

STAR WARS®

Planets of the Galaxy Volume Three

A Supplement for Use with *Star Wars: The Roleplaying Game*



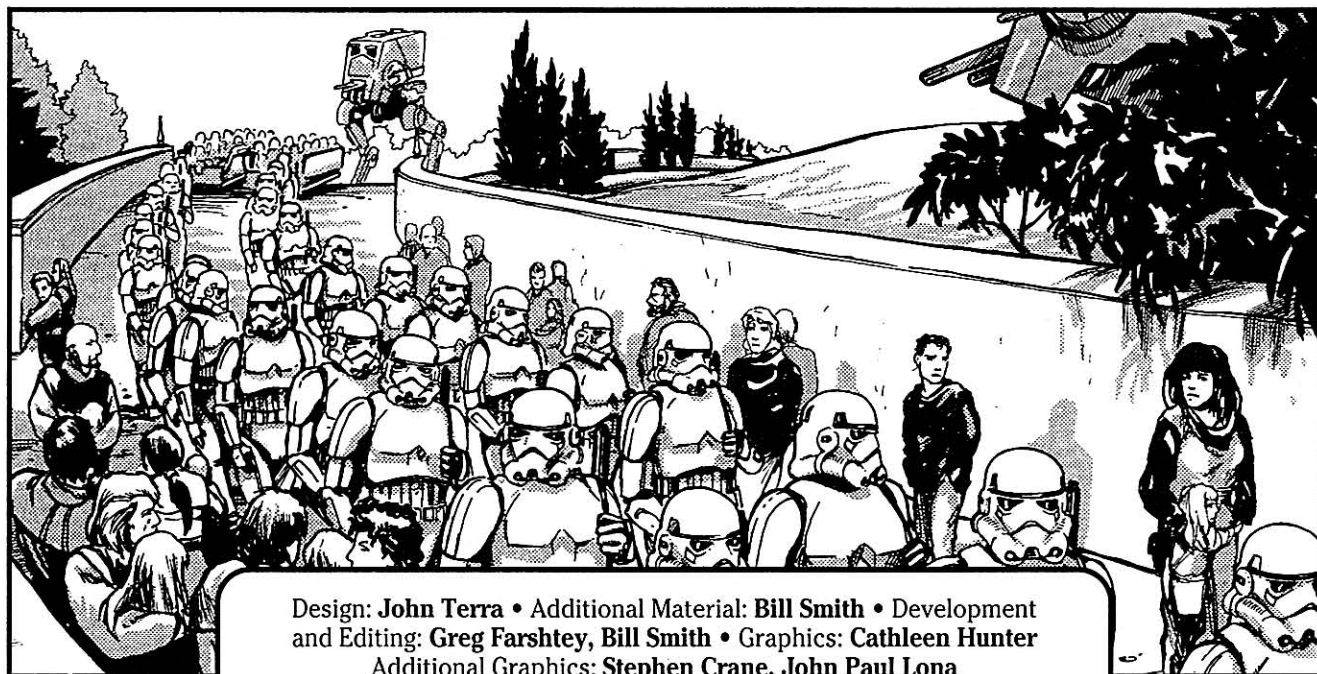
Elrood Sector — a distant region of space caught in the grindstone of Empire against Rebel Alliance!

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STAR WARS®

Planets of the Galaxy

Volume Three



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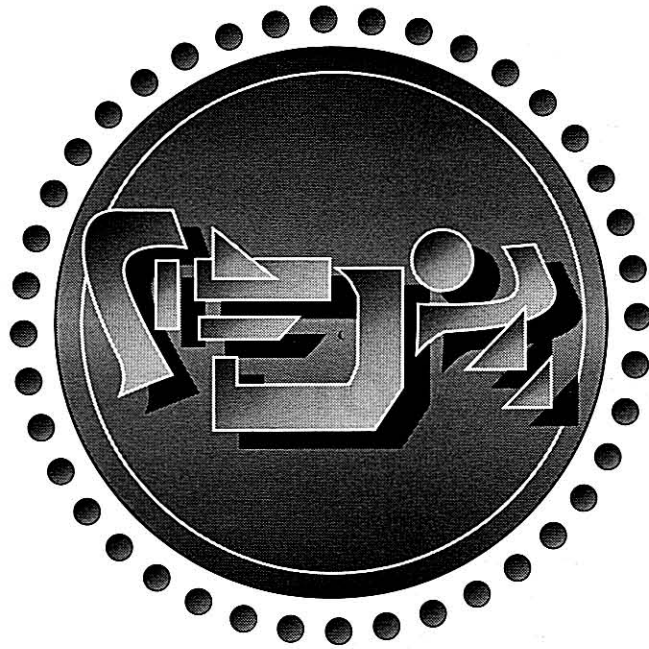
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Welcome to Elrood Sector!

The freighter *Blind Luck* shuddered out of hyperdrive as the sublight engines kicked in. The small bridge was bathed in an eerie green glow as the navigational sensors activated and began scanning the area for known navigational reckoning points.

"Well?" pressed Desric Fol, a burly always-frowning scout not known for his patience.

The pilot, a lithe pale Human woman, turned to face him long enough to flash him a silent, reprov- ing glare and return to her business. The comput- ers continued their work.

Klag, a short blue-skinned Hu- manoid who was the ship's navi- gator, and chief social powder keg diffuser, cleared his throat. "I think what Desdemona is ... try- ing to convey is that the com- puter needs time to accurately calculate where we are."

Desric "harrumphed" and sat in an empty chair facing a non- operational console. "Most com- puters would not only have al- ready figured out where we are, but would also have highlighted likely Imperial interdiction spots, possible trade routes, and projected profit margins besides."

"When you signed on as part of our crew, I had no idea that you were also an accomplished com- puter expert," Desdemona replied sarcastically.

"Well, how about that! We know where we are!" Klag piped up before the quickly-reddening Desric could explode. "Hmmm. The Elrood Sector."

A young woman dressed in loose fitting white robes bounded onto the bridge, a lightsaber se- cured to her belt. "I felt us coming out of hyperdrive," she explained. "So, where are we?"

Desdemona reserved a warm smile for Brianna, the young Jedi student who was also part of the *Blind Luck's* crew. Brianna's opti- mism and friendliness were the glue that kept this team of professional, albeit irritable beings together.

"I was just saying that we have arrived in the Elrood Sector," Klag replied helpfully. He, too, liked Brianna and her effect on morale.

"Never heard of it," Brianna shrugged.

"Nor have I," Desdemona frowned deeply. She turned to Klag in silent ques- tion, but the little blue being shook his head.

**Klag had this
funny feeling
that his
diplomatic skills
were about to get
a workout.**

"I have," Desric rumbled. "Pretty unremarkable place. The locals are stricter than most Imperials, and there's not a lot here ... but there are worse places to spend your life, I guess ... somewhere."

Desdemona absently watched a planet come into scanner range. "We have a place to land if we want to."

"And whoever is down there is scanning us, too," Klag replied.

Everyone turned to Desric expectantly. The scout shrugged, caught off-guard that everyone now expected him to suggest the next move. "Well ... until we know which planet that is ..." he began.

"This is Elrood Starport Command," a crisp, clearly enunciated voice came over the com system. "Incoming vessel, please identify yourself, and your intentions. Use standard protocol, please."

Desric placed a hand over his face. "Oh no," he moaned. "Not Elrood proper!" He took his hand off his face and sighed with resignation. "Better fumigate the ship."

"We are the *Blind Luck*, late of Abregado-rae," Klag replied into the com unit. "We request permission to land."

"Permission granted, *Blind Luck*," the voice replied. "When you land, please observe all standard decontamination procedures. If needed, a decon team will be sent to your vessel to ensure compliance. We will need to see your shipping manifest and cross-verify it with your actual cargo. You will be required to show us your valid pilot's license and ship's ownership files. Our sensors show that

your vessel's sublight drive is emitting an ion trail in excess of .54% above the established limit. You will have to have your engines overhauled in order to comply with environmental regulations."

Klag turned the com's volume down. Everyone except for Desric stared at each other in amazement. Even Brianna looked baffled.

"Awfully strict, aren't they?" Brianna ventured with a sheepish grin.

"Is this an Imperial world?" Desdemona asked Desric.

"Nominally. The locals bow down to the Empire, but would like to be independent." He smiled grimly. "The Elrood starport just goes so by the book that ..."

"... And lastly, a trained Counselor will be assigned to talk with you about your ship's name. It does not inspire much faith in your competence," the voice concluded. "Land at Elrood Starport 2MZ, Bay 4B. Download code XP-445-T78Y, which is being transmitted now, into your ship's computer upon coming within 50 kilometers of your starport destination. When activated, you will be linked with our navigation beacon and automated landing system. Safe landing, and enjoy your stay."

Desric was now grinning broadly. "Believe it or not, behind all of those rules and regulations is a really nice place. Though I hate to admit it, those rules may be responsible for the generally peaceful nature of the people here. If you can survive the post-landing debriefing, you will find the planet worth your while."



"If we survive it," Desdemona growled. Klag had this funny feeling that his diplomatic skills were about to get a workout.

Welcome

Planets of the Galaxy, Volume Three is the latest book to detail the fascinating planets of the *Star Wars* galaxy. However, unlike the previous two volumes of new planets, *Planets of the Galaxy, Volume Three* presents the new worlds as part of a larger whole. They all exist within the sphere of space known as the Elrood Sector, an isolated sector far from the heart of the ongoing civil war. This supplement provides detailed information on the entire sector, including information on important personalities, the history of the sector, and likely adventure and campaign themes that can be used to help bring the sector to life.

Elrood Sector is perfect for a campaign locale. There is enough going on in this corner of the galaxy to keep a group of freedom-fighting, fun-loving characters busy for some time.

The information presented herein is set between the events of *Star Wars: A New Hope* and *The Empire Strikes Back*. A robust, strong Empire has reached the height of its expansion, and it's a grim time for the Rebel Alliance.

The first section of this book is a sector summary, detailing common features found throughout Elrood Sector, including prominent individuals, aliens, Imperial patrols, trade routes, and sector history. This section also includes information on using Elrood as a campaign setting.

What follows are detailed examinations of the most prominent planets in the sector. These sections provide detailed examinations of the cultures, peoples, sights and events that populate these worlds and make them exciting adventure locations.

All in all, Elrood Sector is a strange and exciting place with lots of adventure opportunity. So, drop into sublight and be ready to trade, fight, and make new friends.

Elrood awaits!

■ The Elrood Campaign

Elrood Sector has a little bit of everything: Rebels, Imperials, pirates, worlds to explore, espionage, criminal worlds, and much more. It is quite possible to have a self-contained campaign without the characters ever leaving the sector!

The people of Elrood Sector have always had a strong sense of community that crosses planetary distances. These beings all feel a common kinship as residents of the same region of space, and Elrood is a fairly closed community: visitors are treated politely, but they are watched closely. Elrood is the sector capital and Coyn is a major trade world. Derilyn, once the major manufacturing center of the sector, is now under the Imperial martial law, effectively cut off from the rest of the sector.

The occupation of Derilyn has been quite a blow to Elrood Sector. The Empire crushed one world as a lesson to the rest of the sector's planets, and those planets are quick learners. Elrood is a sector free of direct Imperial domination, but nonetheless an obedient holding of Palpatine.

There are two ways of handling an Elrood campaign: the characters either start out as Elrood natives, or they travel here from elsewhere.

There are some tips common to both approaches. Keep the two Imperial Star Destroyers around for as long as possible; their captains should be recurring foes. The captains of the other vessels can also be suitable villains. While the Imperial Star Destroyers are excellent "permanent" villains, the other Imperial ships are defeatable foes (perhaps in the conclusion of the first major plot of a campaign).

Dorok is also a good villain. He is a wily pirate, and has not lasted this long by making stupid mistakes or by not having a backup plan. Grea the bounty hunter can force the characters to keep a low profile. Lud Chud or Boss Kaggle can be the characters' recurring hassle (much like Jabba the Hutt was Han Solo's adversary).

An individual's reputation in Elrood Sector is

important. Since the sector has an undeserved negative reputation, many Roods make it a point to foster and increase their own personal reputations. Word travels fast in the sector. Characters will be held accountable for their actions and those who make poor decisions will find it increasingly difficult to find work — or even appear in public.

Because Elrood is a relatively close-knit sector of space, the gamemaster should feel free to add modifiers considering a character's reputation in the sector. For example, a gamemaster might decide that since no one in Elrood has ever heard of the characters, Elrood natives should get a +1D when dealing with the characters. The gamemaster could add an even bigger modifier if she wants to have an "old boys' network" flavor. Examples of this would include *intimidation*, *bargain*, *command*, *persuasion*, or any other character interaction skill. Likewise, as the characters gain experience and a reputation, modifiers should be adjusted. For those who successfully complete jobs for the sector's underworld, they should get a bonus when dealing with the likes of Boss Kaggle or Lud Chud and suffer a penalty when dealing with the self-righteous bureaucrats of Elrood.

Gamemasters should also keep track of the characters' vessel. Ships suffer wear and tear, and after one year of intense use in Elrood Sector, the newest Corellian stock freighter will get so banged up it will make the *Millennium Falcon* look beautiful. Make special notes of ship's systems that have taken the worst punishment — perhaps those systems develop chronic problems. These problems can be serious or be minor nuisances ("The ship *always* vibrates that way when we're about to engage the hyperdrive. We've never had a problem ... yet!" or "Sigh ... the nav computer just winked out again. Um ... would you mind just giving that panel a slight kick? With the side of your foot, please, not the toe?")

As far as Imperial influence goes, the Empire officially controls the entire sector, but the only

sizable presence is on Derilyn. The Empire's two Star Destroyers are based there. Therefore, the Empire need not be the major villain in an Elrood campaign. However, as the Empire patrols the entire sector, Imperial ships or troops can show up just about anywhere if the adventure demands that kind of obstacle.

For Characters Born in Elrood Sector

While it is overly simplistic to say that every being feels exactly the same way about Elrood, the sector has a distinctive reputation that should be part of the campaign.

The average person in Elrood Sector comes from a working family heritage, and takes pride in his or her job, family, and life. While Elrood isn't as wealthy or developed as other sections of the galaxy, the people here don't desire that kind of life. They have made their choice and are happy with it, and expect other people to respect that choice. They are a friendly, trustworthy people, but they are slow to welcome newcomers to the fold.

Of course, there are many who have taken an extreme position, and the player characters may find themselves in conflict with some of these people. What follows are descriptions of some of the more common personality types.

Jealous. Due to their distance from what everyone else perceives as "the action," many Elroodians feel isolated and ignored. Many have an inferiority complex when exposed to non-Elroodians, especially those who have credits to spare and expensive equipment. They are embarrassed by their isolation and their lack of material wealth.

Superiority Complex. Other Elroodians have adopted a belligerent, defensive sense of pride in their sector. They see their isolation and lack of prosperity as qualities that have made them stronger, tougher, and smarter than the "rest of the pampered galaxy." To them, Elrood Sector is their personal training ground and it has made them better beings.

Defensive. There are those who point out that some planets in the sector do have luxuries and a measure of wealth. These people are very opinionated and will aggressively correct anyone who describes Elrood as a backwater area. Sometimes, they feel physical violence is needed to "pound some sense into those ignorant non-Roods."

Shyster. The final type of personality is the "always looking for a credit" attitude. These people, tired of being able to afford only mediocre goods and service, are determined to rise

above their surroundings and elevate their station. These people always seem to have some sort of "get rich quick" scheme in the works. These people are obsessed with status and the trappings of wealth. Though this personality type includes many honest Roods who want to do more than just subsist, it also includes con men, swindlers, smugglers, petty larcenists, and other unsavory types.

The Campaign's Goal

Before deciding how to start the campaign, gamemasters and players should discuss what sort of goal the characters are working for. Is the campaign supposed to introduce the characters to the Rebellion, or is this strictly a profit making venture? Expectations should be stated up front, since it will do no good for the gamemaster to concoct an elaborate "Rebels vs. the Empire" storyline, only to have the players disappointed, having hoped for a "tramp freighters" campaign.

With the overarching goals mapped out, a starting point is needed. A good place to start this sort of campaign would be on Elrood proper. Elrood comes closest to being a "typical" *Star Wars* planet, with spaceports, high technology, interesting locations, Humans, droids, and other common elements. Perhaps the characters all came to planet Elrood to seek their fortunes.

Radell Mining is the best opportunity for freelance work. If the characters do not have a vessel, Radell has several old freighters that need a *little* work, which can be lend-leased to the characters with an option to buy. Radell may ask the characters to search for new planets (which would put them on the right track to find the sector's featured unexplored planet).

For a different flavor, the characters could be in debt to a crime boss such as Lud Chud. If a character starts out with a ship, this could be the arrangement. The characters may have to work off the debt by transporting cargo to isolated or restricted ports such as Lanthrym or Derilyn. Add to this the usual hazards of Elrood travel (Imperials, pirates, and natural hazards) and typical crime boss ways of doing business ("My good man, I don't care that you were attacked by pirates — you left with a cargo and it was never delivered. Now, let's discuss a payment schedule ..."), and you have an instant campaign goal.

For an action-packed start, the characters could be on Imperial-occupied Derilyn, and they must deal with that situation, hopefully making an eventual escape.

An even more extreme situation is to have the players create their characters, but start with no equipment, ships, or weapons. Stick them on Berea as indentured miners and run them through their escape. Naturally, gamemasters may want

to warn the players about this different way of starting a campaign ahead of time!

The galactic civil war is not a big topic in the sector, so it is likely that the characters know little of the war. There is an Imperial presence here and the Alliance has several small espionage cells and listening points, but that is all. Gamemasters can bring the war to the characters by having a Rebel gamemaster character arrive on Elrood, perhaps needing help and turning to the characters for aid. Maybe the Rebel is being pursued by a small contingent of Imperial forces, and the characters get accidentally caught in the crossfire.

If that is too abrupt, perhaps the Empire has imprisoned a Rebel on Berea, and some Rebel representatives hire the characters to take them to the mining planet for a rescue mission.

Running With Unluckies

Unluckies, as the slang goes, are characters who are not from Elrood Sector but are visiting, working, or stuck there. This is the best option if using already established characters.

The best gamemaster character for easing the player characters into the Elrood Sector is Grakkata, the Wookiee pirate. Since the Wookiee is very unsympathetic towards the Empire, she may be good company for the characters, showing them the sights of Elrood Sector. Grakkata can be a great gamemaster plot device for getting the characters out of jams that are not of their own doing. However, Grakkata has a long memory, and she will collect on any debts.

When first venturing to Elrood Sector, the characters will probably first stop at Coyn, the "Gateway to Elrood Sector." As the world closest to major galactic trade routes, characters will have excellent opportunities to pick up information, establish contacts and get caught up in other peoples' problems. Coyn by itself is interesting enough as it is a world ruled by a militaristic warrior-based species.

For characters who are traders or smugglers, the most readily available opportunity for an adventure is to smuggle arms to the resistance on Derilyn or to the militia on Torina. This will pose plenty of problems since pirates enjoy plundering such cargo, and the Empire would be determined to stop any arms shipments they can find, sending the smugglers to Imperial Mining, Ltd. (IML) mining camps on Berea.

For Rebel characters, perhaps the Rebellion sent them to Coyn to recruit Coynites for the cause. Perhaps they are on a fact-finding survey of Elrood Sector to determine the sentiments of its people.

A fact-finding survey would send the characters all over the sector, meeting people and

visiting most of the interesting locations. Groups of Unluckies will attract attention from the natives and the Empire. The last thing the Empire wants is for Rebel spies to come to this lightly defended sector and cause trouble. Thus, every non-Rood is under suspicion of being a spy.

If the characters stay long enough, they will slowly begin to gain the trust and respect of the locals (provided, of course, that the characters act in a manner that would make them likable). If the characters prove adept at the initial tasks given to them, many offers of work will pour in.

New Discoveries

This book's last entry, the unexplored planet Kuras III, offers a whole world for exploration. Elrood is an area of space with many unexplored systems, and Kuras III is just the beginning. Kuras III offers a unique ecosystem, new forms of intelligent life and enough adventure and mystery to sustain several adventures.

However, there is no need to stop at just the one planet. There are dozens of systems that are far off the known trade routes waiting to be explored. Some of these systems may have been visited once by traders or scouts, others may have been the subject of probe flybys, and still others may never have been visited before. For complete information on running these types of campaigns, see *Galaxy Guide 8: Scouts*.

To keep things moving along, the gamemaster may want to inject a rival into these exploration adventures. For example, introduce an exploration party from IML on a world rich in minerals. Obviously, IML will want to claim the planet and will go to any lengths to keep that claim. The discovery of this planet is sufficient justification for the Empire to send one of the Imperial Star Destroyers over there to reinforce the claim.

New worlds should not overly disrupt the balance of things in Elrood Sector. Finding planets with huge natural deposits or stashes of super weapons from a long-dead species will upset play balance. If anything particularly valuable appears in Elrood Sector, there will be at least three different factions scrambling to get their share — completely changing the nature of the sector.

After the Battle of Endor

Though this product is set during the period between *Star Wars: A New Hope* and *The Empire Strikes Back*, it is easy to adapt this information to the New Republic period.

Elrood becomes a region of open conflict. Derilyn remains an Imperial stronghold and many of the other planets align with the New Republic or declare their neutrality. The Star Destroyers

Thunderflare and *Stalker* restrict their patrols to the Derilyn system and Imperial Interdicted Space. Occasionally the huge ships conduct raiding sorties in other regions of the sector. These raids are conducted either for supplies or upon receiving word of a particularly vulnerable target that is too good to pass up.

Imperial Interdicted Space is now even more aggressively patrolled, as the Sector Moff is determined to hold on to this possession on behalf of the Empire. Even though violators are still interned on Berea, many are also destroyed outright once their cargoes have been seized. The Empire is through playing games.

The rivalry between Radell Mining and Imperial Mining explodes into a corporate war. No one in Elrood Sector deals with Imperial Mining, since the Empire lacks the power to hold its captive market. Fortunately for Imperial Mining, the rest of the Empire needs its ores. Ore traffic from IML now goes *out* of Elrood Sector, taking cargoes to

remaining Imperial worlds. Meanwhile, Imperial Mining openly attacks Radell operations. Radell manages to survive due to constant business from the other corporations of Elrood Sector.

The New Republic wants to remove the Imperials from Derilyn. News of Imperial atrocities on Derilyn has fired up Republic worlds in nearby sectors and spurred them to action. The New Republic is looking for teams to go to Derilyn and begin a campaign of sabotage against the Empire, scouting for ideal landing sites, arms smuggling to resisters, and general nuisance raids. All of this is meant to soften up Imperial power as a prelude to a New Republic invasion. The type of people best used to conduct this harassment campaign are player characters (naturally).

In time, Elrood joins the New Republic, and becomes headquarters for New Republic operations in the Elrood Sector. Coyn remains neutral, but favors the New Republic as the less dishonorable of the two factions.

Elrood Sector Overview

Elrood Sector is in a backwater corner of the Metharian Nebula Territories region of the Empire. This sector has moderate wealth, and is for the most part beyond the scope of galactic events. Elrood Sector has never been sufficiently profitable or rebellious to merit complete Imperial domination, nor is it a particularly tempting target for the Rebel Alliance.

The sector's isolation has discouraged large-scale investment by major galactic corporations. Instead, the sector's trade depends upon a number of small, local companies that conduct trade amongst the various worlds of the sector.

However, the sector isn't totally free of Imperial influence. To ensure compliance with Palpatine's regime, one planet, Derilyn, was placed under the yoke of Imperial martial law. When the Empire's space fleets arrived in orbit around Derilyn, few had any idea what was in store for the world. The ensuing carnage was excessive, but served as a lesson to the rest of the worlds in the sector: in quick order, the rest of Elrood Sector fell into line.

History

In the days of the Old Republic, Elrood Sector enjoyed better fortunes. In comparison to the Core Worlds, Elrood and Derilyn had long been minor settlements and not worthy of much attention. While the worlds featured abundant natural resources, they weren't rich enough to justify extensive investment by outside interests. The other "major" worlds in the sector, such as Coyn, Kidron, and Merisee, were slowly explored and colonized by local interests.

The residents of Elrood Sector's planets, of necessity, began developing their own trade routes, including the Elrood-Derilyn Trade Route, or the "E-D Run." Elrood is at one end of the sector, and Derilyn at the other, with the other planets as stops along the route. Elrood struggled, but survived: it never achieved wealth, but never suffered economic collapse.

When the Empire ascended into dominance, Elrood Sector was seen as just another piece of unremarkable booty taken from the feeble Republic. The Empire was too enamored of its more choice prizes to pay much attention to Elrood.

Still, Elrood Sector was not completely ignored by the Emperor. Derilyn, the planet closest to the bulk of Imperial-controlled space, was seized by Imperial forces. The Empire installed a brutal military dictatorship and Derilyn became the main naval base for Elrood Sector. As the military suspected, the subjugation of one world was enough to frighten the others into submission.

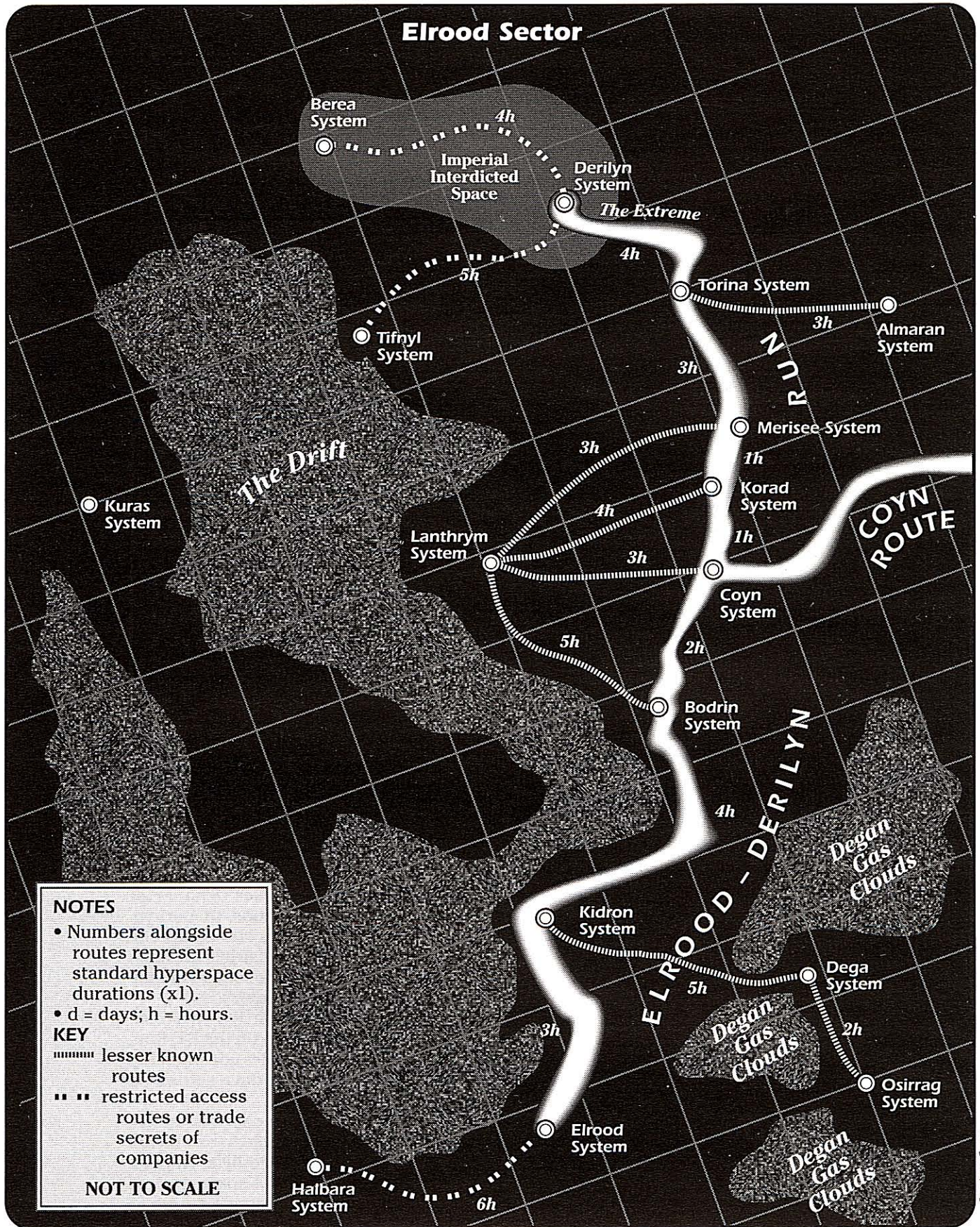
Official descriptions notwithstanding, the Elroodians began implementing a series of subtle anti-Imperial acts. The most significant thing Elrood did was to slow down trade on the E-D Run. Elrood's traders pioneered a run, called the Coyn Route, from Coyn to a nearby trade route. Now, Derilyn could safely be circumvented. Slowly and quietly, traffic to Derilyn was halted, and now Torina, last stop before Derilyn, marks the end of the Elrood-Derilyn Trade Route.

The Elrood-Derilyn Trade Route

This is a trade route first established in the heyday of the Old Republic. It takes 18 hours (at hyperdrive x1) to go from Elrood to Derilyn. Coyn, the midpoint of the run, is known as "The Gateway to Elrood Sector" because it is the main connecting point with other trade routes running throughout the rest of the galaxy.

With the Imperial crackdown on Derilyn, Torina has become the last official stop on the E-D Run. This has boosted Torina's fortunes considerably as many refugees from Derilyn have settled on this once ignored world.

While, in theory, the Empire controls the entire sector, it has thus far bothered to extend full control over only one planet: Derilyn. The Empire has established a region of space encompassing the Derilyn and Berea systems, known as



Stephen Crane

Imperial Interdicted Space. Imperial customs ships constantly patrol Derilyn system space and the section of the trade route from Torina to Derilyn, known as "The Extreme." Local spacers warn visitors that it is extremely unlikely for a ship not to be boarded, harassed or confiscated by Imperial forces on Derilyn or in Imperial Interdicted Space. Since the risks of such a run far outweigh the benefits, trade from Torina to Derilyn has dwindled to a trickle.

For ships flying The Extreme, roll 2D: on a 2, 3 or 4 the ship is confronted by an Imperial patrol (select from the ships listed under "Imperial Forces").

The confrontations can occur either when the ship emerges from hyperspace, or when the Imperials have placed an asteroid in the hyperspace travel lane, forcing the ships to emerge into realspace, where they can be boarded and searched.

Other portions of Elrood Sector are regularly patrolled, although the chances of confrontation are much lower. For ships flying anywhere else along the E-D Run, roll 3D: on a 3, one of the Imperial ships comes across the ship and the captain decides that a cargo inspection or some other form of harassment is in order.

Imperial Forces

The Empire maintains two Star Destroyers, the *Thunderflare* and the *Stalker*, and a *Bayonet*-class light cruiser called the *Rintonne's Flame*, who patrol the whole of Elrood Sector.

The Empire also maintains a handful of smaller patrol ships, customs vessels, and Skipray Blastboats. There are several TIE wings. The Empire has a small armed presence on most of the worlds in Elrood Sector, a full military base on Derilyn, and an obscure observation post in the Tifnyl System.

The two Star Destroyer captains have developed quite a rivalry. Captain Zed, of the *Stalker*, is a hard-nosed navy traditionalist. Captain Pryl, of the *Thunderflare*, is of a younger generation and is determined to make a name for herself. Captain Zed considers Captain Pryl to be a soft-hearted woman who is best used as a supply clerk and has no business being a combat officer. Captain Pryl thinks Captain Zed is a crude, two-dimensional buffoon with no cunning.

The two captains engage in a continual contest of one-upmanship. Each tries to catch the most smugglers, impound the most vessels, destroy the most Rebels, all in hopes that Sector Moff Villis Andal will take notice. Pryl has been known to anonymously send out warnings of where Zed's ship is patrolling, in hopes of scaring away any prey for the *Stalker*. Moff Andal, far

from seeing these actions as means of achieving greater rank for either captain, sees this rivalry as a source of amusement. Every so often, Moff Andal drops a hint to Pryl or Zed about some great deed the other did, in hopes of causing the other captain to push harder.

Imperial Star Destroyers: *Stalker* and *Thunderflare*. Capital, *capital ship gunnery* 4D+2, *capital ship piloting* 4D+1. Maneuverability 1D, space 6, hull 7D, shields 3D. Weapons: 60 turbolaser batteries (fire control 4D, damage 5D), 60 ion cannon (fire control 2D+2, damage 3D), 10 tractor beam projectors (fire control 4D, damage 6D). Each ship also has a wing of 72 TIE starfighters.

■ Captain Akal Zed

Type: Star Destroyer Captain (of the *Stalker*)

DEXTERITY 2D

Blaster: blaster pistol 6D, brawling parry 4D, dodge 4D

KNOWLEDGE 3D

Alien species 4D, bureaucracy 4D+2, intimidation 7D, languages 4D, law enforcement 5D, planetary systems 5D, tactics: capital ships 8D

MECHANICAL 2D

Astrogation 5D, capital ship piloting 5D, communications 4D, sensors 3D, starship gunnery 4D+2

PERCEPTION 3D

Command 6D, investigation 5D

STRENGTH 2D

Brawling 7D, stamina 6D+2

TECHNICAL 2D

Droid programming 4D, security 5D

Character Points: 14

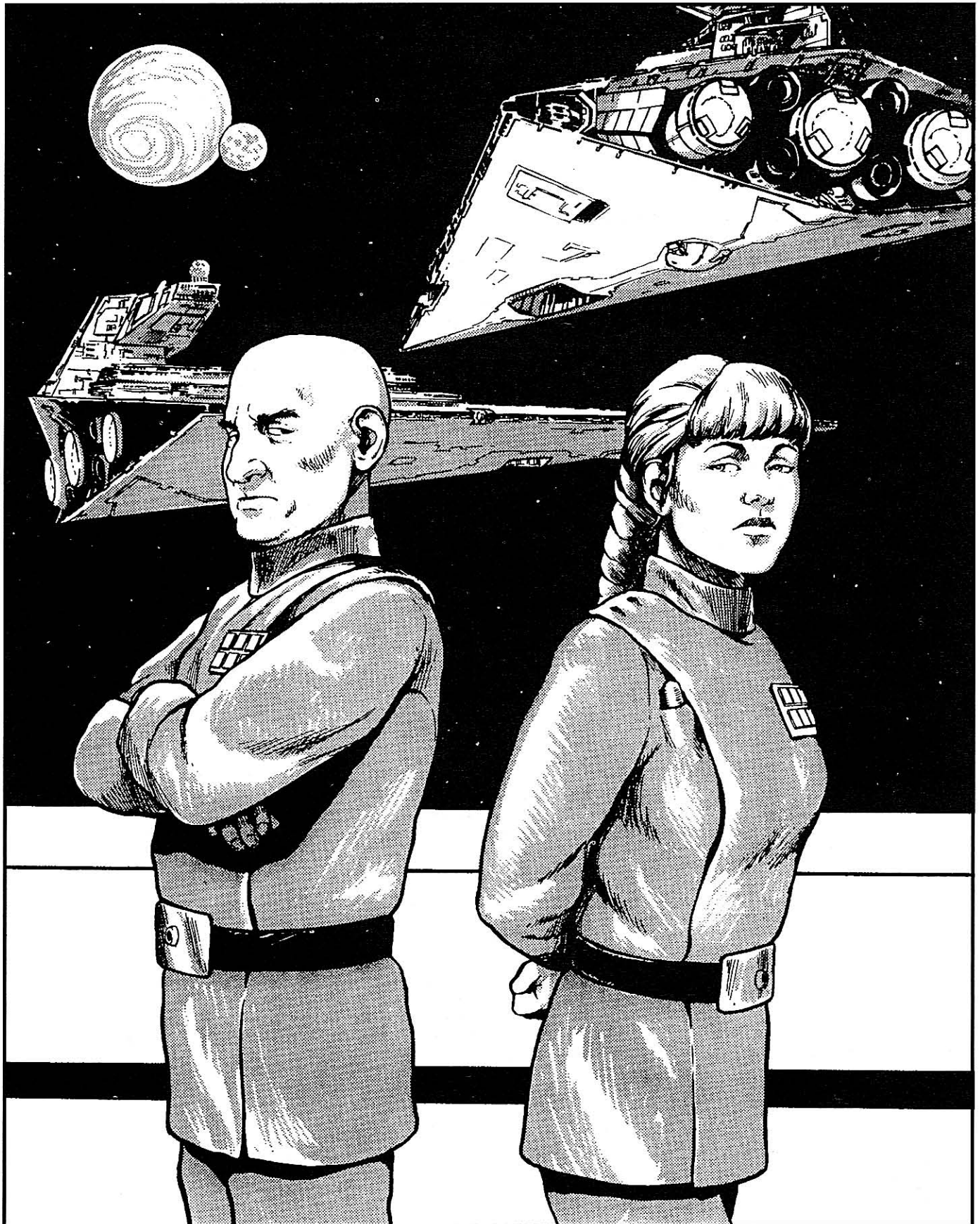
Move: 10

Equipment: Swagger stick, blaster pistol (4D), comlink

Capsule: Captain Akal Zed is a big, balding, muscular man of middle age. He has a thick neck, a bulbous nose, hard steel gray eyes, and a permanent scowl.

Raised from childhood in a family of strict discipline and military tradition, Zed has always devoted himself to the Empire and all it stands for. Zed was given his first command after distinguishing himself in the Battle of Fleyars IV, where he took command of the *Carrack*-class cruiser *Seswennan Nightcloak* when the ship's captain was fatally wounded. Eventually he earned command of the Imperial Star Destroyer *Stalker*. His first assignment aboard the *Stalker* was to suppress an uprising on Valera. While he stopped the uprising, he also lost several support vessels due to a fundamentally flawed battle plan. Imperial Command transferred him and his vessel to Elrood Sector as punishment for his mistake. He desperately wants to redeem himself in the eyes of Imperial Command.

A cold, heartless disciplinarian, Zed is a fanatic for order. To him, the Empire represents order at its best. He, therefore, has complete, unquestioning loyalty to the Empire, and demands nothing less from his subordinates. His intention is to keep Elrood Sector secure and be transferred to a more prestigious position.



Zed strictly enforces regulations and feels that terror and brutality are exceptionally effective ways to maintain order. In this way, he is a two-dimensional thinker. His opinion of Captain Tanda Pryl is very low — he sees her as spoiled, weak and incompetent, not worthy of the uniform of the Imperial Navy.

■ **Captain Tanda Pryl**

Type: Star Destroyer Captain (of the *Thunderflare*)

DEXTERITY 2D

Blaster 4D, dodge 5D, melee weapon: knife 3D+1

KNOWLEDGE 4D

Alien species 6D+2, bureaucracy 7D, cultures 7D, intimidation 6D+2, languages 7D+2, law enforcement 7D+1, planetary systems 7D, tactics: capital ships 8D, willpower 8D

MECHANICAL 2D

Capital ship shields 4D, communications 6D+2, sensors 6D

PERCEPTION 4D

Bargain 7D, command 7D, investigation 6D+1, persuasion 7D+2, search 6D

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 6D, first aid 5D, security 6D

Special Abilities:

Force Skills: Control 4D, sense 5D

Control: Accelerate healing, control pain, remain conscious, resist stun

Sense: Life detection, life sense, sense Force

Control and sense: Projective telepathy

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 5

Character Points: 14

Move: 10

Equipment: Knife (STR+1D), blaster pistol (4D), comlink

Capsule: Tanda is an attractive woman in her late 30's with brilliant cobalt blue eyes. She wears her blonde hair in a large braid down her back.

Growing up in a privileged family taught Tanda how to subtly manipulate people, while her father's influence gained her entrance to the Naval academy. However, she wasn't lacking in ability, as her meteoric rise through the ranks of the Imperial Navy showed. She is currently captain of the Imperial Star Destroyer *Thunderflare*. Tanda was assigned to Elrood Sector two years ago. Her extensive readings into the Skywalker incident (at least those she had clearance for or could get access to in other ways) have convinced her that those people who exhibit great manifestations of the Force are most likely to be found in remote regions of the Empire (of course, this is simply a theory, and probably not too accurate, either). She wants to find those people so she can mold them into willing servants of the Empire.

Whereas Akal Zed is a brute, Tanda Pryl is a devious officer who can seem to be quite reasonable. Her mind is always buzzing with several different schemes and machinations. Pryl is the sort who would be willing to talk things over with characters, hopefully to trick, convince, or blackmail them into doing her bidding. She considers Zed to be a mad-dened rancor: plodding, clumsy and easily out-smarted. Pryl has no doubt that she could best Zed in a battle of wits.

Even though Pryl enjoys subtlety and the diplomatic approach, she is willing to use violence and torture to achieve her ends. She has a cruel streak, and has been reported to take a personal hand in torture, even enjoying the pain she inflicts on others.

Her goals are to be promoted to admiral, and to find as many beings gifted in the Force as she can, and either turn them to the dark side or eradicate them.

■ **Rintonne's Flame**

Craft: Sienar Fleet Systems *Bayonet*-Class

Type: Light cruiser

Scale: Capital

Length: 200 meters

Skill: Capital ship piloting: Bayonet

Crew: 120, gunners: 30, skeleton 40/+10

Crew Skill: Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1

Passengers: 48 (troops)

Cargo Capacity: 3,500 metric tons

Consumables: 1 year

Cost: 5 million credits (new), 2.3 million (used)

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes

Maneuverability: 2D

Space: 8

Atmosphere: 175; 500 KMH

Hull: 4D

Shields: 2D+2

Sensors:

Passive: 40/1D

Scan: 80/3D

Search: 160/4D

Focus: 6/3D+2

Weapons:

8 Heavy Turbolasers

Fire Arc: 2 front, 3 left, 3 right

Crew: 2

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 3-15/35/75

Atmosphere Range: 6-30/70/150KM

Damage: 7D

6 Laser Cannon

Fire Arc: 2 front, 2 left, 2 right

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 2-10/30/60KM

Damage: 2D

2 Tractor Beam Projectors

Fire Arc: 2 front

Crew: 4

Skill: Capital ship gunnery

Fire Control: 2D

Space Range: 1-5/15/30

Atmosphere Range: 2-10/30/60KM

Damage: 4D

Capsule: The *Rintonne's Flame* is an old *Bayonet*-class light cruiser that has seen better days. It is undermanned. The captain's name is Dongal Tezrin, and he is a very irritable person. The last thing he wanted was to be assigned to a do-nothing sector in a nearly obsolete ship. Thus, he is always in a bad mood, which he takes out on hapless naval crew or, more often than not, innocent ships and their crews

that are halted and searched. Captain Tezrin enjoys interning vessels and taking their crews to Berea.

■ Greetbos

Craft: Sienar Fleet Systems GAT-12j Skipray

Type: Defense/Patrol Blastboat

Scale: Capital

Length: 25 meters

Skill: Starfighter piloting: Skipray Blastboat

Crew: 2 (1 can coordinate); gunners: 2, skeleton 1/+5

Crew Skill: Astrogation 4D, capital ship gunnery 5D, starfighter piloting 5D, starship gunnery 5D+1, starship shields 4D+2

Cargo Capacity: 20 metric tons

Consumables: 1 month

Cost: 285,000 credits (new), 150,000 (used)

Hyperdrive Multiplier: x2

Nav Computer: Limited to 4 jumps

Maneuverability: 1D+2 (2D+2 in atmosphere)

Space: 8

Atmosphere: 415; 1200 KMH

Hull: 2D+1

Shields: 2D

Sensors:

Passive: 40/1D

Scan: 80/2D

Search: 100/3D

Focus: 6/4D

Weapons:

Three Medium Ion Cannons (*fire-linked*)

Fire Arc: Front

Crew: 1

Skill: Capital ship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2KM/2.5KM

Damage: 4D

Twin Laser Cannon Turret

Fire Arc: Turret

Crew: 1

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 1D

Space Range: 1-3/12/25

Atmosphere Range: 100-300M/1.2KM/2.5KM

Damage: 5D

Proton Torpedo Launcher

Fire Arc: Front

Crew: 1 (same gunner as ion cannon)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700M

Damage: 9D

Concussion Missile Launcher

Fire Arc: Front

Crew: 1 (same gunner as ion cannon)

Skill: Starship gunnery

Scale: Starfighter

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 1-50/100/250

Damage: 6D

Capsule: The *Greetbos* is the Skipray Blastboat most likely to be encountered by the characters in their adventures. It is commanded by Lieutenant Kader Tentrata, a sullen naval officer who looks at the Star Destroyers and the *Rintonne's Flame* with sullen, resentful envy. Pity the poor pilot who is stopped by Lieutenant Tentrata, for that pilot will

become a victim of his foul temperament. This usually means getting a punishment that is far more severe than warranted. There are several other Blastboats in the sector that might be encountered as well — the gamemaster is encouraged to devise unique personalities for their crews as well.

Other Imperial Vessels

There are 12 hyperdrive equipped patrol craft assigned to Elrood Sector for patrolling trade routes, as well as the defense of Derilyn system. These craft can be equipped with a "TIE Modular Hangar," which attaches to the hull of the ship and can carry a pair of TIE fighters for additional firepower.

