

STAR WARS[®]

ROLEPLAYING GAME

Hero's Guide Web Enhancement

Commerce and the Shadow Wing

By JD Wiker, Michael Mikaelian, and Rodney Thompson



DESIGN

JD WIKER, MICHAEL MIKAELIAN,
AND RODNEY THOMPSON

EDITING

RAY AND VALERIE VALLESE

TYPESETTING

NANCY WALKER

WEB PRODUCTION

JULIA MARTIN

WEB DEVELOPMENT

THOM BECKMAN

ART DIRECTION

ROB RAPER

LUCAS LICENSING EDITOR

MICHELLE VUCKOVICH

STAR WARS RPG DESIGN MANAGER

CHRIS PERKINS

VICE PRESIDENT AND DIRECTOR OF RPG R&D

BILL SLAVICSEK

U.S., CANADA
ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

www.wizards.com/starwars www.starwars.com

This d20 System™ game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast™ game product contains no Open Game Content.

No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

©2003 Lucasfilm Ltd. and ® & ™ where indicated. All rights reserved.

Used under authorization. Made in the U.S.A.

DUNGEONS & DRAGONS and the Wizards of the Coast logo

are registered trademarks owned by Wizards of the Coast, Inc.

The d20 System logo and d20 are trademarks owned by Wizards of the Coast, Inc.

This Wizards of the Coast game product contains no Open Game Content.

No portion of this work may be reproduced in any form without written permission.

To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction.

Any similarity to actual people, organizations, places,

or events is purely coincidental.



www.wizards.com



www.starwars.com



Commerce

What exactly do smugglers smuggle? What do freighters haul? The *Star Wars* universe is full of commercial shipping, and there's no reason the heroes shouldn't be able to get in on that action—especially if they have a ship. Though buying, transporting, and selling cargoes should not be a major consideration of any *Star Wars Roleplaying Game* campaign, players may occasionally want to know what cargoes are available for sale or transport, or what they find in the holds of ships they may investigate.

The tables below serve two purposes. First, whenever the GM needs to whip up a quick cargo, he can simply roll on this chart—one roll for each ton of cargo capacity the ship has. The figure for “Value per Metric Ton” indicates how much each ton of cargo, or “lot,” is worth. (Note that some cargoes can be shipped only in multiple metric tons' worth of cargo capacity.) Alternately, the GM can roll three or four results, discard any he doesn't like, and then decide what percentages of the ship's total cargo space the rest of the results occupy, on an individual basis—and remember that not every ship is fully laden.

Second, these tables can be used to generate available commodities in the vicinity. For more information on playing the commodities market, see “Supply and Demand,” below.

Astute readers may notice that the weights of certain individual items, when multiplied by the number of items in a one-ton lot, do not equal an even ton. These rules take into account the weight of carrying containers, packaging, and packing material, as well as assorted “cargo support” items (such as feed for live animals, generators for powered items, and so on).

A version of these rules originally appeared in “Chance Cube: Random Cargo Generator,” by Michael Mikaelian and Bart Armstrong, in *Star Wars Gamer #2*.

TABLE 1: CONTAINER

| D20 | Type of Container |
|-------|---|
| 1–2 | None (piled on floor or palette) |
| 3–5 | Sacks or bundles |
| 6–12 | Duraplast crates |
| 13–14 | Durasteel crates |
| 15–16 | Durasteel drums |
| 17–18 | Sealed in shipping foam |
| 19 | Encased in carbonite |
| 20 | Roll again. On a second result of 20, the container is a living host* |

* A “living host” can entail a number of possibilities depending on the nature of the cargo. If the cargo is large, the “host” might be actually wearing it, carrying it, or escorting it. If the cargo is smaller, the host might have it implanted in his or her body in some fashion. Use your imagination.

TABLE 2: CONTENTS

| D% | Contents | Value per Metric Ton |
|-------|--|----------------------|
| 01–05 | Nothing (container is empty) | – |
| 06–35 | Foodstuffs | 1,750 credits |
| 36–38 | Livestock/domesticated animals* | 1,500 credits |
| 39–42 | Sundries | 1,200 credits |
| 43–44 | Luxury goods | 50,000 credits |
| 45–48 | Fuel | 2,500 credits |
| 49–58 | Ore/Minerals (see Table 2–A: Ore & Minerals) | see table |
| 59–63 | Medical supplies (see Table 2–B: Medical Supplies) | see table |
| 64–73 | Electronics (see Table 2–C: Electronics) | see table |
| 74–82 | Parts (see Table 2–D: Parts) | see table |
| 83–85 | Chemicals (see Table 2–E: Chemicals) | see table |
| 86–87 | Wild creature (see Table 2–F: Creatures) | see table |
| 88–90 | Droids (see Table 2–G: Droids) | see table |
| 91–93 | Armor (see Table 2–H: Armor) | see table |
| 94–96 | Weapons (see Table 2–I: Weapons) | see table |
| 97–98 | Vehicle (see Table 2–J: Vehicles) | see table |
| 99 | Starship (see Table 2–K: Starships) | see table |
| 00 | Slaves (4)* | 8,000 credits |

* These will always be contained in a pen or cages of some kind, rather than the type of container generated on Table 1.

