



Star Wars: Tales from the Edge of the Empire

People, Places and Plots of Tatooine

by Nate Christen

This supplement is intended for use with the *Star Wars: Edge of the Empire* roleplaying game from Fantasy Flight Games. It is a collection of posts from <talesfromtheedgeoftheempire.blogspot.com>.

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Trallig's Outfitting

Savod Trallig runs an outfitting shop, the Rim World equivalent of a general store. He stocks all manner of goods that a being could use on a hardscrabble planet such as Tatooine. While he handles the bookkeeping, purchasing and the like, the Human employs a Jawa as his mechanic and clerk. What Trallig doesn't know is that Dibs Nkik has his own aspirations as an information broker; he reprograms the droids that his kinfolk bring to sell, giving them instructions to transmit any useful information to him. In this way he intends to learn the secrets of those who do business with him, and then to sell those tidbits to interested (and paying) parties.



The Store

The building itself is a simple pourstone structure, about a story and a half in height. It has rounded corners and windows set high in the outside walls to provide light. Inside the front door is the front room (1), which is lined with shelves holding all manner of items. There is also a small table with a workstation for the clerk. From there, one door opens into the refresher (2), and another provides access to the storage room (3). The third leads into the kitchen (4), which is equipped with an autochef. Trallig has his own quarters (5), as does Dibs (6). It is on a computer in this last location that the Jawa keeps his stolen information. Should a character wish to access it, one must succeed at an opposed Computers check to bypass the security access, and then another to break the Jawa's encryption.

Savod Trallig (Rival)

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

Soak: 3

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0/0

Skills: Brawl 1, Computers 1, Discipline 2, Knowledge 1, Mechanics 2, Medicine 1, Melee 1, Negotiate 3, Perception 2, Pilot 1, Ranged (Light) 1, Resilience 1, Survival 1, Vigilance 1

Talents: Gearhead

Abilities: Free rank in each of two skills

Equipment: Heavy clothing (jumpsuit), light blaster pistol, comlink, datapad

Dibs Nkik (Rival)

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

Soak: 1

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0/0

Talents: Speaks Binary, Utinni!

Abilities: One free rank in Mechanics; ignore one setback die due to hot or arid conditions; silhouette of 0

Equipment: Heavy clothing (Jawa robe), light blaster pistol, truncheon, tool kit, backpack, datapad

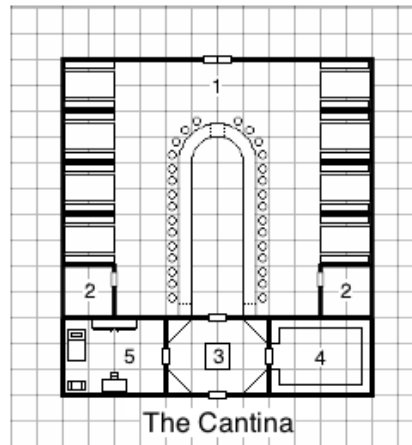
Using Trallig's Outfitting in an *Edge of the Empire* Campaign

Savod Trallig and his Jawa assistant can be used in a campaign in many different ways, including some of the following possibilities.

- First and foremost, the PCs might have to buy equipment from Trallig, and thus negotiate with him for the best price or barter other items of value.
- They might purchase a droid from Dibs, only to find that it spies on them and transmits the information back to the Jawa.
- Following a heist or some other job, the PCs might visit the Bothan to sell ill-gotten merchandise.
- Alternately, someone who learns of Dibs' spying could hire the PCs to investigate the matter and even protect an important secret.
- While obtaining Dibs' service could cost credits, the Jawa might also strike a deal to trade information in exchange for scavenged droid parts, especially ones not commonly available for purchase.

Li's Cantina

This is another simple pourstone building, one story tall. It fronts on a main thoroughfare, with a back door opening on an alleyway. The main room (1) features a broad, curving bar, with booths along the walls for a little more privacy. There are also a couple of refreshers (2) for patrons to use. Behind the bar a door leads into the kitchen (3), where the cook prepares such favorites as bantha burgers, dewback ribs and the like. From there, one door provides a rear exit, while another opens into the storage room (4). The final room is the private quarters of the cantina's proprietors.



Seron Li (Rival)

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

Soak: 4

Wound Threshold: 15

Strain Threshold: 12

M/R Defense: 0/0

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

Talents: Frenzied Attack, Toughened

Abilities: One free rank in Charm or Deception

Equipment: Heavy clothing, cudgel, blaster pistol, vibro-blade (not usually carried)

At one time Seron Li worked as an enforcer for an influential Twi'lek family on Ryloth. Two things led to him ending his employment, however. One was that he gradually grew sick of the job, developing a distaste for roughing up those who crossed his employers. The other was a beautiful Twi'lek thief named Vesa. When he was forced to choose between doing his duty, and thus never seeing her again, or leaving the business but staying with her, he chose the latter option. Since then the two have been married, and have started new lives as the proprietors of a small cantina. Seron is not the friendliest of

beings, but his gruff manner can be useful when dealing with the rough-and-tumble clientele who often frequent the establishment.

Vesa Li (Rival)

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

Soak: 2

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0/0

Skills: Athletics 2, Brawl 1, Charm 3, Cool 1, Coordination 3, Deceit 2, Melee 1, Negotiate 2, Perception 2, Ranged (Light) 2, Resilience 1, Skulduggery 2, Stealth 2, Streetwise 1, Survival 1, Vigilance 2

Talents: Inspiring Rhetoric, Kill with Kindness

Abilities: One free rank in Charm or Deception

Equipment: Light clothing, light blaster pistol, comlink

Vesa's personality is complimentary to Seron's; while he is gruff, she is outgoing and friendly (It helps, too, that she is beautiful by the standards of many different species). In this way she acts as the face of their business, while he handles more of the mundane work. In spite of her open and flirtatious ways, however, she is completely loyal to her husband--just as he is to her.

R2-D6 (Rival)

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

Soak: 2

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0/0

Skills: Astrogation 2, Computers 3, Cool 1, Deceit 2, Mechanics 3, Perception 2, Pilot 2, Ranged (Light) 2, Skulduggery 2, Stealth 1, Streetwise 1, Vigilance 1

Talents: Bypass Security

Abilities: Inorganic, Mechanical Being

Equipment: Integral blaster pistol, hidden storage compartment, standard R2 unit features

R2-D6 functions as a serving droid for the Lis, along with handling maintenance for them. What they don't know is that the droid has been reprogrammed by Dibs Nkik, and now serves the Jawa as a spy.

Using Li's Cantina in an *Edge of the Empire* Campaign

Seron and Vesa Li, along with their droid assistant, can be used in a campaign in many different ways, including some of the following possibilities.

- As always, the cantina can be a good place for the PCs to meet a contact, celebrate a victory or recover after a defeat.
- An old acquaintance of the Lis from back on Ryloth could come looking for them, perhaps even hiring the PC's to help find them in order to settle some unfinished business.
- R2-D6's snooping could capture a lucrative piece of information, something that an employer hires the PCs to investigate.
- The PCs might just happen to be present when someone is killed via poison, and it takes their cool heads to solve the mystery--especially when the wrong person is accused of the crime.

Potent Potables in the *Star Wars* Universe

Detailed here are some of the alcoholic beverages known to exist in the *Star Wars* universe. Using them in a game can help establish the atmosphere of the setting, and different preferences can reflect the characters of the PCs or NPCs who choose them.

When it comes to brewed beverages, there are plenty of options. Potwa beer is a heady concoction prepared by Gamorreans, one that is sure to pack a punch. Tozz is a product of Elrood Sector, one that is only slightly more refined than potwa beer. For those who have more refined palates, Alderaanian ale is a good option--if one can find it, given that it is no longer in production.

Many different planets have their own takes on wine. These can be especially diverse, given that a variety of different local fruits can be used.

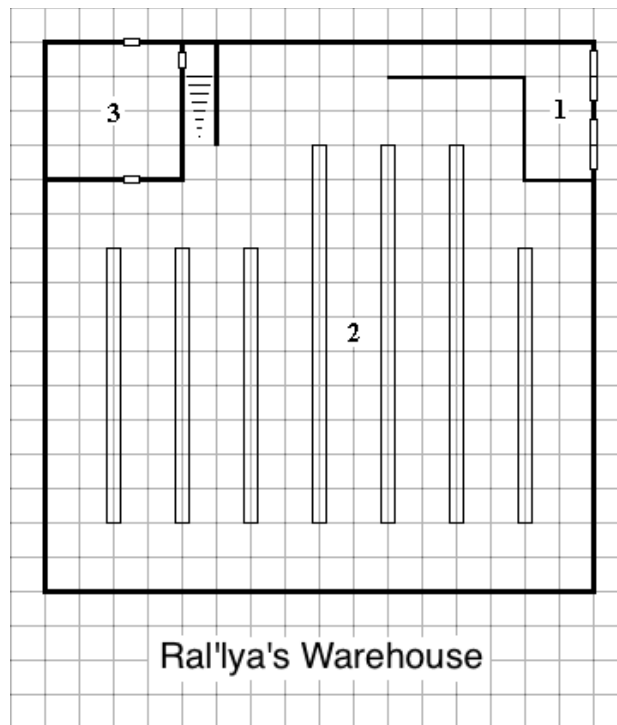
When it comes to distilled spirits, Corellian whiskey is popular throughout the galaxy. There are many different brands and varieties, but one of the best is Whyren's Reserve. Those who like their booze to pack a punch, and aren't very particular as to flavor, might go for vacuum-distilled jet-juice. A flask of this is guaranteed to warm up a person's innards.

Mixed drinks are also a popular option. Talmog, for example, is made from Lyme's rose juice and spiced ethanol, usually served with ice.

For more information about beverages, refer to <<http://starwars.wikia.com/wiki/Alcohol>>.

Ral'lya's Warehouse

In order for thieves to profit from their schemes, they need to be able to sell the merchandise acquired. That's where Vek Ral'lya enters the picture. He is an independently wealthy Bothan who buys and sells stolen goods. He operates a warehouse, working under the front of a legitimate merchant trader. Ral'lya works under the auspices of the local Hutt crime boss, however--so anybody who messes with him is likely to incur the wrath of the Hutt, too.



The Warehouse

Ral'lya's warehouse is a simple pourstone structure, two stories in height. It has a broad double door one meter off the ground in the front, where a hovertruck can be docked for loading and unloading. A side door at ground level serves as the staff entrance. Each of these is securely sealed with an alphanumeric keypad, requiring an Easy Mechanics check to access and then a Hard Computers check to bypass. Both are connected to a silent alarm system that notifies Ral'lya and Festek in the event of tampering (a failed Computers check).

Inside the warehouse, the loading dock (1) is a raised platform made of the same duracrete as the rest of the floor. A ramp leads down from it to the main section (2), which is filled with industrial shelving units four meters in height. A pair of B1-series labor droids provide the heavy lifting. In the back corner, at ground level, is a break room for the guards (3), which is equipped with comfortable furniture, a game table, a food fixer and a refresher. Above that, accessible by stairs, is Ral'lya's office. Both have broad windows that provide a clear view of the rest of the warehouse. The Bothan's workstation is in his office, including a computer which holds detailed records of his transactions; it takes a Hard Computers check to access his information, followed by an Average check to bypass the incryption on it. Finally, a hidden wall safe, covered by a frieze depicting the Bothan's Hutt employer, contains 5000 credits in mixed currency. It takes a Hard Perception check to find this, followed by a similar Skulduggery effort to open it.

Vek Ral'lya (Rival)

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

Soak: 2

Wound Threshold: 11

Strain Threshold: 11

M/R Defense: 0/0

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

Talents: Black Market Contacts, Convincing Demeanor

Abilities: Free rank in Streetwise

Equipment: Datapad, comlink, blaster pistol, 500 credits

Vek Ral'lya is an opportunist, pure and simple. Although he grew up as a member of a wealthy family, he was not content to live a life of leisure spending what he'd inherited. Instead, he began to associate with unsavory characters, learning the ways of the galactic underworld. His family members, of course, frowned on such behavior, and after one scandal too many he was cut off from them. Even so, he used what money he had to open his warehouse, and then began buying and selling stolen goods. For him it is like a game, one where he pits his cunning against that of others in hopes of making a tidy profit.

Arn Festek (Rival)

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

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 1/1

Skills: Athletics 1, Brawl 2, Coerce 1, Cool 1, Discipline 1, Melee 2, Perception 1, Ranged (Light) 2, Resilience 1, Streetwise 1, Vigilance 1

Talents: Second Wind, Side Step

Abilities: None

Equipment: Armored clothing, heavy blaster pistol, truncheon, comlink

Arn Festek is a consummate mercenary, one who works efficiently and loyally for his employer--at least until there's a better offer, that is. While the Human is gruff and business-like while on the job, he enjoys the usual rough entertainments--drinking, carousing and fighting--during his downtime. He

hopes to one day work his way up to bigger and better things, perhaps as the head of security for a Hutt or some other influential being.

Mercenaries (Minions)

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

Soak: 3

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 1/1

Skills (Group only): Brawl, Melee, Ranged (Light)

Talents: None

Abilities: None

Equipment: Armored clothing, blaster pistols, truncheons, comlinks

These mercenaries are quite similar to their boss in attitudes and interests.

Binary Load-Lifters--Refer to the Game Master's Kit to find stats for these droids.

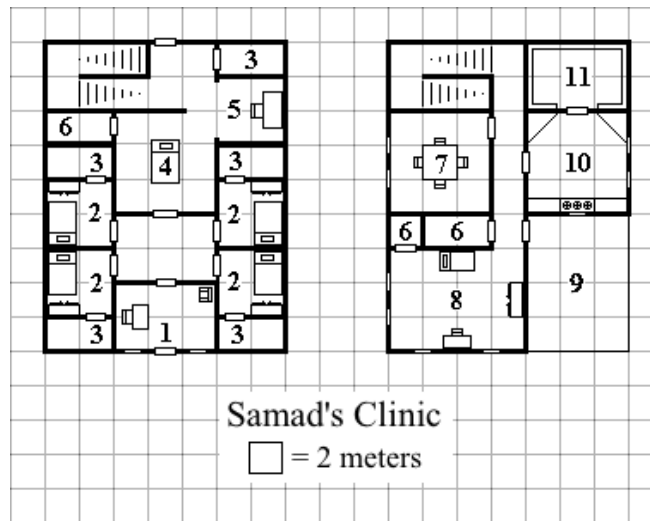
Using Ral'Lya's Warehouse in an *Edge of the Empire* Campaign

The warehouse could become involved in a campaign in numerous ways; a few of the possibilities are detailed here.

