

Star Wars: Edge of the Empire: Hunter and Hunted

This adventure is intended for use with the *Star Wars: Edge of the Empire* roleplaying game from Fantasy Flight Games. It is designed to follow the events of the scenarios "Escape from Mos Shutta" (included with the beginner boxed set) and *The Long Arm of the Hutt*, but can easily be adapted for other characters and situations.

It's no secret that the Rodians are a species with a proud hunting tradition. For millennia they've established their reputations as skilled stalkers who can handle all kinds of prey. What isn't so well known, however, is that one clan, the Oonta family, has recently become involved in some bad business. The older son of that family, Moxo Oonta, has allied himself with certain Imperial officers and wealthy but bored Core Worlders who are looking for exotic thrills. To that end, Moxo has begun receiving prisoners made to disappear by the Imperial bureaucracy, and now uses them as more challenging targets for these illicit hunting parties.

Imik Suum is a Sullustan who's come to suspect that such a foul plot is afoot. A friend of his, a Human swoop jockey named Seng Windrunner, recently disappeared from the planet Cularin. Imik knows that an Imperial lieutenant named Herkin is involved, and that this young officer makes regular visits to Mos Shutta on Tatooine. For that reason, the Sullustan hopes to track down a group of beings who've had run-ins with Teemo, the Hutt who controlled Mos Shutta, in hopes that they have the skills and resourcefulness to help him find his friend.

Adventure Summary

This adventure is designed to take place in three parts, as detailed below.

Act I—Lost

At the start of the scenario, Imik Suum approaches the PC's in hopes of recruiting them for his plan. As long as they are interested in doing so, he asks them to sneak into the docking bay that contains Herkin's *Lambda*-class shuttle and plant a homing beacon on it so that they can track him to his secret destination.

Act II—Found

If they succeeded with their first task, the PC's can follow Herkin to Rodia. At that point, to learn more about his business, they must pose as hunters or develop some other kind of cover story to access the camp. Through interactions with other characters, along with trickery and good use of their skills, the PC's can learn the truth behind the Imperial's involvement with the Rodians.

Act III—Free

Once they've discovered the whereabouts of Seng Windrunner and the other beings who serve as the Hunters' quarry, it's up to the PC's to stage a daring rescue and make their escape from Rodia.

Wookieepedia Is a GM's Best Friend

When it comes to finding out more information about the characters and locations mentioned in this adventure, the GM would do well to check out the website <starwars.wikia.com>. In addition to having articles about many of the planets, cities and individuals mentioned herein, it also has deck plans for ships, maps for docking bays, and much more.

Act I: Lost

In this act the PC's can meet Imik Suum and learn of his missing friend. If they are interested in the job, they can attempt sneaking into Herkin's docking bay in order to plant a homing beacon aboard his shuttle.

The adventure begins while the PC's are going about their business on Tatooine, perhaps in the aftermath of the scenarios "Escape from Mos Shutta" or *The Long Arm of the Hutt*. As such, they could still be in Mos Shutta, or might have moved to another city such as Mos Eisley. Although it's a bit of a stretch, the PC's could also be on Ryloth or Geonosis, and Imik has tracked them there.

Whatever the case, the PC's should all make Perception checks opposed by his Stealth effort to notice Imik's attention.

Not for the first time you notice the smallish Sullustan who's been following you for some time. He seems to be watching you, perhaps working up the gumption to approach, or maybe planning something more sinister.

In this case, the prior assessment is correct--although the PC's might not realize that. Because of that they should deal with Imik however they see fit, but in the end he confesses his real reasons for seeking their help. Imik reveals the following details.

- Recently the Imperials took his friend, a Human swoop jockey named Seng Windrunner, into custody.
- In addition to living the rowdy live of a swooper, Seng had been vocal about not being a fan of Emperor Palpatine's New Order.
- Seng was taken into custody by one Lieutenant Herkin.
- Herkin, in turn, had Seng brought up to the Star Destroyer *Devastator* in orbit.
- Since then, Imik has had no success in learning more about Windrunner's status. "It is as if the Empire has made him disappear."
- Imik does know that Herkin makes frequent visits to Tatooine, however, and that he is currently in Mos Shuuta visiting Teemo the Hutt.

