

# THE EXPLORER

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The Explorer's eight career skills are **Astrogation**, **Cool**, **Knowledge (Lore)**, **Knowledge (Outer Rim)**, **Knowledge (Xenology)**, **Perception**, **Piloting (Space)**, and **Survival**. He automatically gains one rank in four of these skills (of his choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.



## AN EXPLORER'S ROLE

The Empire is vast, but it is a mere fraction of the galaxy, and the Explorer seeks to uncover the countless mysteries and opportunities the universe contains. Explorers are both vitally important and insidiously dangerous to the New Order; on the one hand, they reveal information, trade routes, and resources that are deeply coveted by the Empire, and on the other hand, they expand the ranges into which rebels, criminals, and iconoclasts can spread out and avoid Imperial might.

The Empire employs countless scouts and mercantile agents, and there are many more such entities working for the millions of galactic corporations seeking advantage over one another as they expand. The Explorer is a free agent; he makes his own way, tracks his own discoveries, and arranges his own special deals and connections. He will often sell the information he has at a decent price, or arrange to guide those who wish to go where he has been.

Other Explorers scour the HoloNet and other data services, looking for groups, businesses, or organizations in need. This is why the most well-traveled Explorers are in the greatest demand: they have maps and information about places only a fraction of a percent of the galaxy's population might know even exist. An Explorer with data about a planet a company wishes to exploit, or with a safe route to a part of the galaxy a group wishes to use for covert operations, can demand top prices.

Any Explorer relatively new to the trade finds himself in the classic conundrum—he needs experience in order to attain the choicest contracts, yet he cannot gain that experience because he cannot get hired. As such, many Explorers will take on any opportunity to travel and work in the Outer Rim, gathering what knowledge and leads they can in order to build up their contacts, resources, and their library of maps and routes. Most commonly, Explorers are able to parlay their astrogation and pilot skills into work opportunities.

## EXPLORER SPECIALIZATIONS

This section offers a brief overview of each specialization and how it connects to the Explorer Career.

### FRINGER—DISCOVERING POSSIBILITIES

Part negotiator, part astrogator, and savvy in the ways of the galaxy beyond the Core Worlds, the Fringer is a jack-of-all-trades. He focuses on knowing how to find what he needs and how to get where he needs to go. He's got the gift of gab when it's time to talk, and the awareness and reflexes to maneuver away when it's time to run.

The additional Career skills for a Fringer are indicative of his diversified nature: **Astrogation, Coordination, Negotiation,** and **Streetwise**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Fringers are skilled navigators and rugged survivalists.

Many Fringers are excellent pilots, some rivaling even Smugglers in terms of talent. They are also highly prized for their ability to navigate ships through the unknown ranges of the Outer Rim. Fringers can also be tough, wiry, and nimble, surprising any would-be assailant with their ability to avoid getting hit and avoid getting caught.

A Player Character Fringer stands a good chance of being either the primary or secondary pilot for a group; he'll certainly be the likely choice for handling astrogation duties. He may also be the one the group turns to when it comes to dealing with employers, or finding a job in the first place. If someone needs to go into a starport or town to handle business, the Fringer should definitely be a part of that excursion.

### SCOUT—DISCOVERING NEW PLANETS

There's finding a planet, and then there's going down to the planet and seeing what's what. The Scout is the professional for the task, trained to survey and survive, gathering all of the information he can while keeping his head attached to his body. While bravery in combat is one thing, there can be no denying the fearlessness of anyone willing to touch down on a completely unknown planet and trudge about with only scanners and his wits to discover its secrets.

A Scout knows his way around in any environment, and he's both tough and knowledgeable enough to make the most of his situation. His additional Career skills make his job much easier: **Athletics, Medicine, Piloting (Planetary),** and **Survival**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Most Scouts are skilled at: covering any ground (or lack thereof); how to find what to eat and where to sleep; and how to survey an area and gather all the needed data. Scouts are often excellent at driving or piloting atmospheric craft as well.