Patrol Craft. Capital, *capital ship gunnery* 4D+1, *capital ship piloting* 5D. Maneuverability 2D, space 5, hull 3D+1, shields 3D. Weapons: 4 laser cannons (fire control 2D, damage 4D+2), 2 medium ion cannon (fire linked, starfighter scale, fire control 3D, damage 4D).

There are six system patrol craft assigned exclusively to Derilyn system. They patrol the entire system looking for vessels trying to sneak through the Imperial blockade of the system. Note that these craft will only be encountered in Derilyn system as they aren't equipped with hyperdrive.

System Patrol Craft. Capital, *capital ship gunnery* 4D, *capital ship piloting* 4D+2. Maneuverability 2D+1, space 7, hull 3D+1, shields 3D. Weapons: 4 laser cannons (fire control 2D, damage 4D).

Aside from the TIE fighters on the Star Destroyers, Derilyn itself has an orbiting space station, the Derilyn Space Defense Platform, with two full wings of TIE/In fighters (144 fighters).

Derilyn Space Defense Platform. See the chapter on Derilyn for game statistics on the space platform.

TIE/In Fighters. Starfighter, *starfighter piloting* 3D+1, *starship gunnery* 3D. Maneuverability 2D, space 10, atmosphere 415; 1200 KMH, hull 2D. Weapons: 2 laser cannons (fire-linked, fire control 2D, damage 5D).

The Drift

The Drift is a huge stellar gas cloud located between Lanthrym and unexplored sector territory. The cloud's rather exaggerated reputation as a navigational hazard has prevented further exploration of the farthest reaches of the sector.

In truth, The Drift is a massive dust cloud with a modest number of asteroids and planetoids. However, due to the nature of the cloud, starship sensors have a very difficult time plotting a safe route through The Drift. Any ship trying to pass through the Drift would have to navigate the

Imperial Observer's Report, Elrood Sector

Lieutenant Darvis Tret, Reporting.

I have spent the last six months of my tour of duty investigating Elrood Sector. All that I can say is that I am very pleased that not a single drop of Imperial blood was shed to gain this sector. This region was not one of the jewels in the Republic's crown.

Elrood Sector is devoted to agriculture, mining and manufacturing, although it excels at none of them. I have found the inhabitants of the worlds to be unfailingly compliant. They are a simple folk who are ignorant about everything save that they are at the bottom of the pecking order. The region of space has been settled for thousands of years, and frankly, there's not much to show for it. The population is predominantly Human and Gamorrean, with a smattering of other galactic species, as well as several native species, including the Coynites, Orfites, Meris and Teltiors.

There are only a few worlds worthy of note. The sector capital is called Elrood (a testament to the originality of the sector's denizens), a bureaucratic world that is also the headquarters of the sector's largest corporation, Radell Mining.

Kidron is a refuge planet for those who have earned the animosity of the powerful, wealthy, or dangerous. At first, I thought that this planet might prove to be a possible nest of Rebel sympathizers. I am happy to report that Kidron's citizens are refugees from local law enforcers, bounty hunters, collection agents

and gangsters. This world poses no threat.

Coyn is a planet populated by warriors who uphold a strict, archaic code of honor. They excel as weapons makers. I am delighted to report that many Coynites willingly fight for the Empire. Again, no presence is needed here.

Merisee is an agricultural planet that also boasts a rather extensive medical community. The people are peaceful and typically compliant.

Derilyn is the last major planet, and the last stop on the Elrood-Derilyn Trade Route. Of all the worlds, Derilyn is the most valuable, since it has respectable natural resources and manufacturing complexes. It is my recommendation that Derilyn be seized and occupied. This action would also have a chilling effect on those who might consider rebellion.

Establishing a naval base here would be ideal, as forces could easily patrol the rest of the sector from here. A pair of Star Destroyers will be more than enough to handle any potential trouble in the sector.

There are many systems in this sector that have not yet been explored. The Republic wisely refused to allocate further resources to an already mediocre region.

Historical Note: This report was filed shortly before the Empire seized Derilyn. Lt. Tret was promoted for his efforts on behalf of the Empire.

region at torturously slow sublight speeds, taking *years* to cross even the narrowest portion of The Drift. At this time, there are no routes going around the Drift, so that region of Elrood Sector beyond the Drift (and containing the so far unknown Kuras system) remains unexplored.

The Degan Gas Clouds

There are several small clusters of gas clouds near the Dega and Osirrag systems, collectively known as the Degan Gas Clouds. While these gas clouds pose a navigational hazard, the minor trade route running from Kidron to Dega does much to alleviate the inconvenience of the clouds. However, the legends surrounding the gas clouds are worth noting: ancient spacers' legends suggest that the clouds hide several rogue planetoids which harbor great treasures abandoned by an ancient space pirate. Still other legends suggest that a group of Star Dragons

(Duinuogwuin) inhabit the clouds and fiercely guard their territory. Finally, other legends suggest that the gas clouds are inhabited by a kind of "ghost ship" or "dimensional creature," both of which are purported to manifest themselves in times of great danger, either helping or attacking those who have ventured into the clouds (the legends vary). Naturally, all spacers publicly dismiss these stories as "deranged babbling of someone who's been in the void too long" ... but spacers are a superstitious lot and no one has ever investigated these legends by travelling into the gas clouds.

Minor Planets And Systems

The following worlds and systems, while not "major" worlds, are of some interest and are worth noting. Gamemasters are encouraged to flesh out these worlds as needed, since they suggest a wealth of adventure possibilities.

Almaran System

Located close to Imperial Interdicted Space, Almar is a "second-class" planet even by Elrood standards. Since it isn't part of the Elrood-Derilyn Trade Route, it has a lesser volume of traffic than Elrood Sector's main planets.

Almar's biggest attraction is the Almar Upside, a space station that has docking and repair facilities, as well as the standard establishments, such as shops, bars, and hotels. Built by a corporation headquartered on Derilyn, Almar Upside was going to be a resort where the wealthy people of Elrood could come to relax, play, and spend money. Of course, Elrood's hoped-for fortunes never materialized. The corporation made the best of things, and tried to keep the station going.

When the Empire moved in on Derilyn five years ago, the corporation was swallowed up. Before the Imperial forces got a chance to catalogue the corporation's holdings, the computer banks were wiped. No "official" record of ownership of the station existed. The space station was considered fully independent. Over the years, the Rebel Alliance has quietly taken control and responsibility for the station. They have converted parts of it into a surveillance and listening post, aimed at Imperial Interdicted Space.

Since the space station still receives some traffic, every effort is made to conceal the true loyalties of those who run it. To the outsider, and even to most employees, Almar Upside is simply an independent space station. All surveillance activities are hidden away in a very isolated corner of the station.

Almar, also called Almar Downside, is a tropical paradise. The planet is covered by sandy, colorful beaches, rolling orange-grass covered hills and lovely flowers. Proximity to its sun, no axial tilt, and a high amount of unique temperature-moderating pollen in the atmosphere keeps the entire planet comfortably warm year round.

A shuttle runs from Almar Upside to Almar Downside. The only starship services are provided by a small control tower and spaceport located outside the only sizable city (it has about 100,000 residents). The planet's entire population consists of immigrants from other worlds, and the main trade is tourism. Because of the world's isolated location, it is a poor one, playing host to only a few hundred thousand tourists per year. The world has many small craftsmen and traders, as well as localized agriculture, so the planet, while poor, offers a primitive but relaxing lifestyle for residents.

Berea

Berea is host to a mining colony owned by Imperial Mining, Ltd. of Derilyn, which in turn, is

Rebel Alliance Observer's Report, Elrood Sector

An excerpt from a report to Alliance High Command filed by Alliance representative Frenil Alagar ...

"... the people of Elrood Sector are well aware of how those from the heart of the galaxy perceive them: unsophisticated laborers. This is untrue.

"Those of Elrood — Human, Gamorrean, Coynite, Orfite, Meri, Teltior — are a stubborn folk, proud of their heritage, and hardened by generations of hard work.

"The people of Elrood are no different than those found anywhere else in known space. They have their sterling examples of character, and they have their dregs. Some worlds, notably Elrood and Derilyn, have wonderful cultures, showing the same level of sophistication and articulation as those found on wealthier Core Worlds.

"We should not fall victim to the cliché that distance from cosmopolitan areas or lack of wealth means a lack of manners or intelligence. While we can lend no aid at this time, there is a place for them in the Rebellion if we can turn their energies to our cause."

under the direct control of the Empire. This world is the chief source of ore for IML.

The mineworker population is about one thousand people, plus several thousand automated mining droids. About one quarter of the workers are normal laborers; the rest come from interned freighter crews, supposedly waiting for some nebulous legal entanglements to be straightened out. Of course, they will have a long wait. All workers are regarded with suspicion since Berea's work conditions border on the criminal. Workers labor under the watchful eye of armed guards. Hired workers have marginally better quarters, as well as acceptable pay and equipment; conscripted workers labor under the most difficult of conditions.

Access to Berea is strictly controlled by IML, with only corporate ships and Imperial warships allowed into the system. All other ships entering the system are warned that they are trespassing in IML space and told to leave or face being shot down and imprisoned.

Merchants and free-traders are not allowed to land or trade on Berea; all of Berea's goods come from IML shuttles from nearby Derilyn. Berea has a small spaceport at the main mining complex. Besides the small docking facility, the complex has a small bi-state memory plastic administra-

tive building, a storage shed for mining vehicles, an ore-loading facility, and 20 long barracks buildings (each providing shelter for 50 miners).

Climate on the planet is cool and dry. Night-time temperatures drop below the freezing point of water, and vicious wind and hail storms are common. A common form of punishment is to force troublemakers to spend a night without shelter during one of these storms. Security is maintained by 20 private troops contracted by IML.

20 IML Guards. All stats are 2D except: *blaster*: *blaster pistol* 4D, *brawling* 4D, *security* 3D, *intimidation* 5D. Move: 10. Blaster pistol (4D), armored vest (+1D physical, +1 energy), datapad, comlink.

Adventure Hook: Characters who are careless enough to get captured by the Empire could be sold into service to IML. The characters need to engineer a breakout. However, two of the miners in their work shift are Imperial stooges, and will attempt to warn Imperial Mining about any breakouts they learn of. Since any remaining miners will be punished if a breakout occurs, they make it their business to know these sorts of things very quickly—the characters may have to fend off hundreds of angry miners.

Bodrin

A small temperate planet, Bodrin is on the Elrood-Derilyn Trade Route. The planet has a

small spaceport offering clean facilities, food, repairs, and supplies.

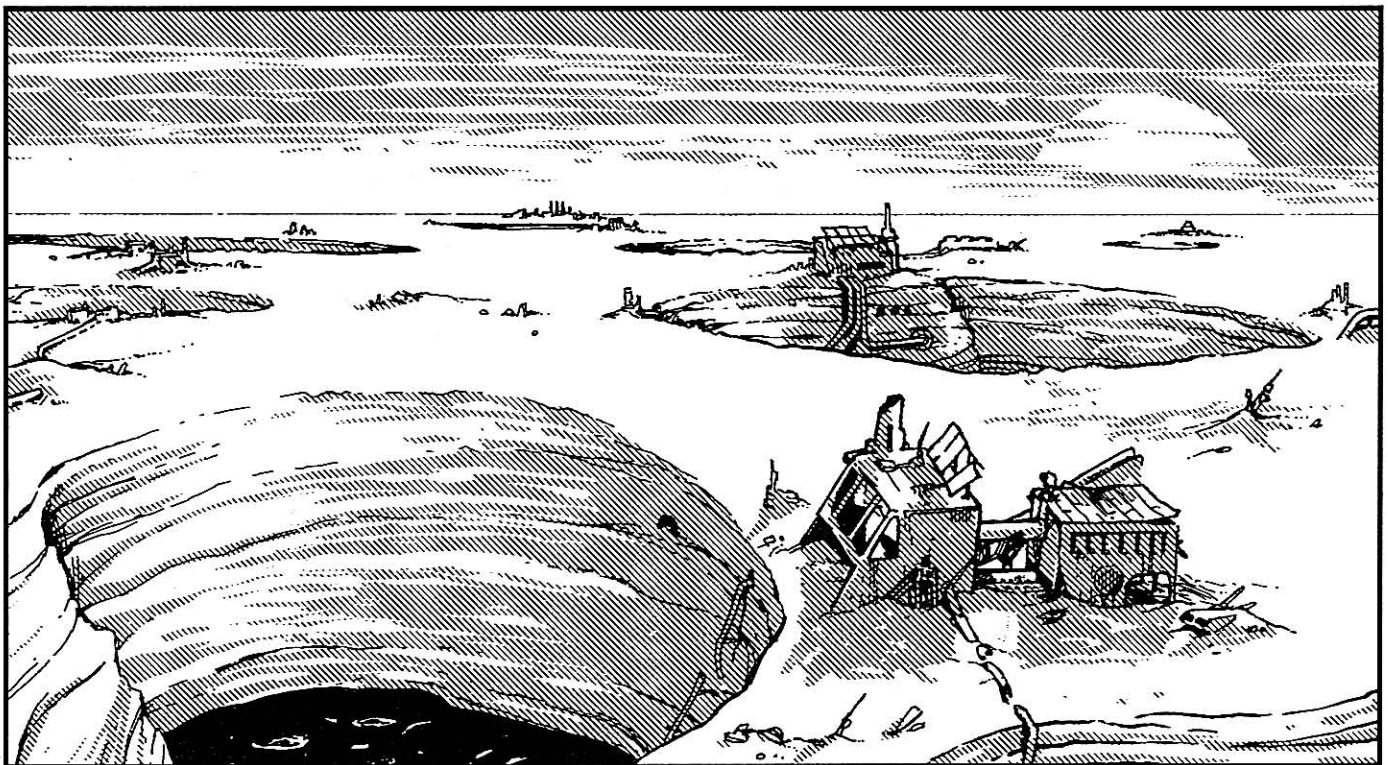
Bodrin has a warm summer, and cold snowy winters with very high winds. During the five month winter, the citizens hunker down in their homes, all mining stops, and the planet practically closes up for the season.

The planet's economy depends on this small trade and some quarrying. Bodrin has a fine, marblized rock called bodrite that is in demand throughout the sector. The rock is used in floors and walls for elaborate palaces, expensive office complexes, and other ornate buildings of the wealthy. Because of the value of bodrite, Bodrin only has to produce about two thousand metric tons of the rock per year to maintain its trade balance. The product is difficult to quarry, so the planet is not wealthy by any means, but it is self-supporting.

Planetary government is administered by the Elrood Quarry Corporation. Individuals may not carry weapons on Bodrin. Bodrin's police (often hired mercenaries) are heavily armed and have very little tolerance of crime — trespassing, assault, robbery, and other crimes are dealt with harshly. Bodrin is a quiet, frontier planet. The small towns are closely knit and crime is rare.

Dega

This is a medium-sized world orbiting a red sun. It is devoid of intelligent life. Dega used to be



■ Dega: A world devastated by the ravages of corporate mining.

one of Radell Mining's mining worlds, but the veins played out several decades ago.

The ecosystem has been destroyed. Plant life is scarce, and the water, what can be found of it, is poisoned by chemical wastes. Hot winds eerily whistle through the monstrous, rusted chunks of obsolete mining equipment and smelting facilities, all judged too old and useless to incur the expense of moving them off-planet. These silent steel ghosts rise from a planet surface that bears deep scars and holes from various mining operations.

The ground under Dega's surface is honeycombed with mining tunnels. Many are now unsafe, and a minor disturbance (such as a blaster skirmish) could cause a sizable collapse.

Dega has but one use now: it is a favored site for negotiating illegal deals, exchanging contraband, hiding hostages, and the like. Dega has become a neutral meeting ground for the many gangs, bounty hunters and criminals of the sector. While there have been many minor battles and betrayals on Dega, the truce has held for most of the groups operating on Dega.

Adventure Hook: While travelling through the Elrood Sector (but not on the E-D Run) the characters find a light freighter that has been holed by a small asteroid. The crew of three is dead. On one unfortunate is a small information disk which reveals that a Radell Mining executive's teenage daughter was kidnapped by six bounty hunters hired by Imperial Mining. The girl was taken from Elrood to Dega.

On this ship were the three bounty hunters who were sent to deliver the ransom demands to the girl's father. The demands are for 1,000,000 credits plus the schematics for a new mining drill that Radell is developing. The cash and the plans are to be delivered to Dega Smelting Facility #4-Z3. As the situation now stands, the girl's father knows that she is missing, but not why.

Halbara

A tropical planet with great mountain ranges, Halbara is a world rich in ores, and is the primary source of Radell's mineral wealth. Halbara's climate is hot and steamy in the spring and summer. The fall is a rainy season, while the winter is characterized by powerful monsoon-like storms.

Daytime temperatures reach about 30 degrees centigrade, with thick and uncomfortable humidity. Nighttime temperatures fall to about 15 degrees, but the humidity breaks most of the time. The world is thick with jungle growth, animals and insects (which pose a major annoyance unless using the proper repellents).

At least a dozen mines dot the planet. All operations are run from a centralized location called Halbara One. Halbara One facilities in-

clude a spaceport, an ore-loading facility, a small corporate office building, and an apartment complex for the miners.

Radell treats its miners well, with good pay and adequate safety considerations. Radell is aware of the threat of Imperial Mining, Ltd., and as a result has hired over one thousand Coynite mercenaries (see the entry on the planet Coyn) to guard its facilities. The mercenaries' chief mission is to be on the lookout for industrial sabotage. Therefore, a vessel that enters the system unannounced is suspicious. Normal procedure requires that visitors go to Radell Mining headquarters on Elrood and get an authorization code and permission to visit the mining colony.

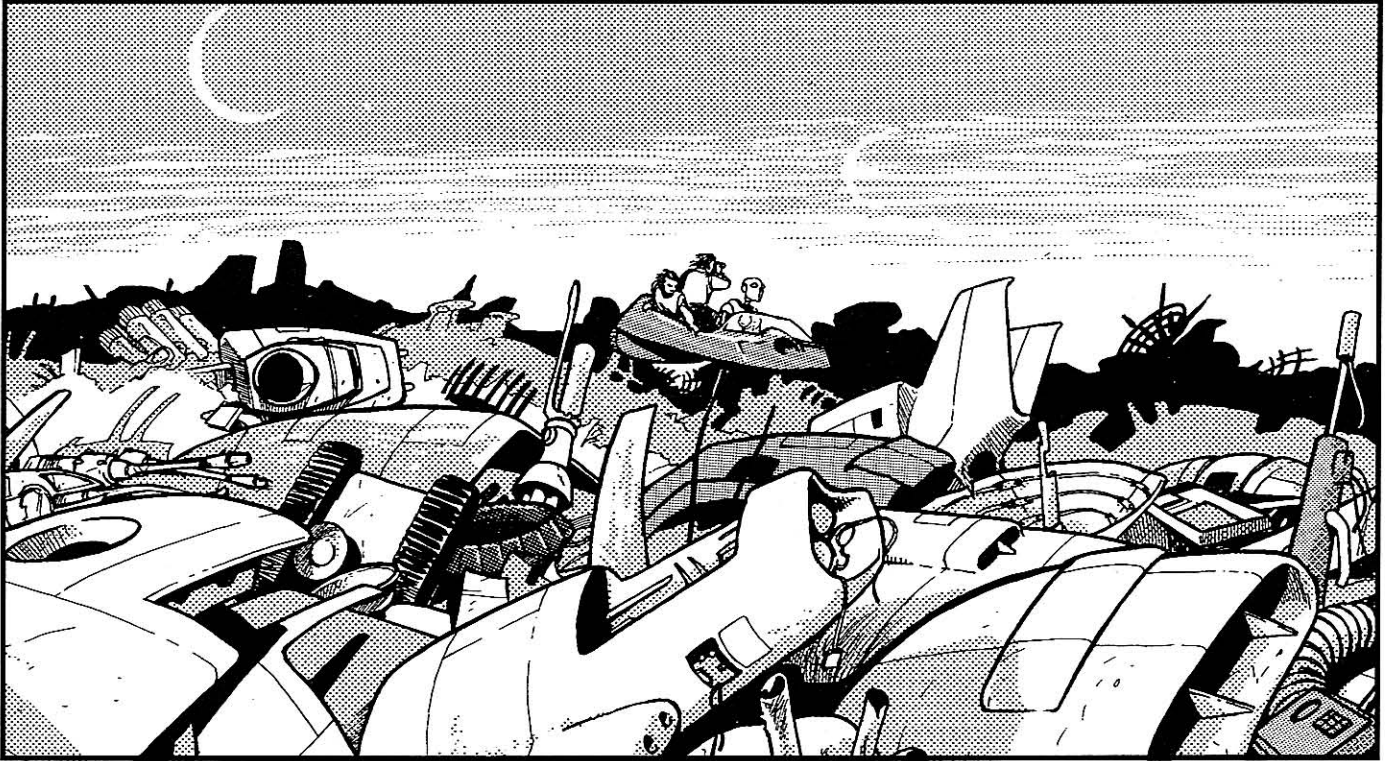
Korad

This small dusty planet is akin to a roadside stopover that has seen better days. There is a small automated landing pad on the planet's north pole that is serviceable for repairing minor ship damage. Most ship pilots simply bypass Korad and continue on the E-D Run.

These days, Korad has one prime business: salvage. The planet was originally settled in the time of the Old Republic by a corporation called Renew, which specialized in metal reclamation and wreck salvage. Korad was used as a dumping ground for old ships, vehicles, machinery and other wastes. Many years ago, Renew went bankrupt, leaving the world independent. To this day, the world is a giant refuse yard — it is a place where just about anything can be abandoned with no questions asked (since no one is in charge of the planet). Many criminals use the planet as a good place to dump the bodies of beings who are "in the way."

Circling the planet's circumference like a natural space ring is a band of scrapped vessels, many dating back to the Old Republic. The barren surface is littered with wrecks, ranging from starfighters, to freighters, to repulsorlift vehicles, to old droids, to old landspeeders. The atmosphere is thick with the odor of leaking fluids from the wrecks, spilled chemicals and the like. Korad's atmosphere requires a breather mask.

On Korad, a character can find the remains of practically every model of vessel or planetary vehicle. Naturally, most are stripped. Finding a useful part is a Very Difficult *search* skill roll. The closest thing to a caretaker is a wheezy old public relations droid named Emtee-Seventee. MT-7T is still functional, though its programming is incomplete, as parts of its memory have been erased. The droid is left over from the days when Renew was still in business. When Renew went bankrupt, the remaining staff evacuated quickly. There was only one vessel for evacuation purposes, and there was just no room for the droid.



■ One of Korad's countless yards of discarded ships...

It is believed that several groups of scavengers and refugees have taken up residence in the unending piles of refuse. Several groups of Ugors frequent the area.

Lanthrym

An ice planet orbiting a yellow sun, Lanthrym is a world of people still angry about a slight that occurred centuries ago. When the Elrood-Derilyn Trade Route was assembled, Lanthrym and Coyn competed to be the third major stop on the route. When Coyn received the endorsement, the governor of Lanthrym was enraged and insulted.

Though that governor is dead, a descendant of his lives on as governor and carries on that hatred. As a result of the trade route choice, Coyn's fortunes increased while Lanthrym's declined.

The population, fed a constant stream of propaganda by the government, is sullen and resentful. Lanthrym is the only planet in the sector where Gamorreans are in the majority, and the politicians have openly suggested that Coyn was chosen because the Coynites "have chosen to cultivate good relations with their Human masters." People who come from Coyn are often assaulted and their ships vandalized.

Due to its weak economy and the desire to get even with the other worlds that have slighted them, Lanthrym has tacitly allowed criminals and smugglers to operate with minimal interfer-

ence. Of late, the pirate Dorok and his men have moved into the Lanthrym system. Law enforcement officials are corrupt ("justice" goes to the one who pays the most) and the only real law hinges on a being's skill with a blaster.

Most of the buildings are underground, fed by geothermal energy. Lanthrym boasts a large number of bars, clubs, casinos, arenas for gladiator combat, hotels, and other establishments that cater to the baser interests.

Lanthrym has a thriving black market and forgery trade. Items and weapons banned or regulated in the Empire can be found here at greatly inflated prices. Those who need false identification so that they may "disappear" are well advised to come to this world as well.

Governor Alrym II is a plain-looking, spindly man. He never travels anywhere without his six hired Gamorrean guards, and two female companions, one on each arm.

Lanthrym is also the sector's leading producer of salt and other sodium products. Aside from the profits from rare sodium compounds, the mines are a perfect form of punishment for those who exceed even Lanthrym's liberal standards of behavior.

Adventure Hook: A nervous man hires the characters and their ship to take him to Lanthrym. The man owes a local crime boss a large amount of credits, and he is coming to ask for an exten-

sion. As it turns out, a gang of toughs, eager to make a name for themselves, jump the characters and try to kill them. The characters' employer dies during the fight.

The man was a friend of Governor Alrym, a fact not known by anyone until after the victim's death, when the local law enforcement officer investigating the scene (long after the gang has fled) positively identifies the victim. The local law believes that the characters are somehow responsible for the man's death. The characters' ship is impounded. The characters must somehow retrieve their ship and avoid the law while trying to establish their innocence.

Osirrag

This small planet boasts a pleasant climate of light breezes, perfumed air, and moderate temperatures. Summers are warm and calm; winters are cool with minimal snow. During the spring and summer, small delicate insects spin gossamer strands everywhere.

Osirrag boasts a small number of colonies, mostly engaged in subsistence agriculture. The world lies far off the main trade routes and seems to offer few resources, although it is a pleasant and safe world.

There is a common folktale of this planet. Off in the unsettled wilderness of the world, there is believed to be a species of sentient wind creatures. Each of these creatures is invisible to the unaided eye, but they are reputed to communicate by whistles. The legend states that one young boy, hundreds of years ago, searched out these creatures, and was welcomed by them. They learned to communicate with him, and somehow they have extended his life span for many centuries. It is believed that he is their guardian, responsible for the conduct of his people and the defense of these creatures.

Tifnyl

Tifnyl System has no habitable planets. The largest moon of the fourth planet, a gas giant, has a thin atmosphere and a primitive ecosystem.

The Empire has set up a small listening post here. A crew of 10 technicians and 10 Imperial Navy troops man the station. One of the two Imperial Star Destroyers docks here once a month to rotate crew members and drop off supplies.

The post's military value is negligible. It was established by Moff Villis Andal as a ploy to get additional credits sent to his sector from the public dole, and so far the plan has worked remarkably well.

Adventure Hook: The Alliance has found out about the existence of the listening post, and has commissioned the characters to destroy it with a commando raid. However, Moff Andal has re-

cently been asked to again account for the post's existence thanks to an audit in the Empire's Office of Military Accounting. Moff Andal has deliberately leaked out information to the Rebels about its presence to lure the Rebellion into attacking it. Thus, the Moff can claim that the post's function is as a trap for capturing Rebels ...

Torina

For years, Torina suffered the stigma of being a minor stop on a small trade run. When Derilyn was seized by the Empire, Torina became more important to sector trade. In the past few years, a major land spaceport and two orbital spaceports were built. Hotels, bars, casinos, and warehouses have sprung up to handle the new economic boom. The Torines (a near-Human race) have invested their profits in additional industry, but also have a strong aesthetic streak and have spent much on beautifying their world and maintaining the overall ecosystem.

Besides trade, Torina has a thriving electronics industry. Most consumer electronics can be found on Torina for 20 percent less than normal rates. However, they are local knockoffs, and are thus not as reliable as brand name products (for example, if using a complication on the Wild Die, a Torine product fails). One repair attempt can be tried, and it is a Moderate task. If the roll succeeds, the item resumes operation. If the roll fails, the item is permanently damaged and cannot be repaired. Once characters have learned better, they will probably seek out "brand name" electronics and find out that Torina levies a 50 percent tariff on imported electronics!

The primary corporation that manufactures these inferior products is Quality Electronics of Torina. They have offices and major retail outlets on Coyn, Lanthrym, and Elrood proper, and their products are available through independent merchants throughout the sector.

If there is one emotion that governs most Torines today, it is fear. Despite their newfound wealth, the Torines see themselves as teetering on the brink of Imperial domination. Any day now, the Torines expect to see a huge Imperial fleet arriving in-system, bent on conquering the small planet. Thus far, the only overt Imperial presence is the occasional shuttle that transports a few Imperial officers here, ostensibly for relaxation purposes.

Behind the placid images of a peaceful and prosperous world, Torina is a center of Imperial and Rebellion espionage. The world is controlled by the Empire, no matter how marginally. However, the Empire is keeping a close eye on the planet to determine if a more forceful presence is warranted. Naturally, the Rebellion is trying to quietly earn the Torines' support. The Torines

Devron Zal

Type: Small Corporation Junior Executive

DEXTERITY 2D

Blaster: hold-out blaster 5D, dodge 5D

KNOWLEDGE 4D

Bureaucracy 6D, business 6D+2, languages 5D, planetary systems: Elrood Sector 5D+2, value 6D, willpower 7D

MECHANICAL 1D

Ground vehicle operation 2D

PERCEPTION 4D

Bargain 7D, con 6D, persuasion 6D

STRENGTH 2D

TECHNICAL 2D

First aid 3D, security 3D+2

Character Points: 5

Move: 10

Equipment: Hold-out blaster (3D), comlink, datapad, recording rod, several flashy business suits, Radell Mining expense card

Capsule: Devron is a junior executive with Radell Mining. His official title is "Chief Contractor Liaison" — he is in charge of hiring temporary and contract employees. He joined Radell at an early age as a prodigy, and has rocketed to his current position. He wants to see Radell triumph over Imperial Mining.

A handsome young man with a warm handshake and an impish grin, Devron is smooth, confident, and polished. He is an extremely good dresser who uses lots of cologne and hair lotion.

Beneath his polished veneer is an accomplished, hard-nosed negotiator. He is always looking for ways to gain the upper hand in negotiations with freelancers. A man of great ambition, he wants to rise higher in the company by any means possible. If those he hires do their job well, he is warm and friendly towards them. His disdain is evident for those who fall short of his expectations.



must be very careful in the next few years to avoid violent retribution for "rebelliousness."

The Unexplored Systems

Due to the backward nature of the Elrood Sector and the many navigational hazards off the established travel routes, there are many unexplored systems in Elrood Sector (these unexplored systems are *not* shown on the sector map on page 10). Gamemasters are encouraged to make exploration a prominent theme in Elrood Sector. While there aren't any undiscovered space-faring civilizations in this area of space, there could be many information age or lower tech-level planets out there that haven't made contact, as well as countless unregistered settlements, lost cultures, alien artifacts and other elements that can be the focus of exploration adventures. For more information on this type of adventure, see *Galaxy Guide 8: Scouts*.

Radell Mining Corporation

Radell Mining Corporation (RMC) was founded on the planet Elrood centuries ago to handle the anticipated flow of mineral wealth from Elrood Sector. The company has never become a major force in galactic mining, but enough revenue can be wrung from the planets so that Radell makes a respectable profit and continues to be the largest company in the sector.

Radell's main source of ore is in the Halbara system, and it treats the route from Elrood to Halbara as a vital "trade secret." Radell has holdings in several nearby sectors, but it isn't very important to the galactic economy. Locally, working for Radell is a sign of prestige.

These days, Radell is interested in hiring exploration parties to find new sources of mineral wealth in the sector. It also employs freelancers to guard ships and facilities against corporate sabotage, often perpetrated by its prime competitor, Imperial Mining. Radell pays for reasonable expenses, plus a base rate of between 75 and

300 credits per day.

If the characters seek employment through Radell, their most likely contact is Devron Zal. Though there are dozens of such executives who hire adventurers, Devron is one of the best and he is known for being able to quickly and accurately assess recruits.

Imperial Mining, Ltd.

Founded on Derilyn a few years ago by retired Imperial naval personnel, Imperial Mining, Ltd. (IML) owes its success to the fact that the Empire forcibly persuades some customers to use IML.

IML's chief source of ore is the Berea system, a short jump from Derilyn and securely within the bounds Imperial Interdicted Space. Many Elrood citizens feel that IML is an active front for the Empire. Whispered stories of espionage and sabotage designed to promote the Empire's interests abound.

IML has a sizable cargo fleet courtesy of the Empire's navy — ships entering the Derilyn system are often boarded and searched, and many confiscated ships become the property of IML. As one might expect, many of the ship seizures are questionable (at best). Crew members aboard such ships are quickly convicted of smuggling and sent to work off their sentence as slave-miners leased to IML. Individuals are paid 25 credits a day for their labors, but IML's charges to "contract employees" for equipment, room and board comes out to 23 credits a day, so a worker can only reasonably expect to earn 736 credits "take home" pay per year.

Crime Bosses

Like most other regions of the galaxy, the criminal underworld is alive and well in Elrood Sector. There are several prominent crime bosses in the sector.

These characters can have many uses in an Elrood Sector campaign. Characters may encounter the bosses when they need a quick, "no questions asked" high interest loan (for guidelines on "loan sharking," see pages 26 and 27 of *Galaxy Guide 6: Tramp Freighters*). Perhaps the characters' heroics are attracting too much attention, and the crime bosses want the characters "silenced." A crime boss might anonymously help sponsor a down-and-out group of characters, only to "call in the favor" later (the favor could involve striking against a rival crimelord, or perhaps smuggling some contraband through heavy Imperial patrols).

■ Lud Chud

Type: Rakaan (Neuter) Crime Boss

DEXTERITY 2D+1

Blaster 4D, dodge 6D, pick pocket 5D, running 4D, webs 6D

KNOWLEDGE 2D+2

Bureaucracy 5D, business 6D, intimidation 7D, law enforcement 4D+1, planetary systems: Elrood Sector 5D, streetwise 7D+1, value 5D

MECHANICAL 2D+1

Communications 6D

PERCEPTION 4D

Bargain 6D, command 7D, con 7D+2, gambling 6D, hide 8D, persuasion 8D, sneak 8D

STRENGTH 4D+2

Brawling 6D, climbing/jumping 8D

TECHNICAL 2D

Security 4D

Special Abilities:

Fangs: STR+1D damage

Webbing: Chud can shoot 2 webs from its abdomen every round, using its *webs* skill. Breaking out of a web is a Very Difficult *Strength* or *lifting* task. The webs retain their potency for two hours, and have a range of 3-4/8/12.

Neuter Phase: In neuter phase, Lud Chud may add +1D to *Strength* and all *Strength*-related skills, as well as increase *Move* by +2.

Character Points: 12

Move: 14, 12 (swimming)

Equipment: Blaster pistol (4D)

Capsule: Lud is an 80-year-old Rakaan. It has always had a talent for crime, and has settled on Torina as the premier crime boss. It was only when the Empire took over Derilyn and Torina rose in importance did Lud's criminal empire gain much worth.

Lud has influence, property, and henchmen throughout Elrood Sector, but it concentrates its activities on Torina, Lanthrym, and Elrood. At these sites, it engages in loansharking, protection rackets, black marketeering, forgery, smuggling, and other unsavory activities.

Few beings have seen Lud. It allows others to circulate the misperception that it is a humanoid male.

A cunning but lazy being, Lud sits in its lair and hatches new schemes while revelling in its power. Though it is willing to talk and negotiate, it is a clever negotiator and twists words to get people to do what it wants.

Lud eats people who do not agree with it. It keeps many victims dangling in cocoons in its lair. Lud is getting close to Transition; it is currently in neuter phase.

Boss Kaggle is Lud's biggest rival. Lud's chief ambitions are to be the absolute head of all crime in the Sector, and to get rid of Kaggle.

■ Boss Kaggle

Type: Dazouri Crime Boss

Rest Form

DEXTERITY 1D

Brawling parry 1D+2, dodge 6D, melee combat 1D+1, melee parry 4D, pick pocket 7D

KNOWLEDGE 3D

Bureaucracy 6D, business 6D, cultures: Elrood Sector 6D+1, intimidation 6D, languages 5D, law enforcement 5D+2, planetary systems 6D, streetwise 6D, survival 5D, value 5D, willpower 6D

MECHANICAL 1D

PERCEPTION 3D

Bargain 6D, command 6D, con 7D, forgery 5D+1, gambling 6D+2, hide 7D, persuasion 6D, sneak 6D

STRENGTH 1D

Brawling 2D, climbing/jumping 3D, melee combat 1D+1,

stamina 3D

TECHNICAL 3D

Computer programming/repair 6D, droid programming 5D, droid repair 5D, security 7D

Rage Form:

DEXTERITY 5D

Brawling parry 5D+2, dodge 10D, melee combat 5D+1, melee parry 8D

KNOWLEDGE 1D

Intimidation 4D

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 5D

Brawling 8D, climbing/jumping 7D, lifting 6D+2, stamina 7D

TECHNICAL 1D

Special Abilities:

Rage: When a Dazouri is wounded, badly frightened, threatened with bodily harm, successfully intimidated or infuriated, he transforms into his rage form. He can also initiate it at will, but it is a Very Difficult *Perception* task. Kaggle can prevent his rage transformation with a Heroic *Perception* task.

Dazouris and Lahsbees are closely related races: "genetic cousins" in the same way that Humans and near-Human races are closely related. Like the Lahsbees, Dazouris physically transform from one form to another. The character must allocate dice for the *rage* and *rest* forms. Dazouris also receive a bonus of +1D to *Dexterity* and *Strength* for their rage form. Dazouris retain the same skill adds, no matter their form. Dazouris in rage form may only use *brawling parry*, *dodge*, *melee combat*, *melee parry*, *intimidation*, *brawling*, *climbing/jumping* and *lifting*.

Claws: STR+2D damage (rage form only)

Teeth: STR+1D+2 damage (rage form only)

Horns: STR+1D damage (rage form only)

This character is Force-sensitive

Force Points: 1

Dark Side Points: 4

Character Points: 14

Move: 8 (in rest form), 12 (in rage form)

Equipment: Datapad

Capsule: Boss Kaggle is a Dazouri, a species that has two forms, rest and rage. Starting out as a petty thief, he used the combination of his intelligence and his violent form to rise in the criminal underworld of his home sector.

In his normal Dazouri rest form, Boss Kaggle is a scrawny, hairless, one-meter-tall creature with spindly limbs. He has big, black saucer eyes, vestigial horns on his upper forehead, and a thin reedy voice.

In his rage form, he transforms into a 3.2-meter-tall hulking brute with shaggy black fur, huge claws and fangs, and a pair of wicked horns.

Boss Kaggle makes his home on Lanthrym, where he has a palatial home and an impressive force of bodyguards. Even though he does not truly need guards, their presence perpetuates the illusion of him being a small, fragile creature.

In his rest form, Kaggle is a shrewd, calculating little creature who appears physically helpless. He voices a distaste for violence and a dislike of pain ("Oh, please don't threaten me, gentlemen, it upsets me so! You really don't want to upset me, do you?") Everything in his manner speaks of "talking this out."

In rage form, Kaggle is a homicidal maniac that mows down anything that is standing. Usually,



Kaggle's bodyguards and aides leave the room when they see that he is about to make the change. This makes many of Kaggle's soon-to-be-victims overconfident, feeling that they can now manipulate the small alien.

One of Kaggle's biggest objectives is to build up a large crime empire and get rid of his hated rival, Lud Chud.

Pirates

There are a couple of active pirate bands in Elrood Sector. Despite their best efforts, the Imperials have been unable to eliminate or capture them, much to the chagrin of Moff Andal.

■ Grakkata

Type: Wookiee Pirate

DEXTERITY 1D

Bowcaster 4D+1, brawling parry 3D, dodge 4D, melee 2D+2, melee parry 4D

KNOWLEDGE 2D+1

Business 3D, intimidation 7D, languages 4D, planetary systems: Elrood Sector 4D+2, streetwise 3D, survival 4D, value 3D, willpower 3D

MECHANICAL 1D

Astrogation 3D+1, repulsorlift operation 4D, space transports 5D, starfighter piloting 4D+2, starship gunnery 3D+1

PERCEPTION 1D

Command 2D, hide 3D, sneak 4D

STRENGTH 4D+2

Rakaans

Rakaans are large, predatory creatures from Rakaa IV, a warm jungle and forest world on the edge of the Core. The creatures are rarely encountered away from their homeworld.

Physically, Rakaans have a segmented, mottled green to dark brown body, with a bloated abdomen and ten limbs. The back eight legs work together for fast locomotion and swimming, while the front two limbs, longer and nimbler, are tool-using limbs with prehensile hands and opposable digits.

Rakaans can shoot webs to trap prey. The webs are created in a small sac on top of the abdomen, and are shot out of the top side of the abdomen segment. Normal webs can last for about two hours. Rakaans who chew on the nargk root native to their world can mix its juices with their saliva to produce a preservative adhesive that can last for many weeks without losing strength. This adhesive is used to cocoon victims for later feeding. A pair of glands inside a Rakaan's mouth produces an acidic substance that dissolves the webs.

The Rakaan "head" is mounted on a long neck. The face boasts four segmented eyes, which can move independently of each other, and a small opening that leads to the Rakaan's hearing organs. A series of pits on the head allows the Rakaan to breathe when the rest of the body is underwater.

The Rakaan mouth is located underneath the abdomen, and is equipped with a set of mandibles. A Rakaan can also breathe through its mouth. The brain is located in the center of the abdomen, along with the other major vital organs, well-cushioned from impacts and injury.

Rakaans are native to warmer climates: they go into hibernation in cold weather (below zero degrees standard). The normal Rakaan life span is about 160 standard years.

Rakaans have five life phases, which also correspond to unique sexes — child, female, neuter, male, and andro. Each Rakaan normally experiences at least three phases during its lifetime. There is no steady cycle of the life phases: on average, a Rakaan is in child phase for the first 30 years of its life, but it may

stay in this phase for as few as five or as many as 60 years. Likewise, the retention of the other sexes is highly variable. A Rakaan might retain a sex for as little as three months or for as long as 80 years. Some scientists theorize that the distribution of the sexes, and the biological change from one sex to another, called the Transition, is part of a natural rhythm that ensures that there are enough Rakaans of all sexes to perpetuate the species. Scientists have noted that in times of famine, the neuter population skyrockets, while in times of severe depopulation, such as during hive wars, the neuter population plummets, children mature quickly and the male, female and andro populations increase at a very rapid rate.

When a Rakaan is in Transition, the old sex characteristics disappear, while the new ones mature and grow, often within the span of two to three standard weeks. During this period, Rakaans become very violent and ravenously hungry.

The child phase is the earliest of all phases. The Rakaan is physically much smaller than all other phases (normally only about half to one meter tall), and it is in this phase that Rakaans learn much about survival from the more mature members of their species.

In the neuter phase, Rakaans are quite strong, but still physically small (about 1.5 to 2 meters tall). Neutral Rakaans are used as hunters, guards and warriors, as they have a very compact but dense muscle structure. Their altered metabolism allows for the very efficient use of energy, and thus their food requirements are smaller than in other phases. In times of peace, with no overriding threats, upwards of 80 percent the Rakaan population may be in neuter phase. During times of conflict, the Rakaan population is also overwhelmingly neuter. However, as soon as the conflict dies down or the population reaches a critically low number, neuters begin changing into the other sexes and begin bearing children.

In male phase, Rakaans are responsible for fertilizing the Rakaan eggs which females lay. A male Rakaan is only slightly larger than the neuter phase (about two meters tall).

In female phase, Rakaans lay eggs. After the eggs are fertilized, the female retakes the eggs into her abdomen, where they are nourished. Rakaans in female phase are largest, reaching their full height, and their abdomen normally elongates, giving them a length of up to four meters. After the eggs have been nourished for three months, the eggs are released into a nesting chamber, where the andro phase Rakaans are responsible for bringing the eggs to maturity.

The final Rakaan phase, andro, is of average size for the Rakaan species. The andro is responsible for nurturing fertilized eggs. The andro's glands produce a unique paste, released through the mouth, which must be spread over the eggs. The nourishment from the eggs feeds the young Rakaan until they are ready to hatch into child phase, three months later.

