

THE COLONIST

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For the Colonist, the eight defining career skills are **Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, and Streetwise**. He automatically gains one rank in four of these skills (of his choosing) without spending experience, and he receives a discount when he spends experience to purchase ranks in any of these skills.

A COLONIST'S ROLE

In a way, Colonists are the most out-of-place people in the Outer Rim. They are most often from the Core Worlds, where they were well educated and part of the cultural and professional elite. A Colonist doesn't tend to have the training to survive in areas of high conflict, and he isn't particularly adept at physical exploits.

What he does possess, however, is a keen grasp of the bigger picture, and he usually has both the knowledge to understand problems and the capacity to get them solved. He probably came to the

Outer Rim to create opportunities for himself, or to find a better life than what he left behind. If he cannot find that better life, he'll apply all of his knowledge to the task of creating it, and he'll use his considerable social skills to gather like-minded allies to his cause.

Of course, not all Colonists are necessarily altruistic in their pursuits. If knowledge is power, and power corrupts, then it follows that the Colonist is well-suited to take what he knows and exploit it for personal wealth. With charisma and street smarts, a Colonist might gather quite a team of specialists together to both watch his back and see to it that his enemies are brought to heel as he solidifies his power base. Countless Outer Rim worlds have become the personal fiefs of Colonists with bold ideas and willing followers.



Of course, some Colonists fail in their pursuits, and run afoul of the law or their fellows. These Colonists are forced to flee their lives of luxury and survive wherever they can. Some of these individuals may fall in with less reputable, even criminal, individuals. Luckily, these unfortunate Colonists sometimes find their unique skill sets are in high demand.

The clever Colonists—the ones most likely to survive their first few months in the Outer Rim—figure out how to parlay their knowledge and talents into currency and contacts. Providing excellent advice, medical aid, or valuable knowledge can easily endear a Colonist to a warlord or gang leader, giving him the very thing he needs most: security. From a position of relative safety, a wise Colonist will begin gathering connections and data, building up a network that he can one day exploit for his aims, whatever they may be.

Colonists are the consummate leaders, negotiators, inspirational speakers, and strategists. A Colonist can take any small group of capable operators and turn them into a true force to be reckoned with. A capable Colonist in a group can mean the difference between just getting by and doing something truly spectacular in the galaxy.

COLONIST SPECIALIZATIONS

The following overviews of the Colonist specializations create some context for deciding which one will best serve as a player's beginning choice.

DOCTOR—THE GIFT OF HEALING

Of all the types of Colonists who come to the Outer Rim, Doctors probably have the easiest time finding employment. They are in high demand almost anywhere they go. Unfortunately, most of what they are asked to do involves patching up the wounds of the worst kind of beings.

The Doctor adds **Cool**, **Knowledge (Education)**, **Medicine**, and **Resilience** to his Career skills. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. With these skills, a Doctor brings not only healing and the treatment of illnesses with him, he brings a broad spectrum of knowledge and a solid persona in the face of adversity.

Most Doctors trade their healing talents for a chance to see more of the galaxy than their time in medical school ever allowed. Their overall motives can be as varied as those of any being, yet they tend to share a common instinct to heal where there is harm. While many will simply take up residence with whatever lord, corporation, or boss will hire them, other Doctors will find a way to get out into the larger galaxy, both to bring help to those in need and to experience life in some fashion.

A Player Character Doctor is likely to be considered a kind of "combat medic" for the group; this isn't a bad thing at all, and the role will make him very popular. At the same time, a Doctor can often help with broader issues of understanding or finding things out, especially if there isn't a Scholar in the group.

POLITICO—THE GIFT OF LEADERSHIP

If there is one thing a Politico knows how to do better than anyone else in the galaxy, it's talking. He can talk to anyone about anything in any necessary way. What others accomplish with might and fear, a talented Politico may well achieve with a few well-placed words and a decent plan.

Politicos gain the Career skills of **Charm**, **Coercion**, **Deception**, and **Knowledge (Core Worlds)**. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. A Politico might join a discussion, speech, or debate in any number of ways. With his talents, he might act to inspire greatness in those around him, or he might know just what to say to cut an opponent to the core, diminishing his confidence and leaving him vulnerable.

Politicos in the Outer Rim are usually up to something; ambition is hardwired into their very being. They may not yet know what they wish to accomplish, but when they see an opportunity to achieve some kind of greater goal, they will turn all their will and personality towards achieving it. Politicos might sign on to temporarily work for another, but they will not long be happy in a subservient role. Leadership is the core of who they are.