TABLE 2–A: ORE & MINERALS

| D20 | Type of Ore or Mineral | Value per Metric Ton |
|-------|------------------------|----------------------|
| 1–10 | Industrial Ore/Gems | 1,000 credits |
| 11–16 | Strategic Ore/Gems | 5,000 credits |
| 17–19 | Semi-Precious Ore/Gems | 10,000 credits |
| 20 | Precious Ore/Gems | 25,000 credits |

TABLE 2–B: MEDICAL SUPPLIES

| D20 | Type of Medical Supplies | Value per Metric Ton |
|-------|---------------------------|----------------------|
| 1–8 | Assorted supplies | 10,000 credits |
| 9–11 | Medkits | 20,000 credits |
| 12–14 | Pharmaceuticals | 30,000 credits |
| 15–16 | Bacta (in 50-liter drums) | 40,000 credits |
| 17–19 | Medpacs | 80,000 credits |
| 20 | Bacta tanks (2) | 200,000 credits |

TABLE 2–C: ELECTRONICS

| D% | Type of Electronics | Value per Metric Ton |
|-------|----------------------------------|----------------------|
| 01–15 | Comlinks (5,000) | 1,000,000 credits |
| 16–27 | Datapads (300) | 300,000 credits |
| 28–32 | Credit chips (5,000) | 500,000 credits |
| 33–38 | Datacards, blank (40,000) | 50,000 credits |
| 39–43 | Datacards, w/one program (5,000) | 1,500,000 credits |
| 44–47 | Electrobinoculars (800) | 800,000 credits |
| 48–52 | Fusion lanterns (400) | 10,000 credits |
| 53–57 | Glow rods (800) | 8,000 credits |
| 58–62 | Holoprojectors, personal (5,000) | 5,000,000 credits |
| 63–67 | Holorecorders (800) | 2,400,000 credits |
| 68–72 | Macrobinoculars (1,000) | 600,000 credits |
| 73–92 | Power packs/energy cells (5,000) | 100,000 credits |
| 93–97 | Recording rods (800) | 400,000 credits |
| 98–00 | Sensor packs (80) | 120,000 credits |

TABLE 2–D: PARTS

| D20 | Type of Parts | Value per Metric Ton |
|-------|----------------|----------------------|
| 1–8 | Computer parts | 1,000 credits |
| 9–14 | Droid parts | 2,000 credits |
| 15–18 | Vehicle parts | 3,000 credits |
| 19–20 | Starship parts | 4,000 credits |

TABLE 2–E: CHEMICALS

| D20 | Type of Chemical | Value per Metric Ton |
|-------|-----------------------|----------------------|
| 1–10 | Inert chemicals | 1,000 credits |
| 11–12 | Flammable liquids | 1,500 credits |
| 13–14 | Corrosive substances | 1,600 credits |
| 15–17 | Lubricants | 1,200 credits |
| 18–19 | Adhesives | 1,100 credits |
| 20 | Controlled substances | 25,000 credits |

TABLE 2–F: CREATURES

| D20 | Type of Creature | Value per Metric Ton |
|-------|--|------------------------------|
| 1 | Acklay (1) | 12,000 credits |
| 2–5 | Bantha (requires 2 metric tons of storage) | 2,000 credits (4,000 total) |
| 6–8 | Dewback (1) | 1,500 credits |
| 9 | Gundark (1) | 2,500 credits |
| 10 | Massifs (2) | 1,800 credits |
| 11 | Nexu (1) | 4,000 credits |
| 12 | Rancor (requires 4 metric tons of storage) | 4,000 credits (16,000 total) |
| 13–14 | Reek (requires 2 metric tons of storage) | 2,200 credits (4,400 total) |
| 15 | Tauntaun (1) | 1,200 credits |
| 16–20 | GM's choice | varies |

TABLE 2–G: DROIDS

| D20 | Type of Droid | Value per Metric Ton |
|-------|----------------------|----------------------|
| 1–10 | Labor droids (4) | 4,800 credits |
| 11–12 | Protocol droids (4) | 12,000 credits |
| 13–14 | Power droids (2) | 12,500 credits |
| 15–16 | Medical droids (3) | 12,900 credits |
| 17–19 | Astromech droids (3) | 13,500 credits |
| 20 | Battle droids (8) | 14,400 credits |

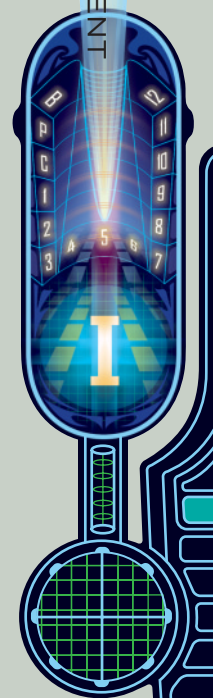


TABLE 2-H: ARMOR

| D20 | Type of Armor | Value per Metric Ton |
|-------|--------------------------|----------------------|
| 1-12 | Light armor (80 suits) | 80,000 credits |
| 13-17 | Medium armor (30 suits) | 120,000 credits |
| 18 | Heavy armor (20 suits) | 220,000 credits |
| 19-20 | Powered armor (10 suits) | 100,000 credits |

