

STAR WARS[®]

Kurlnova Player's Guide

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Chapter One: Welcome to Kurlnova

Kurlnova Sector is a region of intrigue and opportunity – a paradise of adventure. Hewn from a traditional society and the economic might of raw material, the sector has grown to be a considerable power in more ways than one. The single, deadly secret that Kurlnova envelops may prove to be its key to total power, or the undoing force for a rich legacy of conspiracy and control.

Though the question of who is in control and who isn't may be unanswered, the ultimate result may very well rest with you. Will you choose a side and fight your way to victory? Or maybe you will remain neutral, in an attempt to reap the sector's many opportunities and escape unscathed. Whether or not you can resist Kurlnova's unquestionable beckon to the adventuring spirit is perhaps the greatest question of all.

Overview

Kurlnova Sector lies very distant from the Core, at the very edge where the Outer Rim meets the unknown frontier of Wildspace. Initially, an indigenous species (now known as the Madaren) rose to reasonable development. That is, until colonists from the inner part of the galaxy arrived.

The priority for the newcomers was to control the system, diminish the opportunity for the indigenous race to have any real power, and isolate themselves from the galaxy proper. The colonists came to the sector carrying with them thousands of years in history and traditions. Their notion of government and authority revolved around a set of deities, with certain families being blessed by these gods to represent them to the rest of the civilization. The tradition also included a very ethno-centric point of view; as a result, the Madaren were subjugated and brought into pseudo-slavery under the colonists. Until recent events, this system has survived intact.

The sector is mired in nebula clouds, most of which are able to accommodate tens of systems. Avoiding the swallowing effect of Kurlnova is a challenge that continues to this day. What few hyperspace routes that Kurlnova has are heavily travelled, due to the impossibility of creating additional paths through the nebulae. Though most systems have been populated, there are still a handful of areas that are known to hold viable planets yet are difficult to reach (or simply contain nothing of commercial value).

Commercial ships establish the great majority of the traffic since Kurlnova, in recent years, has become the end of a heavily productive trade route, the Liff-Qoapum Trade Run (or "the LQ"). As the LQ's distant terminus, Kurlnova serves as the master point for raw materials, travelling down mid-route to processing and manufacturing systems in the Outer and Mid Rim regions. Soon after, the LQ marries with the Corellian Run Trade Route at the border of the Mid Rim and the Expansion Regions. Goods flow into the Corellian Run toward the Core, only to bounce back credits and start the process all over again.

Kurlnova holds over twelve systems. Though numerically small, most hold incredible economic significance. Hundreds of industries ply the lanes and skies of Kurlnova's territory feeding off of one of the galaxy's largest transient labor populations. Despite being so distant from major population centers, Kurlnova is a bustling region. It's primary resource to offer is the raw materials, but having so many services and industries available has made it a recent favorite for scouts and colony ventures heading outward. Supplies and manpower, as well as other forms of support, feed those seeking new territories in an unceasing attempt to push the boundry ever further.

Chapter Two: Kurlnovan Culture & Government

A Short History

Many millenia ago, the region finally grew out of it's tumultous transition from dust and debris to a partially recognizable system group. Small clusters of planets begun to cling at the edges of vast nebula clouds, littering the corridors that wove among them. For at least 25,000 years the nebula clouds have remained reasonably stable and predictable, according to astronomical measurements.

The first sentient beings on the scene were the still-existing Madaren. Their record of history falls back over an estimated half-million years ago, retained through stories and anecdotes, yet their presence in Kurlnova can only be verified at beginning around 20,000 years ago. The Madaren will tell you their race rose from another dimension of similar proportions, escaping through a reed-like plant from a world "below." Xenoarcheologists contend that they are the remnants of a once great civilization that migrated from points unknown. This is the standard scientific excuse for not being capable of explaining how a race has history dating back thousands of years before their verified first presence in a region.