In a group, the Politico works best as the front-man, or the "face." More than anyone, he is best suited for initial contacts with any being or group, and he's the best to have at any negotiation, social gathering, or interrogation. There are even times when he can bring up morale in combat and crisis situations, though the palace throne room, corporate board room, or casino floor tend to be better battlefields for him.

SCHOLAR—THE GIFT OF KNOWLEDGE

At first, the idea of a Scholar wandering with a bunch of ne'er-do-wells in the Outer Rim might seem a bit odd, if not downright ridiculous. However, with all of the dangers and wonders of "a thousand thousand worlds," having someone around who actually knows something more than how to reload a heavy blaster could be exceedingly useful under any number of circumstances. This is especially true when a group is faced with something truly unknown, or needs to find something that simple tracking alone cannot locate.

THE COLONY

The Outer Rim is dotted with colonies large and small, each with its own character. Some are small farming communities with little contact with the galaxy at large. Others are mining settlements, ruthlessly exploited by corporate or criminal overseers. Each colony could serve as a home or point of origin for any PC, and each could serve as the site of many adventures in the *Star Wars* galaxy.

Here are a few ideas for colonies that can serve as home base for a colonist PC:

- A small farming community that grows a vital crop.
- A nomadic caravan of speeders and ground vehicles, herding enormous alien creatures on a remote planet.
- A political or religious outcast group in hiding from the Empire.

Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), and **Perception** are the Scholar's bonus career skills from his specialization. If this is the character's starting Specialization, he may choose two of these skills and gain one free rank in each, without spending starting experience. These skills emphasize both his role as a font of information and his keen awareness of his surroundings.

Even in the Outer Rim, there are those who have a keen respect for knowledge and learning. Even criminal overlords find having some "brains" around helps them when they want to expand their operations or exploit a new opportunity. Other Scholars, however, are far more interested in getting out into the galaxy, seeing for themselves the things they wish to study, and digging around in ancient places for the lost knowledge they want to uncover.

A Scholar in a group is very likely of the field researcher variety; seeking allies with physical capabilities who can defend him is a matter of simple expediency. It may be that he's signed on with some kind of operation that actually has no direct impact on his research, but the group is likely to travel to places he wishes to go, which suits his desires well.

COLONIST STORIES

What drives a Colonist to abandon the comforts and safety of the Core Worlds and take such terrible risks out in the dangerous Outer Rim? What might he be seeking? Are his ambitions noble or purely selfish? Here are some possibilities:

- **Knowledge:** Despite doctrine to the contrary, the vast data resources of the Empire do not contain the sum of all knowledge. In fact, there are entire subjects that are continuously being subverted and redacted, with entire periods of history and elements of culture being systematically removed. A Colonist may be searching the Outer Rim, hoping to find important information about a subject lost to such purges, or perhaps he simply wishes to follow the trail of a particular legend or mythos. An academic career might well be founded on the knowledge one might uncover on a far distant planet.
- **Power:** If an individual believes himself a born leader, yet has neither the ear of the Emperor nor access to the corridors of power, frustration might drive him to truly desperate measures. In the Outer Rim, opportunities abound for those with plenty of determination and charisma. Before the Empire sweeps across a particular planet, an ambitious Colonist might find a seat to call a throne. Someone will have to negotiate with Imperial agents upon arrival, and it might as well be him.
- **Nobility:** In this time of turmoil and war, countless millions suffer, and neither the Empire nor those who seek to bring it down offer any aid. For someone with the knowledge and means to help, the call to do so may be too strong to ignore. Making his way to the Outer Rim, a Colonist might seek any number of ways to apply his gifts to make at least a few lives a little better. Of course, the realities of survival may mean making some pragmatic decisions, but he's decent at heart, and he'll do what he can out there.
- **Understanding:** Sitting in a perfect, sterile, luxurious home, surrounded by servants, wanting for nothing, a person may find his life has no true challenges. The machinery of the Empire runs inexorably towards domination of the galaxy; has it truly all come to this? Is there nothing left to discover, to struggle against? Perhaps becoming a Colonist is nothing more than a decision to leave behind comfort and complacency in order to embrace the challenges left in the galaxy, hopefully to better understand life and one's place in it.
- **Revolution:** With the destruction of the Death Star, a glimmer of hope has been ignited in the galaxy. There are those who finally see the total confidence in the New Order shaken at all levels. While there is still no chance for change in the Core Worlds, the Outer Rim could finally offer a chance to stir the embers, to galvanize populations and acquire resources. A Colonist may have to bide his time and act carefully, cultivating contacts, allies, and resources over time, but out on the Rim, he might well point the way towards unchaining the galaxy from the yoke of the Empire's oppression.