There are plenty of Scouts that work either for the Empire or for corporations that actively seek out and survey planets for possible exploitation. They normally work with survey teams with excellent support and resources. Independent Scouts—like the one a player is likely to play—operate with a great deal more autonomy. They will find smaller operations to work with, ones with looser rules and regulations that let them operate more as they choose. Living by his toughness and wits as he must, a Scout will be surprisingly effective in most situations. After all, adapting to the unknown is a trademark talent of any Scout.

## TRADER—DISCOVERING NEW MARKETS

Those seeking to take what they discover as they explore the Outer Rim and beyond (and turn a serious profit from it) are Traders. For a Trader, a new planet represents nigh-infinite potential for resource exploitation, while a new culture or hidden community is a customer base just begging for his particular talents.

Traders gain access to the additional Career skills of **Deception**, **Knowledge (Core Worlds)**, **Knowledge (Underworld)**, and **Negotiation**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. Most Traders know how to build connections between the center of civilization and the far reaches, and they are often educated folks who bring knowledge and proficiency in economics, sociology, and politics with them.

Traders are exceptionally adept at commerce, naturally; they know how to find what is needed, and can usually bypass the kinds of restrictions that stymie others. At the same time, Traders can get the most out of a transaction, as well as talk themselves into or out of almost anything. Traders are strategic thinkers, planning ahead for contingencies. They are also strong-willed, making them excellent companions in a crisis.

A Trader played in a campaign will likely serve as the group's public face, though not necessarily as the leader. He will be one of the best first choices for interacting with public officials, money men, and anyone with whom the group seeks to do business. When it comes to finding and buying something that the team needs, or fencing something that they wish to get rid of for a profit, he is invaluable.

## EXPLORER STORIES

The following are some suggested starting points to consider for an Explorer's story. Any one or more of them might serve to build a background with, or as a guide for both the player and the GM.

- **Wanderlust:** The most common trait among Explorers is the need to travel, to move about the galaxy as much as possible and see all that may be seen. Most Explorers simply want to see what the next planet is like, or where they might end up if they simply set out in any direction and go as far as they can. An Explorer with this as a story focus probably grew up wanting to catch a ride on the first starship he could, and once he left the surface, he never looked back.
- **Hunted:** With the rise of the Empire, many have found reasons to seek their fortunes as far away from the Core Worlds as possible. An enemy of the New Order, or perhaps just an enemy to a powerful individual with a lot of credits, a person

## UNKNOWN STARS

There are, by most estimations, about 400 billion stars in the galaxy. Only a tiny fraction of these have been explored and even fewer have been described in any official *Star Wars* publication. An explorer character may well have seen a star or a planet unknown to anyone else in the galaxy. This knowledge could be a defining part of a character's Obligation or Motivation, or become important to a future storyline.

may take to the Explorer life as a matter of simple expediency; get lost in the Outer Rim, and stay on the move.

- **Guilt:** A powerful emotion, guilt can drive a person to try to get as far away from where he began as possible. An Explorer may well have had no intention of pursuing such a career, yet he became an expert at moving from place to place, learning many things along the way. He's running, but what he runs from is his own conscience, and he'll never escape it.
- **Quest:** A lost lover, a stolen family treasure, or the legend of a powerful artifact—any of these things, or something else entirely, might be the lure that draws an Explorer to wander the Outer Rim and beyond. He's accumulated maps, he's made contacts, and his notes fill dozens of pads, yet the object of his quest continues to elude him. Such an Explorer may well be one of the most experienced and capable, yet there will always be that nagging doubt for anyone working with him. Will he cut and run at the first sign of the goal of his search?
- **Profit:** Throughout the ages, Explorers have always seen the uncharted territories as lands of milk and honey, just waiting for some enterprising soul to come along and scoop up the gold with buckets. Although any Explorer worth his salt will know this isn't ever going to be literally true, he will see every planet as the potential source of great riches. Whether it's untapped resources or a brand new market of sentient beings just waiting to start buying landspeeders, a profit-seeking Explorer is ready to start raking in the credits the moment he's planetside.