- Should the PCs acquire some illicit goods, they might approach Vek Ral'lya in order to sell them.
- On the other hand, somebody could contact the PCs looking to retrieve an item that was sold to the Bothan.
- If the PCs are larcenous types, they might learn of a valuable acquisition by the Bothan and take it upon themselves to steal it.
- That provides the GM with a good opportunity to introduce all manner of surprises, in the form of a crate containing an unexpected item.
- Alternately, the PCs could be a team of guards hired by Ral'lya to guard something that is especially lucrative, or could be hired to find such an item if it were stolen from the Bothan.
- In the event that the PCs cross Ral'lya, Arn Festek and his mercenaries would be sent to settle the score with them.

Nius Samad's Street Clinic

It's a fact of life that business on the Outer Rim can be dangerous, and sooner or later those who engage in it are going to be hurt. When that happens, if a being doesn't have access to a trained medic, it's time to find a good street doctor. That's where Nius Samad enters the picture. This enterprising Sullustan runs a clinic on a small, out-of-the-way alley, tending to injuries without asking questions (for the right price, of course.) While that activity might help endear him to the beings who live and work on the fringe, they might think again if they knew about his other source of income. Samad makes housecalls for the Hutt crimelord Slarr Uwanesh Diann, implanting explosive devices for the slaves in whom that gangster traffics.



The Clinic

Samad clinic, and the home that he has above it, makes for a fairly ostentatious building. It is fully two stories in height, with more windows than the surrounding structures. The clinic also boasts a solid security system, with exterior doors that require an Easy Mechanics check, followed by a Hard Computers check, to bypass.

Inside the front door is the lobby (1), with a desk for the protocol droid receptionist, K-3PO, that is always present. From there a passageway provides access to four rooms with beds for recovering patients (2), each of which has its own refresher (3). Beyond these areas lies the operating room (4), with a bed in the middle and a 2-1B medical droid ready at all times; a locked closet (6) holds all of the Sullustan's tools. Samad's office (5) is an open area, but the records on his computer are not so easily accessible, requiring a Hard Computers check if one doesn't have the password. A safe hidden in the floor beneath the desk, which requires a Hard Perception check to find and a similar Skulduggery effort to open, holds on average 5000 credits in mixed currency.

The upper level of the building houses Samad's living quarters. Given his love of food, there is a sizable kitchen (10) and pantry (11). The dining room (7) provides space for sharing meals with guests; another option is to take meals on the balcony (9). The Sullustan's bedroom is unremarkable (8), containing a bed, wardrobe of stylish clothing and desk.

Nius Samad (Rival)

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

Soak: 1

Wound Threshold: 11

Strain Threshold: 11

M/R Defense: 0/0

Skills: Computers 2, Cool 2, Coordination 1, Knowledge 2, Mechanics 1, Medicine 3, Negotiate 1, Perception 1, Resilience 1, Streetwise 2

Talents: Stim Application, Surgeon

Abilities: None

Equipment: Datapad, comlink, medpac, 500 credits

Nius Samad once worked for the SoroSuub Corporation on Sullust as a researcher. It was there that he first became involved in shady dealings with the Hutts, including the implanting of explosive devices in their slaves. The scandal that ensued when an investigator exposed this activity led him to flee to the Outer Rim, where he maintained his ties in opening his street clinic. As such, he provides his services to the public in general, and to Slarr's minions in particular. This allows him to live a comfortable lifestyle; he delights in preparing and consuming rare foods and beverages. Vek Ral'lya is one of his associates, but he is not a fan of Arn Festek.

Using Samad's Clinic in an *Edge of the Empire* Campaign

This clinic and its Sullustan doctor could become involved in a campaign in many different ways; a few of the possibilities are detailed here.

- Should the PC's suffer injuries beyond their abilities to treat, they might need to seek out Samad's services. Typically, he charges 100 credits for each wound point that he treats.
- Knowing that his clinic contains an impressive (and valuable) assortment of medical supplies, they might decide to stage a robbery.
- Either the PC's, or an employer, might decide to try freeing Slarr's slaves, requiring access to Samad's records in order to neutralize the implanted explosives.
- If the Sullustan ever tired of his illicit practice, he might seek out a ship and crew to take him away from it; Slarr would not approve of this, however, and would send his minions to prevent such a departure.
- When a fighting pit opens in town, Samad could become involved in using stimpacks to enhance the abilities of certain combatants, or other drugs to reduce the prowess of others, all to the chagrin of those who might be betting on the fights.

The Findsmen

It's a safe bet that the PCs, at some point in their careers, are going to cross a being who has the resources and mindset to seek vengeance for it. In such cases, the easiest thing to do is to put a price on the heads of those who have done so. When that happens, here's a band of bounty hunters for the GM to send after the heroes. They are Gand Findsmen, members of an elite group that use some kind of mystic influence to track their quarry. (GM's who want more information should look to the relevant Wookieepedia article, <<http://starwars.wikia.com/wiki/Findsmen>>, for more details.)

Gand Findsmen (Minions)

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

Soak: 3

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0/0

Skills (Group only): Perception, Ranged (Heavy), Ranged (Light), Stealth

Talents: None

Abilities: Free rank in Discipline; Ammonia Breather

Equipment: Heavy clothing, blaster carbine, blaster pistol, breath mask, survival kit, stimpack, comlink

These Gand--who go by the name Gand, since they have not yet distinguished themselves enough to earn individual names--are apprenticed to Zer Noloss. While they aid him insofar as they can, they are mostly with him to learn. As such, they are quite loyal to their mentor and defer to him in all matters.

Zer Noloss (Rival)

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

Talents: Sense basic power, control upgrade (both types).

Soak: 3

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0

Skills: Cool 2, Discipline 2, Knowledge 2, Medicine 2, Perception 3, Ranged (Heavy) 3, Ranged (Light) 2, Stealth 2, Streetwise 3, Survival 3, Vigilance 3

Talents: Sense Basic Power, Uncanny Reactions, Uncanny Senses

Abilities: Free rank in Discipline; Ammonia Breather

Equipment: Heavy clothing, blaster carbine, blaster pistol, breath mask, survival kit, stimpack, comlink

Zer Noloss is one of the Findsmen who is attuned to the Force--although he would argue that it's just the mystical tradition of his species. Whatever the case, he has an uncanny ability to recognize danger before it arises, and he can sometimes tell what his opponents are thinking. Both of those abilities he uses to help recognize and pursue his quarry, and he hopes that one of his apprentices will prove to be sensitive in the same way.

Using the Findsmen in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which the Findsmen could become involved in adventures on the galactic fringe.

- The most likely reason for the PC's to encounter Zer Noloss and his crew, of course, is because the Gand have been sent to apprehend the heroes. If the GM is using the adventure *Hunter and Hunted*, this might be because the PC's crossed Moxo Oonta, Talem Goll or another character.
- Should the Gand be pursuing a quarry for whom their species would be too much of a giveaway, they might subcontract with the PC's for some help that can blend in to the surroundings better.
- It could happen that Zer, while practicing his meditation, experiences a vision related to the Force; in that case, he might seek out characters with anti-Imperial sentiments to help learn about what he saw.

Shrines of Kooroo

One of the great mysteries to be found throughout the galaxy are the enigmatic shrines of Kooroo. These shrines are located on planets throughout the Outer Rim, with known examples on Vaynai and Gelgalar. Their builders have never been encountered, since they date from the early history of the Republic.

Theories about the purposes of these structures abound, although none have been confirmed. Many of them involved a common theme, however; the notion is that the shrines provide those who know how to harness their powers with greater perception, perhaps even over great distances. If this is the case, it is something that would interest Zer Noloss tremendously. Such enhanced abilities could let him track bounties across the galaxy.

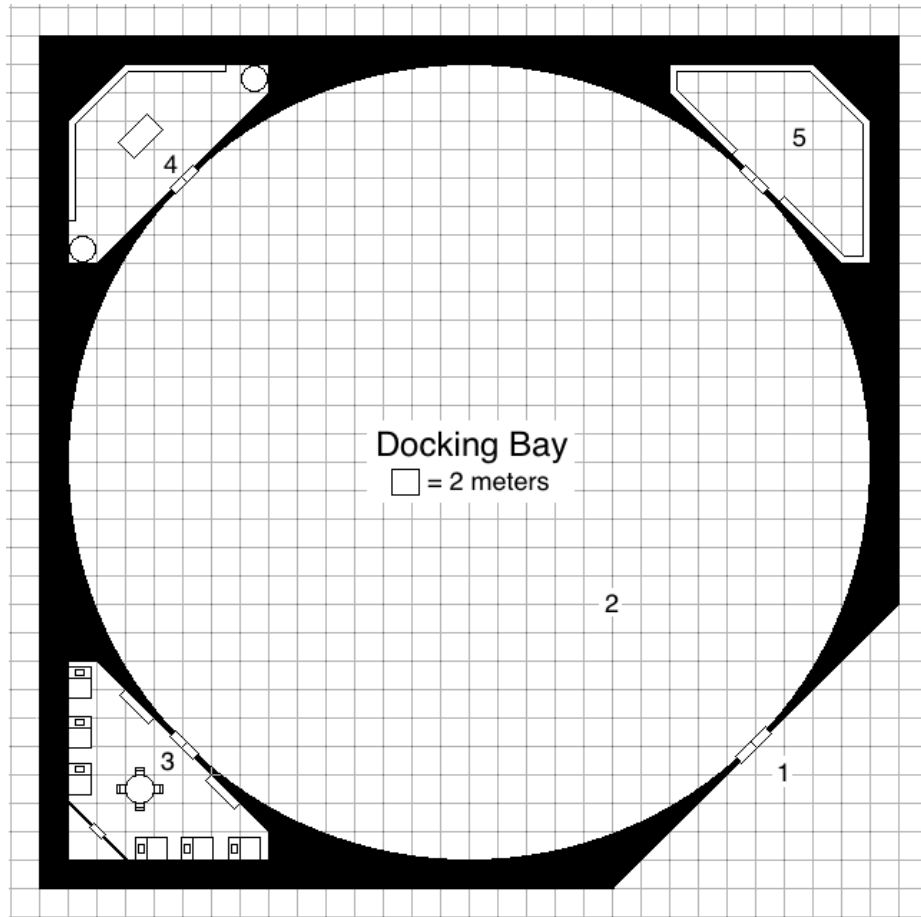
Shiin's Library in Mos Eisley is known to contain a scroll entitled *The Teachings of Kooroo*.

For more information about the Shrines of Kooroo, refer to Wookieepedia:

<http://starwars.wikia.com/wiki/Shrines_of_Kooroo>.

Docking Bay

Refer to the appropriate map for the following area descriptions.



1. Entry

A solid double blast door seals the bay; it takes an Average Mechanics check followed by a Hard Computers effort to bypass them. The walls are five meters in height.

2. Main Bay

This broad open area has four doors leading out of it. There are also ladders in the middle of the wall between the doors, providing an emergency exit in case of trouble.

3. Living Area

Six bunks line the walls of this area; there is also a table with chairs and a refresher. Crews can stay here during their downtime, and sometimes ship owners hire guards to watch over vessels and cargo.

4. Workshop

This area has space for making repairs, although ship crews must provide their own tools and parts.

5. Storage

Cargo can be stored here while waiting to be loaded or delivered.

Swoop Gang

Somebody once described a swoop as a high-powered engine with a seat. To be fair, these craft also have steering controls--although not many beings are up to the task of piloting them at full speed through a difficult course. There are some, however, who love to do so and live for little else, and those who live on the wrong side of the law have a tendency to form groups for mutual protection and entertainment.

Swoop Gang Leader (Rival)

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

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

Defense: 0/0

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

Talents: Convincing Demeanor

Abilities: None

Equipment: Padded clothing, blaster pistol, comlink, swoop bike

Swoop gang leaders tend to reflect a combination of the abilities and personality traits represented by the other members of their gang; perhaps this is what helps them hold together such a ragtag group of individuals and misfits.

Swoop Gang Pilot (Rival)

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

Soak: 4

Wound Threshold: 12

Strain Threshold: 12

Defense: 0/0

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

Talents: Full Throttle, Skilled Jockey

Abilities: None

Equipment: Padded clothing, blaster pistol, comlink, swoop bike

These swoop pilots tend to be daredevils who live fast and freely, delighting in taking risks and showing off their prowess in the saddle. They tend to make decisions quickly, for better or for worse. Although they are slow to trust newcomers, they can be fiercely loyal to those who win their respect.

Swoop Gang Technician (Rival)

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

Skills: Computers 2, Knowledge 1, Mechanics 3, Medicine 2, Melee 1, Perception 1, Pilot (Planetary) 1, Ranged (Light) 1, Skulduggery 1, Streetwise 1, Vigilance 1

Soak: 3 **Defense:** 0

Wound Threshold: 11

Strain Threshold: 12

Equipment: Padded clothing, tool kit, blaster pistol, comlink, datapad

Whereas their more daring comrades excel at operating swoops, the techs possess outstanding aptitude for modifying and repairing them. They tend to be a little more thoughtful and cautious, but this can be deceiving; when it comes time to take action, they can be just as fierce as their fellows.

Swoop Gang Tough (Rival)

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

Soak: 5

Wound Threshold: 15

Strain Threshold: 12

Defense: 0/0

Skills: Athletics 2, Brawl 2, Coerce 1, Coordination 1, Medicine 1, Melee 2, Perception 1, Ranged (Light) 1, Resilience 2, Streetwise 1, Survival 1

Talents: Frenzied Attack, Toughened

Abilities: None

Equipment: Padded clothing, blaster pistol, comlink, truncheon, vibro-knife

These members of a swoop gang tend to be boisterous and rowdy, delighting in all kinds of fighting. They do not brook any kind of disrespect, either toward themselves or to their gang, and respond in a

frequently violent manner.

Using the Swoop Gang in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this swoop gang could become involved in adventures on the galactic fringe.