ENTREPRENEUR

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Entrepreneurs know that there is only one thing worth investing in—the future. Entrepreneurs are not unlike explorers in the world of business; they want to be the first to open up new markets, to revolutionize industrial practices, or to create new service industries people hadn't realized they needed, but once sampled, cannot live without.

THE BURDEN OF VISION

Entrepreneurs receive **Discipline**, **Knowledge (Education)**, **Knowledge (Underworld)**, and **Negotiation** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. While the Entrepreneur is willing to bully, charm, or mislead others to achieve his ends, he prefers to rely on negotiations, bringing to bear facts, graphs, and projections for the future. In this way the Entrepreneur is similar to the Scholar. However, unlike Scholars, the Entrepreneur operates under the assumption that every problem can be overcome with a big enough credit stick.

Entrepreneurs may be free with their money, but they are never wasteful, and they are always looking for ways to cut costs, even if it skirts regulations. Most savvy businesspeople know that if one only plays by the rules, then one can only ever be as successful as the rules allow. Since the rules are usually written by the established corporations the Entrepreneur competes against, he believes the rules exist solely as a means to restrict progress, stifle innovation, and suppress competition. In short, rules were made to be broken. Even the most upstanding businessperson occasionally contracts operatives for industrial espionage or corporate intelligence gathering, and even if he morally objects to that behavior, he needs to know how to defend against it.

It is said that a sucker is born every second, and the Entrepreneur takes great pains to make certain he is never one of them. In all of his dealings, the Entrepreneur must remain vigilant against conversational traps laid by opponents during delicate negotiations. Preparedness is always a part of the plan, so that risk is mitigated and no circumstances result in absolute failure.

Every group can benefit from counting an Entrepreneur among its number. Their ability to negotiate a favorable deal in any number of circumstances, and the resources at their disposal, make Entrepreneurs invaluable members of the team. They make excellent leaders, and any party who allows an Entrepreneur to negotiate on its behalf will be pleased with the results. The Entrepreneur can also act as team quartermaster, outfitting the group with specialized, hard-to-find equipment with little notice, and both his pool of contacts and credit pouch are deep enough to keep the party informed on almost any subject.



MARSHAL

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Criminals might run and criminals might hide, but the Marshal won't rest until he drags them back to town in binders. The presence of a strong Marshal is often the only thing keeping a colony from plunging into chaos. The Marshal has a gift for extracting information from witnesses and confessions from criminals, and separating lies and irrelevant information from the truth. Should suspects turn violent, the Mar-



shal is equally adept at talking criminals into a pair of binders or blasting them into oblivion.

THE BURDEN OF PEACE

Marshals receive **Coercion**, **Knowledge (Underworld)**, **Ranged (Light)**, and **Vigilance** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. Where most Colonists are forced to rely on talking their way out of trouble, the Marshal finds that his blaster speaks almost as well as he does. Most law officers know that holding the weight of the law over a potential witness is the quickest way to modify his attitude. Marshals can throw the weight of their authority around to get answers. There is little government oversight on the fringe, and often a Marshal's word is the law.

Equally as important is the Marshal's knowledge of crime and criminal elements, especially those operating within his jurisdiction. A Marshal who doesn't take the time to familiarize himself with the local malcontents isn't going to be very good at his job. And when it comes time to go toe to toe with those criminals, the Marshal is ready. Most Marshals know how to use the blasters at their hips.

The Marshal makes for a great leader in combat-oriented groups, or can provide some muscle to non-combat groups while still participating in social and investigative encounters. Marshals strike a great balance between social skills and combat, allowing them to speak on behalf of combat-oriented parties without being a liability when blaster bolts start flying. Their ability to sort fact from fiction makes them difficult to manipulate, and their gritty determination can carry an entire group that would have otherwise given up hope of success.