# THE ARCHAEOLOGIST

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Most Explorers are searching for the new—new opportunities, new planets, new civilizations, new marketplaces, etc. Archaeologists, on the other hand, are firmly entrenched in the old. The galaxy is impossibly old, and nigh-infinite millennia have witnessed the rise and fall of countless civilizations. The Archaeologist endeavors to find these lost cultures and unlock the secrets of their history, art, science, and everything else about them.

## THE THIRST FOR DISCOVERY

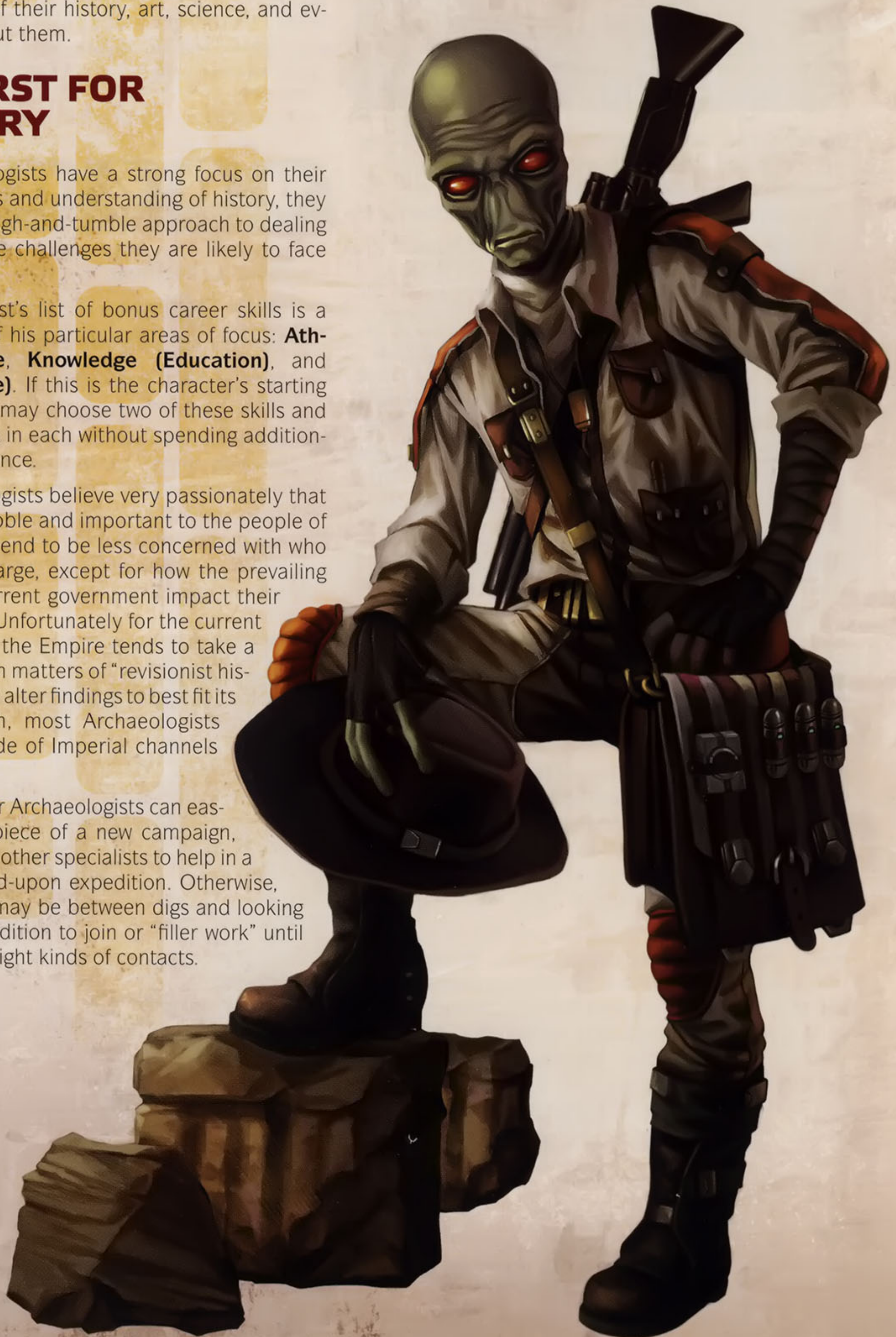
Though Archaeologists have a strong focus on their scholastic pursuits and understanding of history, they tend to have a rough-and-tumble approach to dealing with the inevitable challenges they are likely to face in the field.