- First and foremost, the PC's could all be members of a swoop gang, living their lives and running into trouble with the local authorities.
- During business on an Outer Rim world, the PC's might run into one of these gangs, either in the streets or in a local watering hole; this could provide an opportunity for some friendly competition, such as racing, arm wrestling, drinking, shooting or the like.
- If they're looking to customize a repulsorlift vehicle, the characters might seek out one of these gangs.
- Should the PC's run afoul of the gang, its members could become ongoing and persistent enemies.
- On the other hand, the PC's could use members of a gang to make life difficult for a rival, perhaps even raising heck as a distraction from other illicit activity.
- If the swoop gangers acquired an item that the PC's need, they might have to devise a means of entering the gang's hangout--such as a rundown cantina or docking bay--to retrieve it.

Complications for Chase Scenes

When it comes to creating an exciting chase sequence, the scenery is important. Detailed below are some suggestions for involving obstacles in a pursuit.

A crowd of innocent bystanders is a classic hindrance. In this case, both parties must make Pilot (Planetary) checks to avoid hitting and causing harm to the passersby.

Crossing traffic is a good way to add a sudden difficulty. When a speeder truck or ronto lumbers into the path, the characters must make checks to avoid damage from a collision.

Traffic in the same lane presents another obstacle. In this case, the parties in the chase must make checks to weave through the traffic, and lose ground to the other party if not successful.

A tight passage provides another chance to show off one's skill. This could require turning a vehicle on its side in order to fit through it, or even jumping it into the air to avoid the passage completely. Whichever is the case, the pilot must make a check in order to avoid some collision damage as well as being forced to halt.

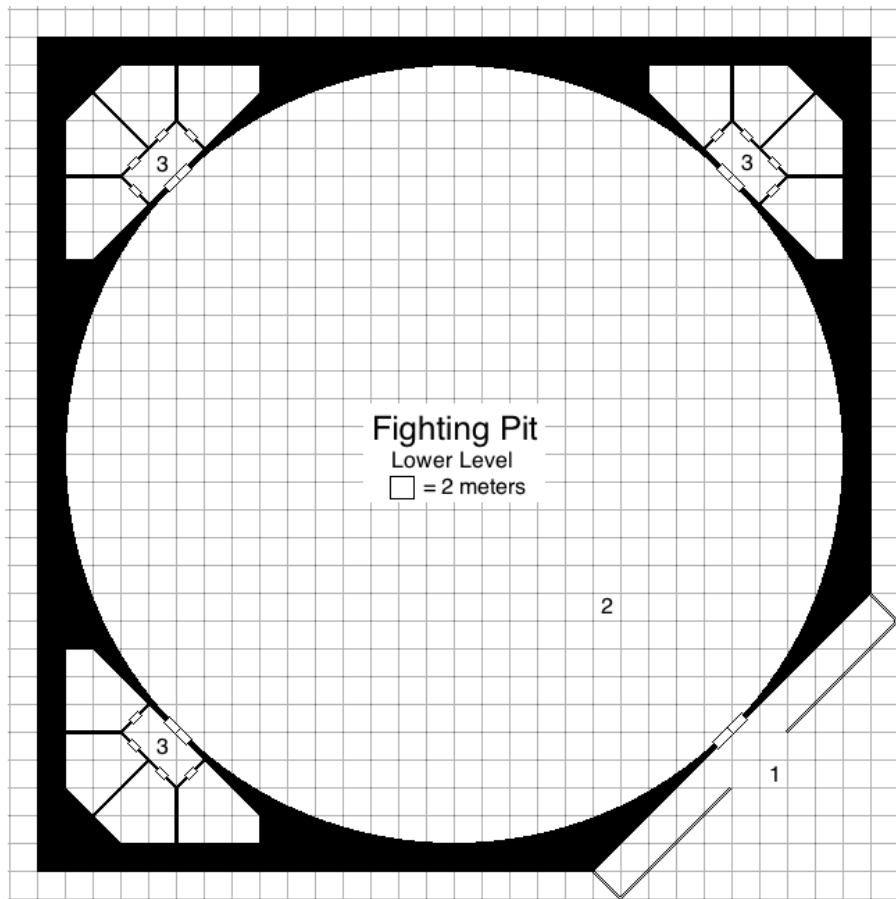
As always, the GM should tailor the difficulty of these Pilot (Planetary) checks along with the resulting damage to reflect the abilities of the characters involved.

The Fighting Pit

Some beings enjoy nothing more than a good fight. Others recognize this predilection as an opportunity to make a profit, and then take advantage of it. An example of the latter is Kees Thelu, a former member of the Iotran Police Force who recently purchased and remodelled a docking bay for just that purpose--staging gladiator fights and thus earning credits in a variety of ways.

The Pit

Refer to the appropriate map for the following area descriptions.



1. Entry

A pair of broad blast doors provide entrance to the pit at ground level; they are the originals, now repurposed by Thelu. Additionally, a pair of ramps, one on either side of the doors, lead up from ground level to the viewing area (Area 4). A placard outside the doors lists comlink information for Kees in case any prospective fighters want to meet with him.

2. Fighting Pit

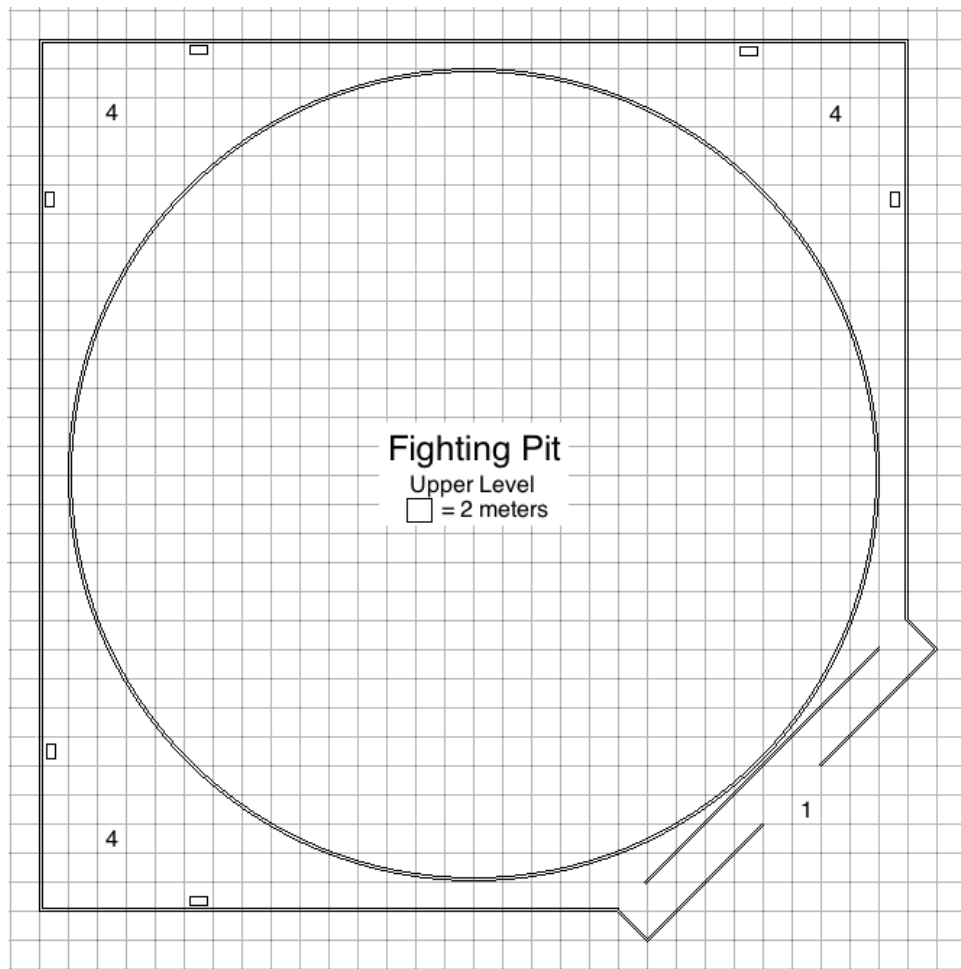
This broad, open area has a floor of packed earth. It is the very same as the original docking bay, except that a little sand has been spread on it to help soak up the blood.

3. Fighters' Quarters

By adding walls to the bay's living area, workshop and storage room, Thelu has created enough space for a dozen gladiators to set up temporary quarters. Each is equipped with a functional if not very comfortable bed, a table and chairs, and a small but serviceable refresher.

4. Viewing Area

The roof of the docking bay was flat from the start; Thelu has added guard railings along the outside perimeter as well as the mouth of the fighting pit. What is more, boxes containing rope ladders provide an emergency exit in the event that a dangerous situation arises. During matches the guests can gather here to watch the fighting, make wagers amongst each other and the like. The Iotran also lets peddlers enter the area to sell food and drink. Note, however, that he does not vouch for the refreshments, nor does he regulate the gambling.



Kees Thelu

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

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 1 / 1

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

Talents: Second Wind, Side Step

Abilities: None

Equipment: Armored clothing, heavy blaster pistol, vibroknife, comlink

Kees Thelu was once a member of the Iotran Police Force; it was his duty to protect and serve the beings on his planet. He was good at his job, and enjoyed it. The only problem was he liked the fighting more than he liked the service and protection, and this led him to some disciplinary problems when he became too eagerly involved in combat. The last straw came in an incident about which Thelu does not like to talk. Taking what little money he had, the Iotran bummed around the Outer Rim for a time before he found and purchased the docking bay that he has turned into his fighting pit.

Organizing Matches

Bouts in Thelu's fighting pit are normally fought until one combatant or the other is incapacitated. This is because Thelu doesn't want to become embroiled in the possible retribution that death can bring, and because he knows that fighters who develop grudges can make for interesting future storylines. Outside interference is strictly forbidden, and earns the ire of those who've placed wagers on matches. Normally competitors make arrangements with the Iotran in advance of a fight night but, it is not unheard of for someone to walk in and be given permission to fight. Matches usually happen once a week.

Using the Fighting Pit in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which Thelu's fighting pit could be involved in adventures on the galactic fringe.

- The easiest reason for a PC to be here is, naturally, if that character is fighting in a match.
- Other PC's might pay a visit to the pit in order to watch or bet on the matches, or even to sell merchandise.
- While the PC's are present, they might discover a plot to poison or otherwise hinder one of the combatants, especially one who is heavily favored to win a bout. This could be due to a personal grudge against that fighter, or perhaps because someone is making a large bet against might that character.
- These matches are known to draw the attention of other locals. Nius Samad might show up to offer his services as a medic; Arn Festek or one of his mercenaries could come to compete; Seron and/or Vesa Li come to sell food or drink; or Dibs Nkik could bring in a droid that he wants to test in battle. Eventually, even a local Hutt crime boss might come to view the action--bringing a suitable entourage, of course. This is especially the case if a fighter is able to establish a reputation for prowess and longevity.

The Opposition

The previous article presented a layout and description for a docking bay converted into a fighting pit; this article presents five potential combatants. Each is also an introductory character for the *Edge of the Empire* RPG.

Sorrin Hale (Rival)

Human Bounty Hunter/Gadgeteer

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

Soak: 4

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 2 / 2

Skills: Athletics 1, Brawl 2, Cool 2, Coordination 1, Perception 1, Pilot, Ranged (Light) 1, Streetwise 1, Vigilance 2

Talents: Defensive Stance, Disorient, Improved Stunning Blow, Stunning Blow, Toughened

Abilities: One rank in each of two different non-career skills

Equipment: Padded Armor

Sorrin Hale is a dedicated martial artist, practiced in the style *teräs käsi*. He participates in these competitions in order to make money, it is true, but also to test himself against other combatants. Given his relatively small size, some foes underestimate his abilities, but he quickly dispels such misunderstanding. He is also one whose respect can be won, provided that others show him the same kind of regard.

Harrutecrall (Rival)

Wookiee Hired Gun/Maurauder

Brawn 4 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 1

Soak: 4

Wound Threshold: 17

Strain Threshold: 9

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Melee 2, Resilience 1, Survival 1, Vigilance 2

Talents: Feral Strength, Heroic Fortitude, Knockdown, Toughened

Abilities: Free rank in Brawl; Wookiee Rage

Equipment: Brass knuckles

Despite his reputation as a dangerous opponent, Harrutecrall is an unwitting participant in these matches. This is because he is under the sway of Madon Ani, a Chevin slaver. That despicable individual holds the Wookiee's family hostage, forcing him to fight lest they should come to harm. Because of this Harrutecrall sometimes shows mercy to his foes, although this causes trouble with Ani if the slaver suspects it.

Leera Annoo (Rival)

Rodian Bounty Hunter/Assassin

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

Soak: 4

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 2, Melee 2, Perception 1, Stealth 2, Streetwise 1, Survival 1, Vigilance 2

Talents: Dodge, Grit, Jump Up, Precise Aim, Targeted Blow

Abilities: One free rank in Survival

Equipment: Padded armor, force pike

Leera Annoo is trained, believe it or not, as a dancer. Given that her background is in Rodian theater, however, it should come as no surprise that she's also highly trained with weaponry. In particular she wields her force pike in a highly mobile, quick-striking fashion. Although the Rodian knows that she gives up a size advantage to many of her opponents, in her mind this only adds to the drama of the matches and her own glory when she is victorious.

Gorek (Rival)

Trandosha Hired Gun/Mercenary Soldier

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

Soak: 4

Wound Threshold: 17

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Brawl 2, Discipline 1, Melee 2, Perception 1, Ranged (light) 2, Ranged (Heavy) 1, Vigilance 1

Talents: Natural Marksman, Point Blank, Second Wind, Side Step, Strong Arm, Toughened

Abilities: One rank in Perception; Regeneration; Claws

Equipment: Heavy clothing, bolas (two), truncheon, 395 credits

Gorek enjoys hurting other beings; that's why he fights. He has no pretensions to honor, either. That is why he favors using bolas to ensnare his opponents before charging in to pound on them with his truncheon. If an opponent really makes him angry, however, he switches to his claws. He is also fond of taking trophies from his victims.

Other Combatants

In addition to the NPCs detailed above, the *Edge of the Empire* core rulebook, Chapter 12, contains many different character profiles that make appropriate opponents.

For example, Aqualish thugs (page 391) and slavers (394) make good early opponents.

The Barabel enforcer (392) and Gamorrean thug (413) is a mid-range enemy.

