# STAR WARS

# EDGE OF THE EMPIRE

## ROLEPLAYING GAME

## UNDER A BLACK SUN

### STAR WARS
ROLEPLAYING

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# WHAT IS EDGE OF THE EMPIRE?

The **Edge of the Empire** Roleplaying Game focuses on the grim and gritty portions of the *Star Wars* universe. Characters exist in places where morality is gray and nothing is certain, living on the fringes of both the galaxy and its society. In an **Edge of the Empire** campaign, bounty hunters, smugglers, mercenaries, and explorers not only rub elbows with doctors, politicians, and scholars, but also find themselves thrust into adventures together with them.

During these adventures, characters find themselves facing any number of challenges, from repairing their damaged starship or slicing their way past a security panel to exchanging blaster fire with hired guns out to collect a bounty. Characters must rely on their innate abilities, acquired skills, and special talents to survive.

**Edge of the Empire** takes place during the Rebellion, after the Battle of Yavin but before the Battle of Hoth. The Empire has just suffered its first major setback but still menaces the galaxy, pursuing Rebels everywhere. Against this backdrop of civil war, scum and villains go about their business, taking advantage of Rebels and Imperials alike to scrape by or get ahead.

## PLAY COMPONENTS

In order to play the Free RPG Day adventure, **Under a Black Sun**, you will need at least one set of *Star Wars*: **Edge of the Empire** dice. You may download the *Star Wars* Dice app for your iOS or Android device, purchase *Star Wars*: **Edge of the Empire** Roleplay Dice or the **Beginner Box** from retailers, or use the conversion chart below (**Table 1–1: Standard to Task Dice Conversion**). Additionally, you will need eight coins or double-sided tokens to represent light and dark side **Destiny Points** (detailed on page 11).

## PRE-GENERATED CHARACTERS

The four sample Player Characters (PCs) on pages 14 through 17 were specifically designed for the **Under a Black Sun** adventure, which begins on page 18 of this booklet. This adventure can accommodate larger groups by using additional Scoundrel or Trader PCs, or by downloading the supplemental characters available at www.FantasyFlightGames.com.

## TABLE 1–1: STANDARD TO TASK DICE CONVERSION

| Die Type | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Boost die (d6) | Blank | Blank | ☼ | ☼❂ | ❂❂ | ❂ | | | | | | |
| Setback die (d6) | Blank | Blank | ▼ | ▼ | ◉ | ◉ | | | | | | |
| Ability die (d8) | Blank | ☼ | ☼ | ☼☼ | ❂ | ❂ | ☼❂ | ❂❂ | | | | |
| Difficulty die (d8) | Blank | ▼ | ▼▼ | ◉ | ◉ | ◉ | ◉◉ | ▼◉ | | | | |
| Proficiency die (d12) | Blank | ☼ | ☼ | ☼☼ | ☼☼ | ❂ | ☼❂ | ☼❂ | ☼❂ | ❂❂ | ❂❂ | ⊕ |
| Challenge die (d12) | Blank | ▼ | ▼ | ▼▼ | ▼▼ | ◉ | ◉ | ▼◉ | ▼◉ | ◉◉ | ◉◉ | ▽ |
| Force die (d12) | ● | ● | ● | ● | ● | ● | ●● | ○ | ○ | ○○ | ○○ | ○○ |

# RULES SUMMARY

The following pages contain an abridged set of the rules found in the EDGE OF THE EMPIRE Core Rulebook, including all of the skills and mechanics needed to play through UNDER A BLACK SUN (starting on page 18).

## THE CORE MECHANIC

The core mechanic of the game revolves around the **skill check**. The skill check determines whether specific actions performed by characters **succeed** or **fail**, as well as any consequences that may accompany that success or failure.

1. The player rolls a **pool of dice** for the skill being tested, along with the dice corresponding to the **difficulty** of the task, plus any situational dice.
2. Cancel out all the opposed symbols. If at least one net Success symbol ☼ remains, the task succeeds.
3. Uncanceled Threat ⊚ or Advantage ☾ influence the overall success or failure with positive or negative consequences or side effects.

## THE DICE

When a character makes a skill check, the dice allow him to quickly determine success or failure, as well as magnitude and narrative implications. Beside each skill on the character sheet is a series of icons representing the **dice pool**, such as ◆◆⬡. Below is the key to understanding those icons and the dice they represent.

### ABILITY DICE ◆

Ability dice form the basis of most dice pools rolled by the players. They represent the character's innate ability and characteristics when attempting a skill check.

### PROFICIENCY DICE ⬡

Proficiency dice stand for the character's training and experience, and represent how skillful he is at the task at hand.

### BOOST DICE ☐

Boost dice are added for positive situational conditions such as having allied assistance, ample time, or the right equipment to complete a task.

### DIFFICULTY DICE ◆

Difficulty dice represent the inherent challenge or complexity of a particular task a character is attempting.

### CHALLENGE DICE ⬡

Challenge dice indicate particularly daunting challenges posed by trained, elite, or prepared opponents.

### SETBACK DICE ■

Setback dice are often used to represent relatively minor effects that impair or hinder a character, such as poor lighting, obstructive terrain, or insufficient resources.

### FORCE DICE ⬡

Force dice represent the light and dark sides of the Force. In dice pools, they are generally used only for characters with Force Sensitivity or under special circumstances such as the sabacc rules on page 27.

### TEN-SIDED DICE

**d100:** Percentile rolls are used to generate numbers for finding results on tables, such as the severity of a Critical Injury effect.

## DICE SYMBOLS & RESULTS

The dice used in EDGE OF THE EMPIRE feature a number of unique symbols used to determine success and failure as well as additional context and consequences during task resolution. These symbols allow the players to directly contribute to the story, generating memorable details and describing cinematic actions over the course of their adventures. Below are the definitions of the different symbols, with descriptions of how they may be used in play.

### ADVANTAGE ☾

Advantage ☾ indicates a positive consequence or side effect that occurs regardless of a task's success or failure, such as slicing a computer in far less time than anticipated or finding an opening during a firefight to duck back into cover. Players typically decide how they want to spend Advantage ☾ they generate. **Each Advantage ☾ is canceled by one Threat ⊚.**

### SUCCESS ☼

If at least one Success ☼ remains after all cancellations have been made, the skill check succeeds. The more Success ☼ symbols remain, the greater the magnitude of the success. During a combat check, each extra success generates one extra damage. **Each Success ☼ is canceled by one Failure ▼.**

## TRIUMPH ⊕

A Triumph ⊕ counts as one Success ✬ symbol. In addition, it indicates a spectacularly positive consequence or side effect that occurs regardless of the task's success or failure, such as a Critical Injury with a successful combat check.

## THREAT ⊚

Threat ⊚ indicates negative consequences or side effects that occur regardless of a task's success or failure, e.g., taking longer to slice a computer terminal or leaving an opening in a firefight that allows an enemy to duck into cover. The GM decides how to spend Threat ⊚ generated by the PCs. **Each Threat ⊚ is canceled by one Advantage ⊘.**

## FAILURE ▼

**Each Failure ▼ cancels one Success ✬.** Multiple net Failure ▼ symbols do not influence the magnitude of the failure.

## DESPAIR ▽

Despair ▽ counts as one Failure ▼ symbol, in addition to a spectacularly negative consequence that occurs regardless of the task's success or failure.

# DIFFICULTY

The player adds a number of Difficulty dice ◆ to his dice pool according to the **difficulty** of the task he is attempting, at the discretion of the Game Master. In addition to the six different levels of complexity shown here, GMs should remember to add Boost dice ◻ and Setback dice ◼ for additional bonuses and complications arising from the environment or circumstances. GMs can also upgrade Difficulty dice ◆ into Challenge dice ⬡ to denote skilled opponents or when Despair ▽ should be a possibility.

## SIMPLE TASKS (-)

Routine tasks for which the outcome is rarely in question. Usually not rolled unless the GM wishes to determine Initiative (see page 8), know the possible magnitude of success, or indicate the possibility of complications.

## EASY TASKS (◆)

Picking a primitive lock, tending to minor cuts and bruises, finding food and shelter on a lush planet, interacting with minions and other faceless NPCs, shooting a target at short range.

## AVERAGE TASKS (◆ ◆)

Picking a typical lock, stitching up a small wound, finding food and shelter on a temperate planet, interacting with rivals and typical NPCs, shooting a target at medium range or trying to strike a target while engaged.

## UPGRADING DICE

Some game effects call for specific dice in a dice pool to be **upgraded**. When an Ability die ◆ is upgraded, it is replaced by a Proficiency die ⬣. When a Difficulty die ◆ is upgraded, it is replaced by a Challenge die ⬡. First, the player determines how many dice are to be upgraded; then he removes that number of Ability dice ◆ or Difficulty dice ◆ from the pool and replaces them with an equal number of Proficiency dice ⬣ or Challenge dice ⬡.

If there are more upgrades to be made than Ability dice ◆ or Difficulty die ◆ available in the dice pool, additional upgrades are applied in this order:

1. Another Ability die ◆ or Difficulty die ◆ is added to the dice pool. If there are still additional upgrades, proceed to Step 2.

2. That Ability die ◆ or Difficulty die ◆ is removed, then replaced with a Proficiency die ⬣ or Challenge die ⬡, respectively. If there are still additional upgrades, repeat Step 1.

## DOWNGRADING DICE

Other game effects decrease the difficulty of, or **downgrade**, a skill check. When a Proficiency die ⬣ is downgraded, it is replaced by an Ability die ◆. When a Challenge die ⬡ is downgraded, it becomes a Difficulty die ◆. First, the player determines how many dice are to be downgraded, then he removes that number of Proficiency dice ⬣ or Challenge dice ⬡ from the pool and replaces them with an equal number of Ability dice ◆ or Difficulty dice ◆. Once all downgradeable dice are in their downgraded form, any excess downgrades are ignored.

## HARD TASKS (◆ ◆ ◆)

Picking a complicated lock, setting broken bones or suturing large wounds, finding food and shelter on a rugged planet, interacting with charismatic or important NPCs, shooting a target at long range.

## DAUNTING TASKS (◆ ◆ ◆ ◆)

Picking an exceptionally sophisticated lock, performing surgery or grafting implants, finding food and shelter on a barren desert planet, interacting with NPC movers and shakers or nemeses, shooting a target at extreme range.

## FORMIDABLE TASKS (◆ ◆ ◆ ◆ ◆)

Picking a lock with no comprehensible mechanism, cloning a new body, finding food and shelter on a planet without an atmosphere, interacting with heroes and faction leaders.

To determine a skill check's dice pool, the player compares the character's skill rank and characteristic rating. The higher of the two values determines how many Ability dice ◇ are added to the skill check's dice pool. Then the player upgrades a number of those Ability dice ◇ into Proficiency dice ⬡ based on the lower of the two values.

For instance, a character with Intellect 3 and Medicine 1 would have a dice pool of ⬡ ◇ ◇. A character with Brawn 2 and Brawl 3 would have a dice pool of ⬡ ⬡ ◇. If a character has no ranks in a skill, he simply rolls a number of Ability dice ◇ equal to the related characteristic (found in parentheses after each skill).

# CHARACTERISTICS

In EDGE OF THE EMPIRE a character's intrinsic abilities are defined by six **characteristics**.

### AGILITY

The Agility characteristic measures a character's manual dexterity, hand-eye coordination, and body control.

### BRAWN

A character's Brawn represents a blend of brute power, strength, and overall toughness.

### CUNNING

Cunning reflects how crafty, devious, subtle, and creative a character can be.

### INTELLECT

The Intellect characteristic measures a character's intelligence, education, and ability to reason and rationalize.

### PRESENCE

A character's Presence characteristic is a measure of his moxie, charisma, confidence, and force of personality.

### WILLPOWER

The Willpower characteristic reflects a character's discipline, self-control, mental fortitude, and faith.

# SKILLS

**Skills** represent a character's training or experience in performing specific tasks.

### ATHLETICS (BRAWN)

Athletics serves as a measure of the character's overall fitness. This skill governs climbing, swimming, jumping, pushing, and pulling for an extended period of time.

### BRAWL (BRAWN)

Unarmed combat is governed by the Brawl skill and deals damage equal to the character's Brawn characteristic.

### CHARM (PRESENCE)

Charm measures the character's knack for saying the right thing at the right time, so long as the statement is genuine. This skill is used for persuasion, appeals to a target's better nature, and sincere seduction attempts.

### COERCION (WILLPOWER)

When a character attempts to instill obedience in a target through the use of threats or acts of physical intimidation, including interrogation, he utilizes Coercion.

### COMPUTERS (INTELLECT)

This skill indicates a character's understanding of computer hardware and software. Attempts to bypass a building's security systems, search through encrypted records, alter a droid's programming, or recover data from a corrupted system are all under the purview of the Computers skill.

### COOL (PRESENCE)

The ability to stay calm and think as one's life hangs in the balance is represented by the Cool skill. A player can test Cool to determine Initiative during encounters for which the PC has calmly prepared to take action, such as when setting up an ambush.

### COORDINATION (AGILITY)

This skill measures flexibility and sense of balance. To traverse narrow or unstable surfaces, slip free from restraints, or even tumble down from a dangerous height, a character tests Coordination.

### DECEPTION (CUNNING)

Being able to lie believably is represented by the Deception skill. It governs such actions as misrepresenting an object's value, cheating during gambling, distracting an opponent through guile, feigning romantic interest, and leaving a false trail for pursuers.

### DISCIPLINE (WILLPOWER)

The ability to maintain one's composure and react in an effective manner is governed by this skill. Discipline allows a character to sense another's motive, act normally under duress, ignore fear effects, and resist temptations.

## LEADERSHIP (PRESENCE)

Leadership means being able to make smart decisions, to remain firm and decisive when doing so, and to instill loyalty and respect. The skill can also be used to sway a crowd to take action, rally allies against insurmountable odds, and reassert authority over a wayward underling.

## MECHANICS (INTELLECT)

This skill indicates a character's familiarity with the inner workings of planetary and atmospheric craft, droids, weapons, and gadgets. Attempting repairs, modifications, and even new construction all fall under Mechanics.

## MEDICINE (INTELLECT)

The Medicine skill encompasses the ability to recall anatomical and pathological knowledge, perform routine first aid or triage, treat poison, and conduct surgery (see **Table 1–3: Medical Check Difficulty**).

## TABLE 1–3: MEDICAL CHECK DIFFICULTY

| Current Wounds | Medicine Check |
|---|---|
| Half or less of wound threshold | **Easy (◆)** |
| More than half of wound threshold | **Average (◆◆)** |
| Exceed wound threshold | **Hard (◆◆◆)** |
| Heal a Critical Injury | See severity rating (**Table 1–6**) |

## MELEE (BRAWN)

The training to use weapons to deadly effect while engaged with an enemy makes up the Melee skill.

## NEGOTIATION (PRESENCE)

The skill of Negotiation deals with bartering, selling, and trading for goods and services, with the goal of receiving the best possible price.

## PERCEPTION (CUNNING)

Perception encompasses all of a character's natural senses, which usually number five in Humans, but may comprise more in some cybernetically enhanced beings and alien species. This skill governs the ability to notice traps or ambushes, pickpockets or sneaks, and subtle clues or faraway objects.

## PILOTING (PLANETARY) (AGILITY)

This skill allows one to use repulsorlift vehicles, watercraft, and aircraft under adverse conditions, or to outrun an opponent during a race or chase.

## RANGED (HEAVY) (AGILITY)

Ranged weapons requiring two hands to wield or aim, including blaster rifles and large thrown weapons such as spears and throwing axes, rely on this skill.

## RANGED (LIGHT) (AGILITY)

Ranged weapons requiring one hand to wield or aim, including blaster pistols and small thrown weapons such as grenades, rely on this skill.

## RESILIENCE (BRAWN)

This skill reflects the body's ability to push itself beyond reasonable limits. Make a Resilience check when trying to stay awake, resist toxins, endure hostile environments, or stave off the effects of starvation.

## SKULDUGGERY (CUNNING)

Skulduggery encompasses a range of skills that are crucial to performing criminal actions. These include picking pockets and locks, breaking into and out of secure facilities, sleight of hand, disguise, setting traps, and other mischief.

## STEALTH (AGILITY)

This skill reflects the ability to avoid notice by an opponent, eluding any or all of its senses. Stealth allows a character to follow targets without being detected, use camouflage, and conceal other people and objects.

## STREETWISE (CUNNING)

This skill represents a character's ability to navigate the criminal underworld, be that finding a fence or info-chant, picking up on subtle references, or knowing the right way to approach a person or group and to open a conversation without coming across as a threat. In **Under a Black Sun**, Streetwise also governs a character's knowledge of specific facts and information involving local criminals, organizations, and schemes.

## SURVIVAL (CUNNING)

Recognizing the dangers of the natural environment, handling domesticated animals, finding food and shelter, and tracking a subject—whether game or bounty—are all determined using this skill.

## VIGILANCE (WILLPOWER)

In combat situations for which the characters are unprepared, test this skill to determine Initiative order. Additionally, a Vigilance check can be made to see how well a character anticipated the situation and to determine whether a piece of gear or an environmental advantage might be available.