■ **Rakaan**

Attribute Dice: 12D
 DEXTERITY 1D/4D
 KNOWLEDGE 2D/4D+2
 MECHANICAL 1D/3D+1
 PERCEPTION 1D/5D
 STRENGTH 2D+2/5D
 TECHNICAL 1D/2D+1

Special Skills:

Dexterity skills:

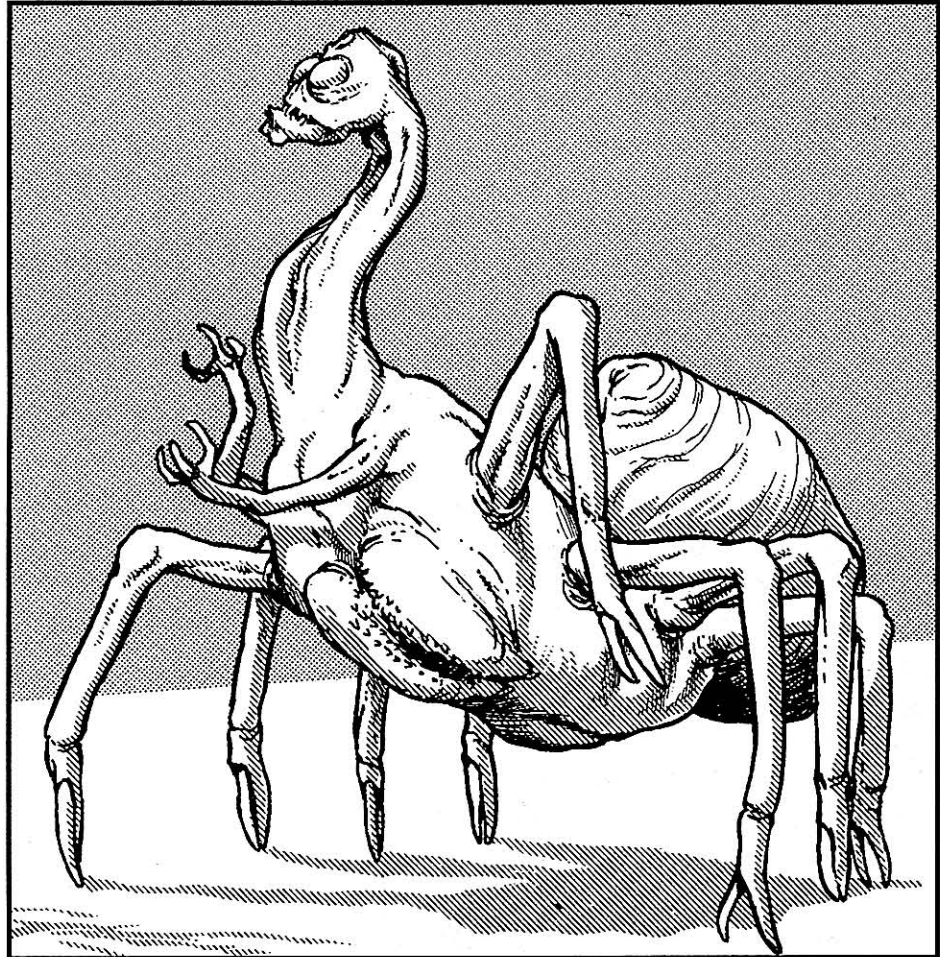
Webs. Time to use: One round. This is the skill used to shoot the Rakaan's webs.

Special Abilities:

Fangs: Do STR+1D damage.

Webbing: Rakaans can shoot up to two webs every round; their bodies can produce three webs per standard hour (assuming the Rakaan is well fed), and the abdominal sac can hold up to 10 webs. Breaking out of the webbing is a Very Difficult *Strength* or *lifting* task. Normal webbing lasts up to two hours, although with the preservative saliva Rakaans make, a web can last for several weeks. The webs have ranges of 3-4/8/12.

Phases: Rakaans have several unique life cycle/sex phases



■ A Rakaan in neuter phase.

that affect their die codes. They are child, neuter, male, female and andro.

Child: -1D to *Strength*, -2 to *Dexterity*, -3 to *Move*.

Neuter: +1D to *Strength*, +2 to *Move*.

Male: +2 to *Perception*, +1 to *Strength*.

Female: +2 to *Strength*, +2D armor to abdomen area, -1 to *Move*.

Andro: -3 to *Move*.

Move: 11/15 (walking), 11/14 (swimming)

Size: 1.5-3 meters tall, 2-4 meters long

Brawling 6D+2, climbing/jumping 6D, lifting 6D, stamina 5D+1

TECHNICAL 2D

Computer programming/repair 3D, droid repair 3D, repulsorlift repair 3D, starship repair 4D+1

Special Abilities:

Berserker Rage: +2D to *Strength* when in immediate danger. See page 137 of *Star Wars: The Roleplaying Game, Second Edition* and page 124 of the *Gamemaster Handbook*.
Climbing Claws: Add +2D to *climbing*.

Force Points: 2

Dark Side Points: 1

Character Points: 7

Move: 11

Equipment: Bowcaster (4D), comlink, datapad

Capsule: Grakkata is a 2.5-meter-tall Wookiee with gray shaggy hair. She keeps her equipment and bowcaster stored on harnesses crisscrossing her chest. Her eyes are a soft green color.

Grakkata has plied the space lanes of Elrood for the past three years. She has been on the run from the Empire ever since she escaped from slavery several years ago. After absconding with a light freighter originally confiscated by the Empire, Grakkata came to Elrood Sector to “disappear.”

Although she is a pirate, Grakkata adheres to the

Wookiee code of honor. As a rule, she raids only Imperial-affiliated vessels or other pirates. Her choice of targets has made her many enemies. Grakkata shares the Wookiee tendency toward violence, but her intimidating presence is often enough to get appropriate levels of cooperation from her victims. Aside from piracy, Grakkata is involved with smuggling, illicit passenger ferrying and gun running. She loves travelling the Extreme, as it represents a challenge.

Characters will have a strong ally in Grakkata if they make friends with her. She knows Elrood Sector inside and out, and if they earn her confidence, she will provide advice and act as guide for the newcomer characters. Grakkata wants to stay alive and prosper, and see the Rebellion beat the Empire, which will enable her to return to Kashyyyk.

■ Treespirt

Craft: Ghtroc Industries class 720 freighter

Type: Modified light freighter

Scale: Starfighter

Length: 35 meters

Skill: Space transports: Ghtroc freighter

Crew: 1; 1 can coordinate

Crew Skill: see Grakkata



Dorok Zalaster

Type: Bloodthirsty Pirate

DEXTERITY 3D+2

Blaster 6D, dodge 5D, pick pocket 4D

KNOWLEDGE 3D

Alien species 4D+2, intimidation 6D+1, planetary systems: Elrood Sector 6D+2, streetwise 5D

MECHANICAL 2D+2

Space transports 4D, starfighter piloting 4D+1, starship gunnery 4D, starship shields 3D

PERCEPTION 2D

Command 4D, con 3D, forgery 3D, hide 5D, sneak 5D+1

STRENGTH 3D

Brawling 5D+2

TECHNICAL 3D

Security 4D

Character Points: 9

Move: 10

Equipment: Blaster pistol (4D), two grenades (5D), blast vest (+1D physical; +1 energy), comlink

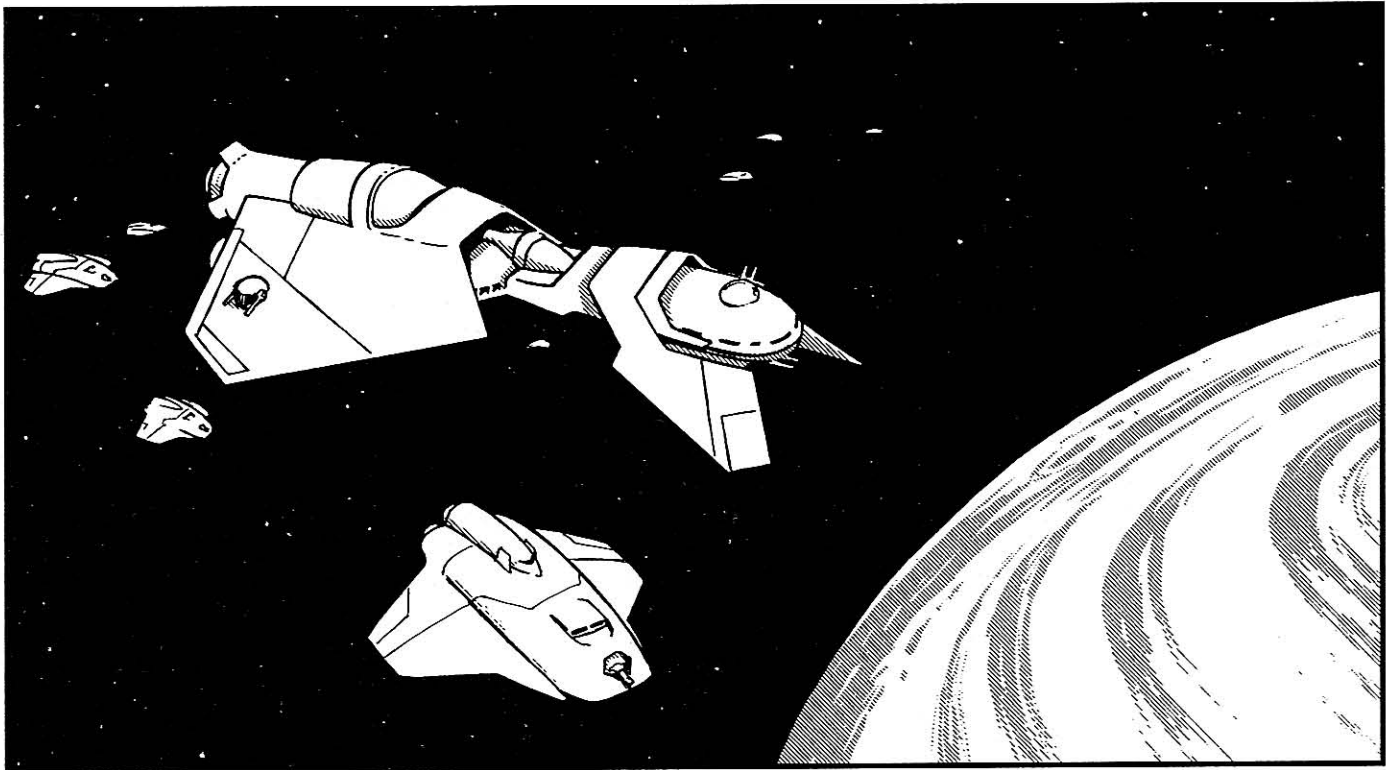
Capsule: Dorok is an older 1.75-meter-tall Human male. His hardened face indicates a hard life of crime. His bald head is covered with tattoos. A huge scar runs from the top of his head, down the left side of his face, ending at his chin. He has an evil smirk.

A criminal since he was a young pickpocket in the Corellian System, Dorok is hiding out in the Elrood Sector with his band of devoted pirates.

A dirty fighter, cruel, avaricious, and opportunistic, Dorok is exactly the sort of person you don't want to meet in a dark alley. He cares little for galactic politics. Dorok steals from everyone and is not averse to killing everyone on a ship just for the sheer pleasure of it. Dorok thinks he has the gift of a witty turn of a phrase, but he is little more than a murderous bully.

Dorok is a highly successful pirate — that's all that he does well. He fancies himself a jack of all trades, but fails miserably in all other endeavors. Dorok and his men have a pirate base on the isolated world of Lanthrym. The base exists with the quiet acceptance of Lanthrym's government.

He has many spies throughout the sector, who scour cantinas, starports and other spacer haunts looking for information on ship schedules and cargoes.



Passengers: 10
Cargo Capacity: 135 metric tons
Consumables: 2 months
Cost: 46,750
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 2D
Space: 4
Atmosphere: 280; 800 KMH
Hull: 4D
Shields: 2D
Sensors:
 Passive: 15/0D
 Scan: 30/1D
 Search: 50/3D
 Focus: 2/4D

Weapons:
Four Laser Cannons (fire-linked)
 Fire Arc: Turret
 Crew: Pilot or co-pilot
 Skill: Starship gunnery
 Fire Control: 2D-1
 Space Range: 1-3/12/25
 Atmosphere Range: 100-300/1.2KM/2.5KM
 Damage: 6D

Capsule: The *Treespirit* is a battered-looking Ghtroc freighter that Grakkata has modified substantially since she stole it several years ago. Its most noticeable feature is the color scheme: the entire ship is a soft forest green to match the color of her native Kashyyyk. What isn't readily noticeable are the four retractable laser cannon: they've been an unpleasant surprise to many careless TIE pilots.

Dorok's Pirate Fleet

Dorok has a pirate fleet consisting of *The Last Thing*, a modified customs cruiser, and eight scout ships. All were captured during various heists (the escapade leading to the capture of the Imperial customs cruiser is Dorok's favorite tale). While the ships aren't as well maintained as they were previously, the fleet is still a danger to poorly armed private freighters.

Dorok has 34 underlings actively involved in piracy, along with his countless spies. They are all unprincipled dregs who would sell each other out, but Dorok keeps them in line because of the wealth he can offer them. If Dorok's men attack the characters, use the following stats.

Dorok's pirates. All stats are 2D except: *blaster 5D, space transports 5D, Strength 3D, brawling 4D+1.* Move: 10. Blaster pistol (4D damage).

■ The Last Thing

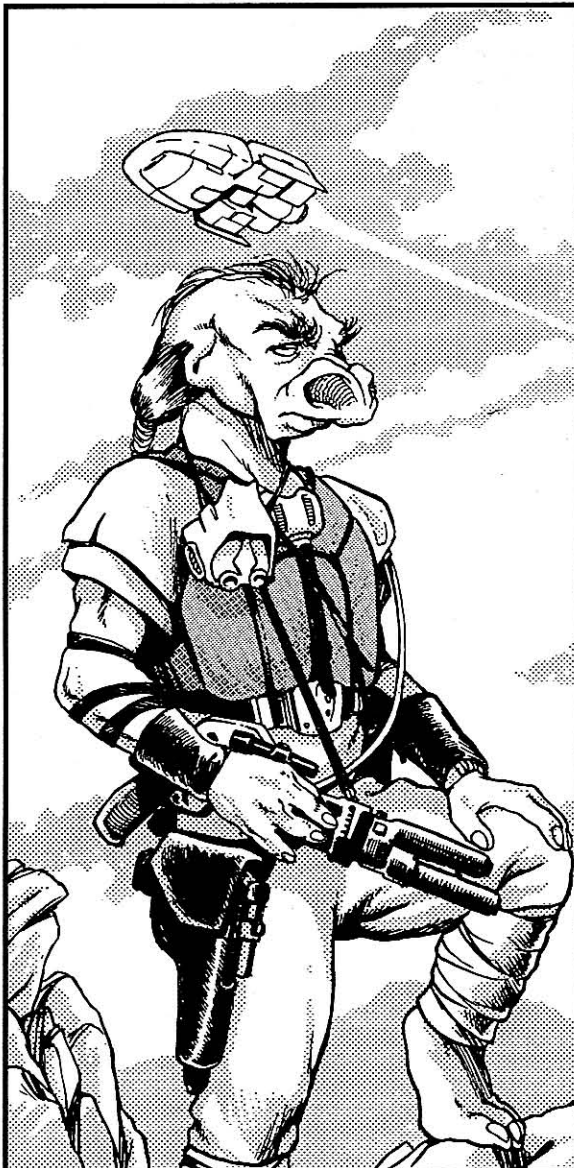
Craft: Seinar Fleet Systems 344 class Light Cruiser
Type: Modified Imperial Customs Light Cruiser
Scale: Starfighter
Length: 42 meters
Skill: Space transports: 344 Light Cruiser
Crew: 4, gunners: 4, skeleton 2/+10
Crew Skill: Space transports 4D, starship gunnery 4D, starship shields 3D
Passengers: 10 (troops); 6 (prisoner cells)
Cargo Capacity: 150 metric tons
Consumables: 3 months
Cost: 375,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes

Maneuverability: 2D
Space: 9
Atmosphere: 400; 1,150 KMH
Hull: 5D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 60/2D
Search: 90/3D
Focus: 4/4D+1

Weapons:**Four Laser Cannons**

Fire Arc: 2 front, 2 turret
Crew: 1
Skill: Starship gunnery
Fire Control: 3D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2KM/2.5KM
Damage: 5D

Capsule: *The Last Thing* is an old Imperial light cruiser captured through clever deceit and a well-executed plan. Dorok has made extensive modifica-



tions to it. The name comes from Dorok: "My ship is the last thing my victims see."

■ Dorok's Scout Ships

Craft: Tykannin Drive *Redthorn*-class scout ship
Type: Modified scout vessel
Scale: Starfighter
Length: 24 meters
Skill: Space transports: *Redthorn*-class scout ship
Crew: 2
Crew Skill: *Space transports* 5D, *starship gunnery* 4D+1
Passengers: 2
Cargo Capacity: 10 metric tons
Consumables: 6 months
Cost: 55,000 credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Atmosphere: 295; 850 KMH
Hull: 3D+2
Shields: 1D
Sensors:
Passive: 30/0D
Scan: 50/1D
Search: 75/2D
Focus: 5/3D

Weapons:**One Laser Cannon**

Fire Arc: Front
Crew: Pilot or co-pilot
Skill: Starship gunnery
Fire Control: 1D
Space Range: 1-3/12/25
Atmosphere Range: 100-300/1.2KM/2.5KM
Damage: 4D

Capsule: Dorok owns eight stolen scout ships. The vessels have been modified according to Dorok's instructions.

Bounty Hunters

Elrood Sector is an area that plays host to several bounty hunters. Despite the presence of a "refuge" world (Kidron), the dangers of openly hunting individuals on Kidron discourages much action on that world. Bounty hunters most commonly frequent Coyn (because it is a major crossroads in the sector) and Elrood (because it is a major trade route on the world). Aside from Grea, there are few experienced bounty hunters: those few bounty hunters who do comb the space lanes of the sector tend to be on the amateur and inexperienced side.

Grea The Orfite

Grea the Orfite is Elrood Sector's "patron bounty hunter": she is the most famous and most experienced of those who regularly operate in the sector. This wizened Orfite has "served" Elrood Sector for over two decades. She has tenaciously guarded her territory, and in her years of bounty hunting, has had few failures.

A middle-aged Orfite with the characteristic large nose, Grea stands at just under 1.5 meters,

Elrood Slang

Elrood Sector, much like other regions of the galaxy, has its own slang. Although each world has its own unique phrases and words, these slang terms are fairly common and well-known in most areas. While they may have fallen out of favor, or never have been very popular, most people will know and understand these phrases.

Almosters: Residents of Lanthrym, which almost won a coveted spot on the E-D Run. **Warning:** Lanthrymers do not like to be reminded of this. Using this phrase around them is likely to provoke a fight.

Blackheads: Imperial officers. Named for the black caps they wear.

Businessman: A smuggler.

Chirps: Any droid that communicates through electronic languages of beeps and whistles and cannot speak Basic.

Dreamers: The Rebel Alliance. While the Elroodians would love to see the Empire fall, they think the Alliance is a pipe dream.

Drift, The: A huge cloud of gas that spans much of the sector. It is reputed to be extremely dangerous to navigate and there are no known hyperspace routes through the region.

E-D Run: Nickname for the Elrood-Derilyn Trade Route.

Extreme, The: The section of the E-D Run that is under Imperial control, running from just beyond Torina to Derilyn. So named due to the belief that anyone traveling the run from Derilyn to Torina is extremely unlikely to make the run without being boarded or harassed by the Empire.

Finally Made His (Her) Fortune: The person died. Normally used as biting sarcasm.

Flying Rocks: Ore carriers.

Flying Triangles: Imperial Star Destroyers.

Gate, The: Coyn, the closest planet to the rest of the galaxy.

Gnats: Also "Swarm of Gnats." TIE fighters.

Grunts: Gamorreans. Derisive term.

Guest: Someone taking refuge on Kidron.

Helping the Emperor: Someone who has been seized by the Empire and forced to work in the mines of Imperial Mining.

His Imperial Travesty: The Emperor.

Krilhead: A stupid person. Named for the unintelligent bovine creatures that act as the chief source of meat for the sector.

Link, The: The informal sector-wide network of

gossippers that passes unofficial secrets and rumors that the mainstream media will not touch.

Proties: Short for protocol droids, this is a derisive term for anything (or anyone) that is perceived as useless.

Race the Run: Go from one end of the E-D Run to the other.

Race the Run Adrift: Same as above, but the pilot actually made it to Derilyn.

Rock Chewers: Miners.

Roods: Anyone born or having lived most of their life in the sector.

Rulebook: Also "Law Book." A blaster. Describes the many beings who must take the law into their own hands, and enforce it at blaster point.

Run, The: Nickname for the Elrood-Derilyn Trade Route.

Self Service: Pirates. In essence, they help themselves to others' ships and the cargoes within.

Shags: Wookiees. Generally used affectionately, but can be derisive.

Shoot the Stars: Engage hyperdrive.

Stopshort: The planet Torina, which is the last planet before Derilyn. Torina is one stop short of the end of the Run.

Taken Up Mining: Someone who tried to complete the E-D Run, but was caught by the Empire.

Ticktils: Bilars and any other "cute" species. A pronunciation of TCTL, which stands for "Too Cute To Live."

Toz: The chief grain found on Merisee, which has been transplanted to many of the other worlds in Elrood Sector. It is used in breads, mushes, flour, and brewed into utoz, a popular alcoholic beverage.

Tozzed: Drunk.

Tracers: Bounty hunters.

Unluckies: Term for people who are not from Elrood Sector but now find themselves there.

Utoz: A very popular drink brewed from fermented toz grain.

Utozz: A brand of Utoz, created by the Utozz Prime Brewery Corporation, the largest and oldest brewery on Merisee.

Wet-dock: As opposed to dry-dock, where ships are repaired, a wet-dock is a bar.

What's the Trouble?: How much does this cost? What is the price?

White Wonders: Stormtroopers. Derisive term.

She does not look like a dangerous bounty hunter—which she uses to her advantage. An Orfite scent mask is always within easy reach.

Grea was born on Kidron. She left her home planet as soon as she was able. Her years as a drifter yielded impressive results: she won a small ship from a gambler and picked up her military skills while ferrying a group of mercenaries around the nearby Methall'has Sector.

Grea is ruthless and amoral, but pragmatic and honest. Once she is hired to find someone, nothing can shift her focus. While she will consider any task, regardless of the moral implications, she is true to her word and will not lie to a client. Her objective is simple: to make as many credits as possible.

Like all Orfites, Grea can use her highly developed sense of smell to track people, determine what sorts of things were in a room (provided those things give off any sort of scent), and even fight in total darkness unhindered. For tracking her quarry, Grea relies on a combination of a network of informants plus her keen senses.

The Neverquit

Grea's ship, the *Neverquit*, is a small, custom-built vessel from the Coyn Shipyards. It is the only one of its kind, though the schematics exist to build more. The vessel looks like a dagger, with the engines set into the "handle." It has a belly-mounted laser cannon turret. The entire vessel is black. The appearance of the *Neverquit* has become a harbinger of bad luck to local spacers. "*Neverquit's* nearby, someone's gonna die" is the litany often repeated when the ship is sighted.

■ Grea The Orfite

Type: Orfite Bounty Hunter

DEXTERITY 3D

Blaster 5D+2, blaster: heavy blaster pistol 8D, blaster: repeating blaster 7D, brawling parry 5D+2, dodge 8D+1, firearms 7D+1, melee combat 5D+2, melee parry 5D, pick pocket 4D+1, thrown weapons 4D+2

KNOWLEDGE 3D

Alien species 6D, bureaucracy 5D, intimidation 7D+2, languages 5D+2, law enforcement 4D+1, planetary systems 4D, streetwise 5D, streetwise: Elrood Sector 7D, survival 6D, value 5D, willpower 7D

MECHANICAL 2D

Astrogation 4D, communications 3D, ground vehicle operation 4D+2, repulsorlift operation 3D+1, sensors 3D, space transports 6D+1, starship gunnery 4D+2

PERCEPTION 4D

Bargain 6D, command 5D, con 7D, gambling 4D+2, hide 5D+1, investigation 6D, persuasion 6D+1, search 9D+1, sneak 6D

STRENGTH 4D

Brawling 8D, stamina 6D

TECHNICAL 2D

Blaster repair 3D, computer programming/repair 4D, first aid 4D+1, security 6D, space transports repair 4D+1, starship weapon repair 3D+2

Special Abilities:

Olfactory Sense: Orfites add +2D to *search* when tracking someone by scent or when otherwise using their sense of smell. They can operate in darkness without any penalties. Due to poor eyesight, they suffer -2D to *search*, *Perception* and related combat skills when they cannot use scent; they also suffer a -2D penalty for targets over five meters away. See Orfites under the entry for Kidron.

Character Points: 13

Move: 12

Equipment: E-web repeating blaster (8D), heavy blaster pistol (5D), blast vest (+1D against physical attacks, +1 against energy), comlink, datapad, medpac, breath mask, Orfite scent mask, Orfite power harness



Elrood

■ Elrood

Type: Terrestrial plains
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, plains
Length of Day: 28 standard hours
Length of Year: 364 local days
Sapient Species: Humans
Starport: 4 Imperial class, 1 private Imperial class, 8 standard class
Population: 6 billion
Planet Function: Sector capital, manufacturing, trade
Government: Representative democracy
Tech Level: Space
Major Exports: Starships, refined metals and ores, processed alloys
Major Imports: Electronics, foodstuffs
System: Elrood
Star: Elrad (yellow)

Name	Planet Type	Moons
Trinka	searing rock	0
Acatal	barren rock	0
Elrood	temperate plains	2
Akana	barren rock	1
Thrang	gas giant	7
Tufar	ice ball	0

World Summary

Elrood serves a triple role in its sector: capital, major manufacturing complex and trade center. The world is comfortable, with a pleasant climate and large landmasses within habitable zones. Due to its status as sector capital, Elrood is a busy world, bustling with starships and aliens from many species.

The planet supports several immense urban megaplexes, and large factories dot the landscape. Elrood is home to the largest free ore refineries in the sector (Derilyn has similar facilities, but its status as an Imperial occupied world prevent easy access to these plants). Most of the ore is brought here from mining worlds throughout the sector. Elrood's chief exports are refined

System Datafile

Elrood system, star: Elrad, yellow sun. Six planets in system—third planet, Elrood, can support life. Others can support artificial colonies. Elrood is the main system planet.

Elrood is the capital of Elrood Sector. Heavy ship traffic ahead. Please turn ship's comm to channel XTX984, local planetary spaceport control channel, for landing instructions.

ATTENTION TRAVELERS: This is Elrood Space Central. Welcome to Elrood. Please turn to channel XTX984 for instructions.

metals, which find their way into buildings, starships, and processed alloys.

Elrood has two moons: Sharene and Lodos, named after a prominent husband and wife who were with the first colonists many thousands of years ago. Both moons figure prominently in local culture and folklore.

System Summary

The Elrood system is located on the edge of the sector. Elrad, the system's sun, is a common, main sequence yellow star. Elrood is the system's third planet.

Trinka, the closest planet to the sun, is a harsh, hot rock, and seems to lack any commercial potential, although there is a small Elroodian scientific outpost on this world.

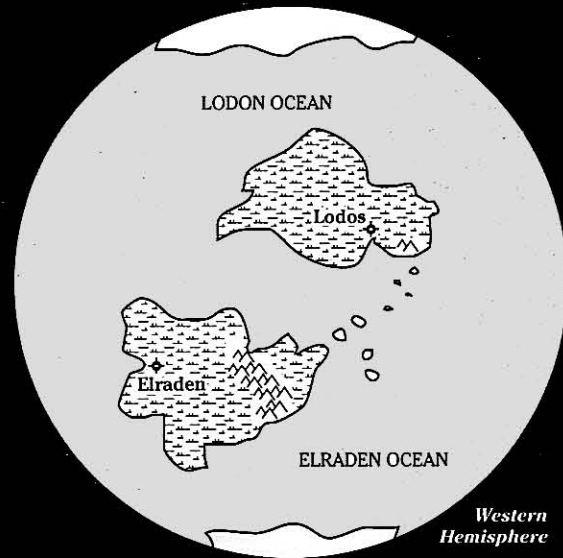
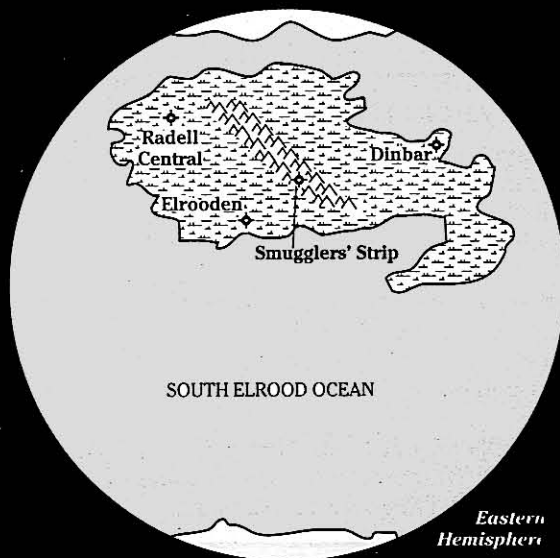
The second planet, Acatal, is another barren world, though it has a thin atmosphere (type II). There is a small mining facility here, owned by Radell Mining.

Akana is the fourth planet. It is an unremarkable world with a trace atmosphere and almost no moisture. Aside from a few microbes embed-

World Map Terrain Key

Plains	Barren Rock	Volcano	Water
Desert	Craters	Plateau	Urban/Industrial
Swamp	Hills	Canyon	City
Forest	Mountains	Ice	Spaceport
Jungle/Rain Forest			Site of Interest

World Map of Elrood



ded in the rocks, the world is barren. Akana could be terraformed, but it is an unnecessary expense at this time. Akana has a small, sealed artist's colony, a place of isolation where people can go to think in peace and solitude. The colony is subsidized by Elrood's government. Akana's only moon, Akanala, is a brilliant orb in the night sky and a source of inspirations for poems and stories. Akanala's brilliance is due to rich deposits of sparkling quartz, which causes the entire surface to glisten. "Akanala is the diamond in Akana's sky" has to be the oldest, most overwrought cliché among the writers of Elrood, but it is nonetheless true.

The largest planet in the Elrood system is the gas giant Thrang. From Elrood, it appears as a small, bright green globe the size of a man's thumbnail in Elrood's night sky.

Tufar is the last planet in the system, and is little more than a frozen ball of ice and methane. The grimmest feature of the planet is an abandoned listening post established when the system was first settled. After the incident that destroyed the station, the world took on a mystique of misfortune, and thus has been ignored since. The life support failed when a small meteor breached the airtight prefabricated structure. The six unfortunates who manned the station were flash-frozen at their posts and their corpses remain there to this day.

Landing Procedures

Whenever a ship approaches the system and switches to channel XTX984, the following procedure occurs. Because of the very orderly nature of the Elroodian bureaucracy, the same procedure is always used:

"This is Elrood Starport Command. Incoming vessel, please identify yourself, and your intentions. Use standard protocol, please."

Once identification and intentions are established, and the ESC sensors confirm the transponder code, they run a brief check to make sure that the ship is not listed in Elrood's records as wanted or stolen. Elrood is not directly tied into the Imperial databases, but it periodically receives updates when an Imperial patrol enters the system. As a result, minor offenses may not show up, but if the ship is wanted by the Empire for a major class one or class two infraction (as explained on pages 39-40 of *Galaxy Guide 6: Tramp Freighters*, or pages 21-22 of *Galaxy Guide 7: Mos Eisley*) the offense will almost certainly show up on their computer records.

If the ship checks out on Elrood's records, a scan of the ship's engine performance is made, and it is given permission to land. Any variances at all from operating norms will result in the ship being required to have repairs done while on Elrood. Normally, most starports will overlook a few minor violations, but Elrood strictly enforces Imperial standards. The characters may be quite

surprised to find that they have many hours of work ahead of them or will have to pay out several hundred or thousand credits to get their vessel up to snuff. Of course, this procedure benefits the local shipwrights as well, but Elrood Starport Command is *not* corrupt and isn't doing this for personal gain — they are this strict because ... that's what the rules are, that's why. Characters who are disgruntled by this turn of events can't simply decide to leave — this is clearly resisting law enforcement officials, which is a class three infraction.

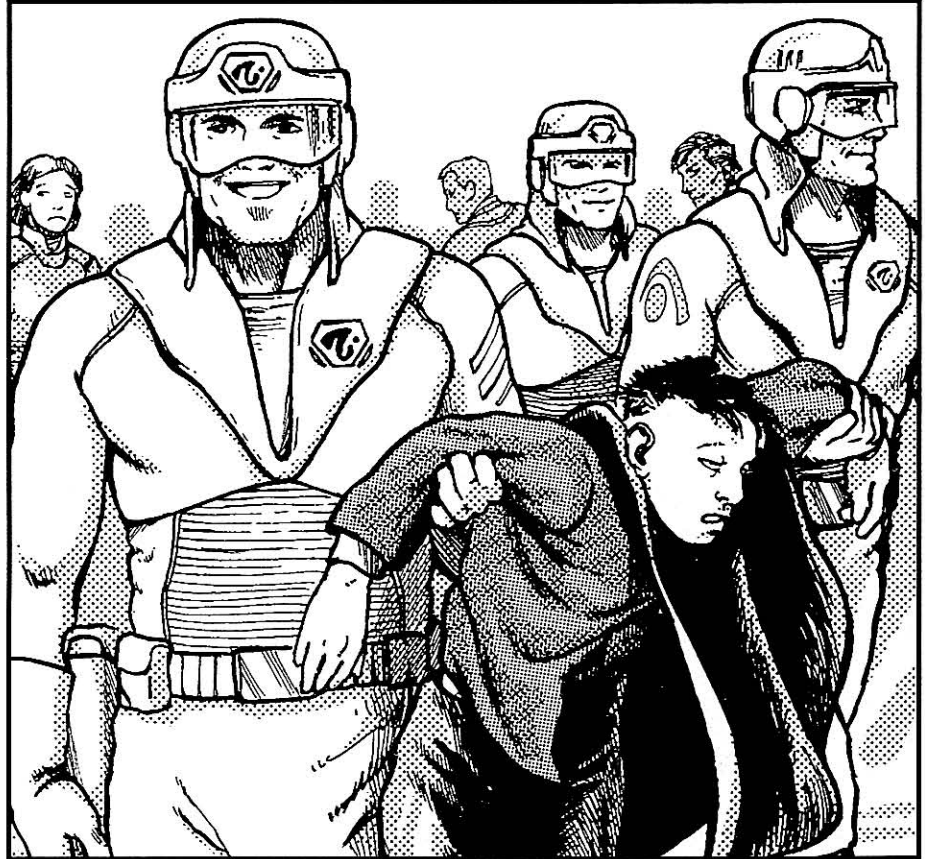
"Permission granted, (vessel name). When you land, please observe all standard decontamination procedures. If needed, a decon team will be sent to your vessel to ensure compliance. We will need to see your shipping manifest and cross-verify it with your actual cargo. You will be required to show us your valid pilot's license and ship's ownership files."

If the ESC has found any anomaly with the ship drives, they will be mentioned now. If requested, ESC will provide the names and Elrood Planetary Communication Net (EPCoN) numbers of recommended starshipwrights. ESC will also mention anything else that they feel may be wrong with the ship, such as an uninspired name, potential modifications (to increase safety), procedures for securing and procuring cargoes on Elrood, the EPCoN numbers for the Elrood Department of Visitor Relations, Department of Tourism, and Department of Interstellar Trade.

"Land at (name of starport and specific bay). Download code XP-445-T78Y, which is being transmitted now, into your ship's computer upon coming within 50 kilometers of your starport destination. When activated, you will be linked with our navigation beacon and automated landing system. Safe landing, and enjoy your stay."

The ship will receive a sophisticated computer code, which when loaded into the ship's navigation system, links it into Elrood's fully automated navigation and landing system. This system takes all ships under the control of Elrood's computer routing system, and ensures a safe landing. Manual landings are prohibited on Elrood, and any character insisting on doing the piloting himself will receive a 300 credit fine.

If the ship or the crew is wanted for any serious infractions, or some other major problem has



been discovered, several armed guards will be waiting at the landing bay to inform them of the problem, or in extreme cases, arrest them.

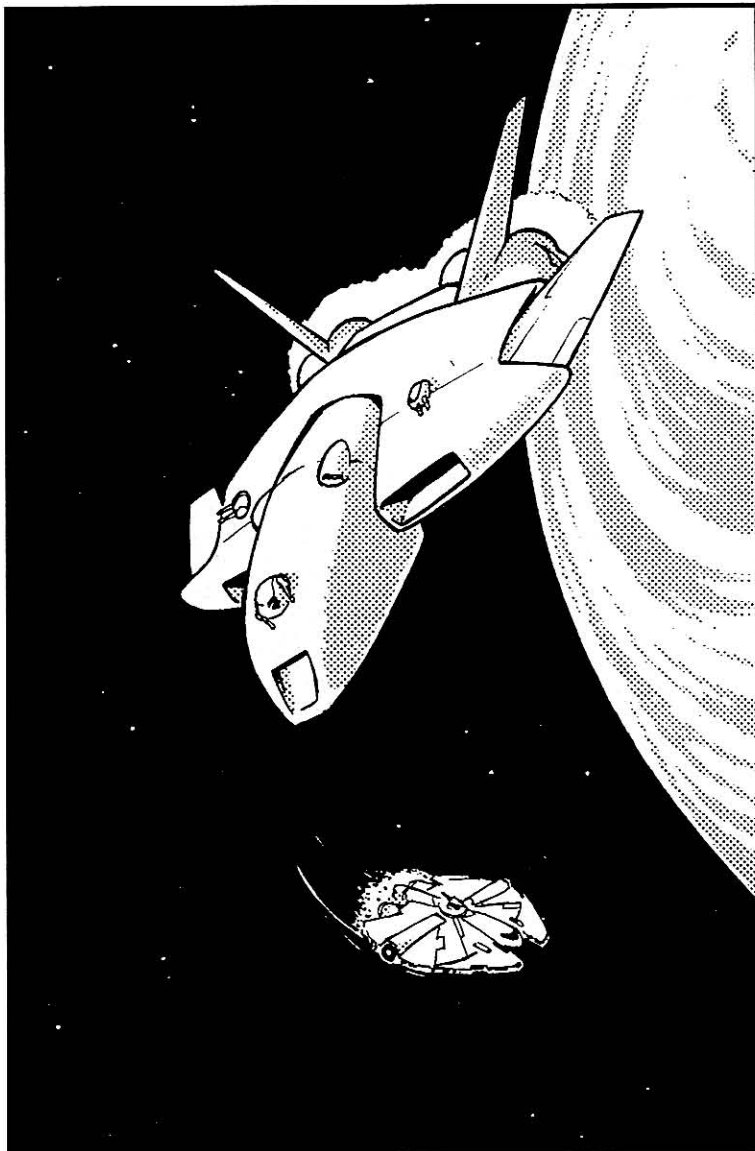
Elrood Starport Command's security teams are immaculately dressed and thoroughly professional soldiers. They are dressed in spotless white uniforms (including white blast vests). However, these men and women are more than hired muscle — they are also public relations officials for the starport. In essence, they provide law enforcement, but they are also responsible for providing information, lending assistance, and they must be polite, helpful and charming at all times. Intimidation is not part of their training, although their sheer physical presence is intimidating enough, if need be.

ESC Security Team. All stats are 2D except: *blaster 6D, cultures 4D+1, law enforcement 6D, brawling 5D, security 5D.* Move: 10. Blaster pistol (4D), armored vest (+1D to physical, +1 energy), datapad, and comlinks.

If the characters decide to flee Elrood, engage in combat with other ships in Elrood space or do something to require their apprehension, they will have to face one or more *Prosperity*-class light cruisers.

■ Elrood Prosperity Cruisers

Craft: Elrood StarYards Ltd. *Prosperity*-class Customs Cruiser
Type: Light cruiser
Scale: Capital
Length: 300 meters
Skill: Capital ship piloting: *Prosperity*-class light cruiser
Crew: 100, gunners: 24, skeleton 35/+15
Crew Skill: Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 5D
Passengers: 40
Cargo Capacity: 2,500 metric tons
Consumables: 6 weeks
Cost: 12 million (new), 7 million (used)
Hyperdrive Multiplier: x1
Hyperdrive Backup: x16
Nav Computer: Yes
Maneuverability: 3D
Space: 9
Atmosphere: 400; 1150 KMH
Hull: 4D
Shields: 2D



Sensors:

Passive: 50/1D
Scan: 90/2D
Search: 200/3D
Focus: 10/4D

Weapons:

6 Heavy Turbolasers

Fire Arc: 3 front, 1 left, 1 right, 1 back
Crew: 2
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 2D+2
Space Range: 3-15/35/75
Atmosphere Range: 6-30/70/150KM
Damage: 4D

2 Tractor Beam Projectors

Fire Arc: 2 front
Crew: 6
Skill: Capital ship gunnery
Fire Control: 1D
Space Range: 1-5/15/30
Atmosphere Range: 2-10/30/60KM
Damage: 4D

Capsule: The *Prosperity*-class Customs Cruisers, built by Elrood StarYards, Ltd., are popular amongst the worlds of the sector. While not exceptional combat vehicles and incapable of holding their own against Imperial fleet vessels, they are more than adequate for customs inspections, pirate actions and other common planetary defense activities. Elrood itself has two dozen Prosperities, with one assigned specifically to each starport and the rest assigned to patrol and outer orbit customs inspections.

Elrood Starports

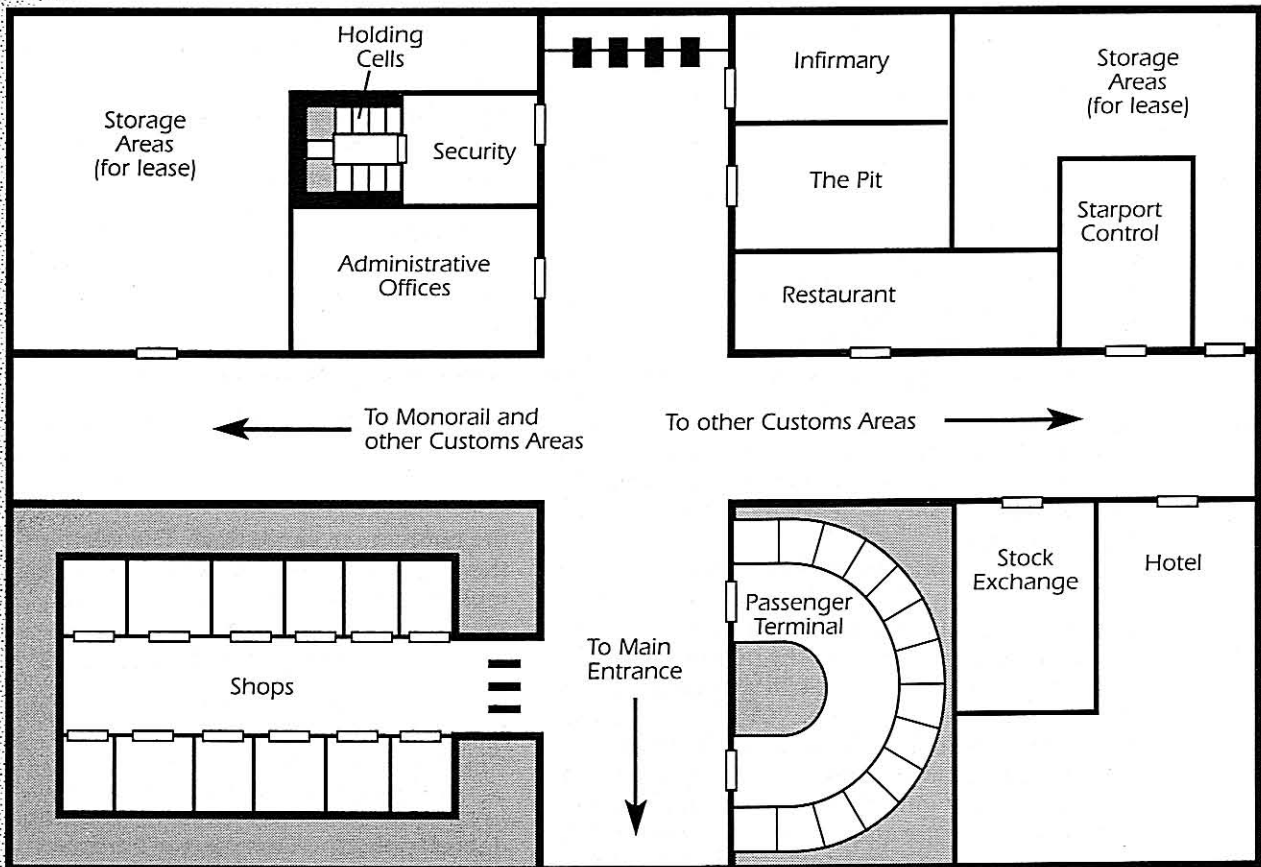
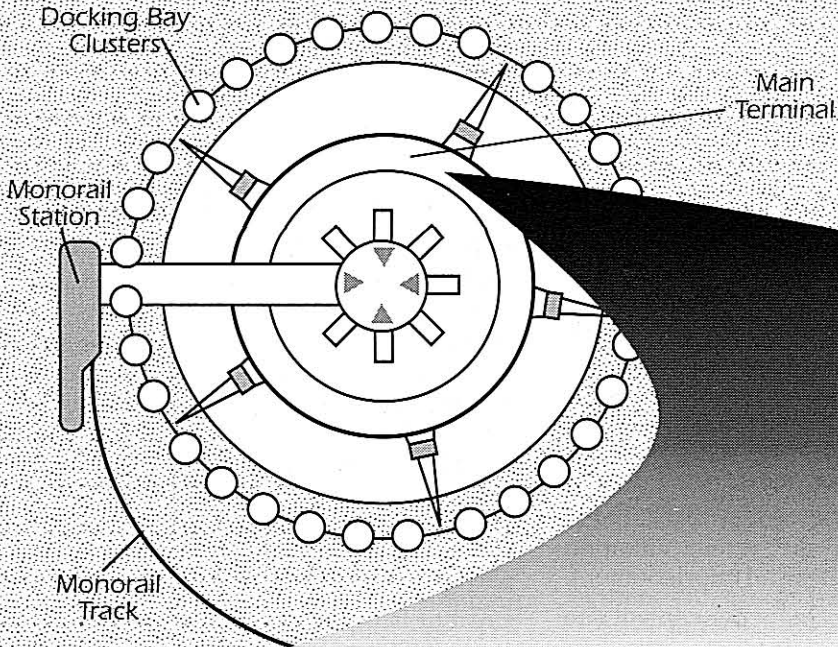
The starport most likely to be used by the characters will be Elrooden Starport. There are four Imperial class starports on Elrood, located in the megaplexes of Elrooden, Dinbar, Elraden and Lodos. A fifth Imperial class starport, Radell Central, is strictly for Radell Mining's ore carriers. There are eight standard class ports to serve smaller cities. All Imperial class starports are assigned a *Prosperity*-class cruiser and several cloud cars. Because Elrood is a peaceful world, there is no need for extensive defenses, and thus there are no weapon emplacements around these areas.