The Madaren continued their existence in one of the local systems for many centuries, never having achieved space travel. That is, until colonists coming from the inner regions of the galaxy interrupted their entire civilization.

Roughly 10,000 years ago, when the galaxy's populations were involved in expansion outward from the Core, a society existed in the colony regions. This society, whose records are now long lost from public record, was ravaged by a disease and subsequently overtaken by a neighboring power. The disease was suspected to be a form of biological warfare, released upon them to drive them into destruction.

The governing body, a group of royal families, formed a colonial armada and launched for territories beyond known space. Their hope was to settle another region and rule it unfettered by others. Their journey terminated in what is now Kurlnova Sector.

Upon arrival, the Madaren and the colonists engaged in a struggle for power. The colonists, being better armed and slightly more determined in nature, won the bid for control and settled several systems. They relocated the Madaren to a seemingly useless system that lie at the edge of their newly-declared region of space. Many were enslaved and retained as labor.

Kurlnova was named after the society's god of creation, and the region was chosen for it's difficult access. The colony leaders reasoned that being unavailable would discourage conqueurers. A mild strain of the disease which decimated their homeworld populations followed them, despite intensive health safety attempts. The new strain was thought to have carried over in foodstuffs; luckily it was a less virulent and destructive off-shoot, allowing the Kurlnovans to treat it with reasonable success. The disease, which remains to this day, never had any affect on the Madaren.

For thousands of years, their populations grew and spread across more systems to fill a reasonable amount of the sector. Raw materials were mined from the nebula clouds and regional planets for use in constructing their small empire. Enterprising royal families convinced the familial council to permit the beginnings of what became

a strong material export machine. Trading with neighboring regions occurred, yet visitation to their sector was disallowed.

The intent was to retain their power and privacy, as well as contain the disease in their sector (they realized this could rapidly become a point of contention between neighboring powers and themselves). The Kurlnovans were afforded this luxury by virtue of their protective nebulas, which produced only one viable hyperspace entry into the sector.

As the general galactic population increased and continued expansion, the Outer Rim territories came to be better known, with Kurlnova Sector lying at the very edge and almost spilling into the Frontier. Old Republic records can be recovered on the sector, but such a search would yield nothing but the fact that the Senate was aware of the sector and demanded taxation. For lack of resources, the Senate could not justify enforcing taxation due to the difficulty and distance of Kurlnova. The sector was permitted to drift into obscurity while the rest of the galaxy busied itself with more pressing matters closer to the Core.

When the Empire rose to power, Palpatine ordered a search for all mineral-rich regions to fund his intensified militarization – Kurlnova came to the surface once again. As with numerous Outer Rim regions, the Imperial Navy set out to bring each region they needed under control. When they came to Kurlnova, they were met by seemingly inept bureaucracy and a sector prime for the picking.

The Imperial emissaries became aware of the disease found in the sector. Knowing it affected humans and many other species, it first wanted assurances that the disease would not spread from Kurlnova. Since there was already a quarantine system in effect, the Imperials felt it safe enough – they couldn't care less about the affect on the cheap labor that entered the sector.

In reality, Kurlnova had the ability to resist the Imperials at least for a decent amount of time; they weren't as benign as they displayed themselves to be. However, they preferred peace and prosperity, and most important, maintaining the status quo for the royal families. In a shrewd move, they negotiated full rights to their minerals in exchange for allowing their government to continue ruling the sector. They reasoned they could remain in power, and at the same time make a killing on shipping.

Not interested in binding up yet another several garrisons and creating another possible hotspot in the bargain, the Empire agreed to leave behind a small detachment of troops and a governor-aide of sorts that would report back to Coruscant and aid in the transactions for minerals. Also figuring that there already existed an authoritarian hierarchy of similar function to the Empire, they decided to use that to their advantage. The Imperials appointed one of the leading royal families, the Fahst house, to head the sector, naming Courgin Fahst the Moff of Kurlnova. Until recently, Kurlnova settled itself into another age of silence and profit.