# COMBAT

**E**DGE OF THE EMPIRE strives to capture the pure cinematic thrill found in the *Star Wars* universe. Combat is frequent, fast-moving, and meant to showcase the talents and abilities of the Player Characters. When running a **combat encounter** in EDGE OF THE EMPIRE, follow the steps detailed below.

## STEP 1: DETERMINE INITIATIVE

Each Player Character and Non-Player Character (NPC) makes a **Simple (-) Cool** or **Vigilance check** depending on whether he was planning the attack or surprised. Rank the results in order from highest number of Successes ☆ to lowest number. Each result creates a **slot** for a character action. Resolve ties by comparing the number of Advantages ⟁, with PCs acting first if the number is still tied.

## STEP 2: RESOLVE TURNS

Each **round** begins at the top of the **Initiative order**. The players and GM fill each Initiative slot one at a time with a character **turn**. If the Initiative slot was rolled by a Player Character, then the players agree on one Player Character to fill the slot from among the PCs who have not yet acted that round. That Player Character then takes his turn.

If the Initiative slot was rolled by an NPC, then the GM chooses one NPC to fill the slot from among the NPCs who have not yet acted that round. That NPC then takes his turn.

During a turn the character has option of undertaking one or more **incidentals**, a **maneuver**, and an **action**.

### INCIDENTALS

Incidentals are minor activities that require very little time or effort. There is no hard limit to the number of incidentals a character can perform during his turn, but the GM may veto excessive numbers of them or actions constituting more complex maneuvers. Examples of incidentals include:

- Speaking to another character.
- Dropping an item held in one's hands.
- Releasing someone the character is holding.
- Minor movements such as shifting position, peeking around a corner, or looking behind a person.

### MANEUVERS

Maneuvers are activities that are not complex enough to warrant a skill check, but do involve time and effort on the part of a character. Characters are allowed one free maneuver during their turn and may elect to suffer two strain in order to perform up to one more. Maneuvers may be repeated this way (e.g., aiming twice). Examples of maneuvers include:

- Drawing, holstering, readying, or loading a weapon.
  - Drawing an item from storage or putting it away.
  - Aiming a weapon to gain one Boost die ☐.
  - Moving one range band closer to or farther away from an enemy.
  - Opening a door, diving behind cover, dropping prone, or standing up.

### ACTIONS

Actions are any activities complex enough to warrant a skill check and can range from slicing open

a computer system to shooting a blaster. A character may only perform one action in a turn. He may exchange his action for a maneuver instead but may not perform more than two maneuvers per turn. Examples of actions include:

- Slicing a computer or opening a locked door.
- Firing a weapon or slashing with a vibroknife.
- Punching or grappling an opponent.
- Performing first aid on an ally with Medicine or using Leadership to bark a series of orders.
- Sneaking up on a vigilant foe or climbing a cliff.

### PERFORMING A SKILL CHECK

What a character can do with a skill outside of an encounter is the same as what he can do with it inside of an encounter. However, actions that would take more than about ten seconds in game time may require more than one action to perform.

### PERFORMING A COMBAT CHECK

A player makes a **combat check** when he uses a combat skill to attack a target. This is also referred to as an **attack**. Resolve a combat check by completing the following steps:

1. Declare an attack and select targets.

2. Roll the appropriate dice pool for the related combat skill. Add Difficulty dice ♦ based on the range and type of attack, and add dice for situational factors (see **Table 1–4: Ranged Attack Difficulties**).

3. Determine success and deal **damage**. In combat, each uncanceled Success ☆ adds +1 damage to a successful attack, affecting each of the targets if there are more than one.

4. Resolve any remaining Advantage ❂ and Triumph ⬖. See **Table 1–5** on the following page for details.

5. Resolve any remaining Threat ❁ and Despair ▽. See **Table 1–5** on the following page for details.

6. Subtract the target's **soak value** from the damage inflicted. Apply any remaining damage to the target's **current wounds** or **strain**. Finally, apply any **Critical Injuries** by rolling a d100 and locating the corresponding effect on **Table 1–6** on page 12.

## STEP 3: ROUND ENDS

Once all the PCs and NPCs have taken their turns, the round ends and a new one begins, starting from Step 2.

## STEP 4: COMBAT ENDS

Once the fighting has been resolved, the GM ends the encounter. Each Player Character has a chance to catch his breath and recover strain (see **Strain and Strain Threshold** on page 10), and may take steps to help heal any wounded Player Characters (see **Table 1–3** on page 7).

### TABLE 1–4: RANGED ATTACK DIFFICULTIES

| Range Band | Difficulty |
|---|---|
| Engaged | Melee or Brawl: **Average (♦♦)** |
| | Ranged (Light): **Average (♦♦)** |
| | Ranged (Heavy): **Hard (♦♦♦)** |
| Short | **Easy (♦)** |
| Medium | **Average (♦♦)** |
| Long | **Hard (♦♦♦)** |
| Extreme | **Daunting (♦♦♦♦)** |

# RANGE BANDS

Rather than have a player's attention focused on a grid, counting squares, EDGE OF THE EMPIRE uses more abstract means to represent position, distance, and range, thus allowing the players to focus on the action and adventure.

### ENGAGED

If two or more targets are close enough to interact directly with each other, they are considered to be **engaged**. Engaged also indicates that a person is close enough to an item to use it. Moving to engage with or disengage from an enemy within short range requires one maneuver.

### SHORT RANGE

**Short range** indicates a distance of up to several meters between targets. Moving to another spot within short range is usually easy to do and generally requires one maneuver. Many thrown weapons and small firearms are most accurate at this range.

### MEDIUM RANGE

**Medium range** can be up to several dozen meters away. More reliable pistols can reach to medium range, but few thrown weapons can reach this far. Moving from short to medium range generally requires one maneuver.

### LONG RANGE

**Long range** is farther than a few dozen meters. Blaster rifles can reliably reach this far without too much trouble. However, moving from medium range to long range requires two maneuvers.

### EXTREME RANGE

**Extreme range** is the farthest range at which two targets can interact. High tech sniper weaponry and some vehicle-mounted armaments may cover this range. Moving between long and extreme range requires two maneuvers.

## TABLE 1–5: SPENDING ADVANTAGE, TRIUMPH, THREAT, AND DESPAIR IN COMBAT

| Cost | Result Options |
|---|---|
| (Advantage) or (Triumph) | Recover 1 strain (this option may be selected more than once). |
| | Add (boost die) to the next allied active character's skill check. |
| | Notice a single important point in the ongoing conflict, such as the location of a blast door's control panel. |
| | Inflict a Critical Injury with a successful attack that deals damage past soak ((Advantage) cost may vary). |
| (Advantage)(Advantage) or (Triumph) | Perform an immediate free maneuver. Do not exceed the two maneuver per turn limit. |
| | Add (setback die) to the targeted character's next skill check. |
| | Add (boost die) to any allied character's next skill check, including the active character. |
| (Advantage)(Advantage)(Advantage) or (Triumph) | Ignore penalizing environmental effects, such as inclement weather or zero gravity, until the end of your next turn. |
| | Add (setback die) to melee or ranged attacks targeting you until the end of your next turn. |
| | Force the target to drop a melee or ranged weapon he is wielding. |
| (Triumph) | Upgrade the difficulty of the targeted character's next skill check. |
| | Upgrade any allied character's next skill check, including the current active character. |
| | Turn the tide of battle by doing something such as shooting the controls to the nearby blast doors to seal them shut. |
| (Threat) or (Despair) | The active character suffers 1 strain (this option may be selected more than once). |
| (Threat)(Threat) or (Despair) | An opponent may immediately perform one free maneuver in response to the active character's skill check. |
| | Add (boost die) to the targeted character's next skill check. |
| | The active character or an allied character suffers (setback die) on his next action. |
| (Threat)(Threat)(Threat) or (Despair) | The active character falls prone (add (setback die) to all ranged attacks and (boost die) to all melee attacks targeting him). |
| | The active character grants the enemy a significant advantage in the ongoing encounter, such as accidentally blasting the controls to a bridge over which he was planning to escape. |
| (Despair) | The character's ranged weapon immediately runs out of ammunition and may not be used for the remainder of the encounter. |
| | Upgrade the difficulty of an allied character's next skill check, including the current active character. |
| | The tool or melee weapon the character is using becomes damaged. |

*Note: This is an abridged version of the Spending Advantage, Triumph, Threat, and Despair tables from the Core Rulebook.*

# WOUNDS, STRAIN, AND CRITICAL HITS

In **EDGE OF THE EMPIRE** characters track their health physically and mentally using **wounds** and **strain**, respectively.

### WOUNDS AND WOUND THRESHOLD

During his adventures a PC may suffer physical damage, or wounds. When a PC suffers wounds greater than his wound threshold, he is incapacitated until his wounds are reduced enough to fall at or below his wound threshold (likely through healing). **He also immediately suffers one Critical Injury.** While incapacitated, the PC is unconscious, unaware of his surroundings, or unable to interact with them.

### CRITICAL INJURIES

A particularly dangerous type of wound is a Critical Injury. These injuries continue to affect the character until he receives the proper medical treatment to recover from the injury, even if the short-term effect has expired. The difficulty of the **Medicine check** is determined by severity of the injury (see **Table 1–6** on page 12).

When a character suffers a Critical Injury, he rolls a d100 and locates the corresponding result on **Table 1–6** on page 12. Each Critical Injury a character suffers from adds +10 to any subsequent Critical Injury check.

### STRAIN AND STRAIN THRESHOLD

While wounds represent physical damage, strain represents mental and emotional stress. Players may suffer strain voluntarily to help accomplish tasks, but involuntary or external stressors such as fear or environmental exposure also inflict strain, as do weapons with a **Stun** setting. When a character suffers strain greater than his strain threshold, he becomes incapacitated until his strain is reduced so that it no longer exceeds his strain threshold.

To recover from strain, the character need only catch his breath, eat a good meal, or spend time relaxing with friends by rolling a **Simple (-) Discipline** or **Cool check** (player's choice). Each Success (success) recovers one strain.

When NPCs suffer strain damage, they apply it as wounds (after subtracting their soak value) unless they have been given a strain threshold.

# ADVERSARY TYPES

There are three types of adversaries that PCs may encounter in EDGE OF THE EMPIRE: **Minions**, **Rivals**, and **Nemeses**.

## MINIONS

Minions are inferior to PCs, and thus operate in groups. They rely on strength in numbers to compensate for their deficiencies. This is represented in three ways:

- Anything that would inflict strain on a minion inflicts wounds instead. Minions cannot voluntarily suffer strain.

- When operating as a group, minions are treated as a single adversary. The group uses one Initiative slot, combines its members' wound thresholds into a single pool, and performs one action and one maneuver on its turn. Anyone attacking a minion group attacks the group as a whole, and the minion group applies soak equal to an individual minion's soak value once against any successful attacks. When the minion group sustains damage equal to an individual minion's wound threshold, one minion is defeated and the group's size decreases by one. Critical Hits deal damage to minion groups equal to one individual minion's wound threshold.

- Individual minions do not have ranks in skills. They instead possess "group only" skill ranks. A minion group counts the number of additional minions after the first as the number of ranks in any of its listed skills (so a group of four minions making a Ranged [Light] check would count as having three ranks in Ranged [Light]). However, the minions may only do this with skills listed in their profile as "group only." Any other skill checks they make are untrained and use only the base characteristic.

## RIVALS

Rivals operate under the same rules as PCs, except they have no strain threshold. Whenever they are dealt strain, they suffer an equal number of wounds instead. Exceeding their wound threshold may kill or incapacitate them, as the narrative requires.

## NEMESES

Nemeses follow the same rules as PCs do, including the ability to suffer strain.

# DESTINY POINTS

Destiny is one way the Force guides and surrounds the characters. The concept of destiny and the Player Characters' ability to tap into and influence this resource is represented by Destiny Points. Destiny is interwoven with the Force, which pervades the galaxy.

Light side Destiny Points favor the PCs and can be used to aid them in their actions. Dark side Destiny Points impede the PCs and are used by the GM to imperil them and complicate their actions.

However, the light side and dark side are two sides of the same coin struggling for balance, each enduring the other side's strengths and exploiting the other side's weaknesses. As the pool of light side Destiny Points ebbs, the dark side's Destiny Point pool grows, and vice versa. **Whenever the players or GM activate a Destiny Point, its token should be flipped over to represent the reaction in the Force.** The GM should encourage frequent use of the Destiny Points to illustrate the fluid exchange of light and dark.

Whoever's turn it is has the option to spend a Destiny Point first, after which the GM or the affected player has the opportunity to respond with another Destiny Point (though both effects still take place). Destiny Points are not flipped over until the roll in question has resolved, so they cannot be immediately reused.

*In UNDER A BLACK SUN, generate a pool of Destiny Points by adding one light and one dark side Destiny Point per Player Character to represent the initial balance of the Force.*
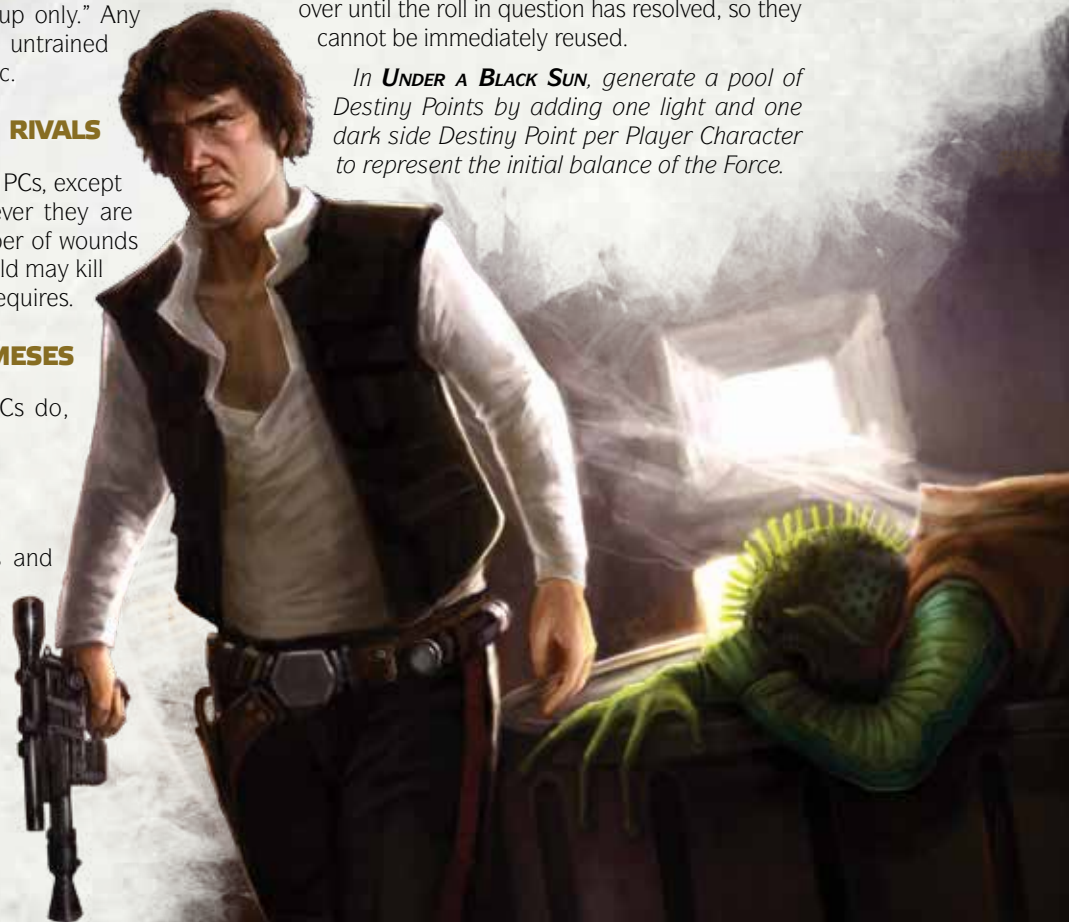
## TABLE 1–6: CRITICAL INJURY RESULT

| d100 | Severity | Result |
|---|---|---|
| 01–10 | Easy (◆) | **Slowed Down:** During the next round, the target can act only during the last allied Initiative slot. |
| 11–20 | Easy (◆) | **Sudden Jolt:** The target must drop whatever he is holding. |
| 21–30 | Easy (◆) | **Distracted:** The target cannot perform a free maneuver during his next turn. |
| 31–40 | Easy (◆) | **Discouraging Wound:** Flip one light side Destiny Point to the dark side (or vice versa for NPCs). |
| 41–50 | Easy (◆) | **Stinger:** Increase difficulty of next skill check by one. |
| 51–60 | Average (◆ ◆) | **Bowled Over:** The target is knocked prone and suffers 1 strain. |
| 61–70 | Average (◆ ◆) | **Hamstrung:** The target loses his free maneuver until the end of the encounter. |
| 71–80 | Average (◆ ◆) | **Winded:** Until the end of the encounter, the target cannot voluntarily suffer strain to activate any abilities or gain additional maneuvers. |
| 81–90 | Average (◆ ◆) | **Compromised:** Increase difficulty of all skill checks by 1 until the end of the encounter. |
| 91–100 | Hard (◆ ◆ ◆) | **At the Brink:** The target suffers 1 strain each time he performs an action. |
| 101–110 | Hard (◆ ◆ ◆) | **Crippled:** A limb is crippled until healed or replaced. Increase difficulty of all skill checks that require use of that limb by 1. |
| 111–120 | Hard (◆ ◆ ◆) | **Horrific Injury:** Randomly select one of the target's characteristics. Until this Critical Injury is healed, treat that characteristic as 1 point lower. |
| 121–135 | Daunting (◆ ◆ ◆ ◆) | **Bleeding Out:** Every round, the target suffers 1 wound and 1 strain at the beginning of his turn. For every 5 wounds he suffers beyond his wound threshold, he suffers 1 additional Critical Injury. Roll on the chart and suffer the additional injury (if he suffers this result a second time due to this, roll again). |
| 136–150 | Daunting (◆ ◆ ◆ ◆) | **The End is Nigh:** The target will die after the last Initiative slot during the next round. |
| 151+ | – | **Dead:** Complete, obliterated death. |

*Note: This table is an abridged version of the Critical Injury Result Table from the Core Rulebook.*

### LIGHT SIDE DESTINY POINTS

**A Helping Hand:** A player may spend one light side Destiny Point to upgrade his starting dice pool for a skill or combat check once.

