf

**Agility** 4D: acrobatics 4D+2, brawling 5D, dodge 4D+2, firearms 5D+2, running 4D+1

**Strength** 3D

**Mechanical** 3D: gunnery 3D+2, navigation 3D+1, piloting 4D

**Knowledge** 3D+1: business 4D, intimidation 3D+2, security regulations 3D+2, streetwise 4D+2, survival 3D+2, tactics 3D+2, willpower 4D+1

**Perception** 2D+1: bargain 3D, command 3D+2, investigation 3D, search 4D, sneak 3D

**Technical** 2D+1: flight systems repair 3D

**Strength Damage:** 2D

**Move:** 10

**Fate Points:** 3

**Character Points:** 10

## Tracer Pistol

This slug-thrower doesn't pack as much of a punch as Ela's blaster — or even many normal handguns — but it's nevertheless one of the most useful pieces of her arsenal. If this weapon penetrates armor, it injects the target with a chemical tracer that Ela can track via her goggles; this effect is in addition to the normal damage the weapon inflicts. The damage total applied to the victim (after any armor or other damage resistance totals) becomes the bonus to *search* that Ela gets when hunting her quarry using the goggles. For example, if a successful shot does eight points of damage, then Ela will be at +8 to her *search* totals for finding that victim later.

The chemical is processed and assimilated (and the bonus reduced) at the rate of one point per hour; thus, in the previous example, Ela's +8 bonus would drop to a +5 after three hours. Shots are cumulative; thus if someone took 6 points of damage from one shot and 9 from another, Ela would be at +15 to her *search* rolls and it would take 15 hours for the chemical to fully dissipate.

Because the tracer pistol is so useful in hunting down someone intent on flight, Ela tends to use it as a primary weapon for the first shot or two in combat. However, each tracer shell costs a fair number of credits, so she doesn't use them haphazardly.

## Tracer Pistol and Goggles

**Damage:** 3D. **Ammo:** 6. **Range:** 10/20/40. **Weapon Price:** D (3,500 credits). **Ammo Price:** M (900 credits). **Note:** Special ammo gives bonus to *search*; see description for details.

**Body Points:** 38

**Wound levels:** 5

**Advantages:** Authority (R1), bounty hunter; Contacts (R2), the “street”; Fame (R1), honorable bounty hunter

**Disadvantages:** Devotion (R1), bounty hunter’s code of honor; Employed (R1), bounty hunter

**Special Abilities:** Fast Reactions (R1), +1D to *Perception* to determine initiative, can get one extra action 3 times an adventure; Luck, Good (R1)

**Equipment:** synthelather mesh (Armor Value +1D) worn under clothing; blaster pistol (damage 5D; range 20/50/150; 15 shots); tracer pistol (see description); ceramic dagger (damage +1D+2) concealed in a boot; ceramic handcuffs (Difficult *sleight of hand* roll to remove, 22 Body Points/3 Wound levels, damage resistance total 16); enhanced ultravision goggles (+3D bonus to sight-based rolls for viewing objects beyond 7 feet or in the dark; vulnerable to bright lights); ship, bonded to self (see description, below)

## The Fleeting Sunset

The exact age or origin of the *Fleeting Sunset* is unknown. It’s an old vessel, with records dating back several generations; however, before a certain point, no further information can be gained. It’s theorized that the vessel’s shipyard were destroyed along with its records.

Nevertheless, it’s a ship with an odd mixture of old and new parts. Repair crews have commented on never seeing some pieces of equipment, while others are curiously antiquated.

