FANTASY FLIGHT GAMES
STAR WARS
ROLEPLAYING GAME

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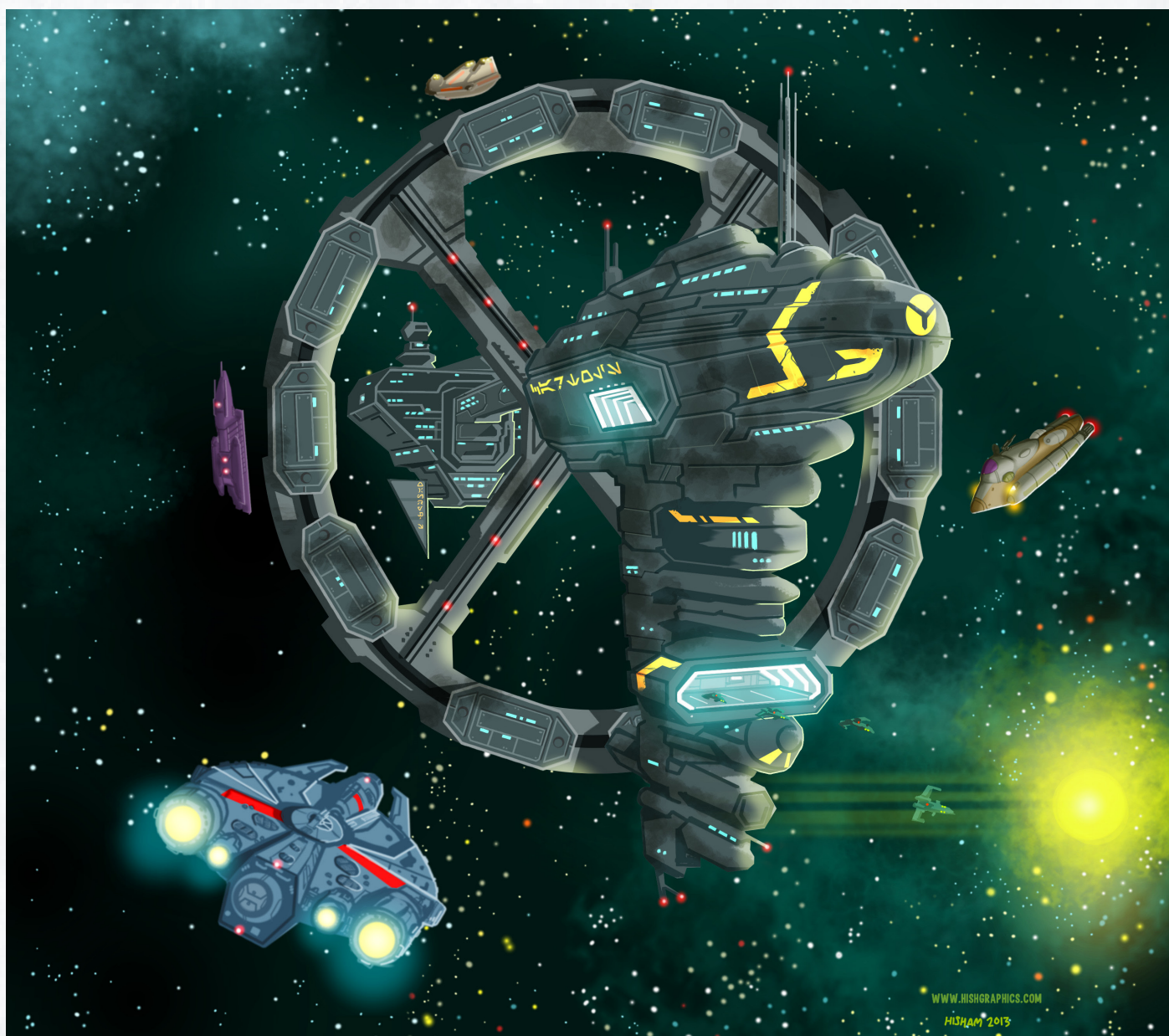
CARTOL'S EMPORIUM
OF USEFUL THINGS
THE CATALOGUE OF SHINIES
An unofficial supplement for use at the Edge of the Empire

Credits

LEAD AUTHOR

Audun "Jegergryte" Løvlie

EDITING AND PROOFREADING

Casey Steven Ross

CONTRIBUTORS

For taking the time to read through it all and provide insightful feedback and suggestions:
Donovan Morningfire.

For inspiring commentary and suggestions: 3WhiteFox3, AluminiumWolf, That Blasted Samophlange, LethalDose, Theo and Awaypturwpn.

For inspiring material and contributing with material of their own: Groove74 (for extensive work on the YT-series), Boehm and cetiken (attachment inspiration), jedimerc and Darth Pseudonym (starship attachments), Thebearisdriving (armour attachment), Maveritchell (gear and items), Cilionelle, Sturn, Aservan, HappyDaze.

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Inspired by and based on the work of EDGE Studio, David Ardilla, and Chris Beck. Adjusted by Audun "Jegergryte" Løvlie

LAYOUT

Audun "Jegergryte" Løvlie

ADDITIONAL CREDIT

Aazlain for his Edge of the Empire font.

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INTRODUCTION

This is an unofficial, homebrewed supplement presenting a new location for Game Masters (GMs) to use wherever they want in the Star Wars galaxy. *Cartol's Emporium* is mobile, offers sanctuary, rest, entertainment and a wide selection of services and goods. *Cartol's Emporium* offers starships, weapons and gear for your characters in the Star Wars *Edge of the Empire* roleplaying game and will be useful for the upcoming *Age of Rebellion* and *Force & Destiny* RPGs. It is intended as a resource for groups of cunning, down-on-his-or-her-luck, adventure seeking free traders, smugglers, bootleggers, freebooters, buccaneers, scoundrels. For groups that have acquired more wealth than they owe their loansharks or other benefactor, it's the perfect place to spend these resources on a new ship, equipment, gear and weapons. More importantly, *Cartol's Emporiumtt* also provides an opportunity for new business and adventure.

ACKNOWLEDGEMENTS

"Welcome to Cartol's Emporium of Useful Things! Have a look in my catalogue and let me know when you're ready to spend those hard earned credits of yours, I'll be over here tending to my shinies…"

OVERVIEW

Cartol's Emporium - referred to only as the *Emporium* by it's inhabitants and customers - is an old Nebulon-B escort frigate that travels the outer rim in search of customers, goods, and salvage. It is operated mostly by a droid crew, but the various cantinas, hotels and other facilities are run by a selection of sentients the owner, Cartol, has allowed semi-permanent residency on his ship. Cartol himself spends most of his time either in salvage operations, teaching his apprentice the tricks of the trade, or personally taking care of customers he finds sufficiently interesting.

The *Emporium* has been modified extensively to accommodate a rather large hangar bay for Cartol's used starship resale business. Most customers, on the other hand, must instead dock at an attached, custom-made docking ring connected to the ship's mid-section. Cartol's Emporium is considered neutral ground by most pirates and smugglers. The custom docking ring helps reinforce this notion and also adds a welcome level of security by physically separating visiting starships. If violence should break out aboard ship, Cartol has a collection of refurbished battle droids from the Clone Wars that will put an end to most conflicts usually using non-lethal force, unless Cartol deems more extreme measures needs to be taken. If attacked in space, the *Emporium* has military-grade shields, but is only lightly armed and is therefore quick to enter hyperspace and flee with everyone aboard in order to avoid most conflicts.

Cartol's Emporium carries almost anything one can imagine; weapons, clothes, luxury items, armour, salvage, bits and pieces of scrap metal, parts for repairs and modifications, exotic oddities from the unknown regions, and droids in most shapes and sizes. Anything that can be found in the outer rim can also, at one timer or another, be found on *Cartol's Emporium*. Cartol strives to keep a good selection of wares aboard, even entire starships. Other merchants provide much of the same, but they are forced to specialise where Cartol is able to generalise and provide a wider variety of services.

Cartol

Cartol is a jovial, thin, fragile looking elderly Quarren merchant and scavenger with an idealist streak. He believes anything can be repaired, put a price on and be bartered with, or for. He meets new and old faces with the same enthusiasm and interest for the trade … and the stories. He can come across as somewhat confused and distant, unless there is a story involved. A good story makes Cartol happy and inclined to treat his customers well. No stories results in his interest wandering and prices rising, bad stories only makes him disappointed, and he starts to ask "can I see your ticket?"
Cartol speaks with a slow, but intense voice, his old eyes are keen and penetrating. He has an almost supernatural ability to know what his customers needs (not wants), before they know it, particularly if they tell a good and interesting story.
He is usually dressed in some outdated robe of Old Republic fashion, worn over a utility suit smeared in oil and grease.
He's an expert merchant and negotiator.

"… you can probably find a place to stay at Yulu's, just by Clear as Mud cantina."

Cartol's Emporium has a range of cantinas, hotels and even a casino. These supply customers with food, drink, rest, and other types of clandestine entertainment. It's safe to say almost anything can be acquired and enjoyed at Cartol's Emporium, for the right price.

While slave trade is not welcome, a few bounty hunters still frequent the Emporium for upgrades and relaxation. A few have also set up shop as a local bounty hunter guild.

FOOD, DRINK AND LODGINGS

The main point of interest aboard *Cartol's Emporium* is of course *Cartol's Emporium of Useful Things*. This shop occupies the entire main hangar and some levels above and below. It is filled with vehicles, vehicle parts, and sundry gear and equipment. However, this is not the only shop or bazaar on the Emporium.

CLEAR AS MUD

Clear as Mud is the largest cantina on the Emporium and also houses the casino. It is usually busy, but there's always a free booth for those seeking privacy. The *Clear As Mud* casino offers sabbacc tables, including an annual tournament. Private quarters are also available for more sensitive negotiations and dealings. The cantina is run by a Wookiee man named Groomaw who is known for his various styles of homebrewed ale, lager and stout beer sold at the bar.

Food and drink are on offer, but Groomaw's homebrews are the real draw here and are renowned to be some of the best in the galaxy, if you can take it. Usually sold in double pints for about ⚡10 to ⚡15, depending on how much is left of the current batch, each brew has an exquisite, unique flavour and aroma. If consumed, the imbiber must make an **Average [◆◆] Resilience check**,
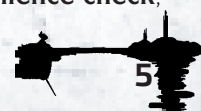
increasing by +◆ per additional portion, or become intoxicated. Intoxicated characters lower their **Strain Threshold** by 2 for each failed **Resilience check** and upgrade the difficulty of all skill checks.

VIO-CAR'S

Vio-car's is a small, expensive, posh hotel, with full service and a deadpan staff owned by a Duro male named Kirred Nielk. This hotel was originally set up and owned by Kiffar woman known as Etirem Vio-car. She disappeared shortly after the grand opening leaving an unsolved mystery as to her final whereabouts. Nielk, the current owner, has promised a reward to whoever finds her or discovers her fate.

Nielk is a big Duro, he moves slowly, talks slowly and is always eating or drinking something. He has a vast knowledge about food and drinks, but his true love is of holo-dramas and current celebrity affairs. He has the latest gossip about any of the current stars. A character spending a week interacting with Nielk adds ▢ to any **Knowledge** or **Social skill checks** where current gossip might play a role.

Prices:

Single room ⚡30 per night

Double room ⚡55 per night

Suite (up to six) ⚡100 per night.

Food, drinks and other consumables are also on offer, prices vary with availability and stock.

YULU'S

Yulu's has the largest and cheapest accommodations available on the *Emporium*. It provides single, double and group rooms at quite reasonable prices – however, food and drinks are not offered, nor room service. Run by a Bith woman named Yulu Beteen, this establishment is the largest hotel aboard the Emporium. The staff is friendly enough, but owner Yulu is an unctuous and greedy sentient, focusing on profits at the expense of good service.

Prices:

Single room ⚡15 per night

Double room ⚡20 per night

Group room (three to five) ⚡40 per night

Group room (six to ten) ⚡60 per night

TRADE, GEAR AND WEAPONS

MOBE'S

Mobe's is a neatly packed armoury of blasters and ranged weapons. *Mobe's* offers uncommon blasters, projectile weapons, and a large collection of attachments. He supplies the means to do it, as well as the service to do it, for the right price. All ranged weapons and relevant attachments found in the *Edge of the Empire* core rulebook can be found here at any time for the listed price, adjusted by the fluctuations in supply and demand that affects *Cartol's Emporium* from time to time. Mobe

himself is a silent and old Kyuzo man. He enjoys tinkering with weapons, but dislikes talking about the weapons. Any bragging and enthusiastic gushing will be met with disinterest and polite rejection. While Mobe respects and enjoys good craftsmanship, he despises gun nuts and blaster fanatics.

While he understands Basic perfectly well, he prefers to speak in his native language, particularly to annoy troublesome customers. Mobe also has a workbench where customers may attach and modify attachments for their weapons. For a mere ⚡200 he will lend them the space and tools, however parts must be bought separately. This workbench contains superior tools and therefore adds ▢▢ to any Mechanics checks for modifying ranged weapon attachments.

QOULROZ

Qoulroz is assumed to be the name of an elderly Gand bounty hunter, rumoured to be a disgraced Findsman. It is also the name of his company of Gand bounty hunters. They have an office and adjoining bar that primarily serves the bounty hunter community. They offer various gadgets and gear; basic armour, ammunition, binders, and stun weapons. Food and drink are also on offer, however the shop's main attraction is the posting of both legal and illegal bounties. Qoulroz also provides containment facilities for bounties between pickup and delivery, for a fee. Containment varies in cost based on availability, risk, and Negotiation; however, the base cost for a cell is ⚡75 per day. New leads on legal, listed bounties and illegal, unlisted bounties can be found here.

Qoulroz also maintains some law and order aboard *Cartol's Emporium*. Cartol doesn't want fighting on his ship, thus he has promised that anyone will be allowed safe passage on-board as long as they do not disturb the peace, even those with a price on their head. While many bounty hunters find this protection to be troublesome, they do uphold this rule as *Qoulroz* will hunt down and punish any bounty hunter in violation of this rules. Most of the time there is at least one *Qoulroz* hunter on *Ringside* and one in the entry area to the ship proper. Bounty hunters can also be seen elsewhere on *Cartol's Emporium*, moving silently about their business and avoiding anyone outside their community. Other Gand will suffer a ◼ in social interaction with the *Qoulroz* or its employees. However, any licensed non-Gand bounty hunter will receive ▢ to social skills when dealing with them.

RINGSIDE

Ringside is the docking ring attached to the mid-section of the main starship. The ring is a low-gravity habitat, providing ▢▢ to Coordination and most Brawn checks (*EotE page 212*), with four spokes connecting to Cartol's Emporium by lifts and stairs. Besides serving as a docking bay, the ring is also equipped to do light repairs and minor modifications to docked starships; such as modification options, repairing hull trauma, but excluded adding entirely new attachments. It is also on *Ringside* that the most unscrupulous of traders and black marketeers belong.

Ringside offers no accommodation and officially no one lives there. Refreshments from dispenser drinks and prefab foodstuffs can be found from vending machines.

Two sentients are rumoured to dwell on Ringside: a dark green Twi'lek man called Twai-ek Torn and a Zabrak woman named Noila. These two offer information to anyone willing to pay. A successful **Hard [◆◆◆] Charm** or **Negotiate check** will add ▢ to any subsequent Knowledge (Underworld) check as long as talking with Torn. Similarly, a successful **Hard [◆◆◆] Charm** or **Negotiate check** will provide ▢ to any subsequent Knowledge (Education) check from Noila. These two vagabonds also help with the distribution and acquisition of highly restricted and often illegal items, reducing an item's current rarity level aboard the Emporium by -1 per bribe and successful Charm or Negotiate check, with a minimum acceptable bribe of ⚡100.

SAISH'TROKK & CHUURDACCA

Saish'trokk & Chuurdacca are an unlikely combination of a female Trandoshan and a male Wookiee co-workers, quite unique in the galaxy. These two create, modify, sell, and buy all manners of close combat weaponry. If something needs to be fixed, made, or modified; these two will fix it, make it, or modify it. Neither is too interested in small talk, and take offense at closed minded bigots, but have intimate knowledge about the happenings on *Cartol's Emporium*.

Saish'trokk & Chuurdacca have a smithy for modification of melee weaponry that can be rented by customers for ⚡200. This smithy is equipped with the best of tools and equipment, decreasing the difficulty

Joonaz

Joonaz is Cartol's Gand apprentice, he organises stalls for small time dealers in the Traders' Commons and manages logistics and transport of goods aboard the Emporium.

Joonaz is a quiet and curious Gand. He refers to himself only in third person "Joonaz", unless other non-Quolroz Gand are aboard. These he will avoid and if he interacts with them, he will only refer to himself as Gand.

of any Mechanics checks by one when adding or modifying attachments to melee weapons.

TIN-TIC & PON-DIN'S

Tin-tic & Pon-din's is a small shop offering a variety of goods. The owners aren't interested in competing with other stores' prices, selling their wares with a slightly higher mark-up. *Tin-tic & Pon-din's* does not offer general goods and stock items, but provides more exotic items and artefacts for collectors. It's run by owners Tin and Pon, two Jawas who speak fluent and eloquent Basic, and whose robes are stylishly blue and yellow. They do not take kindly to insults, haggling, too many questions, or loud behaviour. They are as likely to throw you out as to deal business with you. The owners are often described as moody and arrogant, except by those who show knowledge, respect, and genuine interest in the history of their wares. Any lengthy discussion with either Tin or Pon provides ▢ to any Knowledge (Lore) checks made while in their presence.

TRADER'S COMMONS

Traders' Commons is located in an old cargo hold with turbolift access to the hangar bays. This market is open to anyone with goods to trade. *Trader's Commons* is run by Joonaz, Cartol's apprentice, who organizes stalls for small time dealers. *Trader's Commons* is the typical destination for a crew to sell cargo and salvage on the open market. Any Negotiation or Streetwise checks made to acquire gear on *Trader's Commons* receives either ▢ for large volume sales, or ■ for small, individual purchases. Any **Carousing** (*EotE page 151*) receives up to ▢ ▢ or ■ ■ to the Charm check, as above.

The base price to rent a stall in *Trader's Commons* is ⚡10 per day, modified by the Negotiation check, and includes 10 Encumbrance worth of space to store cargo crates. If additional space is required, it can be rented for 5 Encumbrance per ⚡10.

Transport of goods to and from a docked starship can be arranged by Joonaz for a fee of ⚡5 per 10 Encumbrance moved, with an additional ⚡5 per 10 Encumbrance for loose items not already packed in shipping crates or similar containers.

THE VISER N'AXAN BAZAAR

The Viser N'axan Bazaar is where you find protective gear in abundance on *Cartol's Emporium*. The owner, Viser, collects, buys, and makes quite a variety of armours. He modifies them as well, for a steep price, but with a gleeful smile. His Gamorrean partner, Durmugsh Grussom, works the metal and alloys; creating, repairing, or reinforcing armour. This unlikely pair works well together, even though Viser is known to make snide remarks about his partner's skill and intelligence. Most armour bought at this vendor follow normal rules, but typically Viser will try to sell **Inferior quality** gear, an upgraded **Hard [◆◆◆] Cool** or **Discipline check** will allow a customer to notice the defects. If confronted with the evidence Viser will apologise and replace the item with standard version. Grussom has far more pride in his workmanship and will try to prevent these sales, but is far too often away from the customers and stuck working the forge.

The Viser N'axan Bazaar does not offer customers the tools needed to make adjustments to their armour themselves, however Viser will offer to have Grussom make armour modifications for a price. The base cost for this work is ⚡250, modified by an opposed **Hard [◆◆◆] Negotiation check**. Adding attachments that also require a Mechanics check have an additional ⚡150 added to the base cost.

XENTECH

XenTech is an unseemly and small shop run by Radier Krow, a Weequay mechanic and computer specialist, and Do'og Sevol, a Xexto cybernetics expert and medical practitioner. *XenTech* is one of the more recent additions to *Cartol's Emporium*. They offer cybernetic replacements, and sometimes enhancements.

Do'og has several medical droids that helps him attach cybernetic replacements. These droids and Do'og's medical skills were a welcome addition to the Emporium as many fringers have started using *Cartol's Emporium* as a refuge for recuperation after close calls with imperials and bounty hunters.

They also offer some droids, mostly astromechs or medical droids of some sort or another. They do have a protocol droid in their shop, but this droid is mostly kept deactivated for some reason, and they will not sell it.

Krow and Sevol greets most customers with barely hidden disinterest. Selling stims, datapads and comlinks isn't their idea of a good time, nor good business. Customers who show interest, but in particular knowledge in one of their fields of expertise will at once be treated favourably. Any customer with 3 or more Ranks in **Mechanics**, **Computers**, **Medicine** or *Cybernetics*, or who as part of a conversation with Krow or Sevol passes a **Hard [◆◆◆] check** with one of those skills add ▢ to any dealings with them, scoring at least 👁👁 on the same check lowers the Rarity of cybernetics by 2.

There far too many shops, cantinas, and hotels on *Cartol's Emporium* to name them all, but these are some of the most interesting ones. GMs should feel free to add in their own locations, personalities, and other creations; such as representatives of criminal cartels, illegal tech companies, and even reputable businesses. The ship is also big enough to allow a group of crafty pioneers to set up a base of operations, if Cartol agrees

HOOKS AND MYSTERIES

"… yeah I remember she showed up, setup shop and then, shortly after Ringside was attached, she was gone. Something about her was a bit off…"

While *Cartol's Emporium* hasn't been around for very long, some mystery has still managed to attach itself to the ship's history. The following mysteries and adventure hooks are purposefully vague and open-ended. They are meant as a means to create atmosphere and depth, growing into smaller or larger story arcs depending upon the needs of the GM. The stories are not secret and can easily be overheard at any cantina, by any shop owner, or by the people involved, as the GM wishes.

COMPOUND PERCEPTION

Another mystery surrounds the group of Gand going by the name *Qoulroz*, suspected to be some sort of bounty hunter guild. It is common knowledge that all members of this group are methane-breathing Gand and refer to themselves simply as 'Qoulroz' and not 'Gand' or any personal names of any other kind. It is speculated that the group are all from the same family of Gand, but this question has never been answered and no other Gand seems willing to talk about this group. The Qoulroz keep to themselves and only speak with other bounty hunters and Cartol. They avoid Joonaz if at all possible, but he is even more tight-lipped about the *Qoulroz* than other Gand.

What has been gleaned from Joonaz, though, is that the *Qoulroz* are neither Findsmen nor bounty hunters. They have few dealings with anyone aboard ship, although they are seen from time to time entering *Tin-tic & Pon-din's*, usually leaving carrying some small box with unknown contents. Neither Tin nor Pon have been willing to share any information about their dealings.

Anyone entering the *Qoulroz* facilities will meet the expressionless faces of numerous Gand. One of them will then direct bounty hunters to a bounty board where bounties can be reviewed. Information usually consists of target name, aliases, sightings and individual or organisation the put out the bounty. Sometimes the crimes or reasons for the bounty is also provided. The *Qoulroz* do not provide the rewards, only the targets, means of containment and information. Any Gand or not obviously a bounty hunter entering, will be directed to *Clear as Mud* cantina.

Bounty hunters are greeted with respect and are welcomed at the bar with a discount on the first drink. Including the *Qoulroz* in a **Carousing** check grants non-Gand bounty hunters a ■. Most jobs acquired through the *Qoulroz* are in the vicinity of *Cartol's Emporium* current, or previous, location. They also focus on bounties for targets wanted dead, or particularly troublesome targets that require containment and live capture. Rumours has it that this group of Gand prefers the most dangerous and difficult targets, and so it is the only type of targets they provide fellow hunters.

Docking fees and restocking

Docking with the *Emporium* on *Ringside* costs ⚡85 per day. Restocking of fuel and consumables comes at additional cost of ⚡25 x Crew and Passenger capacity x Days since last restock.
For a lucky few that are allowed to land in one of *Cartol's Emporium's* hangar bays the docking fee is sometimes waived.

DANGEROUS BUSINESS

One mystery aboard *Cartol's Emporium* is the disappearance of Etirem Vio-car. Shortly after she set up her expensive hotel service, she disappeared. There are those that blame the rival hotel owner, Yulu Beteen, but Cartol does not believe that Beteen has anything to do with the disappearance. Neither does Etirem's partner Kirred Nielk, who has promised an undefined reward for clues and information that leads to the finding of Etirem or discovering her fate.

Vio-car was last seen on her way to the hangar bay and where Cartol was known to be. It is unknown whether Vio-car was going to talk to Cartol or if she was headed to her transport, the *Lethal Blossom* a VCX-100 freighter, for some errand. In any case, Cartol was contacted beforehand, but Etirem never reached the hangar bay. Cartol does not know why Etirem contacted him only that she said she was coming down to the hangar bay.

The *Lethal Blossom* is still aboard, but its defensive systems have prevented anyone from entering without the proper codes. Any attempt to slice or manually deactivate the security system has so far resulted in three near fatal and one fatal incident. Any further attempts has been discouraged by Cartol, but he can be convinced given enough incentive.