PERFORMER

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The Performer must always be the center of attention, and if all eyes aren't on the Performer, he has ways to make them shift their focus. For them, all the world is a stage, and the Performer is always putting on a show. They can lie with more sincerity than even the Politico, and do so as easily as if they were running lines for a one-man showing of the Kallea Cycle. They can be as charming as a diplomat, and leave their targets enchanted and completely manipulatable. And far too many people underestimate the strength many Performers must possess for acrobatics, athletics, and even live theater.

right lies to get whatever he wants from whomever he wants. He draws on the best lines from the greatest works of literature, theater, and holo from millennia past, and always has a unique, flattering compliment for any being from whom he might want something.

Other Performers may rely on different tactics in their interactions. A cutting comedian or brilliant actor can hurl a litany of insults that cut to the core of most beings, making them question their worth and their right to deny the Performer what he wants. Unfortunately, these almost psychotic breaks are just as likely to be directed against their closest allies and assistants as enemies. The Performer knows how to use this to his advantage, though, and can create a scene to distract a bouncer while his friends sneak into a club that would otherwise never have granted them access.

However, there is often more to a Performer than just words. Performers may include dancers, acrobats, jugglers, and other individuals who must possess impressive coordination and be at peak physical condition. Their acrobatic abilities can give some Performers an unexpected edge in a fight. In addition, many have been trained in martial arts and the use of stage weaponry for roles in theater or holovids. The agility and overall fitness required to perform on stage means they are often in great shape, and as such, it is not uncommon for the Performer to be the last one standing when the dust settles.

Whether the character is a galaxy-famous magician or merely the member of a traveling troupe of acrobats, the players can build their entire party around a Performer. Performers need an agent, bodyguards, assistants, technicians for their performance, a pilot, perhaps a personal physician, and certain friends or family for their entourage. Performers are able to take the lead in social situations and provide support during combat, but can also take a back seat to a diplomatic leader able to wrangle him. The only downside to including a Performer in the party is that whatever his specialty, he makes his living through some sort of acting. Once can never be sure what a Performer thinks about everyone else.

THE BURDEN OF ART

Performers receive **Charm**, **Coordination**, **Deception**, and **Melee** as additional career skills. If this is the character's starting specialization, he gains one free rank in each of two of these skills of his choice, without spending experience. The Performer often leans on pouts, winks, warm smiles, and well timed physical contact mixed with out-



Colonist: Doctor Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Doctor Bonus Career Skills: Cool, Knowledge (Education), Medicine, Resilience

ACTIVE

PASSIVE



Colonist: Entrepreneur Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Entrepreneur Bonus Career Skills: Discipline, Knowledge (Education), Knowledge (Underworld), Negotiation

ACTIVE

PASSIVE



Colonist: Marshal Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Marshal Bonus Career Skills: Coercion, Knowledge (Underworld), Ranged (Light), Vigilance