An Archaeologist's list of bonus career skills is a clear indication of his particular areas of focus: **Athletics**, **Discipline**, **Knowledge (Education)**, and **Knowledge (Lore)**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending additional starting experience.

Most Archaeologists believe very passionately that what they do is noble and important to the people of the galaxy. They tend to be less concerned with who is currently in charge, except for how the prevailing policies of the current government impact their studies and digs. Unfortunately for the current state of the field, the Empire tends to take a very heavy hand in matters of "revisionist history," preferring to alter findings to best fit its agendas. As such, most Archaeologists either work outside of Imperial channels or wish they did.

Player Character Archaeologists can easily be the centerpiece of a new campaign, building a team of other specialists to help in a recently embarked-upon expedition. Otherwise, such a character may be between digs and looking either for an expedition to join or "filler work" until he can make the right kinds of contacts.

Perhaps an archaeology-oriented Explorer joins a group that's journeying to an area for completely different reasons; he trades his skills and knowledge for the chance to investigate rumors of a potentially valuable find once he gets to where they are going.



# THE BIG-GAME HUNTER

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With the skills of a survivalist, the instincts of a bounty hunter, and the courage of a madman, the Big-Game Hunter tends to baffle everyone with his desire to actively track down, confront, and do battle with the most terrifying creatures in the galaxy. He understands and respects the environments he must contend with in order to pursue his quarry, yet he is less interested in where he is going than in what he is going to kill when he gets there.



## THE THRILL OF THE HUNT

Though some true pacifists may take great exception to the notion, Big-Game Hunters tend to believe they are performing a service to the people of the galaxy. They generally seek out truly dangerous and deadly creatures to fight and kill, thus making more areas in the galaxy safe for sentient habitation.

With a focus on all aspects of the hunt, the bonus career skills for a Big-Game Hunter are **Knowledge (Xenology)**, **Ranged (Heavy)**, **Stealth**, and **Survival**. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. Big-Game Hunters tend to know how to get where their prey is, how to stay alive once they get there, and all about whatever it is they are there to do battle with.

Of course, there are plenty of hunters who are more than willing to kill pretty much anything that can net them a hefty profit, whether for pelts, horns, organs, or whatever else someone is willing to pay for. There are some hunters who take specific contracts from local governments to thin out a herd of something that is growing too large or to eliminate particularly enraged (and possibly infected) creatures that pose a danger to civilization.

For a Player Character, a Big-Game Hunter may not seem like a good fit at first. However, his general Explorer capabilities combined with his survival skills and his talent for fighting particularly dangerous foes may well make him a linchpin for a group's success. Many Big-Game Hunters will take whatever jobs they can find out in the Rim just for the chance to travel to new places and see what there is to hunt.

# THE DRIVER

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**P**ilots are great for traveling from one system to another, but it's the Drivers that move beings around once they hit dirtside. While nearly anyone can manage the basics of a ground vehicle or a speeder, a Driver is priceless when the blaster bolts start flying or the weather turns particularly nasty. It's one thing to know how to go forward and back and how to apply the breaks. It's another thing entirely to know how far one can flip a speeder over to one side without stalling while skirting the wall of a canyon, swerving through rocky outcroppings and avoiding a hail of plasma fire from the swoop gang that's chasing the group.