**Raising the Stakes:** A player may spend one light side Destiny Point to upgrade the difficulty of an NPC's skill or combat check once.

**Luck & *Deus Ex Machina*:** Destiny may also be used by players to introduce "facts" and additional context directly into the narrative. For instance, the PCs just happen to have breathing masks for the atmosphere they've encountered, find a spare stimpack while quickly scavenging through a medical facility, or notice a (previously non-existent) terrain feature they can duck behind for cover.

### DARK SIDE DESTINY POINTS

**A Stumbling Block:** The Game Master may spend one dark side Destiny Point to upgrade the difficulty of a Player Character's skill or combat check once.

**Disturbance in the Force:** The Game Master may spend one dark side Destiny Point to upgrade the starting dice pool for an NPC's skill or combat check once.

## OBLIGATIONS

Obligations are essentially tangible and intangible debts the PCs owe to individuals, society, or themselves. Obligations can influence their course of action, complicate current events, or threaten their well-being. Obligations also connect Player Characters to the galaxy around them.

Each Player Character starts with 5 points in a specific Obligation, illustrating the prior responsibilities he has. Players may take on additional Obligation points (up to 20) before play begins to become more talented or better equipped, illustrating the experience or material gain that comes from their connections.

However, taking on too much Obligation haunts them in the adventure. The sidebars **Blood Runs Thicker...**, **Old Wounds**, **A Signature Spike**, and **Smile, You're on Camera** each reflect how Matwe's, Tray'Essek's, Jovel's, and Sinoca's increased responsibilities can become a liability when they become too heavy a burden (an Obligation value of 15 or more). The GM should take note of each character's Obligation value before starting the adventure to determine whether the PC triggers the consequences.

In the Core Rulebook, Obligation plays a larger mechanical and narrative role in campaigns and individual sessions.

# CORUSCANT

**Astrogation Data:** Coruscant system, Corusca Sector, Core Worlds

**Orbital Metrics:** 368 days per year/24 hours per day

**Government:** Galactic Empire

**Population:** 1 trillion (humans 68%, other 32%)

**Languages:** Basic

**Terrain:** ecumenopolis

**Major Cities:** Imperial Center/Coruscant

**Areas of Interest:** Senate District, Imperial Palace, ruined Jedi Temple, Underworld, Manarai Mountains, Invisec

**Major Exports:** culture, luxury goods, hyperdrive systems, governance

**Major Imports:** foodstuffs, raw materials, water

**Trade Routes:** Martial Cross, Shawken Spur, Koros Trunk Line, Metellos Trade Route, Perlemian Trade Route, Corellian Run

**Special Conditions:** Most buildings have internally regulated environments; city suffers periodic superstorms due to climate instability

**Background:** If there were a bright center of the universe, it would be Coruscant. Ancient, rich, and powerful, this Core world has been the capital of the galaxy since the earliest days of the Republic and has retained its throne for a thousand generations. Renamed "Imperial Center" under the Empire, Coruscant grows even more mighty as the hub of the thousand fleets and armies that serve Emperor Palpatine.

Tens of thousands of years of constant civilization have permanently altered the face of the planet. What biosphere may have once existed has been completely removed. Even the planet's oceans have vanished, consumed, polluted, or drained into labyrinthine networks of cisterns, pipes, and reservoirs. In their place, a single, monumental city now spans the entire globe from pole to pole. What little native life remains—hawkbats, granite slugs, duracrete worms, and other creatures—has adapted to the completely artificial environment.

Coruscant's "world city" covers nearly every square meter of the surface. Skyscrapers stretch kilometers into the air, while countless levels and sublevels delve deep into the planet's heart. A trillion sentients (by official estimates) call Coruscant home, and unofficial numbers may put the total far higher. Coruscant may well have been humanity's original homeworld, long ago in the mists of prehistory. Even now, humans make up the majority of the planet's population, a condition reinforced by Palpatine's anti-alien policies and widespread discrimination. The remainder of the population is split among the countless other species found throughout the galaxy.

Although Coruscant still has some water frozen in its ice caps, it must import countless megatons of foodstuffs, millions of gallons of potable water, and vast amounts of raw materials to feed the world's voracious inhabitants. In return, Coruscant's exports are largely soldiers, bureaucrats, and an overwhelming cultural presence that shapes galactic society.

With the rise of the Empire, Coruscant has become increasingly militarized. The entire planet is encircled by forbidding defense platforms, swarms of warships, and a nigh-impenetrable planetary shield.

Even under Imperial control, however, Coruscant's underworld is legendary. Criminals range from the feral wretches who dwell in the lowermost levels of the city to the powerful rogues who oversee galaxy-spanning crime syndicates.

## GALACTIC CENTER

The galactic coordinate system charts every known star in the galaxy using a system of XYZ coordinates. Its coordinates refer to a star's "east/west" location, its "north/south" location, and its position above or below the galactic plane. Coruscant lies at coordinates 0,0,0 (the center of the coordinate system) even though it is more than 10,000 light-years from the galaxy's actual gravitational center. This annoys some cartographers (particularly those who live on the Rim) to no end, but with the system so entrenched in galactic consciousness, it's unlikely to change.

## CHARACTER SHEET

**CHARACTER NAME : JOVEL NIAL**

SPECIES **BOTHAN**

CAREER **TECHNICIAN (SLICER)**

OBLIGATION  5  10  15  20

### STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME

### CHARACTERISTICS

| | | |
|---|---|---|
| **1** BRAWN | **2** AGILITY | **3** INTELLECT |
| **3** CUNNING | **3** WILLPOWER | **2** PRESENCE |

| SOAK VALUE | WOUNDS | | STRAIN | | CRITICAL INJURIES |
|---|---|---|---|---|---|
| **2** | **12** THRESHOLD | CURRENT | **14** THRESHOLD | CURRENT | |

### CHARACTER BACKGROUND

**Obligation:** Favor (5)

The Nial clan is a family of politicos, and they arranged for their eldest daughter to follow in their line of work as a Senate aide. For the young Bothan, the intrigue of slicing into government databases far surpassed the constant bickering and posturing on the Senate floor. Consequently, she used much of her time as an aide honing her skills as a technician. Senator Trel-lev Aquem discovered her talents by accident and kept them a secret. Now she works for him, and by extension, the Pyke crime syndicate, which has Aquem in its pocket.

*Jovel starts with an Obligation value of 5 but can increase the magnitude of her favor to as much as 20 in order to add an additional talent or piece of equipment. She is able to do this by benefiting from her Senatorial connections, but the Obligation she incurs may come back to haunt her in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.*

**Playing Jovel**

- You are the go-to person for dealing with databases, security systems, and repairs.

- The Nials are an expansive family with roots set down all over Coruscant and beyond. One of your clansmen, Korsin Fenn, occasionally feeds you interesting tidbits of information from his sabacc parlor, the Spyder.

- Your stun grenades are perfect for dealing with large groups of enemies and keeping them off your tail long enough for you to make your escape!

### SKILLS

| GENERAL SKILLS | RANK | DICE POOL |
|---|---|---|
| Computers (Int) | 2 | ⬡⬡◆ |
| Discipline (Will) | 1 | ⬡◆◆ |
| Mechanics (Int) | 2 | ⬡⬡◆ |
| Medicine (Int) | 1 | ⬡◆◆ |
| Streetwise (Cun) | 2 | ⬡⬡◆ |
| Stealth (Ag) | 1 | ⬡◆ |

| COMBAT SKILLS | RANK | DICE POOL |
|---|---|---|
| Ranged - Light (Ag) | 2 | ⬡⬡ |

### WEAPONS & EQUIPMENT

| WEAPON | SKILL | DAMAGE | RANGE | DICE POOL |
|---|---|---|---|---|
| **Holdout Blaster** | Ranged (Light) | 5 | Short | ⬡⬡ |

- You deal 5 damage on a hit + 1 damage per Success ✶ symbol rolled.
- Inflict a Critical Injury on a hit for ✪✪✪✪.

| | | | | |
|---|---|---|---|---|
| **Stun Grenades** | Ranged (Light) | 8 stun | Short | ⬡⬡ |

- You deal 8 stun damage on a hit + 1 damage per Success ✶ symbol rolled. This damage is suffered as strain rather than wounds.
- Spend ✪✪ for Blast 8: all characters engaged with target suffer 8 stun damage.
- You have 3 stun grenades. Each grenade can be used once.

| | | | | |
|---|---|---|---|---|
| **Fists** | Brawl | 1 | Engaged | ◆ |

- You deal 1 damage on a hit + 1 damage per Success ✶ symbol rolled.
- Inflict a Critical Injury on a hit for ✪✪✪✪✪.

GEAR, EQUIPMENT & OTHER ITEMS

| | |
|---|---|
| **2 Stimpacks** | Use a maneuver to heal 5 wounds to a living creature. Consumed on use. |
| **Comlink** | Allows communication between other characters with comlinks. |
| **Jumpsuit** | Soak 1; already included in soak value. |
| **Datapad** | Used to record, store, display, and organize almost any kind of data. |
| **50 Credits** | Money with which to buy equipment, information, or cooperation. |

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

| | |
|---|---|
| ☐ **General Purpose Scanner** | Life-form tracking, motion sensing, metal detection, and the ability to intercept standard-frequency comlink transmissions. Motion sensor range is 0.5km, all others 1.0km. |

### SYMBOLS & DICE

| ✶ Success | ⊕ Triumph | ❂ Advantage | ▼ Failure | ⬙ Despair | ⬡ Threat |
|---|---|---|---|---|---|

| ◆ Ability Die | ⬡ Proficiency Die | ◆ Difficulty Die | ◆ Challenge Die | ▢ Boost Die | ⬛ Setback Die | ⬡ Force Die |
|---|---|---|---|---|---|---|

### TALENTS

| NAME | ABILITY SUMMARY |
|---|---|
| Technical Aptitude | Reduce time needed to complete Computers-related tasks by 25%. |
| Bypass Security | Remove 1 Setback die ⬛ from skill checks made to disable a security device or open a locked door. |

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

| | |
|---|---|
| ☐ Codebreaker | Remove 1 Setback die ⬛ from skill checks to break codes or decrypt communications, and decrease difficulty of skill checks to break codes or decrypt communications by 1. |

CHARACTER SHEET

# CHARACTER NAME : MATWE

| SPECIES | HUMAN | OBLIGATION | 5 10 15 20 |
|---|---|---|---|
| CAREER | SMUGGLER (SCOUNDREL) | | |

## CHARACTERISTICS

| BRAWN | AGILITY | INTELLECT |
|---|---|---|
| 3 | 3 | 2 |

| CUNNING | WILLPOWER | PRESENCE |
|---|---|---|
| 3 | 2 | 2 |

| SOAK VALUE | WOUNDS | | STRAIN | | CRITICAL INJURIES |
|---|---|---|---|---|---|
| 4 | 13 | | 12 | | |
| | THRESHOLD | CURRENT | THRESHOLD | CURRENT | |

## CHARACTER BACKGROUND

**Obligation:** Family (5)

Matwe grew up on Coruscant, unfazed by the scope and diversity of the planet. He and his brother, Rikard, explored Coruscant's seedier sectors, trying to make a living and a name for themselves among the dregs and scoundrels in the underworld. After Rikard botched a job for the Pykes, the crime syndicate demanded that he pay for the losses; Rikard will be stuck working for them until he dies. Matwe can't bring himself to abandon his brother, and if he ever gets on the Pykes' bad side, Rikard will be sure to pay.

*Matwe starts with an Obligation value of 5 but can increase the magnitude of his familiar responsibilities to as much as 20 in order to add an additional talent or piece of equipment. He is able to do this by benefiting more from his underworld connections, but this may come back to haunt him in the future. Add the original and any newly incurred of Obligation, and circle the appropriate value above.*
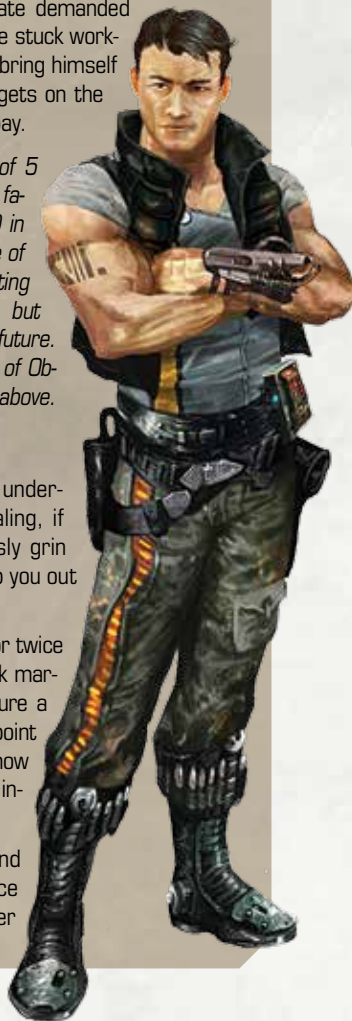
**Playing Matwe**

- You make your way through the underworld by lying, cheating, and stealing, if need be. If that doesn't work, a sly grin and some swagger might just keep you out of the worst of trouble.

- You've been around the block once or twice and know your way around the black market. If someone needs you to procure a contraband item, a good starting point is the Umbra Club, where you know some of the death stick dealers, including Speng, a fellow human.

- You're handy with a blaster, and it has often meant the difference between getting paid and another week of scrounging.

## SKILLS

| GENERAL SKILLS | RANK | DICE POOL |
|---|---|---|
| Charm (Pr) | 1 | ⬡◆ |
| Deception (Cun) | 2 | ⬡⬡◆ |
| Skulduggery (Ag) | 1 | ⬡◆◆ |
| Stealth (Ag) | 1 | ⬡◆◆ |
| Streetwise (Cun) | 1 | ⬡◆◆ |
| Vigilance (Will) | 1 | ⬡◆ |

| COMBAT SKILLS | RANK | DICE POOL |
|---|---|---|
| Ranged - Light (Ag) | 2 | ⬡⬡◆ |

## WEAPONS & EQUIPMENT

| WEAPON | SKILL | DAMAGE | RANGE | DICE POOL |
|---|---|---|---|---|
| **Blaster Pistol** | Ranged (Light) | 6 | Medium | ⬡⬡◆ |

- You deal 6 damage on a hit + 1 damage per Success ✷ symbol rolled.
- Inflict a Critical Injury on a hit for ⚙⚙⚙.

| | | | | |
|---|---|---|---|---|
| **Fists** | Brawl | 3 | Engaged | ◆◆◆ |

- You deal 3 damage on a hit + 1 damage per Success ✷ symbol rolled.
- Inflict a Critical Injury on a hit for ⚙⚙⚙⚙⚙.

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

| | | | | |
|---|---|---|---|---|
| ☐ **Heavy Blaster Pistol** | Ranged (Light) | 7 | Medium | ⬡⬡◆ |

- You deal 7 damage on a hit + 1 damage per Success ✷ symbol rolled.
- Inflict a Critical Injury on a hit for ⚙⚙⚙.

GEAR, EQUIPMENT & OTHER ITEMS

| | |
|---|---|
| **2 Stimpacks** | Use a maneuver to heal 5 wounds to a living creature. Consumed on use. |
| **Comlink** | Allows communication between other characters with comlinks. |
| **Heavy Clothing** | Soak 1; already included in soak value. |
| **50 Credits** | Money with which to buy equipment, information, or cooperation. |

## TALENTS

| NAME | ABILITY SUMMARY |
|---|---|
| Quick Draw | Once per round, draw or holster a weapon or accessible item as an incidental. |
| Plausible Deniability | Remove 1 Setback die ■ from all Coercion and Deception checks. |

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

| | |
|---|---|
| ☐ Natural Charmer | Once per session, you may reroll one Charm or Deception check. |

## SYMBOLS & DICE

| ✷ | ⚙ | ⚡ | ▼ | ⬡ | ⬡ |
|---|---|---|---|---|---|
| Success | Triumph | Advantage | Failure | Despair | Threat |

| | | | | | | |
|---|---|---|---|---|---|---|
| Ability Die ◆ | Proficiency Die ⬡ | Difficulty Die ◆ | Challenge Die ⬠ | Boost Die ◻ | Setback Die ◼ | Force Die ⬡ |

# CHARACTER NAME : SINOCA "SIN" MEEKU

| SPECIES | RODIAN | OBLIGATION | 5 | 10 | 15 | 20 |

| CAREER | EXPLORER (TRADER) |

**STAR WARS**
**EDGE OF THE EMPIRE**
ROLEPLAYING GAME

## CHARACTERISTICS

| | | |
|---|---|---|
| **2** BRAWN | **3** AGILITY | **2** INTELLECT |
| **3** CUNNING | **1** WILLPOWER | **3** PRESENCE |

| SOAK VALUE | WOUNDS | | STRAIN | | CRITICAL INJURIES |
|---|---|---|---|---|---|
| **3** | **12** | | **11** | | |
| | THRESHOLD | CURRENT | THRESHOLD | CURRENT | |

## CHARACTER BACKGROUND

**Obligation:** Criminal (5)

Sin comes from a long line of bounty hunters and learned many of their ways, even though she did not join in the family business. The Rodian came to Coruscant ten years ago seeking ever larger fortunes and wrestled her way into the property market. What Sin thought was an innocuous deal turned out to involve the Pykes, and they made sure she would profit more if she undercut her original client deeply. In time, Sin came to appreciate the world of crime and what could be accomplished working outside of the system.