TABLE 2-I: WEAPONS

| D20 | Type of Weapon | Value per Metric Ton |
|-------|---------------------------|----------------------|
| 1-3 | Knives (800) | 20,000 credits |
| 4-6 | Combat gloves (800 pairs) | 160,000 credits |
| 7-8 | Stun batons (400) | 200,000 credits |
| 9-10 | Vibrodaggers (800) | 160,000 credits |
| 11 | Vibroblades (400) | 100,000 credits |
| 12 | Vibro-axes (300) | 150,000 credits |
| 13-15 | Hold-out blasters (1,500) | 450,000 credits |
| 16-17 | Blaster pistols (400) | 200,000 credits |
| 18 | Blaster rifles (150) | 150,000 credits |
| 19 | Heavy blasters (400) | 300,000 credits |
| 20 | Stun grenades (1,500) | 900,000 credits |

TABLE 2-J: VEHICLES

| D10 | Type of Vehicle | Value per Metric Ton |
|-----|---|---------------------------------|
| 1-5 | Landspeeder (requires 5 metric tons of storage) | 2,100 credits (10,500 total) |
| 6-8 | Speeder bike (1) | 6,000 credits |
| 9 | Air speeder/swoop (requires 4 metric tons of storage) | 3,000 credits (12,000 total) |
| 10 | Cargo skiff (requires 4 metric tons of storage) | 2,000 credits (8,000 total) |

TABLE 2-K: STARSHIPS

| D6 | Type of Starship | Value per Metric Ton |
|-----|---|-----------------------------------|
| 1 | Escape pod (requires 2 metric tons of storage) | 10,000 credits (20,000 total) |
| 2-5 | Starfighter (requires 10 metric tons of storage) | 10,000 credits (100,000 total) |
| 6 | Space transport (requires 100 metric tons of storage) | 1,000 credits (100,000 total) |

Supply and Demand

The *Star Wars* commodities market consists of a very simple principle: Buy goods where they are cheap, then sell them where they're considered valuable. The difference between the two prices is all profit. This is a simplification, of course. There are other factors to consider, such as availability of commodities, how long it takes to get to the point of sale, and so on.

These factors break down into six concepts: Availability, Supply, Price, Demand, and Travel Time, with Operating Costs being a separate but associated issue.

Availability

Availability refers to how much of a given commodity is available for the buyer to purchase. When buying from other traders, the GM can decide just how much of the cargo capacity of the seller's ship is taken up by lots of the commodity. The simplest way to do this is to roll a D20 and multiply the result by 5 to arrive at the percentage of the trader's cargo capacity taken up by the commodity—and therefore, how many tons he has to sell.

But when the buyer is dealing with communities, which may be as small as a farmhouse or as large as an entire planet, the GM needs to know how much merchandise is on hand. Obviously, even if a small village on Ord Mantell has some livestock to sell (at 1,500 credits per ton of cargo capacity), they're not going to have produced enough to provide the buyer with enough to fill the cargo hold of a YT-1300 freighter (which has 100 tons' worth of cargo capacity).

Assume that every community has saleable commodities on hand equal to twice the community's credit limit, as given on Table 12-17: Random Community Generator, in the core rulebook. Thus, the village in the example above would be able to sell the buyer 10,000 credits' worth of livestock, or (at 1,500 credits per ton), six tons of livestock.

The type of commodity available in a particular community is up to the GM. But as a rule of thumb, the value per metric ton figure for any given commodity cannot exceed this "double the credit limit" figure. Thus, the example village could sell the buyer a ton of assorted medical supplies, 400 fusion lanterns, or even a ton of semiprecious ores or gems, but they're not rich enough to have four protocol droids to sell. The GM can always rule that a community could sell a fractional lot (say, only three protocol droids), but this should not be the norm.

Supply

While availability determines how much of the commodity is on hand, supply determines how precious it is to the seller. For example, if the village has only those six tons of livestock, and selling them means they'll have none for their own use, they aren't likely to want to sell all six tons—at least, not at the market price. If they can be convinced to sell, the village will ask a higher price than the standard 1,500 credits per metric ton.

Supply is a factor determined by the GM. If supply is low, the price goes up, and if supply is high, the price goes down. The GM can use the following table as a guideline, and a column is included in case the GM wishes to determine the supply randomly.

TABLE 3: COMMODITY SUPPLY

| D20 | Supply | Value Modifier |
|-------|----------------|----------------|
| 1 | Critically low | +30% |
| 2-3 | Very low | +20% |
| 4-6 | Low | +10% |
| 7-10 | Average | — |
| 11-14 | Above average | -5% |
| 15-17 | High | -10% |
| 18-19 | Very high | -15% |
| 20 | Surplus | -20% |

The adjusted base price is equal to the value per metric ton, plus or minus the supply modifier. (Note that you do not recalculate the availability after determining the adjusted base price.) For example, if the supply of livestock in the village were "low" (+10%), the adjusted base price would be 1,650 credits per metric ton of livestock.