The Kurlnovans

Kurlnovan architecture is exceptionally curious and exotic. Smooth lines and grandiose curves dominate as an overall theme, with defining circular and oval

shapes. Many believe their homeworld is the source of their inspiration, as the natural environment there is somewhat awe-striking. Kurlnovans will insist that they carried their distinct designs from their homeworld.

Average Kurlnovan males stand 2.5 meters tall. Their skins are a patchwork of thin pliable plating, each of a slightly different shade than its neighbors and measuring roughly four inches in diameter. Kurlnovan skins range from black to heavily dark browns, reds, or greens.

Their heads are a bowed fin-like shaft curving sideways from over one shoulder to another. Two thin eyes occupy opposite sides. An olfactory opening lies across the base of the front just where the neck begins, and their mouths rest where the neck meets their torso.

Their top sections are rotund and large, seemingly uncomfortable at first site. At the waist, the two legs fall behind them, meet a complicated joint, then arch with strong calves forward beneath them, ending in two wide triple-pronged hooves. Their two arms fall from their shoulders, wide and strong, ending in six-digit graspers. There are two opposing short digits, then four very long ones on each hand.

Kurlnovans speak in deep, abrupt notes. They are more than capable of pronouncing Basic. In fact, Kurlnovans are noted for their oratory skills. Their voices are typically ominous and they speak only when they have something of import to say – idle chatting is non-existent. When they speak, it will be in one of two ways: either they will answer a question succinctly, or express an inner thought or conviction for several minutes. It is expected of listeners to hear the speaker quietly, then consider their words carefully in silence for several moments. The next person to speak must address what the first said; failing to do so is considered a serious affront to a Kurlnovan (especially royals – this is the fastest way to anger the leading class).

Kurlnovan royals typically wear elaborate, thick robing, piling layer after layer on in a myriad of ways. Hoods cover their heads almost all the time, and they usually care not to touch anything directly – they will either have a grasper mechanism or direct someone to pick up something, etc. Kurlnovan royals are only seen in public on rare special occasions or emergencies; otherwise, most commoners can live out their entire life without ever actually seeing one.

The Shekker Epidemic

The disease that followed the Kurlnovans is called Shekker Cardiopopulous – “shekker” for short. Though it ravaged the Kurlnovan’s homeworld millennia ago, the form it takes in their sector currently is a very reduced and often benign virus. Despite its seeming mildness, it still is very dangerous to many other races and a large number of Kurlnovans with weak immune systems.

Shekker has been admirably contained by the Kurlnovan government. It has been successfully kept entirely off the Kurlnovan member-planets on the Liff-Qoapum Trade Run. This was accomplished through strict quarantine and customs checks for the disease at all entry points. When a ship arrives to an LQ Trade Run point, it goes through a standard customs procedure, which includes a careful search for signs of Shekker. It can be detected using a modified bioscan device, specially tuned to

search for genetic variants of the virus. Persons visiting systems within Kurlnova Sector that are off the LQ Trade Run are given booster shots to guard against infection, and are told to report to the nearest medical center possibly infected; they are not allowed back onto the LQ Trade Run until checked by an authorized customs physician, and quarantined for 24 standard hours.

Not a great deal is known about Shekker, except that many laborers have contracted the disease throughout the sector. Once that occurs, they are immediately quarantined, and not permitted to leave until either healed or dead. Scuttlebutt abounds through the shipping industry with a million versions of what Shekker does to a being, but the facts themselves are plenty disturbing.

The typical time from infection to death can be as little as 72 standard hours, or as much as two weeks. Those infected first experience convulsions, then a brief comatose state, ending with violent outbursts as the mind and nerve center deteriorates – death soon follows.

Apparently, there is a cure for the disease that is mostly successful, provided it's administered by a professional and as soon as possible. Antidote is kept under lock and key by select company health bureaus and at the medical centers on the capitol planet of Kurlnova.