*Sin starts with an Obligation value of 5, but can increase the magnitude of her criminal activities up to as much as 20 in order to add an additional talent or piece of equipment. She is able to do this by benefiting more from her connections with the Pykes, but this may come back to haunt her in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.*

### Playing Sinoca

- You have had limited experience with Zelcomm Industries, having sold some office space in the same tower. There seems to be as much freight going into and out of the office building as through a small starport. Rumors say that Zelcomm is a front for weapons smuggling.

- Though innately talented with blasters, you have found that a concealed vibroknife can work in places a blaster can't, and you have taught yourself how to use one effectively.

- Finally, when your silver tongue doesn't do the trick, a couple of credits can smooth over a tense negotiation.

## SKILLS

| GENERAL SKILLS | RANK | DICE POOL |
|---|---|---|
| Cool (Pr) | 2 | ⬡⬡◆ |
| Deception (Cun) | 1 | ⬡◆◆ |
| Negotiation (Pr) | 2 | ⬡⬡◆ |
| Perception (Cun) | 1 | ⬡◆◆ |
| Piloting - Planetary (Ag) | 2 | ⬡⬡◆ |
| Streetwise (Cun) | 2 | ⬡⬡◆ |
| Survival (Cun) | 1 | ⬡◆◆ |

| COMBAT SKILLS | RANK | DICE POOL |
|---|---|---|
| Melee (Br) | 1 | ⬡◆ |

## WEAPONS & EQUIPMENT

| WEAPON | SKILL | DAMAGE | RANGE | DICE POOL |
|---|---|---|---|---|
| **Blaster Pistol** | Ranged (Light) | 6 | Medium | ◆◆◆ |

- You deal 6 damage on a hit + 1 damage per Success ☆ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂.

| | | | | |
|---|---|---|---|---|
| **Vibroknife** | Melee | 3 | Engaged | ⬡◆ |

- You deal 3 damage on a hit + 1 damage per Success ☆ symbol rolled.
- Pierce 2: ignore 2 points of target's soak.
- Inflict a Critical Injury on a hit for ❂❂.

| | | | | |
|---|---|---|---|---|
| **Fists** | Brawl | 2 | Engaged | ◆◆ |

- You deal 2 damage on a hit + 1 damage per Success ☆ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂❂❂.

GEAR, EQUIPMENT & OTHER ITEMS

| **2 Stimpacks** | Use a maneuver to heal 5 wounds to a living creature. Consumed on use. |
| **Comlink** | Allows communication between other characters with comlinks. |
| **Datapad** | Used to record, store, display, and organize almost any kind of data. |
| **Heavy Clothing** | Soak 1; already included in soak value. |
| **50 Credits** | Money with which to buy equipment, information, or cooperation. |

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

| ☐ **750 Credits** | Money with which to buy equipment, information, or cooperation. |

## SYMBOLS & DICE

| ☆ Success | ⊕ Triumph | ❂ Advantage | ▼ Failure | ⬦ Despair | ⬡ Threat |

| ◆ Ability Die | ⬡ Proficiency Die | ◆ Difficulty Die | ◆ Challenge Die | ⬜ Boost Die | ⬛ Setback Die | ⬡ Force Die |

## TALENTS

| NAME | ABILITY SUMMARY |
|---|---|
| Convincing Demeanor | Remove 1 Setback die ⬛ from Deception or Skulduggery checks. |
| Expert Tracker | Remove 1 Setback die ⬛ to find tracks or track targets. Decrease time to track a target by half. |
| Wheel and Deal | When selling goods legally, gain 10% more credits. |

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

| ☐ Nobody's Fool | Upgrade the difficulty of any Charm, Coercion, or Deception check targeting the character once. |

# CHARACTER NAME : TRAY'ESSEK

SPECIES **TRANDOSHAN**  OBLIGATION  5  10  15  20

CAREER **HIRED GUN (MARAUDER)**

**STAR WARS EDGE OF THE EMPIRE ROLEPLAYING GAME**

## CHARACTERISTICS

| | | |
|---|---|---|
| **4** BRAWN | **2** AGILITY | **2** INTELLECT |
| **2** CUNNING | **3** WILLPOWER | **2** PRESENCE |

| SOAK VALUE | WOUNDS | | STRAIN | | CRITICAL INJURIES |
|---|---|---|---|---|---|
| **5/6** | **18** THRESHOLD | CURRENT | **12** THRESHOLD | CURRENT | |

## CHARACTER BACKGROUND

**Obligation:** Betrayal (5)

During a bounty hunting job, fellow clansman Lar'omx betrayed and humiliated Tray'Essek, which according to his beliefs "zeroed out" his jagannath points, denying him a place of honor in Trandoshan society and in the afterlife. The only way to restore his lost points is to kill the one who did this to him. Tray'Essek has devoted his life ever since to killing Lar'omx…and making sure that nobody else kills him first. Last he heard, the traitor was working for Black Sun, and Tray'Essek joined up with the Pykes recently for a chance to finally track Lar'omx down.

*Tray'Essek starts with an Obligation value of 5, but can increase the magnitude of his humiliation up to as much as 20 in order to add an additional talent or piece of equipment. He is able to do this by benefiting more from the fury of his vendetta, but it may come back to haunt him in the future. Add the original and any newly incurred Obligation, and circle the appropriate value above.*

### Playing Tray'Essek

- You stand about a head taller than everyone else, and combined with your sharp claws and pointed teeth this makes for an intimidating sight. Threats of force are your forte, as are beat downs and muggings.

- As an ex-ganger, you know how to take a hit and shrug it off. Since you started working with Jovel, Matwe, and Sin, you've become fiercely protective of them and won't hesitate to defend them in a fight.

- If it comes down to it, you've got an old slugthrower rifle to take down enemies at range, and while it packs a punch, it's not the most accurate gun in the galaxy.
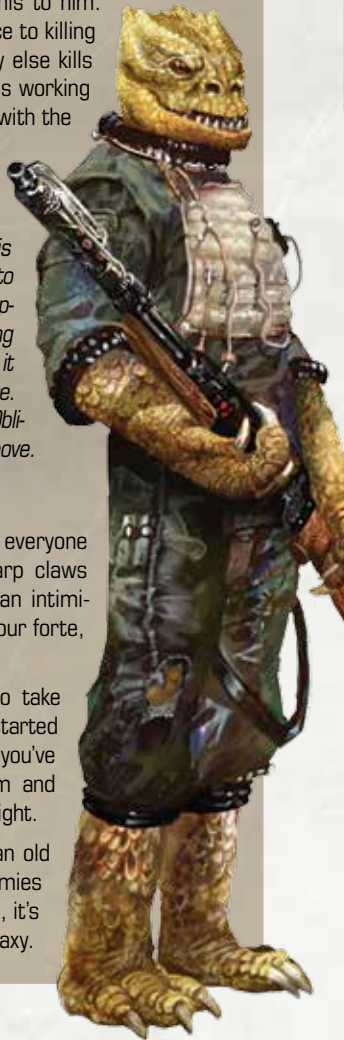
## SKILLS

| GENERAL SKILLS | RANK | DICE POOL |
|---|---|---|
| Athletics (Br) | 1 | ⬡◆◆◆ |
| Coercion (Will) | 2 | ⬡⬡◆ |
| Perception (Cun) | 1 | ⬡◆ |
| Piloting - Planetary (Ag) | 1 | ⬡◆ |

| COMBAT SKILLS | RANK | DICE POOL |
|---|---|---|
| Brawl (Br) | 2 | ⬡⬡◆◆ |
| Ranged - Heavy (Ag) | 1 | ⬡◆ |

## WEAPONS & EQUIPMENT

| WEAPON | SKILL | DAMAGE | RANGE | DICE POOL |
|---|---|---|---|---|
| **Claws** | Brawl | 5 | Engaged | ⬡⬡◆◆ |

- You deal 5 damage on a hit + 1 damage per Success ☆ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂❂❂.

| **Slugthrower Rifle** | Ranged (Heavy) | 7 | Medium | ⬡◆ |
|---|---|---|---|---|

- You deal 7 damage on a hit + 1 damage per Success ☆ symbol rolled.
- Inflict a Critical Injury on a hit for ❂❂❂❂❂.

GEAR, EQUIPMENT & OTHER ITEMS

| **2 Stimpacks** | Use a maneuver to heal 5 wounds to a living creature. Consumed on use. |
|---|---|
| **Comlink** | Allows communication between other characters with comlinks. |
| **Binders** | Binds prisoners' hands. Slipping free requires a **Daunting (◆◆◆◆) Athletics** or **Coordination check**. |
| **Heavy Clothing** | Soak 1; already included in soak value. |
| **50 Credits** | Money with which to buy equipment, information, or cooperation. |

OPTIONAL: ADD 5 OBLIGATION TO UNLOCK

| ☐ **Padded Armor** | Soak 2; circle soak value 6 on character sheet. |
|---|---|

## TALENTS

| NAME | ABILITY SUMMARY |
|---|---|
| Intimidating | May suffer 1 strain to downgrade difficulty of Coercion checks once or upgrade difficulty when targeted by Coercion checks once. The character cannot suffer more than 1 strain per skill check. |
| Toughened | Gain +2 wound threshold; already included in wound threshold. |

OPTIONAL: ADD 10 OBLIGATION TO UNLOCK

| ☐ **Feral Strength** | Add 1 damage to successful attacks made using Brawl or Melee. |
|---|---|

## SYMBOLS & DICE

| ☆ Success | ⊕ Triumph | ❂ Advantage | ▼ Failure | ⬗ Despair | ⬡ Threat |
|---|---|---|---|---|---|

| ◆ Ability Die | ⬡ Proficiency Die | ◆ Difficulty Die | ⬠ Challenge Die | ▢ Boost Die | ▣ Setback Die | ⬡ Force Die |
|---|---|---|---|---|---|---|

# UNDER A BLACK SUN

*It is a dark time for the galaxy. The city of Coruscant, once the glittering pearl of the Republic, now languishes under the shadow of the Galactic Empire. A bustling black market flourishes in the underworld, controlled by the notorious crime syndicate BLACK SUN.*

*Hired to infiltrate a Black Sun outpost and retrieve vital data on a bounty hunter who betrayed the PYKE crime family, a small group of enterprising individuals works rapidly to access the heavily encrypted Black Sun network as things take a turn for the worse....*

> *Never underestimate the ability of wealth to make all loyalty disappear.*
> –Amanza Regalo, Black Sun Vigo

Welcome to Coruscant, the heart of the galaxy. This planet-spanning city is the seat of the Empire's power and home to over a trillion individuals. Even under the iron grasp of the Imperial forces, the sheer size of Coruscant makes it attractive to those who hope to make their fortunes, whether through legitimate enterprise or less-than-legal means.

As **Under a Black Sun** begins, the PCs are inside a facility run by the Black Sun criminal organization, slicing into a computer network to gain information for their bosses, the Pyke criminal family. The Pyke Syndicate consists of a network of spice dealers who maintain outposts across the galaxy, and the PCs owe them big. Accessing the secured data networks of the Black Sun is no easy task, however, and the PCs inadvertently trip an alarm the moment they download the files they were sent to retrieve.

The adventure is presented in three parts, each of which includes a series of encounters for the PCs to complete and locations for them to explore. Their goal: to find a bounty hunter who betrayed their employers before they end up with a bounty of their own!

The first part opens with a high-speed chase through the sprawling city of Coruscant as the characters flee from Black Sun operatives. Part two includes a series of locations throughout Imperial city that the heroes can investigate while using their skills and diplomatic abilities to track down the bounty hunter. Finally, part three concludes the adventure with the PCs' final showdown against the bounty hunter as they attempt to bring him in to answer for his double-crossing ways, dead or alive. After the players have had a chance to look over their character sheets and make any additional upgrades, read the opening crawl, above. Proceed to **Episode I** and begin.

# EPISODE I: NO EASY JOBS

The adventure begins with the PCs having tripped an alarm inside the Black Sun facility and needing to make a hasty retreat with their data. The Bothan slicer Jovel managed to download the file they were sent to retrieve, but it is heavily encrypted. With alarms blaring, there is no time to worry about that now!

## ENCOUNTER 1: HOT PURSUIT

The characters make their way from the building to a busy landing platform outside. Luckily, an automated speeder sits waiting for potential customers. Read or paraphrase the following to the players aloud:

*Klaxons blare overhead as you flee from the facility with the stolen data. You hear Black Sun agents scrambling to investigate on the floors above. You exit the skyscraper onto a bustling landing platform where a droid-driven airspeeder sits nearby, awaiting a fare. A blaster bolt whizzes past your heads, and the speeder seems like the best (and only) option for escape! As you jump inside, the droid quickly zooms away into the streams of traffic. Unfortunately, the Black Sun thugs are not that easy to lose, and within seconds they are in hot pursuit on swoop bikes of their own. More blaster fire screams past your speeder, when suddenly a lucky shot takes out the piloting droid with a bang!*

The PCs must decide how to proceed as the chase enters the heavily populated, skyscraper-packed areas of the city. They need to shake the Black Sun thugs off their tail, and soon. The four thugs start at medium range, moving one range band closer per round.

One or more characters can attempt to regain control of their speeder with an **Average (◆ ◆) Piloting (Planetary) check** (see the **...And into the Fire** sidebar, right). The other PCs should look for escape routes by making **Average (◆ ◆) Perception checks**. Success reveals open air vent tunnels, sewers, alleyways between buildings, and other potential paths of escape.

As long as they remain in the busy thoroughfare, all characters suffer a Setback die ■ from the traffic, speed, and movement of their speeder. If the players come up with a better plan to evade their pursuers, let them run with it.

Once they decide on a course, the pilot makes an **Easy (◆)** or **Average (◆ ◆) Stealth check** to hide from their pursuers depending on how busy or dark their escape route is. If they vanish into the labyrinthine tunnels of Coruscant's underlevels, the GM might want to add an optional encounter with a duracrete slug (see page 22).

Characters should keep in mind that stray blaster fire can injure or kill innocents and will attract the attention of local police droids or even the Coruscant Underworld Police themselves (see page 22). If statistics for the Black Sun adversaries are needed, see the Black Sun thug profile, also on page 22.

Once the PCs have successfully made their escape, their contact with the Pykes sends an encrypted transmission to their comlinks telling them to bring the chip to Chopper's in Quadrant L-42 for further instructions. Proceed to **Encounter 2**.

## ENCOUNTER 2: CHOP TALK

After escaping the thugs and avoiding other obstacles they might have encountered during their escape, the PCs now have to decide what to do with the information they collected. Their rendezvous point for

the debrief is a small, out-of-the-way garage known as Chopper's. This speeder repair shop is the home of a confidant and employee of the Pykes named Cho'pa'ailor, a Besalisk. Everyone refers to the four-armed repairman as "Chopper" due to his skills with a laser saw and as a play on his name.

The characters make their way to his shop either in their acquired speeder or by other means (if they crashed) with the data locked away on Jovel Nial's equipment. When the PCs enter the establishment, read the following aloud:

> *Sparks fly from numerous locations throughout the large, cluttered repair shop. Everywhere you look, piles of speeder parts, half-built droids, and stranger contraptions are stacked to the ceiling. Several groups of Ugnaughts are welding and working away on a disassembled airspeeder, paying you no heed.*
>
> *A booming voice rings out from behind one of the junk piles: "My friends, it is so good to see you again!" A large, green-mottled Besalisk emerges, his four arms opening to hug the nearest member of the party.*

After Chopper greets the characters, he quickly ushers them from the floor of the shop and into his private office in the back. He is anxious to hear how the job went and asks the PCs numerous questions about how they gained the file and the ensuing chase. The players can decide what to reveal; Chopper helps them regardless.

After a brief discussion, Chopper asks to have the file downloaded to his terminal in the office. He begins breaking the encryption to furnish the information to the PCs. While he works on the file, he informs the PCs of the following news from their mutual employers.

