

THE SMUGGLER

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Smugglers are a crafty, diverse bunch with **Score** skills as follows: **Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, and Vigilance**. 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.

THE SMUGGLER'S ROLE

Though they spend most of their lives struggling to avoid Imperial entanglements, keeping their ships flying, dodging blaster fire, and having enough to eat, Smugglers are often seen as the freest beings in the galaxy. They travel the hyperspace lanes, system to system, planet to planet, bringing what people want and need (and cannot get through legitimate means).

Unfortunately, that freedom is often an illusion; many Smugglers find themselves indebted to powerful people, having been forced to take a marker on their ships just to stay in business. Such markers inevitably lead Smugglers into a kind of indentured servitude unless they can figure a way out of it. That requires a very big "score" of some kind—a job of such financial reward, the Smuggler can buy his ship back and afford to operate on his own again.

Few Smugglers survive that kind of job. Most just deal with their circumstances and keep their ships going.

Even with a marker on the ship, though, Smugglers tend to have a great deal of autonomy, and they develop a great many skills and talents that any group making their way through the Outer Rim will find helpful. Smugglers know their way around the underworld and fringe society, and they tend to know how to get things done, especially if legality isn't an issue.



Smugglers are a vital part of Outer Rim society. With tariffs, quantity restrictions, and outright banning of even basic necessities being shipped to worlds not fully under Imperial Law, a great many people would be scratching out the poorest sort of existence, or perhaps dying outright due to lack of food and medicine. Smugglers' ships are the lifelines that keep many distant population centers going.

Of course, the most *profitable* cargoes are the ones that will land someone in the Kessel spice mines if he's caught with them.

SMUGGLER SPECIALIZATIONS

The various ways a Smuggler can focus his efforts are covered here, with each specialization detailed below.

PILOT—A GALAXY OF DESTINATIONS

Plenty of folks know how to fly a starship, but a Smuggler who specializes as a Pilot develops a relationship with his ship, and it becomes an extension of his wit and his will. He can make a plodding old transport run far above its performance ratings, and given time and some modifications, he can turn it into one of the fleetest and most maneuverable craft ever to take to the stars.

A Pilot is naturally focused on mastering his craft, and his additional career skills show it: **Astrogration**, **Gunnery**, **Piloting (Planetary)**, and **Piloting (Space)**. 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. A Pilot's talents further reinforce his dominance in the cockpit.

Pilot is another specialization that rarely leads to unemployment. If a Pilot doesn't already have his own ship (and the inevitable Obligation that goes with it), he will likely be able to sign on with any number of groups, criminal or otherwise. Once he establishes his competency at the controls, he'll be able to get some fairly choice assignments. A Player Character Pilot will be considered indispensable to his group, especially after the first space battle or ship-related crisis.

SCOUNDREL—A GALAXY OF MARKS

Part con artist, part gunslinger, and part cantina brawler, the Scoundrel is quick-witted, quick on his feet, and quick to get himself into a great deal of trouble at the drop of a hat. He doesn't care one whit for rules or laws, except where he can use them to work an angle that either nets him a lot of credits or brings down an enemy. If he's really lucky—and he tends to have an unshakable faith in his luck—he'll manage both.

His dynamic nature is spelled out in the Scoundrel's additional career skills: **Charm**, **Cool**, **Deception**, and **Ranged (Light)**. 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. Combined with his talents, these skills make him formidable in a fight, useful in dealing with the underworld, and an individual simply not to be trusted.

Scoundrels fulfill many roles in the Outer Rim. Some are grifters, others are middle-men, and still others are simply thrill-seekers looking to see what they can get into next. Scoundrels tend to avoid taking charge of anything, but they are more than willing to ride the coattails of powerful people, often applying their unique skill set to help their employer in any number of ways. Scoundrels rarely put down roots for very long, and will always be looking for the next interesting thing to do (especially if it can make them some money).

In a Player Character group, the Scoundrel is a kind of all-purpose character. He's got enough underworld savvy and social ability to act as a "face" for the group, and he's no slouch in a fight. He may or may not be a pilot, but it's almost certain he's got many of the rogue-style abilities a group might need.

THIEF—A GALAXY OF TREASURES

Where the Scoundrel is a bit flashier, and the Pilot focuses on mastering his ship, the Thief really is a covert operative. His ideal circumstance is to get into places blocked to others, grab things he's not supposed to have, and get out without anyone ever knowing he was there. If he can sell what he grabbed for a tidy sum, that makes for a perfect day.

Thieves gain the additional career skills **Computers**, **Skulduggery**, **Stealth**, and **Vigilance**. 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. Combined with his talents, a Thief is particularly adept at hiding, spotting the hidden, getting past locks and security, and getting the jump on opponents in combat. He also knows his way around the underworld and where to get what's needed.