A Defel assassin (392) is an excellent late-stage opponent--especially when someone knocks out the lighting in the fighting pit.

Finally, for an exotic twist, a fight promoter could always introduce a wild animal into the pit, especially the gundark (415). The nexu (from *Beyond the Rim*, page 47) is another good option.

More Creatures

For a GM who wants to find stats for more creatures, the "Threat Assessment" category on the website for the Gaming Security Agency has a number of good options, especially the ghest, the borhek and the strill.

<<http://gsa.thegamernation.org/category/article/stat-blocks-and-builds/threat-assessment/>>

The Star Wars: Edge of the Empire Homebrew blog also presents stats for an acklay.

<<http://sweotehomebrew.wordpress.com/2013/03/24/skittering/>>

Madon Ani the Slave Trader

A previous article introduced Harrutecrall, a Wookiee pit fighter who is forced into competition because his family is held hostage by a notorious slaver. Presented here is that unsavory individual, a Chevin by the name of Madon Ani.

Madon Ani (Nemesis)

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

Soak: 4

Wound Threshold: 14

Strain Threshold: 11

M/R Defense: 1 / 1

Skills: Brawl 1, Charm 1, Coerce 3, Cool 1, Deceit 2, Discipline 1, Medicine 1, Melee 2, Negotiate 2, Perception 1, Ranged (Heavy) 2, Ranged (Light) 1, Resilience 2, Streetwise 2, Vigilance 2, Xenology 1

Talents: Black Market Contacts, Dodge, Street Smarts

Abilities: Thick skin--treat as armored clothing for adjustments to Soak and Defense

Equipment: Clothing, blaster carbine, long-range comlink, datapad, extra reload, stimpack, 1000 credits (with access to more, of course), binders

Madon Ani regards himself as physically and mentally tougher than other beings in the galaxy; that's why he feels justified in trading slaves taken from "lesser" species. Of course, he also relies upon underlings to do his bidding, although he does not recognize the irony in this. The Chevin imagines himself one day becoming as powerful a crimelord as even the Hutts, with a palace of his own instead of just a band of beings operating out of a beat-up freighter.

In addition to the Wookiee gladiator, Madon Ani has also begun dealing in Tals slaves taken from the planet Orto Plutonia. In doing so, he risks running afoul of the Imperial authorities, given that Talz are not permitted off of their homeworlds. Even so, the market for such labor is lucrative enough for him that he is willing to take this risk. After all, he figures that a sizable bribe to the right official can eliminate any legal problems that he might otherwise face.

The *Nomad*

Madon Ani's personal ship is a YT-1300 transport. Stats for it are located on page 264 of the core rulebook, and deck plans can be found at <http://starwars.wikia.com/wiki/YT-1300_light_freighter>.

Chev Bodyguards (Minions)

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

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

Skills (Group only): Brawl, Vigilance

Talents: None

Abilities: None

Equipment: Clothing, shock gloves

Madon Ani's relationship with his Chev bodyguards is a complicated one. To solidify their loyalty, the slaver granted them their freedom--in stark contrast to how most other Chevin would treat them. Even so, these Chevs know others of their kind who remain in bondage, and aren't completely comfortable with dealing in sentient chattel. While they recognize a chance to turn a profit working for Ani, given enough motivation, they could be persuaded to turn against him.

Among these Chevs, one in particular stands out from the rest. This is Satel, who serves as Madon Ani's pilot. She is the only one he trusts to carry a blaster; after all, he puts his life in her hands when they fly. She is also the most outgoing of the Chevin's servants, and likes to hit the local cantinas during downtime planetside.

Satel (Rival)

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

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

Skills: Astrogation 1, Brawl 1, Cool 1, Gunnery 1, Melee 1, Pilot (Planetary) 2, Ranged (Light) 2, Vigilance 1

Talents: Skilled Jockey

Abilities: None

Equipment: Clothing, blaster pistol, comlink

Using Madon Ani in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this Chevin slave trader could be involved in adventures on the galactic fringe.

- PCs who are competing in Kees Thelu's fighting pit could meet him as the "benefactor" of

Harrutecrall. Those who are sympathetic, of course, might decide to help the Wookiee gain his freedom--but doing so requires discovering where his family members are being held.

- When Madon Ani enlists the PCs to help deliver an especially large group of slaves to their new buyer, they are faced with a tough decision--take the job and earn the credits, or stand up for what is right?
- If Satel and the other Chevs ever did decide to turn against their boss, the PCs could stumble across the resulting battle while the *Nomad* is adrift in space and perhaps facing environmental difficulties.

Vlunak the Talz

One of Madon Ani's prized acquisitions is Vlunak, a Talz warrior who is especially skilled at dealing with wild beasts. Rather than using him merely for labor, the Chevin employs him to track down and capture creatures from planets around the galaxy, ones that Ani then sells to the highest bidder for his own profit.

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

Soak: 3

Wound Threshold: 14

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Lore 1, Medicine 1, Melee 3, Negotiation 1, Perception 2, Ranged--Light 2, Resilience 1, Stealth 2, Streetwise 1, Survival 3, Vigilance 2

Talents: Disorient, Heightened Awareness, Let's Ride, Natural Hunter, Quick Strike, Stalker

Abilities: Claws; insulating fur (add one boost die to resist the effects of cold), night vision (eliminate one setback die caused by the effects of darkness)

Equipment: Clothing, spears, shield, two nets

Vlunak is a proud and capable warrior, but is also disoriented by being forced to travel to the (arguably) more civilized planets of the Outer Rim. While he does his work for Madon Ani, and even takes pride in demonstrating his prowess as a hunter, he also watches for an opportunity to escape and return to his clan on Orto Plutonia. In this way he might ally himself with an honorable and more galaxy-wise warrior such as Harrutecrall the Wookiee.

Talz Villagers

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

Soak: 3

Wound Threshold: 14

Strain Threshold: 11
M/R Defense: 0 / 0

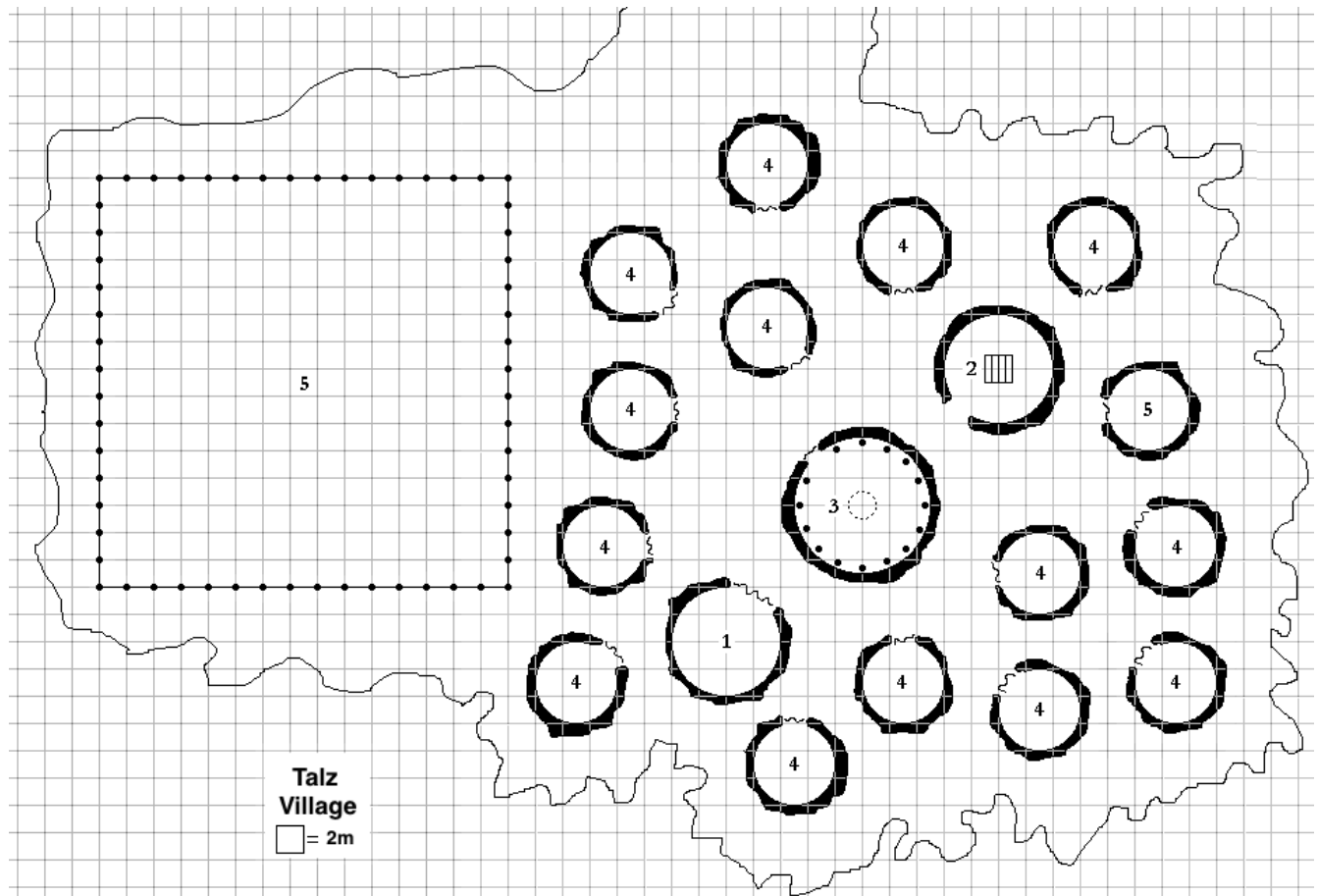
Skills: Athletics 1, Brawl 1, Lore 1, Medicine 1, Melee 2, Negotiation 1, Perception 2, Ranged--Light 1, Resilience 1, Stealth1, Survival 2, Vigilance 1

Talents: None

Abilities: Claws; insulating fur (add one boost die to resist the effects of cold), night vision (eliminate one setback die caused by the effects of darkness)

Equipment: Clothing, spears, shield

While these visitors are aware of the greater galaxy beyond their world, they have little interest in it. Rather, they are content to live their simple lifestyle. Of course, if someone explained to them just what has happened to their missing kin, and how those enslaved Talz could be freed, they might be willing to join an expedition to do so.



Narglatches

Brawn 4 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 6

Wound Threshold: 16

Strain Threshold: 8

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 2, Perception 1, Resilience 1, Stealth 2, Survival 1, Vigilance 1

Talents: None

Abilities: Silhouette 2

Equipment: Claws and teeth (Brawl; Damage 9; Critical 4; Ranged Engaged; Knockdown)

The Talz of Orto Plutonia use these narglatches as mounts. While they are normally docile enough, they can be quite ferocious when threatened or when spurred into battle by their riders.

Using Vlnak in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this Talz warrior could be involved in adventures on the galactic fringe.

- If one of the beasts that Vlnak captured managed to escape in a more civilized starport, chaos would ensue--and somebody would need to step up and deal with it.
- The PCs could always encounter Vlnak, along with Madon Ani and his Chev minions, while spending some downtime on a relatively wild planet.
- Those who compete in Kees Thelu's fighting pit could run into Vlnak as he is wrangling a beast for the Chevin and the Iotran; perhaps the PC in question is being pitted against the creature.
- Alternately, if Vlnak displeased Madon Ani he might be forced to fight.
- The Talz and his Chevin master could be involved in a plot to acquire poison and use it against an unsuspecting victim.
- As part of a more elaborate scheme, a client hires Madon Ani and Vlnak to acquire some duracrete slugs from Coruscant, for use burrowing holes into the buildings of unsuspecting victims.
- Given the conflicts with both the Separatists and the Republic that took place on Orto Plutonia, one of Vlnak's clan members might possess an item such as a droid head or datadisk that contains a lost secret from that conflict. The PCs could learn this during a visit to that planet, or if one of the Talz clan members came in searching of the missing chieftain.

Captain Zate's Interstellar Traveling Chop-Shop

Although it's a dark time for the galaxy, it's also a time of great opportunity for those beings who are willing and able to seize it. Such is the case with Captain Zate, a Squip scavenger who has managed to acquire a ship along with a salvage team that can help him harvest what the galaxy has to offer. Given that there's a war happening right now, and that space travel can be dangerous in its own right, there are plenty of opportunities to be had.

The regular business of Captain Zate and his crew has multiple facets. For one thing, they make the rounds of popular starports such as Mos Eisley and Kala'uun, selling their salvaged goods to whoever wants them. In this way they are a frequent and familiar sight. At the same time, they establish contacts with other spacers for when unique offers arise. Sometimes a scoundrel with parts to sell notifies the Squib and his crew, and they make a deep-space "house call" to deal with the vessel and/or parts in question. This lets both parties conduct their business away from prying eyes.

Captain Zate'ferazel'skuranit (Rival)

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

Soak: 1

Wound Threshold: 10

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Astrogation 1, Charm 1, Computers 2, Gunnery 1, Leadership 1, Mechanics 3, Medicine 1, Melee 1, Negotiation 3, Outer Rim 2, Perception 1, Piloting--Planetary 1, Piloting--Space 2, Ranged--Light 2, Skulduggery 1, Stealth 1, Streetwise 1, Survival 1

Talents: Smooth Talker, Wheel and Deal

Abilities: One free rank in Negotiations; *Tech Savvy*: Squibs always treat Mechanics as being a career skill, regardless of their starting career.

Equipment: Clothing, blaster pistol, tool kit, comlink, datapad

Captain Zate loves nothing in this galaxy more than bargaining. Arguing over the value of goods is for him like debating philosophy for a scholar, or arguing the law for a politician. Although he always tries to turn a profit, the negotiation is in fact more important than the outcome. In his spare time he enjoys tinkering with his ship, the *Redoubtable*, along with the impressive quantity of junk that is contained in its holds.

Mujnah (Rival)

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

Soak: 2

Wound Threshold: 11
Strain Threshold: 13
M/R Defense: 0 / 0

Skills: Astrogration 2, Computers 1, Core Worlds 1, Gunnery 2, Mechanics 1, Outer Rim 2, Perception 1, Piloting--Planetary 2, Piloting--Space 3, Ranged--Light 1, Vigilance 1

Talents: Full Throttle, Skilled Jockey

Abilities: One free rank in Perception; Amphibious

Equipment: Heavy clothing, blaster pistol, comlink

Mujnah is a highly skilled pilot, and she enjoys the challenges that are presented by her work for Captain Zate. Even so, she longs to do something more important. Having heard stories about the oppression of her homeworld by the Empire, and how such brave individuals as Captain Ackbar are fighting for freedom, she dreams of having a chance one day to make that kind of difference. She questions her own skills, however, and wonders if she would be able to do what must be done if such circumstances befell her.