> *Once we have this bounty hunter's identity secured, the Pyke family wants you to bring him down for his betrayal. He cost the bosses a fortune by stealing a shipment of their spice and bringing it to Black Sun instead. Unsurprisingly, the Pykes aren't happy about it, and they'll pay well if you can take care of this problem for them. They may even forget about a couple of favors you owe them, you know?*

Jovel can work on the decryption with Chopper, adding her slicer skills to the job. The file is heavily secured; helping to speed up the process requires a **Hard (◆ ◆ ◆) Computers check** with a Setback die ■. If Jovel succeeds in aiding Chopper, any Advantage ⚉ generated grants the characters bonus information as per the sidebar on the next page.

At this point it's likely that the players have some questions for the Besalisk. They can use this time to gain more information on the matters at hand.

*"What can you tell us about this bounty hunter?"* The characters are sure to want to know more about this bounty hunter they've been tasked with tracking. Chopper reveals to them that this particular bounty hunter was operating under an alias. He was working for the Pykes to dispatch a rival smuggler and intercept the large spice shipment the rival was carrying. The bounty hunter betrayed the Pykes and took the shipment for himself instead, delivering it to the Black Sun mobsters who offered him a bigger bounty. This cost the Pyke Syndicate hundreds of thousands of credits, and jobs with them have dried up ever since. Hopefully, this file will reveal the hunter's real name, so that the PCs can bring him to justice for his betrayal and ensure that the Pykes will have work for them in the future.

*"Do they want him dead or alive?"* The Pykes have a bit of unfinished business with the bounty hunter that they'd prefer to wrap up, given the chance, but the syndicate will look weak if he gets away. If the PCs can't manage to capture him, they should instead make sure it's the last time he'll ever double-cross anybody again, or before they know it, they'll find they have a bounty of their own.

*"How much are we going to get paid?"* Perhaps the bounty hunter still has some of the credits Black Sun paid him for the spice shipment and bounty; this would go towards helping to offset some of the Pykes' losses. The PCs should make sure to bring anything of value they find on him back with them. Once the PCs successfully dispatch the bounty hunter the Pykes will pay them 1,000 credits each. If the PCs try to negotiate with Chopper for an advance, it simply isn't his money to give, but he's willing to buy any speeders or swoop bikes off them for 250 to 500 credits, depending on their condition.

After answering some questions, Chopper finishes his decryption of the file. He informs the PCs that the bounty hunter is **Kaa'to Leeachos**, a Nikto formerly bound in servitude to the Hutts. Since gaining his freedom, Kaa'to has made his reputation with a number of high-risk, unauthorized bounties and is considered a formidable operative. Chopper also mentions that he is familiar with the Nikto hunter and knows of a few places he frequents or has been seen: the Umbra Club, the Spyder, and Zelcomm Tower. He suggests that the party should consult with any other contacts they have to gain more insight on their foe before confronting him.

If the players are at a loss or aren't using the pre-generated PCs, they can first try to succeed at a **Charm** or **Streetwise check**; otherwise, the Besalisk gives them the names associated with the locations detailed in the **Interlude**, below, so that they'll at least know where and whom to start asking questions. Wishing them well, Chopper sends the characters on their way and returns to his work in the garage.

# INTERLUDE—CONTACTS AND CONNECTIONS

Before making their way to the locations Chopper mentioned, the PCs might wish to rest and recuperate, especially if they suffered any wounds during the speeder chase.

## BONUS INFORMATION

If the PCs score a number of Advantages while assisting with the file, they can potentially unlock additional information:

⚡: Scanning through Kaa'to's file reveals that the bounty hunter delivered only part of the stolen spice shipment. One message's sender suspects the Nikto of holding out on the rest.

⚡ ⚡: The file also lists a series of pickups from Zelcomm Tower referencing both the 4th floor terrace and the side street underground entrance.

⚡ ⚡ ⚡ or ✧: The characters also discover a seemingly misplaced list of names, ranks, and associated figures. Perhaps these are Imperial security forces Black Sun paid off?

The brief respite also gives them a prime opportunity ask their other underworld contacts about the locations. This is a perfect chance for the players to be creative (within reason). The GM should encourage them to use or invent one or two individuals from their characters' background stories whom they could seek out for information. Perhaps Tray'Essek knows of a fellow clan member in the city, or Sinoca has a fence she dealt with in the past.

Whomever the PCs decide to speak with, the following information can be provided with a successful **Average (◆◆) Charm** or **Streetwise check**:

- **The Umbra Club:** A seedy den of death stick dealers, the Umbra Club caters to criminals in Coruscant's underworld. Speng, a male human death stick dealer, might have heard about a certain bounty hunter trying to offload some spice.

- **The Spyder:** A sabacc parlor frequented by many gamblers in the employ of the Black Sun, the Spyder is known by all the criminals of Coruscant. There, certain patrons wager information at their tables, winnable by those with enough skill or dumb luck. The PCs might be able to find out more about Kaa'to there.

- **Zelcomm Tower:** The skyscraper is the home of Zelcomm Industries, a shipping company specializing in cargo transportation between the Core Worlds and the Outer Rim. The tower is a known front for weapons smuggling. It's possible that Kaa'to might have outfitted himself there. Coruum Sa'dia is the one in charge of the operation.

The PCs can use the information they've gained to help plan their course of action for visiting the locations. While they move around the city meeting with their various contacts, feel free to use the following **Optional Encounters** to spice up their travels.

# OPTIONAL ENCOUNTERS

Below are various adversaries the PCs might come up against, depending on how they handle their investigation.

## CORUSCANT UNDERWORLD POLICE

A recent speeder chase through the city that included blaster fire has put the Coruscant Underworld Police on a heightened alert. Local holovids taken from various buildings circulate the PCs' descriptions; a small squad of police droids might stop and question the Player Characters about their recent whereabouts and activities. How the PCs handle this situation will be crucial—if they end up in a shootout with police droids, they are likely to find a squad of Underworld Police arriving as backup.

### POLICE DROID [MINION]

In lieu of wasting precious policemen on routine patrols and minor transgressions, the Coruscant Underworld Police frequently employ droids to help keep the peace. Unfortunately, the droids' literal programming sometimes allows crafty criminals to talk their way out of trouble.

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|:-:|:-:|:-:|:-:|:-:|:-:|
| 2 | 2 | 1 | 2 | 1 | 1 |

| SOAK VALUE | W. THRESHOLD |
|:-:|:-:|
| 3 | 6 |

**Skills (group only):** Ranged (Light), Vigilance.
**Talents:** None.
**Abilities:** Droid (does not need to breathe, eat, or drink, and can survive in vacuum or underwater. Immune to poisons or toxins).
**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting).

### CORUSCANT UNDERWORLD POLICE [RIVAL]

Anonymous and imposing in their long leather uniforms and enclosing helmets, the Underworld Police are a mystery to most. However, few who have been on the wrong end of their heavy blasters doubt the danger they pose for lawbreakers.

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|:-:|:-:|:-:|:-:|:-:|:-:|
| 3 | 2 | 2 | 2 | 3 | 1 |

| SOAK VALUE | W. THRESHOLD |
|:-:|:-:|
| 4 | 4 |

**Skills:** Brawl 1, Coercion 1, Discipline 1, Melee 1, Ranged (Light) 2, Vigilance 1.
**Talents:** None.
**Abilities:** None.
**Equipment:** Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), stun club (Melee; Damage 5; Range [Engaged]; Disorient 2), heavy armored coat (+1 soak).

## BLACK SUN MINIONS

While traveling throughout the city, the PCs may encounter some Black Sun operatives going about their business. At this stage, the Player Characters are still unknown to the greater organization, but there is a chance that they will run afoul of these thugs, deepening the potential for animosity between the PCs and Black Sun.

### BLACK SUN THUG [MINION]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|:-:|:-:|:-:|:-:|:-:|:-:|
| 3 | 2 | 2 | 2 | 1 | 1 |

| SOAK VALUE | W. THRESHOLD |
|:-:|:-:|
| 3 | 6 |

**Skills (group only):** Brawl, Coercion, Ranged (Light).
**Talents:** None.
**Abilities:** None.
**Equipment:** Blaster pistol (Ranged [Light]); Damage 6; Critical 3; Range [Medium]; Stun setting).

## LOCAL VERMIN

Numerous vermin infest the lower levels of Coruscant.

### DURACRETE SLUG [RIVAL]

Named for the material that comprises the bulk of their diet, the invasive duracrete slugs are particularly dangerous to buildings, as they eat away at the foundations. Their tunnels are a common sight in the underworld, where slugs may grow up to 10 meters long.

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|:-:|:-:|:-:|:-:|:-:|:-:|
| 3 | 2 | 1 | 1 | 1 | 1 |

| SOAK VALUE | W. THRESHOLD |
|:-:|:-:|
| 6 | 10 |

**Skills:** Brawl 2, Coordination 1, Resilience 2.
**Talents:** None.
**Abilities:** Bite (Brawl; Damage 3; Critical 4; Range [Engaged]), Duracrete plating (melee and ranged attacks targeting it gain a Setback die ■ due to its armored carapace; characters may aim to hit weak spots and ignore 1 soak).
**Equipment:** Partially-digested landspeeder identity plate.

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### READING THE STAT BLOCKS

Below is a quick primer on stat block shorthand:

- Critical X: Spend X number of Advantage ✦ to score a Critical Injury.
- Disorient X: Spend 2 Advantage ✦ ✦ to add a Setback die ■ to the target's skill checks for X rounds.
- Soak bonuses from equipment have already been factored into the soak value.

# EPISODE II: CITY OF SPIRES AND STRIFE

With a series of locations to investigate, the PCs set forth into the depths of Coruscant. The locations here can be visited in any order, and each area changes according to the locations the PCs explore beforehand. Their actions at one venue can drastically change what happens at the next if things go poorly.

The PCs should visit at least one or two of the locations, but stopping at all three requires a significant time investment and probably isn't feasible unless the GM is able to run an extended session or two shorter sessions.

## LOCATION 1: THE UMBRA CLUB

- **First Location Visited:** Run the location as written.

- **Visited after the Spyder:** If the PCs had any trouble with patrons at the Spyder, word makes it back to Speng that people are looking for anyone known to deal with Kaa'to. Speng has his hired thugs stationed outside his booth when the PCs arrive. The characters have to deal with them (either physically or through negotiation) to meet with Speng. The guards' stats are detailed on page 24.

- **Visited after the Zelcomm Tower:** If the PCs engaged in a firefight with Coruum's men, the Coruscant Underworld Police in Black Sun's employ send a pair of police droids (see the preceding page) to search for the trespassers. The PCs can try to hide among the

patrons or take on the droids. To keep police forces off the PCs' trail in the future, the droids' memories can be erased with a **Hard (◆◆◆) Computers check**.

Located in Sector 1459 of the city, the Umbra Club is a cantina and nightclub that caters to a less-than-upstanding clientele. A frequent haunt of death stick dealers and addicts, this club is not on any must-see lists in the galactic travelogues. The elaborate holovids outside the club portray it as an upscale dancing establishment, though that is far from the truth. As the PCs enter, read the following:

> As soon as you enter the cantina you notice the smell; the combined odor of stale liquor, burning death sticks, and other rank substances washes over you. Inside, a collection of sparse tables, half-broken chairs, and tattered couches adorns the main room. A series of private booths line the right wall, each with a ragged curtain pulled shut. In the center of the room, a large, brightly lit dance floor pulses with colored lights in an almost hypnotic pattern. A handful of patrons relax at various tables and couches, all lost in their own reveries. Behind the bar, a gruff Gotal slings drinks to a group of humans clustered at one end.

Omacala, a Gotal who cares little about what goes on in his cantina as long as he is paid for the drinks, runs the place. He sees and hears a great deal of what occurs in his establishment, but he is not inclined toward idle gossip. For the right price, however, he is willing to share some of his information. PCs who wish to barter

with him for information must make a **Negotiation check** with a difficulty of (◆ ⬡) to reach a price. If the PCs are successful, Omacala shares his knowledge about the Black Sun and its minions for 30 credits. If they fail the roll, he refuses to divulge anything for less than 50 credits.

*"What do you know about Black Sun?"* In addition to the organization's long-standing stake in the spice trade, Black Sun seems to be expanding into the illicit arms trade, especially now that the fledgling Rebellion has emerged as a new buyer and its attacks are beginning to chip away at the Empire's supply. The Gotal refuses to discuss Black Sun any further.

*"What do you know about Kaa'to Leeachos?"* The Gotal has seen the Nikto bounty hunter in the cantina recently, meeting with a skittish death stick dealer named Speng. The dealer is here now, in a private booth conducting a transaction.

*"What do you know about Speng?"* His death stick dealings provide him a decent income, and he does whatever he must to maintain his lifestyle. He is constantly on edge and very nervous, so be careful how you approach him.

*"Who is Coruum Sa'dia?"* The Ishi Tib works at Zelcomm Tower as the owner of a somewhat shady shipping company. More than likely there's some smuggling happening on the side, and you know what that means—keep your eyes open for extra entrances.

If a firefight erupts in the club at any time, the patrons quickly scatter and head for the street. Omacala dives behind the bar until the fighting is over. He stridently demands that the PCs pay for any damages to the club, but a simple threat is enough to stifle him.

If the PCs barge in on Speng in the middle of his deal, they find him with a hollow-eyed human female who is handing over a small stack of credits for a black pouch. She quickly scurries away when the PCs enter the booth.

The PCs may make an **Average (◆ ◆) Deception check** to pose as prospective buyers. Otherwise, Speng realizes he might be in for trouble and immediately summons his guards. If the PCs' ruse is successful, the PCs might try bribing Speng with 200 credits for information or try to bargain him down with a **Negotiation check** with a difficulty of (◆ ⬡ ⬡). The information he provides is found in the read-aloud text on the following page.

The moment the PCs make any threats toward him, however, he activates a comlink in his pocket to summon a pair of Klatooinian hired guards who are waiting out back.

The guards quickly enter the cantina through a back door and emerge into the main room with blasters drawn. They tell the PCs to move away from Speng. If any PC reaches for a weapon or makes an overtly hostile move, the guards begin firing. Speng attempts to flee from the cantina once his guards have the PCs' attention. He heads into the back alley and tries to lose himself in the crowds.

## CLUB HIRED GUARD [MINION]

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

| SOAK VALUE | W. THRESHOLD |
|---|---|
| 4 | 6 |

**Skills (group only):** Brawl, Coercion, Ranged (Light).
**Talents:** None.
**Abilities:** None.
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), brass knuckles (Brawl; Damage 4; Critical 4; Range [Engaged]; Disorient 3), flak vest (+1 soak).

## SPENG [RIVAL]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|---|---|---|---|---|---|
| 2 | 2 | 2 | 3 | 2 | 3 |

| SOAK VALUE | W. THRESHOLD |
|---|---|
| 2 | 12 |

**Skills:** Deception 1, Negotiation 2, Ranged (Light) 1, Skulduggery 1, Streetwise 2, Vigilance 2.
**Talents:** Smooth Talker (when making Negotiation checks, spend a Triumph ⊕ to gain 2 additional Successes ☆).
**Abilities:** None.
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), 6 death sticks (induces mild hallucinations, adds a Setback die ■ to any task the character attempts, and prohibits the expenditure of Destiny Points for the duration of the combat or scene).

Tracking Speng through the crowds and alleyways of Sector 1459 is not easy. Sinoca is best suited to follow him due to her Expert Tracker talent. The PCs may make a series of **Hard (◆ ◆ ◆) Perception checks** or **Average (◆ ◆) Survival checks**, each with a Setback die ■ to catch glimpses of him or find traces of footprints or torn pieces of his clothing. Speng attempts to lose the PCs and then double back to the club, hoping they will not anticipate that he would return there.

When the characters finally catch up to the dealer, they find that Speng is a well-dressed human male of slight build. If the characters attempt to calmly discuss the bounty hunter with him, Speng remains on guard. However, he imparts the following information on a successful **Hard (◆ ◆ ◆) Coercion check** or if the PCs have inflicted any wounds on him. He values his own skin more than his clients' privacy.

> *Kaa'to? Yeah, I know Kaa'to. Comes around here sometimes to move merchandise he acquires on his jobs. He likes the sabacc over at the Spyder, and I hear he owes them a lot of money. That's why he always brings me valuable objects he finds on his jobs, since I like the finer things, you know?*

If the PCs have already been to the Spyder and know about Kaa'to's gambling debts, or if they demand more information than Speng initially provides, he elaborates with the following on a further **Average (◆ ◆) Coercion check**:

> *Fine! I know where he stays. He's been known to hole up somewhere around the kelerium processing plant in Sector 943. It's an out-of-the-way place that no one is supposed to know about. He stays there when he's on Coruscant so he can work without prying eyes on him.*

After the PCs have finished with Speng, they can investigate another location. If the club is their last stop, they can put all their information together and proceed to **Episode III**.

## OPTIONAL ENCOUNTER: FIRST IMPRESSIONS

As the PCs travel around the city asking questions about Kaa'to, word is sure to spread back to the bounty hunter that people are looking into his dealings. The GM should use any Threat ⬡ or Despair ▽ rolled when PCs are questioning individuals to represent the fact that Kaa'to is becoming aware that intruders are poking around where they don't belong. During the PCs' travel between locations, Kaa'to can confront the characters.