Generally, Thieves tend to either operate with a group that shares in their larcenous goals, or they work alone. The galaxy is full of treasures, many of which are guarded by locks and goons. A Thief will gladly handle the locks, though he'll probably appreciate having some back-up to handle the goons if things go badly. Then again, if he's truly good at what he does, that shouldn't happen. Some Thieves gain a strong enough reputation that they are offered contract opportunities by powerful people or groups, seeking to accomplish something against an oppo-

ment that is far beyond the realms of legal action. Of course, Thieves must always be on the lookout for a double-cross.

As a part of a Player Character team, a Thief may not even identify himself by his specialization, preferring to display skills and abilities that are more generically appropriate to his career as a Smuggler. Frankly, most Smugglers have at least some skill in the areas that he is masterful with, so he might never have to reveal much more than that. Still, having a master Thief on a team may mean getting into—and out of—some seriously difficult places in the future.

SMUGGLER STORIES

The life of a Smuggler is a storied experience all its own, but how one comes to the life, or where one is going, can be the source of some fairly defining narrative. Such tales empower both the player and the GM to more fully flesh out the Smuggler character.

- **The Journey:** For some, any destination is a good one, especially if it is somewhere they've never been before. Such a Smuggler will sometimes take a job just because it goes to a system he's not flown to, even if he could make more taking one of his usual routes. He started out hitching rides on tramp freighters, moving cargo and wiping decks down, just so he'd get a chance to see new stars. He's never quite lost that love of the journey.
- **The Secret:** For someone who's had a terrible thing happen, or who has caused a terrible thing to happen, getting lost in the Outer Rim is a very appealing prospect. A new identity and a ship can go a long way towards making enough of a change in a life to make it hard for others to learn the truth. Such a Smuggler may be hiding from Bounty Hunters, or even the Empire itself. Then again, he may simply be hiding from himself and the sins of his past.
- **The Inheritance:** When Smugglers die, they often have little left to leave anyone, save the most important thing in their life. A child, cousin, or even just a dear friend may one day find a legal agent at the door, saying "Sign here." Suddenly, he has a ship full of navigation points and records of regular customers. He also has a collection agent for some shady character informing him of all the debts attached to the ship and the need for certain activities to continue. Time to find a pilot and learn to get over his hyperspace sickness.
- **The Search:** Out there, somewhere in the Outer Rim, a certain something or someone calls to the Smuggler. He started out just flying from system to system, searching to no avail. Eventually, he had to start taking on cargo and passengers in order to make ends meet and keep the ship go-

MARRIED TO THEIR SHIPS

More so than other characters, Smugglers tend to have intimate relationships with their starships. Sometimes, like sailors of old, Smugglers are said to be "married to their ships." After all, a Smuggler can't do much smuggling if he can't climb out of a planet's gravity well and jump to light speed!

Since a Smuggler's starship is often the most important relationship in his or her life, it's not uncommon for a Smuggler to refer to the ship as if it were a person. To most male Smugglers, his starship is "she," as in "she'll make point five past light speed!" Female Smugglers, of course, commonly do the opposite. A Smuggler's starship usually has an exciting, unique name, something meaningful to her captain. She may or may not be heavily customized and exotically decorated.

A Smuggler's fondness for his or her ship sometimes extends to blindness when it comes to a ship's failings. A stubborn hyperdrive "has character." Unreliable ship systems are a result of a ship "that just needs to be treated like a lady." Stubborn loyalty to his or her chosen vessel is almost as much a defining characteristic of Smugglers as a willingness to circumvent galactic shipping laws. Every Smuggler knows, however, that if you treat your ship right, she'll take care of you.

ing. Now he's fully invested in the Smuggler way of life, but he has never given up his search.

- **The Loss:** Perhaps it was an accident, or maybe it was an attack. Regardless of the source, all hands were lost, including the one he loved the most. Blacklisted from ever flying among the Core Worlds again, he got as far away as he could from everyone and everything that reminded him of what happened. Eventually, his skills became a useful commodity among folks who either didn't know or didn't care, and he was flying again. He was doing a lot more than that, learning tricks and talents that an Imperial pilot doesn't tend to pick up. He's a different person now, but he'll never forget what happened.

Smuggler: Pilot Talent Tree

Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Pilot Bonus Career Skills: Astrogation, Gunnery, Piloting (Planetary), Piloting (Space)

ACTIVE

PASSIVE



Smuggler: Scoundrel Talent Tree

Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Scoundrel Bonus Career Skills: Charm, Cool, Deception, Ranged (Light)

ACTIVE

PASSIVE



Smuggler: Thief Talent Tree

Career Skills: Coordination, Deception, Knowledge (Underworld), Perception, Piloting (Space), Skulduggery, Streetwise, Vigilance

Thief Bonus Career Skills: Computers, Skulduggery, Stealth, Vigilance

ACTIVE

PASSIVE