Once he's explained himself, Imik makes his pitch. He'd like to hire the PC's to sneak into the docking bay that holds Herkin's shuttle and plant a homing beacon aboard it so that he can track the Lieutenant's movements, and thus, hopefully, learn where Seng has been taken.

Should the question of payment arise, Imik doesn't have much to offer. He has 2000 credits in cash, but that is all. Moreover, he is a skilled technician, and could provide his services to help the PC's with any modifications to vehicles or equipment they might have.

Devising a Plan

If the PC's are willing to help him, the next step is to devise a plan for planting the homing beacon. As mentioned above, this scenario is intended to take place in the city of Mos Shutta. If the PC's have gone elsewhere--such as to Mos Eisley on Tatooine or to Kala'uun on Ryloth--the GM can refer to the relevant articles on Wookieepedia for more details about those places.

The primary difficulties here are the presence of stormtrooper guards outside of the docking bay, and the fact that the doors to it are sealed. It takes only an Average Computers check to bypass the lock, provided the PC's can deal with the stormtroopers first and prevent them from summoning reinforcements.

This should provide the PC's with a chance to be creative and daring. Some possible options include trying to lead the stormtroopers away, perhaps by conducting a running lightfight through the streets of Mos Shutta; staging a vehicle crash for which help is required; freeing the dewbacks from the stables and stampeding them in that direction; starting a fire and raising an alarm, or the like. As long

as the plan has some ingenuity and the PC's handle it fairly well, they should have a decent chance of succeeding. Use the stats for stormtroopers presented on page 22 of the "Adventure Book" from the boxed set as needed.

Worst-Case Scenario

Should the action turn against the PC's and they find themselves captured, not all hope is lost. After all, they could be taken prisoner by Herkin and brought to the hunting lodge on Rodia in order to serve as additional quarry for the hunts; perhaps Imik or some other ally is able to follow them there after planting another beacon that he'd kept in reserve, and thus to help them stage an escape.

Plotting a Course

As long as the PC's do manage to plant the homing beacon on the shuttle, Herkin takes off and returns to the *Devastator*. At that point the Star Destroyer pulls out of orbit, positions itself, and then makes the jump to lightspeed. As it does so, the PC's can make an Average Astrogation check to plot its likely destination: Rodia. From that point, the PC's can pursue the matter however they deem fit. Although they won't be able to beat the *Devastator* to that location, they can activate the homing beacon and thus learn where Herkin's shuttle has taken him.

Act II: Found

Arriving in orbit over Rodia, the PC's see a verdant world lying before them.

Rodia stands in stark contrast to Tatooine. It has wide-open expanses of blue sea, but even more noteworthy are sprawling jungles and swamps in all shades of green.

It takes an Easy Computers check to locate the signal from the homing beacon, which originates from the edge of the Wessessa Sea not far from the Anyettu Islands. A similar check reveals that this area is thick with swampland, and that it is claimed by the Rodians of the Oonta clan. At that point, an Average Streetwise check reveals that Goova Oonta, matriarch of the clan, is a renowned bounty hunter past her prime, while at least one Advantage result confirms that her sons, Moxo and Plateeno, are known to operate a hunting retreat for offworlders who visit the planet.

Possible Approaches

At this point, the PC's have a lot of leeway regarding how they approach the situation. One option is to pose as wannabe hunters looking for a thrill, and thus to contact the camp and arrange a visit. It is relatively easy to find a comm frequency for the camp, and costs 100 credits per individual per day. Should this be the case, the PC's are instructed to land their ship at one of the docking platforms, and the Rodians send a skiff to retrieve them. At the same time, six hunters are brought out to guard the visitors' ship while it is docked. The newcomers are brought to the landing (Location A) before being escorted to their quarters (Location C). Once mealtime arrives, they are summoned to the main lodge (Location E) to be welcomed.

