

STAR WARS[®]

Kurlnova Gamemaster Guide

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Chapter One: Kurlnova's Involvement _____ **2**

The Sentex Scheme	2
Arrival of the Alliance	4
On the Brink: Fahst's Bid	5

Chapter Two: The Kurlnovan Interest _____ **5**

The Fahst Family	5
Stillen	9
Madox Harkey & The Kurlnovan Labor Guild	15
The Madaren	17

Chapter Three: The Imperial Element _____ **23**

Rannus	23
The Rogue Fleet	25

Chapter Four: The Fringe Element _____ **27**

Larian Qez, Crime Lord	27
The Kurlnova Pirates	28
Domiscis and the Force Habitat	30
Last Resort, Fahst's Gun-for-Hire	31

Chapter Five: The Rebel Presence _____ **32**

Moore Katen, Alliance Commander	32
Whisp, Rebel Safeworld	34
Clipse's Cutters, Privateers	36
Penumbra Group	39

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Chapter One: Kurlnova's Involvement

The Sentex Scheme

Five years ago, a small manufacturing corporation, Parkanon Industries, decided that they needed to establish a branch in the Outer Rim Territories to provide them with raw materials – they figured it would be cheaper to supply their own, then have to pay 10 middlemen to get material from other companies. Being headquartered in the Inner Rim, Parkanon knew they would need to conduct mining operations well out in the Outer Rim, to avoid high sector tariffs and also be able to still find a prime mining candidate.

Parkanon sent scouts out to locate viable locations, who promptly returned the coordinates to an isolated planet in a distant and barely developed sector called Kurlnova. This sector, though huge according to its boundaries, actually contained very little in the way of developed and populated planets. Parkanon felt that this would do nicely for them, seeing as it lay at the end of a large trade route (the Liff-Quapum Trade Run), and organized an expedition to the planet.

Once on the planet, Parkanon immediately followed procedure and applied to the Empire for a Corporate Claim and Charter on the planet, which would give them ownership of the location, and according rights. The Imperial Corporation Commission being slow and over-burdened as it was, Parkanon knew they would have to wait a while, and not expecting any difficulties, proceeded to set up on their newfound planet. They installed heavy mining facilities, and housing for the employees that would work the ground. Much of it was underground, and thus very expensive. They dubbed their new planet Parka.

However, while Parkanon was moving into their new system, a massive transportation and manufacturing corporation called Stillen paid the scouts that located Parka to investigate around the system. Stillen didn't want anyone edging in on the system because they felt that after some growth it would be a perfect point for transporting goods.

The scouts discovered something of vast importance. A planet in the same system as Parka was apparently heavily laden with frassium (an extremely rare mineral used in a variety of things, it's most important application being military-grade ship hulls, and controlled by the Empire whenever possible). The scouts knew they could pump massive amounts of credits out of Stillen for this info, and did so. Stillen, eager to not let this information go any further than themselves, paid the scouts. Soon after, they killed them and took their credits back.

Stillen set about immediately to halt Parkanon Industries' movement into the system. Stillen knew that if they could control this resource, their already considerable power would triple (or better). They contacted the Sector Moff, Vedious Fahst, and told him there would be a substantial kick-back coming his way should he disallow Parkanon's entry into Kurlnova. Offered ten million credits, Fahst agreed

easily and contacted the Imperial Corporation Commission, Kurlnova Sector. Soon, things started grinding to a halt..

Parkanon was issued a statement from the I.C.C telling them that for their charter to be granted, they would need to pay a 40 billion credit licencing fee. Knowing this amount would dissolve them, Parkanon panicked. They had already poured massive amounts of credits into setting up, and now were in danger of losing their stake on the planet. In a frenzy to retain control, Parkanon sought financing from a banking concern in Kurlnova Sector called Nirius Financial.

Parkanon was approved for 70 billion, but had to put the entire company and the planet up as collateral. They paid the charter, and used the rest of the funds to pour into Parka, betting on a vast risk that their venture would pay off very well at a later time. The I.C.C. granted them their charter, and they got underway.

This shocked and angered Stillen, who in turn pressured Fahst intensely. Fahst in turn had Nirius Financial's operating licence revoked, which dissolved Nirius overnight. Stillen then went directly to Parkanon and offered them massive buyout packages. To make sure they weren't betting on a whim, Stillen hired another scout crew to check out the planet they were so interested in. The report that came back was startling.

Amounts of frasium were found on this single planet that equalled 40% of the rest of the galaxy's sources for it. The total estimated deposits were valued at 12,291 trillion credits, capable of producing 117,000 tons per standard day. The scout report was handed to Stillen executives personally by the scout leader, named Renis Sentex, and the report was soon to be dubbed "The Sentex Report." Renis and his crew were eliminated to protect the information, and the report was sealed, considered to be the most protected document in Stillen's hands. This report, needless to say, strengthened Stillen's resolve to own the planet. Derived from the report, the planet was unofficially called Sentex. Fahst was prevented from knowing the truth of the matter, because Stillen knew that the Empire would control the situation if they knew about it. Fahst was told that there were simply "valuable minerals" to be found on the planet.

Meanwhile, Nirius Financial, reeling from the shock of being dissolved as a bank, promptly restructured. They called in every single note they held on collateral for loans they had given. Not surprisingly, the biggest note they held was on Parkanon Industries and their planet, which they didn't hesitate to pull. Parkanon received notification that their loan was closed and the borrowing note assumed, meaning that Parkanon ceased to exist as *they* knew it.

This incident caused the firing of all top executives, including the disheartened and extremely bitter CEO, Moore Katen. Completely creditless and without work, Katen left Parkanon to resume a promising military career he had left incomplete before he was hired by Parkanon. He applied to the Imperial Academy to continue officer training he had discontinued, but was denied on account of being part of the treason charges laid upon his former employer. Angry, and with thoughts of revenge, he slunk into the shadows, to return again later...

Once Nirius assumed Parkanon's place, this infuriated both Stillen and Fahst. The latter two began aggressively going after Nirius. Stillen bribed Fahst further,

instructing him to stop Niriuis dead in their tracks. Fahst declared Niriuis' holdings seized under suspicion of treason.

According to Imperial policy, when a company is so charged, an investigation must be conducted by several different departments of the Empire. Thus, an Imperial naval task force was sent, transporting an independent counsel by the name of Filian Rannus, and a detachment of investigators from various branches. Supplied with coordinates by Stillen, they arrived at Parka in short order, and began the investigation at once.

Every time an Imperial task force enters a system, they have many tasks to perform as part of a routine operating standard. One of the standard operating procedures is to scout all planets and nearby systems of unrecorded nature, to aid in system mapping. Due to this procedure, Imperial scouts discovered the planet full of frasium mere days into the investigation. Rannus was surprised, and following by-the-book procedure, informed Sector Moff Fahst.

Fahst already knew there were "valuable minerals" on the planet, but didn't let his previous knowledge on to Rannus. Shocked to discover that Stillen knew of the vast frasium deposits, Fahst became angry. He went to Stillen in a panic, telling them all was lost because the Empire would now take control of the system and nobody would see a credit out of the project, and also berrated Stillen for not telling him it was frasium, and in such untold volumes. On a gamble and a break from corporate secrecy, Stillen showed the Sentex files to Fahst. Intent on cashing in on this extraordinary find, they hatched a dramatic plan together, fraught with risk.

Fahst talked Stillen into financing a private military force, which Stillen arranged in a matter of days. Once a sizable fleet was formed (mercenarial in nature), Fahst then broke from the Empire, declaring himself sole ruler of Kurlnova Sector. Upon hearing the news, Rannus instantly disengaged the investigation on Parka, organized his forces quickly, and set out for the sector capital to defeat Fahst and institute martial law. En route, Fahst's private fleet intercepted the small task force at DuWeine and all but obliterated them in a surprise attack. Rannus fled, limping to an adjacent Imperial sector to regroup, leaving Fahst and Stillen to embark into dangerous new territory.

Until the smoke clears and the last man standing is identified, Sentex remains untouched and barren of activity. To date, the only beings to set foot on Sentex are the long-dead and betrayed scout teams.

Arrival of the Alliance

The Rebel Alliance has actually always had a presence in Kurlnova Sector, at least for much longer than the Sentex incident has been brewing. A safeworld lies within the borders of the sector, tucked in a dark corner and erased from star charts and scout logs.

Otherwise, the Sentex incident has brought things to a head for the Rebels, not just the Kurlnovans. Realizing the value that Sentex would have toward the war effort for either side, the Alliance wants to see to it that Sentex is secured or obliterated.

The Alliance knows they probably don't have the ability or resources to tap Sentex for themselves. For now, it is enough to keep this jewel of Kurlnova out of Imperial hands. It's an especially edgy proposition, having such a natural deposit of great magnitude smack in the middle of a sector who's primary export is raw materials. It's all the Rebels can hope for that some enterprising miner, restless scout, or other lucky shyster doesn't happen upon Sentex. For now, it's a guarding game, which may soon end with the arrival of Rannus, and his Imperial forces.

On the Brink: Fahst's Bid

Fahst, crazed by greed and the rush of power, controls the government seat of Kurlnova sector, and has instituted a dictatorship. He feels that if Sentex weren't in such a remote place, he would control it by now, and thinks it's merely a matter of time before he reaps the benefits of Sentex to further his power. For now, he is already amassing incredible wealth and power since he broke from the Empire, having redirected tax revenues from the Empire directly into his own structure. As for the Empire, he is willing to risk their wrath for a shot at Sentex. He knows the Empire is extremely powerful, but being on the fringe has its benefits.

Chapter Two: The Kurlnovan Interest

The Fahst Family

Vedious Fahst

Born into aristocracy on Kurlnova, in the sector of the same name, Vedious never had a rough time. In fact, hardship is a terribly alien notion to him. Vedious was a young teenaged boy when the Empire arrived. After they surveyed the sector, they determined Kurlnova to be the sector capitol. The Fahst and other various dynasties courted the Empire for a place in the leadership. This would give the various aristocratic families an entire sector to fight over for control rather than just Kurlnova itself. The Empire determined that since there already was some sort of hierarchy on Kurlnova, they might as well take advantage of this pre-existing infrastructure, and were also uninterested in deploying a great amount of material and effort for the sector. They installed the Fahst family, much to the chagrin of the other families. Vedious' father, Courgin Fahst, assumed the position of Moff of Kurlnova Sector.

When Vedious came of age to take over, and his father was prepared to step down, Vedious was chosen to assume his title. This angered his brother, Welalto, to no end, and he has since plotted Vedious' failure. After assuming power, Vedious got a taste for control, and he grew apart from his parents and their aristocratic concepts and closer to the Empire, whose scale of greed made the aristocracy seem petty. Vedious sought further power and knew the Empire was his only likely avenue. He knew he could single-handedly build his family's dynasty into that of a galactic concern, rather than planetary simpletons.

Several years into his rule, it became obvious to Vedious that he would never get out of Kurlnova Sector, never see the rule of anything more, in particular becoming a grand moff. He settled into a self-serving and broken style of rule, not caring for his station or the Empire. All he wanted to do was sulk and get rich.

Now, with Stillen in the picture and the prospect of Sentex falling under his control, Vedioius sees a future where he will be more powerful than any moff in the galaxy. He expects to build his own Empire based on Sentex and the wealth it will guarantee him.

Before anything else, Vedioius thinks of himself. He is able to help others, so long as he makes out better in the end. Vedioius has a commanding and sour disposition, but he is not slow to understand things. He is sharp, and usually fearless in how he speaks to and treats others. He doesn't expect to be treated like a god, but will not hesitate to ensure he is shown respect. If it takes threats to achieve respect, so be it, but Vedioius knows enough not to threaten action that he can't backup.

Vedioius regards Stillen as an untrustworthy partner to be dealt with once Sentex is secured. He fears the Empire, but only to a point. He knows he and Kurlnova Sector lie too distant to warrant a full-scale attack, and is counting on this fact to give him time to build up. He is fully aware of Rannus and his new status, but isn't fully aware of how strong his fleet is. Vedioius knows he has a limited time to secure Sentex before Rannus builds strength and succeeds in crushing Fahst's independence.

Vedioius regards the Alliance as an annoying invader who has no claim to Sentex or to Kurlnova Sector; a merely irritating obstacle. Vedioius underestimates the Alliance, but will respect them as a dangerous foe once the Rebels show their strength.

Mainly, Vedioius wants more power than what he has right now. He is focused on Sentex, and will do anything and everything that he believes prudent to secure it. He thinks that once he holds Sentex, he is unstoppable. He may be right.

Vedioius Fahst

Type: Sector Dictator

DEXTERITY 2D+2

Blaster 3D+2, Firearms 4D, Dodge 4D+1

KNOWLEDGE 3D+2

Intimidation 6D, Alien Species 4D, Bureaucracy 5D, Bureaucracy: Kurlnova Sector 7D+1, Bureaucracy: Imperial 7D+2, Cultures 5D, Cultures: Kurlnova Ruling Clans 8D, Languages 5D, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Repulsorlift Operation 5D, Swoop Operation 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D+1

Bargain 6D, Command 8D, Con 6D, Persuasion 6D+2, Investigation 4D+1

STRENGTH 3D

Dance: Ballroom Dancing 5D, Swimming 4D

TECHNICAL 2D+1

Force Points: 4 **Dark Side Points:** 2 **Character Points:** 11 **Move:** 10

Equipment: Imperial Uniform, Rank Cylinders, 40,000 credits, Comlink

A Quote: "Your contribution to securing Kurlnova Sector will be noted. I thank you for helping suppress those who seek what is rightfully ours."