Vas'sneg (Rival)

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

Soak: 2

Wound Threshold: 12
Strain Threshold: 12
M/R Defense: 0 / 0

Skills: Computers 2, Education 1, Mechanics 3, Medicine 1, Melee 1, Outer Rim 1, Perception 1, Piloting--Planetary 1, Piloting--Space 1, Ranged--Light 1, Skulduggery 1

Talents: Gearhead x2, Redundant Systems, Solid Repairs x2

Abilities: One free rank in Mechanics; One free rank in Gearhead or Solid Repairs; *Practiced Mechanic:* Can spend a maneuver just prior to making a Mechanics check to upgrade it

Equipment: Comlink, restraining bolt, backpack, datapad, toolkit

Vas'sneg is, for lack of a better term, a geek. His love in life is finding derelict ships, scrapped droids and other bits of machinery that have been discarded by other beings, and then coaxing more life out of them. Indeed, this makes him feel how he imagines a supernatural being would feel (if he believed in such nonsense). This is why working as part of Captain Zate's Interstellar Traveling Chop-Shop is a dream come true, since he is left to his work in the cargo hold while the other crew members go about their business. After selling items, however, he is always curious to know how well they have functioned, and relishes the chance to hear stories from purchasers who've used said devices in difficult

or dangerous situations.

R2-D6

The last member of the ship's crew, and the one who serves as backup to all of the other characters, is an astromech droid. Since the other crew members do not insist that it wear a restraining bolt, this little droid has a well-developed independent streak. Nevertheless, it is ultimately quite loyal to its organic crew mates, and does what it can to protect them and to foster their pursuits. (Refer to page 410 of the core rulebook to find stats for R2-D6.)

The *Redoubtable*

Captain Zate and his associates work out of a standard Wayfarer-class medium freighter; refer to pages 263-4 of the core rulebook to find stats for it, and http://starwars.wikia.com/wiki/Wayfarer-class_medium_transport for deck plans. Although they do not have starfighters or speeder bikes aboard their ship, they do have an impressive pile of junk in the main cargo compartment.

Using Captain Zate in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this Squib and his band of scavengers could be involved in adventures on the galactic fringe.

- The Squib and his crew are old associates of many purveyors of goods around the Outer Rim, including Vek Ral'lya and Dibs Nkik; as such, if the PCs should wish to purchase a rare or unusual item, they might be referred to this bunch of scavengers in order to find it.
- Should the PCs ever acquire a ship illicitly and have need to dispose of it, they would do well to arrange a rendezvous with the Interstellar Traveling Chop-Shop. (This could be the case for PCs who participated in the scenario *Hunter and Hunted* if they managed to abscond with the luxury yacht belonging to Talem Goll.)
- Of course, the PCs could buy an item from Zate and his crew, only to have it malfunction at a critical moment, leaving them to seek recompense as they will.
- If Captain Zate discovered a derelict vessel or other source of lucre that was especially hard to scavenge--such as a ship that was riddled with mynocks or an abandoned outpost surrounded by other wild beasts--he might hire the PCs to help complete the salvage operation.
- There's always the chance that the crew of the *Redoubtable* finds something they weren't meant to see, such as a droid brain containing sensitive information or the remains of a spacewreck that was an accident. In such a case, the scavengers would find themselves in big trouble, and would turn to familiar faces for help.
- If Mujnah learned that one of the PCs had a reputation for fighting the good fight, she would take an immediate interest in that character.
- A droid PC could begin its operative life having been restored to function by Vas'sneg.

The Fireclaw Horde

This band of pirates operates out of the Cularin System. It is inspired by tales of a previous incarnation that used the same name, one that was also active in that system and that was eventually brought to an end by a band of local heroes--including, some would say, the Jedi--around the time of the Clone Wars.

Captain Odhnah (Nemesis)

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

Soak: 4

Wound Threshold: 17

Strain Threshold: 10

M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 1, Cool 1, Gunnery 2, Mechanics 1, Outer Rim 1, Perception 1, Piloting--Planetary 1, Piloting--Space 2, Ranged--Light 1, Skulduggery 1, Vigilance 1

Talents: Dead to Rights, Full Throttle, Improved Dead to Rights, Improved Full Throttle, Skilled Jockey

Abilities: One free rank in Coercion; Claws (Brawl; Damage: 4; Crit: 3)

Equipment: Heavy clothing, blaster pistol, comlink, datapad

The leader of this pirate band is a daring and feisty Togorian female named Odhnah. Bringing together the group was her idea, and she commands the loyalty of her associates. She has well developed tastes for creature comforts, and enjoys indulging in the finer things when she has the credits to do so. When that is not the case, she and her pirates go out on the hunt, eager to find a new prize. Should someone manage to cross her, the Togorian's wrath could be relentless.

Otakh (Rival)

Brawn 4 Cunning 2 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 5

Wound Threshold: 120

Strain Threshold: 10

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 3, Coercion 1, Cool 1, Coordination 2, Perception 1, Ranged--Light 3, Resilience 1, Stealth 2, Vigilance 1

Talents: Feral Strength, Frenzied Attack, Heroic Fortitude, Toughened

Abilities: One free rank in Coercion; Claws (Brawl; Damage: 4; Crit: 3)

Equipment: Armored clothing, heavy blaster pistol, comlink

Where Odhnah is the brains behind this operation, Otakh is the brawn. He leads the boarding party, and for him combat is a chance to demonstrate his prowess and prove himself as a warrior. He is in love with his captain, and the two have been involved romantically, but he doesn't know how committed she is to him. For that reason, he is always trying to show off for her.

Togorian Crew Members (Minions)

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

Soak: 4

Wound Threshold: 17

Strain Threshold: 10

M/R Defense: 0 / 0

Skills (Group only): Gunnery, Mechanics, Piloting--Planetary, Piloting--Space, Ranged--Light

Talents: None

Abilities: One free rank in Coercion; Claws (Brawl; Damage: 4; Crit: 3)

Equipment: Heavy clothing, blaster pistol, comlink

The rest of the *Interloper's* crew consists of females, ones handpicked by Odhnah for their abilities with ships and weapons. In this way the crew is somewhat segregated, since they operate and maintain the ship while the males keep themselves ready for boarding actions. Right now there are three females who serve as co-pilot and gunners, but they may recruit others if they prove successful.

Togorian Boarding Party (Minions)

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

Soak: 4

Wound Threshold: 17

Strain Threshold: 10

M/R Defense: 1 / 1

Skills (Group only): Brawl, Ranged--Light

Talents: None

Abilities: One free rank in Coercion; Claws (Brawl; Damage: 4; Crit: 3)

Equipment: Armored clothing, blaster pistol, comlink

The males who follow Otakh into battle are aggressive, ruthless and boastful--but they also have the skills to back up those qualities. Even so, their bravery only lasts as long as they believe they can profit from a situation; should a battle turn against them, they have no intentions of sacrificing themselves.

The *Interloper*

The Togorians' ship is a standard YT-2400 transport. The area of hull in front of each laser cannon, above and below, is painted with the image of the blazing claw, the symbol of this pirate band. The storage locker on board it (Area 18) has been refitted to serve as a brig. Refer to Wookieepedia to find deck plans for it.

http://starwars.wikia.com/wiki/YT-2400_light_freighter

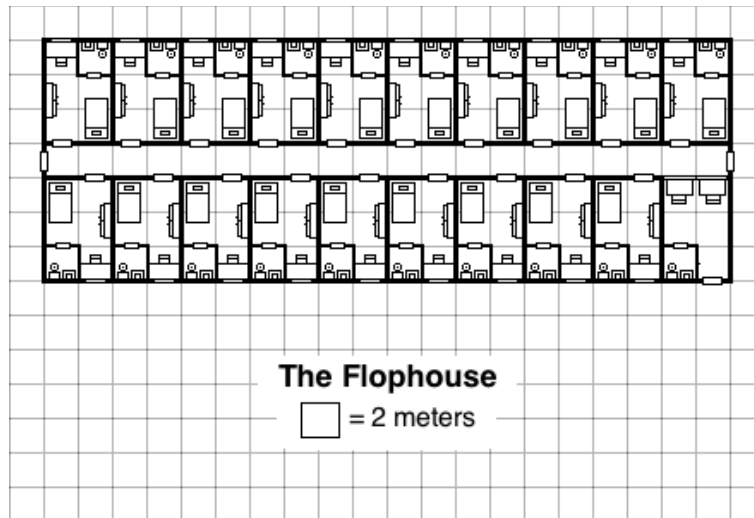
Using the Fireclaw Horde in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which these Togorian pirates could become involved in adventures on the galactic fringe.

- Most directly, they could attack the PCs' ship, demanding that they surrender and prepare to be boarded.
- Alternately, the PCs could stumble across the Fireclaw Horde in the aftermath of an attack, perhaps while they are transferring hostages and booty aboard the *Interloper*.
- After a string of attacks, a bounty is offered to whoever can find and eliminate these pirates. This might include tracking them to a base of operations and rescuing prisoners whom they're holding for ransom.
- Of course, the situation could always be more complicated than it seems. Perhaps the enemy of a Core Worlds noble sold out his/her ship's itinerary, allowing the vessel to be taken as a prize; that enemy would try to cover up any evidence of such a betrayal.
- Finally, an unrecognized enemy of the PCs could betray them in the very same manner, perhaps planting a tracking device aboard their ship so that the pirates can find and ambush them.
- If the PCs proved to be too difficult for the pirates to defeat, the Togorians could always invite them to join their band.

The Flophouse

Not all beings can afford a starship of their own, and many of those who travel about the galaxy lack a permanent place of residence. Because of these two factors, there's a strong market in spaceports for cheap, short-term housing. That's where the flophouse becomes important. This cheap, prefabricated structure provides a secure location for beings to store some of their belongings and rest through the night--provided, of course, that nobody else disturbs them.



Although the features of these locations can vary, what follows is a typical such establishment. It is run by a Slarr the Hutt as a legitimate business front, with the added benefit of making a tidy profit. The building has a main entrance, one that is always left unlocked, along with an emergency exit out the back. Immediately inside the entrance is the office, which consists of space enough for two employees and their desks. They are protected by thick transparisteel windows with slots for passing money and key cards back and forth. Two employees are present at all times. Should a being be interested in such things, they generally have about 200 credits in cash in the office at any given time. Of course, these beings are also armed with blaster pistols that they can fire through the aforementioned slots in the case of trouble. Generally they set weapons to stun and then summon the authorities if it becomes necessary.

The rooms themselves are simple but functional. Each boasts a relatively comfortable bed, along with a cabinet for storing clothing or personal items and a desk. There is also a small refresher unit in each room. Beings who seek facilities for preparing meals had best check out a higher-quality establishment; most of the regulars pop over to a local cantina for food and drink. The rooms cost twenty credits per night.

Should it become necessary, one must make an Easy Skulduggery check in order to bypass either the front entrance, emergency exit or the door to a particular room. This difficulty increases to Hard for the door to the office. What is more, although the flophouse employees generally operate under a strict "Don't ask, don't tell" policy, they are not immune to the influence of cold hard credits. In this way, should a being need information about an occupant of the flophouse, a suitable bribe could do the trick. Of course, they are also armed with blaster pistols in the event of trouble, and the cover of the fortified windows adds a setback die to any attacks made against them.

Flophouse Employees (Minions--Zeebo and Quiril, for example)

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

Soak: 3

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills (Group only): Brawl, Ranged--Light

Talents: None

Abilities: One rank in each of two skills

Equipment: Heavy clothing, blaster pistol, datapad, comlink

These nondescript, bored employees do little more than hand out key cards for room and collect money in return for them. Given the "Don't ask, don't tell" nature of the establishment, they generally don't need to do much else outside of the occasional repair and cleaning out rooms when guests are done with them.

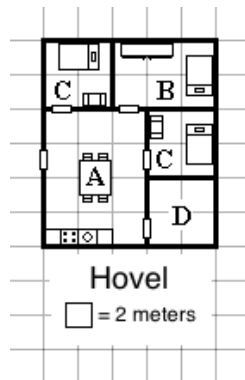
Using the Flophouse in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this establishment could become involved in adventures on the galactic fringe.

- If the PCs are tracking an enemy, the trail could lead here.
- The PCs might just be staying at the flophouse, keeping to themselves, when violence erupts between two other groups of occupants.
- When an influential being becomes involved in bad business, the chance to do some spying and blackmail arises. The PCs could be hired to provide evidence of such misdeeds, or to eliminate existing evidence.
- Of course, if the PCs themselves are involved in illicit activities, they could be the targets of such spying.

The Hovel

Recent posts on this blog have detailed some of the locations that the PCs might encounter in cities like Mos Eisley or Mos Espa on Tatooine. Continuing that theme, presented here is a common domicile that could be inhabited by any number of local denizens.



The Hovel

This hovel is a simple affair, with a common room that doubles as kitchen and dining area, three bedrooms and a refresher.

A. Common Room

A table and chairs occupy the center of this area; much of one wall is filled by counter space along with a small but effective autochef unit.

B. Master Bedroom

This room has a comfortable bed along with a wardrobe for storing clothing and other items.

C. Bedrooms

These smaller sleeping areas have beds along with trunks for storage.

D. Refresher

This room contains all of the usual features.

Govra Henn (Rival)

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

Soak: 4

Wound Threshold: 15

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Mechanics 1, Melee 1, Perception 1, Resilience 2, Streetwise 1, Survival 2

Talents: Durable, Street Smarts, Toughened

Abilities: Free rank in Resilience or Survival, Communicative Pheromones

Equipment: Heavy clothing, shovel (treat as truncheon)

Govra Henn is emblematic of the beings who subsist on the fringes of the galaxy. In this case, he works as a dung collector. The Weequay gathers the droppings of the many beasts of burden used around the city, and trades them as a source of fertilizer to visiting moisture farmers. It is a meager existence, to say the least, but he makes the best of it. Currently he is squatting in a hovel that he found empty, and therefore he lives with the fear that an owner will one day show up and evict him.