Another option, if the PC's participated in the events of "Escape from Mos Shutta" and thereby defeated Trex the Trandoshan and thus acquired the *Krayt Fang*, is for the PC's to pose as skilled hunters. Trex has, as it were, visited the lodge in the past, and has something of a reputation. Because of that, characters who demonstrate that they were able to defeat him are regarded with a good deal more respect--and perhaps a little suspicion. Even so, they are still instructed to land elsewhere and then be escorted in by the Rodians, as detailed above.

The PC's might also hatch a plan to make a landing and then approach through the swamp. Although this can be a good way to avoid being noticed, it brings other dangers. For one thing, the

swamps are filled with predators such as the karstag and kwazel maw. There is also the matter of swampy terrain, which can trap characters who travel on foot. All of these hazards are detailed in the section **Out on the Hunt**, below.

Welcome!

As mentioned above, newcomers to the compound are brought to the main lodge (Location E) to be welcomed. This posh location is detailed below. After the guests have been seated and a meal of roasted karstag with algae bread stuffing and green salad has been served, Goova and her offspring formally welcome visitors. She explains that hunts are scheduled for that night as well as on the following days, after which there is time for mingling and making arrangements. There is also a performance by a renowned Rodian singer.

This provided the PC's with a good chance to mingle and thus learn more about what has been happening in the camp. The various characters with whom they could interact are detailed here, with suggestions for what they know and how they react to inquiries.

Tesserak is a Trandoshan who wants a chance to hunt a Wookiee. He is not quick to mention this fact, but will do so if he can be convinced that a character has no love for that species (something that requires a Hard Charm check). If satisfied, he even mentions that he's heard rumors of some "special hunts" involving more cunning and capable prey. He thinks that this refers to sentient beings, but he does not care to mention this out loud.

Talem Goll is a Human from the Core Worlds who's looking for a thrill. He considers staying in the hunting camp to be roughing it, and is excited by even the most theatrical and pre-scripted hunting experience. This blowhard is quick to claim that he has hunted krayt dragons on Tatooine and rancors on Fellucia, but these are lies; he has only done so through computer simulations. ("They were pretty darned realistic, though.") Talem has heard reference to the fact that Renn (Lieutenant Herkin) made a special delivery, and that it was brought past the main lodge in the direction of Moxo's barracks.

Loren, his wife, is bored to tears by being here. She married Talem years ago when she sought stability and comfort in her life, but has long since come to regret the decision. Even so, she is unwilling to give up what she has for the unknown. She is interested in a flirtatious distraction, and could become a useful source of information if one of the PC's can convince her to share what she knows. Should that happen, she shares all of the information that Talem possesses.

Mimana Ree is a Twi'lek who works for Hunvar the Hutt on Ryloth and is interested in further business with the Rodians of Clan Oonta. He doesn't know much about what's happening in the hunting camp. He does have a good deal of knowledge regarding the Hutts and recent developments on his home planet, however, and thus could be a thorn in the side of the PC's. Mimana can make Streetwise checks to recall important information about the PC's, with the difficulty to be determined by the GM. Should he remember something that might compromise their cover stories, it would make things all that much more interesting.

Renn the Corellian is the alias that Lieutenant Herkin is using. He claims to be a daredevil pilot who happened to be passing through the area; in truth, he has delivered Seng Windrunner--along with other prisoners--to Moxo for his bloodsport. Herkin/Renn is a skilled operative, however, and does not reveal any of the truth unless he can be duped into doing so.

There is also a group of Ubese who stick to themselves, are difficult to engage in conversation, and don't know anything anyway. They could prove useful, however, if the PC's managed to steal some of their distinctive clothing and headgear and thus use it as a disguise while committing acts that draw unwanted attention.

Goova Oonta is an enthusiastic host, one who enjoys meeting new beings; as such, running the hunting camp is ideal for her. She is gregarious and effusive, but does not know about Moxo's business with the Empire. The matriarch has noticed some friction between her sons, but does not know why it is. Although some would say that she is past her prime, she makes up for it by being that much more

outgoing, and is prone to drinking too much.