This encounter should be a fast, furious hit-and-run attack, not a final confrontation between the characters and Kaa'to. The bounty hunter is trying to send a message that he does not tolerate anyone meddling in his business, and he's willing to do anything necessary to maintain his freedom. A GM can work this encounter in wherever he feels it will be most appropriate. Kaa'to's profile can be found on page 38 of this booklet.

## LOCATION 2: THE SPYDER

- **First Location Visited:** Run the location as written.
- **Visited after the Umbra Club:** Depending on the PCs' interactions with Speng, a number of patrons at the Spyder might be wary of the PCs, especially if they had a shootout in the cantina. Any skill checks made while speaking with the gamblers add a Setback die ■ if the PCs' visit to the Umbra Club ended in violence.
- **Visited after the Zelcomm Tower:** The Falleen underboss catches wind of the raid on Zelcomm and the Black Sun facility just after his conversation with the PCs. As they leave, he tips off one of his contacts in the Coruscant Underworld Police, and two officers try to arrest the PCs on their way to their next destination. Use the profiles on page 22.

Many locations throughout Coruscant offer games of chance and gambling, but the Spyder has earned a reputation among the gamblers of the city as a place for large payouts and larger sources of information. Many high rollers frequent the sabacc tables to make their fortunes—and more often lose them. As the PCs enter the location, read the following:

> *The sights and sounds of the Spyder are similar to those of many sabacc parlors, with a central pit of card tables surrounded by various electronic games. The establishment is crowded and noisy; the cheers that accompany winning hands and lucky rolls ring out across the room. Behind the bar, a two-headed Troig deftly passes out drinks using all four arms, chatting with down-on-their-luck gamblers or himself intermittently. A quick scan of the room shows that the Nikto bounty hunter is not here, so you must rely on the various patrons and employees for information.*

The right and left heads of the Troig bartender, Pillaat and Nerro, have worked at the Spyder for many years and are very familiar with the regulars. The Troig loves to discuss the comings and goings of the city, especially the underworld activity, and is quick to share some gossip after a few credits pass his way.

If the PCs begin inquiring about Kaa'to, the Troig's two heads exchange furtive glances and seem slightly on edge. The PCs can attempt an **Average (◆ ◆) Charm check** to get him to share what he knows. Pillaat informs the PCs that the bounty hunter is very quick to anger and has in-

jured a number of customers over games that have not gone his way. He avenges these losses outside the establishment, to keep from negatively affecting his admittance into the Spyder. Nerro also shares that Kaa'to owes the Spyder's owner a great deal of money and has only recently begun paying it back.

Korsin Fenn, a male Bothan and a clansman of Jovel's, runs the Spyder. He can be found here most nights, overseeing the operation and resolving any disputes. He is a reserved individual, but he warms quickly to anyone who proves trustworthy. He is particularly fond of fellow Bothans, and recognizes Jovel.

When the PCs question him, Korsin Fenn is very reluctant to divulge any information on his clients. He knows that maintaining strict confidence is necessary to keep patrons coming back. If the PCs emphasize that Kaa'to has already forfeited his privilege of privacy by betraying numerous employers and owing the Spyder some credits, Fenn might be swayed.

he's found a buyer for the spice shipment (see **Episode III** on page 32). He offers the PCs 1,000 credits to split if they successfully lay a trap for the bounty hunter and make an example of Kaa'to to other debtors. If the PCs try for more with a **Hard (◆ ◆ ◆) Negotiation check**, he won't go any higher than 1,500 credits.

Korsin Fenn also tells the PCs that the spice shipment Kaa'to offered was bound for Black Sun, which is another reason Fenn thinks it's too hot to take himself.

The PCs can surmise that Kaa'to is extremely dangerous and known for using any means necessary to achieve his goals. The double-crosser is quickly making a great number of enemies by turning on his former employers. Fenn speculates that it won't be long before Kaa'to betrays Black Sun, and he wonders aloud if perhaps the organization should be made aware of this fact. The Bothan has no particular love for Black Sun, and, if the crime syndicate would send some thugs of their own to investigate, it could help whittle down the Nikto's firepower and strength.



If one of the PCs succeeds in a **Charm check** with a difficulty of (◆ ◆) Fenn decides to loosen his lips. He reveals that Kaa'to's debts have increased greatly due to a bout of bad luck two months ago at the sabacc tables. He now owes the Spyder close to 20,000 credits, and he has become desperate to find new sources of income to alleviate this debt. Fenn banned Kaa'to from the Spyder until the debts are paid, though he is becoming increasingly worried that he will never see his money. The Nikto did offer Fenn a shipment of spice to offset his debts, but Fenn wants nothing to do with that business.

The PCs might reveal that they are tasked with dealing with Kaa'to for their own employers, who are familiar with the spice market, and that perhaps they can help make an example of Kaa'to and get Fenn's money in return for the spice shipment. If they are successful on an **Average (◆ ◆) Negotiation check**, Fenn agrees to help the PCs by passing along word to Kaa'to that

With this suggestion in mind, the PCs might decide that sending Black Sun agents against the bounty hunter would work in their favor to keep suspicions pointed away from them. Fenn points out a group of Black Sun members, including an influential underboss, playing sabacc at a nearby table. Perhaps someone would like to be dealt into the game?

PCs who wish to join in a game of sabacc must pay a 25-credit entry fee. This is the starting ante for any of the tables and goes straight to the sabacc pot, while 10 credits suffices as the wager on additional hands. Two spots remain open at the Black Sun operatives' table. The Falleen underboss is dismissive of any newcomers to the game, convinced that his gaming prowess is unsurpassed. Two humans, an Aqualish, and a Weequay are seated alongside him. If asked, Fenn indicates that one of the humans and the Aqualish are also members of Black Sun.

## SABACC RULES

The following rules can be used to simulate one round or hand of sabacc, a popular card game in the *Star Wars* universe. In sabacc, players attempt to develop a hand of ±23 using a deck of 76 chip-cards that shift between positive and negative versions of their numbers until they are played.

1. The table agrees on a wager, and each player pays this amount into the pot.

2. Use Cool to establish a base dice pool.

3. The GM adds Difficulty dice ◆ to the player's dice pool based on the difficulty of the game and the skill of the opponents.

4. The player rolls the dice pool, leaving the dice on the table. He then rolls a single Force die ⬡ to illustrate the shifting na-

ture of the cards' signs. For each dark side symbol ⬤, one Success ✵ and one Advantage ♋ are converted into a Failure ▼ and Threat ⦿, respectively. Conversely, each light side symbol ◯ changes one Failure ▼ and one Threat ⦿ into a Success ✵ and Advantage ♋, respectively.

5. To cheat, a character instead uses his Deception, Skulduggery, or Computers skill pool for the test. Upgrade the difficulty of the skill check once. On a Despair symbol ▽, the PC is caught cheating, and gambling immediately stops to resolve the discovery.

6. On a Success ✵, the PC wins back his wager. For each additional Success ✵, he wins another wager's worth from the pot.

### TABLE 1–7: SPENDING ADVANTAGE, TRIUMPH, THREAT & DESPAIR IN SABACC

| Results | Interpretations |
|---------|-----------------|
| ♋ | Recover 1 strain as one of the cards in your hands unexpectedly flips in your favor. |
| ♋ ♋ | Add a Boost die ▢ to your next roll as you successfully bluff. |
| ♋ ♋ ♋ | Figure out an opponent's tells and downgrade the difficulty of your next roll once. |
| ⊛ | Reveal a positive or negative 23 and win the entire sabacc pot (determined by the GM). |
| ⦿ | Suffer 1 strain as one of the cards in your hand unexpectedly flips, forcing you to change your strategy. |
| ⦿ ⦿ | Add a Setback die ▢ to your next roll as you fall for an opponent's bluff. |
| ⦿ ⦿ ⦿ | You lose your ability to concentrate on the game, upgrading the difficulty of your next roll once. |
| ▽ | If you aren't cheating, you bomb out, run out of chips, or are otherwise ejected from the game. |

Attempts to strike up conversation during the game are rebuffed by all players at the table. Their focus is on the game; the players do not have time for pleasantries and discussion. After a few hands at **Average (◆ ◆) Difficulty** and perhaps one at **Hard (◆ ◆ ◆) Difficulty** (see the **Sabacc Rules** sidebar above for a simple in-game mechanic), the Falleen makes motions to leave the table. If the players don't win the sabacc pot (500 credits), the Falleen does, then calls to have the house prepare his winnings for transport. At this point, the PCs can mention Kaa'to and try to convince the Black Sun underboss that the bounty hunter is going to turn against the organization. If the PCs succeed with a **Hard (◆ ◆ ◆) Streetwise check** or managed to beat the Falleen at a hand of cards, he retakes his seat and listens to what the PCs have to say after dismissing the other players (except for his own men).

This is a great opportunity for the PCs to roleplay with Verannis (as he finally introduces himself to the PCs). They should make their case for the Black Sun to distrust Kaa'to and either cite their own experiences with his conduct or spin a tale of their own. They need to be careful not to reveal their direct link to his activities, or Verannis could deduce their role in the break-in. Throughout the discussion, a series of **Hard (◆ ◆ ◆) Charm** or **Deception checks** determines how willing he is to listen to the Player Characters and whether he believes them. Initial skill checks should have a Setback die ▢ added to the roll, since Verannis is dubious of the PCs' claims. (See also the **Blood Runs Thicker...** sidebar on page 28 to see if Matwe might complicate matters.) If any Despair symbols ▽ come up, Verannis realizes that the PCs are the intruders who broke into the Black Sun facility. This leads to a direct confrontation between his group and the PCs.

If the PCs successfully convince Verannis of Kaa'to's duplicitous nature, he dispatches his guards to seek out the bounty hunter and bring Kaa'to before him at his headquarters. He curtly thanks the PCs and leaves.

If the PCs are unsuccessful, Verannis sends his two lackeys (and possibly a Trandoshan as well—see the sidebar **Old Wounds** on page 28) to shadow the PCs and find out what they're up to.

### BLOOD RUNS THICKER...

Depending on the amount of Obligation Matwe has taken on, hiding the party's association with the Pykes might be more or less difficult. In this sector, everyone knows that Matwe's younger brother is hopelessly tangled up with the spice trade. Verannis might even mention suspiciously, "I recognize you; you're related to that scrub working spice for the Pykes." Convincing the underboss that the PCs don't have an ulterior motive becomes harder, warranting a Setback die ■ to Deception checks if Matwe has 15 Obligation as well as upgrading the difficulty of the Deception checks once if he has 20.

After this encounter, the PCs can either proceed to the next location on their list or prepare to confront Kaa'to if this was the last location visited. Proceed to **Episode III**.

### VERANNIS, BLACK SUN UNDERBOSS [RIVAL]

| 2 | 3 | 3 | 3 | 2 | 3 |
|---|---|---|---|---|---|
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |

| SOAK VALUE | W. THRESHOLD |
|---|---|
| 3 | 12 |

**Skills:** Charm 2, Coercion 2, Cool 1, Leadership 2, Melee 1, Ranged (Light) 1, Skulduggery 1, Streetwise 2, Vigilance 1.
**Talents:** Resolve (when the character suffers strain, he suffers 1 less strain, to a minimum of 1; this does not apply to voluntary strain loss).
**Abilities:** Allelochemical Transmitters (the GM may spend Threat ⊘ generated by the PCs to allow the Falleen to evoke fear, desire, anger, doubt, confusion, or another emotion in the character targeting him, inflicting 1 strain per Threat ⊘).
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting).

### BLACK SUN LACKEY [MINION]

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

| SOAK VALUE | W. THRESHOLD |
|---|---|
| 4 | 8 |

**Skills (group only):** Brawl, Coercion, Melee, Ranged (Light), Stealth.
**Talents:** None.
**Abilities:** None.
**Equipment:** Blaster pistol (Ranged [Light]; Damage 6; Critical 3; Range [Medium]; Stun setting), switchblade (Melee; Damage 4; Critical 3; Range [Engaged]), binders (breaking free of these restraints requires a **Daunting [◆◆◆◆] Athletics** or **Coordination check**).

## LOCATION 3: ZELCOMM TOWER

- **First Location Visited:** Run the location as written.
- **Visited after the Umbra Club:** If the PCs learn from Omacala or from Kaa'to's files that Zelcomm is a front for weapons smuggling, they should be prepared for a potential fight. In addition, they will have received the heads up that there are additional entrances into the facility. Finding them requires only **Easy (◆) Perception checks**, compared to the Average difficulty described later.
- **Visited after the Spyder:** If the PCs engaged in a firefight with Verannis's men, security at the tower has been heightened. Guards are posted outside the main entrance (use the Zelcomm Enforcer profile on page 31), and the internal security system has been activated (add 2 Setback dice ■ ■ to any slicing attempts).

### OLD WOUNDS

If Tray'Essek has accumulated additional Obligation, his rival, Lar'omx, finds out about the raid on the Black Sun facility and decides to zero out Tray'Essek's jagannath point score once and for all. If the conversation with the Falleen goes poorly, or if Tray'Essek confronts Verannis about his rival, Lar'omx accompanies the human and Aqualish Black Sun operatives to "take care of" the PCs. Lar'omx has forsaken Trandoshan traditions and isn't afraid to fight dirty in order to beat Tray'Essek.

### LAR'OMX CLAN-SCORNED [RIVAL]

| 4 | 2 | 1 | 3 | 2 | 1 |
|---|---|---|---|---|---|
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |

| SOAK VALUE | W. THRESHOLD |
|---|---|
| 6 | 15 |

**Skills:** Athletics 2, Brawl 2, Coercion 1, Coordination 1, Perception 1, Ranged (Heavy) 1, Ranged (Light) 1, Survival 2, Vigilance 1.
**Talents:** Knockdown (after hitting with a Brawl or Melee attack, the character may knock the target prone by spending a Triumph ⊛).
**Abilities:** None.
**Equipment:** Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), poisoned claws (Brawl; Damage 5; Critical 3; Range [Engaged]; spend 2 Advantage ✪ ✪ to inflict poison: the target must succeed at an **Average [◆◆] Resilience check** or suffer 5 strain and lose his free maneuver for a number of rounds equal to the number of Threat ⊘ generated during the Resilience check), padded armor (+2 soak).

Rising above the crime-ridden lower levels of Coruscant, Zelcomm Tower is the home of Zelcomm Industries, a small shipping company specializing in cargo deliveries to the Outer Rim. It is a dark, foreboding building, lacking the lighting and flair of standard skyscrapers found in the Imperial capital. As the PCs approach, read the following:

*Looming over its surroundings, the Zelcomm Tower is home to a shipping company that delivers goods between the Core Worlds and the Outer Rim territories. Its headquarters in Sector 1265 is bustling with visiting clients and traders during business hours, but now the place is dark and apparently closed for the day. Nevertheless, there appears to be some activity going on around the building under the cover of darkness, and a small shuttle departs from an upper docking pad as you approach.*

The building appears deserted (unless Player Character actions at the Spyder have caused guards to be posted) and closed. If the PCs learned from their contacts that the tower is a front for a weapons smuggling operation, they also likely know about the secret storage facilities and hidden entrances that the building contains.

Investigating the outer area of the building, the PCs find the following options for entry:

- **Front Door:** The large double doors are securely locked and have a moderate security system. Accessing the building in this manner requires an **Average (◆ ◆) Computers check** with a Setback die ■ to bypass the security system. If the Computers check fails with Threat ⟁, an alarm sounds that alerts building security to the intrusion. Anyone who enters the building from the front is very visible and exposed to passersby. These doors lead to a main lobby and two elevators that provide access to the rest of the building.

- **Maintenance Bay:** On the side of the building is a blast door that leads to a maintenance hangar. Opening the door requires the same skill checks as above, but it is out of the way and not likely to draw attention from anyone. This door leads to a dark hangar with two speeders inside. An exit from the hangar takes the PCs to the elevators just off of the main lobby.

With an **Average (◆ ◆) Perception check**, the PCs also find the following:

- **Ventilation Grates:** The PCs discover a series of ventilation grates on the back side of the building. These tight passageways lead down to sub-level 1A. Crawling through the cramped corridors is nerve-racking. An **Average (◆ ◆) Resilience check** is needed to resist feeling claustrophobic and suffering 2 strain. At various points during the crawl, space becomes even more cramped, and the PCs have to work together to get through. An **Easy (◆) Coordination check** allows the PCs to maneuver through the tunnels safely.

- **Elevated Terrace:** Four stories up, a small terrace overlooks the city. The PCs can attempt to enter the building through this terrace and the door behind it. They can reach the terrace with an airspeeder or by climbing the side of the wall to the balcony. The PCs could spend a light side Destiny Point to have appropriate climbing gear with them (which adds a Boost die ▢ to their skill checks). Scaling the side of the building requires a **Hard (◆ ◆ ◆) Athletics check**. Once the PCs reach the balcony, the door leading inside requires a **Hard (◆ ◆ ◆) Skulduggery check** or **Average (◆ ◆) Computers check** to open. Smashing any windows or shooting any locks instantly triggers an alarm.

In the lobby, a Zelcomm Enforcer (see page 31) sits behind a series of vid screens at his security desk. If the PCs can dispatch him, slicing into the company database requires an **Easy (◆) Computers check** and reveals that the private offices of Coruum Sa'dia, the arrogant and callous Ishi Tib who runs Zelcomm Industries, are located on the 19th floor of the tower, in the center of a maze of smaller offices and corridors. Another security patrol is visible on the screen, checking various floors. The PCs need to be cautious to avoid alerting the

guards to their presence. The security guards become aware of the Player Characters if the PCs generate 2 or more Threat ⟠ while performing any skill checks.