Despite the unpleasant nature of his job, Govra is an outgoing fellow. To that end, he has been known to let other struggling locals crash at his erstwhile dwelling. Sometimes this has been mutually beneficial, but at other times they have taken advantage of his hospitality. When he can save enough credits he enjoys a visit to the local cantina, although the smell that lingers about him means that he is not always well accepted by his fellow patrons.

Using the Hovel and Govra Henn in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which hovels and characters like Govra Henn can be used in adventures on the galactic fringe.

- Although it is most likely that the PCs live out of their ship in a local docking bay, those who decide to settle might buy a hovel just like this one.
- Characters who are being chased by the authorities or other enemies could duck into a place just like this.
- Should they need to do some undercover work, or just need to disappear for a while, the PCs might join Govra Henn in his work so as to avoid notice.
- The Weequay might notice something important during the course of his business, something that the PCs wish to learn, but that NPCs want to keep secret.
- There is always the possibility that Govra Henn has chosen his relatively poor life in order to flee from a secret past. He might have been a pirate who committed particular atrocities and now is hiding from justice, or the former employee of a crime boss who is avoiding that character's wrath. Whatever the case, this can provide the GM with an excellent opportunity to introduce a new and unexpected story hook into a campaign.

The Shipjackers

In theory, religious faith should be a force for good in the galaxy. Ostensibly, it provides a being with a moral compass, a sense of hope, and the like. On the other hand, it can also be a tool with which some beings manipulate unsuspecting victims. Such is the case with one group of cutthroats, who pose as B'omarr faithful in order to gain access to and steal a spaceship. Their plan is to hire passage aboard a vessel crewed by unsuspecting dupes, and then to take control of it during the ensuing hyperspace voyage. To that end, each of the false priests has a role to play in the process.

Myrs Travik is the heavy hitter. Because he can fight without weapons, he is the first option for neutralizing enemies. At the same time, Zhom Maril is the group's technician. It is his job to handle any slicing or other such problems, and he handles the piloting once the vessel is secured. Eadi Dow is the face of the team; she acts as spokesperson and fields any questions from the targeted ship's crew. When they do strike, the team members try to incapacitate as many members of the crew as possible. Favorite tactics include locking characters in their cabins and disabling the locks, stunning and binding the unsuspecting, and the like. In this way they try to sway the odds in their favor as much as possible before starting an actual fight.

As a group, the shipjackers keep their equipment in a locked strongbox. They claim, of course, that it contains the money they've collected in order to open a temple on the world to which they're headed. If pressed, however, Eadi explains that she doesn't have the code; that will be provided at the destination by another member of the faith.

Myrs Travik (Rival)

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

Soak: 4

Wound Threshold: 16

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Cool 1, Melee 2, Ranged--Light 1, Resilience 1, Vigilance 1

Talents: Heroid Fortitude, Knockdown, Lethal Blows, Toughened

Abilities: Free ranks in each of two different skills

Equipment: Heavy clothing (worn); blaster pistol, brass knuckles, handheld comlink (in strongbox)*

Myrs Travik is not very bright and not very friendly; in this way he probably seems an unlikely candidate for a religious devotee. That's why he leaves the talking up to Eadi. To that end, he keeps interactions with crew members to a minimum--until the time comes to strike. Savvy characters might be able to take advantage of this weakness by exposing his lack of familiarity with the teachings of the B'omarr faith.

Zhom Maril (Rival)

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

Soak: 2

Wound Threshold: 11

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 2, Education 1, Mechanics 1, Perception 1, Piloting--Planetary 1, Piloting--Space 2, Ranged--Light 1, Skulduggery 1, Xenology 1

Talents: Bypass Security, Technical Aptitude

Abilities: Free ranks in each of two different skills

Equipment: Heavy clothing (worn); blaster pistol, slicer gear, tool kit, handheld comlink (in strongbox)*

Zhom Maril is very bright, being the youngest member of the team. He is rather in awe of Eadi Dow, and intimidated by the brutish Travik. He is eager to prove his worth, however. What is more, he is inexperienced when it comes to dealing with attractive females. Because of that, he tries to impress them with his knowledge and technical aptitude, whether or not the other being is interested.

Eadi Dow (Rival)

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

Soak: 2

Wound Threshold: 11

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Charm 2, Deception 2, Leadership 1, Negotiation 1, Ranged--Light 1, Skulduggery 1, Stealth 1, Streetwise 1, Underworld 1

Talents: Dodge, Inspiring Rhetoric, Kill with Kindness

Abilities: Free ranks in each of two different skills

Equipment: Heavy clothing (worn); blaster pistol, handheld comlink (in strongbox)*

Eadi Dow is the heart of this operation, the being who put together the team and devised the plan for stealing ships by posing as B'omarr pilgrims. For that reason, she is the one who gives the orders. She also knows that males of many species find her attractive, and she enjoys using that appeal to manipulate others. Dow recognizes that Maril is rather smitten with her, and almost feels bad for him.

On the other hand, she tolerates Travik but has no interest in him. Should she ever meet a male with the charisma and panache to impress her, she might take pity on that being and favor him with a token of her interest--but she would not hesitate to rob him blind, of course.

*Additionally, the team keeps a medpac, three stimpacks and six sets of binders in the strongbox.

Using the Shipjackers in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this group of cutthroats can be used in adventures on the galactic fringe.

- First and foremost, these shipjackers can be used as a threat to the PCs; they book passage to a remote world, and then try to steal their vessel.
- On the other side of the coin, a GM looking to run a one-shot senario for a small group could use them as pregenerated characters, perhaps even for a shipjacking scenario like the one they have planned.
- The GM could always use the characters individually in circumstances that require a thug, a slicer or a con artist.
- As a twist, the shipjackers could be a team sent to repossess the PCss ship for failing to pay their debts.

House Rules

Detailed here are some suggested house rules for use in *Edge of the Empire* campaigns. I'll continue to add ideas as they arise.

Less-Than-Average Starting Abilities

The *Edge of the Empire* core rulebook sets standard characteristics for different species. While this is a solid system, it could be interesting to have characters who are not as adept in certain ways. Take, for example, Humans--who have a 2 for every characteristic. Some characters just might not be so average. To reflect this, characters can choose to lower ability scores at creation, thereby gaining additional experience points to spend. In this way, characters who lower a score from 3 to 2 gain 30 xp, while those who lower ability from 2 to 1 gain 20 xp.

Typical Stakes for Sabacc

The adventure *Under a Black Sun* provides rules for simulating sabacc games. Given the flexibility of those rules, it seems like a good idea to provide guidelines for the typical stakes in such games. In this way, characters who are skilled gamblers are likely to win lower-stakes games, but face a much greater challenge when more money is on the line.

Difficulty Level = Typical Stakes

Easy = 1 credit

Average = 10 credits

Hard = 100 credits

Daunting = 1,000 credits

Formidable = 10,000 credits

Tuskens

Of all the creatures native to Tatooine, none are more feared than the Tusken Raiders. They are as deadly as any womp rat in single combat, more tenacious than a herd of banthas and as crafty as any sarlacc--and they're intelligent, too. Presented here are stats for generic Tusken Raiders (minions), along with a bantha rider and sharpshooter (rivals) and the war chief and shaman (nemeses).

Typical Tusken Raiders (Minions)

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

Soak: 4

Wound Threshold: 5

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (Group only): Melee, Stealth, Survival

Talents: None

Abilities: None

Equipment: Heavy clothing, gaffi stick

These are the Tuskens most commonly found inside a camp or filling out the ranks of hunting or war parties.

Tusken Bantha Rider (Rival)

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

Soak: 4

Wound Threshold: 13

Strain Threshold: NA

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Cool 1, Melee 2, Perception 1, Ranged--Heavy 1, Resilience 1, Stealth 1, Survival 2, Vigilance 1

Talents: Hunter, Natural Outdoorsman, Outdoorsman, Stalker

Abilities: None

Equipment: Heavy clothing, gaffi stick, slugthrower rifle

These Tusken are masters of prowling the desert wastes on their bantha mounts. In this way they scout out settlements as well as sources of water, and thus are the ones most likely to be encountered by travelers on Tatooine.

Tusken Sharpshooter (Rival)

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

Soak: 3

Wound Threshold: ?

Strain Threshold: NA

M/R Defense: 0 / 0

Skills: Athletics 1, Cool 1, Mechanics 1, Melee 1, Perception 2, Ranged--Heavy 2, Ranged--Light 1, Stealth 1, Survival 1, Vigilance 1

Talents: Lethal Blows, Quick Strike, Sniper Shot, Stalker x2

Abilities: None

Equipment: Heavy clothing, slugthrower rifle, knife

These Tusken often ride with their compatriots when going out on the hunt; otherwise, they are not often encountered, except when popping up to have a little fun at the local pod race. They are more mechanically adept than their fellows, given that they are the ones who maintain their firearms.

Tusken War Chief (Nemesis)

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

Soak: 3

Wound Threshold: 14

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coercion 3, Cool 2, Deception 1, Discipline 2, Leadership 3, Lore 1, Melee 3, Perception 2, Ranged--Heavy 2, Resilience 2, Stealth 2, Survival 3, Vigilance 2

Talents: Command, Field Commander, Improved Field Commander, Second Wind

Abilities: None

Equipment: Heavy clothing, slugthrower rifle, gaffi stick

The leaders of Tusken bands are these war chiefs. They are rarely seen by outsiders except when

leading an attack on a moisture farm or other targeted location. War chiefs are the most cunning of all Tusksens, often hanging at the back of a party to command the others. One should not think that they are less skilled in combat, though, since the war chiefs are often old bantha riders or sharpshooters who have survived long enough to gain a position of honor among their fellows.

Tusken Shaman (Rival)

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

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Discipline 1, Leadership 1, Lore 1, Medicine 1, Melee 1, Negotiation 2, Perception 2, Resilience 1, Stealth 1, Survival 2, Vigilance 1

Talents: Forager, Sense Basic Power + Control upgrade, Uncanny Senses

Abilities: None

Equipment: Heavy clothing, knife, gaffi stick

Rarest of all the Tusksens are those who seem to have some kind of connection to the Force. It is not known just how they acquire their powers, or how said abilities connect to the Tusksens' mystical outlook on the galaxy. What is known is that the shamans tend to remain in camp or at natural locations sacred to the Tusksens, such as wells and caverns. Thus far the Empire has shown little or no interest in studying these Force-sensitives, but that could always change.

More Information

For more information about and different takes on the statistics for Tusksens, please refer to the excellent materials presented on the Gaming Security Agency website.

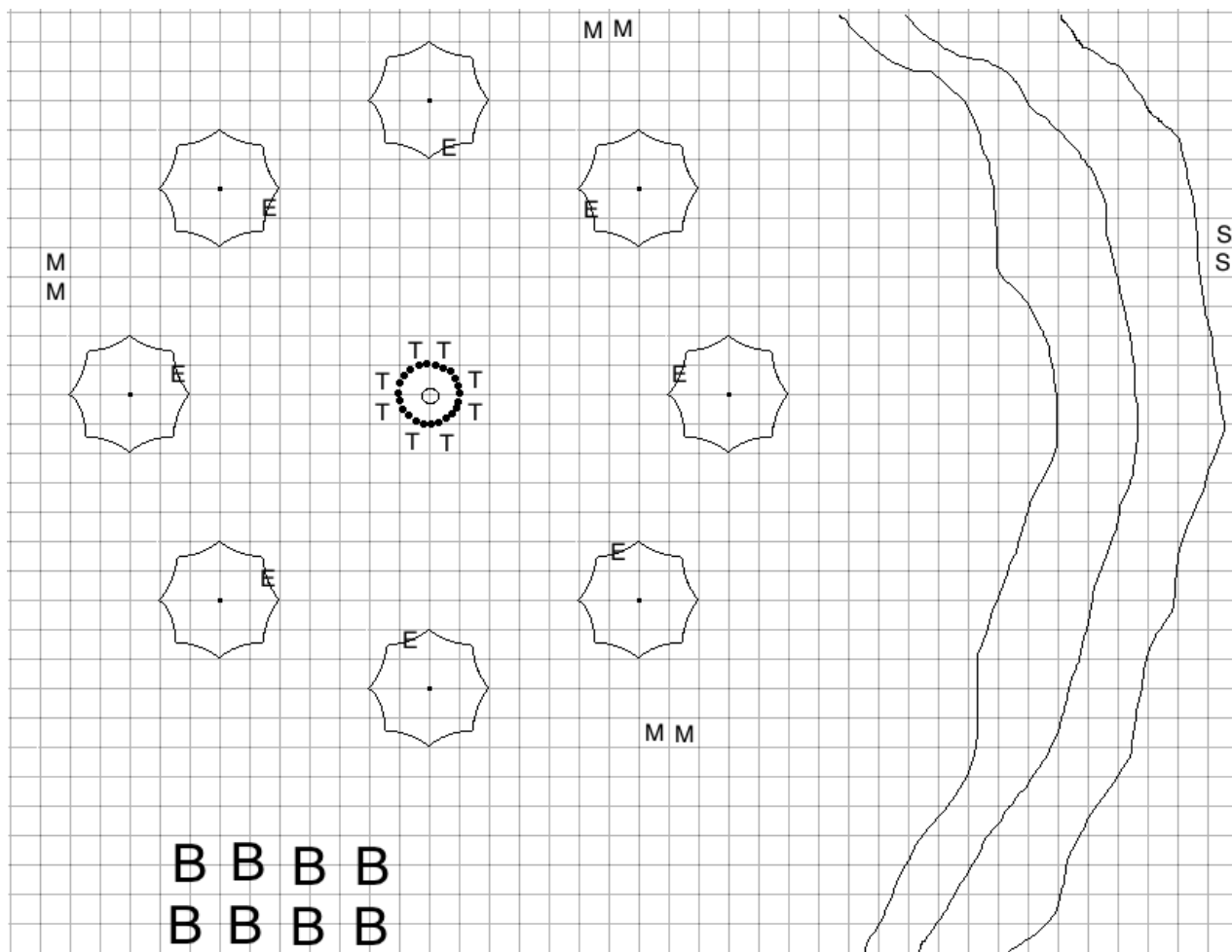
<<http://gsa.thegamernation.org/2013/05/20/locations-locations-fort-tusken/>>

As always, Wookieepedia is an excellent source for more background on Tusken Raiders.