Moxo Oonta has sold himself to the Empire. As such, he answers to Lieutenant Herkin. This arrangement has brought him wealth, and he cares little for any notions of honor that it might have cost him. He delights in all kinds of killing, and has no qualms for arranging unsportsbeinglike hunts or even the bloodsport that some of his clients seek.

Plateena, on the other hand, has a strong sense of tradition and fairness. She respects the beasts that she hunts, and takes no pride in pursuing quarry that can't adequately defend itself. Because of this, she objects to Moxo's arrangement, and thus has been excluded from the finer details of it. That is why she suspects the trafficking in Imperial prisoners, but does not know who Moxo's contact is or where the unfortunate victims are being kept.

Out on the Hunt

Once the time comes to go out on the hunt, any PC's who are interested, along with Tesserak and Talem Goll (and perhaps Loren, if she has taken an interest in a PC) decide to joining Moxo and his hunters for a night expedition. This amounts to traveling out on a skiff equipped with a powerful spotlight, a notion that Plateena finds offensive. Even so, it could give the PC's with a chance to ingratiate themselves to one or more characters, and indeed provides more action than anyone expects.

Characters who are interested are shown to the landing (Location A), where the skiffs are parked. At the same time, characters who succeed at a Hard Perception check might notice the look of disgust that Plateena evinces when she watches these preparations, an intimation that her beliefs regarding hunting differ from those of her brother. Scoring an Advantage as part of this check allows the character to overhear Plateena mutter "It's damned unsporting, if you ask me."

After everyone is loaded aboard, the skiffs head out into the swamp. It is relatively quiet for a time, as the vehicle's repulsorlift engine competes with the sounds of insects and other creatures--until a ghest takes an interest in the skiff. This large, reptiloid beast comes swimming through the murky swamp and attempts a Stealth check opposed to the characters' Perception efforts. Should it succeed, the ghest erupts from the water and lunges for a victim (determine randomly). If its attack succeeds, it tries with opposed Brawn efforts to drag that unfortunate being into the water. At that point, said character must succeed at another opposed check to escape from its grasp. There is also the matter of drowning if the victim fails to escape.

Of course, those characters who are still aboard the skiff can pursue it. One of them should make Pilot checks opposed to its Athletics efforts, as it tries to swim away. (Happily, the shallow nature of the swamp water does not allow it simply to dive into the depths with its prey.) The water also gives it some manner of protection, adding a setback die to any shot at it.

As mentioned above, in addition to providing a little action, this scene could allow one or more of the PC's to develop a closer relationship with one of the NPC's, and thereby facilitate (along with a Charm or Deceit check) acquiring information from him or her.

Exploring the Compound

At some point the PC's are likely to try venturing out into the camp. Should this occur, refer to the appropriate map along with the following area descriptions.

The landing (Location A) is dominated by a broad docking platform on its front side, which juts out over the seamp. This is built against a small structure containing an office in the middle, with a weapons locker on its west side, and a communications station and refresher to the east. The comm station provides communications with ships in orbit and nearby settlements, while the locker contains a dozen blaster rifles and pistols and a case of six grenades. While the front doors of the building remain unlocked, the locker and comm station are sealed and require Hard Computers checks to access. Generating threat while doing so triggers an alarm that alerts Goova to the attempted intrusion.

There are barracks for the Rodians who answer to each of Goova's offspring (Locations B). Plateena's followers are quartered in the one to the west, while Moxo and his underlings operate out of the one to the east. The buildings are otherwise identical, having rooms the respective hunters, along with refreshers. The rooms themselves are not locked, but the main doors boast quality locks that require Hard Computer checks to bypass.

Visitors are divided between two sets of dormitories (Locations C), depending on their gender; females are assigned to the set closer to Plateena's barracks in the west, while males are quartered closer to Moxo and his Rodians in the east. Here again the buildings are the same; each room is furnished with a bed, locker and desk, along with a compact private refresher. The front doors to these buildings are unlocked, but individual rooms have locks of Average quality; guests are provided with codes as needed.