Welalto Fahst

For Welalto, growing up with Vedioius was a task. Vedioius always seemed to steal away the limelight – whenever Welalto did something extraordinary, Vedioius would drive himself to achieve an even greater feat. As children, it was a simple game of competition, but as time wore on into adulthood, the rivalry took on vaster

implications. Being from a royal house of Kurlnova, second place meant no place, and Welalto found himself in coming in behind Vedious.

This became ultimately apparent when the Empire arrived. After the Empire made it known that the current house in power would be installed as the governing family, Welalto went to the Empire with concerns for his brothers health, knowing he was the heir apparent and hoping to steal his position. Welalto was not above such underhandedness at this point; he figured since his brother succeeded in making a life of it, he better master some conniving skills of his own.

When his father, Courgin Fahst, passed his position to Vedious, Welalto saw this as his end. At first, he entertained the thought of marching into Vedious' offices and cutting him down with a good blade. Feeling his time was over and his chances forever dashed to pieces, Welalto felt this would be his final move in the forever-enduring chess game between he and his brother, and had no qualms about it since he could not conceive of a life without power. Having Vedious as the Moff was a mocking way of saying his family was still in power, but Welalto knew the status quo had been diminished and the rest of his family had as much say in sector matters as could be conveyed to Vedious – and convincing Vedious of anything other than his own agenda was futile.

Then, Welalto caught wind of the existence of Sentex. He held his violent plan off just long enough to see what developed. Soon after, the Alliance got involved, and he mulled over the possibility of offering them his help as an insider to the whole situation. However, Welalto could see himself lost to the commoners should he consort with the Alliance, a group he saw as rough around the edges and terribly uncivilized. His thoughts of treachery immediately drew to the Empire, and he contacted them privately by sending a private message to the adjacent sector.

Discovering that Rannus, the coward who fled from Vedious' ad hoc naval forces, attained warlord status and was coming back to deal with his brother, Welalto instantly saw the newborn tyrant as a natural ally. Somehow, Welalto has himself convinced that if he contacts Rannus and aids his forces in defeating Vedious, he will surely be installed as moff for returning Kurlnova to its "rightful owner." Unknowing of Rannus' true agenda, Welalto awaits the opportunity to commit what will wind up being his final mistake, and his last tragic stab at the power he was born and bred to have.

Welalto Fahst –not finished

Type: Conniving Royal

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D
Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10
Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Courgin Fahst

Courgin Fahst is the father of Vedious and Welalto, and head of the Fahst family house. When the Fahst clan gained popularity with the commoners through acts of philanthropy and other aid, it was their clan that gained the vote for sector power. Courgin believed in a manner of ruling that was slightly more sensitive to the commoners than others would usually endorse. Treating the mass populace with a lighter, slightly less oppressive hand granted the Fahst clan to remain in power for years, clear up to when the first Star Destroyers flashed into the sector.

At that point, the Imperials made a cursory examination of the political structure and decided it was acceptable to do some alterations rather than completely remove the Fahst family (and the entire clan-based political system). Courgin courted the Imperial favor less than the other families, confident that his record of rule would speak on his and the family's behalf – and it did. The Empire granted Courgin Fahst the distinction of being the first Moff of Kurlnova Sector.

Courgin managed for several more years, and seeing this, the Empire recommended to him that he pass his position to one of his two sons. Courgin had grown to consider the Imperial ways with distaste, and wasn't sure if he really liked the presence of the Empire. He passed his position to Vedious, a choice that was more random than meditated. It hurt Courgin to see Welalto in such fury about being passed over, but tried to explain to him (and still tries) that Vedious was simply more suited for the backstabbing ways of the Empire. Welalto would have none of it and refused to speak to Courgin, and on top of everything, Vedious shook off the yoke of the Empire – a move more steeped in stupidity than clear thinking.

Courgin backed away from his two sons, pretending to be very old and dodgy, allowing them to think he was well past his prime and on the road to being decrepit. This bought Courgin enough time to formulate some way of trying to get things back to where they were; this was a goal he swore to complete before he died. Being a sector moff, he was privvy to many things his sons, nor anyone else, were simply not told. Things about the existence of the Alliance, and what they were, and who they were. This was information that Courgin, when in power, was told to guard close, and that the Alliance were people to keep distance from. Something about them destroying order wherever they went...

Well, Courgin has seen that everything he was told about the Alliance was what the Empire wound up being. An ever-intelligent man, Courgin quickly saw the error of getting "in bed" with the Empire, and realized it was the Alliance that would be true allies. Now, Courgin is trying to find a way to contact the Alliance, and so far has some good ideas about it. He figures if he can manage to get to them, he can aid the Alliance in dethroning Vedious and taking over the sector. He wouldn't mind having the clan stay in power, but getting older and closer to his end, Courgin has lost his taste for rivalry and is seeking things that last longer; things like peace and stability.

Courgin Fahst –not finished

Type: Royal Clan Head

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Stillen

Stillen funded Fahst's private government in exchange for sizable rights on Sentex. Through arrangements made on Vaeirmor (<http://starwars-rpg.net/swsrc/vaeirmor.html>), Stillen was able to easily muster reasonable forces almost immediately. They were able to acquire a small navy, an even smaller detachment of ground forces, and further financial aid to bolster Fahst's military. Stillen knows they are inexperienced in operating something such as a sector, and having a patsy such as Fahst makes it easy to work through him to get what they want.

A Brief History

Stillen Consolidated is a mega-corporation that spans the galaxy and leaves almost no industrial sector untouched in some way. Stillen's goal is to place a product in every household, business, and military. Their roots are in the transportation industry, and have succeeded in putting a stranglehold on shipping contracts in some sectors and on a few popular trade routes. Other industries Stillen has a mandible in are heavy equipment, construction materials, starship after-market parts, mining, household appliances, business machines and automaton, food processing, chemicals, military supply, synthetic textile development, consumer electronics, and biotechnology. Stillen controls one of the galaxy's largest distribution networks – some say the typical Stillen product is better travelled than most beings. Always in an attempt to gather more commercial force, they have infiltrated new market segments and industries through shrewd business dealings, backed-up by bribery, threats, violence and other sorts of intimidation.

Subsequently, Stillen has fallen subject over the past years to intense corporate espionage and piracy attempts. These continuous attempts by other companies have ranged in scope from petty cargo theft to full-scale para-military assaults on isolated Stillen-held planets. Most of these are attributed to Stillen's sheer size and their tendency to throw their weight around in an unfriendly manner. Stillen has

been known to muscle in on markets and compete using very aggressive (and often violent) tactics. Because of their "pro-active" manner of doing business, they have gathered many enemies – other companies simply defending themselves against Stillen.

Intent on protecting their interests in systems they own, Stillen developed a corporate security. Called the Stillen Commercial Authority, or **SCA**, the force includes ground troops, urban police units, system patrol craft, escort vessels, and their massive transport fleet. From the start, these forces were designed to interact on every level, allowing full security coverage of any operation. In well-populated cities where Stillen has facilities, urban police forces provide on-site security; standing watch, grounds patrol, and defense in the event of an assault are included in their duties. In isolated systems that range far from Imperial protection, ground troops are used to conduct similar duties, in conjunction with light system patrol vessels. Large facilities containing key operations are often further supplemented with heavier vessels and rather large numbers of troops. Should the SCA troops ever be in a defensive position they can't handle, they call upon the Empire for assistance. The larger space vessels are also used to protect large cargo convoys while in transit either between Stillen facilities or from a final production plant to a distribution center. Stillen has recently recognized the possible need for starfighters to supplement their larger convoys, and is currently examining their options.

Though the cost of maintaining their own small military force is terribly high, it has offset the even higher cost experienced previously from pirating and attacks, as well as bolstered their ability to conduct aggressive "market moves." In the Outer Rim, it is not uncommon for a small group of Stillen vessels to appear in a sector and harrass certain shipping targets of other companies for a small period of time, then disappear. These actions are largely ignored by the Empire, due to their own benefits on Vaeirmor, as long as Stillen keeps these actions contained in the Outer Rim and beyond.

The following is a collection of vessels used most by Stillen, a typical SCA trooper, and a few examples of the administration.

Stillen SuperTransport SX

Craft: Kuat Drive Yards Super Transport Stillen 10

Type: Large Container Ship

Scale: Capital

Length: 840 meters

Crew: 100

Passengers: None

Cargo Capacity: 9.5 million cubic meters (up to 37,500 standard containers) with a maximum mass of 22.5 million metric tons in 20 holds, some pressurized and with limited temperature control.

Consumables: 300 days

Cost: 7 million credits (used)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x16

Nav Computer: Yes

Maneuverability: 0D

Speed: 1

Hull: 3D+1

Shields: 0D

Sensors:

Passive: 15/1D

Scan: 20/1D+2
Search: 30/2D
Focus: 2/3D
Weapons:
None

Capsule: Based on the SuperTransport XI, Kuat Drive Yards built a limited number of the SuperTransport SX specifically on contract with Stillen. They are slightly cheaper, have less range (in terms of consumables), and a lesser sensor package than the XI. However, the SX's hyperdrive system (including the backup drive) is slightly faster. Some cargo space is sacrificed for this, but the added benefit of speed more than makes up for it. On the used market, the SX can be found for sale at about seven million credits – a price some say is a little too ambitious.

Stillen SuperTransport Mark 9

Craft: Kuat Drive Yards Super Transport Mark 9
Type: Extra-Large Container Ship
Scale: Capital
Length: 1,580 meters
Crew: 100
Passengers: None
Cargo Capacity: 25 million cubic meters (up to 100,000 standard containers) with a maximum mass of 60 million metric tons in 50 holds, some pressurized and with limited temperature control.
Consumables: 500 days
Cost: 25 million credits (used)
Hyperdrive Multiplier: x3
Hyperdrive Backup: x25
Nav Computer: Yes
Maneuverability: 0D
Speed: 1
Hull: 3D
Shields: 0D
Sensors:
Passive: 15/1D
Scan: 25/2D
Search: 50/2D+2
Focus: 4/4D
Weapons:
None

Capsule: Stillen contracted Kuat Drive Yards to build fifty Mark 9 ships, and KDY accepted the challenge with gusto. Responding to Stillen's demand for a truly massive cargo ship, KDY used principles learned in the design for the Imperial-contracted Escort Carrier and the Imperial Star Destroyer to create a monstrous container ship. Maintaining the same hyperdrive speed as far smaller transports was important to Stillen, contending that fleet lag must be avoided to protect their cargoes affectively – a ship that went slower than anything else they used was not acceptable. However, Stillen paid dearly for these jewels of the shipping lanes, their incredible "used" price estimated at 25 million credits (should one become available) being a testament to how much they were when they came out of dry dock.

Stillen S&T MCH

Craft: Modified Mobquet Medium Cargo Hauler
Type: Medium Transport
Scale: Starfighter
Length: 79.3 meters
Crew: 2
Passengers: 8

Cargo Capacity: 800 metric tons
Consumables: 2 months; almost indefinite as a supply ship
Cost: 215,500 credits (new); 150,000 credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x11
Nav Computer: Yes
Maneuverability: 1D
Speed: 2D+2
Hull: 4D
Shields: 2D
Sensors:
Passive: 30/1D
Scan: 80/2D
Search: 120/3D
Focus: 4/4D
Weapons:
None

Capsule: For smaller shipping operations, and for supply ships that accompany larger container convoys, Stillen maintains a large number of Modified Mobquet MCHs. Versatile to use as suppliers of larger ships, an MCH appropriately outfitted for such duty can stay in space as long as their supplies will allow – often, this can amount to half a year or so if it never re-supplies another ship (which never actually happens). Though the ships are slightly more expensive, Stillen feels they are worth it for the protection they possess. Once acquired by the company, Stillen removes the weapons and adds more cargo space.

Kobold Container Transport

Craft: Incom Kobold Inter-Ship Container Transport
Type: Inter-ship transport
Scale: Starfighter
Length: 15 meters
Crew: Droid Brain; can be boarded and controlled by one individual
Crew Skill: Space Transports 3D
Passengers: 0
Cargo Capacity: 1 standard container (600 metric tons)
Consumables: None
Cost: 10,000 credits (new); 6,300 credits (used)
Hyperdrive Multiplier: None
Hyperdrive Backup: None
Nav Computer: None
Maneuverability: 2D
Speed: 3D
Hull: 1D
Shields: None
Sensors:
Passive : 20/0D
Scan: 30/1D
Search: 70/2D
Focus: 4/3D
Weapons:
None

Capsule: With universal airlocks on starboard and port sides, along with advanced high-speed loading equipment, the Incom Kobold is Stillen's choice of container ship loader. Ferrying pre-loaded containers from planets and orbital stations to massive container ships in orbit, the Kobold functions perfectly and independantly (though a manual operator can assume control). On Stillen-owned worlds and facilities, the sky can be filled with thousands of Kobolds at a time, indeed an awe-inspiring sight to see. On Vaeirmor, the Kobolds almost cover the sky like a canopy of mechanical pests. Flying through a cloud of Kobolds is total suicide, and due to their ability to

load and unload cargoes at a very high speed in a team fashion, Kobolds are often granted their own segment of space to fly in from orbit to ground – otherwise, it is a disaster waiting to happen.