<http://starwars.wikia.com/wiki/Tusken_Raider>

Tusken Camp

Usually the beings on Tatooine do everything they can to avoid encounters with Tusken Raiders. There could come a time, however, when they would actually need to seek out a Tusken camp, perhaps to stage a rescue or negotiate a truce. Whatever the case may be, refer to the map provided for the layout of such a harrowing place.



The camp consists of a ring of tent-like structures around a central firepit. It is usually set up around close to a rock wall or hill, on the lee side. Each structure is shared by a single family unit, or a group of unmarried males. Important members of the clan, such as the war chief or shaman, have their own dwellings. Note that the entrance to each structure is marked with an E; it is a flap that can be tied down to protect against the wind.

Around the camp the clan's creature companions are positioned for protection. The banthas (B) usually rest in one large group for warmth. Additionally, massiffs (M) are tethered in locations about the perimeter to alert the Tuskens of intruders. Finally, a pair of sharpshooters (S) are often kept on watch in some position of high ground. Other Tuskens (T)--males, females and younglings--gather around the fire when they are not sleeping.

Tusken Females--Use the stats for Typical Tuskens, although they are normally only equipped with heavy clothing and knives.

Tusken Younglings

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

Soak: 3

Wound Threshold: 3

Strain Threshold: NA

M/R Defense: 0 / 0

Skills (group only): Survival

Equipment: Heavy clothing

These younglings remain in the camp, learning to survive in the desert, until the males are old enough to begin accompanying their elders in hunting parties and similar excursions. Youngling females, like the older female Tuskens, stay in the camp.

Using Tuskens in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which these raiders can be used in adventures on the galactic fringe.

- The most likely possibility is that characters traveling through the more remote areas of Tatooine encounter a band of Tuskens and must deal with it accordingly.
- The PCs could be called into action when an old associate, traveling by speeder, suffers a breakdown and thus attracts unwanted attention.
- Should the Tuskens be suitably provoked, they could stage a raid on a larger settlement such as Mos Espa.
- If the Tuskens kidnapped somebody important, the PCs could be recruited to stage a rescue by raiding the raiders' camp.

The Shipwreck

For a number of reasons, the planet Tatooine sees more than its share of wrecked spacecraft. Some attribute this to a larger-than-normal amount of pirate activity in the system, while others claim that it is due to the odd conditions caused by the binary stars. Whatever the case, these wrecks provide a chance of winning valuable plunder for those locals who are able to take advantage of them. For a GM looking to add a challenging and intriguing adventure, they also provide an excellent opportunity.

In order to set up this scenario, it's important to answer a few questions.

1. What kind of ship is it?

Here again, Wookieepedia is a GM's best friend. The site has plenty of deckplans for ships, providing a map on which to base the exploration. To see a gallery of them, check out the Technical Drawing category.

<http://starwars.wikia.com/wiki/Category:Technical_drawing_images>

2. Why did it crash?

This question begins to add the elements of a backstory for the scenario. For example, was it caught in a sandstorm or shot down by pirates? Perhaps somebody connected with the voyage sabotaged the vessel, perhaps in an effort to murder someone aboard it or prevent that being from accomplishing a particular mission. In any of those latter cases, the ones responsible for the crash could come along later and try to finish the job. They might arrive while the PCs are salvaging the vessel, forcing them to stage a defense, or they could come along after the scenario has developed further.

3. How do the PCs learn about it?

The PCs can be dragged into this situation in many different ways. Perhaps an associate of theirs learns of it, such as the Jawa trader "Dibs" Nkik. Another option is to have this occur while they are traveling through the desert; every character should make a Perception check, and the one with the highest result is the first to notice a vessel streaking through the heavens. Of course, the PCs might not be the only ones, and the GM could have potential rivals or enemies make similar checks to determine who has the jump on whom.

4. What kind of cargo is it carrying?

Needless to say, the goods being stored aboard the vessel have a major impact on the situation. For one thing, they provide the PCs with a possible source of profit. What is more, selling such goods could provide further plot hooks. For example, trying to sell a load of glitterstim would require some finagling, while foodstuffs would be easier but less lucrative. Livestock could present a particular challenge, while scrap and parts could be used for a project on which the PCs are working.

Cargo / Value

Cloth / 10,000 credits per metric ton

Foodstuffs, typical / 10,000 credits per metric ton

Foodstuffs, fancy / 20,000 credits per metric ton

Foodstuffs, rare / 50,000 credits per metric ton

Fuel / 50,000 credits per metric ton

Livestock, typical / 5000 credits per metric ton

Metal ore / 2500 credits per metric ton

Water / 25,000 credits per metric ton
Special items / GM's discretion

5. Are there any survivors?

There's always the chance that some of the ship's crew members or passengers survived the crash. This provides at least one additional difficulty, and perhaps more than that. After all, survivors could make a claim on the wreckage. If any of them was responsible for the crash, said individual could seek to prevent others from discovering what happened. That being might have ejected in an escape pod before the crash. On the other hand, survivors who were simply in the wrong place at the wrong time could be injured inside the wreck, or could have set out across the desert in hopes of finding a settlement--adding another problem to the situation.

6. What kinds of hazards are aboard it?

There's always the chance that other complications have arisen. For example, the wreck could have upset a nest of womp rats, leaving them in a mood to defend their home. Alternately, passing Tusken Raiders might become interested in the crash. Damage to the wreck could present other obstacles, such as the possibility of electrocution due to a short-circuit, a compartment filled with acrid fumes, or the like. Find the stats for the appropriate creature, or refer to the "Environmental Effects" section in Chapter 6 of the core rulebook to find guidelines for this latter kind of danger.

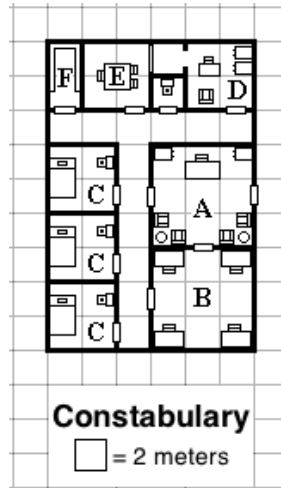
Using the Shipwreck in an *Edge of the Empire* Campaign

Many of the ways in which the shipwreck can be used in adventures on the galactic fringe are detailed above.

- This could be a good way to introduce an important NPC into a campaign, as suggested above.
- Some of those specific items present their own adventure hook, as the PCs seek a market or means for selling them.
- Depending on how this is resolved, another interested party could follow up on the matter and be displeased about the PCs' involvement.
- If the ship is equipped with smuggling compartments, the PCs might only learn that they're carrying illicit goods when they are boarded and forced to undergo a thorough inspection.

The Constabulary

Although the Empire holds much of the galaxy in an iron grip, its grasp of Outer Rim worlds is not as strong. Indeed, on some planets the local Imperial forces are often undersupplied and short-staffed, sometimes deliberately so. Such is the case with this group of law enforcement officials, who maintain a show of law and order while in truth cooperating with the local crime bosses.



The Office

Should a character end up visiting the constabulary office--willingly or otherwise--refer to the appropriate map for the following area descriptions. The office consists of a single-story pourstone structure that is little different from surrounding buildings. It has no windows.

A. Receptionist

The front room of the building has places for visitors to sit, along with a main desk occupied by a friendly protocol droid that acts as receptionist and secretary for the constabulary personnel.

B. Agents' Office

The constabulary agents--excluding Captain Krusick--have their office here. Each is assigned to a desk. The place can be rather crowded when all of them are present, but that is not often the case. Each desk boasts a workstation and various personal effects. During major incidents, briefings are held here.

C. Prisoner Cells

These small chambers feature a double bunk and a small refresher unit. They have old-fashioned barred walls and doors, leaving them open to observation the main hallway, although the refresher unit has a modicum of privacy.

D. Krusick's Office

Captain Ollathi Krusick works out of this room, and can be found here more often than not. He has a desk with a workstation and cabinets for storage. There is also an open doorway that leads to a chamber from which one can watch interrogations unobserved.

E. Interrogation Chamber

A small table and chairs fill the center of this room. The wall to the right of the door is mirrored, and the section that leads to Krusick's office acts as a one-way window.

F. Evidence Storage and Armory

Any items that are being used in ongoing investigations--murder weapons and other evidence--are kept here. There are also racks containing blast helmets and vests, along with blaster rifles, and one case of grenades for those times when the constabulary needs to muster a more powerful force of peacekeepers.

Personnel

Detailed here are some of the more exceptional members of the constabulary. For ordinary agents, use the stats for a Planetary Defense Force Trooper from page 405 in the core rulebook.

Captain Ollathi Krusick

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

Soak: 2

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coercion 3, Computers 1, Cool 2, Deception 1, Discipline 2, Education 1, Leadership 2, Lore 1, Negotiation 1, Outer Rim 2, Perception 2, Piloting--Planetary 1, Ranged--Heavy 1, Ranged--Light 2, Resilience 1, Skulduggery 1, Stealth 1, Streetwise 3, Survival 1, Underworld 2, Vigilance 1

Talents: Command, Confidence, Field Commander, Second Wind

Abilities: One free rank in each of two non-career skills

Equipment: Blaster pistol, datapad, comlink

Ollathi Krusick is a cagy veteran of Tatooine law enforcement. As such, he knows how much to push the local criminals and, more importantly, when to look the other way. This level of corruption might be shocking on other planets, but is a simple fact of life here. For the most part, he likes to keep things quiet, and that means letting the Hutts run their enterprises without letting things become too crazy. In this way, the captain lives a comfortable life and has no desire to be stationed elsewhere.

Lieutenant Voda Reen

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

Soak: 2

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Charm 2, Computers 1, Cool 2, Coordination 1, Deception, 1 Discipline 1, Education 1, Leadership 1, Lore 1, Medicine 1, Melee 1, Negotiation 2, Outer Rim 1, Perception 2, Piloting--Planetary 1, Ranged--Light 1, Resilience 1, Skulduggery 2, Stealth 2, Streetwise 2, Survival 1, Underworld 1, Vigilance 2

Talents: Grit, Inspiring Rhetoric, Kill With Kindness, Plausible Deniability

Abilities: One free rank in each of two non-career skills

Equipment: Blaster pistol, comlink, datapad

Voda Reen is an ambitious young woman, and one who is skilled at social interactions. This makes her a highly capable field agent, and she is the one who conducts the most important investigations. When partnered with her brother, Petris, she plays the good cop to his bad cop. While she enjoys the challenge of working on Tatooine, she intends to use the backwater planet as a stepping stone to bigger and better things. To do this, of course, she must prove herself, while not upsetting the local balance too much. If she had a chance to take down a major crime boss, however, it might be too good an opportunity not to take.

Lieutenant Petris Reen

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

Soak: 3

Wound Threshold: 13

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 2, Coercion 2, Computers 1, Cool 1, Education 1, Gunnery 1, Medicine 1, Melee 2, Outer Rim 1, Perception 1, Piloting--Planetary 1, Ranged--Heavy 2, Ranged--Light 2, Resilience 2, Streetwise 1, Survival 1, Underworld 1, Vigilance 1

Talents: Heroic Fortitude, Knockdown, Lethal Blows, Toughened

Abilities: One free rank in each of two non-career skills

Equipment: Heavy blaster pistol, comlink, datapad

Petris Reen is a brute, pure and simple. In another life he might have been an enforcer for a crime boss, but chance (and the guidance of his sister) has allowed him to gain employment in law enforcement. To that end, he enjoys being the tough guy, wielding his power to his own delight. If left to his own devices, this might lead to a major problem with the Hutts and others, but Petris is lucky to have Voda

keeping him out of trouble. Petris can be an implacable foe if angered, however, and even his sister could lose her influence over him if he is mad enough.

Using the Constabulary in an *Edge of the Empire* Campaign

Many of the ways in which the constabulary and its agents can be used in a campaign on the galactic fringe are detailed below.

- The most common way for the PCs to encounter these constables is, of course, if they should run afoul of the law.
- Somebody could hire the PCs to help bust a character out of lockup; alternately, the PCs might need to bust themselves out.
- Voda Reen could call on the PCs as witnesses in an investigation, or even use them to stage an important sting operation.
- During such an investigation, an enemy could target one of the constables for assassination, perhaps employing the PCs or forcing them to intervene.

Crime and Punishment on Tatooine, Part 1

According to Imperial law, the following are categories of crimes on Tatooine, along with the recommended penalties for those convicted of committing them.

Class 1--Conspiracy or treason against the Empire; attacking ships or Imperial personnel--five to thirty years in a penal colony or execution

Class 2--Transporting illegal weapons, drugs or stolen goods; fraud or embezzlement; attacking a local official--five to thirty years in jail or a fine of up to 10,000 credits

Class 3--Attempted bribery; stealing a speeder; aiding a known felon--fine of 250 to 5000 credits and up to two years in jail

Class 4--Purchasing illegal drugs or weapons; assault--fine of 175 to 5000 credits and/or up to a month in jail

Class 5--Public violence, drunkenness or lewd behavior--fine of 100 to 5000 credits

(Refer to *Galaxy Guide 7: Mos Eisley* from West End Games to find more information about this subject.)

The Crime Boss

There's no shortage of influential beings on Tatooine when it comes to criminal enterprises. Hutt bosses such as Gardulla and Jabba are probably the best known, while up-and-comers like Lady Valarian are working to cut their own piece of the pie. Even so, another newcomer has set his sites on making a name for himself: Tebora the Muun.

Once a promising young agent for the Intergalactic Banking Clan, Tebora cut his ties to that organization in the aftermath of the Clone Wars. At that point he lived as a gentlebeing of leisure, having saved up a considerable stash of credits. It was at this time that he began to develop a taste for illicit activities, especially buying and selling contraband goods. He also found that his wealth and connections made him a natural when it came to brokering smuggling deals. For these reasons he decided to found the Trans-Galactic Import and Export Company, so that it could serve as a front for more illicit activities.

The problem that Tebora faces now is one of cutting into the lucrative trade that runs through Tatooine, without attracting the ire of the Hutts. So far he has managed to slowly but steadily build up his operation, but it is only a matter of time until they recognize what he is doing.