Price

Once the GM has determined the adjusted base price of the commodity, it's time to set the final price. The buying and selling parties can make an opposed Diplomacy check to negotiate with one another, subtracting 5% of the adjusted base price for every 5 points by which the buyer's Diplomacy check beats the seller's. If the GM needs to quickly generate a Diplomacy skill modifier for a community, the following chart assumes that the highest-level diplomat in the community has a Charisma modifier of +2, and has the maximum possible ranks in Diplomacy (3 plus his level, adjusted by the community modifier).

| Community Size | Negotiator's Diplomacy Score |
|----------------|------------------------------|
| Thorp | 1d4+2 |
| Hamlet | 1d4+3 |
| Village | 1d4+4 |
| Small town | 1d4+5 |
| Large town | 1d4+8 |
| Small city | 1d4+11 |
| Large city | 1d4+14 |
| Metropolis | 1d4+17 |
| Megalopolis | 1d4+20 |

If one of the parties is another trader (rather than the negotiator for a community), but the GM doesn't have the trader's statistics, the GM can randomly determine the crew quality to arrive at the trader's Diplomacy score:

| D20 | Crew Quality | Negotiator's Diplomacy Score |
|-------|--------------|------------------------------|
| 1–3 | Untrained | –4 |
| 4–11 | Normal | +2 |
| 12–16 | Skilled | +4 |
| 17–19 | Expert | +8 |
| 20 | Ace | +12 |

After determining this number, modify it by the size of the negotiator's ship. (Remember, this is the negotiator's main operating ship—not necessarily the ship that the negotiator arrives in!)

| Ship Size | Base Skill Modifier |
|-----------------|---------------------|
| Colossal | +8 |
| Gargantuan | +6 |
| Huge | +5 |
| Large | +4 |
| Medium | +3 |
| Small | +2 |
| Tiny | +1 |
| Diminutive/Fine | +1 |

Travel Time

Once all the prices have been agreed upon, and the buyer has the merchandise safely stored, the next step is finding someone to sell it to. If a group of heroes have purchased some merchandise without a clear buyer in mind, they'll have to shop around to find the best market they can get. The rules for determining demand, below, tell the heroes where they

should take their cargo to get the best price. All the group needs to know at that point is how far away the buyer is.

The heroes could simply travel from place to place, checking prices as they go, in which case the GM can use Table 4: Commodity Demand to randomly determine just how much the heroes can expect to charge for their cargo. But smart traders check out the market before they lift off by making a DC 15 Gather Information check. This use of Gather Information does not require the customary "passing out credits and buying drinks" cost, though it does take the same amount of time.

With a successful Gather Information check, the heroes can locate a buyer willing to pay the base cost of the commodity, about four days' worth of hyperspace travel away (assuming a $\times 1$ hyperdrive multiplier). The heroes can adjust the price and distance in two ways. First, for every five points by which the heroes' Gather Information check exceeded the DC, they can reduce the travel time by one day. Second, for every additional day the heroes are willing to add onto their travel time, they can increase the demand by one step (from "average" to "above average," for example). By combining these factors, the heroes can decide just how far they are willing to travel to get a better price.

Example: Deel Surool has a cargo of droid parts, for which he paid the base price of 2,000 credits per ton. He rolls a 26 on his Gather Information check, which exceeds the DC of 15 by 10; he can find a buyer willing to pay the average price only two days' travel away. The buyer is willing to pay Deel what Deel paid for the droid parts: 2,000 credits.

But Deel Surool wants to make a profit, so he decides to travel two days further on to find a buyer in a area where the demand is higher, and the buyer is willing to pay more. Each extra day bumps the demand up by one step, from "average" to "high", or +20% of the base price. Thus, by traveling for four days instead of two, Deel can get 2,400 credits per ton of droid parts—a profit of 40 credits per ton.

Demand

As with supply, the availability of the commodity affects the selling price. The difference is that the better the local supply, the *less* interested the locals are in buying. So, if the buyer bring six tons of livestock to a world that's well provisioned with herd animals, the base price (1,500 credits per ton) is modified *downward*—obviously, not a great idea.

Demand, like supply, is a factor determined by the GM. If demand is low, the price drops, and if demand is high, the price goes up. The GM can use the following table as a guideline, and a column is included in case the GM wishes to determine the demand randomly.

So, for example, if demand for livestock is "low" at the selling point, the buyer—now the seller—can expect to get only 1,350 credits per ton. They're better off trying someplace else, where demand is "high" or "very high," and they can get 1,800 credits or even 1,950 credits per ton. (Remember, the supply at the point of origin dictated that they had to pay 1,650 credits per ton, so if demand at the selling point is only "above average," the seller makes no profit—unless he negotiated particularly well when he bought the merchandise in the first place.)

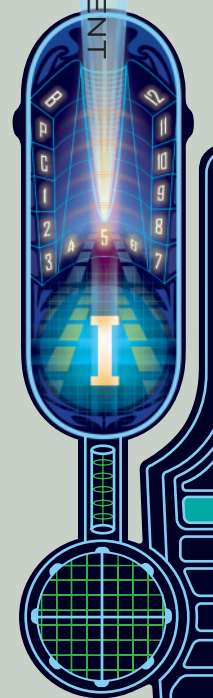


TABLE 4: COMMODITY DEMAND

| D20 | Demand | Value Modifier |
|-------|---------------|----------------|
| 1 | No interest | -20% |
| 2-3 | Very low | -15% |
| 4-6 | Low | -10% |
| 7-10 | Below average | -5% |
| 11-14 | Average | - |
| 15-17 | Above average | +10% |
| 18-19 | High | +20% |
| 20 | Very high | +30% |

Once the GM has the adjusted base price, the sellers can begin negotiating with the buyers—exactly the same process described under Price, above. The difference is that, this time, the sellers want to beat the buyer's Diplomacy check so that they can adjust the final price *up*, not down.

Communities generally prefer to trade commodities of their own, rather than credits, mainly because they have twice as much a credit limit in terms of commodities. (See Availability.) If the seller insists on payment in credits, though (or the community has no commodities to offer), remember that the maximum amount of credits that the community can spend to buy commodities is based on the size of the community.