## THE NEED FOR SPEED

Drivers understand the machines they operate, and they are exceptionally skilled with nearly anything that moves from one place on a planet to another, typically demonstrating some higher level of style or finesse.

In addition to the skills that round out an Explorer, Drivers have access to **Cool**, **Gunnery**, **Mechanics**, and **Piloting (Planetary)** as their bonus career skills. If this is the character's starting specialization, he may choose two of these skills and gain one free rank in each without spending starting experience. As always, remember that no starting skill may have higher than two ranks.

Drivers are highly valued almost anywhere they go. Companies, military and security units, governments, and criminal factions all have a regular need for those who can transport personnel and goods over a planet's surface. Additionally, more than a few planets in the Outer Rim have traditions of racing of one style or another, and Drivers are naturals for being able to enter such competitions and walk away with a decent purse. Naturally, this depends on their skill and their ability to avoid being killed by other Drivers.

An Explorer with a Driver specialization is a natural fit for almost any Player Character group. His basic skill set as an Explorer is already helpful, and his talents for moving the group around on a planet automatically make him exceedingly valuable. This is especially true when the inevitable situation arises demanding a quick getaway under a hail of blaster fire.

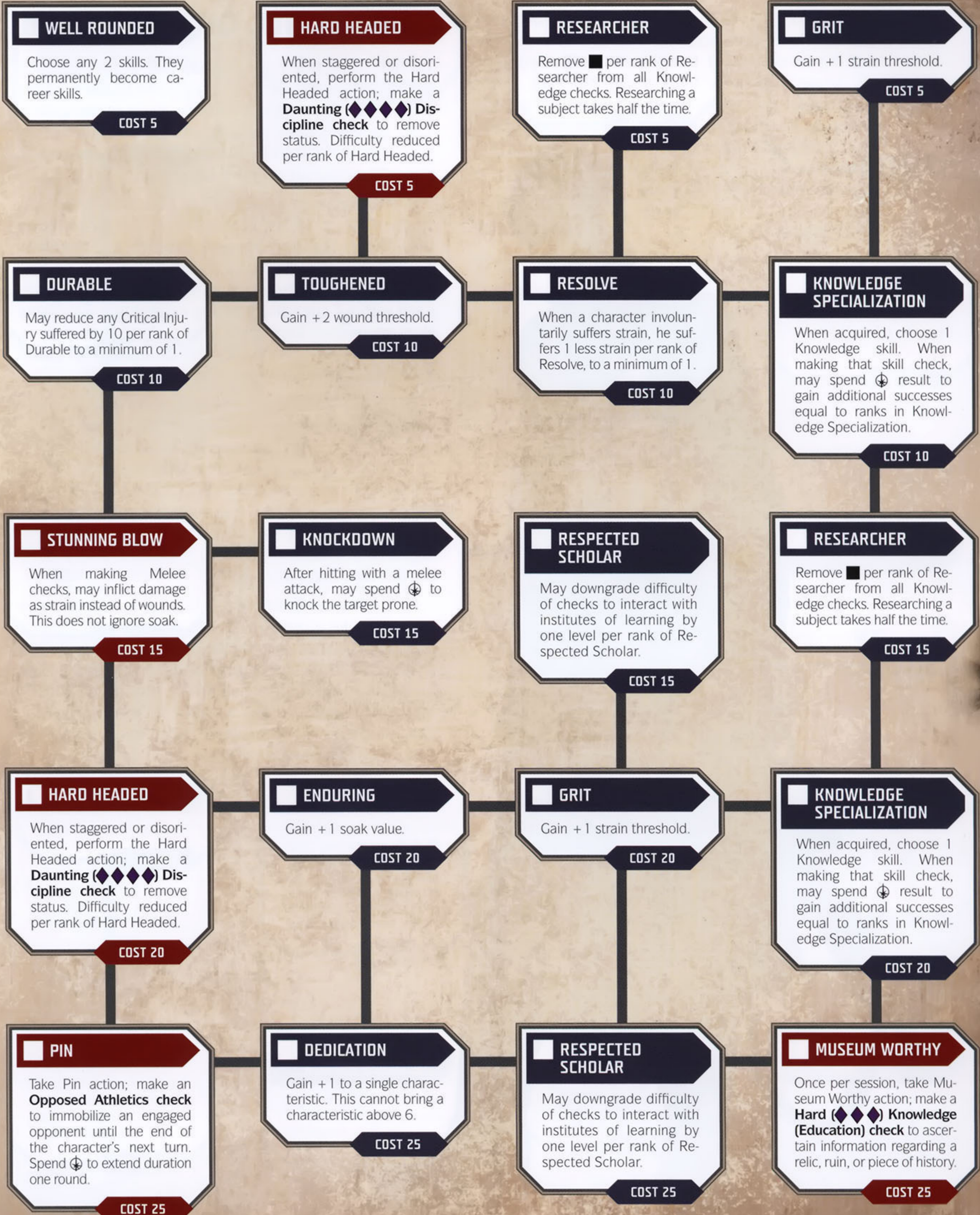
# Explorer: Archaeologist Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Archaeologist Bonus Career Skills: Athletics, Discipline, Knowledge (Education), Knowledge (Lore)