Tebora's Manor

For the most part, Tebora's residence on Tatooine blends in amongst the other buildings around it. Standing two stories in height, it has plain pourstone walls. It might be cleaner than others, and those who know to look for them can see signs of armed guards and a security system, but it is otherwise unremarkable.

1. Entry

This open area is flanked by two sets of stairs leading to the building's upper level. It also boasts two pillars that support the rooms above. A hallway leads to other rooms on the ground floor, while double doors open into the courtyard.

2. Parlor

This is where Tebora receives visitors. The room is filled with comfortable chairs and couches, along with side tables for guests to use. When it suits his purposes, Tebora sometimes places listening devices in the room in order to spy on newcomers.

3. Lieutenant's Quarters

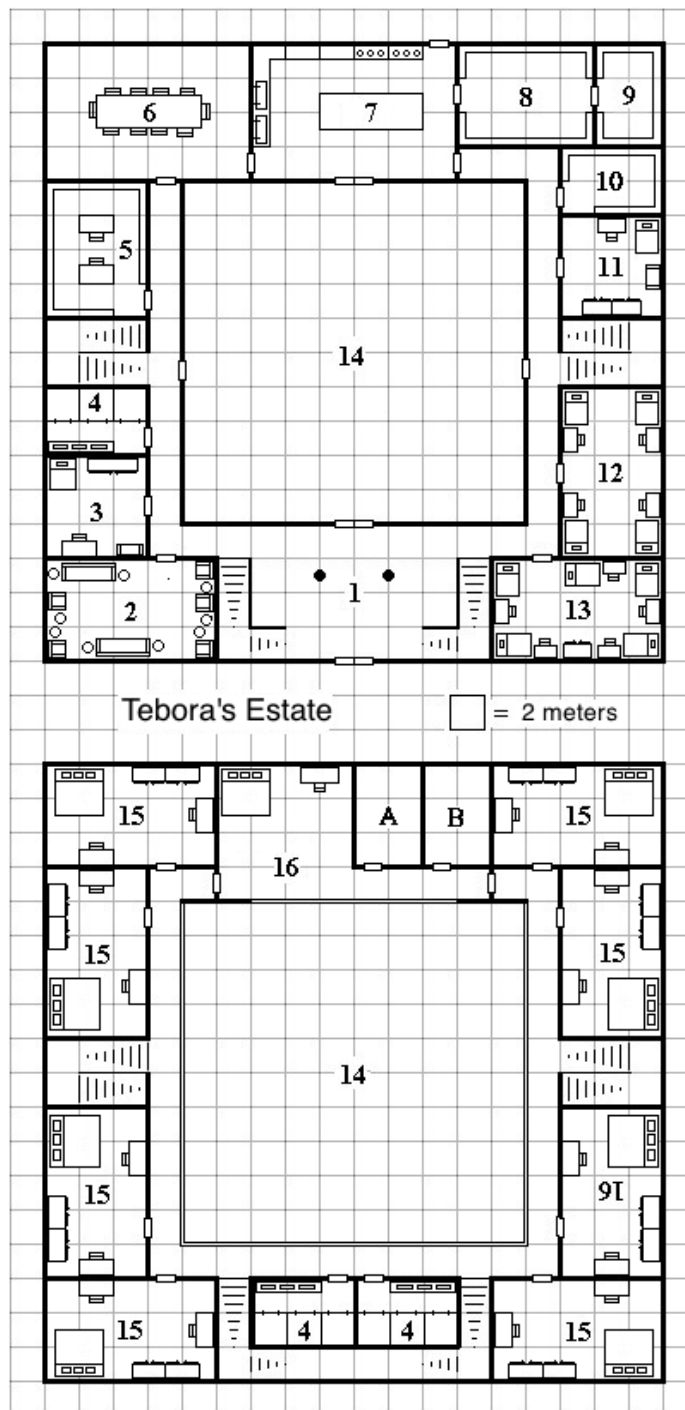
Jetopa, the Toydarian steward who oversees the household, has his private quarters here. The furnishings include a bed, dressing table, wardrobe and trunk.

4. Refreshers

This chamber boasts all the expected amenities.

5. Library

The walls of this room are lined with shelves containing old-fashioned codices, data tapes, holocubes and other forms of recording information. In particular there are many texts and items that reflect the development of mathematics in the galaxy. There are also two broad tables with chairs for those who wish to sit and read. Tebora can often be found here, going over his books or reading a mathematical treatise.



6. Dining Room

This room is filled with a long table surrounded by chairs, all made from expensive greel-wood. It serves for business meetings as well as meals.

7. Kitchen

This room contains everything that the cook needs to prepare elaborate meals. From here one can also access the pantry and cold-storage area, and a door in the back wall leads outside.

8. Pantry

Shelves line the walls of this room; they are filled with all manner of expensive and delicious non-perishable foodstuffs.

9. Cold Storage

Any foodstuffs that are subject to spoiling are stored here. Tebora spends a good deal of money keeping himself and his associates well fed.

10. Storage Room

Mundane items such as linens, extra furniture, the table service and such are stored in this room.

11. Cook's Quarters

Siruli, the Askajian cook, has her quarters here; they are furnished in much the same manner as those of the steward.

12. Servants' Quarters

This room contains four beds and dressing tables; it is here that the servants who work under Siruli have their personal space.

13. Guards' Quarters

The furniture here is much like in the servants quarters, except that there are five of each item. What is more, a durasteel cabinet holds blaster rifles and stun grenades for emergency situations.

14. Courtyard

The focal point of this entire estate is the courtyard in the center of the structure. It is filled with an impressive amount of greenery, the primary way in which Tebora shows off his wealth and influence. Indeed, this is where the Muun prefers to entertain important guests, especially those who are uncomfortable in Tatooine's dry environment. Periodically a pump system sprays the area with mist from the four corners of the inside walls.

15. Guest Rooms

Each of these rooms is furnished with a large bed, a double wardrobe and two desks, providing space for visitors to settle themselves. At any given time, perhaps half of these rooms are occupied by beings who have business with Tebora.

16. Master Bedroom

The Muun himself is quartered here. His room boasts a large bed and a desk for working, along with a walk-in closet (A) and a private refresher unit (B). While one might expect to find a computer workstation on the desk, Tebora prefers instead to keep business information on a datapad that he carries at all times.

Tebora the Muun

Brawn 2 Cunning 3 Presence 3
Agility 2 Intellect 4 Willpower 2

Soak: 2

Wound Threshold: 14

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Charm 2, Coercion 1, Computers 2, Cool 1, Core Worlds 1, Deception 2, Discipline 1, Education 2, Leadership 2, Mechanics 1, Medicine 1, Negotiation 3, Outer Rim 2, Perception 2, Piloting--Planetary 1, Ranged--Light 1, Resilience 1, Skulduggery 1, Streetwise 2, Underworld 2, Vigilance 2, Xenology 1

Talents: Convincing Demeanor, Know Sombod, Smooth Talker, Wheel and Deal

Abilities: Muuns begin play with a free rank in Education. They may still not increase this skill beyond two ranks at creation. Because Muuns are three-hearted, they can ignore one setback die caused by cold temperatures.

Equipment: Clothing, datapad, comlink

Tebora the Muun might look gangly, awkward and too refined to survive on Tatooine, but in truth he is a skilled and ruthless negotiator. To that end he is willing to take calculated risks, but he is also faithful to the beings with whom he makes business deals. He enjoys stimulating conversation, which for him includes any talk of business or mathematics.

Using Tebora the Muun in an *Edge of the Empire* Campaign

Many of the ways in which this crime boss can be used in a campaign on the galactic fringe are detailed below.

- First and foremost, Tebora could serve as a patron for the PCs, provide them with jobs as a source of income.
- Should the Hutts realize that a Muun is cutting in on their business, they might send agents to disrupt such activities. Various characters from Chapter 12 of the core rulebook--especially the Aqualish thugs, Barabel enforcer and Defel assassin--could be sent to do so.
- In the event that this dispute continued to develop, the PCs could find themselves forced to choose sides during an all-out gang war, or forced to flee the scene.
- Somebody might hire the PCs to acquire a valuable item or information from inside Tebora's manor, or to place condemning evidence inside of it.
- Tebora could be connected to any number of other activities on Tatooine, such as Dibs Nkik's spy ring, Vek Ral'lya's smuggling racket, or Kees Thelu's fighting pit.

Muun

Muun are tall, spindly humanoids. In many ways they resemble Humans, but are hairless. They have long limbs and heads, with small noses and ears. Their skin is usually pale. They tend to be greedy and cautious in their business dealings, something that makes them naturals when it comes to intergalactic business dealings.

Physiology: The most notable difference between Muuns and Humans is that the prior species has three hearts--one that operates as usual, and two that are consciously controlled. This allows the Muuns to increase blood flow in their bodies when encountering cold weather or similar situations.

Society: Muuns are often gifted when it comes to calculating numbers. They are also quite competitive, leading many of them to become involved in finance. Muun parents encourage these traits amongst their youngsters.

Homeworld: Muunilinst is a world that boasts towering mountains, lush forests, broad plains and wide-open seas. On the bottom of that latter feature can be found burbling volcanic vents known as smokers, which provide a source of mineral wealth that bubbles up from the planet's core. Muunilinst is a wealthy and technologically developed world, but it has not succumbed to overdevelopment in the same way that planets like Coruscant or Duros have done.

Language: Muuns speak their own language, Muun; most are also fluent in Basic and other languages.

Life on the Fringe: Given that many Muuns enjoy working in intergalactic finance and other such business, it might seem unusual to find them on the fringes of the galaxy. Even so, their competitive and opportunistic nature often leads younger, less established Muuns out to places where they can find a chance to make some money. They tend toward careers such as politico, scholar, trader and slicer, but exceptions are not unknown. Some use their aptitude with mathematics to become skilled navigators.

Species Abilities

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

Wound Threshold: 12 + Brawn

Strain Threshold: 12 + Willpower

Starting Experience: 90

Special: Muuns begin play with a free rank in Education. They may still not increase this skill beyond two ranks at creation. Because Muuns are three-hearted, they can ignore one setback die caused by cold temperatures.

Tebora's Entourage

Detailed here are the various beings who can usually be found in the home of Tebora the Muun. This list is by no means complete, however, as he often contracts beings with specific abilities for specialized jobs and is always open to hiring on useful new talent.

Siruli, Askajian Cook (Rival)

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

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Brawl 1, Coercion 1, Core Worlds 2, Leadership 1, Lore 1, Medicine 1, Melee 2, Outer Rim 1, Perception 1, Resilience 2, Survival 2, Xenology 1

Talents: None

Abilities: Desert Dweller: Askajians remove one setback die imposed due to arid or hot environmental conditions.

Equipment: Clothing, cooking implements, datapad

Like many Askajians, Siruli is a woman who looks like a Human but for two distinguishing features. The most noteworthy is her considerable girth. While some of this is a result of her species' ability to retain moisture, more of it comes from her love of food. She enjoys nothing more than learning about new delicacies from around the world, practicing preparing them, and then sharing the food with Tebora and the other members of the household. For her, sharing a meal is something of a sacred ritual, and one that beings around the galaxy have in common. Because of this, woe to the individual who disrespects the importance of that ritual.

Jetopa (Rival)

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

Soak: 1

Wound Threshold: 9

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Computers 1, Cool 1, Coordination 1, Core Worlds 1, Deception 2, Education 1, Leadership 1, Lore 1, Negotiation 2, Outer Rim 2, Perception 2, Ranged--Light 1, Skulduggery 2, Stealth 2, Streetwise 2, Underworld 2, Vigilance 2

Talents: Convincing Demeanor, Smooth Talker, Wheel and Deal

Abilities: Toydarians begin the game with one free rank in Deceit or Negotiation. They still may not train Deceit or Negotiation above Rank 2 during character creation; Talent Bonus: Toydarians start play with one rank in Wheel and Deal; Flight: Toydarians may ignore the effects of difficult terrain; Force Resistance: Attempts by a Force-user to alter the emotions or thoughts of a Toydarian have the difficulty increased by one; Size: Toydarians have a Silhouette of 0.

Equipment: Clothing, blaster pistol, datapad, comlink

Jetopa the Toydarian knows he's taking a risk by serving Tebora the Muun, but so far he's pleased with how it's going. After all, he is slowly acquiring wealth and influence by working for the up-and-coming crime boss, and the conditions are much nicer than being in some Hutt's fortress. Even so, he knows how much the Hutts would be interested to learn of the Muun's usurpation of their business, and that knowledge is for Jetopa a safety net in case trouble arises. He's also open to doing a little dealing of his own on the side, so as to build up a nest egg.

Besalisk Guards (Minions)

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

Soak: 4

Wound Threshold: 15

Strain Threshold: 11

M/R Defense: 0 / 0

Skills (Group only): Athletics, Brawl, Melee, Perception, Ranged--Light

Talents: None

Abilities: One free rank in Resilience; Extra Limbs: Besalisks may spend Advantage on a successful Brawl attack to hit a second target engaged with it, dealing the same damage as dealt to the original target.

Equipment: Heavy clothing, blaster pistols, brass knuckles

These guards are gruff but boisterous individuals, well trained and paid enough to live comfortably. Because their boss has mostly flown under the Hutts' radar so far, they haven't been forced to do much heavy work, but they know that is likely to change in the future.

Human Servants (Minions)

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

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills (Group only): Perception, Vigilance

Talents: None

Abilities: None

Equipment: Clothing, comlinks

Tebora's servants are mostly Human females, nondescript individuals who answer to Siruli. It is their job to keep the manor presentable, and to make sure the other beings present have what they need.

Crime and Punishment on Tatooine, Part 2

The Hutts have their own rules, of course; detailed here are suggestions for how they rank crimes and the punishments to which offenders are subjected.

Class 1--Conspiracy or treason against the Hutts; causing the death of a Hutt or one's representative--execution; seizure of assets; enslavement of offender's relatives

Class 2--Murder or manslaughter of a free citizen; not paying debts; aiding a known criminal; theft from a Hutt--seizure of assets and enslavement

Class 3--Importing dangerous goods; fraud; theft, robbery or burglary; murder or manslaughter of a slave; assault on a citizen; reckless endangerment of others--Fine of up to 100 credits

Refer to *Secrets of Tatooine* from Wizards of the Coast to find more information about this subject.