Social Hierarchy

In Kurlnova, social place determines the path one's entire life will travel, and without question. The rigid structure that the colonizing families lived by survives to this day, with royals firmly entrenched in the privileged class and all others in a mode of lifelong subservience.

Kurlnovans have a deity-based government. Gods govern every aspect of life, from the natural elements to emotions and character. There are six gods, categorized by a combination of natural and sentient character elements, with one clan representing each god. One of the six clans presides as the top ruling family, with rotation of this position handled by rituals and ceremonies.

1. Soweur: This god includes the elements of water, movement, love, and sympathy.
2. Fahst: This god includes the elements of fire, erosion, conniving, and paternal will.
3. Lannua: This god includes the elements of wind, dust, learning, and personal introspection.
4. Ridect: This god includes the elements of lightning, snow, agitation, and belligerence.
5. Shibodol: This god includes the elements of clouds, night, understanding, and maternal will.
6. Tivate: This god includes the elements of frost, ice, fear, and intimidation.

First, and most important, the separation between general populace and the clans (considered as royalty) is absolute and unquestionable. It is unforgivable for commoners to associate with "persons of family" (clan members). The families rule oppressively over the general populace, holding property and high rents over the

mostly tenant farmers. Though the population is technologically enlightened, there seems to be little motivation for a populist revolt to overthrow the system. Women in the clan structure take a position of servitude in the royal family system, with the males becoming the center of power. Females in lay society remained equals with the common men.

When trading began with neighboring sectors, companies were permitted to enter and begin mineral extraction operations. When these companies wanted to extend their industrial operations, they had to deal with the family in power. That family allowed the companies to enter for hardly anything, knowing that with them would come cheap labor, which equalled cheap development, which in turn would provide the families with an even larger populace to rule (meaning far more power). The families further pushed the general population away from them, seeing their ranks swell with the "great unwashed" of laborers and unskilled craftsmen. This system endured until the Empire arrived.

When the Empire strolled into Kurlnova with several Star Destroyers, everyone thought this would mean the end of the royal families. All the different family houses vied for power against each other, trying to work into the good graces of the Empire. Conspiracies abounded and everyone was involved. Many families knew the true tragedy would not be if they lost the power of the entire sector, but that they could be removed entirely from their positions of privilege. The idea of being stripped of all status and wealth was terribly horrifying to them.

The Empire, seeing that an oppressive power structure was already in place, decided to allow the family system to endure and installed one of the current leading clan members (of the Fahst clan) as the Moff of Kurlnova Sector, then went away after leaving behind a few garrisons and a reasonable customs detachment to govern the shipping of the newly extended Liff-Qoapum Trade Run.

In general, the families and the general population sighed in relief when this happened, glad their way of life was not removed from them. Subjugation was not in their wishes, though curiously, the populace themselves was already under such oppression from the families. Soon after the Imperial interjection into society and the penetration of the LQ Trade Run, visitation to the sector was slightly relaxed. Mostly, a massive transient labor class began to exist to fund the industrial and shipping concerns in the sector.

The end result is a land filled with a "happy" peasant class, mixed with galactic interlopers from the trade run, transient laborers working limited stints with the industrials, and a moderate-income minority – past that, there are the families who hold themselves in the stratosphere of society, the god-clans.

At this point, the mass population and the families only communicate through members of society called Advocates - those who are allowed to speak for both sides. Visitors are assigned an advocate when they are entering the Kurlnova Center proper, to ensure that local customs and laws are observed.

The Kurlnovan Advocates

Between the lay society and the royal families rest a highly esteemed group called the Advocates. To become an Advocate is a long process of education in general

knowledge, some sciences, and literature along with a heavy emphasis on the family system, communication skills, politics, law, and etiquette.