Elrood is a world that prides itself on appearances, and this naturally extends to its starports. The starports are an antiseptic white, and are kept spotless. There are no transients, drunks, con men, beggars, or other riffraff here, and there are always plenty of security guards around eager to lend assistance and enforce the law. The air is filtered, purified and mixed with perfumes for added comfort. There are countless protocol droids (for translation as well as information) and valet droids to carry bags and luggage, all of them polished to reflective brilliance.

Typical Debarkation Procedure

Once a vessel lands at its designated bay, a security squad approaches the vehicle with a customs official and a medical droid. First, the

ELROOD DIAGRAM
Elrood Starport



Elrood Starport Main Regulations

- Basic landing fee is 10 credits per 10 meters of ship length. This includes decontamination fees. Berthing is 10% of the docking fee per day.
- Port customs fees are 1% of value (based on Elrood Customs standard assessments) of cargo to be delivered or to be picked up.
- A fine of 20% of Elrood Customs standard assessments will be assessed on additional or missing cargoes when compared to the ship's manifest.
- Ships must register with Elrood Starport Command prior to departure. A departure time and flight path will be assigned. In the event of a ship missing its departure time, the ship's captain must file for a new departure assignment.
- Ships are expressly forbidden to discharge weaponry within Elrood System. Violation of this will result in fines and imprisonment.
- Visitation fee is 5 credits per sapient (no fee for droids).
- The following cargoes are contraband. Carrying them will result in seizure of cargo plus a fine of 40% of the cargo's value. Failure to pay this fine will result in the impounding of the offender's ship.

Cargoes:

Weapons (special permits must be purchased before travelling to Elrood)

Armor

Unregulated ores (special permits must be purchased before travelling to Elrood, with the fee being 3% of the Elrood Customs standard assessment value)

Animal species not indigenous to Elrood
Spice

Illegal or unregistered substances (special permits for prescription substances must be purchased before travelling to Elrood, with the fee being 5% of the Elrood Customs standard assessment value)

Elrood Laws And Customs

- The official language of Elrood, like that of the Empire, is Basic.
- All ranged weapons are illegal on Elrood. No bladed weapon may exceed a length of 10 centimeters. Permits are required to carry any weapons — all permits must be acquired through Elrood Starport Permits Office (for visitors; residents must go through a different office) for a cost of 25 credits per local week (eight days). Any carried weapons must be prominently displayed.
- Armor is prohibited on Elrood.
- Nonsapient creatures must be either kept secured on board ship or restrained on a leash.
- All droids must be fitted with restraining bolts.
- Elrood has very strict standards of conduct and behavior, and stiff penalties for violation of these laws. Off-worlders are advised to ask law enforcement officers for clarification of Elrood's legal system. Violent behavior, smuggling, and sales of regulated items are serious offenses on this world.

medical droid checks all crew members for diseases and parasitic infections. The crew is given a series of painless immunization injections to protect against any potentially dangerous diseases on Elrood.

A small transponder, encoded with the user's unique cellular structure, is painlessly inserted under the skin on the back of each person's hand. The transponder identifies the person and certifies that the being has passed all immigrations and customs requirements. It will break down into harmless component substances after a month, so there is no need to have it removed. All Elroodian law enforcement officials carry datapads which are equipped with scanners that can determine an individual's identity within a few seconds.

Meanwhile, decontamination droids survey

the ship's exterior and interior, eliminating any dangerous organisms. After the crew has been decontaminated and inoculated, the customs officer checks the ship's cargo manifest against the contents of cargo hold. The customs official then assesses docking fees and tariffs, which must be paid immediately.

Spaceport Features

The spaceport features a monorail station that moves the characters to Elrooden proper in a matter of a few minutes. Fare is one credit.

For those who wish to travel Elrood Sector in luxury, the Elrooden Starport is the embark and debark point for Transsector Lines Ltd., a company that runs passenger ships from Elrood to Torina. Ships leave at midday every other day,

and also stop at Coyn and Merisee. Each passenger vessel carries 150 passengers. Fare one way is 250 credits for standard passage, 1000 for luxury passage.

For cargo traders and independent haulers, a location of prime importance within the spaceport is an establishment called "The Pit." Despite its unpromising name, it is a bar and restaurant where independent cargo haulers, contractors, traders and others come to do business and exchange stories. Unlike many other taverns, the Pit has a relaxed and professional atmosphere, and like the rest of Elrood, it is a calm and orderly place. There is a five credit cover charge to enter.

Inside, the Pit has a huge, sunken conversation pit (there are no seats in the conversation pit). Above the pit, at floor level, are a number of booths where business can be conducted in private. The booth seats are programmed to conform to the anatomy and comfort of the occupant. Along the walls are data panels showing ship arrivals or departures, and available cargoes.

The conversation pit is usually bustling with pilots and shipping agents. Pilots try to outbid each other to carry cargo, while the shipping agents try to hunt for the best bargains. The conversations are often lively.

Characters can get a job hauling freight if they hustle enough cargo merchants over the course of a few hours. Make *bargain*, *business* or *persuasion* skill checks to see how well they do.

The Pit's main barkeep is Travis Chaz. Chaz has been here for about 30 years and has "seen it all."

■ **Travis Chaz**

Type: Wizenod Bartender

DEXTERITY 2D+2

Blaster 5D, brawling parry 5D, dodge 7D, melee combat 6D, melee parry 5D

KNOWLEDGE 4D

Alien species 6D, bureaucracy: Elrood 7D, intimidation 6D, languages 7D, planetary systems: Elrood 7D+2, streetwise 5D+2, value 7D, willpower 6D

MECHANICAL 3D+1

Astrogation 4D+2, space transports 5D+1, starship shields 4D+1, starship gunnery 4D+2

PERCEPTION 3D

Bargain 5D, gambling 5D, persuasion 6D+2, sneak 5D

STRENGTH 3D

Brawling 7D

TECHNICAL 2D

First aid 4D

Character Points: 8

Move: 10

Equipment: Blaster carbine (5D, hidden under bar).

Capsule: Chaz is a burly man in his mid-60's, though he has the health of a man 20 years younger. His hair is white as snow. He has several scars on his arms and face, and he walks with a slight limp.

Everyone in the Pit at one time or another speculates about Chaz's past, mostly because Chaz won't say anything about it. Some say he was a Jedi Knight or a former Republic Senator, while still others

suggest he was a pirate or bounty hunter.

Chaz is a no-nonsense, quietly friendly man. His vocabulary is quite extensive, betraying a high degree of intelligence that belies his profession.

Chaz knows about the illegal landing field, which customs officials are easily fooled, how to get black market goods, and which employers are the most honest. If he likes someone, he will quietly take care of them by pointing out less reliable prospective employers or employees.

Chaz also knows a lot about the whereabouts of different personalities that haunt the Elrood Sector. This information he does not give out easily.

Smugglers' Strip

Despite strict regulations on the part of Elrood's government, the smuggling trade is alive and well on Elrood. All incoming ships are brought down into the atmosphere over the mountains on the northern continent (roughly in the middle of the triangle formed by Dinbar, Elrooden and Radell Central), where they are instructed to travel at a 10,000 meter flight ceiling. However, sensor readings do not cover the entire region, so for a substantial portion of the journey to any of these cities, ships are unobserved.

Several years ago, the enterprising crime cartel of Lud Chud built a small, isolated landing station deep in one of the mountain valleys. Now known as "Smugglers' Strip," this area is about 1,500 kilometers northeast of Elrooden. The actual facility itself is a simple level patch of ground with several memory-plastic "temporary" shelters on the mountainside — to the casual eye, this could be a homestead or small farm. Instead, below ground level, there are vast underground storehouses for keeping contraband weapons, spice, medicines and any other materials that are smuggled onto Elrood (many items are smuggled in simply to avoid the tariffs). The area around the facility has carefully placed sensor bafflers to disguise the presence of the underground hangars and any trace emissions left from the comings and goings of starships.

Smugglers' Strip is a smooth operation — a ship landing can be unloaded of contraband, be refueled and be back on its flight plan within the span of a few minutes. With careful high speed flying, a ship can arrive at a starport on schedule so that the automated flight system or flight controllers have no idea that the ship even stopped.

The field itself always has half a dozen mob musclemen, and usually a more "refined" representative of the mob, who provides payment and otherwise ensures that deals are completed. Landspeeders are available to bring cargo into the cities, where it is sold on the black market.

Lud Chud realizes that Elrood Space Central is very efficient. He is very careful about doing



business at the strip. Only a few ships per month are allowed to land here. As a result, black market prices are five times higher than standard cost.

Finding a black market dealer is a Very Difficult *streetwise* task, and takes two hours per attempt. Among the likeliest locations is Elrooden proper and the Pit.

In order to get in on the smugglers' scam, the characters must first prove themselves trustworthy to Lud Chud or one of his subordinates. Normally, a crew is also expected to pay a 500 credit "sign-on" fee to be brought into the organization, and from then on the crew must follow Lud Chud's orders or risk his wrath.

Average Mob Muscle. All stats are 2D except: *blaster: blaster rifle 6D, melee combat 5D, brawling 6D, streetwise 5D.* Move: 10. Blaster rifle (5D), vibroblade (STR+3D), comlink, landspeeder (one speeder per four mobsters).

Elrooden

Elrooden is the capital city of the planet Elrood. A huge, sprawling megalopolis, Elrooden and vicinity is home to 100 million. Elrooden has never had a centralized plan, so the city has sprawled out over countless square kilometers in an odd mixture of residences, businesses, and factories. Clusters of huge buildings tower overhead, creating artificial canyons below, where private residences, multi-story residences and small businesses crowd for space. Many of the buildings have underground levels, and there is an elaborate underground repulsor rail transportation network linking major portions of the city. Above ground, the city has the monorail network, which has several main lines (including the link to the starport) as well as countless minor lines for commuters and casual travelers. There is a major repulsor highway network for personal vehicles, as well as several airspeederways, which are patrolled by cloud cars and marked by computer-monitored navigation buoys.

Radell Mining Corporation Building

This building, the tallest on Elrood, resembles a needle, with a wide base tapering to a point. With the stylized symbol of Radell Mining on its northern face, there is no doubt that this is Radell's corporate headquarters. Near the center of the city, the building is unusual in that it is surrounded by a large park (privately owned by Radell but open to the public). The building has a grand entranceway, with a wide set of polished white bodrite stairs over ten meters tall. The building has a large elevated and covered walkway (nearly 300 meters long) that connects to the major monorail station across the boulevard

that seals off the park.

Radell is an ever-present facet of life on Elrood (for which the local people are thankful, since it has enabled them to maintain a decent standard of living). Whenever on Elrood, the characters will notice the Radell logo and the company colors, navy blue and tan, everywhere. This is particularly true within the Radell complex, where the logo and colors are prominently displayed on walls, on uniforms and just about anywhere else that can be imagined.

The building itself contains offices, meeting rooms and accommodations for travelers, guests and freelance workers in the temporary employ of Radell. When characters are supposed to report directly to Radell headquarters, they come here. Radell has its own security forces to patrol the building and the grounds.

Radell Security Guards. All stats are 2D except: *blaster 4D, dodge 4D+2, command 4D, Strength 3D+2.* Move: 10. Blaster pistol (4D+2), blast vest (+1 energy, +1D physical), blast helmet (+1 energy, +1D physical).

Elrood Bazaar

The Elrood Bazaar is not only the largest marketplace on Elrood, it is the largest in the whole sector. Within the confines of the bazaar, tourists find an endless array of shops (large and small), offering every imaginable (but legal) product — starships, droids, language disks, holograms, clothing, souvenirs, furniture — almost anything can be found here.

While Elrood Bazaar is far from the most largest facility of its type in the galaxy, it is nonetheless impressive to tourists who travel from throughout the sector to visit here. Aside from the endless array of shops and services, the bazaar contains restaurants for every income level, the Elrood Sector Stock Exchange, landspeeder rental and retail locations, a cultural and entertainment park with rides, virtual simulations and hologram experiences, and large traditional picnic parks. Aside from conspicuous consumption, the bazaar's choices are so diverse that it is as much recreational facility as shopping area.

The facility is huge — the Grand Plaza, or Daya, is over three kilometers across. Between the Daya and the ring of permanent shops surrounding the area, called the Perma, there are literally a million different businesses. The bazaar has both a monorail station and immense underground parking facilities (the main speederway linking the starport and the capital city passes near the bazaar).

The entire bazaar is open day and night, year round (although many of the smaller businesses shut down for the night). The Daya features

COME VISIT THE GREAT ELROOD BAZAAR!

**BIGGER STORES!
BEST PRICES!**

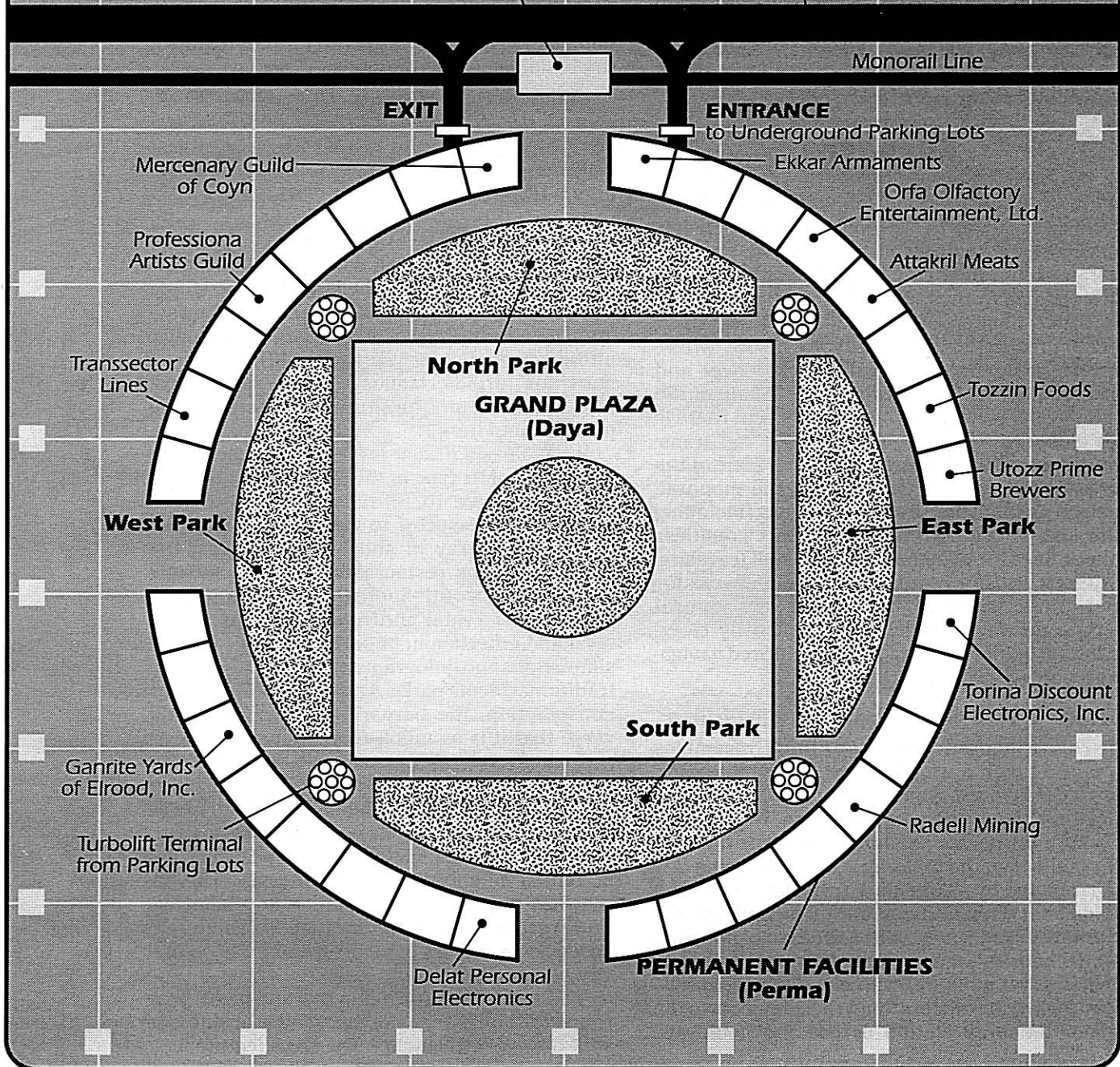
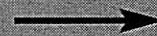
TO ELROODEN STARPORT



Monorail Station

Highway

TO ELROODEN



oddities, prepared food, small items, live entertainment, and unusual bargains. During the day, the Grand Plaza is choked with crowds buying, selling, and haggling for their choice of goods. The Perma's stores are generally much larger and feature the more upscale and exclusive goods: vehicle, droid and starship dealers dominate much of this area.

Many of the companies found in the Elrood Sector have branch offices in the bazaar, ranging from large, retail stores to one room offices with only a representative and computer.

Of course, the Elrood Bazaar isn't as clean and wholesome as the local government would prefer. While there are many undercover agents who scour the area looking for black market dealers and pick pockets, these elements are a fact of life. Characters who want illegal goods should make a Difficult *streetwise* check (roleplay these scenes out). At night, characters may find themselves jostled, and their wallets lifted. There are a very small number of actual assaults and armed robberies — certainly not enough to give people pause about going out at night. Like Radell and the Starport, Elrood Bazaar has its own private security teams.

Elrood Bazaar Security Guards. All stats are 2D except: *blaster* 3D+1, *dodge* 4D, *languages* 3D+1, *Strength* 3D+2. Move: 10. Hold-out blaster (3D+2), blast vest (+1 energy, +1D physical), comlink, datapad.

Here is a listing of some of the more prominent companies in the bazaar:

Radell Mining: The largest mining interest in the sector, Radell sells refined ores and metals. It also produces some finished goods. This office is more of a showcase for Radell's contributions to Elrood society (a public relations exercise), while showing off some of the novel and famous projects in which Radell metals and ores have been used. Major contractors sometimes approach Radell through this office.

Delat Personal Electronics: A small Elrood company, Delat makes consumer goods such as chronometers, datapads, location transponders, comlinks, droid restraining bolts and holographic projectors.

Ganrite Yards of Elrood, Inc.: A small starship manufacturing company based on Elrood, Ganrite's product line consists of "clones" of other companies' established designs. Their most common vessels are small freighters and personal transport craft, and their most popular model is the Ganrite Bratillia light freighter, which is basically a knock-off of the venerable SoroSuub StarMite light freighter.

Transsector Lines: Transsector's corporate

headquarters are in Dinbar, and this small transport line serves all of Elrood Sector, with infrequent trips to nearby sectors. Transsector is the most reliable line in the sector and also the oldest (in fact, Transsector's founder was one of the navigators who helped plot the Elrood-Derilyn TradeRoute). Prices and service are modest, and reservations can normally be made within six hours of departure.

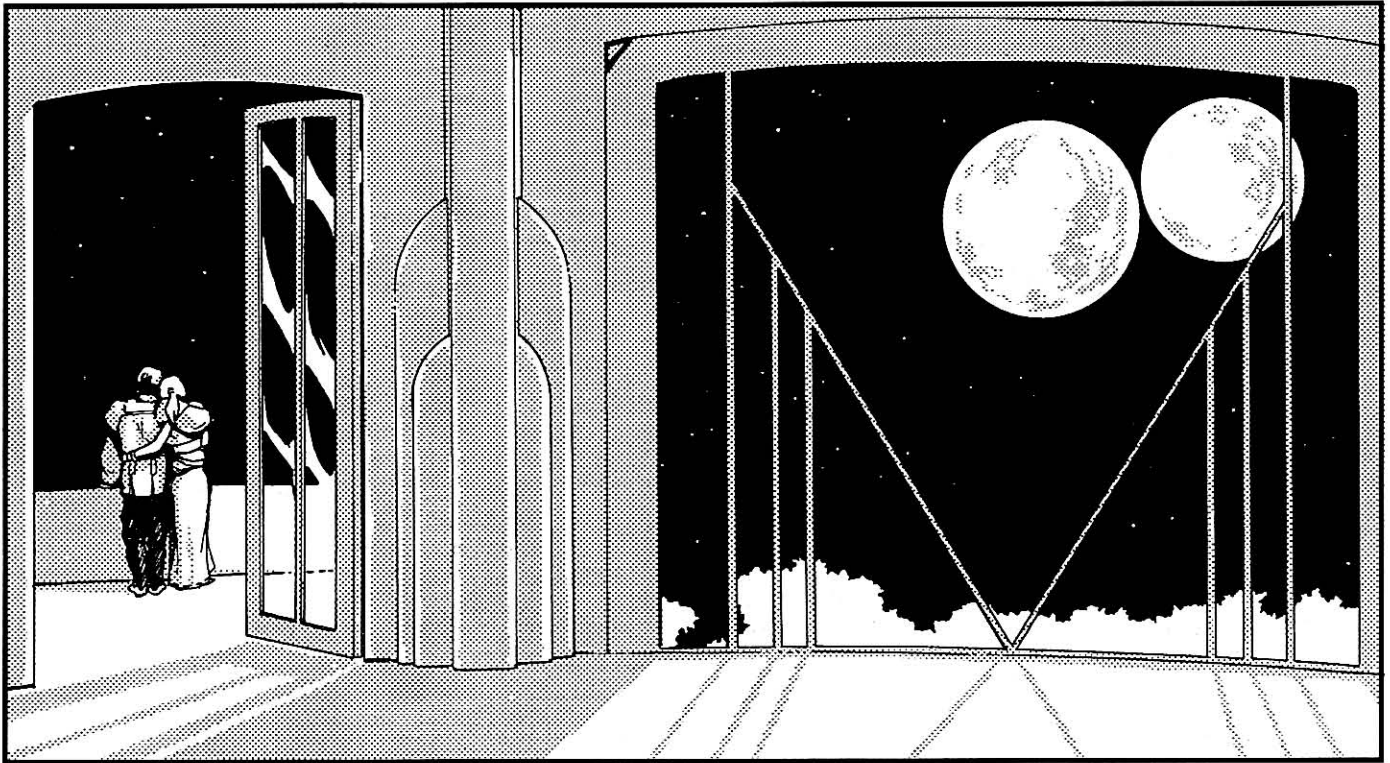
Professiona Artists Guild: The guild has a small booth area in the Daya, where the most popular and critically acclaimed works of guild members are on display. There are several sand casting sculptures, holographic paintings and interactive mood chambers, but the most famous (and popular) display is "The Lovers' Dilemma," a mixed media mood chamber and holographic painting by Walls, a brilliant but temperamental artist whose works are widely sought. The name "Professiona" was selected as a way of suggesting an exotic and cultured image. For those who are interested in studying with the masters, literature and holos on the various programs at the Akana colony are available.

Mercenary Guild of Coyn: The Coynite mercenaries are famous throughout the sector for their competence and skill. Those who need the services of the mercenaries may inquire about contracts at this location, although anyone who goes through here will be scrutinized by Elrood's government. Anyone who wants illegal services performed is likely to be arrested by Elroodian security officers.

Ekkar Armaments: The prime business for Ekkar is the sale of short-bladed knives (since these are the only weapons that may be legally possessed on Elrood). Characters without weapon permits must also complete an application for a permit, since a weapon may not be sold without one. Characters may also purchase any kind of legal weapon here for delivery on Coyn, Ekkar's corporate headquarters.

Orfa Olfactory Entertainment, Ltd.: Orfa's trade is the relatively untapped field of olfactory entertainment. Of course, scent is the primary sense for the Orfites of Kidron, but this company has finally branched into olfactory products for Humans and other species. At this time, Orfa's products are a hot novelty item, and they are quite popular among the trend-setting youth of Elrood.

Attakril Meats: This Kidron-based company sells meats in bulk quantities to restaurants and chain grocery stores, as well as choice cuts of meats for individuals. Attakril has made an effort to produce food packages for every budget, and buying directly from the company means big



savings for the consumer.

Tozzin Foods: Like Attakril, Merisee-based Tozzin Foods sells to restaurants, grocery stores and individuals. Their products include a wide range of bread and grain products, unique vegetable products and pastries.

Utozz Prime Breweries: Makers of the ever-popular (or at least common) Utozz, this company sells to major markets and private consumers through this location.

Torina Discount Electronics, Inc.: Torina Discount Electronics, Inc. is smaller than Quality Electronics of Torina, but it produces much higher quality products. In fact, Torina Discount is widely regarded as a competitive local brand, and many Elrood Sector residents will purchase the company's products, despite a higher price, over quality products of companies from other regions of the galaxy. Torina's prime focus is home consumer goods such as holographic projectors, entertainment centers, simple home computers and kitchen appliances.

History

The planet Elrood was colonized by the Old Republic thousands of years ago. The first settlers found a world rich in basic natural resources — plenty of flora and fauna, a breathable atmosphere, good water, rich soils for crops, and some mineral deposits for mining and construc-

tion. The name Elrood was chosen to recognize the senator who had fought for the funding for this colonization effort.

Slowly, settlements blossomed into towns and cities, while more and more colony ships arrived over the centuries. Elrood had little to offer the machines of industry. However, for those who wanted a simple life of hard work and a decent place to raise a family, the world was ideal.

As Elrood's population grew, so did its power and prestige. Eventually, a colony was established on Derilyn, marking the first trade route in this region. In short order, the Coynites, Orfites, Meris and Teltiors were discovered, and diplomatic relations were established with these worlds. In time, the *E-D Run* was pioneered and Elrood became a sector capital, with full acceptance in the Republic.

Elrood, always keenly aware of its Republic heritage, was a staunch supporter of the old order. When Palpatine took power, many were swept up in the emotions and promises of Palpatine and hoped for the best. However, Elrood changed little. The increased taxes were a burden, but life went on much as it had for centuries before.

Now, Elrood is a world compliant in the hands of the Empire. Many of the people, especially those in industry, are dissatisfied with the Empire, as it has favored the huge galaxy-spanning corporations over smaller, regional companies such as Radell Mining. However, the Elroodians

are a pragmatic lot, and see the Rebel Alliance as a dangerous entity — a bunch of foolhardy revolutionaries who lack the ability to govern and cannot foresee the consequences of their actions.

Elrood keeps a nervous eye on Derilyn, ever fearful that the Empire may decide to crack down on Elrood and impose martial law. Elrood has several shipyards capable of producing military vessels, which may someday be in service to the Rebel Alliance.

Moon Days

Elrood's culture has several days of special significance tied to the phases of the two moons, Sharene and Lodos. The myth of Sharene and Lodos is tied into the folklore of the planet. Sharene and Lodos were original colonists, first married under the twin moons of Elrood. In time, the phases of the moons came to be associated with these two lovers, mirroring their lives: ever changing, always turbulent, yet no matter what happened, the two were together always. As many of the Elroodians are poets and romantics at heart, they have built this myth over thousands of years.

The Lovers' Embrace: Moons within one hand span of each other. During these times, Elroodian couples exchange little gifts and give each other love poems and stories. Couples take vacation time to be together, romance blossoms and marriages during these phases are traditional. This happens on three occasions per year, but the periods of lovers being together last for several days at a time.

The Lovers' Conflict: The moons are on opposite sides of the sky. Whether it is biological, psychological or some other unknown factor, it is known that violent crimes on Elrood are at their peak during these times.

Akana and Its Moon

Akana is the fourth planet, a desolate rock with an unbreathable atmosphere. The Professiona Artists Guild exists on this barren world, and is a frequent retreat for many of Elrood's artists. Elrood has long-maintained an artistic tradition, and many young and talented writers, artists, musicians and sculptors are tutored by masters.

A small passenger ship makes the Elrood to Akana run once a week, at a cost of 20 credits one way. Staying at the Akana retreat costs 10 credits a day, but compared to the cost of more traditional training at galactic universities, the colony is a bargain. While this has never occurred, this colony would be an excellent location for a Jedi to train and meditate in peace.

Whenever Akana's moon, Akanala, reaches its full phase, the artist colony throws a wild party, with much revelry, romance, and displaying, reading or performance of everyone's work.

■ **Crix Griff**

Type: Slippery Con Man

DEXTERITY 2D

Blaster 4D, dodge 4D+1, pick pocket 5D+1

KNOWLEDGE 4D

Alien species 5D+2, cultures 6D, languages 4D+2, streetwise 6D+1

MECHANICAL 2D+1

Repulsorlift operation 2D+2

PERCEPTION 4D

Bargain 5D, con 6D+1, disguise 6D, forgery 5D+2, gambling 4D+2, persuasion 5D+1

STRENGTH 3D+2

TECHNICAL 2D

Security 4D

Character Points: 7

Move: 10

Equipment: Hold-out blaster (3D+2), 800 credits, electronic lock-picker (+1D to security)

Capsule: Crix Griff is a slippery con man who has walked the shadows of Elrood's rather rigid society for many years. The fact that he is still loose on the streets is a testament to his inventiveness and subtlety. Griff is a Human of medium build, with thinning brown hair. He is a thoroughly nondescript man, which he uses to great advantage. He also uses a great many number of disguises, and can alter his appearance with ease.

Griff can be found either in the Elrooden Starport or at the Elrood Bazaar, searching out easy marks for his con games. He takes any number of disguises, from the poor working man to the elegant, well-to-do tourist. He finds some way to make acquaintances with individuals who fit his needs, and simply and subtly learns about their background: home world, reason for visiting Elrood, favorite hobbies and other things that help identify a person. Then, he springs his trap.

Sometimes, he simply fleeces these people of credits after befriending them. More often, though, he sets people up to take a fall for other criminals. Boss Kaggie or one of the other criminals will contact Crix, explaining that they need "fall men" for a mission that they are undertaking. The fall men will find themselves accused of the crime, and eventually, enough damaging evidence will be discovered to have them blamed for the crime. Crix will sometimes make sure that damaging "evidence" will end up in the characters' possession (actually, cleverly duplicated items of evidence, or sometimes Crix will be able to get items from the actual scene of the crime and plant it on the characters). In other cases, Crix will take the information he has learned about the characters and carefully feed it to "witnesses" to the crime and officials who are investigating the crime. Crix is so smooth that people forget that they learned this information from the con man and simply associate this information with the characters. Between the evidence and the testimony of the witnesses, the characters end up with lengthy jail terms while the true perpetrators get away with the crime.

Adventure Idea

Radell Mining hires the characters and their ship to take a Radell junior executive to Torina, with a one day stopover at Coyn. The executive, a young man named Tevrin Dol, is an intense, materialistic, success-oriented, wealth-obsessed, obnoxious, high-energy individual — in other words, snide and arrogant. Tevrin is being sent to Coyn to negotiate with other corporate representatives over trade agreements — Radell will import more materials from other regional companies, and they will, in turn, take more refined ores from Radell for industrial use elsewhere in the galaxy. After that, Tevrin has to go to Torina and meet with local Radell executives and evaluate operations on that world. He is then supposed to return to Elrood with sensitive data detailing investments, production quotas, and profit and loss figures.

On the characters' ship, Tevrin wants luxury accommodations, and valet service. He will expect to have one character as his personal attendant for the trip. Unfortunately, Imperial Mining has caught wind of the trip, and hires some independent spies to tail Dol and report on his activities. These spies have orders to intercept the vessel before it returns to Elrood. Imperial Mining wants the data, and has asked the pirates to get the information as quietly as possible — although that may mean a “random” murder or two of Dol's “body guards” (the characters) to disguise their infiltration of the ship.

Adventure Idea

A prospective employer wishes to talk with the characters at the Pit. The employer goes to great length to shield his face. While the employer will not reveal this information, his story is that he is a Rebel agent on Elrood to make contact with a secret Rebel intelligence cell. The agent's transport off Elrood has been unavoidably detained and he must reach Coyn within the next 20 hours to reach his transport out of the sector.

Of course, this won't be a smooth mission — the characters encounter a huge drunken alien pilot who confuses them for an enemy and promptly begins a brawl in the Pit. There is also a small group of local Imperial spies looking for the agent.

Finally, a bounty hunter knows the agent's identity and intends to capture him and turn him over to the Empire for whatever reward is being offered. If the hunter discovers that the characters are hooked up with the agent, he will break into their vessel and plant some contraband, then anonymously notify Elrood customs. When the contraband is found, the ship is grounded until the matter can be sorted out. Now that the characters are stuck on the planet, the bounty hunter can nab the Rebel agent and bring him to Derilyn.



Coyn

■ Coyn

Type: Terrestrial forest
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forest, plains, mountains, marshes
Length of Day: 20 standard hours
Length of Year: 380 local days
Sapient Species: Coynites (N)
Starport: 5 stellar class
Population: 800 million
Planet Function: Homeworld, trade
Government: Feudal garrison-state
Tech Level: Space
Major Exports: Lumber, weaponry, mercenaries
Major Imports: Foodstuffs, high tech, metals

System: Coyn

Star Name: Coynek (orange star)

Name	Planet Type	Moons
D'Skar	searing rock	0
Coyn	terrestrial forest	1
Sat'Skar	barren rock	0
Ba'Har	gas giant	5
Tro'Har	ice ball	0

World Summary

Coyn ("land of conflict and blood") is a relatively flat, temperate planet covered with large tracts of woodland. Coyn has regular seasons, including a hot summer and a moist and cool winter. The poles are cold, with moderate ice caps. The equatorial regions are warm and humid.

Coyn is ruled by a militaristic sovereignty. The absolute ruler is the En'Tra ("King-Master"), whose formal title is En'Tra'Sol'Tais'Tra ("King-Master of Law, Land and Cities".) The En'Tra, in turn, parcels out land to various noble families, called En'Tra'Ag'Tra ("King-Master's highest-servants").

Most of the nobility comes from families with a lasting martial tradition — the Coynites are a species of warriors and thus respect and follow those who prove themselves formidable warriors. This system has lasted for thousands of years. The capital is in the city of En'Tra'Tal, or "King-City."

The world bustles with trade, as it is the first

System Datafile

Coyn system, star: Coynek, orange star. Five planets in system—second planet, Coyn, is inhabited. Coyn is a major trade crossroads system in Elrood Sector.

From the Coyn Bureau of Tourism:

You are approaching the planet Coyn, Gateway of Elrood Sector, and homeworld of the proud and noble Coynite people.

Coyn is famous for its weaponry and is also home to the Mercenary Guild of Coyn, which boasts the mightiest warriors of this world. Our mercenary activities are famous throughout the galaxy.

As our guests, you are expected to honor and obey the En'Tra'Sol, the King-Law. It is a legal system that has provided for our needs for thousands of years, and it is the standard of conduct by which *all* are judged.

As you approach our world, keep in mind the following things:

- We are a warrior culture and value honor, valor, and loyalty. Cowardice and weakness are despised.

- A weapon drawn must be used for a warrior to retain honor.

- Warriors who have shown bravery in combat are respected, kindred spirits.

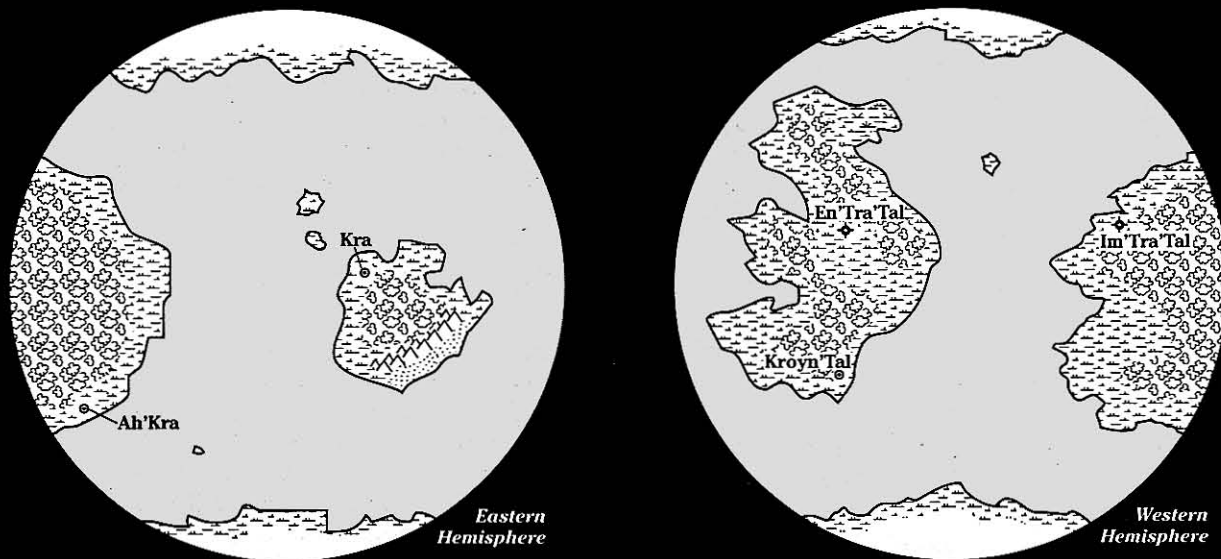
- Never touch a Coynite with your bare hands unless that person has granted permission. This is a punishable crime.

- Hollow threats, failure to defend oneself, falsely preparing one's weapon for combat, deception, thievery and dishonesty are punishable crimes. One who displays these traits or acts in such a manner is branded af'harl, or "cowardly deceiver." af'harl are "unseeable" in the eyes of the Coynites, and have no legal rights. They may be enslaved, beaten, murdered or dealt with in any way that a Coynite citizen sees fit. af'harl who have been enslaved are property of that Coynite's estate and thus are protected by and answerable to that Coynite. Coynites are responsible for the actions of their af'harl.

- Allowing an opponent to surrender in combat is only permissible if that opponent swears tracc'sorr, or fealty.

Enjoy your stay.

World Map of Coyn



world that most ships visit upon entering Elrood Sector. However, the rather brutal warrior culture makes the world a dangerous place — experienced spacers are normally very careful when dealing with the Coynites and their unique perceptions of justice.

System Summary

Coynek (“light of land of conflict and blood”) is an orange star that gives the skies of Coyn a pink and orange cast. D’Skar (“dagger”), the planet closest to the sun, is a small, nightmarish planet with frequent earth tremors and volcanic activity.

Sat’Skar (“sword”) is a “sister planet” to Coyn, with a comparable mass. The world is extremely hot (due to increased levels of “greenhouse gases”) with a type III atmosphere. The only life forms are primitive fungi, bacteria and microbes.

Ba’Har (“battle blade”) is a multi-colored gas giant with five moons. Ba’Har has a small band of rings, the remains of a moon torn apart by gravitational stresses thousands of years ago.

Tro’Har (“farthest blade”) is the outermost planet in the system and is an inhospitable ice ball. The Coynites have placed an automated navigational beacon here to direct incoming traffic.

Gateway to Elrood Sector

Coyn is the crossroads of the E-D Run and the Coyn Route, the route leading to other major trade routes in the galaxy. Since the occupation of Derilyn,

the Coyn Route has become the major passageway to other sections of the galaxy, and thus Coyn is called the “Gateway to Elrood Sector.”

Coyn’s starports, both orbiting and planetary, are popular stop-offs for fueling and supplies prior to leaving the sector. Ships coming into the sector often stop here because of the many cargo storage facilities. Often, galactic freighters simply dump their cargoes here. Then, regional cargo lines pick up the cargo and deliver it to the other worlds along the E-D Run.

Of course, there is much more than trade going through Coyn. Elrood’s backwater status is an invitation to those who want to disappear for a while. Accordingly, many bounty hunters (Grea included) and Imperial officials frequent Coyn. Violence is a major problem in the spaceports, due largely to the Coynites’ system of law.

Coyn Starports

To handle the great volume of traffic passing through the system, Coyn has five stellar class starports. The prime starport is Skraj’Tais, “Skyland.” It is an orbiting space station capable of hosting hundreds of ships at a time. It is similar in design to Kwenn Space Station and is the major starport for those who have no business on Coyn itself.

The other four stellar class starports are on the surface of the planet. They are En’Tra’Tais (“Kingland”), Im’Tra’Tais (“Princeland”), Ah’Kra’Tais (“Common-craftersland”), and

Kroyn'Tais, "Warriorland." There is also a one standard class starport, Kra'Tais ("Craftersland"), which is a common destination for those purchasing goods from Coyrn. Each of these starports is within major cities: En'Tra'Tal, Im'Tra'Tal, Ah'Kra, Kroyn'Tal and Kra.

Characters may be sent to any of the starports, although if they make it clear that they are just passing through, they will almost certainly dock at Skraj'Tais. The main Imperial base on Coyrn is at Kroyn'Tais, although there is a minimal presence in the system.

The starports are similar in design, but En'Tra'Tais starport is the largest. The city of Ah'Kra has excellent medical, repair and resupply services. Im'Tra'Tais is the most luxurious starport. Each starport has two *Prosperity*-class defense ships, purchased from Elrood.

Visiting ships are hailed by the Coyrn'Skraj'Har ("Coyrn-sky-blade," or Coyrn's space fleet). The new arrival must declare what cargo is carried, intended business and requested length of stay. If the ship is here to pick up a specific cargo, this will be verified. Berthing fees are 50 credits a day, regardless of the starport.

One good thing about Coynite starports is that once a ship berths, the Coynites take it upon themselves to be fully responsible for the ship's security. Starport security patrols the pads, making sure that no ship is broken into.

Starport Security Guards. *Dexterity 3D, blaster: blaster pistol 5D, Knowledge 1D, Mechanical 1D,*

Perception 3D, Strength 3D, brawling 5D, Technical 1D. Move: 12. Blaster rifle (5D), coy'n'skar (STR+2D), blast vest (+1D physical, +1 energy).

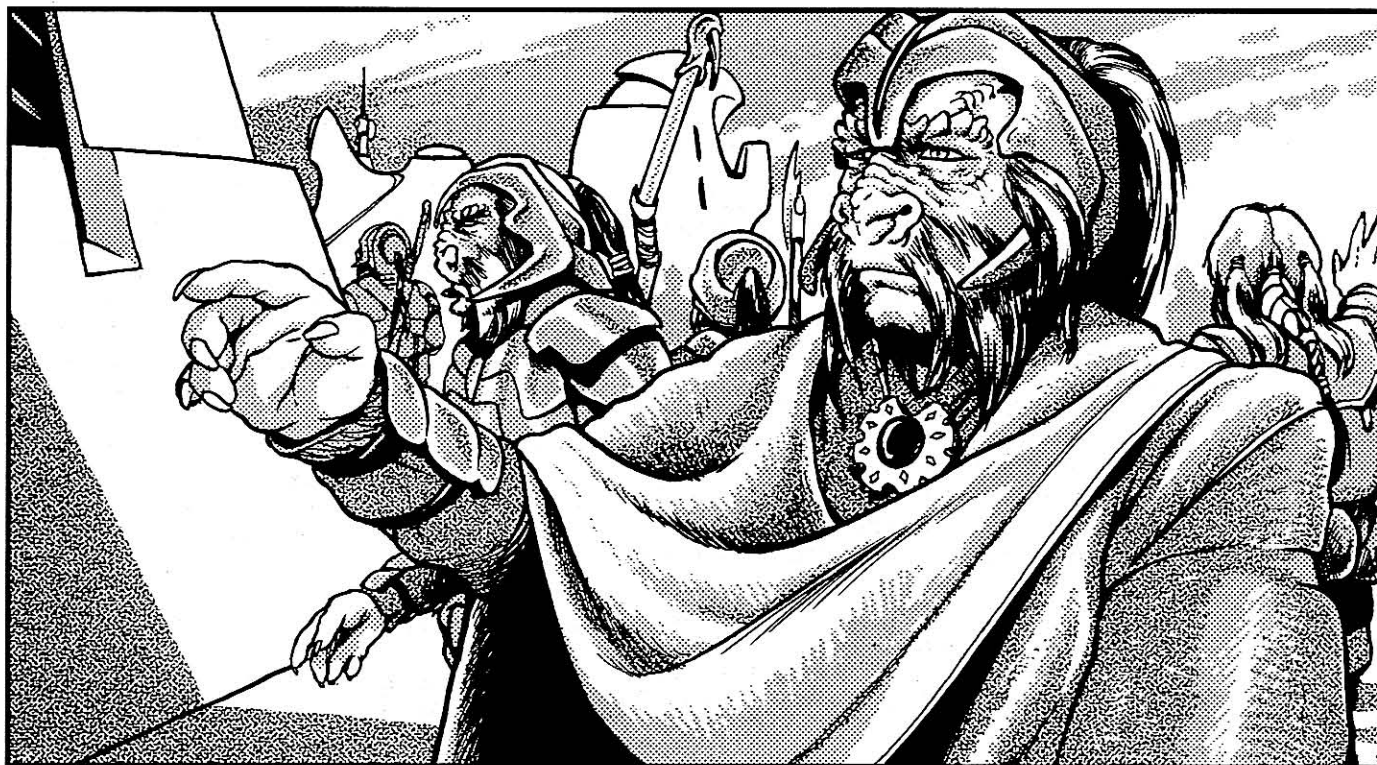
Coynites

The Coynites are a tall, heavily muscled species of bipeds. Their bodies are covered with a fine golden, white or black to brown fur, and their heads are crowned with a shaggy mane.