Stillen Sentry Patrol/Escort Vessel

Craft: Sienar Fleet Systems Sentry-Class Light Patrol/Escort Vessel
Type: Light Patrol/Escort Vessel
Scale: Capital
Length: 100 meters
Crew: 35
Crew Skill: Astrogation 3D+2, CS gunnery 4D+2, CS piloting 4D, CS shields 3D+2
Passengers: 30
Cargo Capacity: 250 metric tons
Consumables: 6 months
Cost: 2 million credits (used)
Hyperdrive Multiplier: x2
Hyperdrive Backup: x15
Nav Computer: Yes
Manueverability: 2D+1
Speed: 4D
Hull: 3D+1
Shields: 3D
Sensors:
Passive: 40/1D
Scan: 80/2D
Search: 130/3D
Focus: 4/4D
Weapos:
4 Heavy Laser Cannons
Fire Arc: 2 front, 2 turret
Fire Control: 3D
Damage: 5D
2 Ion Cannons
Fire Arc: 1 front, 1 turret
Fire Control: 3D
Damage: 4D
1 Tractor Beam Projector
Fire Arc: Turret
Fire Control: 4D
Damage: 5D

Capsule: The Sienar Sentry is Stillen's pick for a multi-purpose vessel, capable of covering system patrols as well as light escort duty. In the event of a boarding action on board a container ship under escort, or upon the Sentry itself, 30 SCA Troopers are carried on-board at all times. Typically, two Sentrys patrol a Stillen-held system, conducting screening and defense. In a convoy, the typical allotment is one per every SX transport, three for every Mark 9 transport, and in especially large convoys, an extra one or two may be included in the mix. Though reasonably effective against starfighter assaults, Stillen is contemplating scrapping the Sentrys in favor of a ship that would be capable of carrying a few fighters of their own – Stillen feels the use of starfighters against convoys is best defended with the same, and has noticed such a shortcoming in their defensive measures. As they are captained by corporate commanders, Sentrys will give chase and work harder to destroy targets than their more formal Imperial and Rebel counterparts; this is considered another possibly exploitable fault as the age-old tactic of "distract the big guy" can be all too effective against Sentrys. However, woe is the ship that tangles with and comes under the guns of a pair of Sentrys, as they will relentlessly hammer away with Stillen's consent for even the most frivolous of misjudgments.

Typical SCA Trooper

Type: SCA Trooper

DEXTERITY 3D

Blaster 4D, Dodge 4D, Grenade 4D, Melee Combat 3D+2, Melee Parry 3D+2, Vehicle Blasters 4D, Brawling Parry 4D

KNOWLEDGE 2D+2

Survival 4D, Planetary Systems 3D, Streetwise 4D

MECHANICAL 2D

Ground Vehicle Operation 3D, Hover Vehicle Operation 3D+1, Repulsorlift Operation 4D

PERCEPTION 2D+2

Hide 4D, Search 4D, Sneak 4D

STRENGTH 3D (+2)

Brawling 4D, Stamina 5D

TECHNICAL 2D+2

Computer Programming/Repair 3D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+2, Demolition 4D, First Aid 3D, Security 3D

Force Points: --

Dark Side Points: --

Character Points: 0-5

Move: 10

Equipment: Comlink, datapad, glowrod, macrobinoculars, 1 medpac, Blaster Pistol (4D), Blaster Rifle (5D), Vibrodagger (STR+2D), Combat Fatigues, Survival Kit (tempshelter, 1 week of rations, medicines, 20 meters of rope), Helmet & Armor (+2), other mission equipment where applicable.

The identities of Stillen's board of directors is kept secret, as the majority of the shareholders are the board members themselves and are rather keen on privacy. Additionally, these board members hold Imperial offices of varying importance and stature. Combined, they wield a great deal of power as owners and politicians – should the Empire itself ever fail, Stillen would be a strong entity to contend with in terms of a governing power. The known Stillen members are called "Sector Directors." They supervise the operations of Stillen in either one or more sectors of space. All directors wield approximately the same amount of power, however there are some that stand out in terms of influence and reputation. Though all the Sector Directors are somewhat well known, two in particular stand out: Director Qinqade and Director Yarks.

Gelevin Qinqade

Type: Stillen Sector Director

DEXTERITY 2D+2

Blaster 5D, Brawling Parry 4D, Dodge 4D, Melee Parry 4D, Running 5D

KNOWLEDGE 3D+1

Intimidation 7D, Survival 4D+1, Alien Species 5D+2, Bureaucracy 6D, Bureaucracy: Stillen 7D+2, Business 8D+1, Cultures 6D+2, Languages 6D+1, Planetary Systems 6D+1, Streetwise 5D+2, Value 7D, Willpower 7D

MECHANICAL 2D+2

Communications 3D+1, Repulsorlift Operation 3D, Sensors 3D+2, Space Transports 4D+2

PERCEPTION 3D

Bargain 6D+2, Command 7D, Con 7D, Hide 4D, Persuasion 7D+1, Search 4D+1, Sneak 4D

STRENGTH 2D+2

TECHNICAL 3D

Computer Programming/Repair 3D, Droid Programming 3D+1

Force Points: 1

Dark Side Points: 2

Character Points: 6

Move: 10

Equipment: Hold-Out Blaster (3D), Mini-dagger (STR+2), Comlink, 5,000 credits, Business Suit.

Gelevin Qinqade oversees with a militaristic attitude, and behaves as one would in command of forces. He lacks a sense of humor, but makes up for it with extremely sharp business skills. He relies on sharp looks, bold speech, and to-the-point extremes in his negotiations. Qinqade has a taste for five-star gourmet food. Never letting his guard down, Qinqade exudes an immense aura of stress which seems to trickle down to his subordinates, causing a very tense atmosphere wherever he is. Qinqade is in charge of a portion of the Outer Rim comprised of five sectors of space where Stillen's operations focus on distribution. He has created a widespread reputation for ruthlessness, and often directs the SCA escort vessels under his

command to harrass pirates and the shipping of competing companies in his region; it is on such expeditions where he is usually found.

Herris Yarks

Type: Stillen Sector Director

DEXTERITY 2D

Blaster 4D, Brawling Parry 4D+1, Dodge 4D, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 6D+1, Alien Species 6D, Bureaucracy 6D, Bureaucracy: Stillen 7D+1, Cultures 7D, Languages 6D, Planetary Systems 6D, Streetwise 5D, Value 8D, Willpower 7D+1

MECHANICAL 2D+1

Repulsorlift Operation 3D+2, Space Transports 4D

PERCEPTION 3D

Bargain 7D, Command 5D, Con 8D, Hide 4D, Persuasion 8D, Search 4D, Sneak 4D+2

STRENGTH 2D+1**TECHNICAL 3D**

Computer Programming/Repair 4D+1, Droid Programming 4D, Droid Repair 3D+1, First Aid 3D+2, Security 4D+2

Force Points: 1

Dark Side Points: 2

Character Points: 5

Move: 10

Equipment: 2 Throwing Daggers (STR+1D+2), Datapad, Comlink, Robes, 3,000 credits.

Herris Yarks carries himself with a somewhat subdued air of sophistication. He perceives himself as a man worthy of royalty, and often fusses over his surroundings. Yarks is particular to ancient architecture and decoration, as well as the classical chamber music the upper-crust of Coruscant adheres to. In negotiations as well as casual conversation, Yarks conducts himself very tactfully and with great finesse. He prefers to arrange deals where his opponent will feel they've walked away with the better end of things, but always manages to make it the opposite when all the chips have fallen. Most would call his tactics deceitful, but Yarks prefers to label what he does "careful brush strokes in the art of communication." Whatever the name, what he does has placed him in a position of power, and he knows it. Yarks controls three very large sectors (two in the Outer Rim, and an adjacent sector in the Mid Rim) in which Stillen produces finished products. His job is to see to it that these products are shipped out and sold, naturally in ever-increasing volumes. He has a reputation for being very deceptive, yet somehow irresistible to make a deal with. It is said that entering a room with Yarks almost guarantees a deal will be struck – the short end of which always falls to Yarks' colleague. Though often in his corporate offices or aboard his personal headquarters ship, Yarks is often found attending special events such as rare musical engagements and high-class social affairs.

Madox Harkey & The Kurlnovan Labor Guild

Madox Harkey is the head of the Kurlnovan Laborers Guild. Headquartered on Keejer, the KLG is a union made up of all workers currently employed by private companies in the sector. The KLG's mission is to represent the workers to ensure the welfare of themselves and their families. It was founded soon after the first companies trickled into the sector, and was able to keep them from using enslaved workers (who would not be paid) or underpaying and abusing their laborers. When the Empire came, things changed.

The Empire allowed the KLG to remain, but cut their abilities down to nothing, making them an agency that organized social functions and distributed an Imperial-controlled labor newsletter. When Fahst shook off the Empire's hold, the thousands

of KLG members (along with the general public) thought this meant the cessation of oppression. Of course, they were wrong, as Fahst wants to form his own empire.

Harkey knows this, and is trying to figure out how to make the KLG understand this without creating too much of a noticeable uproar. He fears if the KLG makes demands of Fahst, or becomes too vocal, the ad hoc leader will crush them. This makes Harkey nervous to no end. But the most nerve-wracking thing to cross his mind is the arrival of the Rebellion, an occurrence he's suspected for some time and was able to determine through collecting rumors. Harkey is beginning to feel the key to survival is to rebel against Fahst *and* the Empire; that makes him very afraid. He knows that route means death and displacement of many, a notion which sickens him when he considers he started the KLG to protect laborers like himself.

Harkey is trying to find a way to siphon the strength of the KLG to the Alliance while silencing the public outcry of KLG members. Already, he has been approached by like-minded individuals in his organization – some of them have a feeling that Fahst and the Empire are too dangerous while others are full-blown rebel sympathizers.

All Harkey knows is he is becoming paralyzed with the fear of making the wrong decision, and if he doesn't act quickly and carefully, things will be beyond what little control he has left. This causes Harkey a great deal of agony, and lately he has spent more energy on resisting any rash acts or decisions than on developing a satisfactory solution. Essentially, Madox Harkey is about to seize up, and must find a way out of his fear before it is all too late.

Madox Harkey - not finished

Type: Labor Guild Leader

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

The Madaren

Appearance & Biology

Madaren are between 1.75 and 2 meters in height, with typically muscular build. They have dark, smooth skin and a particular characteristic are their strikingly able-looking hands with strong, slender fingers. Their faces are humanoid but entirely hairless; the scalp is bald with the exception of a band of black hair that runs from the front to the top of the rear.

Madaren walk with a nimble gait, showing their tendency for delicacy and stealth. While not moving about, they tend to crouch to the ground, and can remain motionless in this position almost indefinitely. To other species, they look either asleep or deceased when at rest in this manner, and the Madaren have often used this to their advantage.

Their eyes range from deep brown to a silvery black. Eyelids can fall over them, but are largely transparent, allowing them to appear with their eyes "closed," yet able to see through the lids at their surroundings. Conjecture dictates this peculiarity evolved to aid in hunting, disallowing animals to see their eyes while hidden among foliage.

When Madaren speak, their jaws move very limitedly. To show pleasure, a Madaren smile can be very warm. They have learned to display this "smile" to other species (and often each other), but amongst themselves, it is considered an act of challenge. Also, while speaking with or listening to another, Madaren look anywhere but the other's eyes – it is considered a personal challenge to look directly at another's eyes while speaking. While most other species find this characteristic rude, either taking it as inattention or a cheeky display of faux submission, the Madaren are simply being respectful.

Temperament

Madaren are amicable and contemplative beings. On important issues, they prefer to think things through carefully, weighing all the options to ensure a good decision is made. Conversely, in times of urgency, they usually act far faster than most, and are able to keep in control of their emotions until the current emergency has passed. Madaren need several hours a day alone to themselves. They use this time to think about recent events and to keep alive their link to the spirit world. This can be done either entirely alone while doing nothing, or while performing a specific task quietly.

During times of celebration, Madaren can be surprisingly jovial. They enjoy simple practical jokes (either doing them or being the subject of one), but are always sensitive to others, as it is considered an insult to make fun of someone at their expense. Competitiveness is replaced wholesale with helpfulness and encouragement. The few that have spent time with Madaren insist this is not to their detriment – instead of a group of individuals competing against each other, Madaren can turn an assembly into a team where everyone is doing their best. Last but not least, Madaren feel a deep-seated sense to fight anything evil, and their loyalty to friends and others they believe to be truly good is nearly unparalleled. They are strong listeners and strong speakers, enacting either skill at the most

appropriate time (though if there is a choice, Madaren are typically quiet and observant). Madaren make very strong leaders and diplomats, and are sure to have a bright future as such when the Empire falls.

History & Culture

Though there have been no true archeological studies conducted, the Madaren themselves can trace roots back many thousands of years ago. Their history, culture, and religion are firmly rooted in the oral tradition, weaving beliefs and records into tales that are passed down from elder to the young.

For details on the Madaren homeworld, see the Houldut system in the *Kurlnova Sector & Guide*.

The Madaren Creation Myth

According to the Madaren creation myth, their origin is owed to a god named Forgen. Forgen was the keeper of knowledge and force, the most powerful and coveted attributes a creature could have. For one thousand years, Forgen was pursued by a powerful *yurat* (witch), seeking to destroy him and take his powers. In battle after battle, Forgen would fend off the *yurat*, but time wore him down slowly. In what would be his last battle, Forgen came through the universe and was attacked by the *yurat* yet again, but this time the *yurat* was able to surprise him and struck a terrible blow to Forgen. Fearing the *yurat* would defeat him, and not willing to relinquish his powers to such an evil, Forgen saw a nearby cloud of dust, water, and light. He took his powers and tossed them into the cloud, hoping they would lie there in concealment, forever kept from the clutches of the *yurat*. This was to be Forgen's last act, for the *yurat* killed him, smashing and tearing him into a billion pieces and spreading them about.

The *yurat* searched for Forgen's powers relentlessly, but fled empty handed in fear of being discovered as the destroyer of Forgen. In the stillness left behind, Forgen's pieces spread about and settled into a great disc.