Saturating the Market: Demand may drop in a community precisely because sellers are supplying the community with all it needs. The GM can determine whether or not the market has become saturated by rolling again on Table 4: Commodity Demand, for a community to which the seller has previously sold the same commodity, adding the community modifier from Table 12-19 in the core rulebook. If the result is equal to or less than the community's previous demand for the commodity, they still need more. If the result is higher, the market for that commodity has dried up in that location.

Shipping

Heroes with a ship but no money to buy cargo can still make a living in the shipping business, transporting cargo for people who have money but not enough ships. The standard rate for shipping is 10 credits per ton per day, so a YT-1300, with 100 tons of cargo capacity, could net the heroes 1,000 credits a day, assuming a full load. (Note that the kind of cargo doesn't enter into the equation, though the customer may be willing to pay more for a particularly valuable cargo, to encourage the heroes to protect it more carefully—or not to simply steal it themselves!) Payment for shipping is nearly always on delivery, further encouraging the ship's crew not to dawdle.

Shipping is a much less complicated endeavor than buying and selling commodities. The important factors are Cargo Size, Travel Time, and Cargo Priority.

Cargo Size

The size of a potential cargo depends on the size of the point of departure, much like the availability of commodities hinges on the wealth of communities. Obviously, a small town isn't going to have anywhere near as much cargo to ship as a metropolis. The GM can use the table below to determine just how much shipping a given community needs in a given time period (generally about a

month). If the community or merchant has more that needs shipping than the heroes have cargo capacity to transport, they can continue to return until such time as all the cargo has been shipped.

Note that, in this case, the "community" can include individual merchants, who may simply not have enough room on their own ships to transport all the cargo they have to sell.

TABLE 5: CARGO AVAILABILITY

| Community Size | Cargo Size (in Metric Tons) |
|----------------|-----------------------------|
| Thorp | 1d6 |
| Hamlet | 2d6 |
| Village | 2d10 |
| Small town | 5d10 |
| Large town | 5d10x2 |
| Small city | 5d10x5 |
| Large city | 5d10x10 |
| Metropolis | 5d10x20 |
| Megalopolis | 5d10x30 |

| Merchant's Ship Size | Cargo Size (in Metric Tons) |
|----------------------|-----------------------------|
| Colossal | 1d4 |
| Gargantuan | 1d6 |
| Huge | 2d4 |
| Large | 2d6 |
| Medium | 2d8 |
| Small | 2d10 |
| Tiny | 3d10 |
| Diminutive/Fine | 5d10 |

Travel Time

Unlike with transporting merchandise that they own themselves, heroes *want* lengthy shipping times on cargo, for two reasons. First, and most obviously, each additional day of travel time is another 10 credits per ton. But second, if the heroes don't have a full cargo hold, they can pick up more cargo en route to their final destination and deliver it to drop points on the way. (See Picking Up Additional Cargo, below.)

The GM can determine the delivery time, in days of hyperspace travel, by rolling 1d8 and subtracting 1, with results of zero indicating half a day of travel. It is important to note that this estimate of delivery time is not calculated by how fast the *heroes'* ship can travel, but how fast a reasonably swift ship can travel—that is, a ship with a x1 hyperdrive multiplier. If the heroes have a ship that travels through hyperspace more slowly than that, *that's their problem*: the standard rate for shipping is based on a x1 hyperdrive multiplier. (Of course, if the heroes can make the delivery in less time, they still get paid the full rate—and they can use the extra time to make more deliveries.)

Travel time includes loading and unloading time (each calculated at one day, regardless of how long it actually takes), but does not include time that the cargo sits aboard the ship while the heroes look for more business to fill up all of their cargo capacity. Some customers might even charge the heroes for not beginning the delivery immediately (see Cargo Priority, below, for more information).

Picking Up Additional Cargo: A ship carrying cargo for someone else always has the option of picking up another cargo (provided they have the space for it), but the important question is: Does it slow down the delivery of the

original cargo? The simple resolution is for the GM to roll another 1d8-1, as normal, to determine the delivery time of the additional cargo. If this result is equal to or less than the time remaining on the current delivery minus two days (for loading and unloading), the heroes can safely deliver the new cargo without losing time on their original delivery.

Cargo Priority

Sometimes, a customer's needs don't fall into the x1 hyperdrive standard. In most cases, this means that the cargo isn't so critical that it can't afford to wait a little longer for delivery—if the price for shipping is lower than normal. In a few cases, the customer needs the cargo delivered faster than normal and is willing to pay extra, if the delivery date is guaranteed (meaning that the transporting ship has a hyperdrive modifier of less than x1). And, of course, the industry standard is that missing the delivery date is grounds for at least a partial refund.

If there is a question as to what type of shipping the heroes' customer wants, the GM can roll a D20: 1-8, low-priority; 9-17, standard priority; 18-20, high-priority.

Low-Priority Shipping: The low-priority shipping option means that the customer is willing to wait twice as long as the standard expected delivery time before asking for a refund. The price for low-priority shipping is only 6 credits per ton per day, however.

High-Priority Shipping: This option means that the customer pays more for a faster delivery. The price for high-priority shipping is 15 credits per ton per day for delivery in only three-quarters the standard time (which can be accomplished with a x.75 hyperdrive), or 25 credits per ton per day for delivery in only half the standard time (which can be accomplished with a x.5 hyperdrive).