First, a person may not elect to become an Advocate – they are chosen. Only a combination of high intelligence and exceptional humility will grant a youngster an election into the Advocate program; either males or females may be Advocates. After following successfully through the education program (which lasts six years), they are officially inducted into the position.

Advocates are not paid; conversely, they do not have to pay for anything. It is considered an honor to feed, clothe, house, and otherwise entertain an Advocate. Wherever Advocates go, they are allowed to eat and drink free of charge. They are treated with great respect. This is not to say they are treated as the royalty are; instead, they lead their lives more like humble students of the art of communication and etiquette. They do not participate in the consumption of improper substances, imodest living conditions, expensive tastes, or gluttony of any sort.

Communication between the general populace and the family members is handled by the Advocates. When a royal has something to discuss with a layperson, or vice versa, the interested party contacts an Advocate. The Advocate arranges for the two parties to meet, almost always in the royal quarters of the family. When the two parties meet, the Advocate first listens to the royal; if it is the commoner who brought an issue, the Advocate will first formulate a proper greeting on behalf of the commoner. After that, the Advocate conveys royal's reply to the commoner.

Following that initial exchange, the "discussion" commences. Each party says what they wish to say to the Advocate, who in turn conveys it to the other person. Despite the fact that the two discussing parties can hear each other quite plainly in a face-to-face fashion, this protocol is kept in strict order. This is to allow the Avocate to restate things more politely to a royal should the commoner speaking happen to not understand how royalty is to be treated.

Addressing a royal directly, especially in the case of an outburst, is terribly taboo and grounds for the immediate removal of the layperson and an end to that specific discussion; other punishments may occur that could last for a lifetime and affect the commoner's entire family. Also, for a royal to address a layperson directly is a thing of great shame and self-depreciation; familiy members doing so put their social place in the clan structure in danger of being taken from them. It is felt by the families that any member of royalty who sees fit to speak directly with a commoner must assume they share the level of the common being.

Visitors to Kurlnova Center (the sector capitol) are usually assigned an Advocate before they even disembark. They will provide to the visitors any information they need, as well as directions and explanations of the more popular local social customs. The Advocate will accompany the visitors wherever they go in Kurlnova Center, and are never to leave the visitor's presence. Visitors found without their Advocate are in peril, because this is considered a large infraction. The locals feel that all visitors should be accompanied by an Advocate to protect them from any possible violence, coming either from the locals or the visitors themselves, for it is felt that to commit an act of violence in the presence of an Advocate is terribly demeaning and a level of disrespect unparalleled.

Visitors not used to Kurlnova Center, and the experience of being chaperoned by an Advocate, find it stifling and sometimes terribly annoying. This will forever be a hard duty for the Advocates to endure, for they do their absolute best to represent Kurlnova in a polite, helpful and respectful light. When visitors are harsh with their accompanying Advocate, they are not offended – they are humiliated among their own. Mistreating one's Advocate in public may bring severe shame to that Advocate, endangering their reputation (which for an Advocate, is simply the only thing they have in life).

Government

The ruling class guides Kurlnova with as strict a hand as they deal with the common population. With the onset of the Empire, one may think their power was reasonably diminished – not so. Being completely uninterested with matters outside their sector, Kurlnova busies itself with ruling their own sector as harsh as tradition dictates.

Each clan has their own particular commercial and territorial concerns in the sector; all families reside on Kurlnova, the sector's capitol system. Each family has a "head of house," being the eldest male. Five of the six heads converge on a weekly basis to form the leading committee, called the House Senate. This ruling body makes decisions, determines results, and discusses possible future needs. In discussions, each family member represents the stance of the gods their families are "blessed" with.

Presiding over the House Senate is the Grand House, namely the head of the currently ruling family. Until recently, the Fahst House held this position for the previous sixty years. The Grand House can overrule anything that occurs in the House Senate, and may initiate laws and edicts without their counsel or approval. Though this rarely happens, it is usually a move made by the ruling house to ensure they remain in power. Naturally, these instances only serve to maintain the intense competition among the houses.