In the event that someone should suffer a medical emergency, the camp boasts a well-stocked infirmary (Location D). This features a waiting room, operating theater, recovery rooms, storage, and even an office for the doctor on staff. In addition to providing a source of medical aid, at the GM's discretion, characters who visit this area might find useful materials such as first aid kits, stimpacks and perhaps even injections that could be used to subdue others. There is also a 2-1B medical droid that can perform Medicine checks to aid the injured (note stats).

As mentioned above, the hub of activity in the camp is the main lodge (Location E). This area is set up like many a cantina throughout the galaxy, with a long bar in the center and tables scattered around it. Two separate rooms provide greater privacy for dining, and there are a well-stocked kitchen and larder behind the bar.

There are also two landing platforms (Locations F). These broad circles of duracrete provide a stable footing for vessels, protecting them from sinking into the marshy ground. Note that vessels are not normally allowed to remain here; rather, they are instructed to land further from the compound, where visitors are met by a team of Rodian hunters and then ferried to the compound by skiff.

Goova Oonta has her own private quarters (Location G); they are simple but comfortable. They boast a kitchenette with a table and chairs, not to mention materials for preparing meals, along with a refresher. There are three bedrooms, with the largest being for her and two others for her bodyguards.

Finally, the shed that houses the sentient prisoners intended for use in bloodsport (Location H) is hidden in the jungle away from the other structures. Incapacitated prisoners are brought here in secret, since Moxo has not shared with Plateena the fact that he arranges special quarry for certain patrons. Two of Moxo's guards are posted here at all times, and they only leave when relieved by the next shift. At any given time there are from one to three prisoners kept in the shed; some suggestions for who these might be are provided below.

Not pictured on the map are the landing platforms provided for visitors' ships. Each of these is a broad duracrete platform rising on thick pylons out of the swamp. The platforms are thirty meters in diameter and, as mentioned above, half a dozen Rodian hunters are stationed on each to guard the vessels there. One is home to the Golls' SoroSuub Luxury 3000 space yacht; another holds the Barloz freighter that belongs to the Ubese; and a third houses the *Ghtroc* transport that brought Mimana Ree and Tes'serak to Rodia.

Act III: Liberated

If the PC's can discover the bloodsport that is taking place here, they are faced with an important choice. Be it for their own profit, because of a personal connection, or even because of a chance to strike a blow against tyranny in the galaxy, it should be in their interest to rescue the prisoners and make an escape. As long as such a situation does arise, this changes the pace of the adventure, from free-flowing investigation and interaction to a fast-moving chase. Although it's impossible to predict every conceivable development for such an event, a few of the more likely considerations are detailed here.

For one thing, the PC's need to arrange their exit. This might include sending one character to fire up the ship, perhaps to fly it right into the compound, or to secure one of the hunters' skiffs. Either of these options provide a chance for pilot characters to show off their skills, and perhaps to bring some heavier weapons to bear against their enemies.

At the same time, somebody needs to spring Seng Windrunner and the other prisoners. This could involve subterfuge, such as arranging for a hunt or even lying in ambush when one occurs. There's always the direct approach, too, perhaps by storming the shed and subduing the guards.

Given the difference in philosophies between the Oonta siblings, another option is for the PC's to Moxo's secret and leave Plateena to deal with him. While this makes sense, it could lead to interference by Lieutenant Herkin. After all, at least one of the prisoners is an enemy of the Empire, and the Imperial officer doesn't intend to see him set free. What is more, if he has been able to find any dirt about the PC's, he could use that as an excuse to act against them. For that reason, it could still be necessary for the PC's to fight their way out of the compound.

Calling for Reinforcements

For his part, Herkin can also call in help from above, in the form of either a shuttle-load of stormtroopers or a few TIE fighters. The prior is a good option if the PC's become pinned down somewhere in the compound, or if they should flee into the surrounding swampland without having access to the ship. The latter option makes sense, of course, if they do manage to board a freighter and head for space. In that case, it takes six rounds for the PC's--assuming they head straight for the black--to escape Rodia's mass shadow and be able to make the jump to hyperspace.