Overdue Shipments: In the event that a shipment is late, the customer can legally ask for a 10% discount off the total delivery charge for each day by which the shipment missed its delivery date. When the discount reaches 100%, the ship's crew are effectively delivering the cargo for free, and if the discount exceeds 100%, they can actually be charged with piracy! (Most reasonable customers merely accept the free shipping and make a mental note not to do business with that particular crew anymore.) With the potentially serious repercussions of failing to deliver, it's small wonder that crews occasionally dump overdue cargo and claim they were raided by pirates.

Operating Costs

Unfortunately, buying, selling, and shipping aren't "free money." In addition to maintenance costs for the ship or ships hauling the cargo from place to place (see Section Nine: Vehicles and Starships), traders must pay for various permits and licenses that allow them to conduct their business unmolested by customs agents. Heroes can certainly forego these permits, but doing so means that they are, by the legal definition, smugglers, and thus they run the risk of losing their cargo, their ships, and their freedom should they be caught.

The legal alternative to "let's just not get caught" is an annual fee that incorporates the cost of all of the assorted documents the trader needs to do business. This particular cost is calculated by the size of the trader's ship, and in the

case of fleets of ships, the fee must be paid for each ship. This fee is not negotiable (so no reduction of the fee via the Diplomacy skill), but a noble could certainly make a favor check (DC 15, adjusted by the ship's size modifier) to obtain a license for half the usual price.

| Ship Size | Annual License Fee |
|-----------------|--------------------|
| Colossal | 5,000 credits |
| Gargantuan | 2,500 credits |
| Huge | 1,000 credits |
| Large | 500 credits |
| Medium | 250 credits |
| Small | 100 credits |
| Tiny | 80 credits |
| Diminutive/Fine | 50 credits |

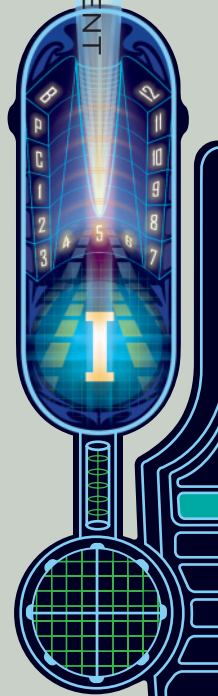
The Shadow Wing

One of the oldest and most profitable professions in the history of the galaxy is piracy. Even in the days of the benevolent Old Republic, piracy was a constant presence across the space lanes. Some intrepid spacefarers would rather hijack a ship than procure goods legally. In addition to simple theft, pirates frequently engage in mercenary work as well as fringe wars between rival gangs. Among the most notorious and dangerous pirate gangs is the Shadow Wing, which is known to operate along the Perlemian Trade Route as well as other frequently traveled hyperspace routes.

A Tiss'shar pirate named Abin-Ral-Xufush commands the Shadow Wing. This cruel but intelligent marauder harbors a strong anti-Human sentiment. Fortunately, his prejudice only encompasses those outside of his organization, as all Shadow Wing members are treated fairly regardless of their species or world of origin. Abin-Ral-Xufush is a ruthless and efficient leader who has brought great success and wealth to the members of his organization, and thanks to his keen mind and tactical ability, he has increased the size of his fleet from just a few raiding ships to a combat-capable starfleet. Originally a trader, Abin-Ral-Xufush transformed his knowledge of trade routes into a successful piracy operation in a matter of months.

The Shadow Wing is unique in many of its methods, chief among those being the way loot and plunder is handled. After a successful raid, captured goods are divided up among all members of the crew according to rank and priority. However, while most pirate groups sell their plunder on the black market in exchange for raw credits, members of the Shadow Wing actually keep their plunder and use it themselves. It is from its raids that the Shadow Wing gets its food supply, spare parts, weapons, droids, and even new recruits. Whenever the Shadow Wing captures a slave ship, the slaves on board are brought on as new recruits, able to rise in rank and station just as any other recruit would. As for the slavers themselves, they are never heard from again.

The Shadow Wing also assembles its pirate fleet almost completely from stolen ships. Whenever a raid is completed, any combat-worthy starship is immediately added to the active fleet, while those too heavily damaged either go to repair bays or are scrapped for parts. Consisting mostly of corvette-sized ships and a few capital warships, the Shadow Wing fleet may not be strong enough to take on a force like



the Empire, but it packs enough firepower to overwhelm most local and sector defense fleets.

In addition to its larger ships, the Shadow Wing boasts several squadrons of starfighters, mostly consisting of cobbled-together “uglies” and second-hand military starships.

The Shadow Wing rarely, if ever, leaves a ship it has attacked in the hands of its original owner. Moreover, the Shadow Wing employs a number of shipjackers and infiltration experts who occasionally go on procurement runs when a ship is needed quickly.

The Shadow Wing targets standard pirate prey (such as convoys, freighters, and luxury liners) but also has been known to terrorize entire planets or systems. Usually, the organization strikes worlds predominantly Human-controlled (reflecting Abin-Ral-Xufush’s distaste for Humans) and those that rely on external forces for protection. While the Shadow Wing does not completely wipe out its targets—there is no point eradicating a planet that can be plundered again later—it does make a large portion of its gains in planetary raids. It is a testament to the size and skill of the Shadow Wing fleet that it can subjugate entire worlds with an organization of only a few thousand beings.