To slice or manually deactivate the security system require an upgraded **Daunting [◆◆◆◇◇] Computers** or **Skulduggery check**. Due to the destruction the defensive systems have caused there is ample reason to add up to ■■. Any number of ⚙ on the check results in weapons powering up loudly, most likely causing Strain. If the net result is at least ▼ anti-personnel weaponry identical to a heavy blaster pistol opens fire at any target engaged with the transport with the following dice pool [⬢◆◆]. A net result of zero ✷ or ▼ results in a warning of imminent consequences. ⚈ results in either weapon deactivation or a warning before opening fire, this allows an engaged target to find cover. ⬡ should be used creatively, perhaps the starship weapons open fire, or the shield is activated causing any engaged target to be forced away receiving falling damage equal to a Short or Medium range fall. ✪ should also be used creatively, depending on whether it's a success or not, it could "recognise" the slicer as a designated "friend", allowing him or her to continue, or perhaps learn a clue about what might've happened to Etirem.

Another angle on this is to search the frigate. A quite daunting task considering the size of *Cartol's Emporium*. Nonetheless many stories and rumours conclude that she must be somewhere on the ship, whether dead or alive. Perhaps she went looking for the DCU controlling Cartol's battle droid security force, suspected to lie deep in the bowels of the engineering section.
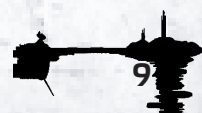
MUDDY ALE AND STICKY CARDS

Clear as Mud cantina is a den of activity both legal and illicit. The roar of voices drowned by the latest Jizz tunes from the *Max Rebo Band* or *Figrin D'an and the Modal Nodes* blasting from a series of worn out speakers, hammers whatever audio sensory organs the customer has. Groomaw can usually be seen towering behind his staff of Wookiees and Togorians.

The centre room is a tumultuous and chaotic area of dance, drinking and shouting. Beyond the bar in the back, the entrance to the casino shines like a beacon to any sabbacc player. During the annual tournament the security increase and an alternate entrance is used by the players. The tournament attracts players from around the outer rim, but it cannot compete with the high stakes game of *The Wheel* or *Cloud City*. Still, a competent player can walk away with a good amount of cash, with some luck. Playing sabbacc at the *Clear Casino* is usually an entertaining experience. The dealers are well trained and fast, and some dealers even let droids play. Participating in a game of sabbacc requires at a minimum ⚡50 for drinks and ⚡100 for the game. A game of sabbacc can either be played using the guidelines in *EotE* (page 108) or the *Under a Black Sun* adventure (page 27). Most players are average, but there are some expert players that have started frequent *Clear Casino* lately. **Carousing** in the casino adds another ⚡100 to the bill, but rumours and stories are more substantial and plausible. Few job offers will be made, but a promised meeting at *Muddy* is not unusual, a meeting at the *Glass* on the other hand is.

A few regulars frequent the *Clear* for games, drinks and exchanges of information. Not all of these are equally friendly and helpful. A few would probably see new customers as easy marks for some agenda or another, for further information see the chapter 6 *Crew & Adversaries.*

Along the walls are booths and during what goes for daytime there are tables around the floor. **Carousing** here during daytime receives ■ to the check, but the lucky carouser might get lucky and find a passenger or two that needs transport quickly. During evening and night hours any **Carousing** attempt in this area receives ■■■ due to the throng of people dancing and drinking. Any jobs or rumours picked up will mostly entail drug runs, drug deals and names on drug dealers.

To both sides of the bar there are door leading further into the cantina. One is a second bar with more booths, called *Muddy*, a lower volume on the speakers and slightly more private. Many a shady deal and underhand payment has been made there. **Carousing** here any time of the day can result in adequately paid jobs that include smuggling, theft, personal bounties and similar jobs. Usually simpler and straight forward jobs usually with few complications.

The other side door leads into a more private area of the cantina, referred to as the *Glass*. There is a central room with some booths and a small bar, but few sit by the bar. This part of *Clear as Mud* is the place where the most clandestine and shady deals goes down. Small and medium sized rooms fully furnished, soundproofed and swept for bugs regularly by Cartol's security droids. **Carousing** is not an option here, but **Carousing** elsewhere in the cantina, or anywhere on the Emporium can lead you to this place. There are two Wookiee guards by the entrance at any time. These are not bouncers by the look if it, they are armed with modified bowcasters.

OLD MEN AND CONSCIENCE

"Old man" is said to hide somewhere on Ringside where he sells information and provides secrets for those that can find him. He knows of the galaxies darkest most secrets, including true stories concerning the Galactic Empire's most recent atrocities, the Rebellion's current standing on various worlds, and other events from the around the galaxy. He accepts cash, but prefers future favours, stories and information. Whether the "old man" is a human, some other species, or even a woman is unknown. There are some that even suspect him to be a disguised droid. In any case, he is paranoid, talks quickly, and prefers to keep communications short. Most contact happens through a communication device attached to a wall somewhere deep in the maintenance ducts on *Ringside*. Finding the "old man" requires either a successful **Daunting [◆◆◆◆] Streetwise** check or **Hard [◆◆◆] Knowledge (Underworld)** check. Any one subsequent Knowledge check then receives ■■■ when "old man" has been given his payment. The base fee for his services is ⚡200, adjusted by a **Hard [◆◆◆] Negotiation check**. Any attempts to lie requires a **Daunting [◆◆◆◆] Deception check** with failure resulting in "old man" making life more difficult for the customers aboard *Cartol's Emporium*, adding ■■ to any **Carousing**, trade or social checks for the rest of their stay, up to one week.

"Old man" will provide information about anyone aboard given the right incentive, but will not venture into any tales about himself or his whereabouts. Nor will he answer any questions concerning the mysteries on-board *Cartol's Emporium,* such as the disappearance of Etirem Vio-car or the nature of the *Qoulroz* community. His only answer to questions about these will be a regretful sounding proverb, such as "some Banthas are better left unshaved."

The exact nature of "old man's" activities is intentionally left unknown and at the GM's discretion.

Tarillion space station

Tarillion Station is a legendary space station located somewhere in deep space in the vicinity to Aation and the Gree Enclave. The station is said to be thousands of years old, and to have harboured pirates, smugglers, traders and even a religious cult. At some point in the distant past it was the site of a large massacre of civlians during a war between the Old Republic and some powerful invading empire.

Whether he is a droid, an actual old man, or something else depends upon what the GM prefers. Furthermore, "old man's" involvement with the disappearance of Etirem or the nature of the *Qoulroz* is dependent upon the story that the GM makes up for these. Some suggestions could include:

- "Old man" knows who killed or kidnapped Etirem, but is either sworn to secrecy, has his own secrets that he/it doesn't want revealed, has been threatened to silence on the matter.
- "Old man" is protecting Etirem from enemies suspected to be aboard Cartol's Emporium.
- "Old man" kidnapped Etirem for his own purposes.
- "Old man" killed Etirem as revenge or for a reward paid by some, as of yet unknown party.
- "Old man" doesn't know anything for certain, but won't admit it. He has his suspicions, which could include the player characters.

XENO-TECHNOLOGY?

Krow and Sevol's tech shop isn't packed with outlandish, strange or ancient technology, quite the opposite. Most of what can be found there is somewhat dated, but neither exotic or interesting for a xenologist. So the name of the shop might seem misleading, as neither of them sell any xeno-tech. At least not over the counter to anyone coming in just asking. They do have a poster on their door however, seen as one is leaving the place, where they express interest in buying xeno-tech, for a fair price. Rumours around the ship has it that the two of them have travelled much of the *Gree Enclave* in the Veragi sector. It is generally agreed upon that they are apprentices, or partners, of Kayn Nebulous. They do not deny their knowledge of Kayn's work, but remain closemouthed about their relationship to him. This, to their exasperation, leads of course only to solidifying these rumours and beliefs.

When Carousing 🌀🌀🌀 or ✦ can be spent to learn something about Kayn Nebulous, Radier Krow and Do'og Sevol:

- When Krow and Sevol arrived they came on a ship, which captain claimed to have been to *Tarillion*.
- Kayn Nebulous is an archaeologist, salvager and tech-expert living aboard *Tarillion Station*. He is legendary among treasure hunters, explorers and salvagers. He has, supposedly, found lost relics from the Great Library on Ossus, a tooth from the Progenitor of Manaan and the Legacy of Salovan Fische. Kayn travelled for years in the unknown regions and wild space, but half a decade ago he set up shop on *Tarillion*. Today rumours says that he sells technology found, or stolen, all over the galaxy. There are a few that claim that some of this was given to him by the Gree.
- Krow and Sevol's cybernetic and medical

experimentations have resulted in a barely successful attempt to allow computer operations by use of the central nervous system through connectors in cybernetic replacement limbs, akin to an astromech's data connector. The side effects so far has been that Radier has lost his species ability to communicate with pheromones, he's partly paralysed from waist down and is effectively blind for hours at a time. Still, various cybernetic enhancements enables him to perform his job through machines and cameras as well as by using hands and computers, so even with this setback he's still an excellent droid mechanic and slicer. There are some rumours about genetic modifications performed on Sevol by some Arkanian scientist. It is said that Sevol sits on advanced blueprints stolen from this Arkanian scientist of cybernetic and genetic technology. Whether there is any truth to this remains to be seen.

- G04-M3 is the designation of the protocol droid that stands deactivated in their shop. Rumour on Cartol's Emporium range from the droid having an extremely annoying attitude, to it being some sort of assassin droid, and even some claim that it is in control of Krow and Sevol. Stories tell of some customers attempting to buy it and disappearing shortly afterwards.
- If the two of them possess any xeno-tech it is doubtful that they are selling. No one has heard of such a sale, but recently there was a rumour about them buying some old relic from some spacer. Actually buying any xeno-tech from Krow and Sevol requires negotiating a deal. To even convince the two of them that you "know" that they have xeno-tech requires acquiring some solid evidence or plausible story, and then passing an upgraded **Daunting [◆◆◆] Negotiate** or **Charm check**. Even then they might not want to trade unless they get "something more" than credits. This could include bartering for old technology, information and treasure, to missions and errands they want the potential customers to perform before any trade can commence. A second upgraded **Hard [◆◆◆] Negotiate** or **Charm check** after the agreed upon errands or trades have been concluded, will, if successful, result in Krow and Sevol agreeing to a trade, offering what they are willing to part with.

NEW ITEM QUALITIES

AUTO-FIRE FRIENDLY (PASSIVE)

Weapons with this quality add ■ when firing auto-firing.

AUTO-FIRE ONLY (PASSIVE)

Weapons with this quality can only fire on auto-fire. These weapons otherwise follow from normal auto-fire rules.

BARBED (ACTIVE)

Usable on bladed melee weapons only. An attacker dealing at least 1 Wound with a weapon with the Barbed quality can spend 🌀🌀 to deal an additional Wound to the target at the start of every round for a number of rounds equal to the weapon's Barbed rating. This bleeding wound will coagulate by itself in time, but an ally can spend an action to heal it faster by making an Easy [◆] Medicine check. The victim can spend an action to heal the bleed as well; however the Medicine check difficulty is increased to Average [◆◆]. For each additional ✷ generated on the Medicine check, the duration of the barbed weapon's effect is reduced by 1.

BLINDING (ACTIVE)

An attacker that successfully hits and deals damage with a weapon with the Blinding quality can spend 🌀🌀🌀 or ⬥ to require all creatures within Short range immediately make an Average [◆◆] Vigilance check. Additional 🌀🌀 can be spent to increase the difficulty by +◆. Failure on this check results in the creature upgrading the difficulty of all Perception and Vigilance checks three times and the difficulty of all other checks twice. This effect lasts for a number of rounds equal to the number of ▼ generated. Any number of ۞ generated can be spent by the GM to apply ■ to all checks made by affected creatures until the end of their next turn.

DOUBLE (PASSIVE)

A melee weapon with this quality requires two hands to wield, and can count as two weapons so as to qualify to be used with the two-weapon fighting rules.

DURABLE (PASSIVE)

The item is extremely durable, requiring an attacker to spend an additional 🌀 to trigger Sunder.

FRAGILE (PASSIVE)

This item is less durable than normal, any use of ▽ to damage item or an attacker using Sunder will move the item from Functional to Moderately damage. Encumbrance is decreased by 1 to a minimum of 0.

HIGH-MAINTENANCE (PASSIVE)

When reloading or when ▽ or ۞۞۞۞ are spent on a combat check, the weapon is rendered inoperable until a successful Average [◆◆] Mechanics check is made as an action.

HIGH-ENERGY CONSUMPTION (PASSIVE)

This weapon runs out of ammo when ۞۞۞ is spent on a combat check.

IMPROVED STUN SETTING (PASSIVE)

Weapons with this quality add +2 to stun damage.

QUIET (PASSIVE)

Mostly found on vibro-weapons and slugthrowers, this quality is unavailable for blaster and most energy weapons. Weapons with this quality make very little noise due to some alternate firing mechanism such as compressed gas or via a sound suppressive attachment. This quality upgrades the difficulty of Perception checks to hear the shot or activation of the weapon by one.

REACH

Weapons with this quality allow the user to attack targets at Short range. Attacks at Short range with this weapon suffer ■■ to the combat check.

SHIELDED (PASSIVE)

A weapon with this quality imposes ■■ to Perception and Computers checks when using scanners to search for weapons and other contraband.

SLOW RELOAD (PASSIVE)

This weapons requires 1 additional manoeuvre per rating to reload.

WEAK STUN SETTING (PASSIVE)

When dealing stun damage, weapons with this quality deal 3 less damage than normal.

TOOLS OF THE TRADE

"... I have guns yes, also bows and hammers, rope and boots. Have a look over there, my assistant will help you if you need any."

There is a good sized collection of vendors on *Cartol's Emporium* that offer gear, armour and weapons, however there are some that provide expertise and services beyond normal expectations. While the *Trader's Commons* can provide bulk deals, exotic items and all manners of oddities, there are some shops and vendors that provide that little extra. These are permanent residents of the *Emporium* and for one reason or another, have decided to settle on this frigate as it tours the rim for salvage, trade and new worlds.

MOBE'S

Mobe's primarily serves enterprising individuals that would prefer a signature weapon attachment, but also offers some stock made oddities not commonly found elsewhere.

Mobe is an elderly Kyuzo man and was amongst the first to set up shop on *Cartol's Emporium*. He understands Basic perfectly well, but usually communicates using his species' native language using wild gesticulations and pantomime. He has a deep love for firearms and his skills in making and modifying weapons have long since become legendary. He appears to have a good relationship with the *Qoulroz*, but avoids the Saish'trokk and Chuurdacca.

Blasters are the most common weapon in the galaxy. They come in many types and shapes, with varying levels of power, accuracy, and size. *Mobe's* offers a wide selection of the most common types and even some restricted weapons; require licensing, paper work, and an extra fee.

MOBE

When haggling and trading with Mobe use the following dice pools, these are his skills:

Cool [◆◆]
Discipline [⬡⬡⬡◆]
Negotiate [⬡◆]

BLASTER PISTOL AND RIFLES

SUB-REPEATING BLASTER

The sub-repeating blaster is a pistol sized auto-firing death machine. While considered clumsy, inaccurate, and low-powered, it can fill a small room with blaster bolts in mere seconds. Most civilized planets and ports do not allow these weapons in the hands of unlicensed citizens. These weapons use standard power packs.

Models include: Arakyd Industries ACP repeater gun. BlasTech Industries SE-14r and Safidine Industries Repeating Blaster.

SPORTING BLASTER RIFLE

The sporting blaster rifle is a fairly common sight on outer rim planets, particularly among the more well off hunters. While not as powerful as a standard issue blaster rifle, it has a longer range and is more accurate. It is ideal for hunting, being light weight and easily to carry. These weapons use normal rifle power packs.

Models include: Czerka FS-1 Farshot and Herloss HBt-4 Hunting Blaster.

SNIPING BLASTER RIFLE, HIGH-POWERED

These rifles are heavy, cumbersome, and pack an even more brutal punch than stock sniper rifles. However, the special blaster ammunition canisters are expensive and hard to find. The cost is ⟁95 for extra reloads, with a rarity of 6 and Restricted. The high-powered sniper rifle needs one prepare manoeuvre at the start of combat to power up. After activating the rifle, further prepare manoeuvres are not required.

SNIPING BLASTER RIFLE, STOCK

These rifles are heavy, cumbersome, and powerful. Their range is beyond any other rifle while still maintaining accuracy. They use normal power packs for ammunition

RANGED PROJECTILE WEAPONS

BOWS

Bows are no a common sight on civilized worlds, but assassins and other fringe elements sometimes prefer these silent death-bringers. Archaic and primitive bows can be found and have a nostalgic appear, however they are somewhat rarer than the modern compound bows. There is also a rare type of bow that fire energy bolts or arrows, similar to the bowcaster, but not as powerful.

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Sub-repeating blaster	Ranged (light)	6	4	Medium	2	2	850 (R)	6	Auto-fire, Inaccurate 1
Blaster rifle, Sporting	Ranged (heavy)	7	3	Extreme	3	3	850	5	Accurate 1, Stun setting
Sniping blaster rifle, high-powered	Ranged (heavy)	12	2	Extreme	5	3	7,500 (R)	8	Accurate 1, Cumbersome 4, Pierce 3, Prepare, Slow-Firing 1, Vicious 1
Sniping blaster rifle, stock	Ranged (heavy)	9	3	Extreme	5	4	2,000 (R)	6	Accurate 1, Cumbersome 2, Pierce 1, Slow-Firing 1

NEW SPECIES: KYUZO

Kyuzo hails from the planet Phatrong. The species largely kept to themselves, but were known for producing skilled and honourable warriors. Kyuzo warriors were renowned for their athletics prowess, being extremely fast and adept at running and jumping.

SPECIAL ABILITIES:

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

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 90 XP
- **Special ability:** Kyuzo are superior athletes and receives +■ to Athletics checks when running and jumping. They also start with one rank in the **Dodge** talent.

DART PISTOLS

Dart pistols deal negligible damage, usually negated by armour, and cannot inflict critical injuries. When activating a critical with this weapon, the dart gun does not deliver a critical injury and instead ignores up to 4 points of soak. If the weapon then causes any damage, apply any special ammunition effects. Dart pistols come in small handheld versions, as well as attached to wrists or other appendages. A fairly common feature of these weapons is the ability to be easily be taken apart for transport and secrecy. A normal handheld dart shooter imposes ■ to Perception checks to detect and the detachable model imposes ■■ to Perception checks to detect. Dart pistols have limited ammo due to their simple construction and small size. Darts are fairly common, rarity 3, and the base price for ammunition is ⚡5 per 10 darts. Darts of any type consume 1 encumbrance per 20.

TOXIC DART

This dart applies one dose of Synthetic Standard Strength Neurotoxin (*EotE page 172*) on a successful hit that deals damage.
Cost: ⚡100 (R) per shot; Rarity 8.

KNOCKOUT DART

This dart adds the Stun damage quality and applies one dose of Synthetic Standard Strength Anaesthetic (*EotE page 172*) on a successful hit that deals damage.
Cost: ⚡10 (R) per shot; Rarity 5.

ACID DART

This dart adds the Burn 3 quality and increases the base damage from 3 to 5. The Burn effect cannot be put out, but a **Hard [◆◆◆] Resilience check** negates 1 round of the acid effect on a success, plus one round per additional ✵✵.
Cost: ⚡90 (R) per shot; Rarity 6.

TRACER DART

This dart inserts a small tracking device onto armour, clothing, or other gear. This effect is triggered by spending ☢ on a successful hit. A successful **Average**

[◆◆] Perception check is required to notice the device when searching for it. Additionally, ⊛ can be spent to add +◆◆ to the difficulty of the Perception check.
Cost: ⚡20 (R) per shot; Rarity 7.

FLECHETTE LAUNCHERS

These launchers come in various sizes from shoulder mounted semi-cannons to large handheld mini-cannons. While all versions are potent against infantry, the larger versions can also carry anti-vehicle ordinance. Since these weapons are universally restricted, they are very hard to come by. Luckily for some, Mobe can acquire this for the right price and the right kind of favour.

Anti-personnel ammo for pistol costs ⚡200 for 15 extra shots, with the same rarity as the weapon.

Anti-personnel ammo for launcher costs ⚡250 for 10 extra shots, with the same rarity as the weapon.

SLUGTHROWER PISTOLS AND RIFLES

Each of these pistols and rifles use a different calibre of ammunition, allowing investigators and law enforcement to trace back to the type of weapon used based on the injury inflicted. Slugthrower weapons are also less reliable than modern blasters, but have the ability to use special kinds of ammunition to customize their damage and effect.

EXPLOSIVE ROUNDS

The slugthrower weapon gains the Blast 5 quality until ▼ is spent to run out of ammo.
Cost: ⚡500 (R); Rarity: 6

MERCY ROUNDS

The slugthrower weapon gains Stun Damage (passive) quality until ▼ is spent to run out of ammo.
Cost: ⚡250; Rarity: 4

PYRO ROUNDS

The slugthrower weapon Burn 3 quality until ▼ is spent to run out of ammo.
Cost: ⚡250 (R); Rarity: 7

WRIST WEAPONS

Wrist-mounted weapons are quiet and lethal at short range. They are frequently found on the battle armour of well-equipped bounty hunters. Some wrist-mounted weapons, like the wrist-mounted dart gun, can be hidden underneath a loose jacket or coat.

Other wrist mounted weapons include a blade shooter, miniaturized laser cannon, and rocket system. Most wrist mounted weapons can be attached to most types of armour for 1 hard point and a successful **Average [◆◆] Mechanics check**. When attached, wrist-mounted weapons cannot be involuntarily disarmed, though they are still vulnerable to Sunder.

WRIST MOUNTED DART SHOOTER

This dart gun uses the same munitions as normal dart guns. It can easily be worn underneath loose clothing with no penalty or bonus.

WRIST MOUNTED BLADE LAUNCHER

This weapon fires sharpened blades that come in a variety of shapes. The blades are commonly sold for ⚡50 for a 2-shot clip. This weapon is large, bulky, and difficult to reload.

WRIST MOUNTED ROCKET SYSTEM

This weapon has a multitude of options in terms of available munitions, as shown below. It is a common addition to the arsenal of many bounty hunters and heavily armoured mercenaries. Each type of rocket ammunition has Encumbrance 1 per rocket, making carrying capacity a priority. A special rocket bandoleer can be bought for ⚡100. Up to four rockets can be worn on a bandolier for a total of Encumbrance 2.

EXPLOSIVE ANTI-PERSONNEL ROCKET

Skill: Ranged (light)
Range: Medium
Damage: 8
Critical: 4
Qualities: Blast 6; Limited Ammo 1
Cost: ⚡400 (R)
Rarity: 6

EXPLOSIVE ANTI-VEHICLE ROCKET

Skill: Ranged (light)
Range: Medium
Damage: 10
Critical: 4
Qualities: Blast 10, Breach 1, Guided 1; Limited Ammo 1
Cost: ⚡1,500 (R)
Rarity: 6

HOLLOW-TIP NERVE TOXIN ROCKET

Skill: Ranged (light)
Range: Medium
Damage: 5
Critical: 4
Qualities: Blast 2, Gas (creatures Engaged with target

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Bows									
Archaic/primitive short bow	Ranged (heavy)	4	5	Medium	1	0	120	6	Cumbersome 3, Limited Ammo 1, Pierce 1
Archaic/primitive Long bow	Ranged (heavy)	5	4	Long	3	0	200	6	Cumbersome 4, Limited Ammo 1, Pierce 2
Modern compound bow	Ranged (heavy)	5	5	Medium	2	1	250	5	Cumbersome 2, Limited Ammo 1, Pierce 1
Energy bow	Ranged (heavy)	8	4	Long	2	2	800	6	Pierce 2
Dart pistols									
Hold-out dart pistol	Ranged (light)	3	2	Medium	0	1	300	4	Inaccurate 1, Limited Ammo 2, Quiet 2, Slow Reload 1; innate attachment: detachable barrel (2 manoeuvres)
Flechette weapons									
Flechette launcher	Gunnery	14	4	Long	7	1	9,000 (R)	8	Blast 9, Cumbersome 4, Inaccurate 2, Limited Ammo 5, Pierce 2, Slow-Firing 2, Slow Reload 2, Vicious 4
Flechette pistol	Ranged (light)	10	4	Medium	3	1	4,500 (R)	8	Blast 7, Cumbersome 2, Limited Ammo 3, Pierce 2, Slow-Firing 1, Vicious 3
Wrist weapons									
Wrist mounted dart gun	Ranged (light)	3	2	Medium	0	1	600	5	Inaccurate 2, Limited Ammo 2, Pierce 2 (4 on critical hit), Quiet 2.
Wrist mounted blade launcher	Ranged (light)	7	4	Medium	1	1	1,200 (R)	7	Barbed 2, Inaccurate 1, Limited Ammo 2, Slow reload 1
Wrist mounted rocket system	Ranged (light)	Var-ies	4	Varies	2	1	2,500 (R)	7	Limited Ammo 1, Special Ammo.
Wrist mounted laser gauntlet	Ranged (light)	7	2	Medium	1	2	2,000 (R)	7	High-energy consumption, Pierce 4, Vicious 2, Slow Reload 1

suffer the effects of Synthetic Standard Strength Neurotoxin, *EotE page 172*); Limited Ammo 1
Cost: ⚡800 (R)
Rarity: 8

HOLLOW-TIP STUN GAS ROCKET

Skill: Ranged (light)
Range: Medium
Damage: 6
Critical: -
Qualities: Blast 2, Gas (creatures Engaged with target suffer the effects of SS Anaesthetic, *EotE page 172*), Stun damage; Limited Ammo 1
Cost: ⚡600 (R)
Rarity: 6

IONIZATION BLAST ROCKET

Skill: Ranged (light)
Range: Medium
Damage: 8
Critical: -
Qualities: Blast 6, Ion; Limited Ammo 1
Cost: ⚡500 (R)
Rarity: 6

LUMABLAST ROCKET

Skill: Ranged (light)
Range: Medium
Damage: 6
Critical: -
Qualities: Blast 8, Blinding, Disorien 2, Stun damage; Limited Ammo 1
Cost: ⚡400 (R)
Rarity: 6

WRIST MOUNTED LASER GAUNTLET

The laser gauntlet packs a powerful punch and uses special reloads priced at ⚡110 for extra reloads. These canisters contain enough ammunition for 3 shots.