Meanwhile, life was sparking in the cloud. The light heated the water, the water mixed with the dust, and the dust swirled in the light. The knowledge and force that Forgen had thrown into the cloud melted with the mixture, and great yellow sparks emitted as the conglomeration began to spin wildly. Eventually, the spinning slowed, and there appeared the first Madaren. This Madaren looked over the expanse of Forgen's pieces and chose one at the outer edge of the disc to stand on.

The first Madaren bore 200 males and 200 females, then jumped off toward another universe to avenge Forgen's untimely death. The offspring continued to procreate and eventually developed the Madaren society.

Through time, the *yurat* would return in different forms, trying to trick the Madaren into death or oppression, always attempting to steal their inherited attributes of knowledge and force. The Madaren would always escape the evil *yurat*'s trickery by "running to the next world," a concept where the people would climb one by one into a thin reed-like plant and crawl "up" to a safe dimension. This dimension would be precisely like the last, with the disc of Forgen's pieces spread all about. The *yurat* would not be able to pursue the Madaren through the reed, and would have to find another way to the next dimension.

According to their lore, the Madaren believe they are currently in the eighth world, and when the Empire came, it was felt that this signified that the return of the yurat.

Cultural Abstract

In Madaren society, there are firm lines drawn between the males and females which define very specific duties and expectations, creating a society where the two genders combine obligations and responsibilities to deliver the end result of stability. Each play an important part in their society.

The females serve primarily as homemakers, and have a very strong position in their society. They prepare meals, perform light maintenance on their homes, help the men work the land, care for the children, and control the family finances. The males hunt or otherwise acquire the food, gather supplies for fuel and construction, work the land, help care for and teach the children, and serve as the warriors of the society.

Madaren children are the focus of all males and females, not just their immediate parents. At a young age (around 7-10 years of age), a child will be sent into the wilderness and told not to return until they have had a vision. This is known as a "vision quest." On their quest, the children will have to forage for their own food and seek out shelter. Most vision quests last several days, and rarely more than a week. They will experience a vision, where in a heightened state of consciousness they will be visited by one of the spirits of their culture. That spirit will instruct them on what they are to do in life; the children are told by the spirit what is to be their guiding light and central focus for the remainder of their days. Some will be told to care for a particular family member or earn a certain place in society, while others may be instructed to become a fearsome warrior and protector.

Following the vision, the children return to their home, and starting immediately, the father will begin to train the children in the ways of the warrior and protector. The mother will begin showing the children how to care for the home and land. The child is to tell the vision to his parents, and depending on what type of instruction they received from the spirit, the parents will host a ceremony that the entire community participates in. If other children have received a vision similar to that child, the ceremony will be hosted by the parents of all included children. The ceremony lasts one entire day, and involves food, chanting, and a dance of a symbolic nature (usually representing the goal the children were instructed to work for). The focus is actually on the vision and what it represents, rather than the children, though the true focal point of the ceremony occurs when the children participate in the symbolic dance, acting out their vision to show all what they are expected to do – the Madaren call the life expectation of what that individual must seek out and accomplish the *life path*.

This ceremony, and more specifically the dance, is a show of will and a promise from the child to the community that what is expected of them *will* be accomplished. It is considered a binding oath and testament to the community, and allows the entire community to serve as a witness to the child's intended life path, so that they all may help that child along it.

Lifestyle

Besides the usual duties performed by the men, women, and children, the Madaren have a rich and complex social and religious system, where the spirit world and their own world intertwine. What little is known about their spirit world is fascinating, and has piqued the interest of more than a few archeologists and sentiologists.

For every type of weather, animal, and emotion, there is a spirit which represents it. There is a snow spirit, a sun spirit, a hate spirit, and a Refle spirit (a large, aggressive forager indigenous to their home). Each is treated and called upon differently – there is an appropriate and inappropriate time and way to reach out to a spirit for guidance. It is on the Madaren life path that the spirits are sought out and better understood.

The whole of Madaren society consider themselves a sacred people; it is believed that they are, as a community, the keepers of knowledge and force, a responsibility they do not take lightly. Ever since Forgen bestowed these attributes to them, the yurat has sought them, hoping to steal these powers and twist them into tools of evil. The Madaren consider each individual of their people to be equally bestowed with the two powers. Also, it is inconceivable to the Madaren that knowledge and force can be considered seperated.

According to Madaren myth and legend, knowledge is described in their native language as “the wise thought.” This is to say that one possessing true knowledge will only have wise thoughts, and be able to understand and weigh situations. Ultimately, knowledge will lead to only the right choices, only the correct paths to take. The Madaren well understand that many paths taken in life (even the right ones) require force, and thus the linking of force to knowledge. The Madaren insist that one with knowledge cannot continue down the correct path without the use of force at the appropriate time. If one does not master the use of force, and an understanding of the risks and consequences associated with it, they will be doomed to what the Madaren consider the ultimate tradgedy in life: an incomplete life path. Either an individual does not have enough knowledge to choose the correct twists and turns, or lacks the correct force to defend himself against obstacles and attacks – each result in a destroyed life path.

Those Madaren that aknowledge they have failed their life path are banished for a great time (usually years), and must not return to the community until they have mastered knowledge and force well enough to continue their life path.

The Shemanah

The Shemanah are the holy people of the Madaren. They are reclusive, mysterious, and powerful. The Madaren believe they have the ability to exert some control over individuals. Shemanah communicate directly with the spirit world, and are actually said to live in both the real and the spirit world. The Madaren visit a Shenanah when a family member is sick or dying, when there is a terrible conflict between people or within one person, or for any other serious problem that cannot be solved by the community. Otherwise, little else is known of the Shemanah, as they are held in slight fear and great respect by the rest of Madaren society.

Madaren Warriors

Key to defense and protection, all males are considered warriors. Children will fight alongside grown men, and the elders will direct the conflicts and make the decisions. Each community is led by a group of three to five elders, all experienced and respected warriors. Unless the community disagrees wholeheartedly about a particular issue with the leaders, they generally run the community, making all important decisions. If the community is angry about their decisions, they are bound to answer to the community, and can be removed if the community is ultimately unsatisfied with them. War is perhaps the most important decision, because it is only undertaken when it is believed they are being attacked by either a yurat itself, or a minion of a yurat. Generally, all threats to the community fall under these two rather broad categories.

Politics

The Madaren feel the Empire, and all it represents, is the next coming of the yurat. They fear the Empire, but are willing to fight to the death. It is left up to the Shemanah to figure out how to get at least some of the people to the next world, should the Empire try to completely destroy them. So far, it looks like this is gradually happening. The Madaren are still adjusting to the presence of so many other beings in the universe, but consider them all to be children of Forgen, and thus allies and friends. This can lead to some unscrupulous individuals taking advantage of them.

Otherwise, the Alliance has begun seeking the help of the Madaren. To the Madaren, the Alliance represents all that is good, since they so passionately fight against the Empire. Though this is generally correct, it is difficult to explain to a Madaren that the Alliance needs the minerals on Sentex in the fight against the Empire – the Madaren believe they couldn't possibly need such a thing since surely all the spirits are on their side... Despite the perceived nobility the Madaren have of the Alliance, they know how far their trust of others has taken them historically speaking, and are still wary of allying themselves with the rebels.

Also, the Madaren are not anxious to fall once again under the yoke of the Kurlnova royal families. It is Fahst in particular that worries them. They understand what happens when a power-hungry individual falls upon the opportunity to carry out their plans, and would rather endure the apathy of Imperial rule than the power lust that drives Fahst.

Technology Level

According to Imperial classification, the Madaren are in both the Stone and Feudal stages. Though they still have a strong oral tradition, writing and literature are very alive. Also, they depend mainly on animals for transportation but have a reasonable road network. Their shelters are constructed out of different types of wood, clays, and fibrous plants – they are impressively strong and efficient. Their tools are somewhat advanced, though high-technology is almost entirely absent. Electricity does not exist to them yet, and they are only a slight bit into the use and manipulation of metals, though their artisans produce what most consider the galaxy's best kept secret in jewelry and crafts. Gladly, most of the galaxy does not even know about the Madaren, or they would be swamped by traders and bargained into oblivion for these very products.

Madaren in the Galaxy

It is *almost* certain that no Madaren roam the galaxy. No ships visited their home until only a few hundred years ago, and such visits occurred only twice until the recent conflict in the sector caused a storm of incoming people. The Madaren have been curious as to what lies out there, and are becoming increasingly eager to learn of and visit "Forgen's pieces." They are very fast learners, and already understand the concept of hyperspace, though do not possess any ships themselves, or the know-how of starship construction. Otherwise, they are capable of taking up modern devices after the most limited training.

Personality Notes

Madaren are cunning when they are angry, helpful when they are treated with respect, and downright dangerous when pushed. Interacting with a Madaren is strictly on a being-to-being basis; a Madaren will be a loyal and selfless friend until they are taken advantage of. This could be a problem area, because Madaren also assume that every other being in the galaxy interacts with each other based on the same personal philosophy – little do they know how rare their character is.

Notes/Errata

Due to their leadership traits and unquestionable reliability, Madaren would make excellent leaders and soldiers in such bodies as SpecForce and Starfighter Command, as well as espionage agents, negotiators, and so on. To have one in employ would be a certain asset.

Madaren are willing to treat members of the Alliance or anyone else with ready ease (and a bit of caution), but they have already made their decision to stay away from Imperials and all that represent them.

Though there are always exceptions to the general in every society, and the Madaren cannot be excluded, it will be rare to find a Madaren involved in any sort of violent or passive criminal activity, especially if it is only for personal profit. The societal motivations of Madaren prevent them from acting against impulses of justice and the welfare of others.

Typical Madaren (Not completed!!!!)

Type: Average Madaren (including suggested skills)

Attribute Dice: 8D

DEXTERITY 3D+1

Bows, Brawling Parry, Dodge, Melee Combat, Melee Parry, Running, Thrown Weapon

KNOWLEDGE 2D+2

Intimidation, Survival, Value, Willpower

MECHANICAL 1D+2

Beast Riding

PERCEPTION 3D

Bargain, Command, Hide, Persuasion, Sneak

STRENGTH 2D+1

Brawling, Climbing/Jumping, Stamina

TECHNICAL 1D

Special Skills: None

Special Abilities:

Story Factors:**Move:** 12**Size:** 1.8-2.1 meters**Equipment:** HeatBow (3D+2), Rook, quarrels, native jewelry.

Chapter Three: The Imperial Element

Rannus

Filian Rannus was born Feradia Killean Rannus, on Begian, a somewhat powerful planet in the Inner Rim. The Rannus family was high in the military hierarchy of the Old Republic. His father was a rear admiral and retired with full honors, dying soon after of natural causes. His mother was a remarkable homemaker and a prominent member of the Begian University Board of Regents. He had one brother, his senior by eight years. He died in the line of battle, serving Imperial forces during an occupation.

At age seventeen, Rannus entered the Imperial Naval Academy, as expected. He was an average and unspectacular student. His mind wandered easily and he would become too involved in extra-curricular pursuits such as gambling and selling contraband in the school (such as graphic articles and smokable tobaccos). Despite his rather regular and lackluster performance, his family connections granted him access to officer's school.

In officer's training, Rannus found his niche. He blossomed, and discovered he had an exceptional talent for leadership. He was excited about the advent of the Empire because he knew it would be a source of conflict that would give him many opportunities to advance his career. He couldn't have been more right.

Rannus graduated from officers training at age 23, and unlike most graduates, had his choice of commissions to start with. His first charge was leading convoy protection groups, then moved on to an anti-pirate detail. Rannus proved to be deft at chasing down and destroying pirates, and easily established a reputation in the Navy. He rapidly gained notoriety, reaping better commissions and bigger rewards.

He was approached by the ISB, offered the position of being a corporate investigator. He was told corporate investigators were always swamped with bribes from companies, and that it was a simple way to get rich, and live rich. Rannus took it.

During his time with the ISB, he was given a small group of ships which Rannus would move from sector to sector, picking up assignments. While in the Orunin Sector, a distant but well-maintained section of the Outer Rim, Rannus got orders to proceed to Kurlnova Sector (adjacent and further from the Core than Orunin) to investigate a company called Nirius Financial, charged with corporate treason.

Rannus' small fleet arrived in Kurlnova and began the investigation. Each time Rannus stopped his fleet for a period of time, he would follow standard Imperial naval protocols. One of them was to send probes out to search any unknown areas that lie within the fleet perimeter, which Rannus did so. A probe was sent to Sentex,

and Rannus discovered it's value. Almost immediately after, the sector moff, Fahst, declared independence from the Empire. Rannus realized there was something big happening that couldn't be good. He broke off the investigation and began moving his fleet toward the sector capitol. Rannus was preparing to sieze control of Kurlnova Sector on behalf of the Empire.

Rannus was used to winning. He was used to defeating every foe, ever challenge. He was skilled, but also had been lucky. Because of this, he had settled into over-confidence.

Before reaching the capitol, he fleet was routed by a surprise attack from Fahst's until-then-unknown mercenary fleet. Rannus' fleet suffered 70% casualties inside of twenty minutes, and he gathered what little remained and fled back to Orunin. He knew that Fahst's fleet would not be foolish enough to follow, and they didn't.

Enraged, Rannus returned to Orunin, and staged a riot at the capitol. He demanded that he be put into contact with Naval Command in the Core. Scarcely hours after his defeat and still feeling the heat of battle, he sent a transmission to Naval Command loudly explaining what just transpired. He described Fahst's breaking from the Empire, and how he was defeated when he tried to take control of the situation. He also explained his discovery of Sentex. He violently demanded that he be granted warlord status and a fleet to match, insisting that he be allowed to deal with the upstart Fahst.