They are natural born warriors with a highly disciplined code of warfare. A Coynite is rarely seen without armor and a weapon. These proud warriors are ready to die at any time, and indeed would rather die than be branded a'harl.

Coynites could conceivably live up to 250 standard years, but their warrior culture results in an average life span of a mere 53 years. Coynites reach physical maturity in their early twenties. Coynite children are born in var'sairk (capitalized when referring to noble families; means "birth-group" or litter) of two to six children, and all children of a litter are of the same sex.

Coynite appearance and conduct are tied to a rigid social code, the En'Tra'Sol. The length of a Coynite's mane is directly related to social status — the more respected and successful a warrior, the longer the mane and the more intricate the braids of that mane. The type of braid used is also an indication of the Coynite's family and the Ag'Tra (ruling noble) that the Coynite swears loyalty to.



■ Coynites

Attribute Dice: 13D
DEXTERITY 2D/5D
KNOWLEDGE 1D/3D+2
MECHANICAL 1D/4D
PERCEPTION 1D/4D+2
STRENGTH 2D/5D+1
TECHNICAL 1D/3D

Special Skills:

Mechanical skills:

Beast riding: tris. All Coynites raised in traditional Coynite society have this *beast riding* specialization. Beginning Coynite player characters must allocate a minimum of 1D to this skill.

Special Abilities:

Sneak: Coynites get +1D when using *sneak*.

Claws: Coynites have sharp claws that do STR+1D+2 damage and add +1D to their *brawling* skill.

Intimidation: Coynites gain a +1D when using *intimidation* due to their fearsome presence.

Story Factors:

Honor: To a Coynite, honor is life. The strict code of the Coynite law, the En'Tra'Sol, must always be followed. Any Coynite who fails to follow this law will be branded af'harl ("cowardly deceiver") and loses all rights in Coynite society. Other Coynites will feel obligated to maintain the honor of their species and will hunt down this Coynite. Because an af'harl has no standing, he or she may be murdered, enslaved or otherwise mistreated in any way that other Coynites see fit.

Ferocity: The Coynites have a deserved reputation for ferocity (hence their bonus to *intimidation*).

Move: 11/15

Size: 2.0–3.0 meters tall

Coynite Society

The Coynites have a militaristic, feudal society. Warfare and aggression are considered essential to Coyn society.

The planet is ruled by King Im'Toral XV and Queen, Em'Tora VIII. Below them are the 29 Ag'Tra ("Nobles"), heads of the noble families of the world. Each noble family runs a Sarrh'Tais ("lawland"), so that the entire world is under control of the Ag'Tra, who are loyal to the king.

Each Ag'Tra has at least 58 Kroyn, elite warriors of exceptional honor and status. Each Ag'Tra sends one Kroyn to serve as the En'Tra's bodyguard for one year. Thus, the En'Tra always has 30 Kroyn as a personal elite guard (one from each noble's holdings and one from the king's own family or territory).

The vast majority of noble families were so appointed thousands of years ago, although every few centuries, a new family will be added to the noble bloodlines by the En'Tra's decree. It is possible that a family may have its noble status stripped by decree of the En'Tra, but this has never happened. This is probably due to the likelihood that the dishonored family would attempt to unite disgruntled factions and lead a revolution — very few En'tras have felt secure enough in their power that they would risk a full-scale civil war.

Coynites value bravery, loyalty, honesty, and duty. Coynites save displays of affection for their own families in private surroundings.

Curses in the Coynite language include zee'tah (fear), mora'ga (weakness), kzah (poison), fa'tar (peace), and the worst of all: af'harl (cowardly deceiver).

There are several greetings used in Coynite society, including "Sat'skars Kabar'Rattar" ("Swords together, blunted in friendship"), "Sat'skars Kabar'Ba" ("Swords together, joined in battle"), a challenge to battle or a warning that animosity exists and great care should be taken or a challenge to combat will be made, "Sat'skars Fas'Tawws'Rattar" ("Swords ended in honor and friendship," which means all conflicts have been satisfactorily resolved, thus we are friends) and "Sat'skars Fas'Ba" ("Swords ended in battle," meaning that there remain unresolved differences that will not be forgotten).

Coynites value long hair, since in their culture long hair is a sign of great combat ability and honor. Aliens with long hair or shaggy coats (such as Wookiees) are treated with respect. Beings who are bald (or hairless) are shunned as deformed beings.

Jedi Knights are a source of fascination to the Coynites. On one hand, there is little doubt that the Jedi are formidable warriors with a code. However, Jedi are not supposed to simply rush into fights or provoke them; peaceful methods of resolving a conflict are preferred, and violence is a last resort. This code mystifies the Coynites, but they greatly respect their abilities and their adherence to their own strict code.

Coynite names are more than "mere" words — they are stories. By literally translating the meaning of the phrases, it is often possible to know the history of an item, or a person, or a location. The longer a name, the more honored a being is or more noble his family. However, Coynites seldom use their full names except when first establishing who has higher standing, such as upon first meeting. As a concession to off-world customs, Coynites will allow aliens to use shortened versions of names, but only if the alien confers the appropriate level of respect upon the Coynite. To deride an object of great importance or be disrespectful is an unforgivable offense.

When all syllables of a Coynite name are capitalized, it means that the object, place or person is worthy of great respect. All things associated with the En'Tra are always capitalized. Likewise, proper names are capitalized. Some phrases or names are *never* capitalized — this indicates a relationship with af'harl ("cowardly deceivers").

When creating gamemaster characters, these traditions should be remembered. Many Coynite warriors of noble birth have very long names,

which might be translated as “Trel’tak, honorable warrior who defeated a noble of higher standing, of Clan Muls’rak, leaders of the War of Unification.”

The En’Tra’Sol (King-Law)

Many thousands of years ago, the Coynites were divided into numerous warring clans. This, combined with their rapid technological development, resulted in a species that not only fought well, but excelled in weapon design and manufacture.

Eventually, one Coynite clan learned how to manufacture biological weapons. Whether the action was accidental or intentional is not known, but a dangerous toxin was eventually released. The microbe spread across Coyn, uncontrolled. The toxin was passed by physical contact — anything as simple as a touch of hands could spread the deadly organism. The plague killed over half of the planet’s population.

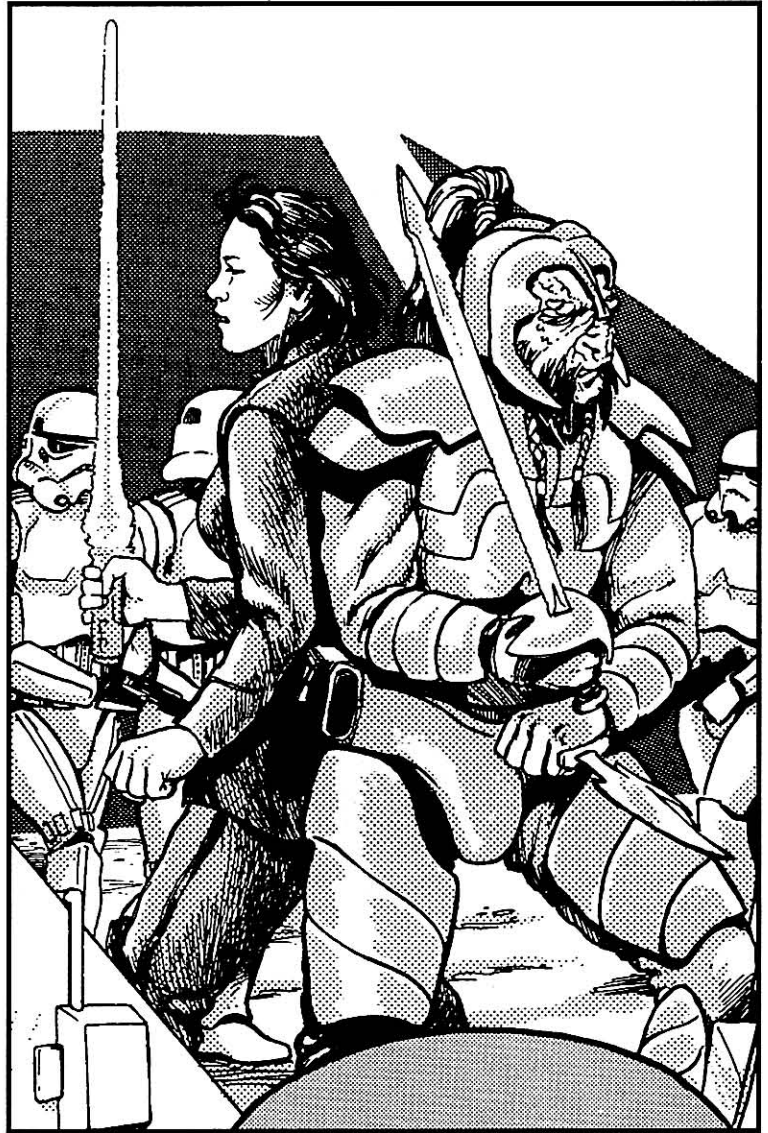
Toral, chief of the strongest clan, realized that the Coynite species was heading towards extinction. He began a series of reforms with his allies and eventually succeeded in not only banishing biological weapons, but also instituted a code of law for the warrior society. Toral’s leadership and wisdom united the warring clans under one law (the En’Tra’Sol) and one leader. During this time, the Coynites established the tradition of no personal contact without express permission first. The effect of the biological toxin was so pronounced that the ban on contact became part of the En’Tra’Sol.

Under this law, clan infighting was not eliminated, but the scale of the conflict was greatly reduced. Toral’s son, Arl’Toral managed to bring peace to the planet. Arl’Toral channeled his people’s natural aggressiveness into a rigid code of conduct by revising the En’Tra’Sol.

Shortly thereafter, settlers from Elrood first discovered Coyn. During these exchanges with the strangers from space, Arl’Toral realized that the best way to ensure peace on Coyn was to channel these aggressive energies to other pursuits. In short order, the first Coynite mercenary units were formed.

What follows is a summary of the En’Tra’Sol.

- A Coynite’s sratt (“word” or “promise”) is his life. All speech, action and story are sratt; once given, it is eternally binding. One who breaks sratt may be branded af’harl.
- Combat is the natural order of life. Conflicts and disagreements must be settled openly in combat.
- An unsheathed or drawn weapon must be used. If a weapon is drawn in anger, it must be used. To not respond to a challenge, or to challenge or threaten idly is to be branded af’harl.



- It is forbidden to show mercy in combat. It eliminates the honor of victory in combat and removes the honor of he who is shown mercy, making them af’harl. Combat is to the death unless one swears tracc’sorr (“submission and blood-loyalty” or “fealty”) to the other, in which case they become part of that Coynite’s family. At the beginning and end of each combat, all survivors must acknowledge and salute the opponent’s honor.
- af’tah (“deception”) or harl’tah (“cowardice”) are unforgivable sins. Use of kzah (“poison”) is deception and cowardice. Challenging the injured or weak to combat is cowardice and is unforgivable. Those who deceive or show cowardice are branded af’harl.
- One must unquestioningly obey all to whom he has sworn tracc’sorr. All superior clan members, Ag’Tra and En’Tra are to be obeyed without

reluctance or hesitation. Not to do this is to be branded af'harl.

- One may only break tracc'sorr by publicly declaring fas'tracc'sorr, or "end of submission and blood-loyalty." Superior clan members, nobles and, of course, the En'Tra, may challenge anyone doing this to combat.
- Pain, sadness, guilt, regret, reluctance, or fear are emotions of af'harl and may not be expressed without losing all honor.
- It is forbidden to touch another without first receiving permission. The penalty for this is death.
- af'harl are no longer Coynites. af'harl have no rights, no property, no meaning. They are to be murdered, enslaved, or dealt with as any Coynites see fit. A Coynite may take responsibility for af'harl, but all actions of that af'harl are that Coynite's responsibility.

The Assembly of the Ag'Tra

There are 29 Ag'Tra (nobles) who answer directly to the En'Tra. Of these 29, nine are sympathetic to the Empire, five are sympathetic to the Rebellion, and the remaining 15 are neutral. While subterfuges and behind the scenes skulking are not a permissible part of Coyn life, nobles are permitted to indulge in a little political wrangling, and some of this involves setting up unfavorable circumstances for rival nobles, or even large battles with lopsided odds. Even so, if any hard evidence of such behind the scenes planning

comes to light, the noble will be branded af'harl. In an extreme case, the entire noble family may be branded af'harl, in which case a new family from within that territory will be selected to be the new noble bloodline.

Unique Coynite Items

These items are available to off-worlders. Ekkar Arms of Coyn is the chief manufacturer and seller of these items. These weapons are hand-crafted by individual weapons' masters, which explains their cost.

■ Coyn'skar

Model: Ekkar arms coyn'skar

Type: Coynite bladed pole

Skill: Melee combat

Cost: 400

Availability: 3

Difficulty: Moderate (blade), Very Difficult (disarm with hook)

Damage: STR+2D (blade), STR+2 (hook)

Capsule: The coyn'skar is a pole weapon with a lengthy, sharp blade on one end and a hook at the base. The shaft is tooled in such a way as to offer maximum grip. The hook can be used to trip or disarm an opponent.

■ Sat'skar

Model: Ekkar Arms sat'skar

Type: Coynite sword

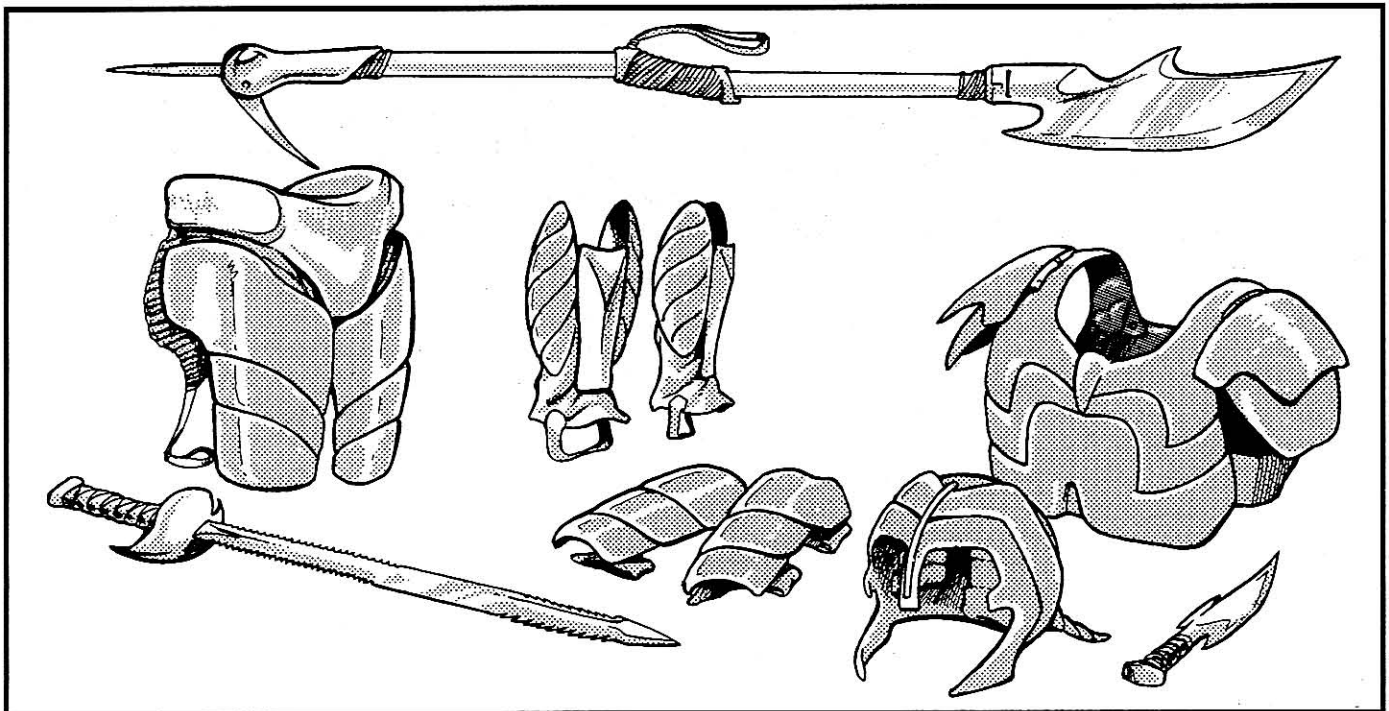
Skill: Melee combat

Cost: 700

Availability: 3

Difficulty: Difficult

Damage: STR+3D+1



■ Top: coyn'skar. Middle: Coynite battle armor. Bottom left: sat'skar. Bottom right: d'skar.

Capsule: A Coynite sword, it must be used with both hands (if swung one-handed, damage is only STR+1D and the difficulty increases to Very Difficult). The blade has grooves in it that cause terrible wounds.

■ **D'skar**

Model: Ekkar Arms d'skar
Type: Coynite dagger
Skill: Melee combat
Cost: 150
Availability: 3
Difficulty: Moderate
Damage: STR+1D+1

Capsule: A Coynite dagger, this is the most common weapon among Coynites. These weapons are known for their fine craftsmanship and deadly blades.

■ **Coynite Battle Armor**

Model: Ekkar Arms Coynite battle armor
Type: Coynite personal battle armor
Cost: 3,000
Availability: 3
Game Notes: Adds +2D protection from all physical and energy attacks. All *Dexterity* skills are penalized -1D.

Capsule: This bulky yet functional suit includes a helmet and is made from the stands of walt'sor plants, found only on Coyn. Despite the suit's rather humble origins, it provides excellent protection against physical and energy attacks.

Coynite Companies

Ekkar Arms: This is Coyn's chief manufacturer of arms and armor. Whether it is Coynite native weaponry or blaster rifles, thermal detonators and vibro-axes, Ekkar's products are of the highest quality. As a result, all of Ekkar's merchandise costs 10 percent more than average prices. However, in return, weapons such as blasters are easier to repair (one level of difficulty lower) and can withstand more punishment (consider +1D over normal body).

Mercenary Guild of Coyn: This is the main Coynite mercenary organization, and it is officially affiliated with the En'Tra. Each noble family is required to contribute a specific number of soldiers for mercenary service, and individuals are allowed to join at their discretion. The Mercenary Guild of Coyn hires out its services to all legal organizations seeking military forces for legal activities. In other words, the mercenary guild may hire out soldiers to serve for the Empire, or to serve for a corporation, but the guild will not hire out soldiers to the Rebel Alliance. As Coyn is within the Empire, it will not risk a full invasion by the Empire — a hopeless fight isn't honorable.

Warriors always have the option of rejecting mercenary missions, but no warrior has ever used this option, since it would result in lost honor. All warriors have sworn to defend Coyn and Coyn's interests in the event of attack.

Guild entry fee is 100 credits and annual dues are 50 credits. The Guild gets 15 percent of the mercenary's pay. Weapons and armor can be purchased from the guild at a 10 percent discount.

The Mercenary Guild is a venerable, trustworthy operation with a reputation above reproach. Mercenaries who violate their contracts, flee from a battle, turn on their employer, or otherwise commit treason or show cowardice are branded af'harl. In some cases, such as desertion, the guild will send other mercs to hunt down and execute the coward. The Mercenary Guild has offices on Elrood, Torina, Derilyn, and Lanthrym.

Average Coynite Mercenary. *Dexterity 3D+2, blaster 5D, brawling parry 4D, melee combat 5D, Knowledge 1D, survival 4D, Mechanical 1D, Perception 2D, Strength 5D+1, brawling 6D+2, Technical 1D.* Move: 10. Character Points: 3. Blaster rifle (5D), Coynite battle armor (+2D to all attacks), coyn'skar STR+2D (blade), STR+2 (hook).

Rols'Kus ("Arena of the Games")

The Rols'Kus ("arena of the games") is a 250,000-seat amphitheater located in the capital, En'Tra'Tal. It is the site of the immensely popular kus'nar gladiatorial games of the Coynites. Since Coynites view these combats as sport, they are not to the death unless the loser is unwilling to submit to his opponent. Of course, most combats do last until one of the recipients receives a very serious injury, so most "cultured" beings view these combats as barbaric.

There are games every night, and during holidays, day-long contests and championships are held. As a rule, off-worlders are not usually featured in these combats. Coynites view participation in these games as an honor, and many young warriors focus their dreams on being named Tawws'Kroy'n, "Most Honorable Champion Warrior."

Most of the contests are brawling or melee combats, though there is a target shooting contest for archaic guns, blasters, and bows. Each game is played in a series of elimination rounds. The arena itself is climate controlled and equipped with a holo projection system so that each patron has a perfect view of the action.

Arquas'Tais ("Land of Fallen Ones of Valor")

Located outside the capital, this is a vast cemetery. An honor guard of four Coynites in full battle regalia always watches over the field.

Here are buried all Coynites who have fallen in battle. Additionally, members of other species who have fought for Coyn or died in service to the Mercenary Guild are buried here.





Zal Tuag Th'Trar, Junior Zal'Tra

Type: Security Force Member

DEXTERITY 4D

Blaster 5D, brawling parry 6D+1, dodge 5D, melee combat 6D, melee parry 6D

KNOWLEDGE 2D+2

Alien species: Humans 4D, cultures 7D, intimidation 4D+2, survival 5D, willpower 5D+2

MECHANICAL 2D

Beast riding: tris 6D

PERCEPTION 4D+1

Command 5D+1, persuasion 5D+1, search 6D+2

STRENGTH 5D

Brawling 7D+1

TECHNICAL 1D

First aid 2D, security 2D

Special Abilities:

Sneak: +1D to *sneak*.

Claws: STR+1D+2 damage, +1D to *brawling*.

Intimidation: +1D to *intimidation*.

Character Points: 8

Move: 12

Equipment: Sat'skar (STR+3D+1), blaster pistol (4D), Coynite armor (+2D to all attacks, -1D to all *Dexterity* actions)

Capsule: Zal Tuag Th'Trar is a 2.7-meter-tall robust youth of pure white coloring and a deep dark brown mane that he wears in an elaborately braided ponytail down his spine. A member of the Th'Trar clan, his father is a noble who is quietly sympathetic to the Rebels. Zal has chosen to acquaint himself with off-worlders who stand out from the normal rabble, learn their ways, and report the findings back to his father. Since Zal is young, he is not yet ingrained in the ways of his people, and thus is a bit more flexible around non-Coynites, although he is characteristically self-righteous about his heritage. He is cocky, and enjoys pointing out how superior Coynite culture is over others. Young Zal is an enthusiastic warrior, an outgoing sort, who has a great natural curiosity about off-worlders. Despite this, he is a friendly sort, and the perfect guide for characters.



Zal Afreg Kt'Aya, Junior Zal'Tra

Type: Security Force Member

DEXTERITY 5D

Blaster 6D+1, brawling parry 6D+1, dodge 6D+1, melee combat 7D+2, melee parry 6D+2

KNOWLEDGE 2D+2

Intimidation 5D, survival 5D, willpower 4D

MECHANICAL 2D

Beast riding: tris 6D

PERCEPTION 3D

Command 5D, hide 5D, search 6D, sneak 7D

STRENGTH 5D+1

Brawling 7D+2

TECHNICAL 1D

First aid 2D+1, security 3D

Special Abilities:

Sneak: +1D to *sneak*.

Claws: STR+1D+2 damage, +1D to *brawling*.

Intimidation: +1D to *intimidation*.

Character Points: 6

Move: 11

Equipment: Sat'skar (STR+3D+1), blaster pistol (4D), Coynite armor (+2D to all attacks, -1D to all *Dexterity* actions)

Capsule: Zal Afreg is a 2.8-meter-tall Coynite, with soft gray fur and a black and white streaked mane in two ponytails. Despite his soft color, Afreg is a muscular, towering specimen with steel blue eyes.

Zal Afreg is of the Kt'Aya clan, whose head noble favors neutrality in the galactic civil war. Zal Afreg is the favored son of the oldest Var'Sairk. Zal Afreg is Zal Tuag's chief rival, as opposed to enemy, though he comes dangerously close to being one. Arrogant, smug, and somewhat of a bully, Afreg adheres to the En'Tra'Sol code so strictly that he has learned how to bend it just enough to torment others and get away with it. He lacks personal honor, but this has yet to be revealed.



Tamaron Pol

Type: Con Artist

DEXTERITY 2D

Blaster 3D, dodge 4D+1, melee parry 3D+2, pick pocket 6D+2, running 2D+1

KNOWLEDGE 2D

Alien species: Coynites 7D, bureaucracy 2D+1, languages 3D+1, streetwise 4D+2, value 2D+1

MECHANICAL 2D

Beast riding 3D, hover vehicle operation 4D

PERCEPTION 2D

Bargain 4D+1, con 5D+2, forgery 2D+2, gambling 3D, hide 3D+2, persuasion 3D+1, search 4D, sneak 3D+2

STRENGTH 2D

Climbing/jumping 3D+1

TECHNICAL 2D

Computer programming/repair 3D, droid programming 2D+2, security 3D+1

Character Points: 8

Move: 10

Equipment: Hold-out blaster (3D), comlink, glow rod, recording wand, dice, cards, other gambling implements.

Capsule: Tamaron is a Human in his late 20s. He wears a "lost-puppy" look on his face. He has sandy brown hair with a cowlick, which makes him look younger than he is. Tamaron was born on Lanthrym, and left as a teenager to serve on a freighter, lying about his age to get work. He has since settled on Coyn, where he enjoys the sport of dodging Coynite security forces.

Having been born on the frigid iceball known as Lanthrym, Tamaron has sworn not only never to be cold and poor again, but also not to do an honest day's hard work in his life. Tamaron is not a cocky, swaggering con man. On the contrary, he appears to be just the sort of person others would take advantage of, and here is where his genius lies. Beings see Tamaron and feel they have nothing to fear, and grow overconfident. Tamaron then proceeds to bilk them of their savings.

Tamaron has found that the busier Coynite spaceports have many innocent dupes who have just arrived from outside Elrood Sector. Usually, he represents himself as a guide to the planet or the sector, and will offer to show people around for a respectable fee.

Although Tamaron is not above a little flirting with females, he has no interest in even a superficial relationship. To him, first he must make his fortune, then he will think of other things, such as women. Tamaron abhors violence and would rather run than fight.

Noted Personalities

Listed above and on the previous page are descriptions of some of the more interesting Coynites characters might encounter.

Creatures of Coyn

■ Tris

Type: Domesticated Riding Animal

DEXTERITY 4D

Running 5D

KNOWLEDGE 0D

Intimidation 5D

PERCEPTION 3D

Search: tracking 5D

STRENGTH 5D

Stamina 7D

Special Abilities:

Hooves: Do STR+1D damage

Teeth: Do STR+2D damage

Move: 16

Size: 2.0 meters tall at the shoulder, up to 3.5 meters long

Orneriness: 5D+1 (1D for Coynite soulrider)

Capsule: The tris is a huge, dun-colored, muscular, six-legged steed favored by the Coynites. From childhood, each Coynite is taught how to ride a single young tris, which becomes the Coynite's companion. The Coynite who rides the tris is called its kars'asruul ("soulrider"). From this point on, Coynite and tris are bonded spiritually.

Most tris have a mane, and it is grown and braided to match that of its owner. Many Coynites also decorate their tris with painted runes telling of the rider's accomplishments. Tris are intelligent, ferocious, and headstrong. They are very difficult to ride, except by its kars'asruul.

Tris are carnivores, as evidenced by their fangs. These huge teeth, coupled with the shaggy manes and blood red pupil-less eyes, make for a very fearsome appearance.

Breaking a tris takes six months and is a Heroic *beast riding* task. The task can be spread out over two years, requiring two Moderate *beast riding* tasks. The trouble is worth it, for the result is a loyal, bonded

mount, more friend and companion than pet or beast of burden.

■ **Tangak**

Type: Carnivorous Predator

DEXTERITY 4D

Dodge 6D

KNOWLEDGE 0D

Intimidation 6D

PERCEPTION 3D

Hide 6D, sneak 5D

STRENGTH 5D

Brawling 7D, lifting 6D, stamina 7D

Special Abilities:

Claws: Do STR+3D damage

Teeth: Do STR+2D damage

Camouflage: Tangaks can effectively blend in with their surroundings. Tangaks gain a +2D bonus to their *sneak* dice if the terrain has buildings, trees and bushes, or large piles of rock to hide near.

Move: 13

Size: 3.0–3.5 meters tall

Capsule: Tangaks are huge, shaggy, bipedal predators. These crafty carnivores are the worst enemy (and thus the favorite hunting sport) of the Coynites. While lacking true intelligence, they are cunning and dangerous; in fact, some tangaks use elaborate traps to capture prey. Despite their huge bulk, these beasts can move very quietly and surprise their prey. This, coupled with their camouflage ability, makes them very dangerous to hunt.

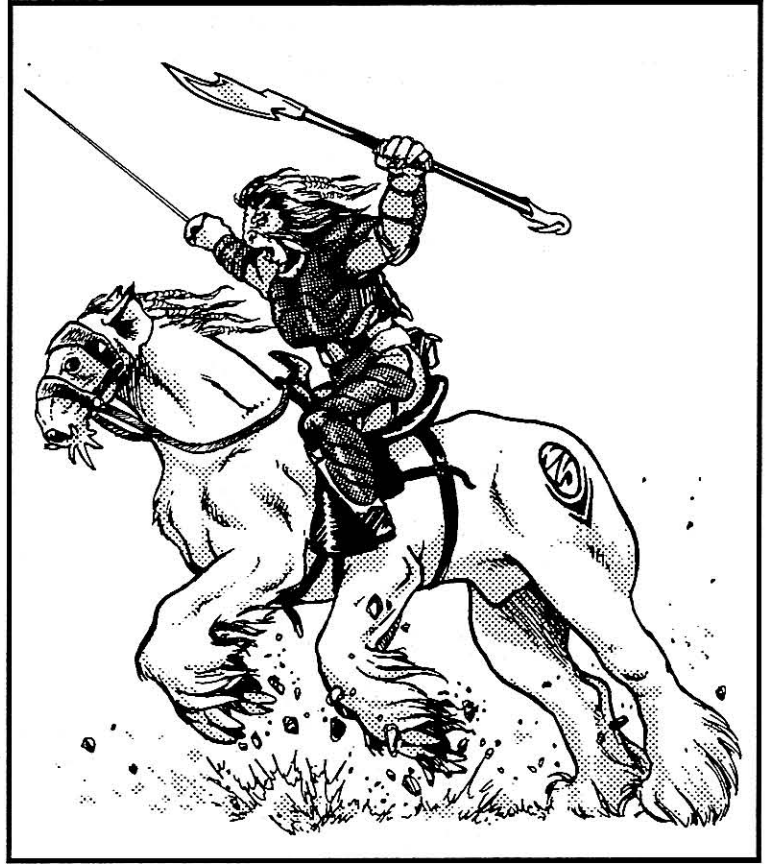
The favored food of tangaks is tris. Considering that tris are fearsome animals in their own right, a fight between a tris and a tangak is a terrible thing to behold. Though tangaks shun cities as a rule, some of the older and more confident tangaks will creep into cities at night and stalk Coynite prey through the artificial canyons made by the tall buildings.

Adventure Idea

While at the starport, the characters' ship is broken into. A young Coynite, who was responsible for the characters' ship's security, will be branded af'harl due to loss of honor; the youngster is so distraught that he will commit suicide rather than be branded af'harl. The only way this can be halted is if the property is recovered or the perpetrator is caught.

Naturally, the characters' sense of morality should motivate them to prevent this. The young Coynite will accompany the characters. He will be a good source of information about Coyn, and is the perfect way to teach the characters the customs of Coyn.

The thief, a Coynite of great skill, is hiding in Im'Tra'Tal, where he is trying to fence the stolen goods. The thief will be in a rough section of the city, backed up by his larcenous friends. Of course, if the characters can find evidence proving that the Coynite is a thief, he will be branded af'harl, many other Coynites will join up to capture and execute or enslave him.



Adventure Idea

The characters are invited to an Ag'Tra's mansion for a party and to spend the weekend. Perhaps this is due to their connections — this is easy to justify if the characters include a New Republic bureaucrat, well-connected gambler or arrogant noble. They learn that an Imperial delegation is also here. The delegation's mission is to secure weapons and a platoon of Coynite mercenaries.

There is opportunity here to show how rough and tumble a Coynite party can be, as well as giving the characters a chance to actually *talk* to an Imperial representative rather than just shooting her (the shooting part comes later). This is an excellent opportunity to show the Imperial mindset. From an Imperial's perspective, the Empire is perfectly justifiable, bringing order to the galaxy and holding together a society that was just a few steps from slipping into anarchy and warfare.

The characters must discredit the delegation. Of course, the Imperials will not be pleased at this and will take vengeance once the characters have left Coyn.



Kidron

■ Kidron

Type: Tropical jungle
Temperature: Hot
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Moist
Gravity: Light
Terrain: Jungle, mountains
Length of Day: 20 standard hours
Length of Year: 276 local days
Sapient Species: Human, Gamorreans, Orfite (N), various aliens
Starport: Standard class
Population: 20 million
Planet Function: Homeworld, refuge, trade
Government: Anarchist council
Tech Level: Space
Major Exports: Kril meat, exotic plants, Orfite scent-based tech
Major Imports: High tech
System: Kidron
Star: Kidros (orange giant)

Name	Planet Type	Moons
Tue	searing rock	0
Kidron	tropical jungle	4
Kuantar	gas giant	22
Alvor	gas giant	13
Spoi	ice ball	0

World Summary

Kidron is a hot, jungle-covered planet close to its sun, with a thin atmosphere. Kidros' light makes the skies of Kidron glow a bright orange, and the world is blessed with spectacular sunsets and sunrises. While habitable, Kidron is far from comfortable or hospitable. However, thanks to the generosity of the native Orfites, Kidron is a refuge world for the dregs of the galaxy who would like to be forgotten.

Kidron, at first glance, appears to be little more than a settlement of outlaws and cutthroats. It is much more. It is a world where those who have a history of trouble — whether its source be crime bosses, corporations or even the Empire — can disappear and begin new lives. No questions are asked and no facts are volunteered, but as long as people abide by the few laws of this new world, they will have no problems. These people are called “guests” by the native Orfites, who have little understanding of the larger galactic culture but feel that people who are willing to abide by their rules have a right to live in peace. Most of the guests live in the High City of Refuge, although there are some other very small settlements on the world.

The Orfites are a people with a simple culture. They have generously shared their world with people that most of the galaxy considers beneath notice, and that generosity has been returned

System Datafile

Kidron system, star: Kidros, orange giant. Five planets in system — second planet, Kidron, is Orfite homeworld. Kidron is a refuge world whose primary industry is agriculture.

From a story related by Captain Rars Lefken, tramp freighter captain ...

“... you know, I've been to a lot of strange worlds. Planets with flying lizards; worlds where the locals were half-plant and went into hibernation every night; planets where the local beasts make rancors look about as dangerous as Bilars ... but Kidron is a *strange* world.

“You see, it's set up by refugees, for refugees. Everyone is here because they're hiding from someone else. People have about as much individual freedom as you could expect to find on a world. No customs, no import tariffs, no regulations. Near as I could tell, no laws either. Weapons everywhere, spice liquor addicts, hucksters. You want something that's illegal, Kidron's the place to go.

“Still, there is a code of behavior there. You try to cause trouble and they pull together like sand fleas on a bantha. Slavers are dead men since everyone there is *running* from people like that. Goes double for bounty hunters. Don't attack someone, or everyone'll jump in to 'straighten things out.'

“One time I saw a bounty hunter — young kid and in way over his head — try to grab a local. The locals just pulled their blasters and fired. Must have taken fifty blaster bolts before he hit the ground. Poof! Instant *disintegration*. Wasn't pretty.

“Watch your step, play nice and *don't* try to remove someone without their permission and you'll be fine.”

with warm friendship and profound respect. While most of the Orfite sahs (“tribes”) have ignored high technology, some have adapted to the larger culture of the galaxy. Some enterprising Orfites developed the unusual olfactory masks, which are popular among Orfites and other species.

Kidron sustains itself by selling kril meat to other worlds in Elrood Sector. The meat is a

staple in diets around the sector. While kril farming has spread to most of the other worlds, Kidron remains the most plentiful and inexpensive source of the meat.

System Summary

Kidron is an orange giant. Tue is a small, insignificant rock of molten lava, considered to be of no commercial worth. Kuantar and Alvor are a pair of gas giants, both a bright violet color. Kuantar has a series of rings that is sometimes visible in Kidron's night sky. Spoi, the outermost planet, is a small ice ball that has been ignored by the residents of Kidron.

Orfites

The Orfites are a humanoid species with a stocky build. Due to Kidron's thin atmosphere, they have large lungs. Orfites have wide noses with large nostrils and frilled olfactory lobes. Their skin has an orangish cast, with fine reddish hair on their heads. To non-Orfites, the only distinguishing characteristic between the two sexes is that females have thick eyebrows.

Due to their stocky build and their planet's low gravity, most Orfites must wear a power harness to give them increased strength when they go to standard gravity worlds.

Orfite society revolves around the sense of smell, their most powerful sense. Orfites produce powerful pheromones, and each Orfite's scent is distinctive in much the same way that

Kidron's Light Gravity

Kidron is a light gravity world. Characters accustomed to standard gravity should apply the following modifiers:

-1D to all *Dexterity*-related actions until the character has spent one standard month on the world. After one month, a character's reflexes will have adjusted to the lighter gravity.

+1D+2 to *lifting, climbing, and jumping*. This effect lasts for six standard months, after which the character's muscles will have lost strength to the point where the bonus is lost. This bonus may be kept if the character actively exerts himself and lifts heavy weights on a regular basis.

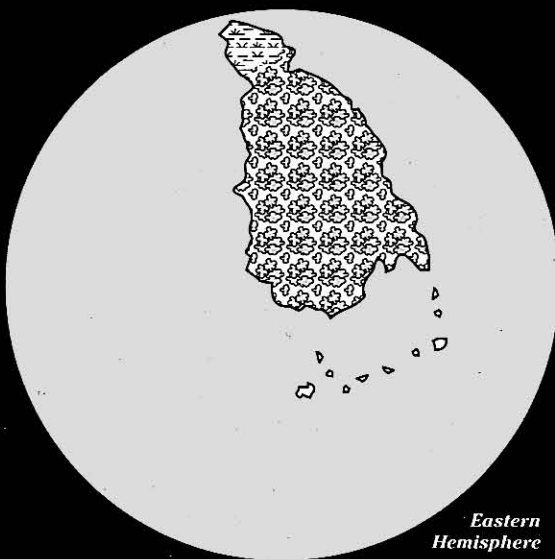
+2 to Move for a period of one standard year.

physical appearance is distinctive among Humans.

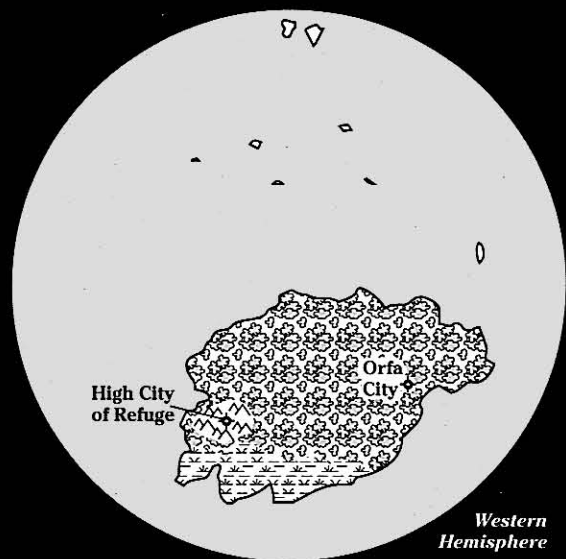
Orfites have a peaceful and flexible society; the Orfites have reached a consensus on individual freedom and responsibility to society. Hospitable and pleasure-seeking are the two best descriptions of the Orfites as a whole. They are generous, eager to share and they expect others to share with them.

The Orfites have a simple social structure. Each Orfite sahh (tribe) has control over a vast

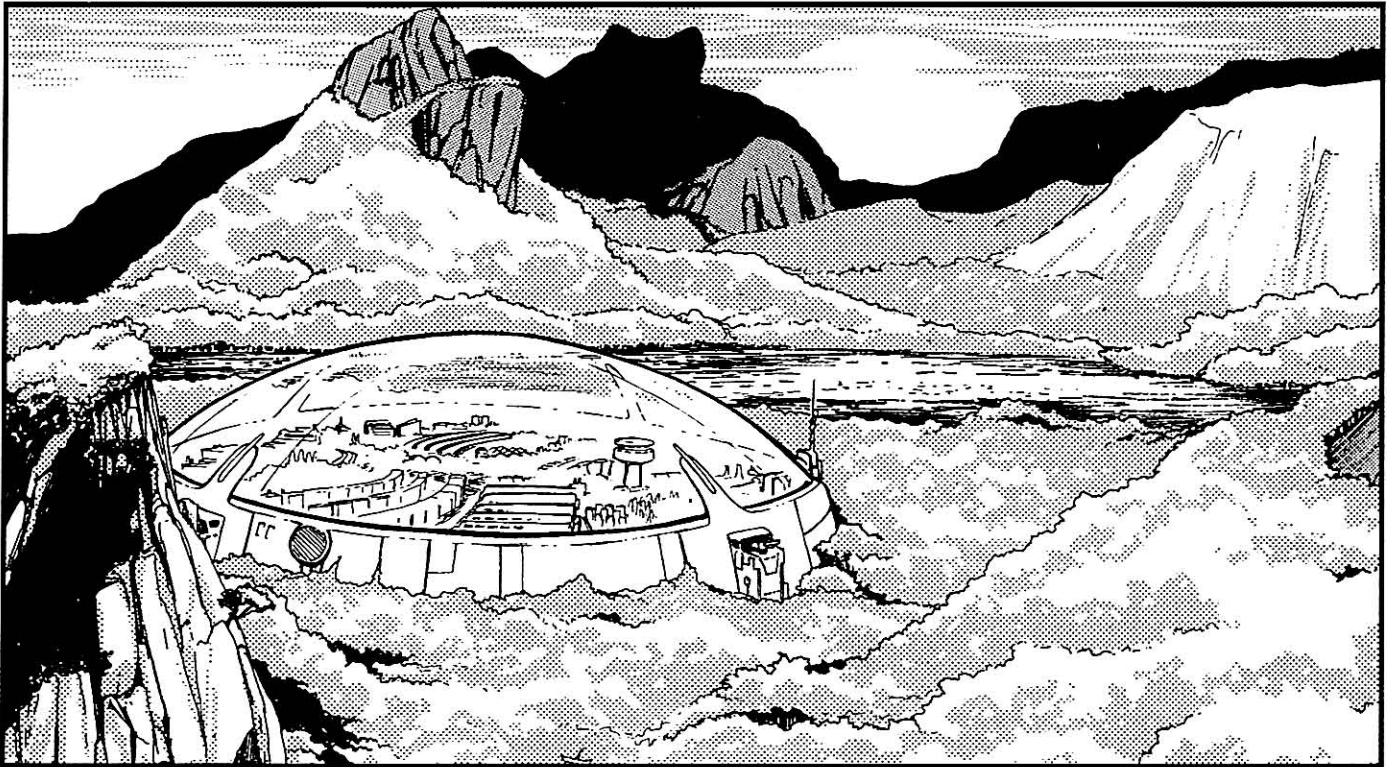
World Map of Kidron



Eastern Hemisphere



Western Hemisphere



■ The High City of Refuge

tract of jungle. Plentiful food and water and little need for advanced technology ensures that more complex organization is unnecessary. Within a sahh, each member has immense freedom of choice and action. The Orfites have a simple legal code: before using the possessions of another or using their land, ask their permission. Naturally, theft, assault and murder are crimes. Punishment takes the form of permanently scarring the offending Orfite's face and then banishing them from the sahh, forcing them to venture to an unclaimed area. Other sahhs will not take in a scarred Orfite. The Orfites lack the aggressive instinct of other species, and warfare has never occurred between sahhs.

Trade between sahhs and individuals is normally simple barter. Since there is very little technology on the world, a fully regulated economy is also unnecessary.

The mainstay of the Orfite diet is kril meat. All individuals are responsible for raising their own krils, although individuals and sahhs share with those who, through misfortune, lack enough food. Within a sahh, each person normally has a special role, besides the herding of krils. Some are sahh healers, many are weavers and cloth makers, some are storytellers, and many are tool makers. There are no selected leaders — all tribe members vote on all matters, and only with a clear majority are new actions or endeavors undertaken. If the sahh cannot agree on a new

course of action, the sahh simply maintains the traditional ways with no change of action. Sahhs always have a common meeting area; the frequency of meetings depends on the needs of the sahh. Family units of Orfites build their own homes somewhere in the territory claimed by the sahh; any disputes are settled by vote of the entire sahh.

Orfites are a free and open people. Those who strongly disagree with their sahh's decisions are free to leave at any time. Often, groups of disgruntled Orfites will get together and form new sahhs, settling on some of the great expanses of untended and unclaimed wilderness.