The Fahst House, currently the Grand House, is primarily involved in land ownership and some shipping concerns. Their holdings are of immense value, and have aided them in retaining power through sheer size.

The Shibodol House, formerly the Grand House before Fahst, is heavily entrenched in little more than shipping. Their shrewd business prowess and manipulative background maneuvers are credited to them snapping up much of the recent influx in shipping needs. They are known to have the most control over what happens in Kurlnova's neck of the Liff-Qoapum Trade Run.

The Tivate House possesses incredible holdings in mineral shares. So long as the systems can bear raw material, their wealth is certain. Though it is unknown to the general populace exactly how many systems they own, it is said that they personally benefit from 45% of the region's mineral transactions.

The Ridect House used to be the leading ruler of manpower, before the Empire entered the scene. Since, in the Imperial treaty, Ridect was forced to relinquish their monopoly on labor to a labor guild that wished to organize on behalf of the immigrant working class. The Empire made this move to avoid trouble between

Kurlnova and the neighboring sectors (where the majority of labor comes in and out from). This has been a point of contention for Ridect, who was left with little more than a few planets in land ownings and rights to a reasonable amount of minerals. Between their taxes and rents, they should barely be scraping by; however, for some unknown reason they are able to maintain vast riches (a point suspect by the other houses).

The Lannua House holds warehousing and local shipping contracts that provide them with comfort for the next millenia. In no city or planetary orbit can one find a Lannua port warehouse facility or shuttle service not present. Other houses joke among themselves that Lannua "picks up the detritus credits" of Kurlnova's enterprise, but the family shrugs it off easily as it counts it's monies and live well.

Finally, there is the Soweur House. This family's claim in the sector is quite simply energy. The fuels required to keep the container ships flying and the industries grinding is massive in volume, and Soweur provides every last bit. Their energy monopoly has raised many concerns in the House Senate many times, as all know that their ability to raise or lower prices have vast effects on the entire sector economy. Though they appear to be fair in action, they always ensure the threat of a price increase looms in the background when they present their wishes to the senatorial body.

The families marry among each other, with the daughter taking the name of the male's family. Upon marriage, a small portion of the daughter's family holdings is granted to the male's family. This is seen as a political gesture, as well as the marriage itself. During times of particularly hostile political battles, a flurry of marriages (or at least, proposals) occur. It's one of many ways the families see to each other, especially when a crucial senate vote or some other commodity is direly needed. The average house size numbers in the hundreds, with the Fahst House and the Soweur House numbering just under fifteen hundred persons.

Commoners: Traditions, Customs, and Beliefs

Little is known of the family house's inner-workings, but the common Kurlnovan population is rich in character.

The vast majority of Kurlnovans are rather poor, and live in a communal environment. Though their towns possess regular technologies found in the rest of the general galaxy, they are found sparingly. Kurlnovans simply can't afford to fill their territories with all the conveniences of modern life. Most have minimal starports, if at all, and few services. Travel is very uncommon and it is the rare Kurlnovan that owns a starship.

Transit is popularly done by foot, as few leave their town. Those that work the land around the town proper transport their goods into the community via pack animal (not too common) or mostly by a community shuttle of sorts. Most towns own several repulsorlift transports of varying age and condition, and are used sparingly and by all in the community only when needed.

The typical Kurlnovan homestead assumes one of two flavors. First is the "townman," whose family keeps in a cloistered tenement and works for a local business. Services are few, but still readily available if required. The townman

works terribly hard, with the mother and children at home to work the hearth for warmth and food. Housing amenities are rare, but can sometimes include central heating (at a rather high cost).