RANGE WEAPON ATTACHMENTS

BAYONET ATTACHMENT

The bayonet attachment is a simple upgrade to attach a short melee weapon to the long stock of a rifle. The ranged weapon to which the bayonet is attached has its Encumbrance increased by 1. The melee weapon to be added must be purchased separately from among the combat knife, vibroknife, or stun baton.
Basic Modification: The rifle can be used as a melee weapon, using the values of the attached melee weapon.
Modification Options: 1 Weapon Quality (Barbed 2) Mod (combat knife or vibroknife only).
Hard Points Cost: 1
Cost: ⚡50, plus the cost of the attached melee weapon.
Rarity: 3

BRYAR CHAMBER

This attachment allows the wielder of this weapon to charge the firing chamber prior to shooting, resulting in a greater overall discharge of energy.

Basic Modification: The user can spend a manoeuvre to increase base damage by 2, or two manoeuvres to increase base damage by a total of 4. The weapon gains the high-energy consumption quality when making use of this ability.
Modification Options: 1 Damage (+1) Mod, 2 Weapon Quality (Accurate +1) Mod.
Hard Point Cost: 2
Cost: ⚡1,400
Rarity: 6

BUILT-IN DEVICE

This attachment is a small computer and miniature receiver that can be hidden inside any weapon as a means to be able to monitor the weapon's whereabouts at all times. Installing a built-in device requires a successful Average [◆◆] Mechanics check. Tracking the location of the weapon requires a successful Easy [◆] Computers check, provided the user knows the correct transmission frequency. If the frequency is unknown, upgrade the difficulty three times.
Basic Modification: The device now transmits a tracking signal for the owner to find his or her weapon.
Modification Options: Security Lock (the owner can lock the weapon with an encryption code requires a successful upgraded Daunting [⬡◆◆◆] Computers check to break); Self-destruct mechanism (Spend ⬢ on a slicing attempt to activate or manually with timer; Skill: Mechanics, Damage 10, Crit 4, Blast 7), Remote control (use any modifications or change any setting by remote at up to Long range as a manoeuvre.)
Hard Point Cost: 2
Cost: ⚡2,500
Rarity: 6
Notes: A modification option can be purchased as a basic modification. Each modification option costs ⚡250.

DETACHABLE BARREL

An attachment often used by snipers and assassins, this modified weapon is capable of being easily taken apart for transport and put back together.
This attachment requires a successful Hard [◆◆◆] Mechanics check to apply and can only be applied to rifles.
Basic Modification: When detached, the weapon's Encumbrance is decreased by 2, and increases the difficulty for detecting the weapon once. Assembling and disassembling a rifle requires 4 Manoeuvres.
Modification Options: 3 Reduce assembly and disassembly time by 1 manoeuvre.
Hard Point Cost: 1
Cost: ⚡1,550
Rarity: 6

DOUBLE BARRELLED

A second barrel is mounted and attached to the weapon along with a large energy capacitor. This attachment can

be added to rifles and carbines and requires a successful Hard [◆◆◆] Mechanics check to apply.

Basic Modification: Weapon Quality (Linked 1) Mod, Weapon Quality (High-energy consumption) Mod, Weapon Quality (Inaccurate +1) Mod.

Modification Options: None.

Hard Point Cost: 2

Cost: ⚡1,850 (R)

Rarity: 7

EXTENDED CARTRIDGE

This attachment is for dart weapons only and increases the ammunition limitation of the dart weapon.

Basic Modification: Limited Ammo (+2) Mod.

Modification Options: 2 Limited Ammo (+2) Mod, 1 Weapon Quality (Pierce +1) Mod.

Hard Points Cost: 1

Cost: ⚡300

Rarity: 4

FEEDING MECHANISM

This slugthrower rifle attachment replaces the normal clip with a larger feeding mechanism allowing for greater rate of fire at the expense of accuracy.

Basic Modification: Weapon gains Auto-fire Quality, Increase Cumbersome +1, Inaccurate +1.

Modification Options: Weapon Quality (Auto-fire friendly) Mod, Reduce Weapon Quality (Inaccurate -1) Mod.

Hard Points Cost: 1

Cost: ⚡500

Rarity: 5

IMPROVED STUN CAPABILITIES

This attachment increases the weapon's stun setting at the cost of reduced lethal damage.

Basic Modification: Weapon Quality (Improved Stun Setting) Mod.

Modification Options: 2 increase stun damage (+1),

Hard Point Cost: 2

Cost: ⚡500

Rarity: 5

MAGENTIC HILT

This attachment uses ferrous strips sewn into gloves or armour to make it more difficult to disarm the weapon.

Basic Modification: The difficulty to disarm the weapon is increased by an additional 🜚 or ⚙.

Hard Point Cost: 1

Cost: ⚡450

Rarity: 6

RAPID RECYCLER

This attachment replaces or expands the power recycler in a weapon. It can be applied to blaster weapons only.

Basic Modification: Weapon gains auto-fire setting.

Modification Options: Weapon Quality (Auto-fire friendly) Mod, 1 Damage +1 Mod, 2 Weapon Quality (Pierce +1) Mod.

Hard Point Cost: 2

Cost: ⚡900 (R)

Rarity: 5

RECONFIGURED FORM

This attachment allows small ranged and melee weapons to be modified to look like something else; such as a data stylus, datapad, or other mundane item. The new form must be a simple item and the weapon does not have the actual capabilities of its new form. This attachment can be used on small, one-handed weapons of no more than an unmodified Encumbrance of 1. This attachment requires a successful Daunting [◆◆◆◆] Mechanics check to apply.

Basic Modification: The weapon looks like a data stylus, datapad, or some other mundane item. Add ■■ to Hard [◆◆◆] Perception checks to identify it as a weapon. The weapon's Encumbrance increase to that of the disguised item, if higher, and the weapon gains the Inaccurate 1 quality.

Modification Options: 2 Increase ■ (+1) Mod, Rudimentary functionality (as a datapad, stylus or similar), Remove Quality (Inaccurate 1) Mod.

Hard Point Cost: 1

Cost: $2,000

Rarity: 6

RETRACTABLE STOCK

The stock on a rifle may be made to be retractable or a pistol may have its stock be entirely removable. This may only be applied to blaster rifles, carbines, heavy blaster pistols, blaster pistols, and slugthrowers. Folding or extending the stock requires a Manoeuvre.

Basic Modification (rifle): When the stock is folded, the weapon can be fired using Ranged (light) skill and the

effective range is reduced to Medium due to the weight and instability of the weapon. The weapon also cannot benefit from the aim manoeuvre. With an extended stock, the rifle functions normally.

Basic Modification (carbine): The weapon's Encumbrance is increased by 1. When the stock is folded, the weapon follows normal rules. When the stock is extended, the effective range of the weapon is increased by 1 range band due to increased stability, but attacks at increased range receive ■.

Basic Modification (pistol): The weapon's Encumbrance increases by 1. When the stock is extended it provides Innate Talent (Sniper Shot), and can be fired using the Ranged (heavy) skill.

Modification Options: None

Hard Point Cost: 1

Cost: ⚡150

Rarity: 5

ROTATING GALVEN COILS

The weapon's barrel is replaced with a large rotating set of galven coil barrels. This attachment can only be added to heavy blaster rifles, light repeating blasters, and heavy repeating blasters. This attachment requires a successful Hard [◆◆◆] Mechanics check to apply.

Basic Modification: Weapon gains the auto-fire only and high energy consumption qualities. Add ■ to maintenance checks and increase Encumbrance +1.

Modification Options: Weapon Quality (Auto-fire friendly) Mod, 2 Weapon Quality (pierce +1), Remove Quality (High-energy consumption) Mod.

Hard Point Cost: 2

Cost: ⚡2,700

Rarity: 7

SONIC SILENCER/FLASH SUPPRESSOR

This detachable attachment suppresses both noise and flash on slugthrower weapons. This upgrade is easily attached or removed with a Manoeuvre.

Basic Modification: Weapon Quality (Quiet 1) Mod, reduce damage 1.

Modification Options: 3 Weapon Quality (Quiet +1) Mod, 2 Damage +1 mods.

Hard Point Cost: 0

Cost: ⚡500

Rarity: 5

TARGET MARKER

This attachment adds a laser sight to "paint" a target with one or more coloured dots. The laser can be turned on or off as an Incidental.

Basic Modification: Accurate (+1) Mod, add ■ to Stealth checks when turned on.

Modification Options: 1 Accurate (+1) Mods.

Hard Point Cost: 1

Cost: ⚡550

Rarity: 6

TARGETING SCOPE

This attachment is a precision-ground glass magnifying disk aligned with the weapon's sights. It can be attached to all rifles and pistols.

Basic Modification: Innate Talent (True Aim Rank +1) Mod.

Modification Options: Innate Talent (Precise Aim Rank +1) Mod.

Hard Point Cost: 1

Cost: ⚡850

Rarity: 5

ATTACHED DART SHOOTER

A dart gun is attached to the weapon adding silence and versatility to the arsenal. It works in every way as a dart pistol.

Basic Modification: Increase Encumbrance by 1 and the following secondary attack:

Range: Short

Damage: 3

Critical: 3 (increase Pierce value to 4)

Qualities: Pierce 2, deliver poison on an attack that deals damage, Quiet 1, Limited Ammo 2

Modification Options: Increase ammo capacity (+5) mod

Cost: ⚡450

Rarity: 6

ATTACHED GRAPPLING SPIKE

A grappling spike and a liquid cable dispenser is attached to the weapon. The grappling spike can be fired up to Medium range (50 metres) and attach itself to almost any surface.

Basic Modification: Increase Encumbrance by 1 and add the following secondary attack:

Range: Medium

Damage: 3

Critical: 4

Qualities: Ensnare 2, Pierce 1, Vicious 1

Modification Options: Increase climb speed (add ▮ or other bonus to increase vertical movement) mod.

Hard Point Cost: 2

Cost: ⚡600

Rarity: 6

WRIST CLAMP MAGNETIC HOLSTERING LOCK

The weapon is holstered by the wrist in a spring loaded mechanism. Only blasters of Encumbrance 1 can receive this attachment.

Basic Modification: Innate talent (quick draw) Mod.

Modification Options: 1 additional ■ to Perception checks to notice weapon.

Hard Point Cost: 1

Cost: ⚡250

Rarity: 6

Note: This attachment cannot be used in conjunction with the similar armour attachment.

SAISH'TROKK & CHUURDACCA

If there is anywhere on *Cartol's Emporium* where you can find a large selection of melee weapons, it is here. Known as Saish and Chu to their friends, these two are an odd combination of partners hailing from two different species with a long history of animosity between them: Trandoshan and Wookiee, respectively. Saish'trokk and Chuurdacca transcend these hateful traditions by not only working together, but going so far as to become friends.

These two joined *Cartol's Emporium* long after it embarked upon its travels, but were quickly allowed to set up shop. Their shop is close to *Trader's Commons* to draw more foot traffic and for ease of access to the oddities other shopkeepers have for sale.

Saish has a particular fondness for melee weapons; buying, selling and crafting the occasional custom weapon for customers with the time and cash to hire his services. Chu enjoys modifying weapons and discovering new and improved methods for doing so. Both are competent duellists and carry fierce reputations.

Their shop has a wide selection and is kept fully stocked. The shop provides the most commonly found melee weapons from the corners of the galaxy, as well as a few other oddities on display catering to collectors and enthusiasts alike.

Saish'trokk

When haggling and trading with Saish use the following dice pools, these are his skills:

Cool [🔴🔴]
Discipline [🔴🔴🔷]
Negotiate [🔷🔷]

Chuurdacca

When haggling and trading with Chu use the following dice pools, these are his skills:

Cool [🔴🔴🔷]
Discipline [🔷🔷]
Negotiate [🔷🔷🔷]

MELEE WEAPONS

TRADITIONAL WEAPONS

Simple bladed weapons, spears, swords, and axes, appear in most galactic cultures. Some of these have been modernized and are still in use today.

Slugthrower attachments

Slugthrower weapons as prestented in *EotE* are not very customisable. While there are not many attachments in this supplement usable with slugthrowers some are, or could be if the GM allowed. For purposes of making it enjoyable to specialise in that kind of weaponry a GM could consider increasing the number of Hard Points on the slugthrowers in the core rule book by 2 and allowing certain existing attachments also be optional for slugthrowers.

AXES

Most axes manufactured in the galaxy are equipped with the cutting edge vibration technology. However, there are still some, such as the Gamorreans, who cling to the old ways and use hand crafted axes of superior craftsmanship. While not as destructive as their modern day equivalents, these simple weapons still cause grievous bodily harm when wielded by a competent combatant. They come in one-handed and two-handed variants. Some axes are simple looking and utilitarian, while others are beautiful and elegant works of craftsmanship, fit for ceremonies and rituals, as well as combat.

SPEARS

Perhaps the oldest manufactured weapon, the spear is simple to make and deadly in the hands of a skilled combatant. The unpowered varieties are no match for modern powered equivalents, nor most other modern and powered melee weapons, but have a unique charm to those who appreciate their history and are sometimes wielded as a status symbol.

SWORDS

Swords of one type of another have existed for millennia. Curved or straight, one-handed or two-handed, long or short; swords come in countless variety, but all are deadly. The unpowered modern swords vary in design and look, but they are all unmatched tools in hand-to-hand combat. While many cultures consider these types of weapons to be relics of a bygone era, some nobles and collectors still carry these as a symbol of station, wealth or skill. Additionally, some cultures keep the use of bladed weapons in frequent use, such as the Ryyk blade of the Wookiees and the Tehk'la blade of the Nagai. The Tehk'la blades are knife-sized vicious blades, able to cause terrible wounds. The Ryyk blades of the Wookiees come in a variety of styles, both one-handed and two-handed, all custom made by the user.

POWERED AND VIBRO WEAPONS

Vibration technology has made bladed weapons in the modern day far more effective than their ancient counterparts. While purists may choose the unpowered and traditional styles, most serious melee combatants will pick a variant enhanced with vibration technology. When it comes to bludgeoning weapons, an equivalent powered technology exists to make for brutal and dangerous weapons.

UNCOMMON WEAPONS

In addition to the bladed and bludgeoning weapons that have become widespread throughout the galaxy, more exotic forms of weaponry can be found.

WHIPS

These weapons come both in powered and unpowered varieties. Mostly used by slavers and animal handlers,
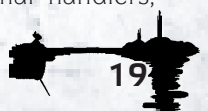
they are a rare sight in other situations. This weapon can be effectively used to cause fear and pain without inflicting any permanent damage. The unpowered varieties may only cause minimal damage against an armoured opponent, but an adept wielder can entangle and disarm his opponent at a distance.

An attacker may wield a whip so as to maximize its damaging potential, increasing the base damage by 1, but applying bb to check from the cumbersome method of use. Powered whips generally cause more damage with the addition of coursing electrical currents through the whip. Most powered whips have two settings; one for subjugation and pain, the other to maim and kill. A powered whip set for subjugation reduces its base damage by 1, but grants b to the wielder on Coercion checks.

MELEE WEAPON ATTACHMENTS

Chu has a wide selection of attachments for melee weapons and can even do the work himself. He also has a forge to craft new weapons and apply some of the more extensive attachments and modifications that he offers to reliable customers.

BAYONET ATTACHMENT

The bayonet attachment is a simple upgrade to attach a short melee weapon to the long stock of a rifle. The ranged weapon to which the bayonet is attached has its Encumbrance increased by 1. The melee weapon to be added must be purchased separately from among the combat knife, vibroknife, or stun baton.

Basic Modification: The rifle can be used as a melee weapon, using the values of the attached melee weapon and increasing the base damage by 1.

Modification Options: 1 Weapon Quality (Barbed 2)

Mod (combat knife or vibroknife only).

Hard Points Cost: 1

Cost: ⚡50, plus the cost of the attached melee weapon.

Rarity: 3

BESKAR'GAM BONDING

Some melee weapons can be reinforced with the rare beskar'gam ore to increase its hitting power. This attachment requires a successful upgraded Daunting [◆◆◆⬡] Mechanics check to apply.

Basic Modification: Weapon Quality (Durable) Mod, Add cumbersome 3 (or increase existing +1).

Modification Options: 2 Damage (+1) Mod, Weapon Quality (Cortosis) Mod, 3 Weapon Quality (Barbed +1: may only be applied to bladed weapons) Mod.

Hard Point Cost: 2

Cost: ⚡20,000

Rarityttt: 8

BUILT-IN DEVICE

This attachment is a small computer and miniature receiver that can be hidden inside any weapon as a means to be able to monitor the weapon's whereabouts at all times. Installing a built-in device requires a successful Average [◆◆] Mechanics check. Tracking the location of the weapon requires a successful Easy [◆] Computers check, provided the user knows the correct transmission frequency. If the frequency is unknown, upgrade the difficulty three times.

Basic Modification: The device now transmits a tracking signal for the owner to find his or her weapon.

Modification Options: Security Lock (the owner can lock the weapon with an encryption code requires a successful upgraded Daunting [◆◆◆⬡] Computers

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Axes									
One-handed axe	Melee	+1	4	Engaged	2	2	175	3	Cumbersome 2, Disorient 2
Two-handed axe	Melee	+2	4	Engaged	3	2	300	4	Cumbersome 3, Disorient 2, Vicious 1
Spears									
Long spear	Melee	+2	4	Engaged	3	1	80	4	Pierce 2, Reach
Swords									
Modern longsword	Melee	+2	4	Engaged	1	2	150	5	Defensive 1
Ryyk blade	Melee	+3	3	Engaged	3	3	700 (R)	7	Cumbersome 3, Pierce 2, Vicious 2
Tehk'la blade	Melee	+1	2	Engaged	1	2	7,500	9	Barbed 2, Pierce 3, Vicious 1
Vibrobayonet	Melee	+1	2	Engaged	1	0	250	4	Pierce 2, Vicious 1. Innate attachment: Bayonet
Vibrorapier	Melee	+2	2	Engaged	2	3	950	5	Defensive 1, Pierce 2, Quiet 1, Vicious 1
Vibrosword, double	Melee	+2	2	Engaged	4	3	1,600	6	Cumbersome 2, Defensive 1, Double, Pierce 2, Vicious 1, Innate attachment: Doubled
Whips									
Whip, neuronic	Melee	+2	5	Engaged	2	1	700 (R)	6	Ensnare 4, Knockdown, Stun Setting
Whip, normal	Melee	+2	-	Short	2	0	100	4	Ensnare 2, Knockdown, Stun Damage.
Bludgeoning									
Power hammer	Melee	+4	4	Engaged	4	2	850	5	Concussive 1, Cumbersome 4, Knockdown, Vicious 2
Vibroknucklers	Brawl	+1	2	Engaged	1	1	250	5	Disorient 4, Pierce 1, Vicious 1

check to break); Self-destruct mechanism (Spend ⬙ on a slicing attempt to activate or manually with timer; Skill: Mechanics, Damage 10, Crit 4, Blast 7), Remote control (use any modifications or change any setting by remote at up to Long range as a manoeuvre.)

Hard Point Cost: 2
Cost: ⚡2,500
Rarity: 6

COLLAPSIBLE

This is not so much an attachment as a remodelling of the melee weapon. With a flick of the wrist, the small metal box, cube, or cylinder unfolds into a full sized vibrosword, vibroknife, vibro-axe, stun baton or similar. This attachment requires a successful Hard [◆◆◆] Mechanics check to apply.

Basic Modification: The weapon's Encumbrance when collapsed is decreased by 1 to a minimum of 0. When unfolded, Encumbrance is as per usual. Attempts at hiding the weapon receives ■. Unfolding the weapon is an Incidental.

Modification Options: Decrease Encumbrance (-1; minimum 0) Mod, Weapon Quality (Shielded) Mod.

Hard Points Cost: Encumbrance of weapon -1, to a minimum of 0.

Cost: Twice weapon cost, in addition to the base cost of purchasing the weapon

Rarity: 5

COUNTERWEIGHT

A counterweight attached below the grip makes the weapon easier to swing. Can only be applied to melee weapons with the Cumbersome quality.

Basic Modification: Reduces the Cumbersome rating by 1.
Modification Options: Reduce Enumbrance by 1 to a minimum of 1.
Hard Point Cost: 1
Cost: ⚡350
Rarity: 5

DOUBLED

A second blade or other striking surface is attached to the opposite end of the weapon. The weapon now requires two hands to wield.

Basic Modification: Weapon Quality (Double) Mod, Increase Encumbrance (+1) Mod, Gain/Increase Cumbersome (2/+1) Mod.

Modification Options: Weapon Quality (Defensive +1) Mod, Reduce Cumbersome (-1) Mod.

Hard Point Cost: 1
Cost: Weapon base cost, plus an additional $100.
Rarity: 6 or same as weapon, whichever is higher.

DURASTEEL BONDING

Durasteel is applied in a thin layer upon any bladed melee weapon's striking surface. This reinforces the weapon's durability and power. This attachment requires a Daunting [◆◆◆◆] Mechanics check to apply.

Basic Modification: Weapon Quality (durable) Mod.
Modification Options: 1 Weapon Quality (Vicious +1) Mod, 1 Damage (+1) Mod.
Hard Point Cost: 1
Cost: ⚡2,000
Rarity: 6

MAGENITC HILT

This attachment uses ferrous strips sewn into gloves or armour to make it more difficult to disarm the weapon.

Basic Modification: The difficulty to disarm the weapon is increased by an additional 🟣 or 🟠.

Hard Point Cost: 1
Cost: ⚡450
Rarity: 6

RECONFIGURED FORM

This attachment allows small ranged and melee weapons to be modified to look like something else; such as a data stylus, datapad, or other mundane item. The new form must be a simple item and the weapon does not have the actual capabilities of its new form. This attachment can be used on small, one-handed weapons of no more than an unmodified Encumbrance of 1. This attachment requires a successful Daunting [◆◆◆◆] Mechanics check to apply.

Basic Modification: The weapon looks like a data stylus, datapad, or some other mundane item. Add ■■ to Hard [◆◆◆] Perception checks to identify it as a weapon. The

weapon's Encumbrance increase to that of the disguised item, if higher, and the weapon gains the Inaccurate 1 quality.

Modification Options: 2 Increase ■ (+1) Mod, Rudimentary functionality (as a datapad, stylus or similar), Remove Quality (Inaccurate 1) Mod.

Hard Point Cost: 1

Cost: ⚡2,000

Rarity: 8

REINFORCED MOLECULAR EDGE

The edge of the weapon has been sharpened on a subatomic level. This attachment can only be used on edged melee weapons.

Basic Modification: Weapon Quality (Sunder) Mod.

Modification Options: 1 Weapon Quality (Pierce +1) Mod, 1 Damage +1 Mod.

Hard Point Cost: 2

Cost: ⚡1,600

Rarity: 6

TIN-TIC AND PON-DIN'S

Tin-tic and Pon-din are two robed Jawas speaking fluent, eloquent, and posh Basic. They sell various goods and artefacts not offered by any of the other shops aboard *Cartol's Emporium*; scrolls, books, shiny stones, jewellery, oddly shaped pieces of wood, strange old weapons, exotic medicines, and even poison.

Tin-tic is usually dressed in stylish yellow robes with blue gloves. She speaks slowly and deliberately, has a welcoming attitude, and is always eager to sell. For astute customers that know what they want and are not window shopping, she will answer customer's probing questions, refrain from speaking in her usual condescending tone, and will show her best wares. Tin-tic has responsibility over the more obviously practical tools, such as weapons and instruction manuals.

Medicine, exotic wares, and esoteric baubles are left for Pon-din to take care of. Pon-din has a raspy voice, speaking clearly and quickly. He is dresses opposite Tin-tic with stylish blue robes and yellow gloves. Pon-din usually sits far in the back of their den and rarely interacts with customers. When he must speak with patrons, it is a strain for him. He comes across as uninterested in selling, buying, or informing clients. If he didn't need the money, Pon-don would not to have any customers at all.

A common denominator of these two Jawa proprietors is their increased attention and respect for the customers who know what they are looking for, what they are talking about, and are not going to waste Tin-tic and Pon-din's time.