Abin-Ral-Xufush runs a tight ship and does not tolerate insubordination or betrayal. Despite his ruthlessness in dealing with those who threaten him and his organization, the pirate crews aboard Shadow Wing ships exhibit strong loyalty to him and deep respect for his leadership abilities.

The Shadow Wing is composed of roughly 2,000 pirates at any given time, most of them starship crewmembers and raiders. Though the pirates do not undergo any formal training, many of them come from military (or at least martial) backgrounds. Any further lessons must be learned through direct experience in the field.

Shadow Wing Sympathy

The Shadow Wing spends the majority of its time raiding targets of significant value: potential starship additions to their fleet, foodstuffs and other consumables, rare and valuable cargoes, and similar items. Thus, anyone with access to information about such targets could quickly find himself in the good graces of Shadow Wing pirates by simple passing on hyperspace route coordinates, security codes, or just the time and place that a certain cargo is set to be delivered. Starship repair bays sympathetic to the Shadow Wing frequently offer a discounted rate on labor and parts, and in exchange receive not only immunity from Shadow Wing attacks but also access to any difficult-to-procure starship parts. Many other businesses have arrangements with the Shadow Wing that are mutually beneficial—arrangements that have thus far allowed the Shadow Wing to grow into a formidable force and eliminated the competition of many allied businesses.

Being in the good graces of the Shadow Wing can mean more than safety and profit, however. Abin-Ral-Xufush does not appreciate it when others threaten or harm his “business associates,” and the Shadow Wing has been known to lean on other local criminal organizations that attempt to strong-arm its allies. In fact, a common tale in the cantinas of worlds that have been subjected to the might of the Shadow Wing tells of an up-and-coming Hutt crime lord, still young and impetuous by Hutt standards, who was driven off by the Shadow Wing.

The Hutt was sent back to Nal Hutta with his organization a shambles, shamed in the eyes of his relatives.

The authenticity of such stories is suspect; however, the Shadow Wing’s reputation for driving off competitors and protecting its allies is well earned. Those associated with the Shadow Wing are frequently able to use that affiliation to keep their homes safe from rival criminal organizations, an especially valuable ability considering the amount of influence organizations such as the Hutts and the Black Sun have over large portions of space.

Joining

Abin-Ral-Xufush rarely accepts crew members into his organization without first evaluating both their trustworthiness and their value to the organization. Typically, a few small and insignificant assignments are given to those who wish to join or be affiliated with the Shadow Wing. After the character has proven himself capable of handling these tasks, more difficult ones are assigned until Abin-Ral-Xufush is satisfied that the applicant is worthy of membership in his organization. Abin-Ral-Xufush tolerates no mutiny, and any attempts to gain his trust and then betray him later are met with a brutal and lethal reaction.

Beings typically associated with the Shadow Wing have no qualms about living on the fringe of galactic society and outside the rule of law. A good candidate for joining the Shadow Wing pirates will have some valuable skills to bring to the organization, such as prowess with a starfighter or experience with spying and intelligence operations. Additionally, beings skilled at intimidation and leadership often find themselves rising in rank within the Shadow Wing organization.

Joining the Shadow Wing pirates is like entering into any other brotherhood of criminals. Each member is expected to pull his or her weight in the operation, and to get your fair share of plunder, you must be willing to perform some of the dirty work. Shadow Wing pirates look out for one another as members of such a small organization must, and any attempts to harm or come between members of the group can be quite painful. The Shadow Wing offers its members a place to belong, a share of plunder, and a life without the rules and regulations imposed on most citizens of the galaxy. Shadow Wing pirates range from the charismatic leaders seen in holovids to ruthless mercenaries more commonly associated with outlaw groups.

Leaving the Shadow Wing

The Shadow Wing pirates do not prevent any member from leaving, provided he or she remains trustworthy even after departing. A pirate’s life is dangerous and fast-paced, so it comes as no surprise that a being might eventually want to retire to a more quiet life and even go into legitimate business, something not unheard of for ex-pirates, smugglers, and outlaws. Though departing the Shadow Wing means leaving the blanket of its protection, the pirates generally remain on good terms with retired crewmates.

Leaving on good terms usually means simply retiring from the business of piracy and becoming a private citizen once again. Some former members branch out to

form organizations of their own; while this does not make one an enemy of the organization, Abin-Ral-Xufush typically views such splinter groups as rivals, if not enemies, and treats them like any other organization should their paths cross.

Leaving the Shadow Wing results in a loss of 1 point of Shadow Wing Sympathy.

Faction Feats

The following feat is associated with the Shadow Wing faction.

Nest Egg

Through acts of piracy, you have secured a secret and sizable cache of credits, which you've stored in an undisclosed but easily accessible location.

Prerequisite: Shadow Wing Sympathy +3.

Benefit: You have instant access to 10,000 credits, which you may spend in the manner you deem fit. You cannot access these funds while incarcerated, stranded somewhere without computer access, or otherwise separated from your "nest egg" (as decided by the GM).

Special: You must have joined the Shadow Wing pirates to take this feat, but you do not lose its benefits if you later leave the Shadow Wing.

You may select this feat multiple times. Each time to select this feat, you gain 10,000 credits.