After sending the request, Rannus awaited the reply in anguish. He knew he should have waited before he sent his request, and that he went over the line. He would be seen as a failure demanding a promotion – surely he would be humiliated, and prepared himself accordingly.

To his surprise, he was granted warlord status promptly, and told to forward his requests for naval vessels and ground support as soon as possible.

Rannus requested a massive fleet, and waited almost two months for his forces to gather at Orunin. Weeks passed, and Rannus' emotional state deteriorated drastically. He languished over being defeated by Fahst which fostered feelings of grotesque professional inadequacy. At the same time, he was envious of Fahst's newfound power. Despite receiving warlord status, he still had to answer to the Emperor, which he considered still below Fahst's total freedom. These thoughts snowballed into his realization that with warlord status, he himself could defeat Fahst and the Rebellion, and assume control of Kurlnova sector and become independent as Fahst did.

His requested fleet finally finished preparations two months later, finding Rannus enveloped in a rage of power, anger, and greed. His fleet set immediately off for Kurlnova.

In Rannus' favor, he has the resources of the Empire at his disposal. He may look like the Empire, but he is now and "island to himself." The only problem Rannus has is he has become inefficient; his state of mind has degenerated to something much cruder than ever before - in layman's terms, he has all the blaster packs in the world, but can hardly load a pistol. He is still dangerous, because he feels he must defeat the various forces of Kurlnova before he is worth anything as a being, and he has a fleet to do it with. His intent focus on proving himself leaves his tactics and

strategy sporadic and random at best. He has moments bursting with genius, climaxed by a skirmish, then withdraws into a fit of depression where he wanders the corridors of his flagship, unshaven for days. Those under his command fear him terribly, understanding him to be exactly what he has become: a frightfully unstable man with a bone to pick and too much power. He is simply known as "Warlord Rannus."

Warlord Filian Rannus

Type: Enraged Imperial Warlord

DEXTERITY 2D+2

Blaster 4D+2, Dodge 3D+2

KNOWLEDGE 2D+2

Intimidation 5D+1, Bureaucracy 4D, Bureaucracy: Imperial 5D+1, Business 5D+2, Tactics 6D+2, Willpower 6D, Planetary Systems 5D+1, Value 4D

MECHANICAL 3D+2

Astrogation 4D+1, Capital Ship Piloting 4D, Communications 4D+2, Repulsorlift Operation 4D+1, Starfighter Piloting 4D+2, Starship Gunnery 5D

PERCEPTION 3D

Bargain 5D+1, Command 8D+1, Con 5D, Hide 3D+2, Persuasion 7D, Search 5D, Sneak 4D

STRENGTH 3D

Lifting 4D, Swimming 5D

TECHNICAL 2D+2

Computer Programming/Repair 3D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D

Force Points: 4 **Dark Side Points:** 2 **Character Points:** 7 **Move:** 10**Equipment:** Imperial Uniform, Rank Cylinders, 25,000 credits, Comlink**A Quote:** "We will pierce the heart of Kurlnova, and feed off the weak and incompetent."**The Rogue Fleet**

Rannus has a startling entourage, to say the least – an Superiority Fleet, Modified (SF/m) containing the following ships:

- 1 Super-Class Star Destroyer (SSD *Zophrenis*)
- 3 Imperial II-Class Star Destroyers (ISDs *Consumptor*, *Gate*, *Havoc*, and *Subversor*)
- 2 Victory II-Class Star Destroyers (VSDs *Perisher* and *Recessor*)
- 2 Interdictor-Class Heavy Cruisers (IHCs *Refractor* and *Declinator*)
- 20 Dreadnaught-Class Heavy Cruisers
- 16 Strike-Class Medium Cruisers
- 22 Carrack-Class Light Cruisers
- 15 Lancer-Class Frigates
- 20 Star Galleon-Class Cargo/Escort Frigates
- 10 Escort Carriers
- 24 Assorted vessels (Assault Shuttles, System Patrol Craft, etc.)

Rannus named the fleet after his target, calling it the "Rogue Fleet." In total, there are 135 vessels, including 8 Star Destroyers.

For game stats and additional information on all ships and fleet composition, see the "Imperial Sourcebook," various chapters.

The Rogue Fleet is entering Kurlnova Sector through a poorly plotted course that delivers them to Renawin, a deserted and barely known system just within the Coreward border of Kurlnova. Two things remain to be seen: what Rannus will do once he arrives, and how many ships will actually make it – the route hasn't been travelled more than four times, all by Imperial scouts. Rannus knows it's a gamble, but refuses to enter the system showing his force to all. He wants to ensnare Fahst

on as many fronts as possible, and surprise is his primary weapon of choice for now. Though a full assault on the capitol world of Kurlnova would be in order, at a minimum Rannus wants to assess Fahst's actual volume of forces first.

Renawin

Type: Harsh Wetlands
Temperature: Hot
Atmosphere: Type II
Hydrosphere: Moist
Gravity: Standard
Terrain: Wetlands
Length of Day: 27 hours
Length of Year: 245 days
Sapient Species: None
Starport: None
Population: None
Planet Function: Temporary Staging Area
Government: --
Tech Level: --
Major Exports: None
Major Imports: None
System: Renawin
Star: Renan

<u>Name</u>	<u>Planet Type</u>	<u>Moons</u>
Renawin	Harsh Wetlands	-
Gyull	Frigid Planetoid	-

World Summary

Little of Renawin is known. Imperial surveys were scheduled for the system, but were prioritized very low on the list. After recent events, the Empire has most certainly put off scouting the planet.

The landscape is predominantly extremely humid wetlands that are, according to cursory scans, obviously unbearable for most beings to exist for any length of time in. The planet has no apparent value, and save for the system's position possibly acting as an alternate, safe route into Kurlnova sector, has no future in terms of colonization or exploitation.

System Summary

Besides the planet of wetlands, the system possesses another body. Gyull is a frigid planetoid of solid ice, with a curiosity for a core – solid minerals. Though not unseen before, it's considered a rare oddity for a large chunk of ice to be wrapped around a durable core. Conjecture on this phenomenon, called "frost casing," indicates the possibility that bodies such as Gyull formed from some sort of violent collision that shed massive amounts of liquid. That liquid cloud may have frozen almost immediately around a large chunk of debris from the collision, especially if the event occurred "extra-system," or, far from any sources of radiation to heat and diffuse the cloud. It's possible that Gyull could be farmed for water, purified, and hauled to nearby scouting stations. However, that hasn't happened yet because almost nobody knows about the Renawin System yet.

The only reason Renawin exists on the few scout reports that it indeed inhabits is due to an attempt early in Kurlnova Sector's history, when scouts attempted to find alternate routes in and out of that region. Renawin as a gateway system was barely looked into, because resources were redirected toward Houldut. Before that occurred, it seemed likely that with a little more perseverance on behalf of some scouts, a route could be found through the overbearing nebula clouds of the region.

Chapter Four: The Fringe Element

Larian Qez, Crime Lord

The criminal enterprises that exist in Kurlnova Sector began as either loosely tied schemes or independent and hidden ventures. As the sector began to grow, namely due to its involvement in the Liff-Qoapum Trade Run, an unknown stepped on the scene by the name of Shuedok. Though nobody actually met Shuedok (and has yet to), a fast-growing organization sprung up in the sector due to the negotiating results of his deft lieutenant, Larian Qez.

Larian Qez, a Farghul well-practiced in trickery, managed to pull the rag-tag scatterings of criminals found in the sector who had either come to hide, or come to cherish the lack of authority. Typical to a sector thrown far from the palm of the Empire, there were already a number of established con artists, thieves, smugglers, blockade runners, malcontents, mercenaries, hunters and other assorted social detritus – Qez set about quickly contacting all of them and explaining their options. All were particularly struck by the convincing speeches Qez would deliver to them, detailing the incredible power all could have as a unified body. Perhaps the easiest and best argument Qez used on everyone was the fact that Kurlnova could so easily be had by a combined criminal effort, virtually guaranteeing safety and wealth. In little time, Qez had garnered an undeniable following from the criminals of Kurlnova, and soon, a sector-wide organization sprung to life.

For more information on the Farghul, see p.47 of "Alien Encounters."

In the organization, Qez handles Shuedok's bidding, managing all of the criminal operations in Kurlnova Sector. Everyone has yet to actually meet or see Shuedok, and the reason is because he actually doesn't exist. Qez used to work for a crimelord named Shuedok further toward the Core, but killed him and took over his organization. He got into some trouble and had to flee further out, winding up in Kurlnova Sector. Qez maintains his existence so that opponents would have a target other than himself to eliminate should they decide to try and take over the criminal operations of the sector. Qez finds this mildly amusing and extremely useful.

Qez believes the sector will see a giant boom soon, and many agree. He has figured out that something big is happening, due to observing recent events. He thinks the conflict will provide valuable results that he can move in to exploit, because he sees how heavy each faction is involved and knows that conflicts of this scale only occur over something valuable – the only problem would be that he hasn't any idea what is really going on.

Qez has the patience and the ability to plan shrewdly and thwart many others in their attempts to gain a piece of the action or edge into the sector. He has managed so far to assemble a rather strong organization, and intends to grow in power until he can remove Fahst and take over the entire sector. Recently, he has noticed Fahst's massive investment in a military, and is looking forward to harnessing that power soon.

Larian Qez – not finished

Type: Crime Lord

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

The Kurlnova Pirates

Yaris Sentex is the son of Renis Sentex, the scout who discovered Sentex and it's wealth in the first place and was murdered for his knowledge. Renis, a tired and rustic old scout from a long line of spacers, passed the details of Sentex on to his son Yaris only days before his death in a letter, whose contents was lost and never reached Yaris.

His son was a budding pirate leader, operating in Orunin Sector (adjacent to Kurlnova Sector). Yaris was successful and a natural leader. He was only a pirate by definition, acting more as a privateer. He and his small force would routinely waylay Imperial shipping in Orunin, then sell the goods to middlemen who eventually delivered the supplies to either the Rebellion or other resistance forces. Yaris had no taste for rebellion, lusting for freedom and adventure in space.

Yaris has a heart of gold, and is sensitive to the plight of the common man in the current scheme of things, what with the Empire and all. This leads him to find a way to still retain his brigand style of freedom, yet still somehow help the underdog (a favorite to Yaris). His father never cared for his occupation, but still loved him and treated him with due respect.

Upon Renis' death, Yaris became enraged, subsequently casting he and his crew's lot into the fight for freedom. His crew still wanted to reap personal rewards as pirates, and Yaris agreed. They promptly decided to begin operations in Kurlnova and disrupt Fahst's shipping, but on their own terms. They find the prospect of

privateering for the Rebellion to be too constricting, and somewhat below their talent.

Yaris is delighted to learn that Periah Moore is operating with the Alliance in Kurlnova, and even better, as a liason to a privateering group. Yaris and Periah met during a Compnor youth program years ago in the Middle Rim, and ever since, he has pined for her. He never thought he would see her again, and the fact that they are close again excites him. His crew is not aware of his affections, and he learned of her presence by accident while selling some siezed cargo to an Alliance middleman. He had decided to keep this fact a secret for the time being, because he knows the Alliance considers his pirating presence in Kurlnova to be difficult for them, and doesn't want to cause any undue difficulty for Periah.

He has found occasion to sneak messages to her, and believes she shares feelings for him too (to what extent, though, he doesn't know). He is trying to figure out a way to help the Alliance stamp out Fahst and the Empire in Kurlnova, and re-install Katen Moore and his company again – he figures this is the best way to get in good graces with Periah, and is sure she would marry him (seeing him as a hero, hopefully). Now, if only he can convince his crew to turn privateer...

Yaris Sentex

Type: Pirate Captain

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Typical Kurlnova Pirate

Type: Typical Kurlnova Pirate

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Domiscis and the Force Habitat

When the Empire assaulted the Jedi to extinguish their light, most fought to the end. A few others fled, believing the end of the Jedi was near. They escaped to the farthest reaches of the galaxy, hoping to begin anew and raise another generation of Jedi so that one day the scourge of the Sith could be eliminated. Those few splintered in their attempts to escape, agreeing to one day join again after they had built up their offensive forces. One of that few, Domiscis Trabin, buried himself in the then entirely anonymous and useless sector of Kurlnova.

Domiscis found an uninhabited planet and settled into a cave to meditate on what he would do. Soon, he determined the best way was to create a haven where he could deposit any Force-sensitives he found, hoping to train them and pass on the legacy of the Jedi. Through hard work, long months that turned into some years, and a fierce determination to see the end of the Sith, Domiscis succeeded in his plans.

Using a battered and harmless starship, Domiscis searches for more followers constantly. He skips from port to port in the sector, continually seeking and sensing for any signs of the Force. So far, he has "collected" three followers, who remain at their haven and train constantly. On Holdout, their location has been impossible to hide from the ever-growing influx of scouts, so they have passed themselves off as the remnants of a quiet, harmless, and obscure order cloistured in the self-styled "Temple of Siftin." Domiscis feels their location is safe so far, but has been feeling the urge to find an even quieter place to hide. Their temple receives perhaps one visitor a year, but Domiscis feels that any risk whatsoever is too much risk.

Through his travels to port after port, he has recently picked up rumors that the Alliance is in the sector. Domiscis is intrigued by this fact; he could care less why they are in Kurlnova. He is almost sure they would provide a safe haven for him and his few followers, but hasn't any idea on how to contact them. Domiscis patiently awaits what he feels is an inevitable opportunity to join their ranks – he is sure they could put him in touch with more Force-users, something he has long wished for. Domiscis has worried ever since the arrival of the Empire, and Fahst's recent seizure of the sector has him on eggshells – Kurlnova Sector has rapidly become a poor place for the hunted to hide.