Wrapping Up

As long as the PC's do manage to uncover the sentient hunts and free the prisoners, they have won some important allies--and have made some powerful enemies. For one thing, they've attracted the attention of Lieutenant Herkin, bringing greater scrutiny upon their future doings. He could become a recurring enemy, a nemesis who is always hot on their heels.

If he has been disgraced, Moxo Oonta presents another threat. He is a hunter, after all, and seeks to avenge himself upon the PC's. To that end he sends out his Rodians in hopes of finding his foes in a place where he can settle the score without interference. Given his connections to other hunters, this could make for any number of unpleasant surprises in spaceports across the galaxy.

Those prisoners who survive their ordeal share their gratitude with the PC's, along with a reward. Imik Suum is a skilled technician, after all, and therefore provides his services in modifying equipment for his saviors. What is more, he and Seng can provide a connection to the growing Rebellion, providing hooks for future adventures. After all, they have unfinished business of their own, during which they were rudely interrupted when the Rodians captured them. Additionally, the GM could introduce other NPC prisoners as future plot hooks, other characters who have run afoul of the Empire and thus were captured and made to disappear.

Appendix 1: Characters

The various characters with whom the PC's could interact are detailed here.

The Hosts

Goova Oonta

Brawn 2 Cunning 3 Presence 2
Agility 3 Intellect 1 Willpower 2

Soak: 4

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Charm 3, Coerce 2, Cool 2, Coordination 1, Gunnery 1, Medicine 1, Melee 2, Perception 3, Pilot 1, Ranged (Heavy) 3, Ranged (Light 2), Resilience 2, Stealth 3, Survival 3, Vigilance 2

Talents: Expert Tracker, Hunter, Stalker, Swift

Abilities: One free rank in Survival

Equipment: Blaster rifle, padded armor, comlink

Moxo Oonta

Brawn 3 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 1

Soak: 5

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 2, Coerce 2, Cool 2, Coordination 1, Gunnery 1, Melee 3, Perception 2, Pilot 1, Ranged (Heavy) 2, Ranged (Light 2), Resilience 3, Stealth 1, Survival 3, Vigilance 2

Talents: Point Blank, Second Wind, Side Step

Abilities: One free rank in Survival

Equipment: Blaster rifle, blaster pistol, padded armor, comlink, vibro-blade

Plateena Oonta

Brawn 2 Cunning 3 Presence 2
Agility 3 Intellect 1 Willpower 2

Soak: 4

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coerce 2, Cool 2, Coordination 1, Medicine 2, Melee 2, Negotiate 1, Perception 3, Pilot 1, Ranged (Heavy) 2, Ranged (Light) 3, Resilience 2, Stealth 3, Survival 3, Vigilance 2

Talents: Forager, Hunter, Outdoorsman, Stalker, Swift

Abilities: One free rank in Survival

Equipment: Blaster rifle, padded armor, comlink

Rodian Hunters

Brawn 2 Cunning 1 Presence 1
Agility 2 Intellect 1 Willpower 1

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Cool 1, Coordination 1, Melee 2, Perception 1, Pilot 1, Ranged (Heavy) 2, Ranged (Light) 1, Resilience 1, Stealth 1, Survival 1, Vigilance 1

Talents: None

Abilities: One free rank in Survival

Equipment: Blaster rifle, padded armor, comlink

The Guests

Lieutenant Herkin ("Renn the Corellian")

Brawn 2 Cunning 3 Presence 2
Agility 3 Intellect 2 Willpower 2

Soak: 3

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Discipline 3, Ranged (Light) 2, Vigilance 2

Talents: Grit, Inspiring Rhetoric, Kill with Kindness

Abilities: None

Equipment: Uniform, blaster pistol, comlink

Loren Goll

Brawn 1 Cunning 3 Presence 3
Agility 2 Intellect 2 Willpower 1

Soak: 1

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Charm 3, Cool 2, Deceit 2, Knowledge 2, Negotiate 2, Perception 2, Ranged (Light) 1, Skulduggery 1, Stealth 1, Streetwise 1, Vigilance 1