The second typical Kurlnovan, and the most widespread variety, is the "countryman." Countrymen have an allotment of land that can vary from a few diminished acres crawling up the side of a hill to a reasonably vast partition capable of producing 50 or more speedertruck loads of produce per year. If a small plot of land, the family upon it usually lives within a terribly modest home (hopefully near a source of fresh water). Other than farming implements, there is little of physical value. If on a large plot of land, the home can be rather large yet drafty and old. Outlying villagers may work the land for a share in the yield, or be hired on at a pre-determined annual price by the landowner. This landowner is far from a "lord" of sorts; rather, that family will work the land as hard as possible.

To all Kurlnovans, community is valued above all else. Treating each other well, with respect and reason, is paramount. There are no homeless or forgotten ones in Kurlnovan communities. If a person is stranded, in financial trouble or a terrible state of health, neighbors take on the responsibility of nursing that individual back to a state of self-sustainability.

Education is somewhat non-existent, as the commoner has no value for it. Literature is rare, but songs and stories are a popular pastime (as explained more below). Most children begin learning their father's trade early in age, and assume his position (or a similar one) once of age. Retired elders of the community enjoy a position of extra respect, as they assume the aura of "forefathers" – those that came before all. They are listened to closely, because they possess the most and best stories.

Stories are of great importance. They are the main vehicle for passing on information, news, and learning. Also, they are a prime source of information. In the evenings, villagers often rotate among each other's homesteads to gather about an elder and have a community chat. Questions are answered, and stories are told. Adventure stories allow the children escape from drudgery, while informational tales grant the adults with a better understanding of their political surroundings.

Kurlnovans are not heatedly bothered by the oppression of the royal families, but it is often a point of silent consternation. Revolts and such are out of the question, because Kurlnovans believe they have it well compared to the rest of the galaxy – or so they're told. The House Senate sees to it that they hear rampant stories of anarchy and severe depression concerning the other territories of the galaxy. Though Kurlnovans do indeed lack many societal problems, the concept of true freedom is more alien to them than any species or technology that could arrive in the sector. It's easy for it to stay this way, because outsiders without specific business in the sector are disallowed, and even if they get through, they never go to any of the commoner's communities – there's simply nothing there for the average galactic citizen.

Chapter Three: The Kurlnovan Economy

The Economics of Raw Materials

In Kurlnova, there is nothing more bountiful or valuable as the minerals. Whole systems drift in utter silence, filled with planets crammed to the crust with usable materials. It is said that it will take millenia to use the sector up, then after that there are the nebula clouds. Within these great galactic fogs, some rare gas operations have already begun, but are so little in number to be considered insignificant. The Kurlnovan ruling classes always state that once the sector is used up, they will simply move on. Commoners haven't any idea of this plan...

The list of minerals available are too many and varied to count. It is conceivable to supply the manufacturing and processing plants of just about any product out of Kurlnova's supply. It may have a limit on volume, but not on what can be found. Even some rare elements abound here, while scarce in the rest of the galaxy.

The economy of Kurlnova Sector is firmly based on raw material export. It allows them the money to finance the importation of militaries and luxuries. Luxury goods are a great favorite of Kurlnova's upper crust, and any ship entering the sector bearing specialties and rarities from Coreward is sure to have a market upon landing at the capitol.

Secondary to the raw materials is the need for shipping. With quadrillions of tons of material leaving the sector annually, it's all leaving on ships. Shipping companies established within Kurlnova do very, very well. Equally, many shipping points Coreward on the Liff-Qoapum Trade Run do nicely just receiving Kurlnova's product. Being along the way of such a heavily used portion of the trade route is more than enough to sustain entire systems.

Next to the materials and shipping is the energy required to keep the entire operation running. Starships, industrial equipment, warehousing facilities, labor housing, communications, inter-system shuttling, and administration all gather together to consume enough energy in one standard day to power an average sector for two or more months. Despite Kurlnova actually being a very small system in comparison to most, it's enterprises require the energy of sectors several times it's size. Delivery of that energy is crucial, as it is arguably most key to the economy. If the economy is interrupted, then the families have plenty to say (and even more to do about it).