ACTIVE

PASSIVE



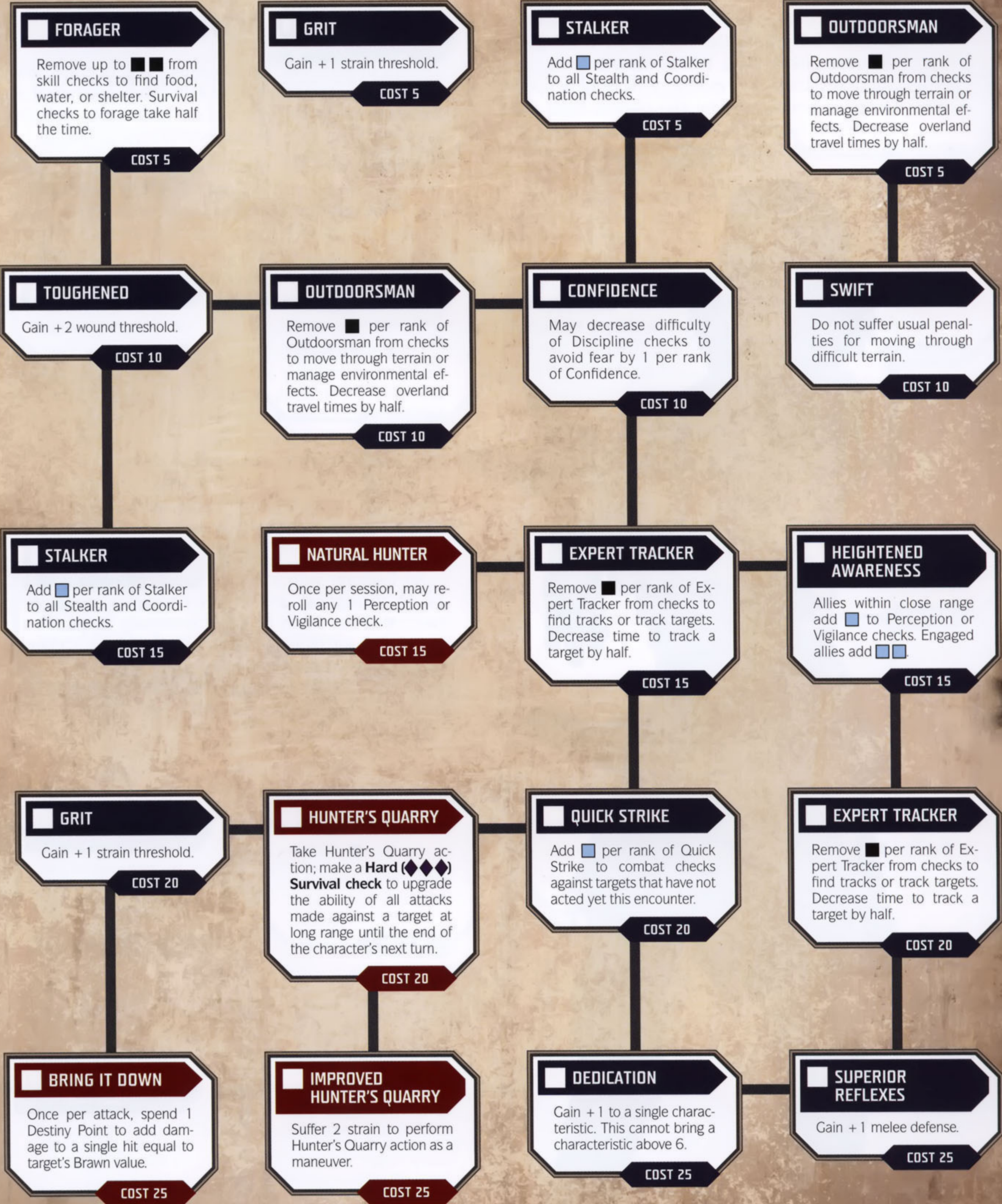
# Explorer: Big-Game Hunter Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Big-Game Hunter Bonus Career Skills: Knowledge (Xenology), Ranged (Heavy), Stealth, Survival