Talents: Kill with Kindness

Abilities: None

Equipment: Stylish yet sporty clothing, blaster pistol, comlink, datapad

Mimana Ree

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Charm 2, Coerce 2, Cool 2, Deception 2, Discipline 3, Knowledge 1, Medicine 1, Negotiate 2, Perception 2, Ranged (Light) 2, Skulduggery 1, Streetwise 3, Vigilance 2

Talents: Black Market Contacts, Convincing Demeanor

Abilities: Free rank in Charm or Deception

Equipment: Clothing, blaster pistol, comlink, datapad

Talem Goll

Brawn 2 Cunning 2 Presence 3
Agility 3 Intellect 1 Willpower 1

Soak: 2

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Brawl 1, Charm 2, Cool 2, Deceit 2, Knowledge 1, Melee 2, Negotiate 1, Perception 1, Ranged (Heavy) 1, Ranged (Light) 2, Stealth 1, Streetwise 1, Vigilance 1

Talents: Plausible Deniability, Scathing Tirade

Abilities: None

Equipment: Comlink, blaster pistol, blaster rifle

Tes'serak the Trandoshan

Brawn 3 Cunning 2 Presence 2
Agility 3 Intellect 1 Willpower 1

Soak: 4

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 2, Coerce 1, Cool 2, Melee 3, Perception 1, Pilot 1, Ranged (Heavy) 3, Ranged (Light) 1, Resilience 2, Stealth 2, Streetwise 1, Survival 2, Vigilance 2

Talents: Dodge, Quick Strike, Stalker

Abilities: One free rank in Perception, Regeneration, Claws

Equipment: Clothing, comlink, blaster carbine, vibroknife, armored clothing

The Ubese

Brawn 2 Cunning 2 Presence 1
Agility 3 Intellect 2 Willpower 2

Soak: 4

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Cool 2, Medicine 1, Melee 2, Ranged (Heavy) 2, Ranged (Light) 1, Resilience 1, Survival 2, Vigilance 1

Talents: Defensive Stance

Abilities: None

Equipment: Padded armor, blaster carbine, vibroknife

Others

Ghest

Brawn 5 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 1

Soak: 6

Wound Threshold: 15

Strain Threshold: 12

M/R Defense: 1 / 1

Skills: Brawl 2, Cool 2, Perception 2, Stealth 3, Vigilance 1

Talents: Adversary 1

Abilities: Silhouette 2, *Ferocious Ambush*: On the Cool check made when ambushing, the Ghest may spend a Triumph to automatically be granted a surprise round before players roll initiative.
Fearsome Ambush: Upgrade Fear check twice if *Ferocious Ambush* is activated.

Equipment: Teeth and claws (Range: engaged; Damage: 7; Crit: 3; Special: Pierce 2, Vicious 3).

(Note: These stats are taken from an article posted originally on gsa.thegamernation.org.)

Imik Suum

Brawn 1 Cunning 2 Presence 1
Agility 2 Intellect 3 Willpower 2

Soak: 1**Wound Threshold:** 12**Strain Threshold:** 13**M/R Defense:** 0 / 0

Skills: Astrogation 2, Computers 3, Cool 1,
Knowledge 3, Mechanics 2, Medicine 1, Perception
2, Pilot 2, Ranged (Light) 1, Vigilance 1

Talents: Solid Repairs, Tinkerer**Abilities:** None

Equipment: Datapad, comlink, blaster pistol, 200
credits

Seng Windrunner

Brawn 2 Cunning 2 Presence 3
Agility 3 Intellect 1 Willpower 1

Soak: 2**Wound Threshold:** 13**Strain Threshold:** 12**M/R Defense:** 0 / 0

Skills: Athletics 2, Brawl 2, Charm 1, Cool 2,
Coordination 1, Leadership 2, Mechanics 2,
Medicine 1, Perception 1, Pilot 3, Ranged (Light)
2, Resilience 1, Stealth 1, Streetwise 2, Survival 2,
Vigilance 2

Talents: Full Throttle, Skilled Jockey**Abilities:** None**Equipment:** None

Appendix 2: Maps

Refer to these maps when reading the location descriptions listed above.