Tin-Tic

When haggling and trading with Tin use the following dice pools, these are his skills:

Cool [◆◆◆]
Discipline [⬡⬡◆]
Negotiate [⬡⬡◆]

Pon-Din

When haggling and trading with Pon use the following dice pools, these are his skills:

Cool [⬡◆◆]
Discipline [⬡⬡◆]
Negotiate [◆◆◆]

EXOTIC WEAPONS

CATHAR WARSTAFF

These ancient weapons are double-bladed swords with folding blades for storage when not in use.

GARROTTE

A garrotte is a simple, reinforced length of roe used by assassins to strangle their foes. On a successful attack with a garrotte, ✦✦ can be spent to deal Strain damage instead of Wounds. On a successful attack with a garrotte, ✦✦✦ can be spent to gain Pierce 4 for the attack. A creature hit by a garrotte begins to suffocate during the next round, or continues to suffocate if already so afflicted. For each round an attacker successfully uses a garrotte against an opponent, he or she gains a cumulative ■ to all subsequent combat checks with the garrotte.

❂❂❂ can be spent on a combat check with a garrotte to break the garrotte, rendering it useless.

LIGHTFOIL

The Lightfoil is a rare weapon, found most commonly in the Tapani Sector where "Saber Rakes" duel with these for honour and other decadent values wealthy nobles and romantics fight for. The lightfoils found today come in various styles and qualities. Common to them all is their fine craftsmanship and elegant hilts made of exotic materials.

When activated, a blade of energy appears, reminiscent of the Lighsaber of the Jedi. Lightfoils come in many different makes and models; some designed for swift strikes, others with a more defensive design such as reinforced basket hilts cross guards. No two are identical, except for the occasional paired set of dual set blades. The Lightfoil uses the Lighsaber skill on attacks.

MOLECULAR STILETTO

This weapon has the appearance of a data stylus, and only a successful Daunting [◆◆◆◆] Perception check will reveal its true nature. A perfect assassin's tool, it is a good emergency contingency for the scheming bureaucrat or haunted criminal.

RAZOR DISC

This is an-old fashioned thrown weapon of sharpened steel. Razor discs come in many different shapes, but all are razor sharp and usually have serrated edges. The mysterious Zeison Sha culture used weapons like these in conjunction with their formidable telekinetic abilities.

WAN-SHEN

Favoured by the Matukai, this blade is a rather large, 2 metres tall, halberd-like lightweight weapon. Both ends of the Wan-Shen are effective as weapons; one end a blade and the other end a bludgeoning staff. No two of these weapons are alike, similar to the Lightfoil, but all Wan-Shen are embossed with complex decorative patterns and crafted in a more personal way. The Wan-Shen isn't used for show, ceremony, or status, but is seen as a complex signature reflecting the personality of the wielder. A common modification is to make the weapon disassemble easily into smaller parts, for ease of transport and storage.

ZENJI NEEDLES

Appearing as hair ornaments, these weapons come in sets of two, three, or four. To identify these weapons for that they are, as observer must succeed at a Daunting [◆◆◆◆] Perception check. A closer inspection of them, if one is familiar with the nature and existence of these weapons, adds ▢ to the Perception check. These hair needles are designed to be used as thrown weapons. If used in melee, decrease the base damage by 1. Zenji Needles will break by spending ❁❁❁ or ▽ when used in melee.

ZHABOKA

An ancient ceremonial weapon of the Zabrak, this weapon has evolved over time, maintaining its reputation as a fearsome and deadly weapon in modern times. The Zhaboka is similar to a double-bladed sword, but is much lighter and its smaller blades allow a unique fighting technique benefiting smaller and quicker combatants. This weapon requires two hands to wield.

POISONS, DRUGS AND MEDICINE

MEDICAL MANUALS

Two main types of medical manuals exist; the first covers basic first aid, and the second covers life-saving treatment guidelines.

The basic first aid manual provides ▢▢ to all Medicine checks used for healing Wounds.

The life-saving treatment guidelines provide ▢▢ to all Medicine checks used for healing Critical Injuries.

Only one of these manuals may be used at any one time and may only be used once per patient per injury.

Price: ⚡250 (basic first aid), ⚡450 (life-saving treatment guidelines).

Rarity: 5

Encumbrance: 1

STUN RELIEF ADRENAL STIMPACK

These stimpacks contain an assortment of chemicals to heighten awareness, stimulate concentration, and numb pain. These stimpacks do not heal Wounds, but instead remove 5 Strain per application. They are limited in their use as a typical stimpack would be with diminishing returns after the initial use. The penalties for using multiple stimpacks of different types is cumulative; for example, using one standard stimpack and then using one stun relief adrenal stimpack will heal 5 Wounds and 4 Strain. Excessive use of stun relief adrenal stimpacks will also in incur long-term penalties, such as reduction in Strain Threshold or additional Obligation (addiction), though the precise definition of excessive use if left to the GM's discretion. Using a stun relief adrenal stimpack requires a Manoeuvre.

Price: ⚡40

Rarity: 4

Encumbrance: 0

SMELLING SALTS

Produced in various forms, colours, and smells; this medical substance is effective to rouse an individual from an incapacitated and unconscious state. This is a fairly

Name	Skill	Dam	Crit	Range	Enc	HP	Price	Rarity	Special
Cathar warstaff	Melee	+2	3	Engaged	2	2	1,200	7	Defensive 1, Double, Vicious 2. Innate attachment: Collapsible
Garrotte	Brawl	3, special	3	Engaged	0	0	50	3	See description
Lightfoil, defensive	Lightsaber	7	2	Engaged	1	0	8,500 (R)	9	Defensive 1, Pierce 6, Sunder, Vicious 1
Lightfoil, offensive	Lightsaber	7	2	Engaged	1	0	8,500 (R)	9	Accurate 1, Pierce 6, Sunder, Vicious 1
Molecular stiletto	Melee	+1	2	Engaged	0	0	700 (R)	7	Pierce 4, Vicious 2
Razor disc	Ranged (light)	+1	3	Short	1	1	550	6	Barbed 2, Pierce 1, Sunder
Wan-Shen	Melee	+3	3	Engaged	3	3	1,200	7	Defensive 1, Double, Pierce 2
Zenji needles	Ranged (light)	+2	2	Short	0	0	1,500 (R)	7	Fragile, Pierce 3, Vicious 1
Zhaboka	Melee	+2	3	Engaged	3	3	900	7	Barbed 3, Double, Pierce 2, Vicious 1

common substance, often found in a well stocked medical bag carried by medics and doctors. One container of smelling salts is small and is potent enough for numerous uses.

Using the smelling salts requires an action and will rouse an individual from unconsciousness. Smelling salts also removes any strain on the unconscious individual to one point below his or her Strain Threshold. The smelling salts can only be used once per scene per person. Further attempts will be ineffectual.

Price: ⚡80
Rarity: 4
Encumbrance: 0

HISHAM 2013

TRUTH SERUM

This substance is very rare and produces highly unpredictable results. Truth serums are effective on most species, but the results are not always as expected. This substance needs to be ingested or injected directly into the victim. Any attempts by recipient of the serum to speak untruthfully requires a **Cool** or **Discipline check**. The serum comes in various strength levels, which sets the difficulty of the check, this is further upgraded by the opponent's **Rank** in either **Presence** or **Willpower**. A successful **Resilience check** will add 🟦 to the drugged character's **Cool** or **Discipline check**.

WEAK SERUM

Hard [◆◆◆] check
Price: ⚡1,500 (R)
Rarity: 7
Encumbrance: 0

STANDARD SERUM

Daunting [◆◆◆◆] check
Price: ⚡4,500 (R)
Rarity: 7
Encumbrance: 0

STRONG SERUM

Formidable [◆◆◆◆◆] check
Price: ⚡7,500 (R)
Rarity: 8
Encumbrance: 0

PERFECT SERUM

Impossible [⬠◆◆◆◆] check
Price: ⚡11,500 (R)
Rarity: 11
Encumbrance: 0

⟐ on a successful check will enable the recipient to twist the truth, but not outright lie.

ODDITIES AND ARTEFACTS

ANCIENT SCROLLS AND TOMES

These artefacts vary widely in size, topic, and reliability, but all share a high rarity and cost. Tomes and scrolls will offer information on legends, myths, lost knowledge, species, planets, and so on. These texts due, however, suffer from not having the most up to date information from modern technology.

Price/Rarity: ⚡200 to ⚡2000/6 to 10
Benefit: Ancient scrolls and tomes grant the reader 🟦 to 🟦🟦 when making a Knowledge skill check in a field related to the subject of the text; such as exotic species for Knowledge (Xenology); Force traditions for Knowledge (Lore); and Unknown Regions or Wild Space for Knowledge (Outer Rim).

CATHAR WAR MASK

A very rare item, the Cathar war masks have been spread all over the galaxy after the sacking of the planet of Cathar many centuries ago. These masks were traditional to wear during times of war and duels. Today, they catch a good price in most auctions and collectors pay handsomely for one of these masks.

Aside from historical value, these masks are fearsome to behold. Any **Coercion checks** made wearing one of these is upgraded once. **Leadership checks** receive 🟦 in combat where the enemy can see the wearer.

Price/Rarity: ⚡3,500/9(R)

HYPNOTIC CHARM

These charms are usually made of some shiny metal or pretty stone. Most of them are used by charlatans, quacks and conmen to hypnotize or "treat" some poor impressionable soul from whatever ailment they can pass off as believable. If the user of the charm succeeds on a **Skulduggery check opposed by target's Vigilance**, add ▣ to **Charm**, **Deception** or **Negotiate checks** with the target. There are also rumours of charms such as these with supernatural properties. Such charms grant ▣ to any skill checks made in conjunction with the Influence Force power.

Price/Rarity: $200 to $500/5

RESONATING CRYSTALS

These crystals and gems comes in a variety of colours and shapes. Most are no larger than 5 centimetres long and half as wide. Their abilities are unknown to modern science, but Force-sensitive beings will feel attracted to these crystals. These crystals' primary use is in constructing a new lightsaber or lightfoil. Good quality crystals will grant ▣ to skill checks made in the construction of such weapons, whereas poor quality crystals will impose ▪ to construction. Crystals of the purest quality will also provide other tangible benefits to the weapon they inhabit, such as the Accuracy, Defensive or Deflecting properties. Truly unique and powerful crystals provide additional ● or ○ when activating force powers, or other uses of the Force die at the GM's discretion.

Price: ⚡7,000+/9(R).

THE VISER N'AXAN BAZAAR

Viser is a genuine Devaronian salesman, conman and, oddly enough, an armour smith. He comes from a long line of armour smiths; his great grandfather was once the head of a large company based on Devaron, N'axan Protective Inc. Shortly before the Clone Wars, the company was dissolved. The exact cause and nature of the facts is something no N'axan has ever spoken freely about.

Viser is the last of the family line of smiths. Having no offspring, he has taken on a Gamorrean apprentice named Durmugsh Grussom. The two of them run shop underneath the main hangar bay of Cartol's Emporium. Here they also make new armour, buy old and used armour, and sell all that they can.

Viser is a shrewd business man, and he is very disappointed in Durmugsh's ever-present sense of ethics.

He keeps Durmugsh with him, because he's an extremely competent metal worker and metallurgist, though you would never hear Viser admit it publicly. Together they are able to make and modify armours with a hefty profit, as long as Viser manages to get to the customers before Durmugsh. Durmugsh's demeanour is usually friendly, but he is a proud craftsman and will take any slight and criticism of his work deeply personal; the result can either be a proper beating, or a depressed Gamorrean not willing to do any work at all.

Besides the items listed below, any armour except the personal deflector shield found in *EotE* (page 169) can be bought at *The Viser N'axan Bazaar*.

Viser N'axan

When haggling and trading with Viser use the following dice pools, these are his skills:

Cool [⬡⬡◆]
Deception [⬡⬡◆]
Discipline [◆◆◆]
Negotiate [◆◆◆]

ARMOUR TYPES

Below is a list of less common, and some rare, types of armour that can be found at *The Viser N'axan Bazaar*.

BESKAR'GAM ARMOUR

These armours come in various models and are almost exclusively of Mandalorian design and appearance. Their distinctive look and reputation gives the wearer of these armours an edge concerning social encounters, granting ▣ to **Negotiation** and **Coercion** against those who respect or fear the Mandolorians and impose ▪ or ▪▪ to **Negotiation** and **Coercion** checks against who have disdain for the ancient warrior culture.

These armours usually also come with a Vacuum seal attachment already in place, as presented below, without any effect on listed hard points or cost.

CLIMBSUIT

These suits come with some combination of anti-friction pads, suction cups, rope, and climbing karabiners. They assist in climbing and reduce the risk of falling. The suits are usually too bulky to combine with other armour, but can be worn underneath heavy clothing, though their Soak values do not stack.

COMBAT SUIT

The suits are heavily reinforced and padded suits of armour that come with an open or closed helmet and small emplacement points for grenades, ammo and a stimpack. The design of the combat suit and the emplacement points allows the wearer to produce such items for use to an Incidental.

COMMANDO SUIT

Commando suits are dark, well-made protective suits of armour complete with noise reduction fabrics, a polymer

fabric which reduces light reflection, and a visored helmet. An emplacement point has been placed in the throat for used with a separately purchased activated comlink for ⚡250 credits.

ENVIRONMENTAL ARMOUR

A combination of combat and environmental protective gear including a helmet with a built-in breath mask. This armour comes in many variants, the most famous type worn by Ubese bounty hunters.

LIGHT BATTLE ARMOUR

A much lighter variant of the medium battle armour, this model has less protective material, but still enough room for modifications to turn it into a formidable piece protective equipment.

MEDIUM BATTLE ARMOUR

A much lighter variant of the heavy battle armour, this model has less protective material, but still enough room for modifications to turn it into a formidable piece protective equipment.

SHADOWSUIT

This suit offers minimal protection against weaponry, but is made from a highly specialized polymer that reflects barely any light. It comes with a tight fitting hood and facial mask.

THINSUIT

This suit is made of an ultra-thin, hyper elastic smart-material. It can be worn underneath other armour or normal clothing. It protects equally well against cold and hot environmental conditions, but is of little use against radiation, flames, energy weapons or kinetic force.

UTILITY SUIT

A jumpsuit similar to that which most mechanics wear, the utility suit comes in various version, som which can be worn over or under other armour.

ARMOUR ATTACHMENTS

ABLATIVE COATING

This attachment adds ablative material and technology to increase energy dispersal for better protection. It increases protection only against blaster, laser and other energy-based attacks, and does not reduce the kinetic energy of slugthrowers and melee weapons. This attachment can only be applied to battle armours, padded and laminate armour, commando and combat suit, and environmental armour.

Basic Modification: Increase Soak against energy attacks only (+1) Mod.

Modification Options: None

Hard Point Cost: 1

Cost: ⚡1,800

Rarity: 8

Notes: Cannot be combined with Kinetic dampeners or Armorplast.

ARMORPLAST

This upgrade replaces durasteel and other defensive material with modern high-tech Armorplast or similar lightweight, high-cost materials. This attachment can only be applied to battle armours, padded armour, laminate armour, commando suits, combat suits, and environmental armour.

Basic Modification: Reduce encumbrance by 2 to a minimum of 1.

Type	Defence	Soak	Price	Enc	HPs	Rarity	Special
Beskar'gam, medium	1	1	30,000 (R)	4	3	8	Cortosis, Durable. Cannot receive the Armorplast upgrade. Vacuum seal attached.
Beskar'gam, heavy	1	2	35,000 (R)	6	4	8	Cortosis, Durable. Cannot receive the Armorplast upgrade. Vacuum seal attached.
Climb suit	0	1	600	4	1	5	Upgrade climb checks once. Risk of falling requires one more ⚙ than normal.
Combat suit	1	1	900	3	0	3	Has attachments for ammo, grenades and the like; negate Enc for up to 2 grenades, 1 extra reloads and 1 stimpacks.
Commando suit	1	1	1,800 (R)	3	2	6	Add ■ to stealth. Can be sealed like heavy battle armour as per EotE beta book.
Environment armour	1	1	2,200	4	2	6	Counts as Adverse Environment Gear and breath mask in all environments.
Light battle armour	1	1	1,500	4	2	6	Can be sealed like heavy battle armour as per EotE beta book.
Medium battle armour	1	1	2,500	5	3	6	Can be sealed like heavy battle armour as per EotE beta book.
Shadow suit	0	1	1,200	3	0	6	Add ■■ to Stealth checks.
Thinsuit	0	0	600	1	0	4	Decrease Resilience difficulties for heat and cold effects once. Ignore ■ from such effects also. Can be worn underneath other clothes and armour.
Utility suit	0	1	250	3	0	2	Increase encumbrance threshold by 3

Modification Options: 1 Add/increase defence (+1) mod.

Hard Point Cost: 1

Cost: ⚡1,500

Rarity: 7

Notes: Cannot be combined with Kinetic dampeners or Ablative coating.

BESKAR'GAM BONDING

Some armour can be reinforced or have some of its component parts replaced with the beskar'gam steel for better and heavier protection. Only the heaviest of armour types are capable of supporting this attachment. This attachment requires a **Formidable [◆◆◆◆◆] Mechanics check** to apply.

Basic Modification: Durable, Increase Encumbrance by 1.

Modification Options: 1 Increase Defence (+1) Mod, Armour Quality (Cortosis) Mod.

Hard Point Cost: 2

Cost: ⚡20,000 (R)

Rarity: 9

Notes: Cannot be combined with Armorplast, Kinetic dampeners or Ablative coating.

BIORESPONSIVE UNDERLAY

A layer of bio-responsive material inside the armour provides continuous injections of small amounts of a specially tailored stim solution.

Basic Modification: Remove 1 wound at the end of every encounter. Additionally, when recovering from strain at the end of combat, rolling either Discipline or Cool, each ⚖ recovers 1 wound.

Modification Options: Supportive underlay provides ▮ to Medicine checks to heal Critical Injuries, 2 Innate talent (Second Wind +1) Mod.

Hard Point Cost: 2

Cost: ⚡4,500

Rarity: 7

BODY GLOVE, ADVANCED

An improved and very advanced climate controlled body glove and breath mask allows operation in uncomfortably cold or warm climates and toxic conditions.

Basic Modification: Ignore up to ▮ due to heat and cold, ignore airborne toxins and gas due to integrated breath mask (12 hours). Also has 2 hour re-breather capabilities for water submersion and backup in case breath mask fails.

Modification Options: None

Hard Point Cost: 1 (0 if replacing laminate or battle armour body glove)

Cost: ⚡2,500

Rarity: 5

BODY GLOVE, BASIC

This climate controlled body glove allows operation in uncomfortably cold or warm climates. This is no substitute for vacuum seals. For an additional ⚡1000, a basic body glove can be added without using a hard point in a commando suit, heavy battle armour, laminate armour, medium battle armour, and light battle armour.

Basic Modification: Ignore up to ▮ from extreme climate conditions due to heat or cold.

Modification Options: None

Hard Point Cost: 1 (0 if replacing laminate or battle armour body glove).

Cost: ⚡1,000

Rarity: 4

EMERGENCY MEDICAL SUITE

When triggered, these sensors will immediately initiate a resuscitation attempt by injecting the wearer with a sizeable quantity of stimulants and pain killers.

Often used by loners and bounty hunters, this armour attachment has proven invaluable to get that last little edge in case of the worst.

Base modifiers: The armour can store two stimpacks inside a special compartment, connected to tubes and injectors inside the armour. When the wearer suffers damage that exceeds his or her Wound Threshold, the system automatically injects the wearer with all stored stimpacks. Reloading the stimpacks requires 3 manoeuvres.

Modification options: 1 Increase stimpack storage (+1 stimpack) mod, 1 Improved dosage system (recipient of stimpack injection can receives one more before reducing the effect of the stimpack solution – applies only to medical suite injections) Mod, 1 Improved stimpacks (stimpacks heal +1 point), 1 Medical array (upgrade medical tests on wearer once due to diagnostic readouts) Mod.

Hard Points: 2

Cost: ⚡12,500 credits

Rarity: 8

Notes: Modifications options for this attachment have increased prices: Improved Dosage system costs ⚡1,500; Improved stimpacks costs ⚡900; Medical Array ⚡500.

INSULATED UNDERLAY

An insulated layer that protects organics from stun effects and droids and cyborgs from ion damage

Basic Modification for organics: Increase armour's Soak value against Stun and Ion attacks by +1.

Modification Options: 1 Innate Talent (Resolve +1) Mod.

Hard Point Cost: 1

Cost: ⚡2,500

Rarity: 6

INTEGRATED EQUIPMENT

Datapads, comlinks, tools, even weapons can be added to the armour with this attachment. This upgrade includes a small power-pack or series of micro-generators that can power the equipment. Reloading the power system requires a special power pack that costs twice the normal reload amount for that particular weapon. Reloading also reuires an action. Normal equipment will usually not run out of power, but the GM may spend ⬦ or ⟐⟐⟐⟐ to have the equipment run prematurely out of power. Power packs costs ⚡40 credits for normal integrated gear, such as datapads.

The difficulty to attach a piece of equipment in this manner is equal to ◆ per total number of items installed. Attaching a handheld comlink to the wrist or helmet of a set of armour does not require this attachment.

Basic Modification: Integrated power pack for 2 Encumbrance worth of equipment.

Modification Options: 2 Add weapon emplacement (+2 Encumbrance weapon only) Mod, 3 Add equipment slots (+1 Encumbrance).

Hard Point Cost: 1 (modifications requires further 1 hard point per 2 Encumbrance)

Cost: ⚡5,500 (modifications have increased cost of ⚡250 per mod instead of the normal ⚡100)

Rarity: 9

Notes: Weapons attached in this way do not use the normal ranged attack skills and instead use the Gunnery skill. Also, the encumbrance value of integrated equipment is reduced by -2 to a minimum of 1. Up to 3 pieces of equipment with 0 Encumbrance can be installed as a single piece of equipment with Encumbrance 1.

KINETIC DAMPENERS

This attachment adds padding for increased kinetic protection. Its protection works only against physical melee weapon, slugthrowers, and falling damage. This attachment can only be applied to battle armours, padded armour, laminate armour, commando suits, combat suits, and environmental armour.

Basic Modification: Increase Soak versus kinetic attacks (+1) Mod.

Modification Options: None.

Hard Point Cost: 1

Cost: ⚡1,200

Rarity: 8

Notes: Cannot be combined with Ablative coating or Armorplast.

RADIATION SHIELDING SYSTEM

This shielding system protects the wearer from harmful radiation.

Basic Modification: Reduces the difficulty of Resilience checks made to resist radiation and extreme heat (not flames or fire) by ◆. Remove up to ■■ on checks made due to extreme heat or radiation exposure.

Modification Options: None

Hard Point Cost: 1

Cost: ⚡4,500

Rarity: 5

STEALTH REFLEC POLYMER

The armour is coated in a reflective polymer that hides the wearer in a particular environment. When the wearer is in the chosen environment type, such as snow-covered, he or she gains the listed bonus.

Basic Modification: Add ■■ to Stealth checks.

Modification Options: None.

Hard Point Cost: 1

Cost: ⚡2,800

Rarity: 7

Notes: Cannot be combined with Optical Camouflage system (*EotE page 126*), or other armour/clothing already possessing bonuses to the Stealth skill.

SUBMERSIBLE SEALS

This attachment is an advanced version of the body glove and a toned-down version of vacuum seal, it includes a breath mask with respiration tanks, re-breather, and high-end pressure resistance. It also comes with fins and small water-jets that can easily be installed. A successful Average [◆◆] Mechanics check is needed to apply. This attachment functions at a maximum depth of 100 meters and has 12 hours respiration fuel, plus 3 hour emergency re-breathers.

Basic Modification: Reduce ■■ due to cold conditions when submerged in water and treat water as normal terrain. Add ■ to Athletics checks made to swim.

Modification Options: 1 Increase Boost (additional ■) Mod, Water-jets (gain underwater speed 2) Mod, 2 Pressure-upgrade (+100 meter depth) Mod, Improved respiration fuel storage (+8 hours respiration, +2 hours re-breather) Mod.

Hard Point Cost: 2

Cost: ⚡5,500

Rarity: 6

Notes: Some modifications have increased cost: Water-jets cost ⚡900 and the pressure-upgrade costs ⚡400.

VACUUM SEALS

This armour becomes a self-sustained, but limited, life-support system protecting against vacuum and hazardous environments.

Basic Modification: Wearer can spend 2 hours in vacuum and other hazardous environments without adverse effects.

Modification Options: 2 Increase air-supply (+1 hour) Mod, Anti-Grav Manoeuvring system (negate ■ from heavy

gravity) Mod, Zero-G ManSys (terrain is not counted as difficult in Zero-G) Mod, Jets (gain speed 2 in the vacuum of space only) Mod.

Hard Point Cost: 2

Cost: ⚡5,000

Rarity: 7

Notes: Jets costs ⚡1,200 to modify.

WRIST CLAMP MAGNETIC HOLSTERING LOCK

The attachment goes into the wrist of the armour, functioning as a spring-loaded holster. Only hold-out blasters and similar sized weapons can be holstered in this attachment.

Basic Modification: Innate talent (quick draw) Mod.