Across from the desk in the lobby are three elevators that connect the various levels. The elevators also go to basement sublevel 1A, but that level requires an access card. The panel can be sliced with a **Daunting (◆ ◆ ◆ ◆) Computers check** to override the controls. Alternatively, the PCs can succeed at an **Easy (◆) Mechanics check** or **Average (◆ ◆) Athletics check** to breach the elevator cabin and climb into the elevator shaft. There, they can risk two **Average (◆ ◆)** to **Hard (◆ ◆ ◆) Athletics** or **Coordination checks** to descend to another level, and a **Hard (◆ ◆ ◆) Mechanics check** to force open the elevator doors.

## CORUUM'S OFFICE

Extensively exploring the various upper floors of the building yields almost nothing and is likely to attract the patrol's attention. The only item of interest to find is a kit containing a stimpack, an emergency repair kit, and two glow rods in a hallway closet. The PCs must enter Coruum's office and try to find any information that they can use against Kaa'to. Coruum's office is on the 19th floor and is easily found when the PCs exit the elevator.

The door to Coruum's private office is locked but can be picked with an **Average (◆ ◆) Skulduggery check** or shot open with a blaster. If the PCs fail or generate any Threat ⟠ while doing this, a silent alarm is tripped, alerting the security guards and Coruum that someone is entering his office. This alarm is not detectable by the PCs.

Inside the office, a neat and orderly desk dominates the room, and rows of file cabinets line the east wall; the west wall has windows looking out on the city. A computer terminal sits on the desk, its locked screen awaiting a password. A successful **Hard (◆ ◆ ◆) Computers check** bypasses the password. The PCs can attempt to slice into the computer three times before the machine locks down completely and sends an alarm to Coruum.

The following outlines the possible results of a successful **Computers check**:

- ✴: The computer files are clearly labeled and include numerous records of shipments, invoices, and balance sheets. A quick search of the system for Kaa'to's name provides an invoice for a partial shipment of weapons delivered one day ago, as well as an address: that of

the kelerium processing plant in Sector 943. The remaining items on the invoice are scheduled to arrive later this evening at the abandoned section of the factory. The PCs can gather names of potential contacts in the Zelcomm organization from the file as well, including individuals with whom Kaa'to worked in the past.

- ⟁: Among the items listed on the invoice marked "shipped" is a miniature thermal detonator! Though not quite as deadly as their larger versions, they still pack a punch bigger than any grenade (see page 36). At least the PCs will be forewarned when eventually confronting Kaa'to.

- ⟁ ⟁: Not far from the files detailing Kaa'to's transactions is another interesting tidbit: a recall notice from Merr-Sonn Munitions, Inc. Apparently the latest batch of miniature thermal detonators is defective: they rarely, if ever, detonate properly when used.

- ⟠ ⟠ ⟠ or ⟁: The system's security is activated and sends to Coruum a signal that his computer terminal is being accessed by an unauthorized party, in addition to alerting the guards on-site. Anyone trying to scan nearby comm frequencies can hear the guards assembling a force in order to investigate.

Meanwhile, non-slicer characters can try searching through the rest of the room for other leads:

- The file cabinets contain stacks of datapads detailing a variety of clients. Searching through the pile reveals many Black Sun shipments located in
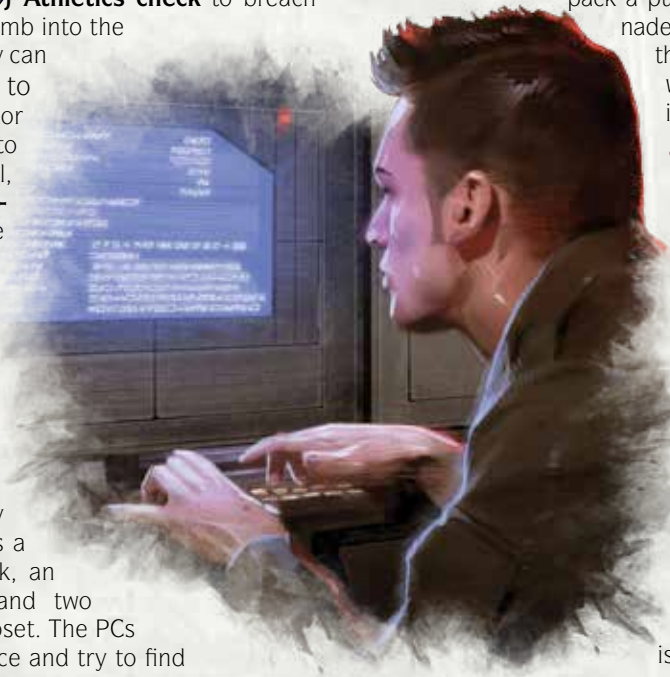
different bays of the warehouse in sublevel 1A; it appears that Coruum is a primary supplier of weapons to the Black Sun Syndicate.

- In a locked drawer in the desk (**Easy [◆] Skulduggery check**) the PCs can find a holdout blaster, a spare security card used to access sublevel 1A, and a hand scanner calibrated to check power levels and stress points on weapons systems.

If Coruum Sa'dia receives a signal or alarm, he contacts his men working in the storage room below and dispatches them to deal with the intruders. The weapons smuggler employs a variety of Duros, Rodian, and human soldiers. A group of three enforcers arrives on the floor to intercept the PCs if needed.

### ZELCOMM ENFORCER [MINION]

| 2 | 2 | 2 | 2 | 1 | 1 |
|---|---|---|---|---|---|
| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |

| SOAK VALUE | W. THRESHOLD |
|---|---|
| 4 | 5 |

**Skills (group only):** Brawl, Coercion, Ranged (Light).
**Talents:** None.
**Abilities:** None.
**Equipment:** Heavy blaster pistol (Ranged [Light], Damage 7; Critical 3; Range [Medium]; Stun setting), comlink, access card to sublevel 1A, Zelcomm Guard uniforms (+2 soak).

If guards arrive while the party is in the office, the PCs hear the elevator doors open and footfalls on the floor. A gruff voice yells in Basic to "exit the office with your hands up," as the enforcers take up positions in the hallway outside the office. The PCs have ample cover (add a Setback die ■ to any enemy shots) for a firefight. When two guards have fallen, the remaining enforcer attempts to flee to the elevators. If the PCs are unable to stop him from escaping, he regroups in the storage area with his associates.

### STORAGE FACILITY

Sublevel 1A, a hidden storage area for the weapons smuggling operation, is accessible either by the elevators (with a special card) or through the ventilation grates at street level.

*As you wind down the stairs, you reach a catwalk that spans a large open area. This subterranean room is at least thirty meters wide by forty meters long and filled with a number of crates, loaders, and other shipping facility equipment. At the far end of the room is a large set of blast doors, easily large enough to allow access by cargo speeders and shuttles. The door must lead to an underground tunnel system capable of moving the illicit wares unseen.*

The point at which the PCs arrive in this area determines how many NPCs are present. Initially there are nine workers and enforcers, though some might have left if the PCs tripped any alarms. Those present in this area are packing a shipment and loading it on board a cargo speeder for transport. The boxes are arranged on a series of repulsorlift sleds for ease in loading the vehicle.

From their position on the catwalk, the PCs have a chance to survey the room and decide on the best vantage point from which to attack the minions below (if they choose to pursue that option). If the PCs decide to attack, use the stats for the Zelcomm Enforcers (minion groups of no more than three). When a fight breaks out, the smugglers quickly run for the nearest crate in short range and open it, replacing their standard blaster pistols with blaster rifles (Ranged [Heavy]; Damage 9; Critical 3; Range [Long]; Stun setting). The thugs use cover (a Setback die ■ should be added to shots directed toward them) and attempt to prep the cargo speeder to make their escape. The NPCs use their actions to fire back at the PCs, but their focus is on getting away with the shipment, if possible. The GM should use Despair ⍌ gained to indicate that the minions escape with the weapons.

After the combat, the PCs can investigate the crates. The weapons shipment consists of blaster rifles (see above), stun grenades (see page 14), and frag grenades (Melee; Damage 8; Critical 4; Range [Short]; Blast 6) (see the Blast quality in the **Mini Thermal Detonator** sidebar on page 36). The PCs can take some weapons to assist them during their confrontation with Kaa'to. If the characters take a large quantity of weapons, however, the GM should give them five additional Obligation points each. The theft brings down the wrath of Coruum Sa'dia and Black Sun (the intended recipient of the weapons shipment).

# EPISODE III: ENDGAME

After the PCs have gathered all their information, they must decide on the best way to proceed. The characters might consider the following options:

- The players may discover that Kaa'to resides in the NovaCORE kelerium processing plant in Sector 943. There, the PCs explore the factory in order to find Kaa'to's base of operations and ship hangar. This leads to a direct confrontation with the bounty hunter.

- The PCs can attempt to set a trap for the bounty hunter using the weapons shipment he is owed or by posing as buyers of the spice shipment. The GM should let the players determine how and where they want to challenge him. Once Kaa'to sustains wounds equal to more than half his wound threshold, he retreats to the NovaCORE factory, where he has the advantage.

- If the PCs still have no leads on where to find Kaa'to, the bounty hunter finds them. He strikes soon after they leave their final location and tries to pick off the PCs one by one in the back alleys of the Coruscant underworld, making use of his jet pack and cover to strike from the shadows. If the PCs gain the upper hand, he flees to his hideout, leaving a trail the PCs can follow.

## SECTOR 943

Known as the Works, this once-thriving manufacturing area for companies such as Serv-O-Droid, Inc.; Hunvicko; and Nebula Manufacturing is now a run-down sprawl where disenfranchised individuals go to remain "off the grid." It is home to smugglers, death stick addicts, malfunctioning droids, gangsters, bounty hunters, and countless others. Duracrete slugs, stone mites, conduit worms, and worse vermin can be found throughout the area, and travelers are advised to steer clear of the decaying buildings.

Though much of the industry has moved offworld to cheaper, less restricted factories, many of the plants here still function under long-forgotten automated processes. The Empire uses a number of facilities in this area for the production of its TIE fighters, and those plants are kept under constant guard by Imperial stormtroopers.

On the western fringe of Sector 943 lies the NovaCORE kelerium processing plant. The mineral is used in a great number of manufacturing practices, and the plant has been operating for centuries. It is a massive complex stretching across a third of the sector. The plant is nearly 100% automated, with droids carrying out the majority of the work. A small contingent of NovaCORE employees maintains an office in the north tower in case of emergencies.

Kaa'to Leeachos stays in an annex of the kelerium plant that is no longer in use. Old exhaust vents are large enough to safely house his ship, *Blade's Edge*, within.

The PCs must approach the Works via speeder, either the one they acquired in the beginning of the adventure or through a hired transport (around 10 credits). Once they've docked on the landing pad (**A**), the characters are able to approach on foot safely. To reach Kaa'to's location undetected, the PCs have to traverse the processing plant and avoid the hazards within.

## NOVACORE FACTORY

The following locations comprise the inside of the kelerium processing plant:

### LOCATION A: LANDING PAD

*The barely lit landing pad on the southern corner of the complex is perpetually covered in waves of steam emanating from nearby exhaust ports. Small tracks of lights in the center are the only markers to assist in navigating through the hazards. A number of crates, boxes, and other neglected shipments sit on the outskirts of the landing pad, still waiting for attention from the factory workers.*

Once the PCs have landed, they see two paths leading off of the pad: one to the NovaCORE offices and the other toward the kelerium storage tanks that feed the refinery. If the characters investigate the various crates on the landing pad, they find tools, machine parts, and other basic materials.

### LOCATION B: OFFICES

*The austere offices of NovaCORE are run by a skeleton crew. As you enter the building, you see an elevated walkway that overlooks the main floor filled with shambling worker droids that monitor various screens and equipment for the main factory. Large banks of security screens show most of the main refining plant and the processes taking place inside. Across the building from your vantage point, a small office sits above the activity, overseeing it all. Behind the large windows, three Mustafarians run the operation.*

When the PCs enter the area, most of the NovaCORE droid workers are involved with their tasks and do not pay any attention to their arrival. One droid does notice them on its security screen, but seems unsure if they belong there or not. After a few minutes, it sends an alert to the overseers that there are others in the building.

When the employees are alerted to their presence, one of the Mustafarians comes out of the office to investigate. He barks at the PCs in his language, demanding to know

G

C3

D

E1

E

F

F1

C4

C

C2

C1

A

B
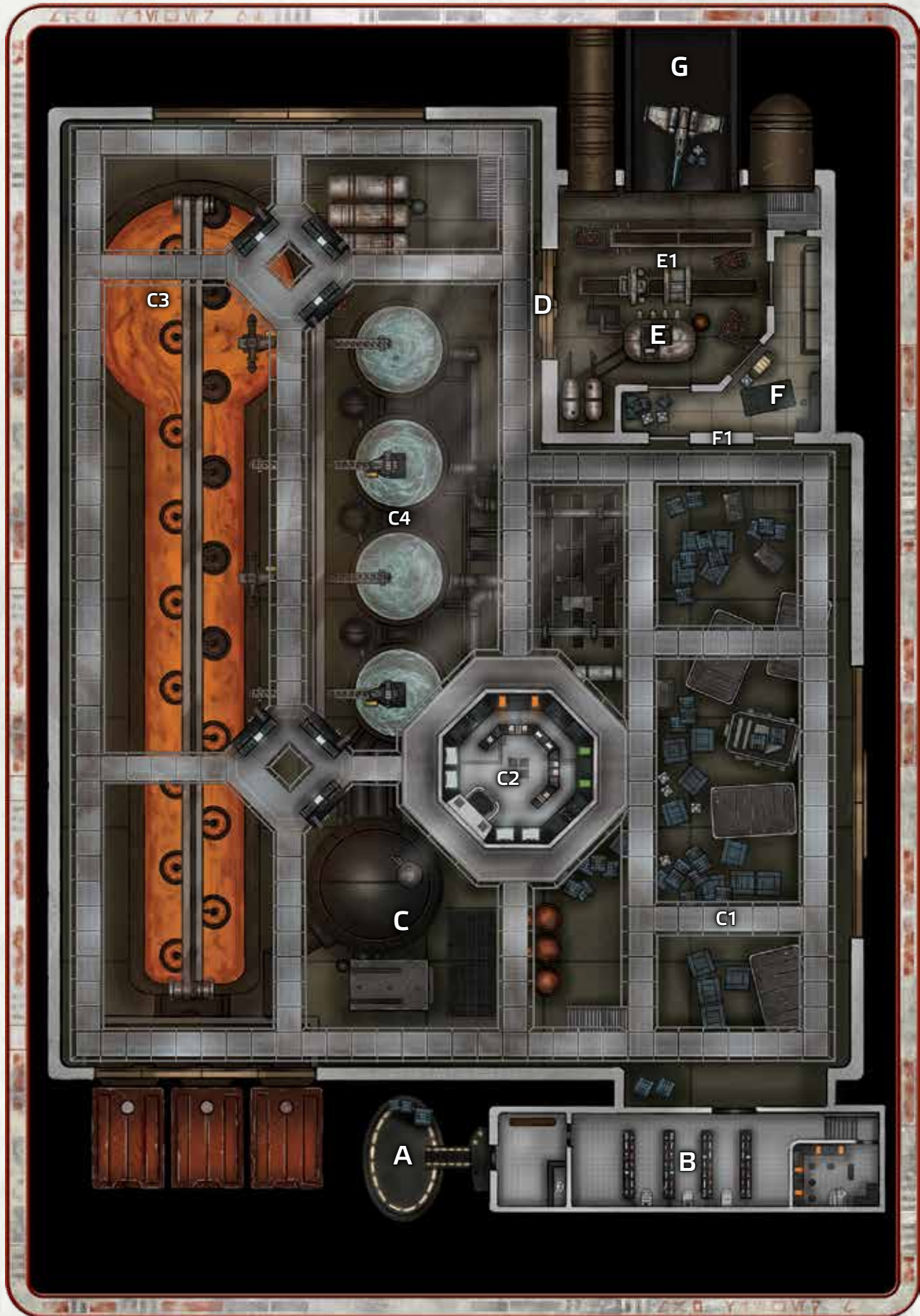
why they have entered a restricted area. The PCs can attempt to bluff their way past the worker with an **Average (◆◆) Charm check**. If they fail, he summons a group of four security droids (use the police droids on page 22) to escort the PCs out. The Mustafarians aren't aware that Kaa'to has a hideout in part of their factory.

A firefight with the droids sends the NovaCORE workers scurrying out of the building to summon more reinforcements. This takes some time and should not impact the rest of the adventure (the GM can have additional security forces arrive at the plant as the PCs leave the area).

## LOCATION C: KELERIUM PROCESSING PLANT

*The dominant structure of the complex, the kelerium processing plant is a massive facility sprawling across nearly half a kilometer of land. Repulsorlift sleds come and go from large hangar doors as crates of processed ore move out of the facility and empty crates return to be refilled.*

*Inside, rivers of molten kelerium run through artificial canyons as gigantic crucibles dip down to extract the material for the next stage of processing. Catwalks crisscross the entire building, many filled with droids tirelessly checking gauges, readouts, and screens. Intense heat permeates the area, making it obvious why only droids are assigned to this grueling work.*

Numerous hazards could spell a quick and painful death to the characters as they cover the ground. Because of the oppressive heat, all characters must pass an **Average (◆◆) Resilience check** or reduce their strain threshold by 2 for the duration of the encounter, including the showdown with Kaa'to.