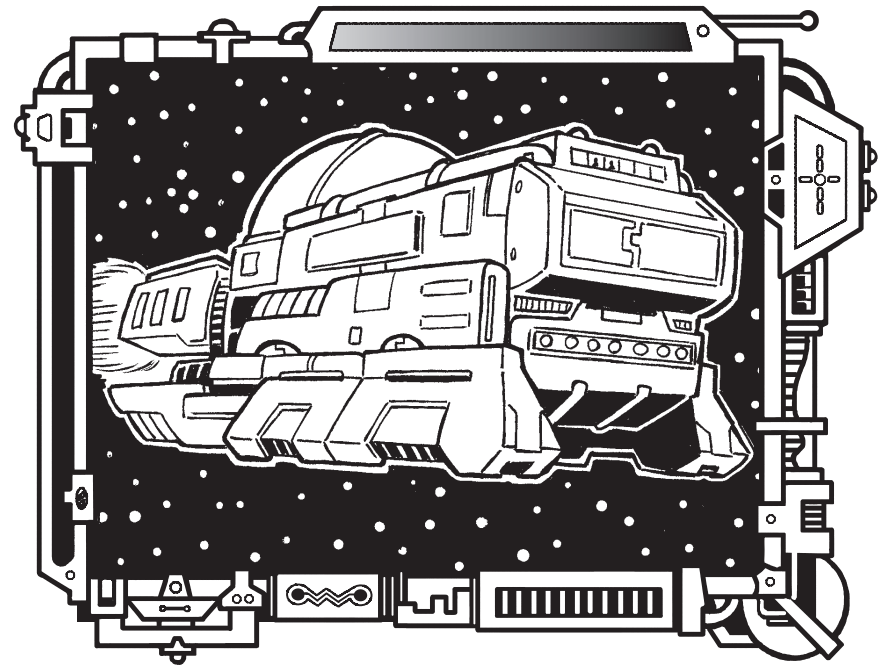
The ship requires two crews at all times — one pilot and one co-pilot. In general, this duty has been fulfilled by six people, each pair serving eight-hour shifts. The ship has room for one more passenger, plus two prisoners. (The brig was converted from cargo space after Ela took over.) The combination mess hall and communal area fits four people comfortably, although the accoutrements and seating are a little off, as if designed for people slightly wider and with slightly longer legs than normal Humans.

There are four sleeping quarters. The captain gets a cabin all to herself, while the other three sleep two people apiece. The first mate normally gets a room to himself, although he understands that he shares his room with any passengers.

The ship seems designed for all-around service. Its weapons are adequate but not all-powerful. It contains some cargo space but not as much as a dedicated freighter. It’s fast but not the fastest ship in the galaxy. It’s atmospheric capable and can land planetside, but it doesn’t seem like it was necessarily designed for that. This seeming schizophrenia has befuddled previous captains, who don’t quite know what to **do** with the *Sunset*. Scholars who know about the ship’s age wonder if it was designed for a previous era ... and if so, what that era’s demands were of its ships.

By far the most interesting aspect of the ship, however, is its unique bonding with the captain. For reasons that others have been unable to explain yet, the ship requires the captain to inflict pain or injury to perform its functions. How the ship’s previous captains have responded to this need has varied. Some turn to careers of violence, such as soldiers or mercenaries; some become hurtful on their own time. One captain got around the ship’s need for violence by inflicting pain on himself with a surgical scalpel; the Prince of Scars, as he called himself, became one of the most colorful couriers of his day.

One other aspect of the ship that no one knows about is its seeming immortality, at least in combat situations; whatever forces bond it to its captain also seem to keep the



vessel alive. Regardless of what fate befalls its crew, the ship itself will continue to endure ... although it may end up floating derelict in space for years.

## The Fleeting Sunset

Key: eu = energy units; cr = credits

**Crew:** 6

**Passengers:** 1 guest; 2 people in brig

### Life-Supporting Modules

boarding tube (6 areas/extends to 12 meters, 6 tons, 1.2 eu, 6,000 cr) with single airlock on one side (1 area, 0.5 tons, 0.1 eu, 100 cr); standard bridge (3 stations, 12 areas, 6 tons, 1.2 eu, 300 cr) with +2 *comm*, +2 *gunnery*, +2 *navigation*, +2 *piloting*, +2 *sensors*, and +2 *shields* upgrades (12 eu, 3,600 cr); lounge (24 areas, 12 tons, 2.4 eu, 1,200 cr) with food processor upgrade (25 cr); medical bed (3 areas, 1.5 tons, 0.3 eu, 400 cr) with +2 *medicine* upgrade (2 eu, 600 cr); 3 two-person rooms (42 areas, 21 tons, 4.2 eu, 2,100 cr); 1 one-person room (10 areas, 5 tons, 1 eu, 500 cr); hallways to separate and connect rooms (50 areas, 25 tons, 5 eu, 1250 cr)

### Cargo Modules

bulk (25 areas, 25 tons, 2.5 eu, 625 cr)

**Life-Support Supplies:** food storage (8 area, 4 tons, 4 eu, 80 cr); standard food (9 people/2 months, 1.8 tons, 1,800 cr); atmosphere (27 people-areas/2 months, 8,100 cr)

### Weapons

1 blaster cannon (3 areas, 4 tons, 10 eu, 7,000 cr, forward arcs, range 5/10/17, damage 4D)

2 laser cannons (4 areas, 6 tons, 22 eu, 20,000 cr, forward/up or down/port/starboard, range 5/16/33, damage 3D each)