Modification Options: None.

Hard Point Cost: 1

Cost: ⚡300

Rarity: 6

XENTECH

As one enters *XenTech* the first thing seen is a protocol droid. Its rusty, but a blue paint job is still visible. The next thing one sees is a lot of robotic and cybernetic limbs, hanging from the ceiling or laid out on a table. Then you meet the goggled eyes of a Xexto, while one hear a grumbling that is oddly attractive originating from inside a large stack of computers and datapads.

Radier Krow's part of the shop is a large collection of datapads, portable computers and stationary mainframes. He sits in the centre of it all, rarely blinking, completely absorbed by the information and work he's performing. When not working on his computers, Krow can be found repairing droids, assisted by other droids and his cybernetic enhancements the result is always impressive.

The Xexto, Do'og, sits out front with several medical droids that helps his work with the cybernetic replacements. These droids and Do'og's medical skills are at anyone's disposal, as long as they can pay for the treatment.

Together Krow and Sevol make new medical tech, most of which work haphazardly and randomly, is dangerous, but sometimes performs miracles. Most of cybernetics they sell are repaired or salvaged cybernetic limbs, but as supplies allow they will sometimes have more recent models.

XenTech offers all regular communications technology, security and detection devices found in *EotE* and *AoR*. They also sell any cybernetics with Rarity 5 or below, which means Rarity 6+ needs a good **Fluctuating Supply check** or a cooperative GM. Any cybernetics bought from *XenTech* can be slightly more resistant to Ion attacks, adding a circumstantial +1 Soak against Ion attacks and has an increased cost of ⚡500. When it comes to medical equipment they sell it all, except Bacta tanks. In addition to this they have some of their own creations and other not so common items.

Radier Krow

When haggling and trading with Radier use the following dice pools, these are his skills:

Cool [⬡⬡◆]

Discipline [⬡⬡◆]

Negotiate [⬡◆◆]

Do'og Sevol

When haggling and trading with Do'og use the following dice pools, these are his skills:

Cool [⬡◆◆]

Discipline [⬡⬡◆]

Negotiate [⬡⬡◆]

AUTO-INJECTOR BELT

A collaborative effort of Do'og and Radier, the auto-injector belt is placed underneath all clothing and covers the abdomen. It consists of a series of sensors, a micro computer and three small injectors. When the computer registers trauma, blood loss or damage to the area it covers, it will automatically inject one stimpack into the wearer. The drawback is that a rough fall, bumping into someone and high levels of adrenalin can set if off: when Strain reaches two third of Strain Threshold one injector automatically injects its solution. When rolling ☼☼ or more on a **Coordination**, **Athletics**, **Brawl** or **Melee** check it injects one stimpack. Hot and humid conditions can also cause the belt to be rendered non-functional.

Refilling require 5 minutes of work, transferring the content of a normal stimpack into the injector belt.

Cost: ⚡450

Rarity: 5

Encumbrance: 0

CYBERGAUNTLETS

Cybergauntlets is a creation of Radier's. These gauntlets can be considered as upgraded versions of **Brass Knuckles**, increasing damage and gaining the appropriate weapon qualities, however they run on a power supply that needs regular maintenance to stay in working condition. ⬤ on a Brawl check can be used to have the gauntlets run out of power, however only ☼☼☼ is needed if 1 hour of maintenance, an **Average [◆◆] Mechanics check**, has not been performed within the last 48 hours.

Various versions has been made, common to them is that they are large and slightly clunky, and they all have to be used in pairs.

Electro-gauntlets

These gauntlets lets unarmed Brawl attacks cause Ion damage at the flick of a switch.

Cost: ⚡350

Rarity: 5

Encumbrance: 1

STUDDED GAUNTLETS

These gauntlets lets support and reinforce adding Pierce 2 to unarmed Brawl attacks
Cost: ⚡550
Rarity: 6
Encumbrance: 2

SEEKER GAUNTLETS

These gauntlets come with a high-tech monocle accessory and miniaturised repulsorlift technology. Brawl attacks gain Accurate 2 quality.
Cost: ⚡750
Rarity: 2
Encumbrance: 1

DATA ARCHIVES

Data archives are data chips or downloaded information and knowledge databases that can be put onto datapads (see below).

Archives come in various sizes; reasonable, extensive, large and complete. Prices will vary on subject and archive size, so the prices listed here are only guidelines. Generally, archives aid Knowledge skills; particularly education, core worlds, outer rim and lore. Skills such as Knowledge (underworld) and Streetwise rely too much on word of mouth and instantaneous current events to be used here. Data archives may also be able to aid other technical skill checks, such as Astrogation, Computers, Mechanics, and Skulduggery at the GM's discretion.

Using archives to aid a skill check increases the time taken for the check. If used in a relaxed environment, add at least one-quarter of any suggested time. If used in structured play and during combat, add 5 rounds.

ARCHIVE BONUSES

Reasonable Archive: Remove up to ■
Extensive Archive: Add ■ or remove ■
Large Archive: Add ■ or remove up to ■■
Complete Archive: Add ■■ or remove up to ■■■

Some archives can benefit more than 1 skill depending on the specific subject and archive. Usually a data chip can only hold one reasonable archive. Anything larger will be prohibitively more expensive.
Cost: prices will usually vary greatly depending on content: reasonable (⚡750), extensive (⚡1,800), large (⚡2,750), complete (⚡5,000).
Rarity: 6 / 7 / 8 / 9. Archives on taboo subjects, such as those related to Jedi, are Restricted.
Encumbrance: 0

MEDIC/STIM BANDOLEER

This bandoleer is specially made to for stimpacks and other types of injectors. It can fit up to 5 of these for 1 encumbrance worth. These injectors can be readied as an Incidental instead of a Manoeuvre.
Cost: ⚡300
Encumbrance: 0
Rarity: 4

NAVIGATION SENSORS

Navigations sensors are long range direction-specific sensors for use as a navigation aid when piloting planet-bound vehicles, particular speeder bikes and other high-speed vehicles. The sensors use various methods to map the terrain in front of the speeder up to a range of 1 kilometre. The sensors can be installed on the speeder with a clip-on, or held in hand. The basic models removes ■ from Piloting (planet) checks due to terrain and natural obstacles. More advanced models suggest alternate routes in addition to warning about obstacles. Military models also upgrade Piloting (planet) checks once. These scanners are usually integrated in pilot helmets of military and law enforcement.

Civilian Model
Cost: ⚡2,200
Encumbrance: 2
Rarity: 6
Military Model
Cost: ⚡3,500 (R)
Encumbrance: 2
Rarity: 7

PORTABLE COMPUTERS

These come in various sizes and with varied capabilities. Usually they function as a data archive containing information and construction software, however some units can also be used to access computer networks, even the holonet. Most portable computers access these networks through hard-wire cable, but more expensive models do so wirelessly. Portable computers are more powerful than datapads, and bulkier than what slicers usually use.

A limited computer can contain 2 reasonably sized archives for use with 1 or 2 knowledge skills. If also equipped with wireless network accessing capabilities, it can be used to search and slice networks remotely; add ■■ to such checks.

A standard computer can contain up to 4 reasonably sized archives or 2 extensive archives or 1 large archive. If also equipped with wireless network accessing capabilities, it can be used to search and slice networks remotely; add ■ to such checks.

An advanced computer can contain up to 8 reasonable sized archives or 4 extensive archives or 2 large complete archives. If also equipped with wireless network accessing capabilities, it can be used to search

and slice networks remotely without penalty.

All portable computers can implement any acquired slicer gear or data breakers into its system with an Average [◆◆] Computer check.

The range of remotely and wirelessly accessing networks depends on signal strength and intereference. So anywhere from short range in densely populated and high-tech areas to beyond extreme range.

Limited Portable Computer

Cost: ⚡1,300 (add ⚡150 for wireless network)
Encumbrance: 1
Rarity: 4
Note: This portable computer has 1 slot for data chips which can be used to add a reasonably sized archive per slot.

Standard Portable Computer

Cost: ⚡1,950 (add ⚡150 for wireless network)
Encumbrance: 2
Rarity: 5
Note: This portable computer has 2 slots for data chips which can be used to add a reasonably sized archive per slot.

Advanced Portable Computer

Cost: ⚡3,600 (add ⚡150 for wireless network)
Encumbrance: 2
Rarity: 6
Note: This portable computer has 3 slots for data chips which can be used to add a reasonably sized archive per slot.

CARTOL'S SUNDRY STASH

Aside from the standard sturdy clothing, survival gear, and tools offered in *EotE* and *AoR*, Cartol also offers some choice items not readily available at any given kiosk or vendor in the galaxy.

Cartol Kentar

When haggling and trading with Cartol use the following dice pools, these are his skills:

Cool [⬡⬡◆◆]
Discipline [⬡⬡⬡]
Negotiate [⬡⬡⬡◆]

CAMO-PONCHO

This poncho comes in various types: snow, urban, jungle, forest, wilderness, mountain, desert etc.
Wearing a camo-poncho in its designed type of environment upgrades Stealth checks once.
Cost: ⚡350
Rarity: 5

FIELD GEAR

Field gear comes in three versions; backpack with essential gear, utility belt, and a combined kit. This field gear adds nothing to Encumbrance, but occupies the space that a backpack and/or utility belt normally would.

Field pack

A field pack consists of two condensing canteens with built-in water purification systems, a sunshield roll, a week's worth of concentrated rations, one glow rod, two breath masks, twenty-four filters, twelve atmosphere canisters, and a thermal cloak. If emptied this backpack increases the wearers Encumbrance Threshold by 4. While the backpack contains more than 4 Encumbrance worth of gear, this is specially designed to fit into the backpack.
Cost: ⚡800
Rarity: 5
Encumbrance: 0

Field Belt

A field belt consists of one condensing canteen with built-in water purification system, a sunshield roll, a week's worth of concentrated rations, one breath mask, twelve filters. If emptied this utility belt increases the wearers Encumbrance Threshold by 1. While the belt contains more than 1 Encumbrance worth of gear, this is specially designed to fit into the belt.

Cost: ⚡400
Rarity: 4
Encumbrance: 0

FIELD KIT

Similar to a Backpack, the field kit also contains one stimpack, one emergency medpack, macrobinoculars, ion flares, and a liquid cable dispenser.
Cost: ⚡1,100
Rarity: 6
Encumbrance: 0

GRAPPLING SPIKE GUN

A favourite of thieves and assassins, this device fires a grappling spike that attaches to virtually any surface. It can also be used as a weapon using the Ranged (Light) skill. When used to climb a surface, either add b or remove b from the skill check.
Range: Medium (maximum 60 meters of liquid cable in dispenser)
Damage: 3
Critical: 5
Qualities: Pierce 1, Vicious 1, Inaccurate 1 (when used as weapon)
Cost: ⚡100
Encumbrance: 1
Rarity: 5

GRAPPLING SPIKE LAUNCHER

A favourite of thieves and assassins, this device fires a grappling spike that attaches to virtually any surface. It can also be used as a weapon using the Ranged (Heavy) skill. When used to climb a surface, either add b or remove b from the skill check.
Range: Long (maximum 200 meters of liquid cable in dispenser)
Damage: 4
Critical: 5
Qualities: Pierce 1, Vicious 2, Inaccurate 1 (when used as weapon)
Cost: ⚡300
Encumbrance: 1
Rarity: 6

HOLSTERS AND SCABBARDS

Pistols need holsters. These are usually strapped on the leg, either as part of a belt or in the boots to conceal the weapon.

HOLSTER, CONCEALED

Some holsters are designed to wear under clothing to conceal their presence, either on the back, chest, boot or the like. These holsters add b to Perception checks made to discover the weapon. These holsters are especially compact and cannot hold anything larger than a normal blaster pistol (maximum Encumbrance 1).
Cost: ⚡120
Encumbrance: 0

Rarity: 5

HOLSTER, FITTED

These can be attached to a utility belt and as such can add 1 to the utility belt's Encumbrance Threshold bonus. This additional Encumbrance can be only used for carrying pistols.
Cost: ⚡75
Encumbrance: 0
Rarity: 4

HOLSTER, GUNSLINGER

A favourite holster of gunslingers and thugs who often get into fights are the so-called quick-draw holsters. These allow pistols be drawn as an Incidental, but holstering still requires a manoeuvre. These holsters do not come in a concealed variety.
Cost: ⚡250
Encumbrance: 0
Rarity: 5

SCABBARD, RIFLE

A favourite of riflemen and hunters, these holster are usually slung across the back, out of the way when doing other tasks. These holsters reduce the encumbrance of heavy blaster rifle, rifles and carbines by 3.
Cost: ⚡150
Encumbrance: 0
Rarity: 5

SCABBARD, SWORD

Essential for the swordsman, these scabbards comes in various types and sizes. They reduce the encumbrance of sword and sword like weapons by 1.
Cost: ⚡100
Encumbrance: 0
Rarity: 5

LIQUID CABLE DISPENSER

This container holds a special liquid that solidifies upon contact with either atmosphere or vacuum to form a tough, lightweight, and flexible cable. The dispenser contains enough liquid to reach up to Long range and the solidified cable can support up to 50 Encumbrance. Once used, the dispenser can be refilled.
Cost: ⚡25
Rarity: 3
Encumbrance: 0

STANDARD RIG

The standard rig is a utility belt filled with emergency rations and other equipment soldiers need while in the field, the standard Imperial Soldier Rig contains: Liquid cable dispenser, grappling hooks, ion flares, concentrated rations, spare comlink, water packs, 2 stim packs, 1 emergency medpack. If emptied the belt increases the Encumbrance Threshold of the wearer by 2.
Cost: ⚡1,300 (R)
Rarity: 6
Encumbrance: 0

UTILITY HARNESS

This harness is made up of a utility belt, straps and a multitude of various sized pockets. It increases the wearers Encumbrance Threshold by 2.

Cost: ⚡60
Encumbrance: 0
Rarity: 3

JET PACK, HIGH-POWERED

Silhouette: 1
Speed: 3
Handling: -2
System Strain Threshold: 3
Skill: Pilot (planet)/Pilot (space)
Cost: ⚡7,500
Rarity: 8
Encumbrance: 4

Notes: This jet pack functions in almost all respects as the stock jet pack (*EotE page 114*), with some exception; it can also be used in space. Additionally it produces a lot of noise due to its rocket driven propulsion providing 🟦 to any Perception checks. Also, due to its highly experimental nature, it upgrades all difficulties once.

JET PACK, STEALTH

Silhouette: 1
Speed: 2
Handling: 0
System Strain Threshold: 3
Skill: Pilot (planet)
Cost: ⚡6,500
Rarity: 7
Encumbrance: 3

Notes: This jet pack functions in almost all respects as the stock jet pack (*EotE page 114*), with one exception; it is silent and produces no illumination from the jet boosters. Using this jet pack adds ⬛ to Perception checks.

VEHICLES AND STARSHIPS

Cartol's offers gear, weapons, armour and clothes, he also has a collection of speeder bikes and swoops for sale, but the main attraction is the starship resale lot.

Most of the vehicle found below can be bought, from time to time, at Cartol's Emporium, except the Silhouette 5 ships. These he sometime offers, but ships of this size must be picked up somewhere else as the Emporium isn't large enough to fit so big vessels in its hangar bays.

The vehicle lot usually has a collection of speeders for sale, both those found in the *EotE* and *AoR* rule book and the ones presented below, but he usually has no more than 15-20 speeders at any one time, and these are often the same make.

The starship lot usually has no more than 10, at rare times when business is slow 15, freighters or various makes and sizes, usually not two alike.

While stock versions are presented below, few of the ships Cartol sells are stock anymore. Usually they are damaged and dented, modified in some way or another, and even if he tries to fix them all, some are faulty with side effects, adding one or more Bucket of Bolts qualities. Cartol will not hide these defects, but he will certainly make an effort to point out the good parts, like added attachments, weapons or other facilities not common on the stock version.

BUCKET OF BOLTS EFFECTS

WORN OUT SYSTEMS AND FRIED CONNECTORS

Add an automatic ⊛ to one or more skill checks using using the starship's system, affecting for instance pilot, computers, mechanics or gunnery.

RIPPED MESH TAPE AND RUSTY BOLTS

Decrease Hull Trauma Threshold by up to 4.

EXHAUSTED GENERATOR COUPLINGS

Poor power systems decrease System Strain Threshold by up to 3.

FRACTURED SKELETON

Poorly maintained chassis reduces the armour by 1.

REPAIRING THE DAMAGE

Most defects should be removable given time, money and effort. Depending on the number and severity of the defects, this will vary considerably. The difficulty should be set by the GM, but nothing higher than Hard [◆◆◆] should be necessary.

WORN OUT SYSTEMS AND FRIED CONNECTORS

Repair check cost $350xsilhouette per skill. Requires 14 hours of work per skill.

RIPPED MESH TAPE AND RUSTY BOLTS

Repair check cost $450xsilhouette per point of reduction. Requires 16 hours of work per point.

EXHAUSTED OUT GENERATOR COUPLINGS

Repair check cost $550xsilhouette per point of reduction. Requires 12 hours of work per point.

FRACTURED SKELETON

Repair check cost $1000xsilhouette. Requires 72 hours of work per point.

SPEEDER RESALE LOT

"… you need planet bound transportation? Really? In space? Oh, I might have something, somewhere, behind those boxes over there, by that defunct medical droid and those sleeping Ryn…"

Balutar-class Swoop
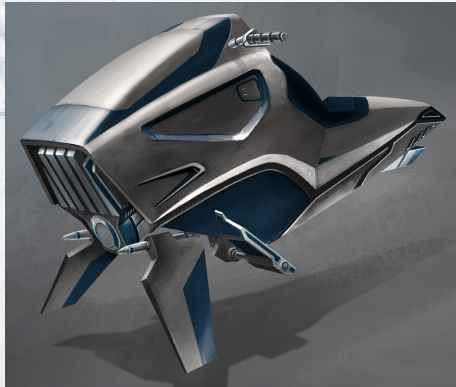
SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
2	3	0	-	-	-	-	1
			HT THRESHOLD			SS THRESHOLD	
			3			3	

Vehicle Type/Model: Swoop/Balutar-class
Manufacturer: MandalMotors
Maximum Altitude: One kilometre
Sensor Range: Close
Crew: One pilot
Encumbrance Capacity: 3
Passenger Capacity: 1
Cost/Rarity: 7,000 (new), 2,500 (used)/6
Customisation Hard Points: 2
Weapons: None

Bespin Motors JR-4 Swoop
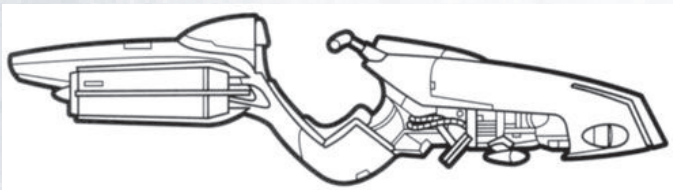
SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
2	4	-1	-	-	-	-	0
			HT THRESHOLD			SS THRESHOLD	
			3			3	

Vehicle Type/Model: Swoop/JR-41
Manufacturer: Bespin Motors
Maximum Altitude: 1 kilometre
Sensor Range: Close
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 5
Cost/Rarity: 10,000 (new), 4,000 (used)/5
Customisation Hard Points: 2

Ikas-Adno R-2000 Raptor Speeder Bike
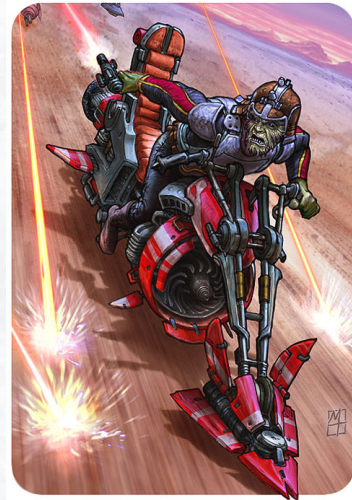
SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
2	3	-1	-	-	-	-	0
			HT THRESHOLD			SS THRESHOLD	
			3			3	

Vehicle Type/Model: Speeder Bike/R-2000 Raptor
Manufacturer: Ikas-Adno
Maximum Altitude: Fifty meters
Sensor Range: Close
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 2
Cost/Rarity: 12,000 (new), 8,000 (used)/3
Customisation Hard Points: 2

Incom MVR-3 Speeder Bike
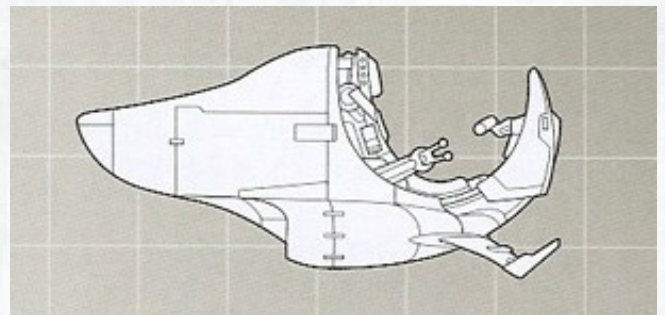
SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
2	2	2	-	-	-	-	1
			HT THRESHOLD			SS THRESHOLD	
			4			4	

Vehicle Type/Model: Speeder bike/MVR-3
Manufacturer: Incom
Maximum Altitude: Fifty meters
Sensor Range: Close
Crew: One pilot
Passenger Capacity: 1
Encumbrance Capacity: 12
Cost/Rarity: 7,000 (new), 2,000 (used)/4
Customisation Hard Points: 2

Mobquet Flare-S Swoop

2	5	-3	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			-	-	-	-	0
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			2				2

Vehicle Type/Model: Swoop bike/Flare-S
Manufacturer: Mobquet
Maximum Altitude: 1 kilometre
Sensor Range: Close
Crew: One pilot
Passenger Capacity: 1
Encumbrance Capacity: 4
Cost/Rarity: ⚡6,500 (new), ⚡2,500 (used)/5
Customisation Hard Points: 1

Mobquet Overracer Speeder Bike

2	4	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			-	-	-	-	0
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			4				3

Vehicle Type/Model: Speeder bike/Overracer
Manufacturer: Mobquet
Maximum Altitude: Twenty meters
Sensor Range: Close
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 3
Cost/Rarity: ⚡10,000 (new), ⚡2,500 (used)/4
Customisation Hard Points: 2

Staship statistics

As official stats will appear in time it is obvious that the stats that appear below will become reduntant. Which was part the original idea behind this supplement. However, the stats below could also be variants of the starship model in question, in case a player group or GM would like to have alternate modesl in their game without having to conjure something by themselves.

Razalon FC-20 Speeder Bike

2	3	1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			-	-	-	-	0
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			4				3

Vehicle Type/Model: Speeder bike/FC-20
Manufacturer: Razalon
Maximum Altitude: Five meters
Sensor Range: Close
Crew: One pilot
Passenger Capacity: 0
Encumbrance Capacity: 3
Cost/Rarity: ⚡4,000 (new), ⚡1,000 (used)/5
Customisation Hard Points: 2
Notes: This vehicle is Quiet – adding b to Perception checks to notice. It also has power for only 24 hours before needing recharging.

STARSHIP RESALE LOT

"… so you're thinking about buying a new ship? I can give you a discount in exchange for that heap of metal you have out there, perhaps slap on some better sensors so next time you won't be so surprised when the imperials appears, lasers blazing."

CORELLIAN ENGINEERING CORPORATION

ⵣⴾⵏⵊⵓⴷ˙ⵏⴾⵢⵢ ⵝⵏⵎⵉⵏⴹⴼⵎⵉⵏ
Barloz-class Freighter

4	3	-2	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	-	-	1	4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS TH RESHOLD	
			22			15	

Hull Type/Class: Medium freighter/Barloz.
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Sensor Range: Short
Ship's Complement: One pilot, one co-pilot/engineer/gunner
Encumbrance Capacity: 130 (85 metric tons)
Passenger Capacity: 4
Consumables: Two months
Cost/Rarity: ⚡120,000 (new); ⚡17,500 (used)/4
Customization Hard Points: 5
Weapons: Forward Mounted Medium Laser Cannon (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Close]).

ⵏⴷⵏⵢⵓⴾⵣ˙ⵏⴾⵢⵢ ⵢⵓⵉⵏⵎⵉ
Consular-class Cruiser

Hull Type/Class: Light cruiser/Consular
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: Class 18
Navicomputer: Yes
Sensor Range: Long
Ship's Complement: 2-8
Encumbrance Capacity: 2,500 (1,000 metric tons)
Passenger Capacity: 16 (varies with configuration)
Consumables: Six months

5	3	-2	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	1	1	1	4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS TH RESHOLD	
			40			20	

Cost/Rarity: ⚡1,250,000 (new); ⚡400,000 (used)/7
Customization Hard Points: 5
Weapons: None

ⵎⵉⵝⵢⵢⵉ ⵣⴾⵏⵓⵎⵉ ˙ⵉ˙ ⵢⵓⵏⵢⵢⵓⴾⵣ˙ⵏⴾⵢⵢ ⵢⵓⵉⵏⵎⵉ
Refitted Charger c70 Consular Cruiser

5	3	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			2	1	1	1	5
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS TH RESHOLD	
			45			25	

Hull Type/Class: Frigate/Modified Consular
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 1.5, Backup: Class 18
Navicomputer: Yes
Sensor Range: Long
Ship's Complement: 8
Encumbrance Capacity: 3,000 (6,000 metric tons)
Passenger Capacity: 20 troops
Consumables: Six months
Cost/Rarity: ⚡1,650,000 (new); ⚡700,000 (used)/7 (R)
Customization Hard Points: 3
Weapons: Three Dorsal and Two Ventral Turret Mounted Twin Light Turbolaser Cannons (Fire Arc: All; Damage 9; Critical Hit 3; Range [Medium]; Breach 2, Slow-firing 1, Linked 1).