ACTIVE

PASSIVE





# Explorer: Driver Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Driver Bonus Career Skills: Cool, Gunnery, Mechanics, Piloting (Planetary)

ACTIVE

PASSIVE



# Explorer: Fringer Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Fringer Bonus Career Skills: Astrogation, Coordination, Negotiation, Streetwise

ACTIVE

PASSIVE



# Explorer: Scout Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Scout Bonus Career Skills: Athletics, Medicine, Piloting (Planetary), Survival

ACTIVE

PASSIVE



# Explorer: Trader Talent Tree

Career Skills: Astrogation, Cool, Knowledge (Lore), Knowledge (Outer Rim), Knowledge (Xenology), Perception, Piloting (Space), Survival

Trader Bonus Career Skills: Deception, Knowledge (Core Worlds), Knowledge (Underworld), Negotiation

ACTIVE

PASSIVE

**KNOW SOMEBODY**

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

**COST 5**

**CONVINCING Demeanor**

Remove **■** per rank of Convincing Demeanor from Deception or Skulduggery checks.

**COST 5**

**WHEEL AND DEAL**

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

**COST 5**

**SMOOTH TALKER**

When first acquired, choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill, spend **Ⓢ** to gain additional **★** equal to ranks in Smooth Talker.

**COST 5**

**WHEEL AND DEAL**

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

**COST 10**

**GRIT**

Gain +1 strain threshold.

**COST 10**

**SPARE CLIP**

Cannot run out of ammo due to **Ⓢ**. Items with Limited Ammo quality run out of ammo as normal.

**COST 10**

**TOUGHENED**

Gain +2 wound threshold.

**COST 10**

**KNOW SOMEBODY**

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

**COST 15**

**NOBODY'S FOOL**

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

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May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

**COST 15**

**WHEEL AND DEAL**

When selling goods legally, gain 10% more credits per rank of Wheel and Deal.

**COST 20**

**STEELY NERVES**

Spend 1 Destiny Point to ignore effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.

**COST 20**

**BLACK MARKET CONTACTS**

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts, increasing cost by 50 percent of base cost per reduction.

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**COST 20**

**KNOW SOMEBODY**

Once per session, when attempting to purchase a legally available item, reduce its rarity by 1 per rank of Know Somebody.

**COST 25**

**NATURAL NEGOTIATOR**

Once per session, may re-roll any 1 Cool or Negotiation check.

**COST 25**

**DEDICATION**

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

**COST 25**

**MASTER MERCHANT**

When buying or selling goods, or paying off or taking Obligation, may suffer 2 strain to sell for 25% more, buy for 25% less, pay off 1 more Obligation, or take 1 less.

**COST 25**