Domiscis Trabin – not finished

Type: Jedi

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1,

Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Control

Sense

Alter

Force Skills:

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Last Resort, Fahst's Gun-for-Hire

Last Resort is considered to be somewhat of a risk-taking clown more than any sort of bounty hunter. If it weren't for a masterful acquisition record, Last Resort would be seen as an insane and dangerous man – a liability to all.

Last Resort is a veteran of some obscure and far-flung war that ravaged a small system in a distant and unimportant sector. Following the conflict, he was admitted to a mental institution on his home planet with other returning soldiers who had been psychologically harmed. Later, budget cuts saw to his release along with many others. Most became homeless madmen who worked the streets for survival and vice - Last Resort, bred to be a powerful soldier, knew he could make some headway being a bounty hunter, and he was quite correct. Having returned from the war with a deranged understanding of such things as the value of life and when it is appropriate to have a conflict, he knew his skills were up to par and started by picking up a licence and borrowing some weapons from a war buddy of his.

He has made a name for himself by collecting targets quickly. He has only missed a few, and those were due to better-equipped hunters or the Empire making the capture before he could. His methods and behavior on a hunt are seemingly uncalculated and too random for his survival to be anything other than luck. Because of this, other hunters won't work with him and guilds won't touch him. He is not considered to be very much competition; he is seen more as a fire burning to bright to sustain itself – it is believed he will die quite soon.

Until that happens, Last Resort is a lot of hunter for a good price. He doesn't say no to any job. His trademark is an almost black, cobalt cloak and matching helmet he wears. He enjoys taking bounties marked "Dead or Alive," and his favorite method is filling a street with blaster fire or a generous application of explosives. Those who couldn't care less about "collateral damage" happily pay his bargain fee (normally 75% of what other hunters would take).

Fahst has hired Last Resort to locate and destroy any and all Alliance members in Kurlnova Sector. Fahst believes Last Resort's past military experience is helpful to this end, and also knows he is not a solution to his problem with the Alliance - only a full military would crush them. In that absence, until Fahst can construct a viable force, Last Resort will be a distraction to the Alliance, hopefully buying Fahst some time.

Moore Katen hopes very much that the Alliance base won't be discovered by Last Resort. Katen's superiors hope Last Resort doesn't discover the Alliance safeworld. Considering the power players converging on Sentex, hope is at an all-time premium for those involved.

Last Resort –not finished

Type: Damaged Goods

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Chapter Five: The Rebel Presence

Moore Katen, Alliance Commander

Moore Katen was born into hard-working family with a history in the Old Republic's military and corporate affairs. His father commanded a highly esteemed group of ground forces which fought valiantly to protect the order of things. His mother was the head of a strong and influential banking concern in their home sector in the Core.

From the start, Katen was given the choice to follow what his heart desired, but it was apparent he would either become a military man or a corporate powerhouse. He chose business when still young, and entered law school. Two years into his studies, he decided to join the military. Whatever he wanted was what his parents supported. His was a family with a steep tradition in standing by your children, a concept he learned more than anything else from his parents (next to being successful and industrious).

He graduated from the Imperial Army Academy at Malross, and commanded various ground forces with great ability. When he was 25, he married a beautiful young woman of elite status from the Core, and soon after they produced a vibrant daughter. At the age of 34, he decided he wanted to return to business, and was discharged from the military quite honorably.

Having a military background, and with the Empire just coming into power still, he correctly figured he could make a fortune working for the Empire from the private sector. He founded a small arms manufacturing concern called Parkanon Industries, which flourished. His company became rapidly successful, and specialized in the manufacture of hybrid ballistic personal weapons. Katen decided to expand into the ever-popular business of supplying to the Outer Rim.

In an attempt to achieve a foothold in the Rim, Katen had Parkanon apply for planetary charter in Kurlnova. Soon after, events seemed to take on a life of their own, and it was all Katen could do to keep up.

Katen watched Fahst rip his business away from him, and then after all but handing over his life to Nirius Financial, watched Fahst destroy them too. He learned that it was over Sentex, a fable for all he knew, and during this period of time, the worst happened to him.

He received notification that his parents and wife back home in the Core were arrested for treason, no doubt a product of the fire of lies Fahst had instigated about him, Parkanon, and Nirius. His daughter, Periah, was in her twenties and away at school in the Mid Rim. Katen made a hasty run for her, fearing the Empire would seize her too. He arrived and snatched her away just in time, escaping the planet with Periah just as the Empire was attempting to arrest her. Immediately following, he learned he had a warrant for his arrest, and that his funds and assets had been seized and absorbed by the Empire. Distraught and a fugitive, Katen was taken in by the only place he figured he was safe: with the Alliance. Katen told them everything, and seeing that he had a very good military record and fine experience, they charged him with a similar ground force and sent (on his insistence) back to Kurlnova Sector to deal with Fahst and secure Sentex for the Alliance.

Periah Katen, through her own machinations and maneuvers, managed to get herself off of the safeworld where her father left her, and sent to Kurlnova as a privateer liason for the Alliance. Since the day she arrived at the Rebel base in Kurlnova Sector, and assumed her new role as the Alliance liason aboard a small privateer fleet, Katen hasn't passed a day without a few private tears. He fears that others will learn of her association to him and become too much of a target. He couldn't bear to lose what is essentially the last of his family.

Katen recently discovered that his mother was executed and his father killed in a prison riot. He learned that his wife was sold into slavery, and does not know her ultimate fate or location. He fights for all of them, and realizes that many of those around him at the rebel base he commands have the same dreadful story.

Moore Katen –not finished

Type: Alliance General

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1,

Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Whisp, Rebel Safeworld

Type: Forested Canyons

Temperature: Temperate

Atmosphere: Type I

Hydrosphere: Arid

Gravity: Standard

Terrain: Forests, Mountains, Canyons

Length of Day: 30 standard hours

Length of Year: 421 local days

Sapient Species: Varied

Starport: Limited Services

Population: 8,000

Planet Function: Safeworld

Government: Rebel Alliance

Tech Level: Space

Major Exports: None; secured environment

Major Imports: None; secured environment

System: Whisp

Star: Moodle

<u>Name</u>	<u>Planet Type</u>	<u>Moons</u>
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Whisp	Forested Canyons	1
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Port Summary

System: Whisp

Starport Name: Whisp

Starport Type: Limited Services

Traffic: Rare to Slow

Control: Controller

Landing: Landing Team

Docking Areas: Field

Docking Fee: None

Customs: None

Services: Emergency food, lodging, repair

Capsule: Whisp's landing area is used only by Alliance military vessels. Rebel ships in need of emergency services are able to attain them, but their arrival will be pre-arranged and the inhabitants of Whisp will know of their arrival beforehand.

World Summary

Whisp is a beautiful lattice-work of canyons, mountains, and rivers blanketed by conifer forests. The terrain is mostly abrupt and random, with rock outcroppings, mesas, and fields jutting through the treed landscape. Several mountain ranges rivaling those of resort worlds are easily noticed running north and south along the middle latitudes.

Plantlife is rich and varied, with blossoms adorning many meadows, riversides, and pockets among the mountains. Though almost all are benign to most beings, the occasional allergic reaction is not unheard of. Whisp is a world unspoiled and unfettered by industries and cities, housing far more range animals than sentient beings.

System Summary

Whisp is the only planetary body in the system, with a moderate axial tilt that produces regular seasonal changes. The local star, dubbed Moodle by the safeworld inhabitants, is an old and quiet yellow thing probably in the twilight of it's life. Other than a comet that seems to drift through every 2 years, there is nothing else of note in this all but forgotten system.

The Art of Hiding

Many years ago, Kurlnovan scouts discovered Whisp along with many other systems in the backwater of the sector. This was during an effort to find another hyperspace route out of the sector – the Kurlnovans didn't want another route, but were making sure there weren't any other viable entrances that undesirables could take advantage of. More importantly, they intended to keep a tight reign on how commercial ships entered and exited the system, allowing them to keep a tight reign in terms of taxes and tariffs.

Whisp was noted in a log and the scouts proceeded. Though the system lay in the center of a massive expanse unencumbered by Kurlnova's legendary nebula clouds, it took the scouts almost a year to realize that the route "off the top" of the sector was unreasonable. It passed through a region of space that was massive and lacked any systems to serve as stopping points. Knowing that no shipping company would risk even the simplest of cargoes through the region, the area was written off. So was the log file of all systems that were discovered.

Alliance operatives breached the Kurlnovan sector databanks, searching for viable safeworld locations. They were banking on the fact that lots of nooks in and about the nebula must exist for there to be several fine hiding places. Sure enough, Whisp was determined to be a perfect safeworld candidate: nobody there, very habitable, and nowhere near any known routes. The operatives wiped Whisp from the records, effectively making the system disappear. Better than Alliance scouts discovering something where nobody had been before, Whisp enjoys existing where the sector government thinks there's nothing at all.

Safeworld

Whisp has become a very effective safeworld for the Alliance. After the Alliance scouts did recon, a rudimentary colony was set up right away. Refugees from Outer

Rim Imperial incidents were moved to on and off Whisp during a period of shuffling. For a several years, the system has proven to be a great spot for a safeworld.

Around 8,000 beings reside on Whisp, most of them there since the world's inception as a safeworld. The colony has flourished along the base of a long, twisting canyon. The bottom is heavily treed, and a healthy river runs along the center. Their location spreads down the river for about thirty miles, with housing and work facilities throughout.

The inhabitants engage primarily in fishing and hunting. Rudimentary processing facilities containing rather ancient equipment allow them to prepare foodstuffs which are used by the Rebel effort. Though the food shops are archaic in nature, the inhabitants get the job done admirably and they take comfort in emitting almost zero energy signature.

About once every four months, a very large container ship arrives and picks up the containers of food then delivers them to a cache in the next sector over. The food is distributed to military outposts, starships, and used in emergency relief operations. Sometimes, the food is traded for other goods needed by the war effort.

Water is another wonderful commodity that Whisp provides. The fresh water is distilled, but it's not really very necessary – it's prime and unspoiled. The vast majority of water is used to replenish shipboard supplies, but a sizable portion is sent along on the container ship. It ultimately winds up at a metallurgy shop that produces replacement armor pieces for Alliance vehicles and vessels.

Very military personnel are stationed on Whisp. The Alliance counts on the location itself to provide the security. Nothing but a sizable force could put off discovery by an incidental Imperial or Kurlnovan vessel, and there are simply no ships or troops to spare. This doesn't bother the inhabitants very much since most realize if it weren't for the Alliance in the first place, they would either be still trapped in a horrific warzone under the thumb of the Imperial military, or dead.

With recent developments, there's been worry about Whisp losing its secret to Kurlnova. Some feel the sudden increase in military activity drastically improves the possibility of their being discovered. The new Rebel strike base on Parka is now being supplied by Whisp, and their own activity has stepped up. The refugees are counting on the Parka base to serve as a buffer for any attacks. Many feel better about the fact that a strike base is so close, but others worry about the attention it could attract once the game is up. Nevertheless, many inhabitants have been training with the intent on joining the Parka base and contributing to the fight. Since that fight is now much closer to home, many are becoming very motivated.

There is no supply and demand on Whisp, as it is a secret world wholly supplied by itself and the Alliance military.

Clipse's Cutters, Privateers

Iriyan Clipse is captain of a rebel privateer fleet called "Clipse's Cutters." He is rugged and strong, and very intelligent; an overall competent leader. He has many years of experience in spacefaring, and formerly a supply officer and cargo barge captain. Clipse understands the intimate mechanics of multiple ship actions and is

used to being attacked and boarded when he was leading supply convoys. Now, the tables are turned.

He got tired of getting hit by the rebels, so he built up a crew, got some ships together and joined the Alliance as a privateer. He was getting used to their maneuvers, and was thinking up ways of better beating convoys, so he figured he might as well be a raider.

Periah Katen is the Alliance Liason Officer that accompanies Clipse's Cutters on their endeavors. She serves as the go-between, supplying Clipse with a steady diet of intelligence on shipping, and delivering goods that Clipse has siezed to the Alliance base in Kurlnova Sector.

Periah enjoys her work, and is thrilled to be working such a wild job. She always wanted to be in on some sort of action, and never dreamed she would be serving in such a position; serving under her father is extra icing on the cake. In fact, her father being the commander of the Alliance ground forces in Kurlnova is what drew her here in the first place – that, and she too wants to avenger the loss of her family. Not a day goes by that Periah reminds herself of her ultimate mission, and why she is here to do it.

Clipse has a crush on Periah, but is so macho and overbearing, he has no clue how to convey this. Periah finds him to be amusing at best, and rather scruffy at worst. They get along just fine, but her thoughts are more often on Yaris Sentex, the leader of the pirate group.

Clipse's Cutters and the Kurlnova Pirates do NOT get along, and there is a fierce rivalry between the two groups (purely because of testosterone). Each eye the other with disdain, and Periah avoids the subject because she doesn't want to reveal her feelings for Yaris. She looks forward to the rare opportunity when Yaris and she can see each other. Getting that to happen is the hardest part of her job, and she tries to not let her feelings interfere with her already difficult work. She is aware that real lives hang in the balance.