Forward Mounted Twin Medium Laser Cannons (Fire Arc: Front; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

G9 Rigger

4	4	-2	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			16				10

Hull Type/Class: Freighter/G9

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 3

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot and on co-pilot/gunner

Encumbrance Capacity: 110 (70 metric tons)

Passenger Capacity: 6

Consumables: One month

Cost/Rarity: $85,000 (new); $45,000 (used)/4

Customization Hard Points: 4

Weapons: Forward Twin Light Laser Cannons (Fire Arc: Forwards; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

Forward Mounted Turret Light Laser Cannons (Fire Arc: Forward, Port, and Starboard; Damage 5; Critical Hit 3; Range [Close]).

HT-2200 Medium Freighter

5	2	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			2	0	0	1	6
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			49				21

Hull Type/Class: Transport/HT-2200

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot and one co-pilot/gunner

Encumbrance Capacity: 1000 (800 metric tons)

Passenger Capacity: 8

Consumables: Three months

Cost/Rarity: 240,000 (new); 110,000 (used)/6

Customization Hard Points: 3

Weapons: Dorsal and Ventral Turret Mounted Heavy Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Short]).

HWK-290

4	4	0	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	-	-	0	3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			16				13

Hull Type/Class: Light Courier/HWK-290

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 18

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot and one co-pilot/gunner

Encumbrance Capacity: 25 (10 metric tons)

Passenger Capacity: 2

Consumables: Four months

Cost/Rarity: 135,000 (new); 55,000 (used)/5

Customization Hard Points: 4

Weapons: Forward Twin Light Blaster Cannon (Fire Arc: Forward; Damage 4; Critical Hit 4; Range [Close]; Linked 1).

KR-TB "Doomtreader"

4	3	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	2	-	-	2	4
			HT THRESHOLD			SS THRESHOLD	
			21			15	

Hull Type/Class: Freighter/KR-TB

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/gunner and one astromech

Encumbrance Capacity: 180 (100 metric tons)

Passenger Capacity: 6

Consumables: 1 Months

Cost/Rarity: 350,000 (new); 70,000 (used)/6

Customization Hard Points: 4

Weapons: Forward Twin Medium Laser Cannon (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

VCX-100

4	3	0	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	4
			HT THRESHOLD			SS THRESHOLD	
			20			15	

Hull Type/Class: Light Freighter/VCX-100

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot and two gunners

Encumbrance Capacity: 180 (110 metric tons)

Passenger Capacity: 6

Consumables: Two months

Cost/Rarity: 110,000 (new); 40,000 (used)/5

Customization Hard Points: 6

Weapons: Dorsal Turret Mounted Twin Light Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

Forward Turret Mounted Twin Medium Laser Cannon (Fire Arc: Forward, Port, and Starboard; Damage 6; Critical Hit 3; Range [Close]; Linked 1).
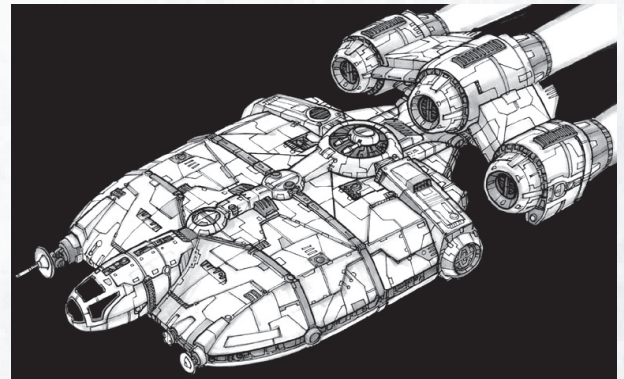
VCX-350

4	4	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	2	-	-	1	4
			HT THRESHOLD			SS THRESHOLD	
			26			18	

Hull Type/Class: Light Freighter/VCX-350

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 1, Backup: Class 11

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot, one gunner

Encumbrance Capacity: 290 (250 metric tons)

Passenger Capacity: 8

Consumables: Six months

Cost/Rarity: 300,000 (new); 175,000 (used)/5

Customization Hard Points: 4

Weapons: Dorsal Turret Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

VCX-700

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT			ARMOUR
4	4	1	1	-	1	4
			HT THRESHOLD: 28			SS THRESHOLD: 17

Hull Type/Class: Heacy Courier/VCX-700
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 1, Backup: Class 12
Navicomputer: Yes
Sensor Range: Short
Ship's Complement: One pilot and four gunners
Encumbrance Capacity: 20 (5 metric tons)
Passenger Capacity: 6
Consumables: One months
Cost/Rarity: 350,000 (new); 250,000 (used)/6
Customization Hard Points: 3
Weapons: Dorsal Turret Mounted Twin Heavy Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Short]; Linked 1).

Forward Quad Light Ion Cannon (Fire Arc: Forward; Damage 5; Critical Hit 4; Range [Close]; Ion, Linked 3).

Forward Auto-blaster Cannon (Fire Arc: Forward; Damage 3; Critical Hit 5; Range [Close]; Auto-Fire).

Forward Concussion Missile Launcher (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Slow-Firing 1, Linked 3).

VCX-820
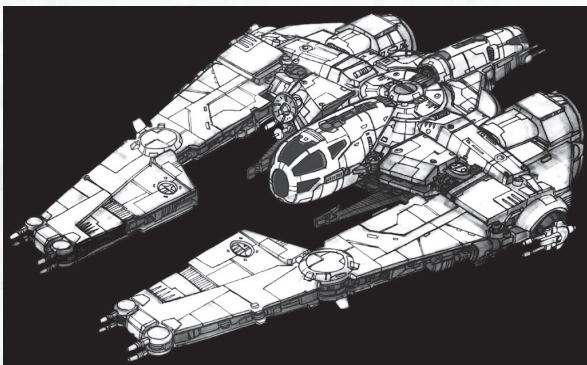
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT			ARMOUR
4	4	0	2	-	2	5
			HT THRESHOLD: 27			SS THRESHOLD: 19

Hull Type/Class: Escort Freighter/VCX-8239
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 2, Backup: Class 12
Navicomputer: Yes
Sensor Range: Short
Ship's Complement: One pilot, one co-pilot, six gunners
Encumbrance Capacity: 15 (1 metric tons)
Passenger Capacity: None
Consumables: Six months
Cost/Rarity: 450,000 (new); 300,000 (used)/7
Customization Hard Points: 3
Weapons: One Port and One Starboard Turret Mounted Twin Heavy Laser Cannons (Fire Arc: Forward, Port and Aft *or* Forward, Starboard and Aft; Damage 6; Critical Hit 3; Range [Short]; Linked 1).

One Forward, One Port and One Starboard Mounted Auto-blaster Cannon (Fire Arc: Forward *or* Port *or* Starboard; Damage 3; Critical Hit 5; Range [Close]; Auto-Fire).

Forward Proton Torpedo Launcher (Fire Arc: Forward; Damage 8; Critical Hit 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 16, Slow-Firing 1).

YT-700

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT			ARMOUR
4	2	-1	0	-	0	2
			HT THRESHOLD: 17			SS THRESHOLD: 10

Hull Type/Class: Freighter/YT-700
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 3, Backup: Class 20
Navicomputer: Yes
Sensor Range: Short
Ship's Complement: One pilot
Encumbrance Capacity: 115 (75 metric tons)
Passenger Capacity: 4
Consumables: Two months
Cost/Rarity: 18,000 (used only)/3
Customization Hard Points: 3
Weapons: Dorsal Mounted Light Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]).

4	3	-1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	2
			HT THRESHOLD				SS TH RESHOLD
			20				13

Hull Type/Class: Light Freighter/YT-1200

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 16

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 150 (100 metric tons)

Passenger Capacity: 4

Consumables: Two Months

Cost/Rarity: ⚡100,000 (new); ⚡25,000 (used)/4

Customization Hard Points: 5

Weapons: Dorsal Turret Mounted Light Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]).

4	3	-2	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	3
			HT THRESHOLD				SS TH RESHOLD
			20				14

Hull Type/Class: Freighter/YT-1250

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 16

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 115 (80 metric tons)

Passenger Capacity: 5

Consumables: Three months

Cost/Rarity: ⚡120,000 (new); ⚡30,000 (used)/8

Customization Hard Points: 4

Weapons: Dorsal Turret Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

4	4	1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	0	-	-	0	2
			HT THRESHOLD				SS TH RESHOLD
			15				10

Hull Type/Class: Small transport/YT-1760

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 1, Backup: Class 15

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 35 (10 metric tons)

Passenger Capacity: 8

Consumables: Two months

Cost/Rarity: ⚡80,000 (new); ⚡20,000 (used)/5

Customization Hard Points: 5

Weapons: Dorsal Turret Mounted Quad Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]; Accurate 1; Linked 3).

4	3	0	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	4
			HT THRESHOLD				SS TH RESHOLD
			24				17

Hull Type/Class: Light freighter/YT-1920

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 280 (200 metric tons)

Passenger Capacity: 6

Consumables: Four months

Cost/Rarity: ⚡135,000 (new); ⚡62,000 (used)/6

Customization Hard Points: 6

Weapons: Doral Turret Mounted Medium Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]).

YT-2000
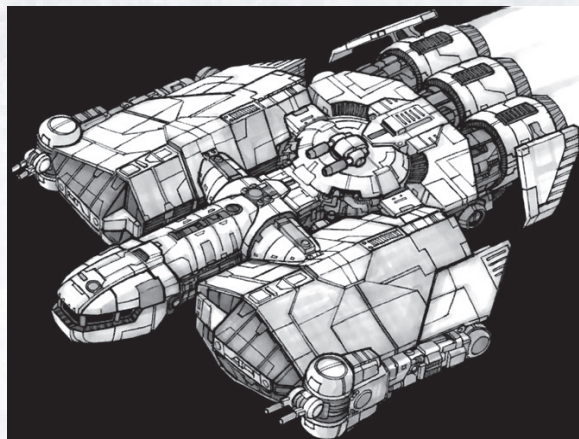
4	3	1	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	2	-	-	1	4
			HT THRESHOLD				SS TH RESHOLD
			23				16

Hull Type/Class: Light freighter/YT-2000

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: one pilot, one co-pilot/engineer, two gunners

Encumbrance Capacity: 175 (115 metric tons)

Passenger Capacity: 7

Consumables: Three months

Cost/Rarity: ⚡150,000 (new), ⚡45,000 (used)/7

Customization Hard Points: 5

Weapons: Dorsal and Ventral Turret Mounted Twin Light Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

YU-410

Hull Type/Class: Light freighter/YU-410

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot, one engineer, one sensor operator, and four gunners

4	3	-2	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	4
			HT THRESHOLD				SS TH RESHOLD
			27				17

Encumbrance Capacity: 350 (250 metric tons)

Passenger Capacity: 12

Consumables: Two months

Cost/Rarity: ⚡200,000 (new); ⚡80,000 (used)/5

Customization Hard Points: 4

Notes: Add ▪ to concealing items in the cavernous cargo bays.

Weapons: Dorsal and Ventral Turret Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

One Port Turret and One Starboard Mounted Twin Medium Laser Cannon (Fire Arc: Forward and Port *or* Forward and Starboard; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

YV-100
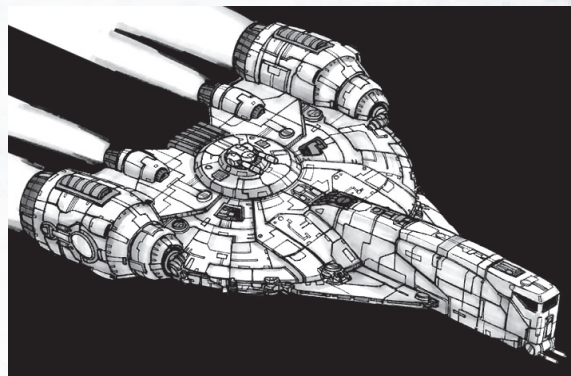
4	2	0	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
SILHOUETTE	SPEED	HANDLING	1	-	-	1	4
			HT THRESHOLD				SS TH RESHOLD
			25				18

Hull Type/Class: Light freighter/YV-100

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 3, Backup: Class 12

Navicomputer: Yes

Sensor Range: Medium

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 225 (150 metric tons)

Passenger Capacity: 10

Consumables: Six months

Cost/Rarity: ⚡150,000 (new); ⚡50,000 (used)/6

Customization Hard Points: 4

Weapons: Forward Ventral Turret Mounted Twin Heavy Blaster Cannon (Fire Arc: Forward, Port, and Starboard; Damage 5; Critical Hit 4; Range [Close]; Linked 1).

Dorsal Turret Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).
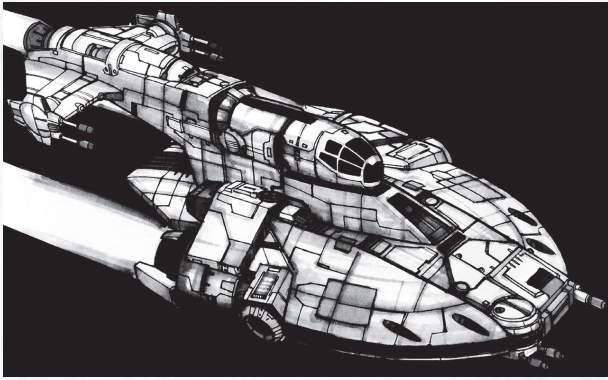
YV-330

SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
4	4	0	2	-	-	1	3
HT THRESHOLD							**SS TH RESHOLD**
23							17

Hull Type/Class: Freighter/YV-330

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 1, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one gunner

Encumbrance Capacity: 25 (5 metric tons)

Passenger Capacity: 6

Consumables: One month

Cost/Rarity: ⚡230,000 (new); ⚡100,000 (used)/5

Customization Hard Points: 4

Weapons: Forward Mounted Autoblaster Cannon (Fire Arc: Forward; Damage 3; Critical Hit 5; Range [Close]; Auto-fire).

Ventral Turret Mounted Twin Medium Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

YV-545

Hull Type/Class: Light freighter/YV-545

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Medium

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 120 (80 metric tons)

SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
4	4	1	1	-	-	1	3
HT THRESHOLD							**SS TH RESHOLD**
20							17

YV-664

Passenger Capacity: 5

Consumables: Three months

Cost/Rarity: ⚡120,000 (new), ⚡35,000 (used)/6

Customization Hard Points: 6

Weapons: None.

SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
4	4	-1	1	-	-	1	4
HT THRESHOLD							**SS TH RESHOLD**
22							16

Hull Type/Class: Light freighter/YV-664

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 1, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot, and one gunner

Encumbrance Capacity: 170 (100 metric tons)

Passenger Capacity: 6

Consumables: Two months

Cost/Rarity: ⚡160,000 (new); ⚡90,000 (used)/5

Customization Hard Points: 5

Weapons: Dorsal Turret Mounted Twin Light Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

YV-666

4	3	1	DEF: FORE/PORT/STARBOARD/AFT	ARMOUR
SILHOUETTE	SPEED	HANDLING	1 - - 1	4

HT THRESHOLD	SS THRESHOLD
22	16

Hull Type/Class: Light freighter/YV-666

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 2, Backup: Class 8

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot

Encumbrance Capacity: 120 (80 metric tons)

Passenger Capacity: 5

Consumables: Four months

Cost/Rarity: 150,000 (new); 70,000 (used)/5

Customization Hard Points: 5

Weapons: Forward Twin Light Laser Cannon (Fire Arc: Forward; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

Silhouette disputes

Some starship silhouettes are difficult to determine. For instance the YV-666, YZ-775 and YZ-900 are all fairly large ships, but still possibly within the Silhouette 4 category. If a GM feels Silhouette 5 is too large (or 4 too small) and does not properly represent the ship as she or he wants to portray the ship in her or his game, decrease the Silhouette to 4 (or 5). Just remember to adjust both Hull Trauma and Systems Strain and add/remove defence values for the two additional defensive zones. One should also consider adjusting Speed, Armour, Handling and/or Sensor Range.

Encumbrance Capacity: 400 (400 metric tons)

Passenger Capacity: 14

Consumables: Six months

Cost/Rarity: 500,000 (new), 350,000 (used)/6

Customization Hard Points: 4

Weapons: Forward Dorsal Turret Mounted Twin Light Turbolaser Cannon (Fire Arc: Forward, Port, and Starboard; Damage 9; Critical Hit 3; Range [Medium]; Breach 2, Slow-firing 1, Linked 1).

One Port and One Starboard Turret Mounted Light Laser Cannon (Fire Arc: Forward, Port, and Aft or Forward, Starboard, and Aft; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

Two Forward Proton Torpedo Tubes (Fire Arc: Forward; Damage 8; Critical Hit 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12, Slow-firing 1).
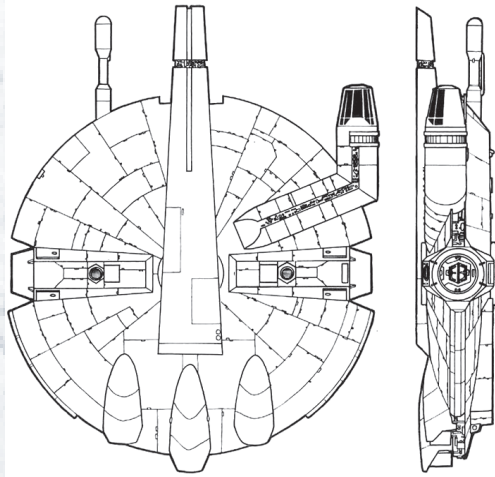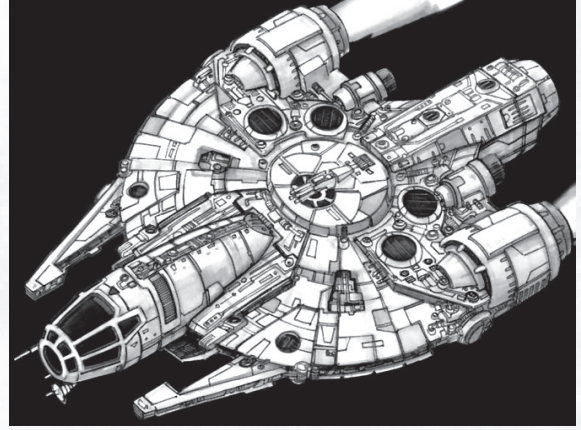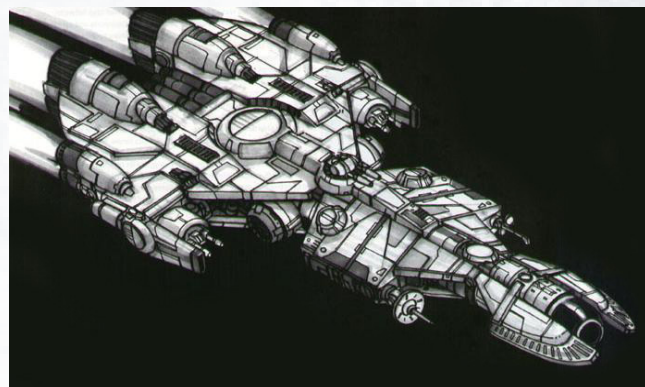
YZ-900

5	3	0	DEF: FORE/PORT/STARBOARD/AFT	ARMOUR
SILHOUETTE	SPEED	HANDLING	2 1 1 2	5

HT THRESHOLD	SS THRESHOLD
37	28

Hull Type/Class: Transport/YZ-900

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 1, Backup: Class 14

Navicomputer: Yes

Sensor Range: Medium

Ship's Complement: One pilot, one co-pilot, three gunners, one engineer

Encumbrance Capacity: 500 (500 metric tons)

Passenger Capacity: 14

YZ-775

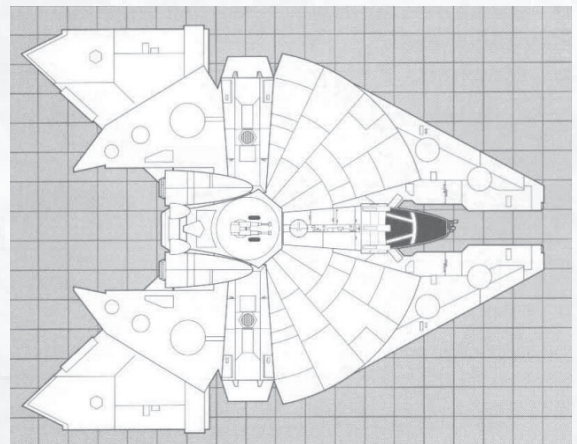| 5	3	-1	DEF: FORE/PORT/STARBOARD/AFT	ARMOUR
SILHOUETTE	SPEED	HANDLING	2 1 1 1	5

HT THRESHOLD	SS THRESHOLD
32	23

Hull Type/Class: Transport/YZ-775

Manufacturer: Corellian Engineering Corporation

Hyperdrive: Primary: Class 1, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot, five gunners, and one engineer

Consumables: Six months

Cost/Rarity: ⚡600,000 (new); ⚡400,000 (used)/6

Customization Hard Points: 5

Weapons: One Dorsal Turret Mounted and One Forward Twin Medium Laser Cannons (Fire Arc: All or Forward; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

Forward Concussion Missile Launcher (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Slow-firing 1).

GALLOFREE YARDS, INC.

MAKA-EEKAI L4000 TRANSPORT

4	3	0	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	-	-	1	4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			23				17

Hull Type/Class: Light transport/L4000

Manufacturer: Gallofree Yards, Inc.

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer, two gunners

Encumbrance Capacity: 270 (140 metric tons)

Passenger Capacity: 9

Consumables: Six months

Cost/Rarity: ⚡180,000 (new), ⚡80,000 (used)/6

Customization Hard Points: 5

Weapons: One Port and One Starboard Turret Mounted Twin Medium Laser Cannons (Fire Arc: Forward, Port, and Aft or Forward, Starboard, and Aft; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

YKL-37R NOVA COURIER

Hull Type/Class: Courier/YKL-37R

Manufacturer: Gallofree Yards, Inc.

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

4	3	0	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	-	-	1	4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			25				16

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer, one gunner

Encumbrance Capacity: 110 (60 metric tons)

Passenger Capacity: 8

Consumables: Two months

Cost/Rarity: ⚡150,000 (new), ⚡45,000 (used)/6

Customization Hard Points: 4

Weapons: One Dorsal and One Ventral Turret Mounted Medium Laser Cannons (Fire Arc: All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

Forward Concussion Missile Launcher (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Short]; Blast 4, Breach 4, Guided 3; Limited Ammo 6; Linked 1).

KUAT DRIVE YARDS

ESR NEBULON-R

4	3	2	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
			1	-	-	0	3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			17				13

Hull Type/Class: Courier Vessel/Nebulon-R

Manufacturer: Kuat Drive Yards

Hyperdrive: Primary: Class 3, Backup: Class 10

Navicomputer: Yes

Sensor Range: Long

Ship's Compliment: One pilot, one co-pilot and one gunner

Encumbrance Capacity: 35 (15 metric tons)

Passenger Capacity: 5

Consumables: Four months

Cost/Rarity: ⚡98,000 credits/6

Customisation Hard Points: 5

Weapons: One Forward and One Aft Twin Light Laser Cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

S40K PHOENIX HAWK-CLASS LIGHT PINNACE

4	3	-1	DEF: FORE/PORT/STARBOARD/AFT			ARMOUR
			1	-	- 1	3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS THRESHOLD
			18			14

Hull Type/Class: Light Pinnace/Phoenix Hawk

Manufacturer: Kuat Drive Yards (originally a subsidiary of KDY called Kuat Systems Engineering)

Hyperdrive: Primary: Class 2, Backup: Class 16

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, One co-pilot/engineer

Encumbrance Capacity: 45 (20 metric tons)

Passenger Capacity: 4

Consumables: Two months

Cost/Rarity: ⚡112,000 (new); ⚡22,500 (used)/4

Customization Hard Points: 3

Weapons: Dorsal Turret Mounted Twin Heavy Blaster Cannon (Fire Arc: All; Damage 5; Critical Hit 4; Range [Close]; Linked 1).