Since the "guests" (refugees) first came many years ago, some Orfites were very curious about what was beyond their world. The sahh to first greet the guests welcomed these people with gifts and sharing of stories. A greedy, corrupt senator had falsely accused four people of crimes against the Republic, and they chose to flee to Kidron, hoping for asylum.

At the time, a meeting of all sahhs was called (this was only the third such meeting of all Orfites in their recorded history, dating back over five millennia). After much debate, all agreed to welcome the guests and allow them to settle on an unclaimed area. After all, the Orfites had been granted a wonderful world, and they could never use it all. It was their duty to share their bounty with those who needed it. The first village even-

tually grew into the High City of Refuge. Since that time, peace has reigned: the Orfites continue to welcome new visitors and the city's residents have respected the traditions and ways of the Orfites.

Over the centuries, many Orfites have been drawn to this new and strange culture. Fascinated by the technology, some established Orfa City, a city that mixes traditional Orfite ways and high technology. In that time, the Orfites have developed the Orfite scent masks and power harnesses, giving Kidron a unique technology. To ensure smooth relations between all Orfite sahhs, the High City, Orfa City and any other groups which might venture to the world (such as the Empire), the Orfites established the Council of Gordek (explained below). There have been no conflicts between the traditional and the technological Orfites — they respect and accept each others' differing views, and large expanses of unclaimed territory haven't "forced" either Orfa City or the High City of Refuge to expand into the lands of the sahhs.

■ **Orfites**

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 2D/4D+2
MECHANICAL 1D/4D
PERCEPTION 2D/5D+1
STRENGTH 1D/2D+1
TECHNICAL 1D/3D

Special Abilities:

Olfactory Sense: Orfites have a well-developed sense of smell. Add +2D to *search* when tracking someone by scent or when otherwise using their sense of smell. They can operate in darkness without any penalties. Due to poor eyesight, they suffer -2D to *search*, *Perception* and related combat skills when they cannot use scent. They also suffer a -2D penalty when attacking targets over five meters away.

Light Gravity: Orfites are native to Kidron, a light gravity world. When on standard gravity worlds, reduce their Move by -3. Without a power harness on such worlds, reduce their *Strength* and *Dexterity* by -1D (minimum of +2; they can still roll, hoping to get a "Wild Die" result).

Move: 11/14

Size: 1.0–2.0 meters

Four is the Number

Four is a sacred number in Orfite society, considered to be a bringer of good luck. Kidron has four moons, each Orfite has four lungs, and the first guests were a group of four travelers. People who travel in groups of four, or who have a ship that has the number four in its name, are considered lucky, and are fawned over. They are given special benefits by Orfites in the hopes that this luck will rub off — they receive price discounts, better services, preferred seats at restaurants and small gifts.

Council of Gordek

The Council of Gordek is an official representative for the Orfites. The council has four members, chosen by vote from among all the sahhs. These Orfites are chosen for their ability to listen and interpret the intentions of others, and their purity of thought. Councillors are retained until a sahh declares that a new vote should be held for the council.

The councillors are charged with listening to disputes between sahhs. They cannot mediate conflicts, although through their observations they can often suggest compromises that both sides will find acceptable. They also mediate any conflicts between the High City of Refuge, Orfa City and any other parties. Their final and most important duty is that of diplomatic representative. Whenever dignitaries from other worlds venture to Kidron, the councillors must greet, entertain and negotiate with these people.



The Gordek knows of a dangerous secret. They have scout reports indicating that the two largest moons, Primor and Segual, are loaded with valuable ores. These reports were filed two centuries ago. Any mining company that learned of this would probably take the moons for their own use, and in all likelihood, the idyllic Orfite lifestyle would end. The Gordek has no intention of letting anyone know of the ore. The Gordek would, with some reluctance, even kill to keep the secret from leaking out.

Relations with the Empire

Kidron is a world that is insignificant to the Empire. The Empire considers the Orfites little more than uncivilized savages. The High City of Refuge is beneath its notice. Only through the grace of the Empire is this world allowed to live in peace.

The Gordek realizes that this is the case, and the councillors go out of their way to ensure that their world remains unexceptional and easily forgettable.

The Empire has allowed the High City of Refuge to remain a neutral location out of convenience. If ever it turned out that there was something worth taking or someone worth capturing, the illusion of freedom would dissipate under the heels of Imperial occupation troops.

Orfa City

Orfa City is the only major Orfite city on the planet. Established by those Orfites interested in the wondrous technology brought by the first guests, the city has grown to a population of over three million beings. The main industry is scent mask manufacturing. The masks are quite popular with Orfites and have become a popular recreational device for non-Orfites.

Orfa City has several other important industries, not the least of which includes maintaining the kril meat export business. While each sahh normally trades with other sahhs for goods, they receive regular credits from their off-world customers. Several large accounting firms keep track of payments and sahh funds — the sahh often uses these credits to purchase equipment or goods that cannot be made from the natural resources of Kidron. However, most sahhs have chosen to forgo reliance on technology, so these purchases are infrequent. In fact, most of the credits earned by sale of kril meat is sitting in accounts collecting interest.

Though off-worlders and guests are allowed to visit and even live here, the population is overwhelmingly Orfite. The Gordek and the Orfa Olfactory Corporation are here. The city has a major starport, as well as the kril slaughter houses.

Orfite Equipment

■ Orfite Scent Masks

Model: Orfa Olfactory Corporation Scent Mask

Type: Recreational olfactory scent mask

Cost: 200 credits (400 credits off Kidron)

Availability: 2

Capsule: With scent as their primary sense, Orfite entertainment runs in that direction, too. The biggest selling item is the Orfite Scent Mask.

The apparatus consists of a breath mask connected by a tube to a small belt unit. The belt unit holds about half a liter of water. A small tablet is inserted into the unit. The belt unit creates a mist that travels up the tube and into the breath mask.

There are several different scent tablets available: "Kidron Flowerbed," "Kidron Jungle Morning After a Rainstorm," "Goodscent," "Suppertime," and "Seabreeze" are the most popular. There are also intoxicant tablets that can be used. These come in many varieties and degrees of potency.

In recent times, these devices have become a trendy recreational device among other species in Elrood Sector. Orfa Olfactory Corporation has produced many new scent tablets for specific species. Scent tablets are five credits apiece, while intoxicant tablets are ten credits each. At this time, the scent masks are completely unregulated, although the existence of intoxicant tablets may lead to the masks being regulated by the Imperial bureaucracy.

■ Orfite Power Harnesses

Model: Orfa Toolco Power Harness

Type: Strength enhancer

Cost: 800 credits

Availability: 3

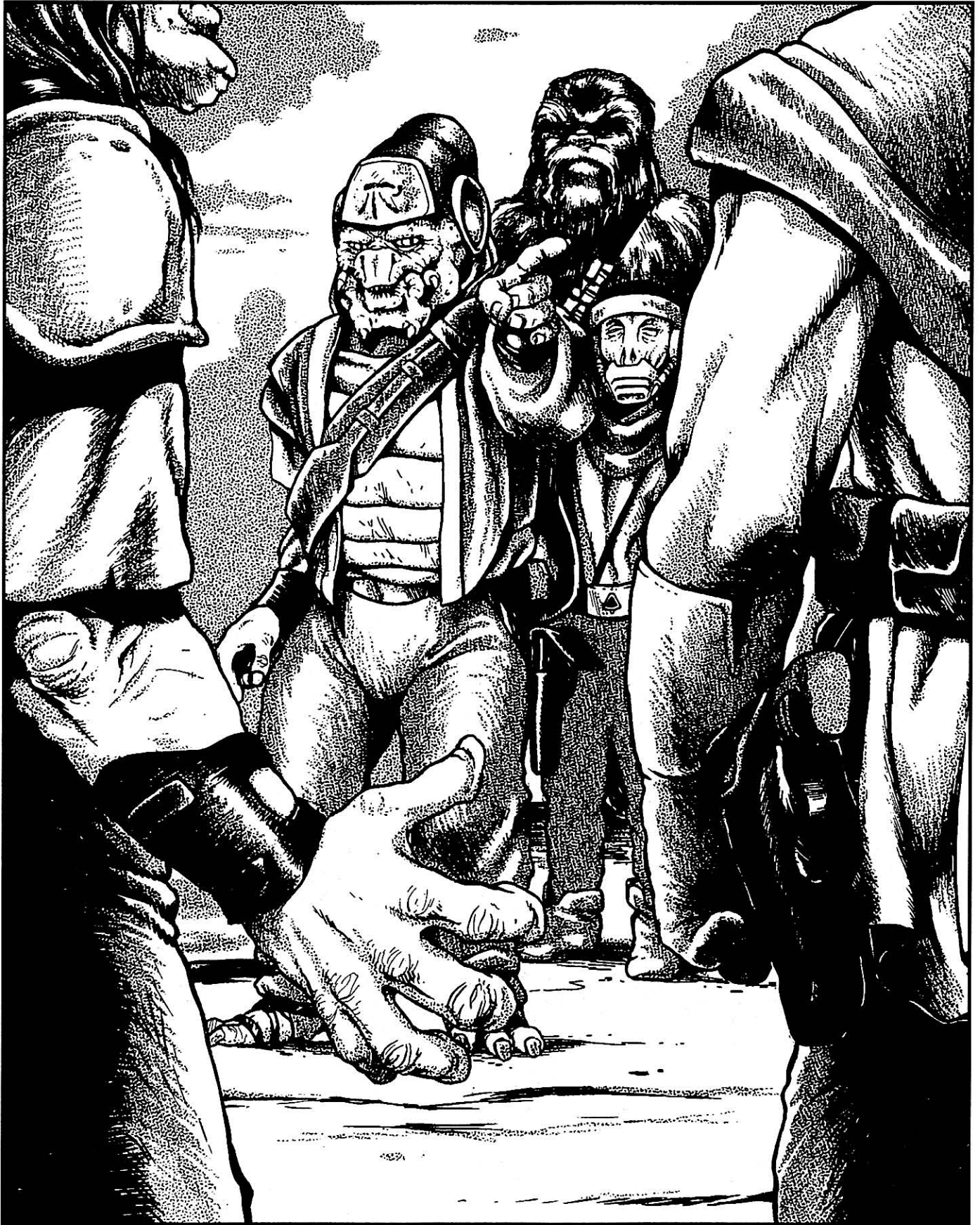
Game Notes: Negates penalties for Orfites on standard gravity worlds.

Capsule: These harnesses enable the Orfites, who are used to the low gravity of Kidron, to act freely and without penalty on standard gravity worlds. The harnesses are lightweight units with mini servo machines built into the joints. Although the harnesses attach to the back, waist, shoulders and thighs, the harness is small enough not to be obvious under normal clothing. The servos aren't very powerful, and provide no enhancement in light gravity, nor can they be modified to give bonuses.

Kidron System Defense (KSD)

Kidron has long been responsible for its own defense. To address that, the High City Council formed the Kidron System Defense, or KSD. The forces include a Corellian Corvette (the KSD flagship), four *Prosperity*-class defense ships bought from Elrood shipyards, three system patrol craft, one old TIE (bought as salvage and refurbished), six refurbished Z-95s and a Skipray Blastboat. KSD is always looking for new guests to crew the ships.

The overwhelming percentage of crewmen on KSD vessels are guests (only 10 percent of KSD forces are Orfite).



The High City of Refuge

This massive metropolis (its name shortened to "Refuge" by the population within) is where the bulk of the guests live. The city is surrounded by a 30 meter tall wall and topped by a reinforced transparisteel dome that holds in a breathable type I atmosphere.

The gravity is still light, and the temperature is blisteringly hot, but at least the guests can breathe easily. A set of four gated airlocks are the only means of entrance to Refuge. Each airlock entrance has a mounted ion cannon for defense from attacking starships. There is a primitive spaceport about two kilometers away, deep in Kidron's jungle.

Refuge itself is a hodgepodge collection of buildings of varying size, age, and architecture. It is as if each sentient species in the galaxy had a hand in designing the city's layout. The streets are winding and confusing, and filled with crowds. Since there is no centralized planning, residential buildings, bars, stores, factories and office buildings all share the same blocks; the city is a mis-matched collection of buildings, with no definable neighborhoods or areas. Bars specialize in krilliz, a drink made from fermented krill milk. It's an acquired taste.

The city is governed by the City High Council, which has fifteen beings selected by general election. The council genuinely believes that the best type of government is the government that allows its citizens to do what they wish. Therefore, there are few regulations, no taxes and not much else to interfere with behavior — any level of weaponry is permissible, there are no laws

regulating spice, liquors and other substances, and there are no prohibitions against gambling and other behaviors that are traditionally regulated. Council members not only make the laws; they also enforce the law. Council members are allowed to take whatever actions they feel are warranted to bring criminals to justice, and often entrust citizen militias to assist them in situations where additional firepower is necessary.

The city's economy is driven by the export of krill meat. The city also has a thriving internal economy because many of the guests brought skills with them and opened their own businesses. Free enterprise is alive and well in Refuge, and shops of all sorts are here. Although the standard Imperial credit is in use here, barter is a common way of doing business.

Incredibly, crime rates are low here. The few laws pertain to the rights of individual citizens — robbery, assault and murder are illegal. Since no one wants to take responsibility for criminals, those who violate the few laws are either banished from the world (in the case of assault or robbery) or executed (in the case of murder). Certainly there are brawls, drunk and disorderly conduct cases, arguments over barter value, petty theft, and price gouging, but most of these offenses are overlooked or not even illegal.

The most visible resident of Refuge is Kep Fortuna, the city manager hired by the City High Council. Kep is responsible for overseeing funding for the laws and programs instituted by the Council. He also has veto power over any laws or programs passed — this position was given this power in the belief that someone removed from direct election would be more likely to do what is necessary than do what would be popular. However, the city manager can be removed from office by vote of the City High Council.

■ Kep Fortuna, City Manager

Type: City Administrator/Mobster

DEXTERITY 3D

Blaster 5D, dodge 6D, melee parry 5D+2

KNOWLEDGE 4D

Alien species 9D, bureaucracy: Kidron 8D+1, business 8D, cultures 8D+1, intimidation 8D, languages 9D+1, law enforcement 8D, planetary systems 8D, streetwise 11D+2, survival 8D+2, value 9D, willpower 9D

MECHANICAL 2D+1

Beast riding 4D, ground vehicle operation 4D, hover vehicle operation 5D, repulsorlift operation 3D

PERCEPTION 4D+2

Bargain 9D+1, command 9D, con 8D+1, gambling 7D, hide 7D, persuasion 9D+1, sneak 7D

STRENGTH 2D+2

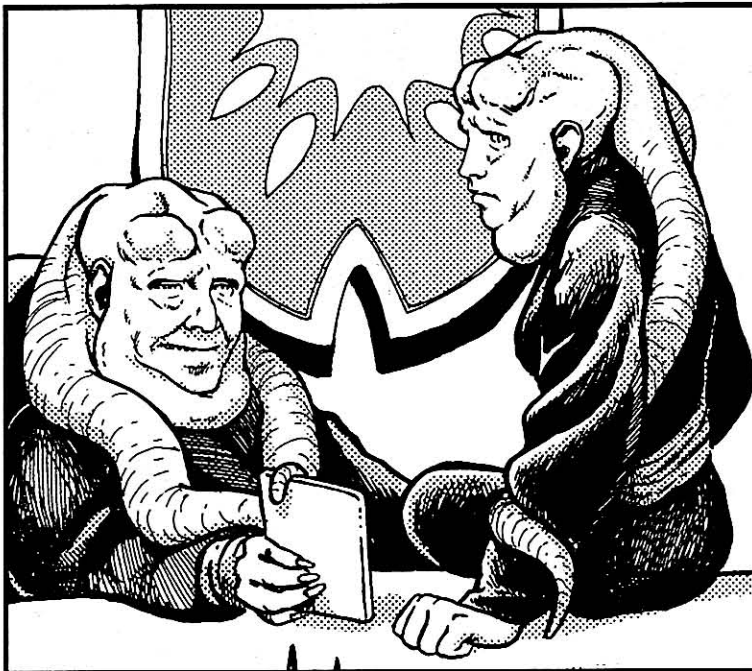
TECHNICAL 1D+1

Computer programming/repair 3D+1, droid programming 2D+2, first aid 2D, security 4D

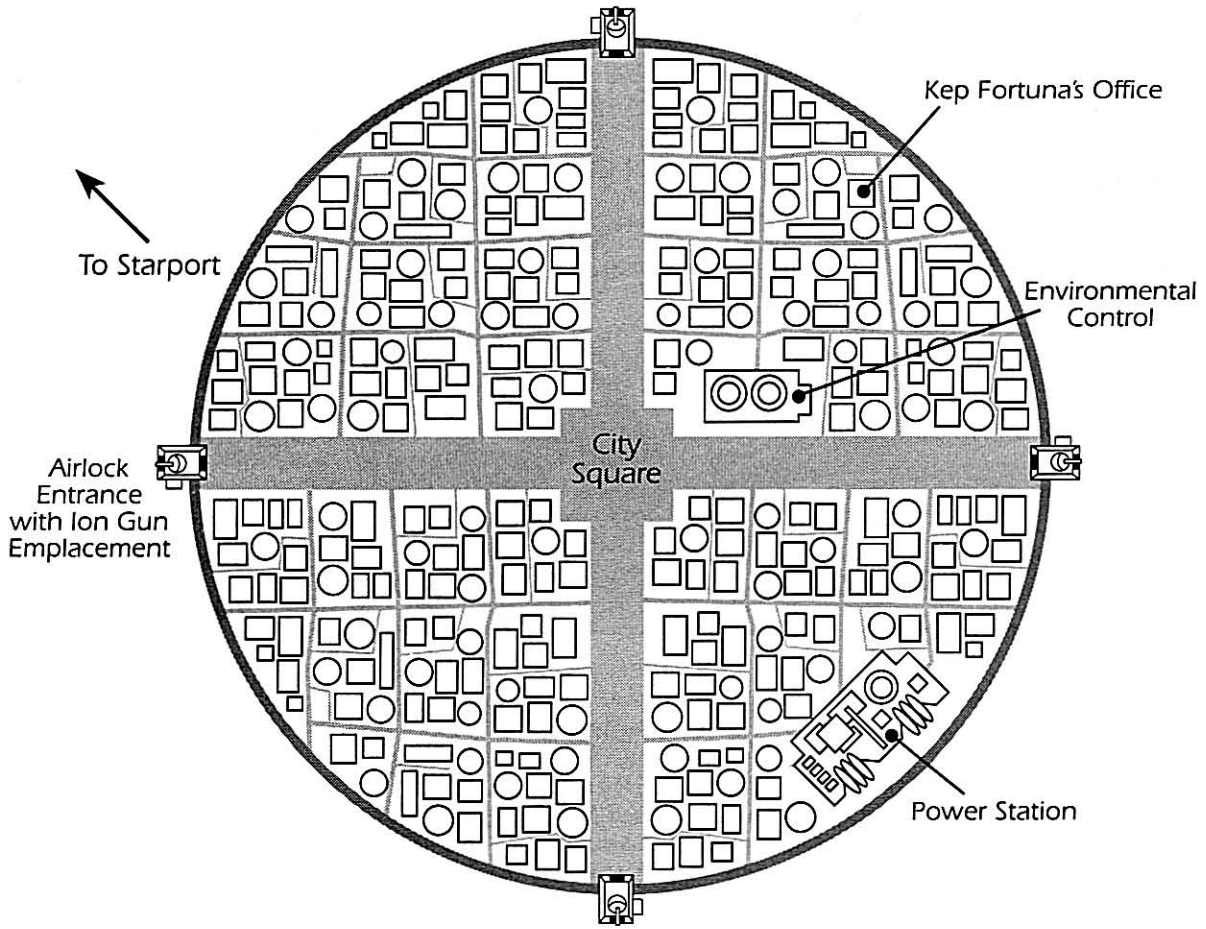
Special Abilities:

Tentacles: Twi'leks can use their head tails for communication. See page 137 of *Star Wars: The Roleplaying Game, Second Edition*.

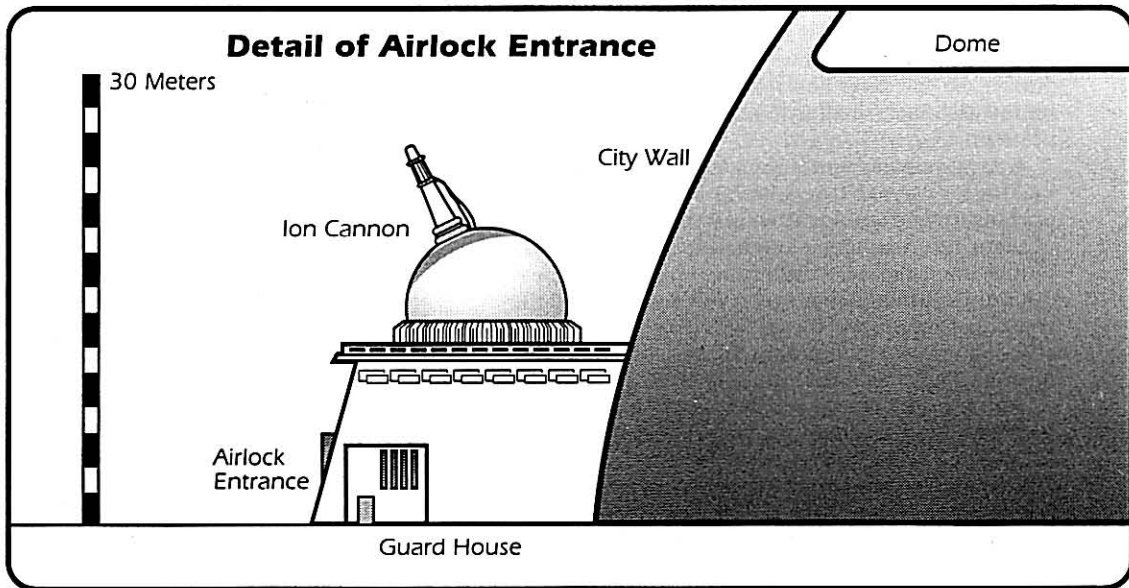
Character Points: 12

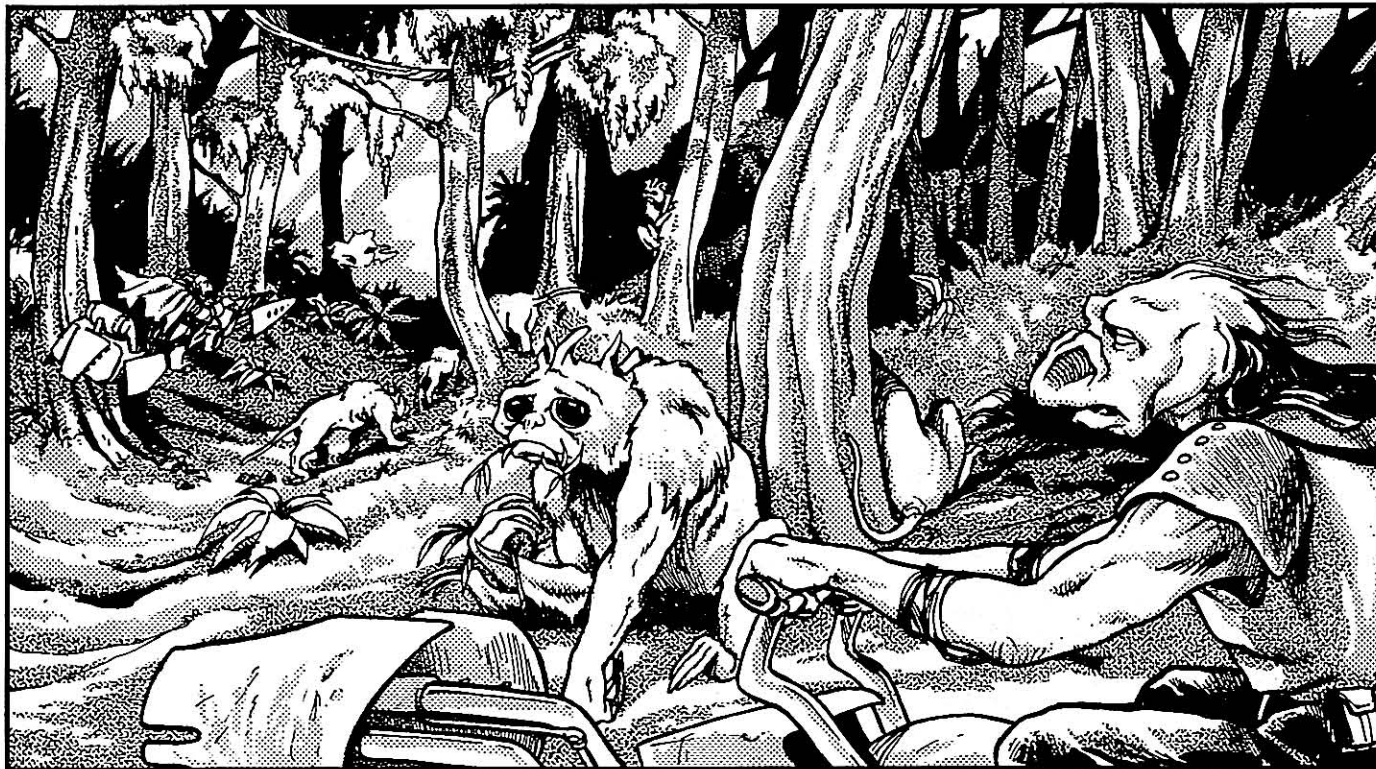


KIDRON DIAGRAM High City of Refuge



Detail of Airlock Entrance





Move: 10

Equipment: Blaster pistol (4D), datapad, comlink

Capsule: Kep is a Twi'lek. He keeps his head tails draped over his shoulders proudly. Kep is hiding from Jabba the Hutt. It appears that Kep was visiting a distant relation, Bib Fortuna, at Jabba's palace. Somehow, a few small trinkets from Jabba's inventory accidentally found their way into Kep's robe pockets. Kep has long since sold the items, and eventually ended up on Kidron, where he was able to bribe his way into being selected as city manager. While Kep has tried to keep order in the city and maintain good relations with the Orfites, he has also sold his power to a local crime boss, Staarn. So far, Kep has managed to keep Staarn happy without revealing his affiliation to the public at large.

Kep is a sneaky, ambitious fellow who is always looking for ways to turn adversity to advantage. He is a coward and would rather talk or con his way out of a jam. Interestingly enough, Kep's new responsibilities have mellowed him somewhat, so that he is not only interested in his own welfare, but also the welfare of Refuge and the guests. Thus, while he will still con, cajole, manipulate, blackmail, and bribe, he does it with the best interests of Refuge in mind.

At the worst, guests warily tolerate him. At best, he is well liked, since Kep is a very good administrator. Kep "advises" people on the best courses of action, and his advice most always turns out to be remarkably sound. This is because Kep has manipulated Refuge events enough so that while people are free to do what they want, it is in their best interests to do things his way.

■ Staarn

Type: Bothan Crime Lord

DEXTERITY 3D

Blaster 5D, dodge 4D+1

KNOWLEDGE 2D+2

Alien species 5D+2, bureaucracy 4D+1, business 4D+2, cultures 5D, languages 4D+1, streetwise 6D+2

MECHANICAL 2D+1

Astrogation 3D+2, space transports 3D+2

PERCEPTION 4D+1

Bargain 7D, con 6D+2, forgery 5D, gambling 6D+1

STRENGTH 2D+2

TECHNICAL 3D

Computer programming/repair 5D+1

Character Points: 8

Move: 10

Equipment: Blaster pistol (4D), elegant robes and Bothan business suit, comlink, datapad

Capsule: Staarn is a Bothan crime boss who has spent the past two decades on Kidron. Ousted from his society shortly after going through his clan's rite of adulthood, Staarn took up a life of crime. To him, organized crime wasn't much of a stretch from the usual Bothan in-fighting and maneuvering. He has built up a small ring of confidence tricksters and specializes in illegal, high-interest loans. He disdains dealing with slaving and spice smuggling, viewing such activities as crude and unrefined. Staarn enjoys being the center of attention: his spacious townhouse is known for its wild parties. He can often be seen about Refuge, flaunting his wealth through his rich clothes and expensive speeders. It is common knowledge that Staarn is a criminal, but most of the people of Refuge view him as harmless: you'd have to be a fool to take out a

loan from him. Most of Staarn's business comes from off-world. Staarn, being a practical being, is more than willing to arrange creative solutions to defaulters. Rather than physical harm, he will often ask a "simple favor," such as retrieving vital information on secret business dealings, special computer codes to military or business complexes, or other bits of priceless help. Of course, Staarn has been able to use this information to generate a personal fortune.

Creatures

■ Kril

Type: Domesticated Food Animal

DEXTERITY 1D

PERCEPTION 1D

STRENGTH 1D

Lifting 3D, climbing 4D

Special Abilities:

Hooves: Do STR+2 damage

Horn: Do STR+1D+1 damage

Move: 7

Size: 1.5 meters tall at the shoulder, up to 2.5 meters long

Orneriness: 2D

Capsule: Krils are the most plentiful form of livestock on Kidron. The creatures are large, climbing herd herbivores perfectly suited to the jungle environment and light gravity of the world. Krils have a single horn on their foreheads, and large, wide saucer eyes. Many Humans find the krils to be "adorable," something that puzzles the Orfites.

Krils are not particularly intelligent, and are easy prey for Kidron's predators; they reproduce quickly enough that the species survived. The Orfites domesticated them thousands of years ago, breeding them into larger creatures with more meat. Krils are calm animals, can be spooked into stampeding with an Easy *intimidation* roll.

Krils emit a braying call when angry, and a soft humming when they are content. The humming is pleasing to Humans, which only serves to make the krils more adorable, in their opinion.

■ Jammer

Type: Wild Predator

DEXTERITY 2D

Dodge 4D, flight 4D+2

PERCEPTION 3D

Hide 6D, sneak 8D

STRENGTH 2D

Brawling 6D, stamina 7D

Special Abilities:

Flight: Jammers can fly using the *flight* skill.

Tentacles: Do STR+1D damage

Teeth: Do STR+2D damage

Scent Sacs: Scent clouds effectively blind Orfites and krils, both who use smell as a primary sense. When caught in a five meter diameter scent cloud, the Orfites and krils suffer -2D to all actions using vision or smell.

Move: 6 (walking), 12 (flying)

Size: 2.0 to 3.0 meters long, average wingspan 3.0 meters

Capsule: Jammers are manta-ray like creatures that live in the jungles of Kidron. They use a combination of air sacs and their "wings" to keep aloft. They are ferocious predators who can emit a horrendous stench cloud five meters in diameter that "jams" the olfactory senses of the Orfites and the krils, their traditional prey. Non-Orfites who have no breathing apparatus must make a Very Difficult *Strength* roll or be nauseous and unable to move for 1D+1 rounds.

Adventure Idea

A criminal (possibly a henchman of Lud Chud or Boss Kagle that the characters met when dealing with one of those bosses) wishes to hire them to take her to Kidron for refuge. She claims to be tired of the dangerous life of organized crime.

While this is true to an extent, she is also hiding a datachip that details the crime boss' dealings with the Empire. She had hoped to sell the information, but all her attempts have gone awry.

The crime boss, unhappy with this betrayal, hires a bounty hunter to catch the thief. Of course, she expects this. The Empire, equally unhappy, sends some undercover Imperial Security Bureau (ISB) agents to retrieve the chip; she does *not* know about this. The characters find themselves tailed and endangered as they travel throughout Kidron.



Merisee

Merisee

Type: Agricultural plains
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Plains
Length of Day: 24 standard hours
Length of Year: 315 local days
Sapient Species: Meris (N), Teltiors (N)
Starport: 3 standard class
Population: 310 million
Planet Function: Agriculture, homeworld
Government: Participatory democracy
Tech Level: Space
Major Exports: Grain, alcoholic beverages, pharmaceuticals
Major Imports: High tech
System: Meris
Star: Maris (yellow)

Name	Planet Type	Moons
Meris I	searing rock	0
Meris II	steaming jungle	0
Meris III	steaming jungle	1
Merisee	terrestrial	2
Meris V	barren wasteland	2
Meris VI	frigid wasteland	0

World Summary

Merisee is a temperate planet, with a mild, consistent climate and plenty of fertile land. Merisee has two moons, Tola and Meriso. The world is homeworld to two closely related races of aliens, the Meris and Teltiors, and Merisee has become a major agricultural producer for Elrood Sector. The world is a paradise in many ways, with a prosperous economy, an enlightened government and a high standard of living with much personal freedom. However, there is a darker

side to Merisee — the Loag, a special order of assassins, with a long, though obscure history, who inhabit this world.

System Summary

Maris is a yellow star, the source of life in Meris system. The first two planets are searing and undeveloped. Meris II is home to primitive, heat-resistant life forms — some corporations have investigated the possibility of genetically engineering these bacteria to produce molecules that can be incorporated into heat shielding. At this point, experimental results have been promising, but the process is expensive.

Meris III's rich natural environment has led to the development of many unique life forms; one plant has proven to be a particularly effective treatment for Taren plague and related viruses. There are several harvesting colonies on the planet, with pharmaceutical refinement factories on Merisee.

Meris V is a chilly, barren wasteland. There are some as yet undiscovered ore deposits. Meris VI is a frigid planet swept by constant ice storms. Meris VI has a breathable type II atmosphere in warmer seasons; in winter, the air is too cold to be safe without a heating mask filter.

Starports

Merisee has three primary starports: Merisee Prime, Merisee Agra, and Merisee Dispatch. Merisee Prime and Merisee Dispatch are both located outside the capital city of Caronath.

Merisee Prime is the largest port on the world, and is primarily for passengers, business travelers and small and moderate cargo vessels. Merisee Dispatch is a passenger facility and also provides direct access to the medical facilities in the city.

Merisee Agra is a cargo port, where toz grains, Utozz, and various pharmaceuticals are shipped in bulk. For those major vessels capable of planetary landing, there are appropriate facilities. However since many bulk transports aren't capable of planetfall, a large portion of the port's traffic includes surface-to-orbit transports.

History

To understand the Merisee of today, it is important to understand the history of the world. Merisee is the homeworld of a humanoid alien species with two distinct races, the Meris and the Teltiors.

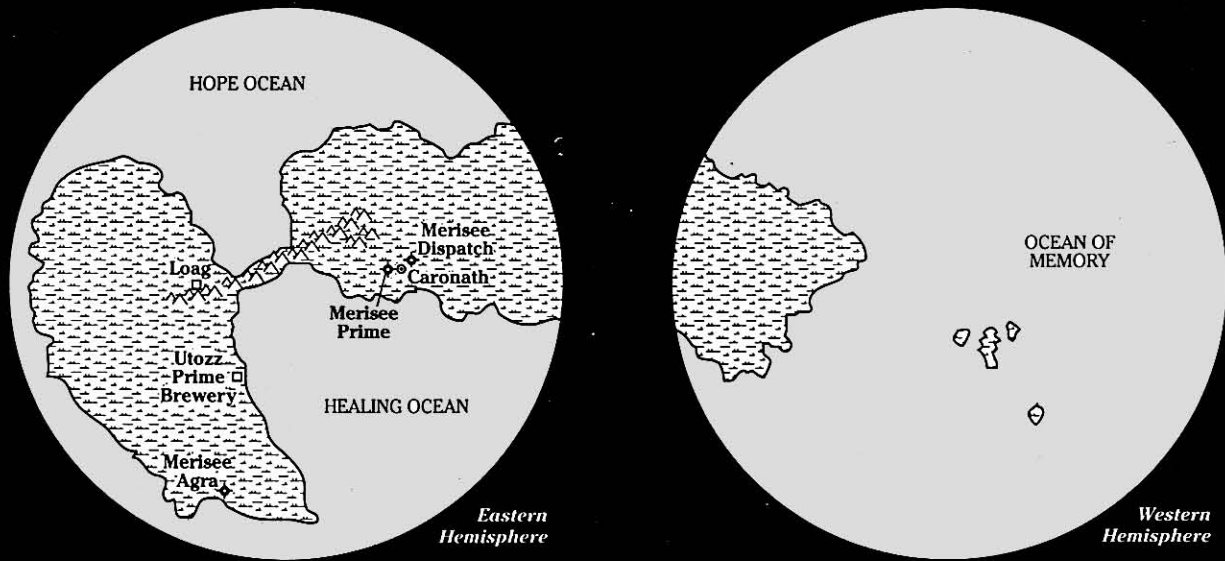
System Datafile

Meris system, star: Maris, yellow sun. Six planets in system. Merisee, fourth planet in system, is the agricultural center of Elrood sector.

Upon entering Meris system, the characters' ship will receive the following broadcast ...

"Welcome to Merisee, 'Breadbasket of Elrood Sector.' We hope your stay here is pleasant. If your arrival has been previously scheduled, please turn to frequency J-33-567-Y32 for further instructions. If you have a medical emergency, please tune to frequency J-45-411-K77, and notify the duty officer in charge. An emergency team will be waiting for you when you land. If you have other business to declare or need further instructions, turn to override channel 47, where a traffic controller will assist you."

World Map of Merisee



For millennia, both races remained ignorant of each other. The world's two major continents were separated by a vast ocean that was constantly disturbed by devastating storms. The storms were so fierce that even the coasts of the continents were dangerous to live on — it was not uncommon for flood waters to reach over 100 kilometers inland (the majority of Merisee's land is plains just barely above sea level). This prevented long-range exploration, so while the two races both developed technology, sea travel was virtually unknown.

This changed thousands of years ago. Inexplicably, violent volcanic eruptions and seismic shifts wrenched the planet. Weather patterns shifted and temperatures changed just enough to change the air streams. The oceans calmed and a land bridge connecting both continents emerged. This period is referred to as "the Joining," and preceded a period of bloody warfare that would hang like a shadow over Merisee for a thousand years.

First contact between the Teltiors and the Meris was violent. The two races had completely conflicting philosophies and attitudes, and struggle seemed inevitable for neither side considered compromise possible. The first two or three centuries saw sporadic warfare and abortive colonization attempts on the other race's continent. Eventually, the conflict escalated into full-scale warfare. Over the next seven centuries, billions died, as the rich farmlands were devastated by radiation and bio-

logical weapons. However, due to the need to survive, the Meris and Teltiors developed very advanced medical techniques.

As the world faced final devastation, and with both populations on the brink of extinction, the races made a peace. Reluctantly, they put aside their differences and began working on restoring their world. Fortunately, a planet is a hardy thing and the world slowly rebounded from the centuries of abuse. As new generations were born and raised in a tradition of cooperation, hate became distrust, and then rivalry, and then, in time, friendship.

While the world was still reeling from the effects of a thousand years of war, and the populations were still small, there was hope. The Old Republic discovered the planet and in quick time, Merisee joined. At first, the Republic lent assistance by loaning countless decon droids, who sped up the repair of Merisee's fragile ecosphere. In a few centuries, Merisee had gone from being a world dependent upon the Republic to one that was providing food, medicine and other valuable goods to other member worlds.

The warlike factions of Meris and Teltiors, unable to tolerate the idea of peace, retreated into the mountains. Ironically, both groups' hatred of each other drove them together. These two violent factions realized that the days as warlords were past. However, there were others off-world who would pay handsomely for those who savored killing. Both groups united into a

single group called the Loag, a mixture of the Meri and Teltior words for warrior. They perfected their arts of combat and assassination and became a secret cult of hired killers.

As the cult grew, however, the Loag became overconfident. They wanted the population of Merisee to bend to their will. The Loag began an escalating campaign of terror and sabotage; they instigated incidents between the two races. The general populace learned to fear the name Loag. However, the Loag did not count on the intervention of the Jedi.

A half dozen Jedi Knights, aware of the pattern of hired killings coming from the Merisee area, resolved to end the terror. A year later, the Loag was scattered and broken, the cult's power stripped away. It was presumed that the Loag was destroyed, but that was not so. Many Loag assassins faked their deaths and sought seclusion and secrecy.

A grateful population venerated the Jedi Knights, who lost three of their number in the campaign. The remaining three left Merisee.

Quietly, the Loag was rebuilt. This time, the assassins selected only those who would be bound by the rigid tradition of secrecy. The organization flourished again, but this time with a greater veil of secrecy. Even today, the average Merisee native says that the Loag cult was long ago destroyed. It is unknown if the Loag will ever seek power on Merisee again.

Caronath

Caronath is the capital city of Merisee, with a population just over five million. As the only major city on the planet, it is home to many of Merisee's corporations. It is the most common destination for off-world business travelers, as well as the center of Merisee's impressive medical facilities.

The Meris and Teltiors are a hard working people and not given to wild celebrations. Caronath is a quiet city, with few social clubs or taverns. The few ones here do a very brisk business. If there is someone from off-planet on Merisee, he will be very easy to find, since there are not many places to look. The most popular Merisee social spots are the Utoz Houses.

Caronath does offer a large number of public parks, many of which have "thinking gardens." For a small fee (averaging five credits per hour), a person can rent a small, closed off area of a park. They will have this area all to themselves for solitude and contemplation. Of course, these gardens can be used for less noble purposes — it is known that meetings of shameful lovers or contracts for Loag assassins have been arranged within the seclusion of these gardens.

There are also many counselors near the parks or who have businesses in the city proper. These counselors offer advice and listen to the problems of others. This tradition was established as part of Merisee's medical tradition, the people here believing that healing is a physical and mental process. However, this tradition is popular with those who simply want privacy and advice.

■ Meris

Attribute Dice: 12D
DEXTERITY 3D+2/6D
KNOWLEDGE 1D/4D
MECHANICAL 1D/4D
PERCEPTION 1D/4D
STRENGTH 2D/4D
TECHNICAL 2D/4D

Special Skills:

Knowledge skills:

Weather Prediction. Time to use: one minute. This skill allows Meris to accurately predict weather on Merisee and similar worlds. This is a Moderate task on planets with climate conditions similar to Merisee. The task's difficulty increases the more the planet's climate differs from Merisee's. The prediction is effective for four hours; the difficulty increases if the Meri wants to predict over a longer period of time.

Agriculture. Time to use: five minutes. Agriculture enables the user to know when and where to best plant crops, how to keep the crops alive, how to rid them of pests, and how to best harvest and store them.

Special Abilities:

Skill Bonus: Meris can choose to focus on one of the following skills: *agriculture, first aid or medicine.* They receive a bonus of +2D to the skill, and advancing that skill costs half the normal amount of skill points.

Stealth: Meris gain a +2D when using *sneak.*

Move: 10/12

Size: 1.5–2.2 meters

Capsule: The Meris are a tall humanoid race with dark blue skin. They are very similar to their fellow Teltiors; distinguishing characteristics include a pronounced eyebrow ridge, a conical ridge on the top of the head, webbed hands with an opposable thumb and opposable end finger, inward spiralling cartilage leading to the ear canal and several thick folds of skin around the neck. Meris move with a fluid grace, and have amazing coordination.

While once a true race of warriors, the Meris have learned how to peacefully coexist with the Teltiors. Many Meris have applied their intelligence to farming and healing, but there are many others who have gone into varied fields, such as starship engineering, business, soldiering and numerous other common occupations.

The Meris are a friendly people, but they will not blindly trust those who haven't proven themselves worthy of trust. Like most other species, Meris have a wide range of personalities and behaviors — some are extremely peaceful, while others are quick to anger and fight. The Meris are a hardworking people, many of whom spend time in quiet contemplation or playing mental exercise games like holochess.

■ Teltiors

Attribute Dice: 12D
DEXTERITY 3D/5D+2

KNOWLEDGE 1D+1/4D+2
MECHANICAL 1D+1/4D+1
PERCEPTION 1D/4D
STRENGTH 2D/4D
TECHNICAL 1D+2/4D

Special Abilities:

Skill Bonus: Teltiors may choose to concentrate in one of the following skills: *agriculture, bargain, con, first aid or medicine.* They receive a +1D bonus, and can advance that single skill at half the normal skill point cost.

Stealth: Teltiors gain a +1D+2 bonus when using *sneak.*

Manual Dexterity: Teltiors receive +1D whenever doing something requiring complicated finger work because their fingers are so flexible.