Iriyan Clipse

Type: Privateer Captain

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3

Dark Side Points: 1

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Periah Katen

Type: Alliance Observer

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Typical Privateer Crewman

Type: Typical Privateer Crewman

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 1 **Character Points:** 12 **Move:** 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Penumbra Group

Penumbra Group is a team of special operatives that are steeped in history, tradition, and high experience. Penumbra's story began in a cabinet an Alliance cabinet meeting.

At the time, Alliance operations in the Mylan Sector were experiencing serious problems, putting the Rebellion's foothold in the sector at great peril. The Empire, in an attempt to find alternate ways of handling military problems in the Outer Rim, hired two mercenary groups and instructed them to wreak havoc in the sector as two separate and distinct operations. The Empire told both that the team with the most

kills and destruction of Rebel operations at the end of each standard month would receive double their pay (which was already exorbitant). The Empire was wise to tap into the inherent competitive attitude of mercenaries; this challenge produced startling results. Rebel cell networks were dropping off at an alarming rate, presumed by Alliance Intelligence to be either dead or orphaned beyond relief.

The shakeup this tactic caused in the Alliance split the cabinet members on how to fix the problem, and deliberations were slow on what to do. Half the ministers advocated increasing the military presence in Mylan. They reasoned an increased commitment of professional forces would bring to much weight to bear on the offending mercenary groups, thus pushing them out. The other half of the cabinet vehemently disagreed. They pointed out the fact that Mylan Sector was unimportant in terms of the big picture. The ministers felt it was too risky to spend resources on a tactically poor sector, and voted to pull out the remaining Rebel bodies and resources and allocate them in other locations, where they could do more. The cabinet had, as a collective, agreed on one thing: the impact on morale was unacceptable.

Mon Mothma, in her infinite wisdom, proved to be the tie-breaker. Sending more soldiers seemed lopsided, but a full withdrawal only made Mylan another sector to secure later. Mothma felt it best to "fight fire with fire" in this particular situation.

Mothma visualized an Alliance-built mercenary group that could combat this specific threat, but with the usual vehemence of a mercenary team; she insisted that fighting such a force required evening the playing field, seeing as the Alliance's standard forces were unable to defend themselves properly. Mothma met with Crix Madine and presented her ideas, suggesting that the make-up of the team would be out of candidates in SpecOps and free agents who fit the Alliance profile. Madine, a career war master, harbored a disdain for non-professional soldiers; he felt they dishonorable and all too often unnecessarily violent. He bristled at Mon Mothma's order, but faithfully followed it to the letter.

Madine conducted a careful and quiet search, producing three free-agent choices. He wanted a six-man team, made up of three highly skilled mercenaries and three of the best SpecOps. The SpecOps were released of their commitment to the Alliance, and Madine assembled the group to conduct an initial shakedown. Soon, satisfied with what he still considered tentative results, Madine presented the team to Mon Mothma and the rest of the cabinet. Confident that this was the best direction for the Alliance to take against their quandry in Mylan, Mothma swayed the cabinet into signing a contract that would pay and supply the team dependant on performance, and fund them with all intelligence the Alliance could continue to scrounge on the Empire's predators.

During the teams first several days together with Madine, the general was overheard passing an off-hand comment comparing the team to the shadow of an eclipse – born out of light but inherently dark. That same day, the group was tagged with the name "Penumbra."

It took Penumbra Group only four standard weeks to destroy the Imperial-sponsored mercenaries groups in Mylan, and became instant and mysterious heroes among the ranks of the Alliance. Their contract was fulfilled, and the team was unsure of what to do or where to go next.

The team members admitted the presence of a true bond between themselves, and expressed the fact that they enjoyed the autonomy of mercenary operations in combination with the support of a full intelligence agency. The team suggested they continue to operate as they were created - perform missions for the Alliance in return for supplies and intelligence. Madine, as well as General Airen Cracken, felt it would be a loss to dissolve such a successful unit. They attempted to negotiate the unit's absorption as a still cohesive unit, but not as well paid and supplied - they would be on par with the rest of the forces available to the Alliance military. Penumbra decided to strike a deal in which they remained "independent," and added on the suggestion that they could be available to Rebel-sympathizing governments, corporations, and individuals, who could hire the group out to perform missions that would aid the goals of the Alliance. This answered the concern of the Alliance possibly not being able to supply them as well as wanted; outsourcing would spread that cost around. Out of these events, a unique military body was created: a quasi-military, semi-independent strike team.

Penumbra has gone on to create a powerful reputation in the Outer Rim. Among the Imperial military, Penumbra is considered a threat to be taken very seriously, and have been called the "Rogue Squadron of the ground" (a rather accurate assessment). The Imperials are rumored to have dark plans for them. Penumbra is known to strike quickly, devastatingly, and leave behind no more a trace than the fog of war itself - their combat perfection is their calling card. Presently, Penumbra has been asked by the Alliance to aid their struggle for Kurlnova Sector. The team is currently in the sector to assess the situation, and they're unsure how they will proceed; they may set up independent operations, but rumors abound they are entertaining the idea of attaching themselves temporarily with Moore Katen's forces. Regardless of which route they choose, their presence is sure to be noticed, if not a central factor to the conflict. Perhaps most intriguing of all is the fact that Warlord Rannus hasn't any idea who Penumbra Group is, or that they are in Kurlnova Sector. He is about to learn the hard way.

Captain Cirin Ronax

Type: Penumbra Group Leader

DEXTERITY 3D+1

Blaster 6D+1, Blaster: Blaster Pistol 7D+1, Blaster: Blaster Carbine 7D, Firearms 5D, Brawling Parry 5D+1, Dodge 6D, Dodge: Blaster 6D+2, Grenade 5D, Melee Combat 5D+1, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 3D

Intimidation 5D+2, Survival 5D+2, Languages 3D+2, Planetary Systems 4D, Streetwise 5D, Willpower 5D

MECHANICAL 2D+2

Beast Riding 4D, Astrogation 3D, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 4D, Repulsorlift Operation 5D+1, Jet Pack Operation 3D+2

PERCEPTION 3D

Bargain 3D+2, Command 7D+1, Con 5D, Hide 5D, Persuasion 4D, Search 5D, Sneak 6D+1

STRENGTH 3D

Brawling 5D, Climbing/Jumping 3D+2, Lifting 4D, Stamina 5D+2, Swimming 3D+1

TECHNICAL 3D

Blaster Repair 3D+2, Computer Programming/Repair 3D+2, First Aid 4D+2, Demolitions 5D, Security 4D+1

Force Points: 2**Dark Side Points: 0****Character Points: 10****Move: 10****Equipment:** BlasTech DL-44 (5D), N'gant-Zarvel 9118 Carbine (5D+1), Combat Knife (STR+1D+1), 2 Impact Grenades (5D), Comlink, Survival Pack (two weeks rations, 3 medpacs, glowrod, 2 thermal flares, di-chrome shelter, breath mask, 15 meters syntherope, several spare power packs).

Cirin Ronax stands just under two meters in height, and has enough bulk and muscle to him to inspire fear in most hardened war veterans. Ronax's intimidating frame is supplemented by a pair of yellow eyes buried behind rough, meaty cheekbones and a

usually furious expression. He has black hair cut mere centimeters off his head, and his most obvious marks include a thumb-sized indentation in his left cheek and a wide scar that runs like a ribbon around his right forearm. He usually wears black utility pants with a matching canvas belt, a plain dark blue t-shirt, and combat boots. When in close proximity to Ronax, one can hear his gruff, barking speech and two distinct odors – when he is about to leave for a mission, it's gun oil, and when he has recently returned from a mission, he smells of carbon.

General Madine hand-picked Cirin Ronax to lead Penumbra Group, a move that has proven controversial for the general; Ronax was brought in for the assignment, and was formerly a mercenary. Many leaders (and even more subordinates) of the Alliance military don't quite understand Madine's reasoning for choosing a mercenary as the leader, especially considering the general's distaste for unprofessional soldiers. However, Madine has yet to be questioned on his judgment in the matter (though the subject is still a source of tension and he is well aware of it).

Ronax had been a mercenary for five years previous to his being picked up by the Alliance, and before that, he served in various militaries for ten years previous to that. In short, Ronax is a career soldier. He left the service of formal militaries because he felt they were too confining for his preferences. The rules and his methods rarely seemed to mesh well enough, and he grew tired of reprimands and other various punishments. What didn't make sense to Ronax was that he would perform his duties and fulfill all mission parameters to the letter, yet still be punished for doing it his way – he felt that so long as he produced, it shouldn't have ever mattered how it got done. His methods were not exceptionally violent or unacceptable – they were simply different.

Ronax exercised the ability to perform missions in a free-from environment for years, learning new techniques, skills, and tactics. He became somewhat of a commodity amongst the mercenary groups of the galaxy, hired on to lead skilled units then hired away for more money to another unit. Ronax went where the money was because he found that those that paid more allowed him to lead better soldiers, and that was all he wanted. In campaign after campaign, Ronax excelled, building a name and ensuring he was in demand at every moment in time.

Ronax is highly skilled in many areas, by virtue of being a mercenary (as mercenaries see battle constantly as opposed to most military forces). His strength is leading soldiers and using their talents to the maximum, often pushing them beyond their envelope of skills to achieve even greater results. When he was a mercenary, it was considered a terrific and privileged opportunity to serve under him; it was known that a soldier under Ronax was a soldier under constant and uninhibited development. In terms of commanding the battlefield and performing very difficult missions, Ronax has become synonymous with results.

Lieutenant Warian Namingha

Type: Penumbra Group Infiltrator

DEXTERITY 3D+1

Blaster 5D, Firearms 5D+1, Firearms: Czerka Adjudicator 6D+1, Brawling Parry 4D+1, Dodge 5D, Melee Combat 5D+2, Melee Parry 5D+1, Thrown Weapon 6D+2

KNOWLEDGE 2D+2

Intimidation 3D+2, Survival 4D, Streetwise 4D+2, Willpower 3D+1

MECHANICAL 2D+2

Repulsorlift Operation 4D+1

PERCEPTION 3D

Bargain 5D, Command 4D+2, Con 5D, Hide 5D+2, Search 4D+2, Sneak 6D+1, Sneak: Urban 7D

STRENGTH 3D

Brawling 3D+2, Climbing/Jumping 4D, Stamina 3D+2

TECHNICAL 2D+2

Security 5D+2, Computer Programming/Repair 3D+1, First Aid 3D+1, Demolitions 5D

Force Points: 3 **Dark Side Points:** 0 **Character Points:** 7 **Move:** 10**Equipment:** Czerka Adjudicator (3D+1), 5 Throwing Knives (STR+1D), Detonite Tape (2 strips; 3D each), Shadowsuit (+2D to *Sneak*), Snooper Goggles, Sensor Scrambler, small assortment of lockpicking devices (+2 to *Security*), Comlink, 4 spare clips for Adjudicator (4 rnds. Each).

Warian Namingha has straight, black hair that falls just below his shoulders. He is a human with dark brown skin and a very intent look on his face. Of barely more than medium build and about 1.8 meters tall, he prefers utility pants and flannel long-sleeve shirts. He wears his hair in a tail at all times, and sometimes is seen wearing a skull cap wrapped down to his ears. Namingha wears one earring in his left ear, but never on missions.

Warian Namingha's skills in snooping have created a legend among others in SpecForces. He entered the Alliance military a few years ago, and his background file is sealed. Namingha will readily tell anyone he trusts about where he was and what he did before the Alliance, but he only trusts his fellow members of Penumbra Group and General Madine. Otherwise, it's obvious he was either some sort of mercenary or (more likely) an exceptional thief. General Madine's choice of Namingha was an obvious one – he is simply at the top of his field.

Namingha excels at sneakiness. He would practice in the barracks of his previous unit, showing up in rooms without anyone realizing the door even opened. He managed to unsettle everybody around him, but his commander enjoyed it. He would tell a complaining trooper, "Well, if you were more alert, he wouldn't have gotten the drop on you." He believed Namingha kept the troops on their toes, but he was wrong. No man is alert enough for Namingha.

Namingha's skills are added to by a quiet, polite, and introspective attitude. He respects his superiors and treats his equals with heart. Often, he's found relieving a janitor late in the evening, finishing a task so the laborer can knock off early. Namingha sets about his duties with methodical planning and finishes with impressive completeness – he often thinks of things to accomplish that only seemed important in retrospect to others. At base or on leave, he is pleasant, subtle, and not above a periodic practical joke for some light humor. He strikes most as very intelligent, able to hold a conversation on just about anything, showing his interest in a wide variety of subjects. Occasionally, Namingha can be seen in the common area, eating his lunch slowly while reading.

In the field, however, Namingha is straight and hot. He becomes intensely focused and his reflexes increase. He moves through his targets with disturbing efficiency, usually allowing little more than a shadow to those who are in his way, and a trail of knives embedded in necks behind him. Namingha is the last person to be egotistical or overconfident – but he knows he can't be caught. So far, he's proven his worth in times where most others would fail or even decline the mission. In all, he is a powerful asset to Penumbra Group, contributing very much to their deadly reputation.

Lieutenant Terense Gi

Type: Penumbra Group Pilot & Procurement Officer

DEXTERITY 3D

Blaster 5D, Brawling Parry 3D+2, Dodge 5D, Melee Parry 3D+1,

KNOWLEDGE 2D+2

Survival 3D+1, Languages 3D, Planetary Systems 6D, Business 3D, Business: Smuggling 5D, Streetwise 4D+2, Value 4D, Willpower 4D

MECHANICAL 3D

Astrogation 5D+2, Communications 5D+2, Repulsorlift Operation 4D, Sensors 5D+2, Space Transports 5D+2, Space Transports: BR-23 Courier 6D+1, Starfighter Piloting 4D+2, Starship Gunnery 5D+1, Starship Shields 4D+1

PERCEPTION 2D+2

Bargain 5D, Command 4D, Con 4D, Hide 4D, Persuasion 4D, Search 4D, Sneak 3D+1, Gambling 3D+2, Forgery 3D

STRENGTH 2D+2

Brawling 3D+1

TECHNICAL 2D+1

Computer Programming/Repair 3D, First Aid 3D, Space Transports Repair 4D+1, Space Transports Repair: BR-23 Courier 5D+1

Force Points: 2

Dark Side Points: 0

Character Points: 10

Move: 10

Equipment: BlasTech DL-18 (4D), Combat Knife (STR+1D+1), Combat Jumpsuit (+2/+1D), Comlink, Glowrod.