Aft Twin Light Ion Cannon (Fire Arc: Aft; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

MENDEL BAUDO

BAUDO-CLASS STAR YACHT

Hull Type/Class: Star Yacht/Baudo

Manufacturer: Mendel Baudo

Hyperdrive: Primary: Class 2, Backup: Class 7

Navicomputer: Yes

4	4	0	DEF: FORE/PORT/STARBOARD/AFT			ARMOUR
			1	-	- 1	3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS THRESHOLD
			18			11

Sensor Range: Short

Ship's Complement: One pilot

Encumbrance Capacity: 50 (35 metric tons)

Passenger Capacity: 8

Consumables: One month

Cost/Rarity: ⚡400,000 (new), ⚡250,000 (used)/7

Customization Hard Points: 4

Weapons: Forward Twin Light Laser Cannon (Fire Arc: Forward; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

NUBIAN DESIGN COLLECTIVE

FREEFALL-CLASS BOMBER

4	4	-1	DEF: FORE/PORT/STARBOARD/AFT			ARMOUR
			1	-	- 1	4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD			SS THRESHOLD
			18			13

Hull Type/Class: Bomber/Freefall

Manufacturer: Nubian Design Collective

Hyperdrive: Primary: Class 2, Backup: Class 10

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one gunner, one navigator, one bombardier

Encumbrance Capacity: 40 (20 metric tons)

Passenger Capacity: 10

Consumables: Four weeks

Cost/Rarity: ⚅70,000 (new), ⚅18,000 (used)/7 (R)

Customization Hard Points: 4

Weapons: Forward Twin Light Laser Cannon (Fire Arc: Forward; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

Ventrally Mounted Proton Bomb Chute (Fire Arc: Down; Damage 7; Critical Hit 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 10).

SCURRG H-6

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
3	3	1	1	-	-	1	3
			HT THRESHOLD				SS TH RESHOLD
			13				9

Cost/Rarity: ⚅140,000 (new); ⚅65,000 (used)/6 (R)

Customization Hard Points: 2

Weapons: Forward Twin Medium Laser Cannon (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

Forward Concussion Missile Launcher (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Slow-firing 1).

NESST LIGHT FREIGHTER

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
4	3	1	1	-	-	1	4
			HT THRESHOLD				SS TH RESHOLD
			23				12

Hull Type/Class: Light freighter/Nesst

Manufacturer: SoroSuub

Hyperdrive: Primary: Class 1, Backup: Class 9

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot

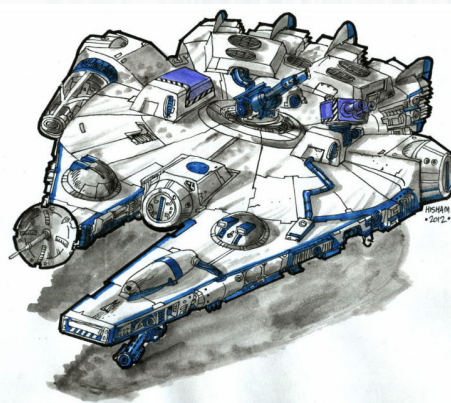**Encumbrance Capacity:** 250 (150 metric tons)

Passenger Capacity: 4

Consumables: One month

Cost/Rarity: ⚅30,000/3

Customization Hard Points: 3

Weapons: None.

SURRONIAN HIVE GUILD/STARTECH

CONQUEROR-CLASS ASSAULT SHIP

Hull Type/Class: Assault ship/Conqueror

Manufacturer: Surronian hive guild (possibly Surronian StarTech)

SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR
4	4	-1	1	-	-	1	4
			HT THRESHOLD				SS TH RESHOLD
			15				10

Hull Type/Class: Bomber/Scurrg H-6

Manufacturer: Nubian Design Collective

Hyperdrive: Primary: Class 2, Backup: Class 12

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one gunner, one navigator

Encumbrance Capacity: 25 (10 metric tons)

Passenger Capacity: 3

Consumables: Two weeks

Cost/Rarity: ⚅150,000 (new), ⚅80,000 (used)/8 (R)

Customization Hard Points: 3

Weapons: Forward Sextuple Medium Laser Cannons (Fire Arc: Forward; Damage 6; Critical Hit 3; Range [Close]; Accurate 1, Linked 5).

Dorsal Turret Mounted Twin Light Laser Cannon (Fire Arc: All; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

SOROSUUB CORPORATION

CUTLASS-9 PATROL FIGHTER

Hull Type/Class: Starfighter/Cutlass 9

Manufacturer: SoroSuub

Hyperdrive: Primary: Class 2

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot

Encumbrance Capacity: 8 (110 kilograms)

Consumables: Two weeks

4	4	0	1	-	-	1	5
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR

HT THRESHOLD	SS THRESHOLD
19	16

Hyperdrive: Primary: Class 1, Backup: Class 10

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, and two gunners

Encumbrance Capacity: 40 (25 metric tons)

Passenger Capacity: 1

Consumables: One month

Cost/Rarity: ⚡100,500 (new); ⚡46,000 (used)/8

Customization Hard Points: 4

Weapons: One Forward and One Dorsal Turret Mounted Twin Medium Laser Cannons (Fire Arc: Forward or All; Damage 6; Critical Hit 3; Range [Close]; Linked 1).

Aft Light Ion Cannon (Fore Arc: Aft; Damage 5; Critical 4; Range [Close]; Ion).

SUWANTEK SYSTEMS

TL-1800

4	3	0	2	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR

HT THRESHOLD	SS THRESHOLD
22	15

Hull Type/Class: Light freighter/TL-1800

Manufacturer: Suwantek Systems

Hyperdrive: Primary: Class 2, Backup: Class 10

Navicomputer: Yes

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/engineer

Encumbrance Capacity: 180 (110 metric tons)

Passenger Capacity: 7

Consumables: Three months

Cost/Rarity: ⚡28,000/6

Customization Hard Points: 4

Weapons: Forward Twin Light Laser Cannon (Fire Arc: Forward; Damage 5; Critical Hit 3; Range [Close]; Linked 1).

THEED PALACE SPACE VESSEL ENGINEERING

Mantaris-class Amphibious Medium Transport

5	3	0	1	0	0	0	5
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOUR

HT THRESHOLD	SS THRESHOLD
34	21

Hull Type/Class: Amphibious medium transport/Mantaris

Manufacturer: Theed Palace Space Vessel Engineering Corps/Otoh Gunga Bongameken Cooperative

Hyperdrive: Primary: Class 2, Backup: Class 8

Navicomputer: Yes

Sensor Range: Medium (space), Long (submerged under water)

Ship's Complement: One pilot, one navigator/shield operator, one communications/security officer, one engineer/gunner and one Astromech.

Encumbrance Capacity: 350 (250 metric tons)

Passenger Capacity: 20

Consumables: Two months

Cost/Rarity: ⚡280,000 (new); ⚡105,000 (used)/7

Customization Hard Points: 4

Weapons: One forward and one aft firing concussion missile launcher (Fire Arc: Forward or Aft; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Slow-firing 1).

MODULAR DESIGN:

The modular design of the Mantaris medium transport allows it to increase cargo capacity or passenger capacity. The cargo bay can also be fitted for wild life.

Cargo Module: Increase encumbrance capacity by 150.

Passenger Module: Increase passenger capacity by 30.

Zoological Module: Adds a zoological handling system.

STARSHIPS ATTACHMENTS

CONCEALED HANGAR BAY

The hangar bay doors are no longer apparent to visual inspection while closed, hidden behind camouflaged panels. This attachment is a modification of the retrofitted hangar bay module (*EotE page 271*).

This attachment requires an upgraded Hard [⬡◆◆] Mechanics check to apply.

Base Modifiers: A successful Hard [◆◆◆] Perception check is required to detect the hidden hangar bay, with additional s or a spent to reveal the shape and size of the doors and the size of the bay. The doors open slower than normal and require one round after activation. Open at the beginning of the operators next turn.

Modification Options: 1 Fast launch doors, the doors open at the end of the current round, may be further upgraded to open at the end of the operators current turn; 1 Increases the difficulty of checks to detect the weapon by +◆; 1 Sensor baffling makes the difficulty apply to sensors as well.

Hard points Cost: 1

Cost: ⚡2,000 x Silhouette (R)

Rarity: 6

EXPERIMENTAL THRUSTERS

This attachment grants the starship new and additional prototype thrusters and manoeuvring jets for better handling and manoeuvrability.

This attachment requires a Hard [◆◆◆] Mechanics check to apply.

Basic Modification: Enables a Silhouette 5 vehicle to execute Evasive Manoeuvres, Stay on Target and Punch It as if it were Silhouette 4. These manoeuvres cost 1 additional System Strain to perform.

If ⚙⚙⚙ are spent on a Piloting check, the vehicle's System Strain Threshold may be lowered by 5 until repaired. Repairing this damage requires a successful Hard [◆◆◆] mechanics check, 12 hours' time, and spare parts worth ⚡2,250.

If ⚙⚙⚙⚙ or ▽ are spent on a Piloting check, apply the Vehicle Critical: Major System Failure (EotE pages 244-245) to sublight engines.

Modification Options: 1 Increase Handling (+1) Mod, Enable Silhouette 4 Action (Gain the Advantage; costs 2 system strain and upgrade Pilot check once) Mod.

Hard points Cost: 2

Cost: ⚡30,000 (R)

Rarity: 7

HIDDEN WEAPON EMPLACEMENT

One weapon is becomes undetectable to visual inspection while not in use, hidden behind a panel or retractable faring.

This attachment requires an Average [◆◆] Mechanics check to apply.

Base Modifiers: A successful Hard [◆◆◆] Perception check is required to recognize that the vehicle has a hidden compartment, with additional ✹ or ☺ spent to reveal the presence and type of the weapon. The weapon gains the Prepare 3 quality.

Modification Options: 2 Weapon Quality (Prepare -1) Mod; 1 Increases the difficulty of checks to detect the weapon by one, 1 Sensor baffling makes the difficulty apply to sensors as well.

Hard points Cost: 1

Cost: ⚡8,900 (R)

Rarity: 7

IMPROVED SENSOR ARRAY

The starship receives additional sensors and replaces the main sensor array with a more powerful unit.

Basic Modification: Increases the ships sensor range by one (1) range band.

Modification Options: 2 Additional Sensor Range Band Mod, Improved Sensitivity: upgrade ability check when using sensors.

Hard points Cost: 1

Cost: ⚡6,800

Rarity: 6

Note: Only vehicles of Silhouette 5 or greater can receive sensor range Extreme.

MANOEUVREING JETS

The ship receives additional retro-thrusters and manoeuvring jets for better handling.

Basic Modification: Increase Handling (+1) Mod.

Modification Options: 2 Increase Handling (+1) Mod, 2 Automated-manoeuvring jets (Remove ■ due to environmental situation) Mod.

Hard Points Cost: 1

Cost: ⚡2,500 x Silhouette

Rarity: 4

MICRO TRACTOR BEAM

The starship is fitted with a series of small tractor beam projectors that assists the pilot when in dogfights. This attachment can only be used on starship of Silhouette 3 or greater.

Basic Modification: Decrease Manoeuvrability (Add ■ to opponent pilot's check when attempting "Gain

the Advantage") Mod; This penalty is only applied to opponent when the craft equipped with a Micro Tractor Beam attempts the "Gain the Advantage" action.

Modification Options: Debilitate Manoeuvrability (Downgrade opponents pilot's check once when attempting "Gain the Advantage") Mod.

Hard points Cost: 1

Cost: ⚡4,500 (R)

Rarity: 7

OVERSIZED WEAPON EMPLACEMENT

A weapon normally too large to fit the vehicle has been attached.

Base Modifiers: Attach a weapon to a vehicle as if the vehicle were one Silhouette larger, for installation restrictions only. The weapon gains the Prepare 1 quality and the Systems Strain Threshold of the vehicle is reduced by 2.

Modification Options: None.

Hard Point Cost: 1

Cost: As per attached weapon.

Rarity: As per attached weapon.

REDUNDANCY SYSTEMS

A second power system has been added to the starship to ensure a robust and improved system.

Base Modifiers: Increase starship's System Strain Threshold by +2.

Modification Options: 3 Increase System Strain Threshold (+1) Mod.

Hard Point Cost: 2

Cost: ⚡4,000 x Silhouette.

Rarity: As per attached weapon.

STEALTH/SENSOR MASKING SUITE

This attachment consists of discrete sensor scrubbing transmitters, coating the ship in a sensor dampening material and adding heat sinks and blinders to the engines. Visual light transmittance remains unaffected and the vehicle can be identified from a visual inspection.

Basic Modification: The starship becomes harder to detect via sensors, increasing the difficulty of sensor scans by + ◆◆, if flying at a Speed no greater than 2 and at a distance no closer than Short range.

Modification Options: 2 advanced sensor masking (upgrade sensor difficulty to detect once) Mods, 1 Increase sensor masking (add ■■ to sensor checks to detect starship) Mod, Improve masking (sensor masking can now be in effect up to speed 4) Mod.

Hard Point Cost: 2

Cost: ⚡7,000 x silhouette (R)

Rarity: 7

TARGETING JAMMER

The vehicle is equipped with a jamming array that makes it more difficult for opponents to target with weapons systems.

Basic Modification: When active, upgrade the difficulty of combat checks directed at the vehicle. All skill checks made to operate the vehicle's sensors, however, suffer ■ when this attachment is active. Activating this attachment requires a Manoeuvre.

Modification Options: When active, increase difficulty of combat checks directed at the vehicle by + ◆, in addition to base mod. Any skill checks made for maintenance, repair, or operating sensors suffer ■■.

Hard Point Cost: 1

Cost: ⚡2,500

Rarity: 5

HOUSE-RULES AND EXTRAS

Most GMs will at one point or another meet challenges and situations not present in the core rules, or perhaps want to figure out how to do things not covered in the rules. Below are presented some suggestions and ideas for some issues the author of this document met early on.

CARGO, REFITTING AND MORE

CARGO

The encumbrance system in FFG Star Wars might seem confusing upon first glance. For Silhouette 3 and smaller vehicles, the cargo capacity seems to fit with common sense; but for larger vehicles and transports, the abstract nature of the Encumbrance system can come across as confusing. Presented here is a tweak to the current, narratively driven encumbrance system to give a more nuanced and granular feel to cargo capacity without dramatically changing the basic **FFG Star Wars system**.

Under the Encumbrance heading in the **Gear and Equipment** chapter in the **Edge of the Empire core rulebook**, cargo crates are specified as occupying between 4 - 7 Encumbrance in the cargo bay; however, the volume of material held in such containers has not been detailed.

House Rule: Cargo crates can hold a number of smaller objects with a total Encumbrance value equal to 8 times the Encumbrance of the cargo crate.

LINKED WEAPON WITH SLOW-FIRING

Some weapons have both the Linked quality and Slow-Firing. If the GM allows it, a Gunner may perform a Hard [◆◆◆] **Computers** check as a Manoeuvre during combat to "unlink" the weapons and that way let a Linked 1 cancel a Slow-Firing 1 quality for that encounter only.

This can also be done with a Linked 2 and Slow-Firing 2 weapon, and so on.

An engineer can create this effect permanently by spending ⚡1000 in parts, a few hours of work and performing a Hard [◆◆◆] Mechanics check. Alternately a Daunting [◆◆◆◆] Mechanics check and ⚡1500 lets the engineer create a switch to let the gunner spend a Manoeuvre to switch between firing modes in combat. For each ⚙⚙ on this check add Inaccurate +1 to the weapon, a ▽ will permanently upgrade all difficulties with firing the weapon once. Additional ▽ can destroy the weapon.

REFITTING AND CUSTOMISATION

Some vehicles, such as the YT-1300, have many hard points for new modifications; others suffer a dearth of customization options. To help give players a broader outlet for personalization of their starship, the following house rule has been crafted.

House Rule: Excess cargo capacity can be converted into vehicle hard points at a rate show on the table below. A vehicle can gain a maximum of 4 new hard points in this manner.

Silhouette	Enc per CHP	Cost
3	4	10,000
4	20	20,000
5	100	35,000
6	500	100,000

STARSHIP ACCESSORIES

Some modifications and additions for starships do not occupy precious hard point space, requiring only credits, work, time, and maybe a little cargo space.

CARGO JETTISON SYSTEM

The cargo bay, or multiple cargo bays, has been outfitted with a jettison system to dump all cargo while in flight. As a manoeuvre, an operator can dump a one or all cargo bays. Additionally, all cargo bays gain a atmospheric sealing mechanism which must be activated as another manoeuvre before any cargo can be safely dumped while in vacuum or other hazardous environments.

Cost: ⚡5,000 per cargo bay

Notes: Noticing the dumped cargo from a moving vehicle requires a successful **Hard [◆◆◆] Perception** or **Computers check** as an Incidental.

CUSTOMISED SECURITY SYSTEM

The starship has been modified with an external security system. These come in various versions, some with weapons others just with heightened security measures for entry into the ship.

The weaponised security system entails installing a droid brain and some blasters. The most common variant have the same damage as a heavy blaster pistol and a range no further than Short range from the ship. This can of course be upgraded at an additional cost.

The security upgrade is a new and improved computer system, boosted by a droid brain. This system sets a difficulty to a **Daunting [◆◆◆◆] Computer check** when trying to slice the system to gain tentry to the ship. Further upgrades of the system adds ■ and even upgrades the difficulty.

Cost: Basic weaponised security system ⚡5,000 (⚡1,500 for increased range up to Medium, ⚡2,000 per additional damage up to a maximum of 10); Security Upgrade ⚡3,000 (⚡1,000 per ■ up to a maximum of ■■■, ⚡5,000 per difficulty upgrade up to a maximum of two upgrades).

HYPERTRANSCEIVER

While most every starship has a communications systems for real-time in-system communications and a long range message functionality, real-time long range communications to other star systems is a luxury few vessels come with in stock configuration. The Hypertransceiver is an expensive piece of equipment that can communicate across the vast, interstellar distances of the galaxy. Hypertransceivers also enable rudimentary access to the HoloNet, though not at

the same depth as a military-grade HoloNet Transceiver. A Hypertransceiver is a rare, sought-after commodity on the fringe.

Cost: ⚡10,000 (R)
Rarity: 8

PASSENGER CONVERSION

Some cunning starship captains wish to come across greater opportunities to make a profit by shuttling people on long, interstellar voyages instead of trading cargo with volatile prices on the open market. A greater number of passengers also carry the fringe benefit of the added company of the galaxy's most interesting individuals. Converting cargo space to passenger space requires little work; however each passenger seat occupies 10 Encumbrance worth of cargo space. This value accounts for additional space taken up by extra air filters, food, and other necessary amenities.

Cost: ⚡250 and 10 Encumbrance per passenger seat
Converting space to shared bunks (2 passengers) or dormitory facilities (4 passengers) also requires a minimal amount of effort, but must be converted into a section consisting of no less than groups of 4 passenger slots.

Cost: ⚡2,000 and 40 Encumbrance per residential unit
More expensive, separate and comfortable passenger conversions can also be made. These facilities require a substantially higher price and commitment of starship resources, dependent upon the level of luxury and comfort desired.

Cost: ⚡2,500 and 15 Encumbrance per standard, single-occupant guest quarters

Cost: ⚡10,000 and 20 Encumbrance per stately, single-occupant guest quarters

STARSHIP COMBAT

The starship combat system presented in **FFGs Star Wars roleplaying game** is dynamic, and abstract. With no need for squares or rulers. However, it is a bit conservative when it comes to options for pilots to perform.

While the narrative should steer combat, and that way decide defensive zones, bringing cannons around and thus prevent abuse of the system's mechanics. When the pilot is flying down a narrow chasm this could prevent pursuers from hitting the forward defensive zone.

There are certain things the system still could benefit from, if for no other reason than to make it easier for players to understand their options. Would flying through a minion squadron of TIE-fighters constitute a ■■ environmental terrain hazard?

Below are some new starship actions suggested to be implemented unless players already have come up with similar tactics while playing.

DEFENSIVE SCREEN

Pilot Only: Yes
Silhouette: 1-5
Speed: 3+

Make a Pilot check using difficulties outlined in **Table 7-3** (EotE core book page: 234) against an opponent attacking or attempting **Gain the Advantage** against one allied ship. ✵ add ■ to enemy's attacks on allied starship until the end of acting ship's next turn. Additional ✵✵✵ or 🝙🝙 can be spent to upgrade combat checks against defended allied ship by one. Any combat checks made by defending ship adds ■.

Notes: Silhouette 3 and 4 starships/vehicles cannot gain this benefit more than two allied ships. Silhouette 5 and 6 can only receive the benefits if 2 or more ships execute the Action to a maximum of four allied ships, halve defence bonuses and upgrades. Larger ships cannot benefit from this Action.

EVASIVE ACTION

Pilot Only: Yes
Silhouette: 1-5
Speed: 2+

Pick an enemy ship and make an opposed Pilot check, ✵ gives evading ship add ■ to combat checks against evading ship. 🝙🝙🝙 can be spent to add one more ■. ⨁ can be spent to add upgrades the combat check at a one for one basis. Any attacks originating from evading vehicle receives an equal amount of setback dice (and upgrades) to combat checks against any opponent.

Note: This Action can be used in combination with Evasive Manoeuvres, if starship is small and fast enough to perform this Manoeuvre. *Gain the Advantage* will cancel any upgrades as per the core rules.

RUN THE BLOCKADE

Pilot Only: Yes
Silhouette: 1-6
Speed: Any

Make a Pilot check using difficulties outlined in **Table 7-3** (EotE page 234) against an opponent who has successfully used **Suicidal Mynock** against acting ship. ✵ lets acting starship attack any other target on the following turn. ▼ prevents acting ship from attacking any other target for another turn.

SUICIDAL MYNOCK

Pilot Only: Yes
Silhouette: 1-5
Speed: Any

Make a **Hard [◆◆◆] Pilot check** and pick one enemy ship. ✵ target ship may not attack any other starship than the starship executing this action, until the end of the starship performing this action's next turn. Additional 🝙🝙 or ✵✵✵ may increase the duration for another round up to a total of three rounds. The enemy's weapons not able to target the ship may attack other targets as normal. Any other ships that take the Suicidal Mynock action against the same target becomes the only ship the target may attack. A pilot may cancel this manoeuvre on his or her turn as an Incidental.

CREW & ADVERSARIES

The various personalities that can be found on the *Emporium* has already been introduced in the previous parts of the catalogue. In this section you will find stats for Cartol and the rest, plus stats for generic adversaries and other NPCs that can be enountered on the *Emporium*.

Cartol Yatzai [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	3	4	4	3	4

SOAK VALUE	W. THRESHOLD	S.THRESHOLD	M/R DEFENCE
3	14	15	0 0

Skills: Astrogation 2, Charm 3, Cool 2, Deception 1, Discipline 3, Mechanics 3, Melee 1, Negotiation 3, Perception 2, Ranged (light) 2, Skulduggery 1, Stealth 1, Streetwise 3, Knowledge (education) 2, Knowledge (outer rim) 3, Knowledge (lore) 1, Knowledge (core worlds) 1, Vigilance 2.

Talents: Adversary 2, Black market contacts 1, Fine tuning 2, Gearhead 2, Point blank shot 1, Spare clip, Smooth talker (Negotiation),

Abilities: Amphibious

Equipment: Utility suit, robes (+1 soak), tool kit, datapad, handheld comlink, Modified light blaster pistol (Ranged [light]; Damage 5; Critical 3; Range [Medium]; Improved stun setting; attachment: Improved stun capabilities [upgraded +2 stun damage]).

Chuurdacca [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	3	2	2	3

SOAK VALUE	W. THRESHOLD	S.THRESHOLD	M/R DEFENCE
5	16	14	0 0

Skills: Athletics 2, Brawl 1, Coercion 2, Cool 2, Mechanics 2, Melee 4, Resilience 2, Vigilance 3.

Talents: Adversary 1, Frenzied Attack 2, Gearhead 1, Inventor 1, Tinkerer (Ryyk blade).

Abilities: Wookiee Rage.

Equipment: Double bladed collapsible Ryyk blade (Melee; Damage 8; Critical 3; Range [Engaged]; Cumbersome 3; Defensive 1; Double; Pierce 2, Superior quality; Vicious 2; attachments: Collapsible; Doubled [upgraded]), heavy clothing (+1 soak), handheld comlink, datapad, tool kit.

Clear as Mud Cantina Bouncer [rival]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	2	1	2	2	2

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
5	15	0 0

Skills: Brawl 2, Coercion 2, Cool 1, Discipline 2, Ranged (heavy) 2, Vigilance 1

Abilities: Wookiee Rage

Equipment: Shock gloves (Brawl; Damage 4; Critical 5; Range [Engaged]; Stun 3), Bowcaster (Ranged [heavy]; Damage 10; Critical 3; Range [Medium]; Cumbersome 3; Knockdown), extra reloads.

Clear as Mud Cantina Infochant [Rival]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	4	3	3	4

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
5	15	0 0

Skills: Computers 2, Deception 2, Knowledge (All) 2. Perception 3, Vigilance 2

Talents: Codebreaker 1

Equipment: Modified Spukami Pocket Blaster pistol (Ranged [light]; Damage 5; Critical 3; Range [Short]; Accurate 1; Stun setting; attachment: Targeting marker), Encrypted Datapad, throat-activated comlink.

Clear as Mud Cantina Staff [minion]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	3	3	4

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
2	5	0 0

Skills: Charm, Cool, Negotiation, Perception, Vigilance

Equipment: Uniform, datapad.