Move: 10/12

Size: 1.5–2.2 meters

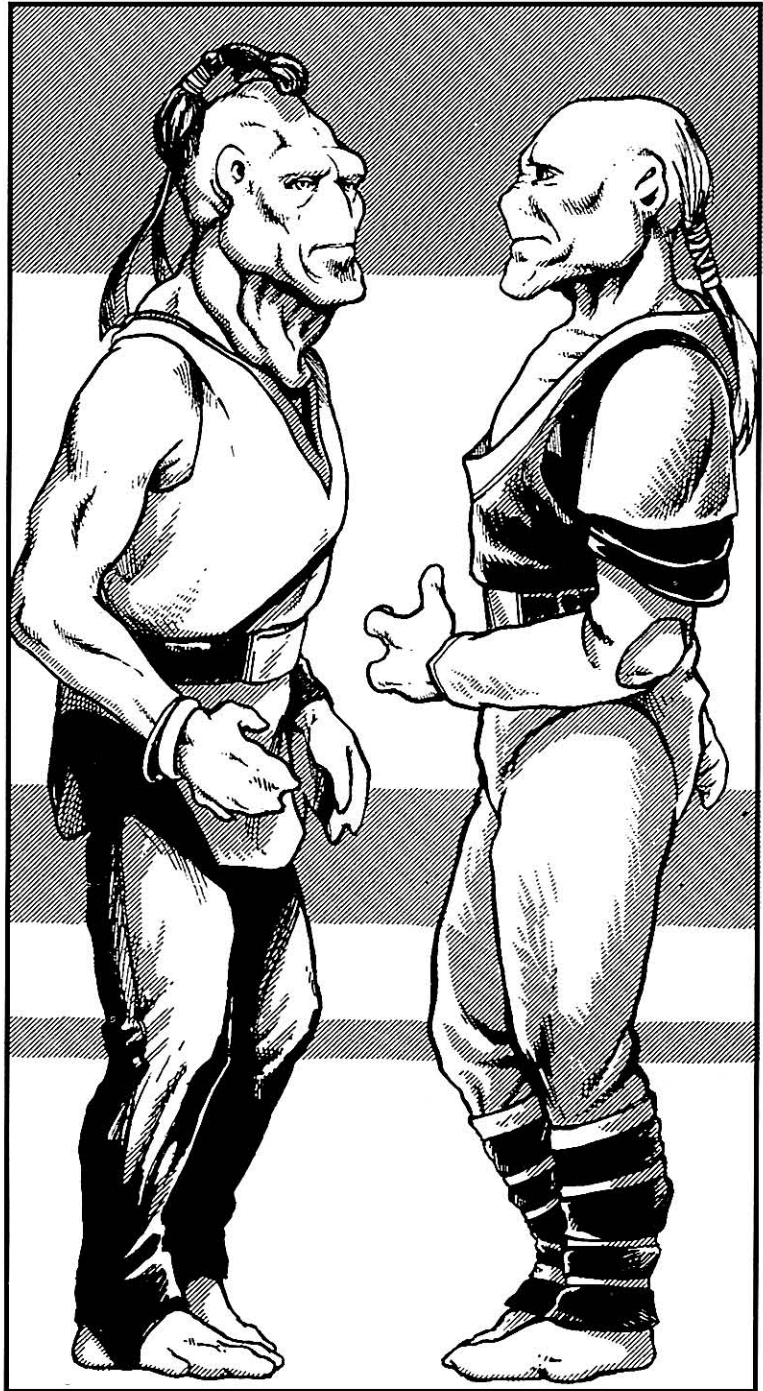
Capsule: The Teltiors are a tall humanoid race, closely related to the Meris. They have pale blue to dark blue or black skin. They lack the Meris' pronounced conical ridges, eyebrow ridge and folds of neck skin. They have a much more prominent vestigial tail and three fingered hands. The three fingers have highly flexible joints, giving the Teltiors much greater manual dexterity than many other species. Teltiors traditionally wear their hair in long ponytails down the back, although many females often shave their heads.

The Teltiors have shown a greater willingness to spread from their homeworld, and many have found great success as traders and merchants. Although the Teltiors don't like to publicly speak of this, there are also many quite successful Teltior con men, including the infamous Ceezva, who managed to bluff her way into a high stakes sabacc game with only 500 credits to her name. She managed to win the entire Unnipar system from Archduke Monlo of the Dentamma Nebula.

The Loag

The Loag, the group of assassins once thought eliminated, have returned to Merisee. Their actions, while hidden from the commoners of Merisee, have far-reaching effects around the planet. The Loag has a secret citadel carved from a hollowed out dormant volcano near the land bridge.

It is extremely difficult to make contact with the Loag. If their presence was ever publicly revealed, Merisee's government or the Empire would take actions to eliminate them. The Loag cult accepts contracts from many sources — crime lords, disgruntled governments, even Imperial officers and dignitaries with someone to silence. The Loag cult has many loyal informants throughout the galaxy who contact those who would hire Loag assassins. There have been some cases of informants who attempted to betray the Loag — they all ended up dead at the hands of Loag assassins, so even informants cannot tell when they are being spied upon. Assassination fees are high (the lowest known fee was 5,000 credits), but the Loag is known for being able to fulfill its contracts.



■ The races of Merisee: a Meri (left) and a Teltior (right).

There is a power struggle going on within the Loag. The largest faction wants to make sure that the Loag remains anonymous, aware of the legacy of the past and convinced that it is too early to make a move for power. They want to conduct all the business they can, mostly off-world, and help defend their best interests.

The smaller faction, which currently comprises about five percent of the Loag but also boasts

some very charismatic leaders, wants to become more visible and exert power and influence over Merisee affairs. If they believe that the Loag is being threatened in any way, they will take matters into their own hands. They are convinced that the Empire wouldn't crack down on this bid for power if the group made it clear that they would be loyal to the Empire and the sector Moff, who clearly despises Merisee's virtually invisible and ineffectual governor, Branff Miro.

■ Typical Loag Assassin

Type: Assassin

DEXTERITY 4D

Blaster 7D, brawling parry 6D, dodge 8D, grenade 7D, melee combat 7D, melee parry 6D, missile weapons 7D, pick pocket 6D, running 8D, thrown weapons 6D

KNOWLEDGE 3D

Alien species 4D, cultures: Elrood Sector 5D, intimidation 7D, languages 4D, law enforcement: Elrood Sector 5D, planetary systems: Elrood Sector 3D+2, streetwise 4D, survival 6D, willpower 6D

MECHANICAL 2D

Beast riding 5D, communications 4D, ground vehicle operation 5D, hover vehicle operation 5D, repulsorlift operation 5D, swoop operation 4D

PERCEPTION 3D

Command 6D, con 7D, hide 7D, persuasion 5D, search 6D, sneak 8D

STRENGTH 4D

Brawling 7D, climbing/jumping 6D, stamina 6D, swimming 6D

TECHNICAL 2D

Blaster repair 4D, computer programming/repair 4D, demolitions 5D, first aid 5D, security 5D

Force Points: Varies, typically 0-5

Dark Side Points: Varies, typically 0-5

Character Points: Varies, typically 3-15

Move: 10

Equipment: Blaster pistol (4D), Merisee curved dagger (STR+1D, 3D for poison for five rounds), zolall poison vial, camouflage clothing (+1D to *sneak* in darkness), comlink, molecular climbing spikes (-2D to *climbing*).

Capsule: A Loag assassin is usually dressed in slate-gray camouflage clothing (complete with hood), with his items in small packs located conveniently all over his body.

Loag assassins smear their Merisee curved daggers with zolall venom. One application is good for four hits or two hours. The average vial has enough for ten applications.

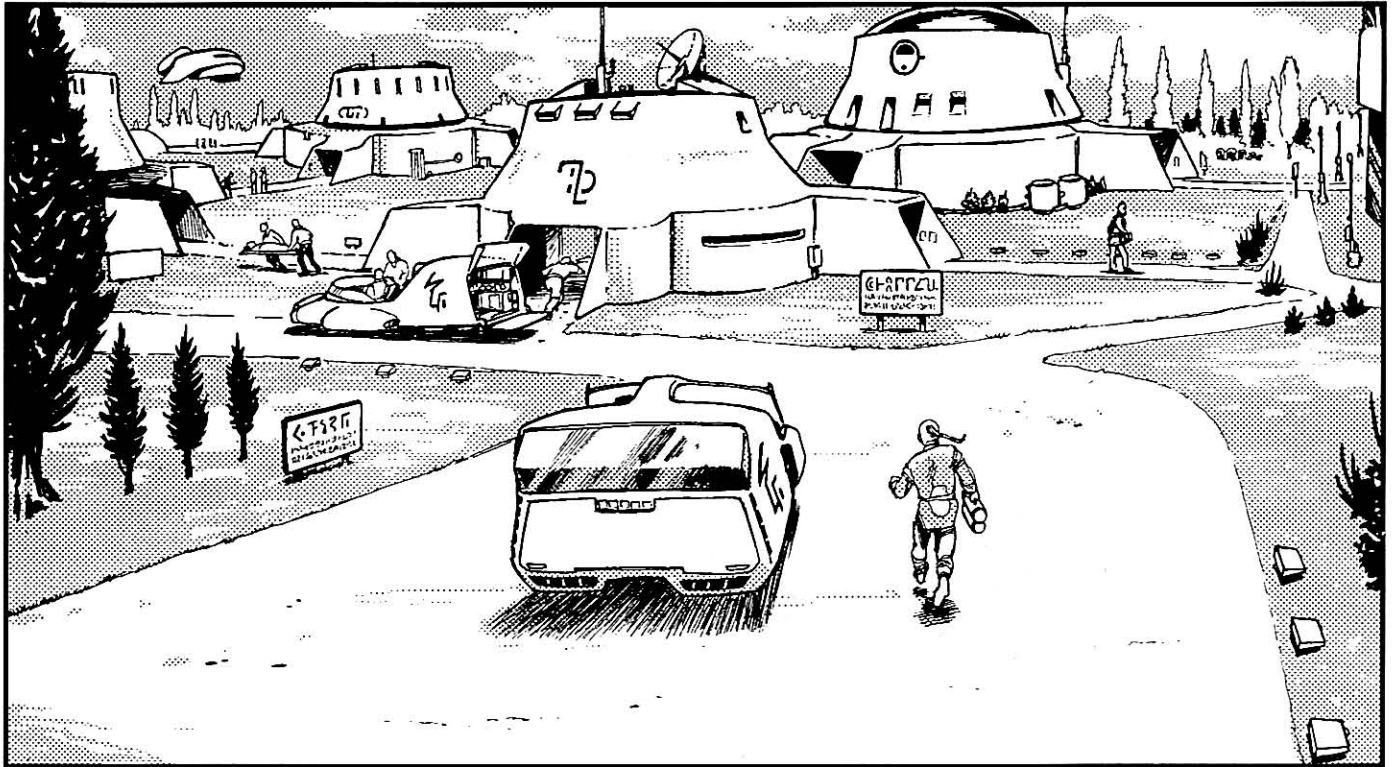
The Cult of Those Who Redeem

After the Jedi defeated the Loag, many Meris and Teltiors began worshipping them and their code. They formed the Cult of Those Who Redeem, and they are commonly called the Cult by Merisee residents. This organization has taken on quasi-mystic status on the planet.

Prospective members must go through an exhaustive schedule of tests to join, and those within the organization must swear to keep their affiliation secret.

Members of the Cult swear to try to uphold the Jedi Code to the best of their ability. They also attempt to unlock the secrets of the Force, but this is less important than maintaining the purity of spirit and thought necessary to be a Jedi. Many of Merisee's most popular and influential personalities are members of the this cult. They act in a variety of ways to preserve peace, protect the weak and innocent, and improve the quality of





life on their world. Some take direct action, acting as vigilantes, while others work within the government or business to support enlightened government policies or provide help and assistance to those who need it.

The Cult must remain secret so as not to trigger a “cleansing” by the Empire. Since Emperor Palpatine realized that the greatest threat to his rule was the Jedi Knights, he cannot allow a cult worshipping their ideals and spreading their myths to exist. Any Jedi who visits Merisee will attract the attention of the Cult, sparking what would surely be an interesting encounter.

Merisee Grand Medical Facility

Located in the heart of Caronath, the Merisee Grand Medical Facility is a series of several buildings dedicated to the healing arts. While prices are expensive (about double the normal charge of medical treatment), the care is better (reduce any difficulties by one level) and quicker (cut healing times to two-thirds normal).

The Grand Medical Facility is staffed with the Elrood Sector’s finest doctors, nurses, specialists, technicians, and medical droids. There is even a staff of droid programmers who will reprogram and recalibrate medical droids for off-worlders.

Merisee Asylum

This is a special facility adjoining the Grand Medical Facility. Special containment cells have had to be built to accommodate the vast assort-

ment of beings who pass through here.

This is a likely place to find victims whose minds have been tampered with by someone using the dark side of the Force, aside from the common causes of mental illness. Some important clues about the whereabouts of such people can be found by talking to the victims, although it may take several hours or even days to gain any useful information.

Utozz Prime Brewery

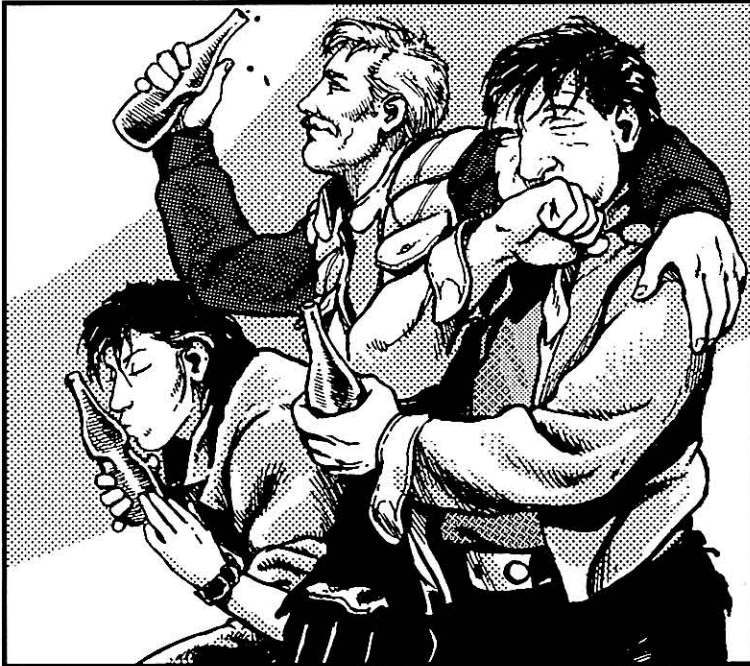
This is a huge corporation with headquarters on Merisee. UPB is the biggest brewer of Utozz, the brand name for a fermented malt beverage made from the toz grain; it is widely popular throughout the sector. The second largest Utoz brewer is Merisee Smooth.

UPB employs many people as transport pilots. They have had some problems with hijacked shipments of the popular brew, so there is the possibility that they might employ characters as guards.

Intoxication is a very real possibility with Utoz. Every mug requires a *stamina* roll to prevent the imbiber from getting drunk. The first *stamina* difficulty is Easy. The difficulty increases by one level per mug drank; the difficulty decreases one level per hour that passes without another Utoz.

Collective Farms

Because of the expense of modern farming, Merisee’s most common agreement is the collective farm. This arrangement allows for the most



■ Utoz is an acquired taste ...

efficient use of droid machinery and other equipment. An average collective farm is a self-contained community numbering between 24 and 120 people. The farm has a council (one member per eight people) that sees to the day to day operation of the community. A group called the Agra Alliance (with one alderman from each region of the planet) sets prices, controls production, and tries to ensure fair treatment for all farmers. The collective farms grow toz grain in great amounts, as well as raise several types of animals for food.

Creatures of Merisee

■ Zolall

Type: Nocturnal Predator

DEXTERITY 2D

Dodge 4D

PERCEPTION 2D

Hide 4D, search 6D, sneak 5D

STRENGTH 5D

Brawling 7D, climbing/jumping 6D+1, lifting 7D, stamina 6D+1, swimming 6D

Special Abilities:

Tail: Does STR+1D constricting damage each round. Victim must make successful opposed *Strength* roll to break free.

Teeth: Do STR+2D damage, plus 4D for poison for two rounds.

Move: 9 (walking), 15 (flying)

Size: 1.7 meters long (plus an additional 2-meter tail), 3.5-meter wingspan

Capsule: The zolall is a hairless, slippery, smooth-

skinned creature with a long tail and floppy triangular wings. It keeps itself aloft by air sacs located in its abdomen.

The zolall is a nocturnal hunter that haunts the wild areas of Merisee. It is a vicious, daring predator that will attack herd animals and people alike. If a victim is struck by the zolall's tail, he is wrapped tight in its coils. He can do no other action beside attempting to break free.

The Loag assassins prize the zolall for their poison sacs, located under the creature's tongue. Zolalls can be trained as watch animals, although they are never completely trustworthy. Merisee medical experts also value zolall venom, for, in a modified form, it can be used as an anesthetic.

Pharmaceuticals

The planet Meris III is an important source of exotic plants that are used for pharmaceutical purposes. A small harvesting station and landing field, manned by two dozen Merisee natives, oversees harvesting.

The chief drug company is Merisee Prime Pharmaceutical, headquartered in Caronath. The company's biggest concerns are pirates who hijack the processed shipments, or illegal harvesters who try to harvest the plants and take them to some other planets for processing.

Adventure Idea

The characters are hired by Merisee Prime Pharmaceutical to guard a valuable shipment of antivenin from Merisee to Coyn. Unfortunately, some pirates have caught wind of the shipment, and will make two tries to get the shipment.

The first attempt will be right before the characters leave Merisee Prime Starport. Essentially, the first attempt is a land based skirmish. The second will be in space, where the pirate ships attempt to disable and board the characters' ship.

Adventure Idea

A Cult member, who happens to work as a chemist for Merisee Pharmaceutical, is trying to develop a serum that gives the wearer Force-like powers. Of course, the serum will not work, but this is not known.

Several radical Loag, Imperial agents, and criminal elements will want the formula for their own use.

The Cult member may be misguided, but he is no fool. He hires the characters to be his bodyguards, though he refuses to tell them what he is working on. The characters will have to fend off attacks from the various elements, while trying to ascertain what it is the chemist is working on.



Derilyn

■ Derilyn

Type: Occupied urban police-state
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Urban, plains, forest, mountains, desert
Length of Day: 27 standard hours
Length of Year: 350 local days
Sapient Species: Coynites, Gamorreans, Humans, Meris, Teltiors
Starport: 2 Imperial class, 2 stellar class
Population: 2 billion
Planet Function: Trade, manufacturing
Government: Imperial governor police state
Tech Level: Space
Major Exports: High tech
Major Imports: Raw materials
System: Derilyn
Star: Deril (medium yellow)

Name	Planet Type	Moons
Dar	searing rock	0
Alorthas	searing rock	0
Kalis	jungle	1
Takornan	jungle	2
Derilyn	terrestrial	1
Fahul	barren rock	2
Sotipe	gas giant	14
Serrata	gas giant	5
Belorphyn	ice ball	0

World Summary

Derilyn is a planet under the boot of the Empire, brutally conquered by Imperial forces 10 years ago. Derilyn boasts a variety of terrains, including deserts, mountains, swamps, plains, woodlands, and arctic zones. Its orbit and axial tilt give it seasons with a hot summer (20° to 30°) and a cold winter (-10° to 10°).

Derilyn serves as the Empire's base for Elrood Sector operations. System space around the planet is known as "Imperial Interdicted Space." The world is held under police state conditions: all civil rights are suspended, citizens may be arrested upon suspicion of treason (without any proof), and all penalties for offenses (proven or suspected) are the province of the commanding regional military officer. Commerce is strictly supervised and citizens live in constant fear of being hauled away by Imperial forces.

System Summary

The Deril system has a medium yellow star. The two planets closest to the star are uninhabitable. Dar and Alorthas are small, thin-atmosphere, sun-scorched worlds of no real economic value. Kalis is a harsh world with a thick, boiling atmosphere. There is no life on the world. Takornan is a jungle

world with a type III (breath mask required) atmosphere. The exotic fauna and the considerable mineral deposits make it a prime target for Imperial exploitation.

Fahul is an airless, lifeless world. The Empire is considering building a slave prison on the world, as there are some valuable ore deposits buried deep in the planet's crust.

Sotipe and Serrata are gas giants. Serrata is a near-star, its mass falling just below the necessary level to make the transition. In the sky of Derilyn, Serrata is a reddish disk as wide as the length of a man's index finger.

Belorphyn is an inhospitable ice ball with an oblong orbit (due to Serrata's influence): for a portion of its "year," it actually is closer to Deril than Serrata.

Approaching Derilyn

Characters wishing to travel to Derilyn are *strongly* advised to obtain a Derilyn Travel Waiver before going to the system. This permit may be obtained from any Imperial Navy office within the sector (there are offices in Elrood's and Coyn's major starports). The permit costs 100 credits. To get a permit, the ship's captain must provide a complete list of cargo, ship's weaponry, crew members and passengers, destination port, business to be conducted on Derilyn, customers' names on Derilyn, and projected arrival time. Characters may try to forge permits as described on page 84 of *Star Wars: The Roleplaying Game, Second Edition*. A new permit must be acquired for each trip to Derilyn.

While the permit won't necessarily grant the vessel permission to enter the system, it means the local patrol ships are much less likely to confiscate

System Datafile

Derilyn system, star: Deril, medium yellow star. Nine planets in system, Derilyn is inhabited. This world is under Imperial martial law.

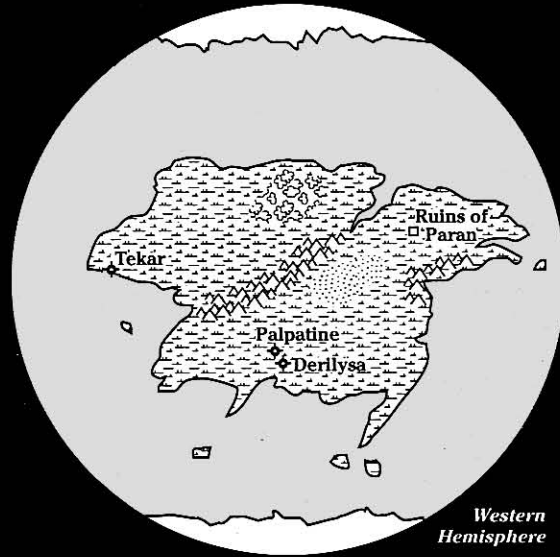
From the Corellian Merchants' Guild:

WARNING! *Derilyn is a restricted system under martial law. Imperial blockades zealously enforce trade restrictions — violators or suspected violators are likely to end up as slaves for the Imperial Mining Corporation. Proceed at your own risk.*

World Map of Derilyn



Eastern Hemisphere



Western Hemisphere

the vessel and enslave the crew members for violating the Imperial blockade of the system. Additionally, upon applying for a permit, most ships are searched by Imperial customs inspectors, and naturally, most ships are boarded and searched upon entering Derilyn system.

The contingent of Imperial forces in the system is charged with preventing all unauthorized ships from landing anywhere in the system. If a ship refuses to submit for customs inspections, the Imperials have standing orders to disable or destroy the ship. These extreme orders have had the desired effect: few ships attempt to enter the system, and those that are caught entering illegally normally submit to inspection in short order. The characters are most likely to encounter one of the Skipray Blastboats, patrol ships, or customs vessels (normally paired with TIE fighters for additional firepower). For complete game statistics and information, see "Elrood Sector Overview."

Ships that are searched while still in space are directed to their appointed port; a small number of ships with permits are waved through without being searched. If a ship isn't scheduled for arrival in Derilyn, it will be directed to the Derilyn Space Defense Platform, an orbiting space station and defense platform.

If a searched vessel bears any contraband or people who are specifically wanted by the Empire, the ship will be seized and the crew taken to work in the mines of Berea. The customs official that the

characters will most likely run into is a man named Velgar Borf.

■ Derilyn Space Defense Platform

Craft: Modified Rendili StarDrive Space Platform

Type: Orbiting Space Defense Platform

Scale: Capital

Length: 4,225 meters

Crew: 8,750, gunners: 320, skeleton 2,560/+10

Crew Skill: Capital ship gunnery 5D, capital ship shields 5D, communication 4D+2, sensors 5D+2, starship gunnery 5D

Passengers: 10,400, 4,500 (troops), 1,000 (prisoners)

Cargo Capacity: 15 million metric tons (including sealed dry docks)

Consumables: 5 years

Cost: Not available for sale

Space: Immobile; orbits Derilyn, but may not alter course

Hull: 7D+2

Shields: 5D+2

Sensors:

Passive: 150/1D

Scan: 300/2D

Search: 600/3D

Focus: 20/5D+2

Weapons:

80 Turbolaser Batteries

Fire Arc: 20 front, 20 left, 20 right, 20 back

Crew: 3

Skill: Capital ship gunnery

Fire Control: 4D

Space Range: 3-15/35/75

Atmosphere Range: 6-12/75/150KM

Damage: 5D

40 Double Turbolaser Cannon

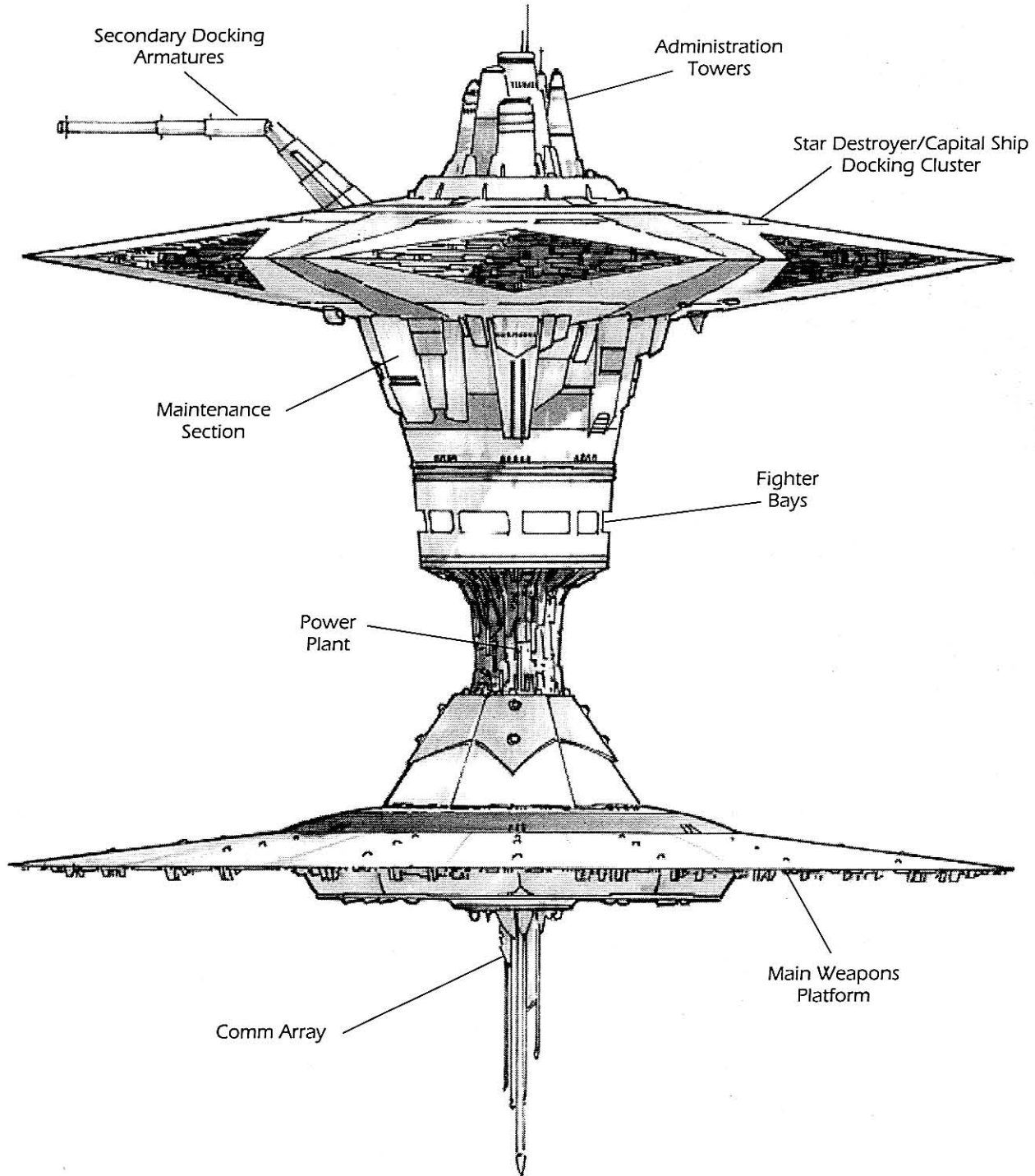
Fire Arc: 10 front, 10 left, 10 right, 10 back

Crew: 2

Scale: Starfighter

Skill: Starship gunnery

Derilyn Space Defense Platform



John Paul Lona



Velgar Borf

Type: Corrupt Customs Official

DEXTERITY 2D

Blaster 4D+2, dodge 5D+1

KNOWLEDGE 3D

Bureaucracy: Imperial customs 7D+1, languages 5D, law enforcement: Imperial customs 6D+2, planetary systems: Derilyn 5D+2, streetwise 6D+1, value 7D+2, willpower 3D+2

MECHANICAL 3D

Communications 5D, sensors 7D, space transports 6D, starfighter piloting 4D, starship shields 5D, swoop operation 4D

PERCEPTION 4D

Bargain 8D, command: Derilyn customs forces 7D, con 8D+1, forgery 6D, hide 7D, investigation 7D+1, persuasion 8D, search 8D+2, sneak 7D+2

STRENGTH 2D

TECHNICAL 4D

Computer programming/repair 8D+1, droid programming 7D, first aid 6D, security 8D+1, space transports repair 6D, starfighter repair 5D+1

Character Points: 8

Move: 10

Equipment: Blaster pistol (4D), comlink, datapad, glow rod, detection equipment (+1D to search), toolbelt

Capsule: Velgar is a slightly overweight middle-aged Human with unruly black hair. He wears the uniform of an Imperial Naval customs officer, but the uniform is often a bit rumpled or stained. It is a wonder that Velgar got as far he did. Joining Imperial Naval Officers School as a result of family connections, Velgar proceeded to behave in a thoroughly substandard fashion. His personal grooming habits and indifferent attitude created the image of a very poor officer. Velgar, however, has a knack for finding things and getting information, and this talent enabled him to crack the infamous Red Nalroni smuggling ring.

This got him a promotion he ill deserved. Eventually, after several years of thoroughly unspectacular duty, the Empire transferred him to Derilyn. The slovenly appearance of Lt. Borf is partially an act ... partially. He truly doesn't care about his appearance, but he exaggerates it because it keeps strangers off guard. Borf is an excellent customs officer, but he is apathetic. He is also a good mechanic, which enables him to find hiding places for smuggled goods.

Velgar is bribable, but this must be done out of sight of the troops. Since there are other customs officers, Velgar has thus far managed to convincingly divert any blame on them. Lt. Borf will not take any foolish chances; he does not want to jeopardize a good thing, and he cannot risk others finding out about his largess.

Fire Control: 2D+2

Space Range: 3-10/30/60

Atmosphere Range: 300-1/3/6KM

Damage: 5D+2

Capsule: In high orbit around Derilyn, the Derilyn Space Defense Platform is an impressive guardian against unauthorized intrusion. Aside from its weaponry, the space station has two full wings of TIE fighters, plus whatever patrol vessels happen to be docked there at the time. The platform serves as the central communication and transportation station for Imperial military forces on Derilyn, and by extension, Elrood Sector. This is an Imperial space fortress at its worst, capable of handling sustained attacks with ease.

History

Before the fall of the Old Republic, Derilyn was a planet much like Elrood. It had a mix of agriculture, manufacturing, and natural resource extrac-

tion, and was the terminus of the Elrood to Derilyn Run, making Derilyn a jewel in the rather modest crown of Elrood Sector.

Then came the Empire. Derilyn's population was outraged by Palpatine's power grab. The late Senator Wuxod from Derilyn made his planet's opinions abundantly clear; he disappeared. Some in Imperial City whispered that Palpatine's security forces were behind this. Derilyn's outrage grew — and the Empire acted.

The Derilytes did not realize just how strong the Empire was, or to what lengths Palpatine would go to enforce order. On the first day of Fifthmonth, Derilyn found out firsthand.

A huge invasion force, consisting of six Imperial Star Destroyers, several wings of TIE fighters, and a full sector army, smashed down on the vocal, but unprepared, planet.

A People in Chains

By order of General Hul, the following laws are in effect until further notice:

- Curfew extends from sundown to sunrise. All citizens must be in their residence or acquire an appropriate permit from a local Imperial Office of Occupation and Law. Violation is punishable by imprisonment or transfer to the smelting factories.
- Treason in word or deed is punishable by imprisonment or transfer to the smelting factories.
- Food will be rationed as indicated in earlier proclamations. Hoarding food is punishable by forced labor on Berea.
- Participating in illegal or unauthorized trade is punishable by death.
- Trespassing on Imperial installations is punishable by death.
- All citizens must have their ID card with them at all times. All visitors must have their ID card displayed at all times. Failure to do so is punishable by forced labor on Berea.
- Hindering Imperial forces is punishable by hard labor, imprisonment or death, depending upon the severity of the offense.
- Vessels which land or take off without

permission will be captured and impounded. Surviving crew members will be sent to Berea.

- Possession of a weapon is punishable by transfer to the smelting factories. Members of the Imperial armed forces have final discretion in determining what constitutes a weapon.
- Sheltering subversives is punishable by death.
- Membership in a subversive group and/or participating in subversive activities (sabotage, espionage, assaulting Imperial personnel, contributing to or aiding in the distribution of unauthorized publications or broadcasts) is punishable by death, and the death of all family members.
- Citizens are required to report any subversive activity to the local security office. Accurate reports will be rewarded with extra food and privileges. Failure to report such activity is regarded as willful tolerance of treason and is punishable by death.

Remember! Obedience to the Empire means freedom! Subversive activity means punishment for all! Report subversives immediately! Obey the Emperor! Obey the law! It is there for YOUR protection!

The city of Paran, Derilyn's third largest city and birthplace of Senator Wuxod, was annihilated by the concentrated gunfire of the orbiting Star Destroyers. TIE bombers deliberately bombed the helpless civilian shelters.

Rather than surrender, the Derilytes fought on, hardened by the horror of the attack. Despite the outrage, the valor, and the sacrifice, the Empire rolled over the Derilytes with the speed and ease of a rancor stepping on a drunken Jawa. The planet was secured in three days; the struggle is known as the Sixty Hour War by the Derilytes.

With Derilyn's armed forces disarmed, the Empire established a permanent presence. For the next several months, the rest of the sector experienced what is now called the Time of Panic. During this time, the citizens of the rest of Elrood Sector braced themselves for the worst, anticipating that the Empire, having secured Derilyn, would enslave the rest of the sector. For reasons unknown to all but the Empire, this never happened.

The Empire got what it wanted — a proud world subjugated and utterly humiliated. Palpatine knew that the other worlds were watching Derilyn closely. With this world defeated, the others would submit

to the Empire. To this day, it has remained so: the other worlds of Elrood Sector are ever fearful that they will share the same fate as Derilyn.

Derilyn Today

Martial law is in effect over the entire planet. Derilyn's Martial Governor is General Afren Hul of the Imperial Army. The people, sullen, bitter and devoid of hope, live a difficult life. All goods are rationed, strict curfews are in effect, and working conditions are brutal. Only when the Derilytes get behind the closed doors of their homes do their emotional natures come forward. In some ways, Derilyn is just as dead as if the Imperial fleet had destroyed the planet.

Most Derilytes share some common emotional characteristics: they are extremely stubborn, forthright, and especially enamored of fighting against impossible odds. There is no stigma to surrendering, but it takes some time for the average Derilyte to realize that a given situation requires surrender; on the other hand, surrender normally means that one will live to fight another time. Derilytes have never been known to make friends easily, but when



they do, they are fiercely loyal. As a result of the invasion, many Derilytes have also become suspicious people.

The Imperial Presence

The Imperial occupation force is the equivalent of a Sector Army (see page 97 of the *Imperial Sourcebook*). There is a total of 1,180,309 personnel, including 774,576 troops (officially; actual numbers can vary based on distribution of forces around the sector, attrition, training, rotation and other factors). There are over 66,000 repulsorcraft here, as well as nearly 14,000 heavy repulsor tanks. There are also three full wings of TIE fighters, split among traditional TIE/ln combat models, TIE bombers and TIE/rc ships (modified to conduct detailed observation of communication bandwidths, movement of civilians and otherwise provide detailed intelligence). These fighters are at separate bases in Dorrak, Derilysa and Tekar. While the forces may seem excessive, bear in mind that part of the Empire's strategy is to maintain enough troops to frighten the rest of the sector into submission — the forces here are more than up to the task.

There are four major military bases on the world, in addition to countless minor bases and outposts for observation and occupation of the planet. The largest of these is Base Derilysa, located on the outskirts of the capital city. The next largest is on the outskirts of Tekar, the city most likely to be visited by off-worlders who have business here. The final two major bases are in Dorrak

and Palpatine.

There are considerable tensions between the Navy pilots and the Imperial Army occupation forces (one reason why the TIE fighters were not assigned to the standard bases). The commanders of the Star Destroyers do not like General Hul, who they feel is not giving them enough credit in his reports to the Empire. Hul, in turn, does not like Lieutenant Borf, the head customs officer, and feels that the Navy is not doing its part in keeping out smugglers and pirates.

■ Sector Moff Villis Andar

Type: Imperial Bureaucrat

DEXTERITY 2D

Archaic guns: Kiliean bolt gun 5D, dodge 4D+1, running 3D+2

KNOWLEDGE 4D

Bureaucracy 7D, cultures 6D+1, intimidation 5D, languages 5D+2, law enforcement 6D, planetary systems 5D+1

MECHANICAL 2D

Astrogation 5D, beast riding 5D, space transports 4D+2

PERCEPTION 4D

Command 5D+2, persuasion 6D

STRENGTH 2D+2

TECHNICAL 3D+1

Computer programming/repair 4D, droid programming 4D+1

Force Points: 4

Dark Side Points: 5

Character Points: 9

Move: 9

Equipment: Cape, walking stick, pocket computer with comm up-link to space yacht, several changes of fine clothes, personal medallions and jewelry.

Capsule: Sector Moff Villis Andar is a young man from a well-connected Atrisian noble family. He spent

General Afren Hul

Type: Tyrannical Military Governor

DEXTERITY 3D

Blaster 5D, dodge 6D, grenade 4D, melee combat 5D+2, melee parry 5D

KNOWLEDGE 4D

Alien species 7D, bureaucracy: Imperial 8D, intimidation 8D, law enforcement 8D, planetary systems: Derilyn 7D+1, streetwise 6D+2, tactics: ground forces 9D, tactics: army operations 11D, willpower 9D

MECHANICAL 2D

Communications 4D, ground vehicle operation 4D, hover vehicle operation 5D, repulsorlift operation 4D+1, sensors 3D+2, walker operation 5D

PERCEPTION 4D

Command: Imperial troops 9D+1, investigation 6D, persuasion 6D, search 6D

STRENGTH 3D

Brawling 4D+2, stamina 5D+1

TECHNICAL 2D

Blaster repair 4D, computer programming/repair 5D, first aid 4D, security 5D+2, walker repair 4D

Force Points: 2

Dark Side Points: 2

Character Points: 12

Move: 10

Equipment: Blaster pistol (4D), command baton, comlink

Capsule: General Afren Hul is the Imperial governor of Derilyn. He has taken up residence in the Government Palace in Derilysa, the capital city. He has a permanent honor guard of 24 stormtroopers and 12 Coynite mercenaries.

General Hul, a man in his early 50's, dresses in a very sharp, spit and polish military style. He is bald, and has bushy eyebrows that are so thick they appear to be one solid, unbroken brow. His eyes are steel gray, with a penetrating gaze. Hul is burly, and hasn't softened during his time behind a desk.

General Hul worked his way up through the officer ranks, and distinguished himself just enough to be promoted but not enough to get a plum assignment. He spent his share of time in combat, and is very savvy about firefights, ambushes, and guerrilla warfare.

A no-nonsense, rigid, unyielding man, General Hul is a firm believer in iron discipline. Very much a fanatically loyal servant of the Empire, he believes that there are no civilians and no off-limits targets in war. He believes in total victory. As a military governor, he has been ruthlessly efficient in keeping the peace. A cruel, sadistic man, Hul enjoys disciplining the people of Derilyn. ("So you don't know the location of the resistance cell? Oh, don't worry, I shall not kill you. I mean, if you don't know, well, that's hardly *your* fault, correct? Your husband and children, on the other hand ... oh, what is that? You remember? Well, how fortunate! That ensures you and your family will remain together." (After the Rebel has given her testimony, Hul turns to the nearest Imperial officer.) "Kill her and her family. I hate breaking up a happy home.")

Hul has an intense hatred of aliens and droids, the latter he uses for target practice whenever he sees one. As governor, he can afford that luxury, and has been known to personally execute anyone who would "debate" the matter with him.



most of his youth in the manner of noble families: studying the delicate arts of Killean bolt gun marksmanship and riding his loirbnigg, an eight legged reptillian steed native to the reserve world of Frisal. His most notable accomplishment was winning a pair of local championships in high-gravity sprint running.

As he grew older, he moved on to a prestigious military prep academy, his mother intent on seeing him become a valued officer or diplomat. While he lacked the drive for honors, he finished well enough to be accepted into the Imperial Diplomatic Corps. In return for an undisclosed favor to an Imperial senator (rumors abound that the favor involved a substantial shift of credits, as well as the destruction of evidence involving bribe taking), Andal was pro-

moted to Assistant to Elrood Sector's Moff. When that Moff died during a routine space accident, Andal was appointed to Elrood Sector Moff.

Andal is a man secure in his job, and security breeds laziness and sloth. Andal has established his sector home on Derilyn, taking up residence in the newly constructed Moff's Palace. It lies as the northern end of the Park of Peace, an open park stretching three kilometers through Derilysa. General Hul's Government Palace is at the other end of the park, which is built over the remains of Derilyn's government buildings, leveled in the initial assault on the planet.

Andal spends most of his time travelling around the galaxy in his personal space yacht, the *Andal's Dream*, going big game hunting with his well-to-do



friends from the academy and, oh yes, maintaining order in Elrood Sector. He takes minimal interest in his job, leaving that task to General Hul, who thoroughly enjoys such duties. He also enjoys playing *his* two Star Destroyer captains off each other — everyone so ambitious, and so obsequious; yes, this is the life for him.

Friends of Paran (The Resistance)

The resistance on Derilyn is small and fragile. Unfortunately, General Hul has been all too efficient in his campaign against insurgents. Current active resistance members number only about 420, although there are countless sympathizers too fearful to take action.

The Friends of Paran, named after the destroyed city of Paran, operate in small cells, very similar to Rebel resistance cells. A central headquarters for the resistance operates in the ruins of Paran itself. Paran had extensive tunnels for the repulsor trains that provided mass transit; these tunnels now serve as the Resistance's base. The Empire knows nothing of the existence of the tunnels.

As a rule, only a few dozen resistance members stay in Paran. They serve as defense and counselors to Wuxod, the grandson of the late Senator Wuxod and head of the resistance.

Melodia Fharn

The resistance member the characters will most likely run into is a woman named Melodia

Fharn. She is one of the most effective resistance field personnel and is based in a Tekar cell, where she has convenient access to off-world travelers.

Contacting the Resistance

Contacting the Friends of Paran is easier than one would think. There are not many non-Imperial ships that come into the system. Any visiting vessels are closely watched by resistance members, their crews tailed through the city and their business ascertained. The visitors' behavior will be watched and evaluated — those who appear to be opposed to the Empire are contacted. If the cells see a Jedi Knight using her powers, they will report back to their cell leader, who will pass the news onto central headquarters, which will then make contact with the Jedi in a few hours (of course, by then, the Jedi is likely to become a fugitive from Derilyn's police state government). It is a Very Difficult *streetwise* task to find the underground.

The Friends of Paran are always looking for food, medicines, weapons, armor, electronics, or anything else that can aid their fight. Also, some resistance members have to be smuggled off planet because they are wanted by the Empire.

Average Friend of Paran. All stats are 2D except: *blaster: blaster pistol 5D, grenade 4D, streetwise 6D, hide 5D, search 5D, sneak 6D, brawling 4D.* Move: 10. Blaster pistol (4D damage), grenades (5D damage), armor vests (+1D to physical, +2 to energy).

Melodia Fharn

Type: Resistance Fighter

DEXTERITY 3D

Blaster 6D+2, dodge 4D, grenade 5D+2, vehicle blasters 5D+1

KNOWLEDGE 4D

Languages 6D, law enforcement 6D+1, planetary systems: Derilyn 5D+2, streetwise 7D, survival 8D, willpower 8D+1

MECHANICAL 3D

Beast riding 4D+1, ground vehicle operation 4D, hover vehicle operation 4D+1, starship gunnery 4D

PERCEPTION 4D

Bargain 6D, command: Derilyn resistance forces 7D+1, con 5D, forgery 6D+1, hide 8D, persuasion 6D, search 7D, sneak 5D+1

STRENGTH 2D

TECHNICAL 2D

Armor repair 4D, blaster repair 4D+1, demolition 6D, first aid 5D+2, ground vehicle repair 5D, security 4D+1

This character is Force-sensitive.

Force Points: 2

Dark Side Points: 3

Character Points: 6

Move: 9

Equipment: Blaster rifle (5D), blaster pistol (4D), 4 grenades (5D damage), comlink, armor vest (+1D physical, +1 energy), glow rod, datapad, medpac.

Capsule: Melodia Fharn is an aging woman, with long gray hair that she keeps in a bun. Her soft blue eyes reveal a strong sense of compassion. Melodia was a nurse and counselor in the city of Tekar before the war. Married and with one son, Melodia's life was a good one. Then came the invasion. Melodia's husband, who was visiting the city of Paran, died, leaving Melodia to take care of their son. The years passed, her son grew up and married, and had two kids. Two years ago, her son and his wife, both of them resistance members, were killed. Melodia decided to fight back and take care of her grandchildren, now aged 12 and 10. She feels it is better to repel the Empire than to allow her grandchildren to suffer under tyrannical rule.