Terense Gi looks like an all-around normal guy, with the exception of a terribly eager smile most of the time. Gi is about 1.8 meters tall, with a slender and very athletic look. He is particular to bright, multi-colored shirts with loud prints and casual slacks, but on missions he is more than happy to be in camouflauge. He wears his combat jumpsuit underneath his casual clothes when he ventures out for supplies. Also part of his attire would be a floppy billed cap and an attractive wristchrono. His brown hair arranges itself in clutches, falling down to his collar all around his head – somehow it looks a little stylish, but for the most part, a mess. Some say he has a shoe fetish as he will wear the same pair of shoes until they themselves get off his feet and throw themselves away, so usually he can be found in the same tattered footwear. Past that, some patchy stubble and a funloving mouthful of teeth are the norm for Gi.

Terense Gi comes to Penumbra Group with a long and involved background in piloting and procurement. For many years, Gi plied the spacelanes in a variety of occupations, including shipping, scouting, and smuggling. He became reasonably familiar with a wide variety of ships as well as the majority of the galaxy's major routes and minor hideouts. Gi is very much accomplished in most aspects of piloting, and has turned out to be a rather nice smuggler.

Gi offered his services to the Alliance because he found he was fighting the Empire in whatever he did. For the Rebels, he signed on with a privateer outfit and helped them immensely with his varied skills. Afterwards, a short stint in scouting for safeworlds had Gi restless. He moved to SpecForces (a transfer that took a while) and began flying combat cover and ground support missions, as well as boarding actions – that's when General Madine caught up with him. Madine had followed Gi through his two years with the Alliance. Gi's records indicated he accepted authority reasonably well, and most importantly, excelled in every task that was given to him. Madine assigned him to Penumbra, and for Gi, it wound up being a match made in heaven.

Gi had become worried that he was running out of interesting and new things to do in life – until Penumbra came along. The assignment was a tall order; transport this group through mission after hair-curling mission, keep the ship in proper order without knowing when you'd make port next, supply both the ship and the group while in the field, and participate in very risky, highly dangerous missions. Gi was up to it, feeling that this would propel him in the direction he wanted to be in. Sure

enough, Gi is very pleased with the turn of events. He enjoys the unparalleled camaraderie he shares with the other members of Penumbra, the combat and supplying always keeps him on his toes, and there is an exceptional sense of accomplishment he just can't get away from.

Gi is a rather simple character. Gi is the first person in adverse times to stand up and declare that nothing is impossible and "we can do it" – he is hands-down the group optimist. He enjoys conversing with others (sometimes called a chatterbox) and loves working on his ship. Flying is his primary passion, but running around to find that power converter or trying to dig up 5 kilograms of some obscure explosive keeps him excited. Gi is careful and very street-smart – this is the key to his success as a procurement officer. Otherwise, he's rather handy in a gun battle, and happens to be a sucker for small games of chance. Gi never goes overboard with betting, finding the thrill in the game rather than the money.

The following are the game stats for the "Failsafe," Penumbra Group's mission vessel.

"Failsafe"

Craft: Republic Sienar Systems BR-23 Courier

Type: Modified Long-Range Troop Transport

Scale: Starfighter

Length: 20.7 meters

Skill: Space Transports: BR-23 Courier

Crew: 1, gunner: 1

Passengers: 8

Cargo Capacity: 20 metric tons

Consumables: 2 months

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D+2

Space: 6

Atmosphere: 330; 950 kmh

Hull: 3D+2

Shields: 2D

Sensors:

Passive: 20/0D

Scan: 40/1D

Search: 80/2D

Focus: 2/3D

Weapons:

2 Twin Blaster Cannons

Fire Arc: Turret

Skill: Starship Gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

Lieutenant Liovan Jarvir

Type: Penumbra Group Tech

DEXTERITY 2D+2

Blaster 4D+2, Dodge 4D

KNOWLEDGE 3D

Survival 3D+1, Languages 3D+1, Willpower 3D+1

MECHANICAL 2D+2

Repulsorlift Operation 3D+1, Sensors 4D+1

PERCEPTION 2D+2

Hide 3D+2, Persuasion 3D, Search 3D+1, Sneak 3D+1

STRENGTH 2D+2

Brawling 3D+2, Stamina 3D

TECHNICAL 3D+1

Armor Repair 4D, Blaster Repair 3D+2, Capital Ship Repair 3D+2, Capital Ship Weapon Repair 3D+2, Computer Programming/Repair 6D, Droid Programming 5D+2, Droid Repair 5D, First Aid 3D+2, Ground Vehicle Repair 3D+2, Repulsorlift Repair 4D+2, Starfighter Repair 4D, Space Transports Repair 5D, Starship Weapon Repair 4D+1, Demolitions 5D+1, Security 6D+2

Force Points: 2**Dark Side Points:** 0**Character Points:** 12**Move:** 10**Equipment:** Modified BlasTech DL-18 (4D+1), 1 Smoke Grenade, TechPac (2 FastFlesh Medpacs, Medisensor, ChemSniffer, Comm Scanner w/ integrated comlink, Sensor Scrambler, Lock-Breaking Kit, MicroThrust Computer [3D power, 15D memory], 1 Spear V Computer Spike, small assortment of standard tools, spare energy packs, glowrod), Utility Webbing.

Liovan Jarvir has a narrow face housing two black, beady eyes, a pouting mouth, and a small, sharp nose. His dark blond hair is cut very simply and short, revealing a very small ears. He has narrow shoulders and occasionally carries himself with a stoop. Jarvir stands at 1.7 meters and has a rather slight build. He normally is seen wearing multi-pocket clothing (usually full of items) and an expression of intense concentration.

Jarvir comes from a background of family wealth. He joined the Alliance to enrage his father, who refused to pay for him to attend a technical school on Coruscant. After a while, Jarvir realized he had done the right thing after all, because once realizing the true evil of the Empire, he couldn't see himself working on their capitol world for them. Happy to be supporting the Alliance, Jarvir carved out a fresh world for himself with his fellow rebels. His high technical aptitude was seen from the start and encouraged – the Alliance even sent him to a small school in the Outer Rim. Jarvir snorted at the concept of going to an Outer Rim academic center (“an oxy moron” is what he called it), but attended anyway. Much to his own surprise, he learned a great deal, and after several years of service aboard fleet vessels, smaller support craft, and in important facilities, Jarvir became a substantial asset to the Alliance technical personnel.

When General Madine requested Jarvir's presence and told him what he was offering, Jarvir refused. He felt the suggestion of working with mercenaries was terribly insulting and far beneath his value as a soldier. Madine pressed the point, but to no avail. So, the general assigned Jarvir to Penumbra Group, telling him he needed to work on his interpersonal skills (and his ego, while he was at it). Fuming, Jarvir showed up with no choice, and discovered he was into the most difficult assignment in his life.

Jarvir didn't get along with the mercenaries of the group, and barely made any headway with his fellow SpecForcers. During shakedown, he was difficult to communicate with, obstinant, and rather outspoken on what he thought of others. Just before being deployed, Penumbra Group Leader Ronax took Jarvir to the mess hall alone for a small “chat.” Afterwards, Jarvir wasn't heard to mutter a single insult or complaint for several weeks and complied with everything he was told. He even began making advances toward bettering his relationships with the other members – a task indeed considering his scathing past remarks.

It didn't take long for Jarvir to fit in. He has a tendency to be grouchy and feel a little beaten when the odds are against him – he's the pessimist of the group. However, everything changes when on-mission. Jarvir is intense and precise in everything he does, and there isn't a soul who can deny that he is a master of anti-security measures. His naturally deep curiosity about anything mechanical or

technical has granted him the skills to fix or fiddle with any sort of machine, vehicle, computer, or droid – usually with wonderful results. Jarvir is getting more and more comfortable with the group and their missions, and as of only mere months into their deployment, he can't really see himself without them. Whatever Ronax told him, it worked – for Jarvir and for the rest of the group.

Lieutenant Yemi Delanon

Type: Penumbra Group Weapons Specialist

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3

Dark Side Points: 0

Character Points: 12

Move: 10

Equipment: Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Yemi Delanon is appropriately sized for her assignment as weapons specialist – 1.6 meters tall, with bulk and strength. She has only a hint of a feminine figure, having taken to heavy combat and infiltration clothing, utility boots, and packs dotting her body from shin to shoulder.

Yemi was a “nasty surprise,” according to her parents. Growing up was more challenging than being lit afire at times, and she promptly arranged to be shipped off to an off-planet boarding school within her mid-teens. Her studies suffered as she mixed with persons and activities that were less than academically compelling.

After an extended period of wandering until her early twenties, Yemi joined the military of a distant sector, acquiring procurement and weapons proficiencies. Her military career lasted five years, until her unit was wiped out in a poorly-planned mission. She turned down her re-task orders, opting out with modified honorable discharge. Her travels took her off to other systems, hiring out on short security stints.

A weapons dealer hired her, training her in additional skills on rigging and maintenance. She got more than enough time on all sorts of combat devices, from pistols and grenades to light artillery and mass-detonation packages. Her marksmanship also increased at this time.

Until Penumbra Group was formed, Yemi was working as a handler/appraiser for the Guild of Armorers. When approached, Yemi pondered her possible switch to the Alliance. Feeling unfulfilled spurred her toward accepting the task.

So far, Yemi enjoys her place with Penumbra. Having a merc leader seems to help tone the group more toward a collaborative and casual environment during

downtime. Also, the SpecOps arrivals aren't so bad either. She has found herself a veritable wolfpack of trusted comrades who value her just as much as she values them. In the field, Penumbra has found a terrific operative and weapons specialist in Yemi – off-duty, they've found her to be quite close to perfect.

Lieutenant Voyig Mincs

Type: Penumbra Group Survivalist

DEXTERITY 3D+1

Archaic Guns 3D+2, Blaster 5D+2, Blaster: Blaster Pistol 6D+1, Bows 4D, Firearms 4D+2, Brawling Parry 4D, Dodge 5D+1, Grenade 4D, Melee Combat 5D, Melee Parry 5D+1, Running 5D, Thrown Weapon 5D

KNOWLEDGE 2D+2

Intimidation 5D+2, Survival 6D+2, Survival: Arctic 7D+2, Survival: Jungle 7D, Survival: Desert 7D, Alien Species 4D+1, Bureaucracy 4D, Cultures 5D, Languages 5D, Planetary Systems 5D+1, Streetwise 4D+1, Value 5D+2, Willpower 6D

MECHANICAL 3D

Beast Riding 5D, Astrogation 6D+1, Capital Ship Gunnery 5D, Capital Ship Piloting 6D, Capital Ship Shields 5D+2, Communications 5D+2, Ground Vehicle Operation 5D, Hover Vehicle Operation 4D+1, Powersuit Operation 5D, Repulsorlift Operation 5D+1, Sensors 5D+2, Space Transports 4D+2, Starfighter Piloting 3D+2, Starship Gunnery 5D+1, Starship Shields 5D+2

PERCEPTION 3D

Bargain 5D, Command 7D+1, Con 5D, Hide 4D, Persuasion 6D+1, Search 6D+1, Sneak 5D

STRENGTH 2D+2

Brawling 3D+2, Climbing/Jumping 3D, Lifting 4D, Stamina 6D, Swimming 4D+1

TECHNICAL 2D+1

Blaster Repair 2D+2, Capital Ship Repair 3D, Capital Ship Weapon Repair 3D, Computer Programming/Repair 3D, Droid Programming 3D+1, Droid Repair 3D+1, First Aid 4D+2, Ground Vehicle Repair 3D, Repulsorlift Repair 3D+1, Space Transports Repair 3D

Force Points: 3 **Dark Side Points:** 0 **Character Points:** 12 **Move:** 10**Equipment:** Blaster Pistol (4D), Vibrodagger (STR+2D), Heavy Clothing, Comlink

Voyig Mincs is the type of being that compell others to cross the street rather than walk past. Mincs stands 1.7 meters tall, tightly built and heavy at the arms and legs. He is clearly an outdoorsman, favoring olive and tan camo outfits with as much assorted gear that's reasonable to attach about himself.

Mincs' history is essentially untold. What is known about him could fill a datapage. His records start when he exited a special forces mercenary unit in the Mid-Rim region. It is believed his previous records were wiped out by that very outfit to protect him while operating with them. Past that, his appearances have been sporadic at best. Mincs usually showed up in a starport or two every six standard months, apparently disheveled and emerging from a local forest, jungle, or arctic wasteland.

Mincs obviously favors all natural environments. He is reclusive, but mostly with those outside Penumbra Group. He clearly understands things like "objectives" and "group effort," and shows it by preparing and guiding the unit carefully through all natural terrains. His affinity for the rugged and unspoiled shines through on all missions, and Penumbra Group has taken to pathfinding their way through natural terrain toward a target as often as possible, knowing Mincs will deliver them soundly. It also helps that he grills a wicked bantha steak and can pass a blaster bolt through a landspeeder window at 300 paces.

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