ACTIVE

PASSIVE



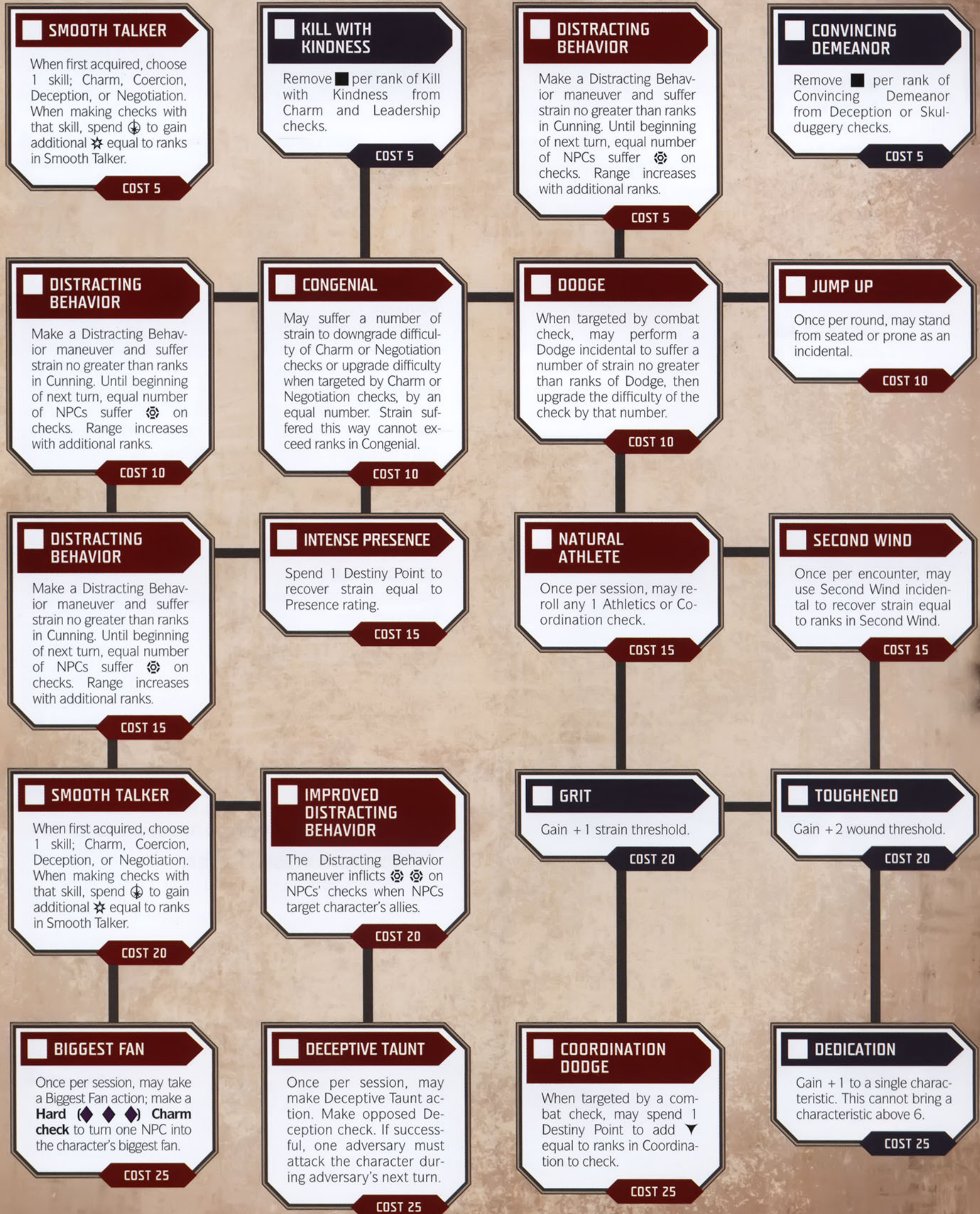
Colonist: Performer Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Performer Bonus Career Skills: Charm, Coordination, Deception, Melee

ACTIVE

PASSIVE



Colonist: Politico Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Politico Bonus Career Skills: Charm, Coercion, Deception, Knowledge (Core Worlds)

ACTIVE

PASSIVE



Colonist: Scholar Talent Tree

Career Skills: Charm, Deception, Knowledge (Core Worlds), Knowledge (Education), Knowledge (Lore), Leadership, Negotiation, Streetwise

Scholar Bonus Career Skills: Knowledge (Outer Rim), Knowledge (Underworld), Knowledge (Xenology), Perception

ACTIVE

PASSIVE

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

COST 5

SPEAKS BINARY

When directing NPC droids, may grant them \square per rank of Speaks Binary on checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

BRACE

Perform the Brace maneuver to remove \blacksquare per rank of Brace from next Action. This may only remove \blacksquare added by environmental circumstances.

COST 5

RESEARCHER

Remove \blacksquare per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

COST 10

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 10

RESEARCHER

Remove \blacksquare per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 10

CODEBREAKER

Remove \blacksquare per rank in Codebreaker from checks to break codes or decrypt communications. Decrease difficulty of checks to break codes or decrypt communications by 1.

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend \oplus result to gain additional successes equal to ranks in Knowledge Specialization.

COST 15

NATURAL SCHOLAR

Once per session, may re-roll any 1 Knowledge skill check.

COST 15

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 15

KNOWLEDGE SPECIALIZATION

When acquired, choose 1 Knowledge skill. When making that skill check, may spend \oplus result to gain additional successes equal to ranks in Knowledge Specialization.

COST 20

INTENSE FOCUS

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 20

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 20

RESOLVE

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve, to a minimum of 1.

COST 20

STROKE OF GENIUS

Once per session, make one skill check using Intellect rather than the characteristic linked to that skill.

COST 25

MENTAL FORTRESS

Spend 1 Destiny Point to ignore effects of Critical Injuries on Intellect or Cunning checks until end of encounter.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

TOUGHENED

Gain +2 wound threshold.

COST 25