On the outside, Melodia projects the image of a sweet, grandmotherly old lady. Indeed, she is rather soft-spoken and is reluctant to speak up or use her influence to force unpopular agendas. But when she is on duty, the fires of independence burn in her eyes and she is transformed into a cool commando who has the advantage of her years of wisdom. She is also a good deal more bloodthirsty than most would suspect — "Yes, dears, I had to ventilate that stormtrooper's head before he got a bead on you. Now, that nasty man's gone, so rest a spell and have a nice cup of tea."

Melodia's companions nicknamed her "granmera" (a Derilyn term of affection for "grandmother"), because she dotes on them and takes care of them all.



Derilysa

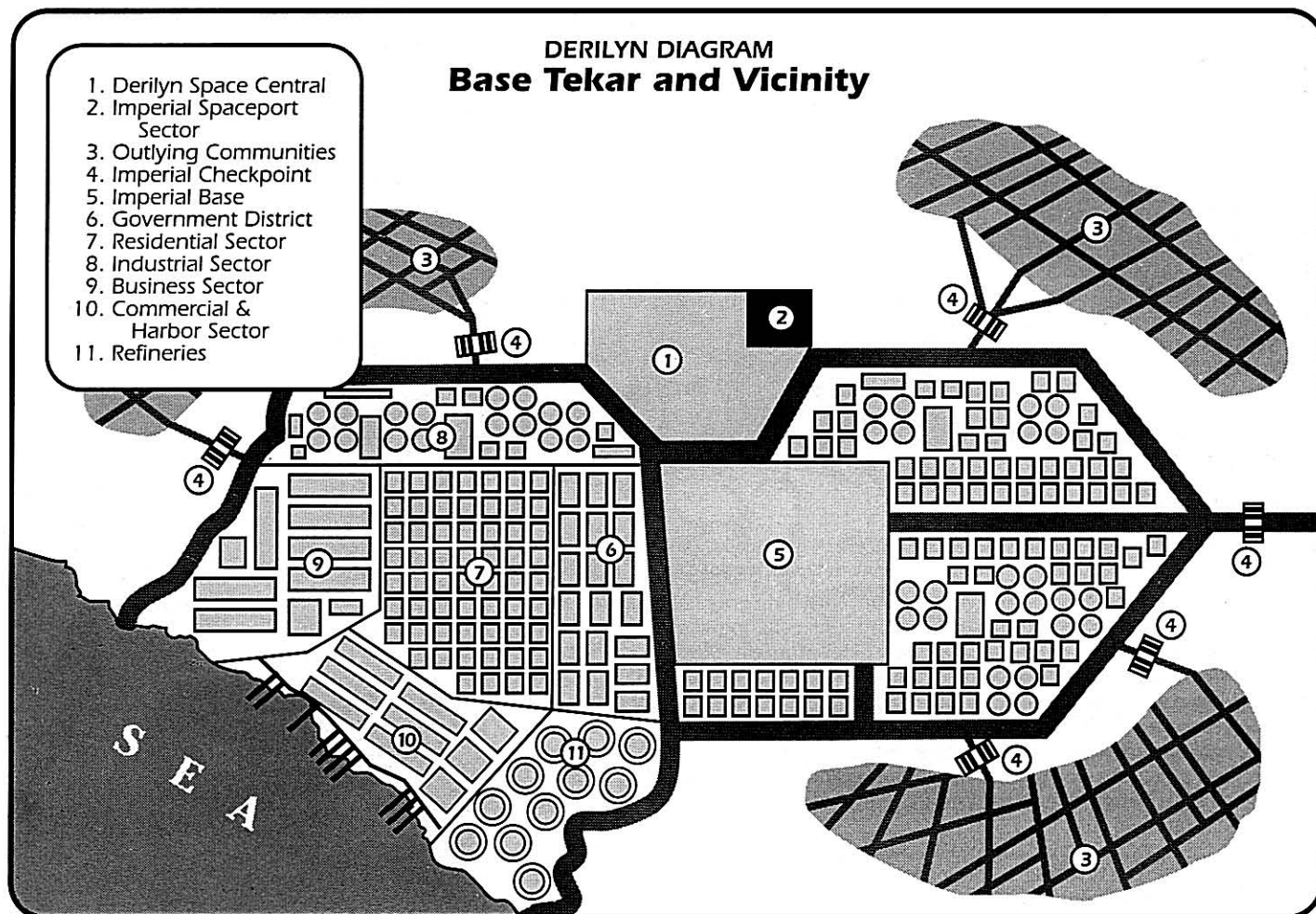
This is the capital city of Derilyn, though not the largest city. The city is a place of opulence, filled with expensive eateries, amusement centers, museums, and shops. This city has been rebuilt by the Imperials, and the sheer amount of credits invested here indicates that the Imperials aren't planning on leaving any time soon. The facilities are primarily for the use of the Imperials and visiting dignitaries and businessmen (on the rare occasion that Moff Andal *is* present, he insists on holding endless parties and celebrations). When there are no important visitors, local residents may take advantage, although prices are outrageous, far beyond the means of most working people.

Though theoretically anyone can visit Derilysa, those who are not directly associated with the

Empire or invited by Moff Andal or General Hul are viewed with suspicion. It is not uncommon for squads of stormtroopers to follow, question and arrest suspicious looking people (anyone who is not wealthy is immediately considered suspicious). It should be noted that because of the harsh recriminations for suspicious activities, locals will not talk to visiting spacers and aliens unless *absolutely* necessary. Even then, Derilyn residents are as perfunctory as possible (to the point of being extremely rude) to not arouse suspicion.

Tekar

The largest city on the planet, Tekar is a sprawling megalopolis. The city sports the largest starport on the planet, Derilyn Space Central, which includes the Imperial Spaceport Sector,



where the area's 36 TIE fighters are stationed. Because the city was a center of resistance activities after the initial invasion, the city has faced harsher treatment throughout the Imperial occupation. Checkpoints are at the edge of the city, where IDs are rigorously checked. Checkpoints are also at several key locations throughout the city.

Imperial Occupation Soldiers. All stats are 2D except: *Dexterity 3D, blaster 4D+2, dodge 5D, intimidation 4D+2, Mechanical 1D, command 4D, Strength 3D, Technical 1D.* Move: 10. Blaster rifle (5D), grenade (5D), blast armor (+2D physical, +1D energy).

The Imperial presence in the city is highly visible: it isn't unusual for all midday traffic to be brought to a halt by a parade of soldiers and repulsortanks. Likewise, violence and sedition are even less likely to be tolerated here than in other cities. Most of the ordinary citizens are forced to slave for Imperial corporations that have set up factories on this world: the majority of goods are heavy industry equipment and droids. Each company has a large imported qual-

ity control staff to ensure that goods aren't being deliberately sabotaged, and the penalty for sabotage is death or deportation to the mines of Bera. The entire city has a constant pall of air pollution and dreariness hanging over it — a combination of real weather and the despair of a beaten people.

Imperial Mining, Ltd. and the Bera Connection

IML is located in the capital city of Derilysa. The company was formed and is run by retired Imperial officers and low-level officials who still wanted a hand in helping the Empire while lining their own pockets. The Empire gladly gave them a corporate charter and began coercing systems to purchase ore from IML.

Imperial Mining's headquarters is a large, beautiful skyscraper, the tallest building in the city. The company is run by a board of directors. IML does not hire freelance adventurers to do tasks for them.

Although the company is inefficient and smaller than Radell Mining, IML makes a hefty profit due to their low labor costs. Of course, their labor



consists mostly of interned crews of freighters (read: slaves), being detained for an indefinite period of time. IML's merchant fleet consists of these interned crews' vessels.

Once every two weeks, a huge container ship arrives from Berea, bearing the rich ores that IML refines and sells. On the return ship, the vessel is stocked with survival supplies for the mining colony. It also has a life support capsule for carrying new miners and guards.

The Ruins of Paran

The city of Paran had a population of 512,000 people. Less than 3,000 remained after the Imperial bombardment and siege, and most of them died from radiation or the effects of biological warheads used in the shelling.

Today, the city is a ruin, with nothing but the skeletal plassteel frames of burnt-out buildings and great heaps of charred rubble. The only inhabitants are the few outcasts who have somehow managed to survive in this hellish place, or those who would rather risk the dangers of a destroyed city than slave under the Empire. Many dangerous predators from Derilyn's wilderness have taken up residence in the ruins of the city.

Locating the entrance to the underground areas where the Friends of Paran are holed up takes two hours of searching and is a Very Difficult *search* task. The rubble, most of it lightly irradiated, provides an excellent cloak from sen-

sors. It is more likely that the resistance will spot the characters long before they find an entrance and confront them. The resistance members are quite suspicious, and may require the characters to prove their intentions or face execution as Imperial spies. The resistance has not much to lose here, and they have no reason to suspect that someone may want to help them; they view their survival as a grand and noble struggle against the galaxy itself.

Adventure Idea

Use this idea only if the gamemaster wants to keep the characters on Derilyn for a while. The Rebellion hires the characters to run weapons to the resistance on Derilyn. Melodia's name is given as a contact, and she will meet the characters at the Tekar starport.

Once on the planet, the Empire suspends all outbound flights, apparently due to some Friends of Paran activity. The characters must now do their best to survive and help the resistance while not getting caught.

Adventure Idea

While on Derilyn, the resistance learns that two of their number have been impressed as miners. They will be taken off-planet to Berea the following day. The characters are asked to mount a rescue mission.

Adventure Idea

The Friends of Paran need a message hand delivered to their resistance cells on Berea. The characters are asked to go, which means volunteering for work with Imperial Mining. Of course, getting back may be a problem, since the minimum term time is three months.

Adventure Idea

A particular Friends of Paran cell, known for its extremism, has hatched a plan to bomb the Imperial Mining, Ltd. corporate building. The

head of the resistance asks the characters to interfere, emphasizing that this attack would kill hundreds of innocent Derilyn citizens and have almost no effect on the Empire. It would trigger a crackdown with no beneficial effect.

He begs the characters to neutralize the cell (and hopefully not kill them) and remove the bomb. Even an anonymous tip is not good enough. IML, and by logical extension the Empire, cannot and must not know that the bomb ever existed. The cell has already planted the bomb in the lobby of the headquarters.



Kuras III

■ Kuras III

Type: Unexplored hostile terrestrial
Temperature: Temperate (verging on cool)
Atmosphere: Type II (breath mask suggested)
Hydrosphere: Dry
Gravity: Standard
Terrain: Volcanic mountains, canyons, cave networks, shallow inland seas
Length of Day: 18 standard hours
Length of Year: 400 local days
Sapient Species: Aganof (N), Pulras (N)
Starport: None
Population: 65,000 Aganof, 58,000 Pulras
Planet Function: Homeworld, exploration
Government: Tribal
Tech Level: Stone
System: Kuras
Star: Kuras (white dwarf)

Name	Planet Type	Moons
Kuras I	temperate rock	0
Kuras II	temperate desert	2
Kuras III	unexplored hostile terrestrial	1
Kuras	Asteroid Belt	
Kuras IV	frozen rock	0

World Summary

Kuras III lies in the unexplored Kuras system, on the edge of Elrood Sector. The world has never been visited by representatives of the Empire, and all the available evidence indicates that the world has never been visited by off-worlders.

The world is young and quite hostile to Human life. The foul smelling atmosphere is thick with volcanic ash and dangerous microbes — long term, unprotected exposure (for six standard months or longer) is likely to result in potentially lethal respiratory infections.

The world's surface is volcanically active, and is covered with steep mountains and deep canyons. The world is quite dry, with no oceans. There are a small number of lakes in craters,

System Datafile

Kuras system, star: Kuras, single white dwarf star.

No other information available at this time. Likelihood of habitable planets is low.

Explore at your own risk. Standard rewards for exploration and navigational coordinates are being offered, as per Imperial Survey Corps docufile XPLR-45.934.R.E.25-0003.245.

depressions and at the bottoms of the deepest canyons. Kuras III's interior is honeycombed with caverns, the result of the continuous volcanic activity. Because of shifting tectonics, only a few sections of the planet's surface are presently plagued with active volcanoes — many regions of the planet are inactive and stable for the time being.

Kuras III's entire ecosphere is hazardous to Human life. The world is rich in heavy metals and poisons that are difficult to filter out of food-stuffs, and most standing water is similarly polluted. As one might expect, the native life forms are adapted to each other, but they are nonetheless quite dangerous to many of the galaxy's other life forms.

System Summary

Little is known of the Kuras system. The white dwarf star was named Kuras millennia ago by the Coynites, who could observe it in the constellation Kezz'Sreik'Kuras, "Predator Beast of the Dusk."

The system was one of several systems scheduled to be observed by Republic probe droids, but the senator sponsoring the follow-up exploration lacked the political backing to force this appropriation through the Senate, and thus the system (and many others) remained unvisited.

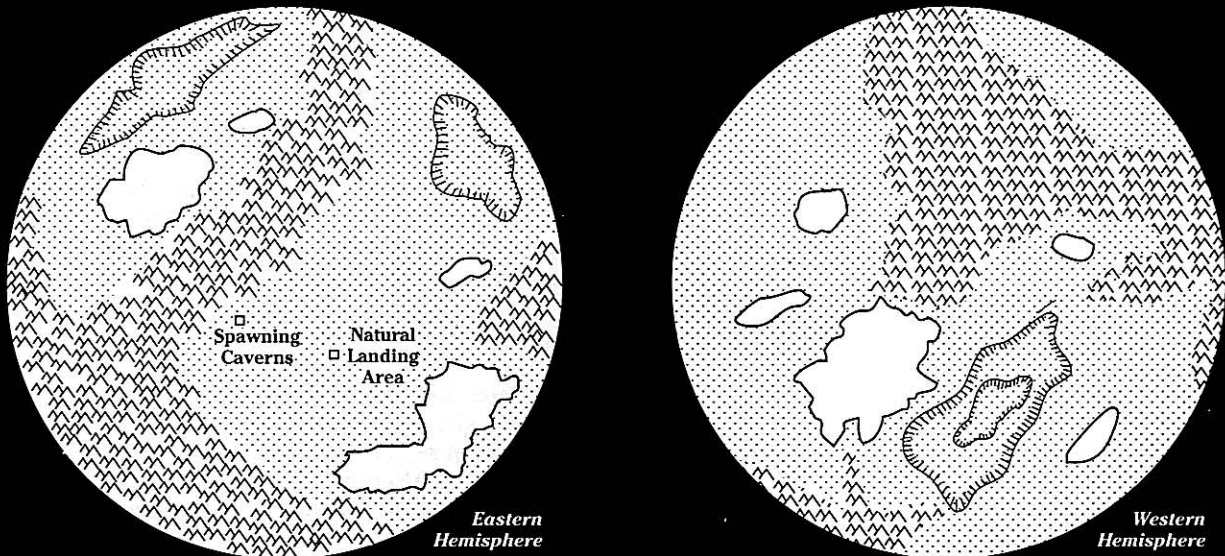
As a whole, the system has little to offer the galactic economy. Kuras I is a lifeless rock with a trace atmosphere. Kuras II is a barren, desert planet with an unbreathable atmosphere and two small moons. Kuras III is the world of prime interest, yet would require intensive terraforming to be made habitable. The Kuras Asteroid Belt is a thick band of rock, metals and ice that hampers navigation into the inner portions of the system; it does have rich potential for mining. Kuras IV is a captured planet, covered with barren rock and a light frosting of frozen water and methane crystals.

Kuras Asteroid Belt

The Kuras Asteroid Belt, lying between Kuras III and Kuras IV, was responsible for the destruction of the Old Republic probe that first investigated the system. To this day, it is a major navigational hazard within the system.

In order for a ship to get past the belt, the pilot must make three Difficult piloting rolls (the specific skill depends upon the type of ship being

World Map of Kuras III



flown). This represents the eight hours of real time it will take to cross the belt. This area of space is so cluttered with debris that it is virtually impossible to plot a hyperspace course that will bring the ship out near Kuras (suggested difficulty of Heroic +10); ships will usually have to fly through the belt.

If a pilot brings his ship to a standstill while within the belt, the pilot must make a Moderate piloting roll to avoid being hit by an asteroid for every four hours in the belt.

Failure of a piloting roll means that an asteroid has hit the ship. To determine the damage (in starfighter scale), find the number of points by which the pilot missed the roll on the chart below.

Roll	Asteroid Size	Damage
Missed By: 1-2	Tiny	1D
3-5	Small	2D
6-8	Medium	3D
9-11	Medium	4D
12-14	Large	7D
15+	Very Large	3D

(capital scale)

Ironically, the asteroid belt is also the system's richest feature, since many of the asteroids are rich in ores. For characters to successfully find valuable asteroids, they need ten minutes to complete a scan and a Moderate *sensors* total.

A Hostile World

Kuras III, by Human standards, is a dreary, overcast world. The dim light of its star and continual plumes of volcanic dust make the world perpetually overcast and hazy. The temperature is generally cool, ranging from zero to fifteen degrees standard. However, the ever-present addition of hot volcanic ash to the atmosphere, mixed with the cool lower layers of the atmosphere, creates dangerous and stiflingly hot wind storms, which often sweep the world's surface. Aside from the dramatic temperature changes, the storms often hurl huge rocks through the air and uproot what little vegetation there is. Because of these, most forms of life on Kuras make their homes in the caverns and sheltered valleys of the world.

The largest bodies of water on the planet are the small inland and extremely deep seas with a high concentration of minerals and salts. Because of the much cooler temperatures associated with the seas, they are often the site of extremely violent heat storms. The seas are home to a variety of marine life, much of it predatory and dangerous. Because of Kuras III's hostile nature, most life forms are resistant to poisons and toxins, and many have tough armor to resist claws and bites. Like the land life forms, marine life is poisonous to Humans and similar life forms.

There are also many pools and ponds at the bottom of the canyons. They are less likely to contain the largest, most dangerous marine life

forms, but there are still many formidable creatures to be found in the murky depths.

Dangers of an Unknown World

An Easy *sensors* roll will reveal that the atmosphere is type II and the characters should wear breath masks. If they choose not to, the first thing they will notice upon entering the atmosphere is a putrid, organic odor that is almost overpowering. The atmosphere irritates the inside of the mouth and nose, and leaves a bad aftertaste, like rotting vegetables. For every half hour of unprotected exposure, characters are required to resist the detrimental effects of the atmosphere, which is an Easy *stamina* task. Failing the task reduces the character's *Strength* and *stamina* by -1D. If a character loses 2D or more, all other skills drop by 2D and the character's Move is halved because the character is so weakened that he cannot concentrate. If the character's *Strength* drops to 0D, the character falls unconscious for 1D days. The *Strength* and *stamina* return after two hours of rest with plenty of safe (for example, purified or non-Kuras) fluids.

Kuras' water is also thick with contaminants and harmful bacteria. Any character who drinks this water (even a handful) must make a Moderate *stamina* check to avoid illness. If the character fails the roll by one to five points, the character is paralyzed with stomach cramps. If the character fails the roll by six or more points, the character passes out for 1D hours and will become feverish. If the character fails a second *stamina* check, the contaminants kill the character.

Simply boiling the water will *not* make it safe. Any water must pass through a complete filtration system (such as those found in survival kits and ship purification systems) to be safe to drink.

Kuras III's plants are just as dangerous: a meal of berries or vegetables will have the same detrimental effects as drinking the water. Eating one meal requires a Difficult *stamina* check. Unlike the water, the flora and fauna cannot be detoxified for Human consumption, due to the presence of numerous native toxins that are an important part of the planet's ecosystem.

Standard starship sensors can detect the bad air and water, but unless the characters have sensors to scan the food, they will be unaware that it is harmful. Characters who make Easy *survival* rolls are able to guess that the water, plants and animals are dangerous to consume. Gamemasters can give a few hints ("the plant tastes bitter") but should not go out of their way to warn players of the dangers of Kuras III (unless, of course, one of the characters is a scout and should know better or has an extremely high *survival* skill).

An Unknown World...

To: The Senate Committee on New World Discovery and Exploration

From: Bryn Shal, Head Scientist, Project: Wayfarer, Republic Scout Service

Dear Senators:

Remote probe ZeX555-TR349 was destroyed in route from Elrood Sector to Cegul Sector, while surveying previously unexplored systems.

It is proposed that a secondary automated probe, or better yet, a manned mission, be sent to Elrood and Cegul to complete the survey. With the number of sapient species native to the region, this area of space seems to be a rich spawning ground for new life forms. Further investigation seems warranted.

End Transmission

To: Bryn Shal, Head Scientist, Project: Wayfarer, Republic Scout Service

From: The Senate Committee on New World Discovery and Exploration

Sir:

Your findings are noted and have been taken into consideration by the committee.

However, as you are no doubt aware, funds for exploration and survey are increasingly difficult to come by. In light of this constraint, there are many more promising areas than this one in a backwater corner of the galaxy. At this time, further exploration of Elrood and Cegul Sectors is unwarranted.

Approval of replacement of destroyed probe will await final recommendation by Republic Scout Service, Department of Remote Exploration.

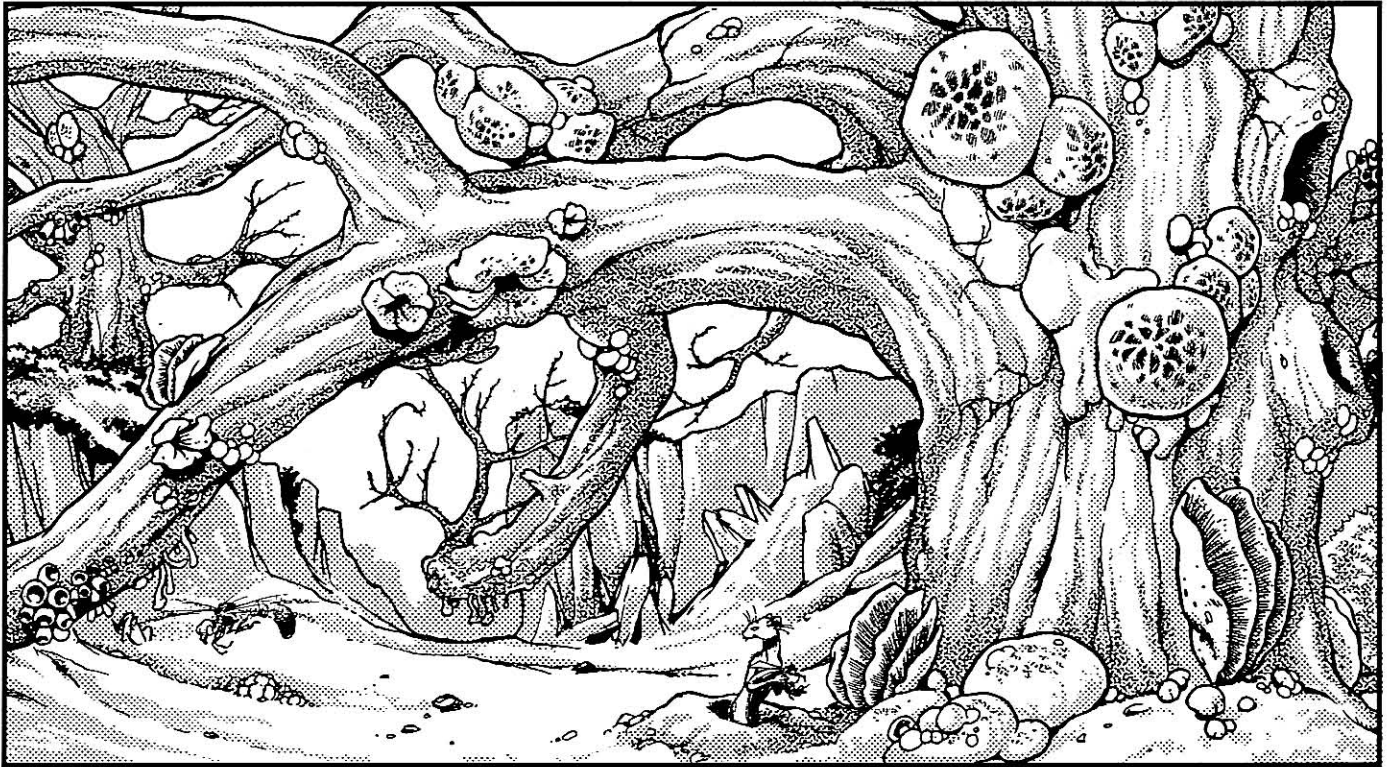
End Transmission

Historical Footnote: The first report was but one of thousands of similar reports that were filed and forgotten. To this day, no further exploration of the Kuras system was sponsored.

Landing on Kuras III

There are no starports on Kuras III, but there are a few flat plains areas that can substitute as a landing field. There is one particularly large strip that is ideal. Its immense size and the contrast to the otherwise rugged terrain of Kuras III makes the landing site visible from orbit. Landing on the strip should be a Very Easy task, unless the ship is caught in one of the heat storms, which would increase the difficulty to Moderate (or perhaps Heroic if the storm was fierce enough).

Upon disembarking from their ship, the characters should be overwhelmed by the desolate world around them. Peaks rise several kilometers into the air, and the ground around them is



rough, torn by volcanic activity and blasted by the immense wind storms. This is a world that should show nature in its most volatile form.

The Value of Kuras III

If a party of characters manages to do a survey of the planet, which would take several days, they will find a modest amount of mineral deposits: kiiral (a component of kiirium) and metarr (one of the base components of carbon-metar) are found here in great quantities. While the world isn't rich, there is certainly enough here that a small mining company might be interested in the world.

Otherwise, the world's commercial value is limited. It would require massive terraforming to be made habitable, there is no agricultural potential and the world has minimal resources.

However, in time, the characters will learn that Kuras III offers more than danger. They are not alone ...

Alien Species

Kuras III is home to two unique alien species: the Aganof and the Pulras. When the characters meet the following two species, certain things must be kept in mind by the gamemaster. These races are *alien*. They have never encountered the galaxy at large and they are very unusual life forms.

Gamemasters should look at the characters through their "eyes." What will it matter if the

characters point their weapons and threaten the creatures? Since the creatures have never seen a blaster, how do they know that these newcomers (the characters) aren't simply offering them some new type of food? Since the Aganof depend on touch and have no sense of sight, consider how they will approach the situation — they may come forward with delicate caution, but want to touch the characters to determine their shape and size. On the other hand, characters who extend a hand of friendship could also be misinterpreted. The natives could be thinking, "Why is that odd creature extending a pseudopod at me? Does it mean to attack me?"

Both of the sapient species are relatively peaceful. It is up to the characters to convince them of that they are also peaceful.

Aganof

The Aganof are a large, androgynous animal species. They have approximately one dozen small appendages for movement (the exact number varies with the individual), with several touch sensitive pairs of appendages running along their bodies. Their backs have heat dissipating flaps and olfactory sensors on large flexible stalks. The flaps are also coated with a digestive acid that is used to break down foods; small mouths are nestled underneath the flaps. Each end of the body contains a long, jointed limb that ends in a shelled claw.

This species lives, works, and breeds in the damp, cool caves of Kuras III. The Aganof must live in these caves, since only these locations provide enough moisture for them to survive (they absorb moisture through all of their appendages). They feed on vegetation, insects and a large variety of small herbivores. Aganof reproduce in their cool, dark caves of their world — they have both male and female characteristics and lay fertilized eggs.

The Aganof have only the senses of taste, smell and touch (which is their primary sense). The Aganof method of communication is by a combination of creating vibrations with the shelled claw. The vibrations are modified with a special organ within the claw called the “sender.” The sender codes the vibrations into a sort of language that other Aganof can understand.

Nearby Aganof can detect the vibrations and decipher their meaning (actual distance depends on many factors, including soil composition and competing vibrations). Like speech, this communication can be perceived by all who are within reception distance.

Aganof language is icon-based: recipients get pictures in their minds instead of words. Thus, if an Aganof wanted to ask if a character was an “alien” who came from outer space, the character would get a picture of himself, falling to the ground (Aganof cannot conceive of the sky), plus the feeling that the pictures were interrogative.

The Aganof are an intelligent species, with a society and a culture. All the Aganof born in the same cave are essentially a tribal unit. The eldest

Aganof is the adviser of the cave-fellows, and thus his opinion is given more weight than any others in the cave-unit. The Aganof tribes peacefully co-exist with each other, with inter-tribal meetings quite common (their purpose being to share stories, trade knowledge and exchange tribe members for mating purposes). The Aganof have stories, songs, and even a form of art involving the arranging of the dead and decomposing bodies of their departed fellows.

A favorite Aganof pastime is having philosophical debates and intellectual arguments. Among the issues debated are what lies above “the ground” (since their limited senses cannot detect very much about their world around them; the concept of space is completely alien to them).

Aganof are tranquil, calm and friendly sorts. Their society is a peaceful one, and there is not even a word in their vocabulary for “war.” They understand defense against predators, but not organized aggression and murder of other intelligent creatures. Conflict among members of their own species is almost unknown.

The Aganof would have a very difficult time grasping the concept of the Rebellion against the Empire. Both the concepts of outer space and warfare would have to be explained to them. Even if the Empire came to their world and enslaved them, they would have a difficult time distinguishing between the Empire and those who would fight it, possibly meaning that the Aganof would learn to fear and even attack all Humans and aliens from beyond their world ...



■ Aganof

Attribute Dice: 11D
 DEXTERITY 1D/2D
 KNOWLEDGE 1D/4D
 MECHANICAL 1D/2D
 PERCEPTION 1D/4D+2
 STRENGTH 1D/3D
 TECHNICAL 1D/3D

Special Skills:

Perception skills:

Vibration Detection: Aganof use this skill to detect ground vibrations and determine the proximity of creatures and beings around them. The difficulty depends on the distance and type of vibration:

Light vibration (such as made by a small creature)	Difficult
Moderate vibration (such as made by a creature 20-100 kilograms)	Easy
Heavy vibration (such as made by a much larger creature)	Very Easy

Modified by soil:

Loose soil that easily carries vibration	-5 or more
Packed soil or material that absorbs vibration	0
Soils or materials that absorb virtually all vibration	+5 or more

Distance:

0-2 meters	0
3-10 meters	+5 to difficulty
11-30 meters	+10 to difficulty
31+ meters	+15 or more to difficulty

They can also detect air variations, such as temperature change, movement, and so forth, and thus can sometimes detect approaching flying creatures, or even sense incoming projectiles and dodge them.

Aganof can also use their hard shells and this skill for "speech" through ground vibrations, as naturally as Humans use their mouths and sense of hearing for speech.

Special Abilities:

Blindness: Aganof cannot "see" in the way that Humans can; they cannot hear in the traditional sense, but they can detect intense air vibrations. Their prime external sense is touch and a sensitivity to ground vibrations. By judging the intensity and frequency of vibrations, in combination with the type of surface they are standing on, they can detect creatures near them.

Claw: Causes STR+1D+2 damage.

Move: 4/6

Size: 1.3-2.5 meters tall, 1.5-3.5 meters long

The Spawning Caverns

This is a series of caverns with rotting subterranean fungi lining a dirt-covered floor. This is the sacred spot where the Aganof reproduce. Characters attempting to negotiate the treacherous passageways down are faced with two Difficult *climbing* tasks. Failure on either one results in the character falling for 3D damage.

These caverns are the only place where the Aganof will make an honest attempt at defending their property. Clumsy Aganof will attempt to ram invaders with their bulk.

The Pulra

The second sentient species of Kuras III is the Pulra, an amorphous life form that roams the surface of the planet. Pulras are brownish, green or black, gelatinous and shape-changing creatures.

They have no sensory organs. They have a highly flexible body structure, allowing them to assume a countless variety of forms. This is the evolution of a sophisticated attack and defense form: they can use this ability to change color and shape to hide from predators or lay traps for their prey. They are omnivores, eating plants and small animals.

Pulras, while most commonly about 50 cubic centimeters, can reach sizes upwards of 150 liters. These creatures can also manipulate their genetic code so that several Pulras can form one entity, called a "bind."

Pulras' prime sense is a form of sonar: they broadcast ultrasonic signals, and then determine their surroundings around them based on the echo of the signals.

Pulras live in large colonies, normally having from two dozen to over one hundred members. Because of their social nature, all Pulras are able to grasp the concept of teamwork and cooperation. They react more favorably to other groups of beings, as this serves as a common frame of reference.

For reproduction, an individual Pulra simply starts retaining food energy to nourish a new Pulra growing within its body; it appears to be a form of fission. Pulras don't fully understand what triggers the growth of a new Pulra, but they suspect that it is due to natural biochemical fluctuations.

Pulras, while not perfectly harmonious, generally get along with each other peacefully. All disputes are normally settled by the colony as a whole. There are few inter-tribal conflicts, but when they do occur, they are quite brutal. The Pulras are curious about the Aganof; they know they are intelligent, but have had no luck establishing effective communications with them.

Their biochameleon process can work on other sentients: a Pulra can create the form of any appendage, and within certain bounds, they can replicate the functions of certain mechanisms. For example, a Pulra could replicate an arm and attach itself to a Human to serve as a bionetic replacement. However, they couldn't replace someone's eye because the structure, function and interaction with the body is simply too complex.

Due to the clarity of their thoughts, Pulras would have little difficulty in grasping concepts such as space travel. They can easily piece together the theory that if they are on a planet orbiting a star, then other stars must also have planets, and those planets must have life on them, and some of those life forms may have created means to leave their

world. Pulras have no interest in space travel or technology. The Pulras call their world "Host."

■ **Pulra**

Attribute Dice: 6D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/2D
PERCEPTION 1D/3D
STRENGTH 1D/2D
TECHNICAL 1D/3D

Special Abilities:

Added Strength: Pulra can grow to enormous sizes and can gain many more *Strength* dice as a result.

Amorphous: Pulras can change their shape. This process takes a few minutes. They can form appendages for combat (doing STR+1D damage), or other forms for a variety of tasks (such as turning into a wheel to roll down a hill).

Bind: Several Pulras can join shape to create a larger creature. Use the "Combined Action Bonus Table" on page 69 of *Star Wars: The Roleplaying Game, Second Edition* to determine the bonus for Pulras joining.

Echo Location: Pulras sense the outside world by sonar echo location at ultrasonic frequencies.

Move: 2/5

Size: 20 cubic centimeters to 150 liters

Flora and Fauna of Kuras III

Bear in mind that the names given to these creatures and plants are names that could be given by the characters. Since the two alien species lack language in the traditional sense, the characters are likely to be the ones to name these items.

Metalwood

Metalwoods are huge trees that grow to a height of 30-40 meters. Their leaves are a metallic gray and their trunks are smooth, dark gray, like sheet metal. These odd trees grow only where there are ore deposits underground. The trees' roots actually go deep into the planet's crust, and tap the ores for sustenance. With the energy from the white dwarf's rays, the trees refine the ore and make it into layers which are used as bark.

Waterfungi

These mushroom-like fungi grow in pools of shallow water. They live by absorbing nutrients found in the ground water: clean water is then released by the fungi as a waste product.

A Moderate *survival* task will show that the water flowing past the waterfungi is clearer and cleaner. It only stays clean for a few minutes before thoroughly mixing with the rest of the dangerous (to characters) water.

Infectious Moss

This sickly fuzzy moss is a disgusting swirl of green, gray, and tan. This moss clings to living tissue and multiplies quickly. Characters who touch the moss with exposed flesh must make a Moderate *stamina* roll or be infected with the moss. Once on the characters' skin, the moss will begin to feed



off the characters' natural body minerals. Each day, the character must make a Difficult *stamina* roll or lose 1D of *Strength*. Once the character is down to 0D, he dies from the infection. Curing the infestation is a Difficult *medicine* task, or a Heroic *first aid* task. Only one attempt of each skill can be done per day per infected victim. The Aganof actually savor the moss as a delicacy and will eat it off a character if given permission.

■ **Hairy Savages**

Type: Violent Anthropoid Species

DEXTERITY 5D

Brawling parry 6D, dodge 6D+1, melee combat 7D, melee parry 6D+2, running 5D, thrown weapons: rocks 6D+1

PERCEPTION 2D

Hide 4D, search: track 5D+1, sneak 6D

STRENGTH 5D

Brawling 7D, climbing/jumping 7D, lifting 6D+2, stamina 6D+2, swimming 6D+1

Move: 10 (walking), 12 (travelling through trees)

Size: 1.7-2.2 meters tall



Equipment: Throwing rocks (STR+1D), stone knives (STR+1D), sharpened sticks (STR+2D)

Capsule: These large anthropoids are savage predators and possess rudimentary intelligence. They can formulate simple tactics and use primitive tools. The savages are foul-tempered brutes, who, though they hunt to survive, still seem to take an unusual amount of pleasure in inflicting pain on their quarry. The creatures live in the trees, plants and caves of Kuras III, and feed on both the Pulra and Aganof. They will attack any characters who visit the world.

■ Wild

Type: Dangerous Grazing Animal

DEXTERITY 4D

Dodge 6D+2, running 8D+1

PERCEPTION 3D

Hide 6D+2, sneak 6D+1

STRENGTH 2D

Brawling 4D, stamina 4D

Special Abilities:

Fangs: Do STR+1D damage.

Newborn: Newborn wilds get +2D to *Strength*, *brawling* and *stamina*.

Move: 13

Size: 1.5 meters tall at the shoulder, up to 2.5 meters long

Capsule: Wilds are another creature named by the Aganof and the Pulras. Adult wilds are calm herbivores that graze on the plants and fungi of Kuras III. The creatures get their name "wilds" due to the birth process. The wilds have three genders. The male and female each deposit their genetic codes to the third sex, called the carrier. The young gestate in the carrier's womb. At the time of birth, the litter of eight to twelve young goes into a frenzy and the newborns burst their way out. The newborns then

consume the carrier, allowing them to survive for an extended period without having to graze and travel. For the first few months of life, the sexless newborns are in a feeding frenzy — they will attack any creature. They consume immense quantities of food, and rapidly grow to adulthood. Upon reaching adulthood, the wilds take on their sex characteristics and become calm, grazing herbivores.

■ Quicker

Type: Flying Omnivore

DEXTERITY 4D

Dodge 6D, flight 6D

PERCEPTION 4D

Search 7D

STRENGTH 4D

Brawling 6D+1, lifting 7D, stamina 6D

Special Abilities:

Beak: Does STR+1D damage

Talons: Do STR+2D damage

Move: 14 (flying)

Size: 2.0 meters long, 4.5-meter wingspan

Capsule: The quicker is a flying species so named by the Pulras (it moves quicker than any other life form they have sensed). The quicker is an omnivore who inhabits the high mountains of Kuras III, but tends to come down to the lowlands to find food. Most quickers are nocturnal and their eyes glimmer a sinister green as they fly at night.

Adventure Idea

This is the typical marooned setting. Coming through the asteroid belt, the characters' ship is damaged, requiring an emergency landing.

After landing, they must explore their immedi-

ate surroundings, repair the ship, and get supplies in order to stay alive.

Adventure Idea

An Imperial Scout vessel is tracked leaving the secret base on Tifnyl and heading in the direction of the Kuras III system. The Empire is sending a ship to the unexplored planet. The Rebellion sends the characters after the ship, and instructs them to tail the ship but not to reveal their presence until after the scout ship reaches its destination.

The Imperial ship will land on Kuras III and begin preliminary sensor sweeps. The Pulras and Aganof will be spotted. There is a possible three way confrontation in store here between the characters, the Empire, and the natives of Kuras III.

Adventure Idea

Radell Mining Corp. hires the characters to look for new ore deposits, and orders them to go to Kuras system. Imperial Mining, Ltd., however, always keen to stay ahead of the competition, will send out some mercenaries of its own. The mercenaries have been instructed to kill any explorers from other companies and to find new ore deposits.

Adventure Idea

While lying over at Lanthrym, the party encounters a grizzled prospector and his small scout ship. The man has apparently stumbled on

a new discovery, an asteroid belt with a few large asteroids, laden with mineable ores.

He wants to go back there, but cannot find anyone who is willing to listen to him. He has the coordinates on his nav computer, ready to go.

If the characters take an interest in the man, then other people will follow their lead. Many people on Lanthrym will not show interest in something until someone else shows interest first. Once someone shows interest, they rationalize, that "someone" must know something the rest of the people on Lanthrym do not know. Thus, everyone will now want to get involved.

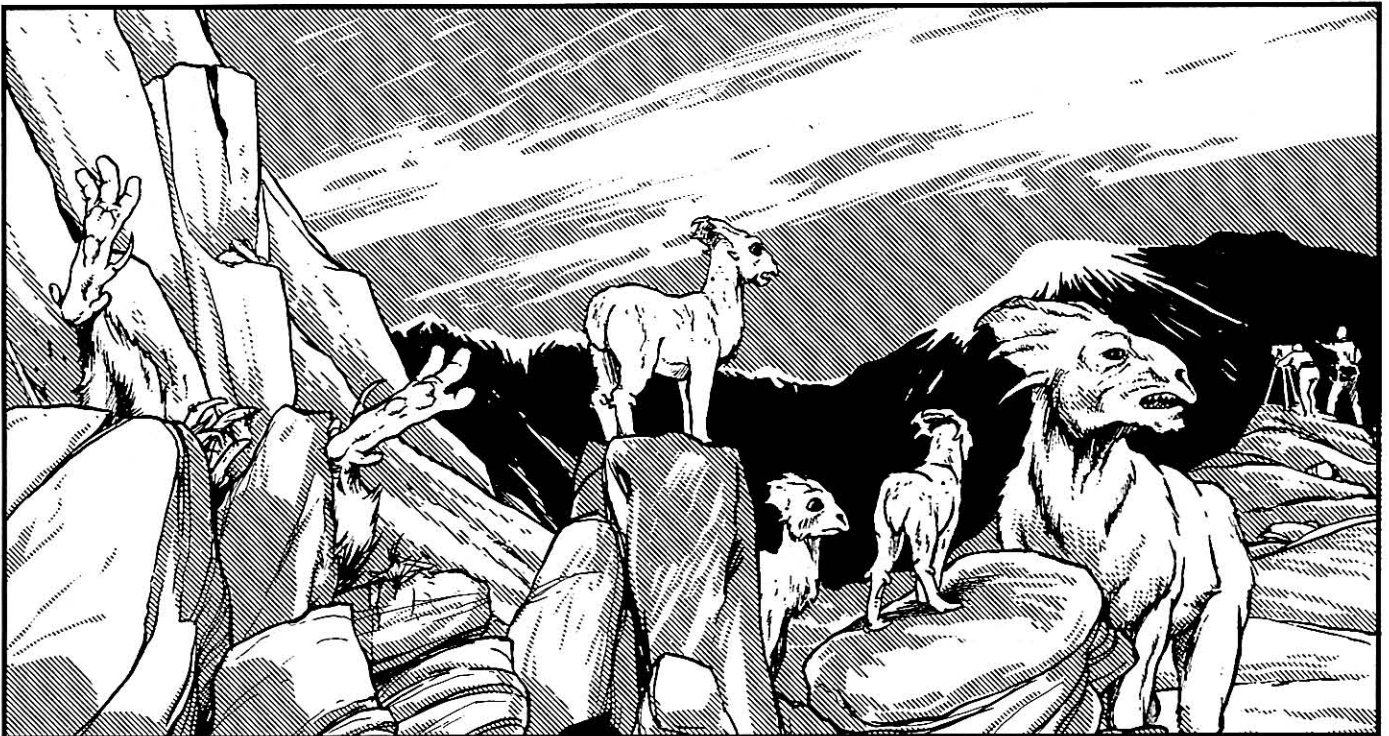
Crime bosses, mining companies, and the Empire will seek to get involved in this affair. It is even possible that the old prospector is killed, and asks the characters to carry on for his sake.

Adventure Idea

An Imperial vessel, preferably a freighter or even a small troop carrier, broadcasts a distress call. They are in the Kuras system, where they hit an asteroid while going through the field. The ship managed a crash-landing on Kuras III, but they need spare parts for repairs.

The twist is, the distress signal is garbled, with some words missing. Thus, the characters have no idea that this is an Imperial ship. Since the vessel is broadcasting the distress call on all bands and not just Imperial frequencies, there is no evidence to link the ship with the Empire.

There is lots of opportunity for combat as well



as exploration. A suggested twist is for the Imperial crew to have already made first contact with the native species, but, failing to realize that the two species are sentient, opened fire on the so-called horrible creatures.

This fact can be divulged to the players or withheld. If withheld, it will mean that when either the Aganof or the Pulras meet the characters, the species may assume the characters are also hostile.

Imperial opposition should consist of a crew of six, and possibly a dozen stormtroopers. And, of course, the Empire may have picked up the signal and sent its own rescue ship.

Adventure Idea

A band of pirates (possibly Dorok's men, Laerron Woern's pirates from *Wanted by Cracken*, or Thalassian slavers from *Galaxy Guide 9: Fragments from the Rim*) has discovered Kuras III and decided to establish a base of operations on the

distant world. They selected Kuras III because it is unknown: a perfect secret base location. They have also discovered the native species of the world and enslaved them. The pirates force the sentients to perform hard labor for them, and upon discovering the Pulras' shape-shifting abilities, have begun selling them.

The characters happen upon the pirate camp when they either follow a pirate ship to the system, are contracted for a delivery to a pirate ship in open space and the ship brings them to Kuras, or the characters are captured by the pirates and brought here as more slave labor. If enslaved, the characters might even learn that some Imperial soldiers or citizens have been enslaved, and this gives the characters an opportunity to work closely with some Imperials — a chance to recognize the humanity of the Imperials or possibly sway the Imperials to the side of the Rebellion. The characters have a perfect opportunity to incite a slave revolt and teach the natives that not all off-worlders are evil.



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