### C1: CATWALKS

A series of catwalks cover the facility, running above the kelerium. The catwalks allow the droids to move from one end of the plant to the other, checking machinery and taking readings. Various large platforms connect the walkways, each with terminals to monitor the temperature of the kelerium and other processing information.

Below the catwalks, automated crucibles and grasping claws slide along rails, dipping into the molten mineral and moving forward to deposit it into cooling tanks. If a character attempts to jump onto a moving claw-arm or crucible, he must make an **Average (◆◆) Athletics** or **Coordination check** to land safely. A second skill check is required to jump off and back to the catwalk. Anyone who falls can attempt a **Hard (◆◆◆) Coordination check** or spend a light side Destiny Point to grab on before falling into the kelerium. Hitting the molten kelerium means instant death.

### C2: COMMAND TOWER

This large central tower is manned by a dozen droids that oversee the processes throughout the plant. The tower sits four stories above the floor of the plant and can be reached by way of an elevator on the ground floor or catwalk level. If the PCs access the tower, the droids attempt to keep them from interfering with any of the plant's operations (use the profile for the police droids on page 22).

The computer terminals located here control the crucibles, mechanical arms, and other machines. An **Average (◆◆) Computers check** is required to access the terminal.

### C3: KELERIUM RIVERS

As the raw kelerium enters the plant from the holding towers outside, it is dumped into the molten material below. Once the mineral breaks down in this river, it flows in a constant stream that loops through the plant. From here, the crucibles dip down and scoop up the fiery liquid before dumping it into cooling tanks (**C4**). The material heats to thousands of degrees and can melt nearly anything in seconds (including PCs and bounty hunters).

### C4: COOLING TANKS

Once the superheated kelerium is taken from the main melting area, it is deposited here. In the cooling tanks, it reaches a normal temperature and then is extracted through larger tubes that lead up to another tower for final processing. In this last tower, it is broken down into a refined powder and sent underground for to be packed and shipped.

## LOCATION D: RUBBLE

*Like the other rubble scattered about, these piles are comprised of old droids and droid parts, unprocessed ore, and by-products. The stacked debris here is arranged to make a tight path to a large blast door, partially obscured by the rubble. The door leads to an unused, forgotten section of the factory, that appears not to have been opened in decades.*

The blast door at the end of this path is purely for show. Kaa'to sealed the door from the inside. Behind a pile of rubble (found with an **Easy [◆] Perception check**) is a hidden door. The bounty hunter booby-trapped the door with a series of charges along the lower edge, concealed among rubble. These can be detected with an **Average (◆◆) Perception check** and disarmed with a **Hard (◆◆◆) Cool check**. The door is unlocked, tempting intruders to open it and trigger the charges. If the charges are detonated, all within short range of the door are struck for 5 damage and knocked prone. Once the trap and door are bypassed, the PCs can enter the abandoned factory section (**E**).

## LOCATION E: ABANDONED FACTORY SECTION

> *As you enter the darkened mineral processing area, old conveyer belts, centrifuges, and compactors lie forgotten under a thick layer of dust. Smashed crates; an ancient, inoperable speeder; and other forgotten remnants litter the floor. Leading out from the cavernous area are a few ladders for climbing massive exhaust pipes on one side, and a staircase to an abandoned office on the other. A dim light glows from the room at the top of the stairs.*

Kaa'to does not typically use the main floor of the plant's abandoned section, a remnant of a time when the ore required more processing prior to smelting. No one has entered the space for many years, and there is nothing of value to be found within besides archaic machinery, which is, surprisingly, still operational. A grime-covered control panel can be switched on with a **Hard (◆◆◆) Mechanics check**, bringing the equipment whirring back to life.

The stairs lead to Kaa'to's living quarters. He has booby-trapped certain steps, which he avoids. Have the PCs make **Hard (◆◆◆) Perception checks** when they enter the room to try and spot the explosives. Diffusing them requires an **Average (◆◆) Cool check**. One misstep, and the charges rip the stairs apart with an explosion (5 damage to any in short range), cutting off access to Kaa'to's

hideout. The door at the top of the stairs is locked and requires an **Average (◆◆) Skulduggery check**, but it can also be blown open with a blaster shot.

If the PCs convinced the Black Sun to send thugs against the bounty hunter during their trip to the Spyder, they find two bodies lying in the corner near the stairs, and Kaa'to has suffered one Average Critical Injury of the GM's choosing (see **Table 1–6** on page 12). The Black Sun thugs were apparently unsuccessful in their attempt to rein in the Nikto.

### E1: CONVEYER BELTS, CENTRIFUGES, AND COMPACTORS

If Kaa'to or the PCs manage to turn on the equipment, this presents a whole new set of hazards. On the conveyer belts, the players must pass **Easy (◆) Coordination checks** to stay balanced. Moving in the same direction as the belt requires only an incidental, while moving in the opposite direction takes two maneuvers. The centrifuges open to the side and spin at dangerously high speeds as they separate ore particles from the gangue. Unwitting creatures who fall in must escape within one round using a **Average (◆◆) Athletics check** with a Setback die ■ or suffer five wounds. The compactors are even more lethal, instantly crushing anyone who doesn't jump out of the way in time.

## LOCATION F: KAA'TO'S HIDEOUT

> *The old foreman's office serves as Kaa'to's home while he is on Coruscant. A simple bed sits against the north wall, and eight crates are stacked along the west wall. These crates resemble those housed in the Zelcomm Tower, which were remnants of the bounty hunter's last weapons shipment.*

Kaa'to's simple lodgings are kept in disarray. He uses the bed sporadically but is usually out and about in the city tracking his prey.

Searching the room, the PCs find that three blaster rifles (see page 31) still remain in the crates, along with two frag grenades (see page 31), four stun grenades (see page 14), and a mini thermal detonator (see page 36).

### F1: WINDOWS

In the old foreman's office, two sets of windows look out over the loading bay. They are grimed over from years of soot and nearly blend in with the surrounding walls. They are of poor quality and shatter with a few blaster shots.

### LOCATION G: KAA'TO'S SHIP "HANGAR" (EXHAUST PIPES)

*These large exhaust pipes vent directly to the outside and haven't been used in decades. Taking advantage of this fact, the bounty hunter used one of the pipes for housing his heavily modified Z-95-AF4 Headhunter,* Blade's Edge. *The ramp to the ship is down, and the area seems deserted. Cargo sits at the base of the ramp, including the stolen spice shipment!*

If the PCs return here after the battle and search the ship, they find a small portion of the spice shipment stolen from the Pykes. The PCs are able to return this to the Pykes to assist in lessening their Obligations by 5 each. Alternatively, the PCs can keep this shipment and sell it on their own. This brings the PCs 10,000 credits from the right buyer (a **Hard [◆ ◆ ◆] Streetwise check**), but costs them an additional 5 Obligation each, as they too betray their employers; future campaigns could involve the Pykes exacting their vengeance.

### SMILE, YOU'RE ON CAMERA

NovaCORE's holocam surveillance captures the PCs fighting and contacts Coruscant Security Forces for help. If Sinoca has accumulated additional Obligation, the police recognize her from their criminal database and move in to arrest her as she and the rest of her party leaves. If she has 15 Obligation, they send four police droids after her, but if she has 20 Obligation, three Coruscant Underworld Police come for her personally (see page 22).

# THE SHOWDOWN

This final battle is an opportunity for the GM to ramp up the cinematic action. A firefight in a crowded, hazardous environment is the perfect scene for a final dramatic battle. Use the sidebar **Where's Kaa'to?** on the next page to determine the bounty hunter's starting location.

If the players try to interact with the bounty hunter before opening fire, he shouts something resembling the following at them in the guttural Nikto language:

*"Ha, so you're proud of yourselves for tracking me down so you can put an end to my traitorous ways? Don't kid yourselves—you'd have done the same had Black Sun paid better than the Pykes. Now, let's see how long it takes me to add you to my kill list."*

### MINI THERMAL DETONATOR

These insidious devices are half the size of frag grenades but have a thermite-baradium casing surrounding a baradium core. On detonation, the resulting fusion reaction creates a particle wave that disintegrates everything in the blast. One mini-detonator can clear a large room. The stats for them are as follows: (Ranged [Light]; Damage 12; Critical 2; Range [Short]; Blast 10). Blast 10 means that the attacker can spend 2 Advantage ✸ ✸ to ensure the blast hits everyone within short range of the original target, dealing 10 damage to each.

Thermal detonators can be either set to detonate on impact, or be set with a timer to detonate up to 3 rounds after being activated at the beginning of the attacker's action.

This particular batch was defective, so the weapon only detonates if 3 Advantage ✸ ✸ ✸ or a Triumph ✦ are spent during the **Ranged (Light) check**. On a Despair ▽ it explodes prematurely in the wielder's hand.

Once the fighting has begun, Kaa'to flees into the kelerium processing plant with the PCs in hot pursuit. He uses his jet pack to move around vertically and avoid the hazards in the plant, but otherwise follows the standard maneuver rules for moving in and out of range bands, etc. The jet pack can hover in the air for up to two consecutive rounds before overheating and shutting off.

Next, Kaa'to tries to fly up to the catwalks that crisscross the molten kelerium; he is heading towards the Command Tower (**C2**). The PCs may try shooting his jet pack to disable it using the aim maneuver. With the machinery whirring overhead and steam rising throughout the area, however, all ranged attacks have a Setback die ■ added to their roll. Player Characters should be encouraged to spend Destiny Points to succeed against the Nikto.

Kaa'to attempts to fire at the PCs from his vantage point; any combat checks from this elevated position gain a Boost die ■. This does not apply if the PCs are on the same level as the bounty hunter.

Once the bounty hunter suffers wounds equal to three quarters of his wound threshold, he attempts to threaten the PCs with the mini thermal detonator. Unbeknownst to Kaa'to, the weapon is defective (see the **Mini Thermal Detonator** sidebar, above).

The players have three options for trying to defeat Kaa'to: inflicting enough wounds, dealing enough strain, or utilizing the environment against him. The PCs will have to decide whether they can capture him or whether they need to resort to more desperate measures. Death by crushing, piercing, and incineration are all possible amid the various machinery, presses, and fusioncutters used in producing the kelerium bars. Perhaps the PCs

## WHERE'S KAA'TO?

**K**aa'to's starting position depends on how discreetly (or not) the PCs went about investigating the bounty hunter earlier in the adventure.

- **If the PCs failed or botched a majority of locations and encounters**, starting unnecessary fights or aggravating important NPCs, the bounty hunter is on high alert and patrols the catwalks of the processing plant (**C1**). The PCs only take him by surprise if they succeed at a **Hard (◇◇◇) Stealth check** to approach him.

- **If the PCs were predominantly successful while exploring Coruscant's underworld**, minimizing the amount of bloodshed and dealing delicately with important NPCs, they have an opportunity to catch Kaa'to unaware in his hideout (**F**). He attempts to pin down the PCs with blaster fire and escapes into the main section of the plant (**C**) through the windows (**F1**).

- **If the players are setting a trap** by posing as buyers of the spice shipment or as a contingent from Zelcomm, and they know to look for him in the abandoned section, then Kaa'to has taken a vantage point his hideout's (**F**) stairs, and is looking down to investigate the visitors. If the PCs have already had a run-in with the bounty hunter, disguises may be necessary.

manage to dump a crucible of a molten kelerium on him, or maybe Kaa'to is hit (or pushed) and falls to his end in the fiery kelerium rivers. A crafty GM could even have the Nikto fall to his apparent death, but secretly survive to become a recurring nemesis for the PCs.

### KAA'TO LEEACHOS, KADAS'SA'NIKTO BOUNTY HUNTER [NEMESIS]

| BRAWN | AGILITY | INTELLECT | CUNNING | WILLPOWER | PRESENCE |
|:---:|:---:|:---:|:---:|:---:|:---:|
| 3 | 3 | 2 | 3 | 3 | 1 |

| SOAK VALUE | W. THRESHOLD | S. THRESHOLD |
|:---:|:---:|:---:|
| 6 | 20 | 15 |

**Skills:** Brawl 1, Coercion 1, Piloting (Planetary) 2, Ranged (Light) 2, Resilience 2, Survival 2.

**Talents:** Lethal Blows (adds +10 any Critical Injury rolls inflicted on opponents), Resolve (when the character suffers strain, he suffers 1 less strain, to a minimum of 1; this does not apply to voluntary strain loss).

**Abilities:** Enhanced Nemesis Combat (the GM should add an additional NPC Initiative slot at the end of the Initiative order. The nemesis may take a second turn during the same round in this slot. Any effects that are supposed to end during his next turn end instead during his next turn in the following round. This allows the nemesis to keep up with the PCs even if they have greater numbers).

**Equipment:**
Heavy blaster pistol (Ranged [Light]; Damage 7; Critical 3; Range [Medium]; Stun setting), claws (Brawl; Damage 4; Critical 3; Range [Engaged]), custom laminate armor (+2 soak), faulty jet pack (spend a maneuver to make a **Piloting [Planetary] check** with a difficulty of [⬡] to fly as per page 36; explodes on a Despair ▽ or after sustaining 10 damage as if it were a frag grenade: see page 31).

### KADAS'SA'NIKTO

Also known as the green Niktos, they are a reptilian species from the forests of the planet Kintan in the Si'klaata Cluster, but, like all Niktos, they have been enslaved by the Hutt clans for thousands of years, typically serving as enforcers. A rare few find freedom after the deaths of their masters or find other ways to escape their bonds of servitude. Niktos are notoriously violent, having formed cults centering around blood sacrifice at various points in galactic history.

### KAA'TO LEEACHOS

Kaa'to once worked security for a minor Hutt named Morbiss, a slaver operating from Nar Shaddaa. This depraved Hutt had many enemies throughout the Outer Rim territories, and always kept a large detail of thugs and warriors around him. Yet, even that could not save him from his determined rivals. The slave master fell victim to a bomb placed in his ship's docking bay while on Malastare to bet on the Podraces. The explosion wiped out Morbiss, his ship, his guards, and a

large group of "cargo" the Hutt brought along to sell. It was only through sheer luck that the Nikto survived. The enforcer was dealing with a petulant slave who was giving his new master a hard time, which kept him at the edge of the docking bay when the bomb detonated.

The blast that set Kaa'to free also took his right leg and burned much of his right arm. Luckily, he had a hidden stash of credits on his person. When the medics arrived, the Nikto bargained with the Gran who found him to replace his leg. It exhausted all his credits, but Kaa'to Leeachos would live to finally throw off the shackles of the Hutts.

With his credits wiped out, Kaa'to took to working as a hired guard on Malastare until he could buy passage on a transport offworld. As fate would have it, the only transport he could get took him to the world of Rodia, where his new career would begin. While on Rodia, Kaa'to found himself in the employ of the bounty hunter Knoke, a gruff Rodian who took a liking to the Nikto and taught him the ways of the hunt. Knoke was a successful hunter, but he met his end while on a contract to capture a rogue Jedi during the Great Purge. Kaa'to assumed the contract and finished the job. His reputation quickly grew after such a high-profile job. Within a few years he was in steady employ, with many clients. Knoke left his ship and equipment to Kaa'to, and with these at his disposal, the Nikto set out to earn a fortune for himself.

Ultimately, Kaa'to's pride grew into hubris, and he began to look down on those who employed him, thinking himself nigh untouchable. Soon after staking out territory on Coruscant, the Nikto backstabbed the Pykes, bringing the Player Characters down on his trail.

# EPILOGUE

After the battle ends, the Player Characters can make their way back to the hangar and search Kaa'to's ship (**G**). The characters might decide to claim the ship for their own to sell (the starfighter is worth 55,000 credits). On board, a small crate of spice is found in the cargo hold. This represents only a fraction of the shipment that Kaa'to stole from the Pykes, but it provides a start for repaying debts or starting their own smuggling business.

For their successful takedown of the bounty hunter, the Pykes pay each character 1,000 credits in accordance with their previous agreement with Chopper. The Pykes also reduce the Obligation of each player character by 5, but the PCs may have accumulated even more Obligation over the course of the scenario.

What lies ahead for the Player Characters from here is up to the GM. Some possible ways to continue their adventures at the **EDGE OF THE EMPIRE** include:

- **Black Sun:** The PCs had many encounters with Black Sun during this adventure, and that can continue as a recurring theme. The Player Characters might still be wanted by Black Sun for their break-in and theft of data, leading to exciting adventures as they try to evade the galaxy-spanning organization.

- **Fulfilling Obligations:** The PCs all have a number of Obligations that shape their goals and behavior. The GM is encouraged to use the Obligation system to craft adventures and give the characters greater depth and background.

- **Adapting Starting Adventures:** A number of exciting starting adventures are available to kick off your campaign. The adventures inside the **EDGE OF THE EMPIRE** Core Rulebook (**Trouble Brewing**) and **GAME MASTER'S KIT** (**Debts to Pay**) are perfect ways to follow up on this adventure.

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