Do'og Evol [Rival]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 0

Skills: Brawl 1, Computers 1, Cool 1, Coordination 1, Cybernetics 3, Discipline 2, Knowledge (education) 3, Medicine 4, Perception 1, Ranged (light) 2, Streetwise 1, Knowledge (xenology) 2

Talents: Bacta Specialist 2, Confidence 1, Surgeon 3,

Inventor 1, Natural Doctor, Pressure Point.

Abilities: Four arms (provides no mechanical benefit, except can hold more than two one handed weapons, however cannot attack with more than two at a time).

Equipment: Modified Spukami Pocket Blaster pistol (Ranged [light]; Damage 5; Critical 3; Range [Short]; Accurate 1; Stun setting; attachment: Targeting marker), medical kit, tool kit, heavy clothing (+1 soak), ear-piece comlink, datapad.

DRUMUGHS GRUSSOM [RIVAL]

5	1	3	3	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
7	17	0 │ 1

Skills: Athletics 1, Brawl 4, Mechanics 4, Melee 3, Perception 1, Vigilance 2.

Talents: Adversary 1, Armour master, Gearhead, Jury Rigged (armour), Tinkerer (armour).

Abilities: Savage Warrior (gain Vicious +1 on all Brawl and Melee checks [included in stats below])

Equipment: Tool kit, Gamorrean amour smith attire (+2 soak, jury rigged: +1 ranged defence); tool kit, Two-handed axe (Melee; Damage 7; Critical I4; Range [Engaged]; Cumbersome 3; Disorient 3; Vicious 2).

GAMBLER, EXPERIENCED [RIVAL]

2	3	2	3	3	4
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 │ 0

Skills: Computers 1, Cool 3, Deception 1, Discipline 2, Perception 1, Vigilance 1.

Equipment: Sabbac deck, fashionable clothes, cred-chip, holdout blaster (Ranged [light]; Damage 5; Critical 4; Range [Short]; Stun setting).

GAMBLER, PROFESSIONAL [NEMESIS]

3	3	3	4	3	5
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
4	13	13	0 │ 0

Skills: Computers 2, Cool 4, Deception 3, Discipline 3, Perception 2, Vigilance 3.

Talents: Adversary 1

Equipment: Sabbac deck, fashionable clothes, cred-chit, holdout blaster (Ranged [light]; Damage 5; Critical 4; Range [Short]; Stun setting).

GROOMAW [NEMESIS]

6	3	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
6	18	13	0 │ 0

Skills: Athletics 2, Brawl 3, Coercion 2, Cool 2, Discipline 3, Knowledge (education) 1, Melee 1, Negotiation 1, Perception 2, Ranged (heavy) 2, Streetwise 2, Vigilance 3

Talents: Adversary 1, Feral Strength 2,

Abilities: Wookiee Rage

Equipment: Apron, handheld comlink, datapad, Modified bowcaster (Ranged [heavy]; Damage 10; Critical 4; Range [Medium]; Cumbersome 3; Knockdown; attachment: automatic re-cocker), Fists (Brawl; Damage 8; Critical 5; Range [engaged]; Disorient 1; Knockdown).

JOONAZ [RIVAL]

2	2	3	3	4	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 │ 0

Skills: Charm 1, Computers 3, Cool 1, Discipline 1, Mechanics 2, Negotiation 2, Knowledge (outer rim) 1, Ranged (heavy) 1, Streetwise 2, Vigilance 1.

Talents: Black market contacts 2, Confidence 1, Gearhead 2, Know somebody 1, Utinni! 1.

Abilities: Lungless.

Equipment: Utility suit, heavy clothes (+1 soak), tool kit, datapad, handheld comlink, Modified blaster carbine (Ranged [heavy]; Damage 9; Critical 3; Range [Medium]; Accurate 1; Stun setting; attachment: Bryar chamber [spend 1 Manoeuvre to increase damage by 2 and be subject to High-energy consumption quality]; Target marker).

Kirred Nielk [rival]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
2	11	0 | 0

Skills: Charm 2, Cool 2, Deception 1, Negotation 3, Ranged (light) 1.

Talents: Talents

Abilities: Abilities

Equipment: Fashionable robes, handheld comlink, datapad, CR-2 heavy blaster pistol (Ranged [light]; Damage 7; Critical 4; Range [Medium]; Stun setting).

Mission Provider, deceiver/pirate [rival]

These NPCs usually have some nefarious agenda, looking for targets to take advantage of in some way. They will approach characters with offers of jobs, treasure or the like, it's all a deception of course.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
4	12	1 | 1

Skills: Charm 1, Coercion 2, Cool 2, Deception 3, Discipline 2, Perception 2, Vigilance 2.

Equipment: Fashionable, but outdated armoured clothing (+1 soak, +1 defence), Modified heavy blaster pistol (Ranged [light]; Damage 7; Critical 3; Range [Medium]; Auto-fire, Accurate 2; Stun setting; attachments: Rapid recycler; Targeting marker [upgraded]); throat-activated comlink, datapad, cred-chip.

Mission Provider, friendly [rival]

These NPCs are friendly, potential allies and usually honest - at least towards the group. They will offer all manner of jobs.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 | 0

Skills: Charm 2, Cool 1, Discipline 2, Negotation 2, Perception 1, Vigilance 2.

Equipment: Worn heavy clothing (+1 soak), Modified blaster pistol (Ranged [light]; Damage 6; Critical 3; Range [Medium]; Accurate 1; Stun setting; attachment: Target marker), handheld comlink, datapad, cred-chip.

Mission Provide, unfriendly [rival]

These NPCs are unfriendly and unlikely allies. While they are usually honest - at least towards the group - they will easily gloss over important facts that could provide trouble for the group. They will offer all manner of jobs.

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 | 0

Skills: Coercion 2, Cool 1, Deception 1, Discipline 2, Negotation 1, Perception 1, Vigilance 2

Equipment: Fashionable heavy clothing (+1 soak), Modified blaster pistol (Ranged [light]; Damage 6; Critical 3; Range [Medium]; Auto-fire, Accurate 1; Stun setting; attachment: Rapid Recycler; Target marker), handheld comlink, datapad, cred-chip.

Mobe [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	5	3	3	4	2

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
4	16	14	1 | 1

Skills: Athletics 2, Brawl 3, Charm 2, Coercion 3, Coordination 2, Discipline 2, Mechanics 4, Melee 1, Negotiation 1, Perception 3, Ranged (heavy) 2, Ranged (light) 5, Stealth 2, Streetwise 2, Knowledge (underworld) 2, Vigilance 2.

Talents: Adversary 2, Black market contacts 1, Deadly accuracy (ranged (light)), Dodge 2, Gearhead, Point blank shot 1, Quick draw, Quick strike 1, Sniper shot 2,

Abilities: Add ⬛ die to Athletics check for running and jumping; Enhanced Nemesis Combat.

Equipment: Modified heavy blaster pistol (Ranged [light]; Damage 8; Critical 2; Range [Medium]; Accurate 1; Durable, Improved stun setting, Shielded), Modified hold-out blaster (Ranged [light]; Damage 6; Critical 3; Range [Short]; Accurate 2, Improved stun setting); Traditional Kyuzo hat and armour (+1 soak, +1 defence), vibroknife, comlink, datapad.

Noila [rival]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	2	3	3	2

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 | 0

Skills: Charm 2, Deception 2, Knowledge (All) 3,

Negotiation 1, Ranged (light) 2, Skulduggery 2, Streetwise 1, Vigilance 1.

Abilities: Abilities

Equipment: Nomad greatcoat (+1 soak), Tracker utility vest, encrypted datapad, modified Sub-Repeating Blaster Pistol (Ranged [lght]; Damage 7; Critical 4; Range [Medium]; auto-fire; inaccurate 2; attachment: Blaster actuating module), 2 Glop Grenades (Ranged [light]; Damage -; Critical -; Range [Short]; Blast -; Ensnare 3), handheld comlink.

Pon-Din [Nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	5	4	3	2

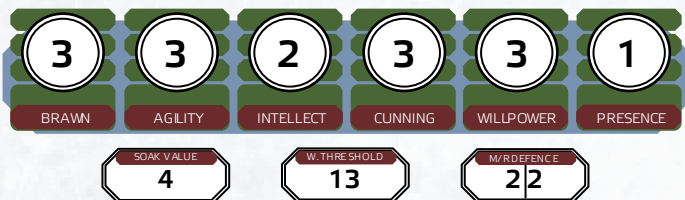| SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
2	11	14	1 1

Skills: Astrogation 3, Brawl 3, Cool 1, Deception 1, Coercion 2, Coordination 2, Computers 2, Dicipline 3, Knowledge (lore) 5, Melee 2, Perception 3, Ranged (light) 2, Skulduggery 2, Stealth 2, Knowledge (underworld) 3, Vigilance 1, Knowledge (xenology) 5.

Talents: Adversary 3, Frenzied attack 2, Knowledge specialisation (Lore), Nobody's fool 1, Researcher 1, Respected scholar 2, Utinni! 1.

Abilities: Silhouette 0

Equipment: Garrotte (Brawl; Damage 4 (special); Critical 3; Range [Engaged]; Superior quality; see description), Studded Gauntlets (Brawl; Damage 3; Critical 5; Range [Engenged]; Disorient 3; Knockdown; Pierce 2), datapad, holocron, handheld comlink, surveyor's bag with various obscure content, exotic material robes (+1 defence).

Qoulroz Agent [rival]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
4	13	2 2

Skills: Coerce 2, Cool 2, Perception 1, Ranged (heavy) 2, Streetwise 1, Vigilance 2

Talents: Adversary 1.

Abilities: Methane braether.

Equipment: Medium battle armour (+1 soak, 1 defence; attachments: armorplast [increase defence], basic body glove; enhanced optics suite), Blaster rifle (Ranged [heavy]; Damage 9; Critical 3; Range [Medium]; Accurate 1; Blast 5; Stun setting; attachment: Spread barrel [blast 5]; Target marker), Extra reloads, Utility harness, binders.

Qoulroz Provider [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	4	3	3	4	2

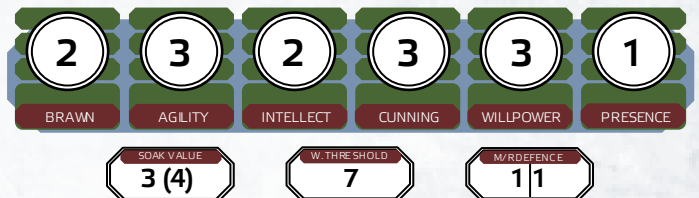| SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
5	17	14	1 1

Skills: Athletics 1, Coerce 3, Cool 3, Deception 1, Perception 2, Ranged (heavy 3), Ranged (light) 2, Streetwise 3, Survival 1, Vigilance 3.

Talents: Adversary 2, Armor mastery, Deadly accuracy (ranged [heavy]), True aim 1.

Abilities: Methane breater

Equipment: Combat suit (+2 soak, 1 defence), Double barrelled sniping blaster rifle (Ranged [heavy]; Damage 9; Critical 3; Range [Extreme]; Accurate 1; Cumbersome 2; High-energy consumption; Inaccurate 1; Linked 1; Pierce 1; Slow-firing 1; attachment: Target marker), Extra reloads, Stimpack, 2 stun grenades (Ranged [light]; Damage 8; Range [Short]; Disorient 3; Stun Damage; Blast 8; Limited ammo 1), binders, Wrist mounted laser gauntlet (Ranged [light]; Damage 7; Critical 2; Range [Medium]; Limited ammo 3; Pierce 4; Vicious 2; Slow Reload 1), Utility harness.

Qoulroz Runner [minion]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3 (4)	7	1 1

Skills: Coerce, Cool, Ranged (heavy), Streetwise, Vigilance.

Abilities: Methance breather.

Equipment: Light battle armour (+1 soak, 1 defence; attachments: ablative coating [increase soak by +1 against energy attacks], basic body glove), Blaster carbine (Ranged [heavy]; Damage 9; Critical 3; Range [Medium]; Accurate 1; Stun setting; attachment: Target marker), Extra reloads, Utility harness, binders.

Radier Krow [Rival]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
4	13	0 0

Skills: Brawl 2, Computers 4, Cool 2, Dicsipline 2, Knowledge (education) 2, Mechanics 4, Negotiation 1, Perception 1, Ranged (heavy), Stealth 1, Streetwise 1,

Knowledge (xenology) 2

Talents: Bypass Security 1, Codebreaker 2, Defensive Slicing 2, Inventor 2, Master Slicer, Jury Rigged (SKZ rifle: critical)

Abilities: Communicative Pheromones: Weequay can communicate non-verbally with other members of their species up to Medium Range - Radier has lost control of this ability.

Equipment: Modified SKZ blaster rifle (Ranged [heavy]; Damage 8; Critical 3; Range [Long]; Auto-fire; Pierce 2, Improved Stun setting; attachments: Rapid recycler [2 weapon quality pierce +1]; Improved stun capabilities [+2 stun damage]), Extensively modified portable computer (with outlaw tech databreaker impemented), Heavy clothing (+1 soak), ear-piece comlink

Saish'Trokk [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
5	3	2	3	3	2

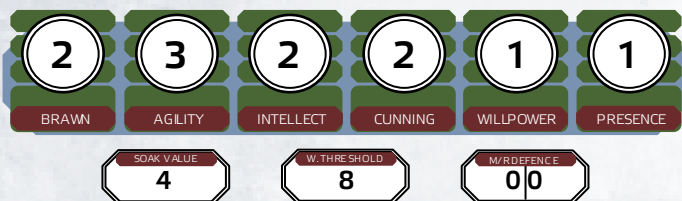| SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
5	16	13	0 0

Skills: Athletics 1; Brawl 2; Coercion 2; Cool 2; Discipline 2; Mechanics 2; Melee 3; Perception 1; Vigilance 3.

Talents: Feral Strength 1, Inventor 2, Jury Rigged (Power hammer: critical).

Abilities: Regeneration, Claws.

Equipment: Claws (Brawl; Damage 5; Critical 3; Range [Engaged]; Disorient 1; Knockdown), Power hammer (Melee; Damage 10; Critical 3; Range [Engaged]; Concussive 2; Cumbersome 4; Knockdown; Vicious 2; attachment: weighted head (Concussive modification option), heavy clothing (+1 soak), handheld comlink, datapad, tool kit.

Security droid, CE3B1 [minion]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
4	8	0 0

Skills: Perception, Ranged (heavy), Vigilance

Abilities: Inorganic; Mechanical being.

Equipment: Reinforced chassis (+2 soak), Modified Blaster rifle (Ranged [heavy]; Damage 9; Critical 3; Range [Long]; Auto-fire; Stun setting; attachment: Rapid Recycler).

Security droid, CE9B2 [rival]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
4	17	1 1

Skills: Cool 2, Leadership 1, Perception 2, Ranged (heavy) 2, Vigilance 2

Abilities: Inorganic; Mechanical being; Security Tactics (may spend a manoeuvre to direct one CE3B1 minion group aboard Cartol's Emporium, or within Medium range. The group may perform an immediate free manoeuvre or add ■ to their next check.)

Equipment: Improved Reinforced chassis (+2 soak, +1 defence), Modified Blaster rifle (Ranged [heavy]; Damage 9; Critical 3; Range [Long]; Auto-fire; Stun setting; attachment: Rapid Recycler).

Tin-Tic [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	4	5	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
2	12	13	1 1

Skills: Astrogation 2, Charm 1, Deception 2, Coordination 1, Computers 2, Dicipline 2, Medicine 2, Knowledge (lore) 4, Melee 3, Negotiation 2, Perception 3, Ranged (light) 2, Skulduggery 1, Stealth 2, Streetwise 2, Vigilance 2, Knowledge (xenology) 4.

Talents: Adversary 3, Frenzied attack 1, Knowledge specialisation (Education), Lethal Blows 2, Researcher 2, Utinni! 1.

Abilities: Silhouette 0

Equipment: Zenji needles (Ranged [light]/Melee; Damage 3/2; Critical 2; Range [Short]; Fragile; Pierce 3; Vicious 1), Molecular stiletto (Melee; Damage 2; Critical 2; Range [Engaged]; Pierce 4, Vicious 2), Stylish robes (+1 soak), datapad, handheld comlink, various data cards, scrolls and books in a surveyor's bag, exotic material robes (+1 defence).
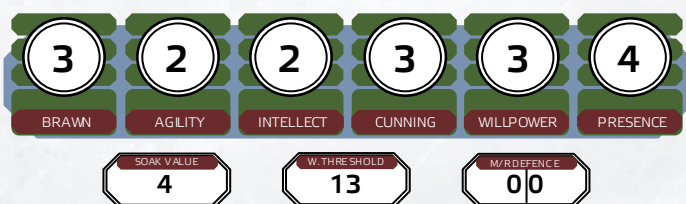
Trader's Commons, trader [minion]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	5	0 0

Skills: Charm, Cool, Negotiate.

Equipment: Heavy clothing (+1 soak), datapad, holdout blaster pistol (Ranged [light]; Damage 5; Critical 4; Range [Short]; Stun setting), handheld comlink.

Trader's Commons, merchant [rival]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	2	2	3	3	4

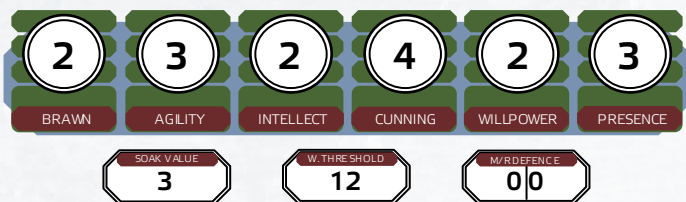| SOAK VALUE	W. THRESHOLD	M/R DEFENCE
4	13	0 0

Skills: Charm 3, Cool 1, Deception 1, Negotiation 2, Perception 2, Vigilance 1.

Talents: Talents

Equipment: Fashionable clothing (+1 soak), encrypted datapad, holdout blaster pistol (Ranged [light]; Damage 5; Critical 4; Range [Short]; Stun setting), wristmounted comlink.

Twai-ek Torn [rival]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	3	2	4	2	3

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
3	12	0 0

Skills: Cool 2, Deception 1, Knowledge (All) 2, Negotiation 2, Ranged (light) 1, Skulduggery 1, Streetwise 2, Vigilance 2.

Talents: Talents

Abilities: Abilities

Equipment: Heavy clothing (+1 soak), Tracker utility vest, encrypted datapad, modified X-30 Lancer Blaster Pistol (Ranged [lght]; Damage 6; Critical 4; Range [Long]; Accurate 1; Pierce 2; Superior), 2 stun grenades (Ranged [light]; Damage 8; Range [Short]; Disorient 3; Stun Damage; Blast 8; Limited ammo 1), handheld comlink.

Viser N'axan [nemesis]

BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
3	3	2	4	3	3

SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENCE
6	15	13	1 1

Skills: Athletics 2, Brawl 3, Charm 2, Cool 2, Deception 2, Mechanics 3, Melee 2, Perception 2, Ranged (light) 3, Stealth 3, Streetwise 3, Knowledge (underworld) 3, Vigilance 2.

Talents: Adversary 1, Armour master, Black market contacts 2, Gearhead, Improved armour master, Point blank shot 1, Quick draw, Tinkerer (padded armour).

Abilities: Natural Curiosity (automatically produce 🝔 on Perception checks)

Equipment: Padded armour (+3 soak, +1 defence), Blaster pistol (Ranged [light]; Damage 6; Range [Medium]; Stun setting); comlink, datapad.
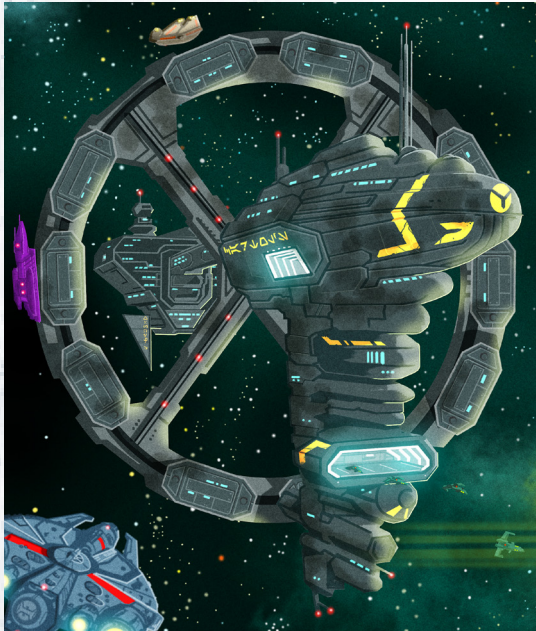
Yulu Beteen [rival]

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

SOAK VALUE	W. THRESHOLD	M/R DEFENCE
2	11	0 0

Skills: Cool 2, Knowledge (core worlds) 3, Discipline 1, Negotiation 2, Ranged (heavy) 1.

Talents: Researcher 1.

Equipment: Stylish clothing, datapad, handheld comlink, "Hammer" Slugthrower (Ranged [heavy]; Damage 8; Critical 4; Range [Short]; Blast 6; Knockdown).

SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
6	2	-2	2	2	2	2	5
			HT THRESHOLD				SSTH RESHOLD
			61				40

Hull Type/Class: Modified Frigate/Nebulon-B
Manufacturer: Kuat Drive Yards
Hyperdrive: Primary: Class 1, Backup: Class 18
Navicomputer: Yes
Sensor Range: Long
Ship's Complement: 120
Encumbrance Capacity: 1,000
**Silhouette Capacity:** 160 (max silhouette: 4)
Passenger Capacity: 1,000
Consumables: Seven months
Cost/Rarity: unknown/unique
Customization Hard Points: 0
Weapons: Two Port and Two Starboard Turret Mounted Medium Turbolasers (Fire Arc: Forward, Aft and Port *or* Forward, Aft and Starboard; Damage 10; Critical Hit 3; Range [Long]; Breach 3, Slow-firing 1); Two Port, Two Starboard, Two Forward, and Two Aft Light Laser Cannons (Fire Arc: Port *or* Starboard *or* Forward *or* Aft; Damage 5; Critical 3; Range [Close]); One Forward, One Port, and One Starboard Medium Tractor Beam Emitters (Fire Arc: Forward *or* Port *or* Starboard; Damage -; Critical -; Range [Short]; Tractor 4).
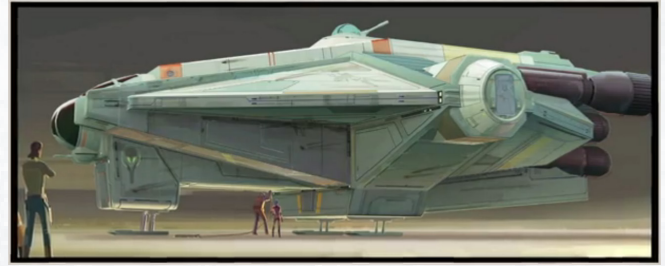
SILHOUETTE	SPEED	HANDLING	DEF: FORE / PORT / STARBOARD / AFT				ARMOUR
4	4	1	1	-	-	1	4
			HT THRESHOLD				SSTH RESHOLD
			20				19

Hull Type/Class: Modified VCX-100/Light Freighter
Manufacturer: Corellian Engineering Corporation
Hyperdrive: Primary: Class 0.5, Backup: Class 12
Navicomputer: Yes
Sensor Range: Short
Ship's Complement: 1
Encumbrance Capacity: 80
Passenger Capacity: 6
Consumables: Five months
Cost/Rarity: unknown/unique
Customization Hard Points: 2
Customizations: Cargo conversion (80 enc = 4 HP); 1 Stately accommodation conversion (20 enc); Customised external security system.
Attachments: High-output Ion Turbine; Hyperdrive Generator (fully upgraded); Improved Sensor Array; Manoeuvring Jets; Redundancy Systems (fully upgraded); Stealth/Sensor Masking Suite.
Weapons: Dorsal Turret Mounted Twin Heavy Laser Cannon (Fire Arc: All; Damage 6; Critical Hit 3; Range [Short]; Linked 1).

Forward Turret Mounted Twin Heavy Laser Cannon (Fire Arc: Forward, Port, and Starboard; Damage 6; Critical Hit 3; Range [Short]; Linked 1).

This is it! *Cartol's Emporium* is off, but fear not it's travels has only just started. From Corellia to Geonisis to Asation, the *Emporium* will go wherever there is adventure, salvage and of course a market and goods. New customers, vendors and wares are always welcome aboard the *Emporium*, so sign up on the hyper-list and you'll get regularly updated coordinates for the Emporium's stops along the way as Cartol's attempts to plan ahead.

New offers, new jobs and new opportunities!

Cartol's Emporium going where there's business, because waiting for business is lazy!

Cartol's Database of Known Threats*: Captain Sien Dien has returned as the scourge of the hyperspace lanes of the mid and outer rim.

*(offering information about known threats along the hyperspace lanes)

Cartol's Emporium has been a labour of love for the past year and a half, or thereabouts. I hope it provides you with options and ideas to improve or at least add to your game. Any and all feedback is more than welcome, either directly at the blog or at jegergryte[at]gmail.com.

If you enjoyed this catalogue there is more to come, I will be adding new stuff to the blog from now on - be it new gear, weapons or starships, it will be put there (but don't hold your breath). This catalogue should now be considered complete.

Other new stuff includes: surprises!

Best wishes,
Audun "Jegergryte" Løvlie.