Shadow Wing Captain Prestige Class

Among the Shadow Wing, there are leaders so experienced and seasoned that operations underneath their leadership go significantly smoother than others. Abin-Ral-Xufush promotes these natural leaders with a special knack for piracy to the rank of captain, giving them control over several ships and crewmen for their own personal use. Shadow Wing captains are formidable opponents due to their talents and leadership skills, and having one in a boarding party is a sure path to quick and decisive success. Shadow Wing captains are tactically minded and charismatic enough to earn the trust and respect of those they command.

Requirements

To qualify to become a Shadow Wing captain, a character must fulfill the following criteria:

Base Attack Bonus: +6.

Skills: Diplomacy 8 ranks, Gather Information 6 ranks, Intimidate 8 ranks.

Reputation: +5.

Special: The character must have joined the Shadow Wing organization and been designated worthy of the rank of captain by the leadership of the group.

Game Rule Information

Vitality: A Shadow Wing captain gains 1d8 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Shadow Wing captain's class skills (and the key ability for each skill) are Appraise (Int), Astrogate (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), (Wis), Pilot (Dex), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), and Spot (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (politics) and Knowledge (tactics).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Shadow Wing captain prestige class.

Starting Feats

The Shadow Wing captain gains the following feats:

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

Weapon Group Proficiency (vibro weapons)

Teamwork

Whenever a Shadow Wing captain works with another member of his organization, he acts more quickly and efficiently than when working with outsiders. When cooperating on a skill check with another member of his organization, the Shadow Wing captain gives a +3 circumstance bonus on aid another checks instead of the normal +2. (See Cooperation in Chapter Four of the *Star Wars Roleplaying Game*.) When flanking a defender with another member of the Shadow Wing organization, the bonus on attacks for flanking is +3 instead of the normal +2.

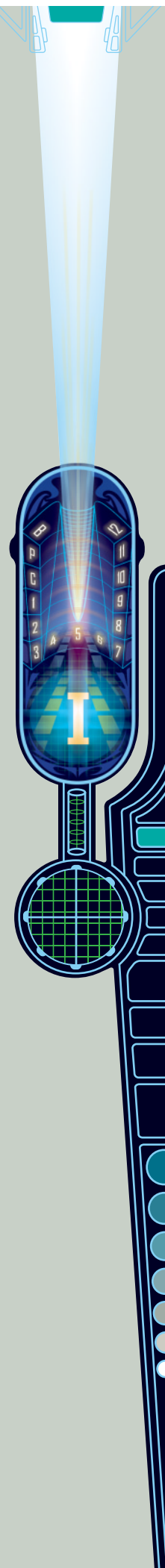
Disabling Shot

Shadow Wing captains are exceptionally good at targeting specific ship systems and disabling their prey before moving in with a boarding party.

Whenever the Shadow Wing captain or a gunner aboard his ship deals damage to an enemy vessel that reduces the target to fewer than half its total hull points, instead of rolling 1d20 on Table 11-9: Battle Damage in Chapter Eleven of the *Star Wars Roleplaying Game*, he may instead choose the die result (any number between 1 and 20). For example, if the Shadow Wing captain's ship deals 32 points of damage, the Shadow Wing captain or gunner can choose to add 15 to that number (instead of rolling 1d20) for a result of 47, thereby disabling the target's ion engines.

Recruits

Beginning at 3rd level, the Shadow Wing captain can attract more talented and numerous recruits than other leaders. The Shadow Wing captain can add his class level to any Reputation checks made to attract followers (see Followers in Chapter Six of the *Star Wars Roleplaying Game* for more information).



Boarding Party

Shadow Wing captains excel at commanding others in ship-board raids. Starting at 4th level, once per day, the Shadow Wing captain may grant a +1 bonus on attacks to a number of allies equal to his Charisma modifier. This bonus only applies when aboard a starship, and only to allies within 30

feet. The Shadow Wing captain himself does not gain the benefits of this ability, which lasts for 5 rounds.

Cooperative Mark

Starting at 5th level, the Shadow Wing captain may add his Shadow Wing Sympathy bonus on all Intimidate checks.

Table 6: The Shadow Wing Captain

| Level | Base Attack | Fort Save | Ref Save | Will Save | Special | Defense Bonus | Reputation Bonus |
|-------|-------------|-----------|----------|-----------|------------------|---------------|------------------|
| 1st | +0 | +1 | +2 | +1 | Teamwork | +2 | +0 |
| 2nd | +1 | +2 | +3 | +2 | Disabling shot | +3 | +1 |
| 3rd | +2 | +2 | +3 | +2 | Recruits | +3 | +1 |
| 4th | +3 | +2 | +4 | +2 | Boarding party | +4 | +2 |
| 5th | +3 | +3 | +4 | +3 | Cooperative mark | +4 | +2 |

About the Authors

JD Wiker worked in Wizards of the Coast's RPG R&D department on the ALTERNITY line, including the DARK*MATTER campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing, while also working as president of The Game Mechanics, a d20 design studio.

Michael Mikaelian is the editor of *Undeclared Magazine* from Paizo Publishing and a freelance writer. He's one of a handful (albeit growing number) of parents that knows more about *Star Wars* than his children.

Rodney Thompson is a freelance writer and developer from Chattanooga, TN. In addition to working on the *Star Wars Roleplaying Game* line, he is a member of the *Spycraft/Shadowforce Archer* Design Team for Alderac Entertainment Group and full-time webmaster of the SWRPGNetwork website. Rodney's work also appears in the pages of *Dungeon/Polyhedron* magazine for both the *Star Wars* and *d20 MODERN* games.

0010