Competition from neighboring sectors is almost non-existent, especially compared to Kurlnova's volume capabilities. Soon after they began exporting, they forced other concerns in the vicinity to go out of business, as their advantage of being directly on the Liff-Qoapum Tradr Run proved to be a backbreaker. As the credits dried up in other sectors, it flowed to and from Kurlnova. Those who had heard of Kurlnova's increasing wealth set up shop on one of a hundred systems down the LQ line, reaping the benefits of transit flowing toward and away from the sector. Before Kurlnova, the LQ was little more than an insignificant tributary; now, the sector's gross exports account for 19% of the entire run's economic flow.

As the Galactic Civil War rages on, so do the men and machines that power the Kurlnovan raw material engine. Production increased sharply with the rise of Palpatine. Along the LQ run, tens of military contractors set up facilities to accept materials coming from Kurlnova (or processed product coming from just outside the sector). Half-way between the Core and Kurlnova, this blossoming region of combat

equipment production has spawned rich hunting territory for supply-hungry pirates, privateers, and Rebel "procurement specialists."

All told, Kurlnova's importance to the Imperial war machine is reasonable enough to begin warranting a closer administrative eye. Losing raw material to the Alliance is not of great concern, since they admittedly lack manufacturing facilities to make use of the materials. However, enough wealth is running around in Kurlnova that it could be an easy and tempting target to privateers and businessmen with an eye for credits and an affinity for disguise and deception.

The Transient Labor Class

Most labor-intensive areas command the attention of wandering, hireable hands – Kurlnova is not only no exception, but in fact a great study in the location/labor relationship. The density of operations in the sector has created a absolutely constant staffing headache. Droids are used when and where possible, but sentient power is required for several reasons.

First, the cost of housing a sentient can be less than the cost of maintaining expensive, specialized droids – provided that housing is inadequate and unreasonable. Also, due to the high price of energy, it is often more cost efficient to retain live labor than use automatons.

For the laborer, Kurlnova is the place to be. There are always more jobs than beings available. The pay is steady, and will likely not run out. Also, for Outer Rim workers, the area is already overseen by the Empire which means a measure of stability. Otherwise, it could be an independent operation, enterprises which are often isolated and prone to failure on the fringe of the galaxy.

The flow of workers is constant and intense. Ships crammed from bulkhead to bulkhead with job seekers ply the entrance to the sector round the clock. Most labor shipments travel ultimately to either the Kurlnova system or Keejer, a major commercial center for Kurlnova Sector. Workers are hired, fired, and killed on the job every second of every day. Labor scouts abound, especially in Keejer.

A labor guild arose soon after the Empire introduced itself to Kurlnova. The Kurlnova Labor Guild (KLG) ensures the workers aren't tormented, unpaid, overworked, or abused in a myriad of other ways too much. It's success is dependant on it's short-staffed by highly competent and caring offices. Almost the entire labor class regards the KLG as a guardian waiting over their shoulder.

The companies and the House Senate consider KLG a little differently; since the get-go, relations have been strained among the three, with the KLG usually getting the brunt of any mischief. Though not organized and with clout enough to force many issues, the KLG realizes if they pick their battles carefully they stand a better chance; hence, the KLG doesn't approach the government of the companies unless they absolutely have to. Otherwise, they work among the labor population to aid in transit, relocation, benefits, and security.

Chapter Four: Opportunities for Characters

The following is a brief overview of opportunities in Kurlnova for each character type, and covers most template types found in the game books. This is intended to be a

guide for players to determine their possibilities in Kurlnova Sector; notes are provided, and possible adventure hooks are included where possible. Due to the time period that Kurlnova Sector was prepared for, New Republic templates are omitted. The "Tough Native" is omitted; I figure one could simply be one of the Madaren. Last, the "Ewok" template is omitted, because I can't stand it.

The templates discussed can be found in *Star Wars: The Roleplaying Game 1st Edition*, *Star Wars: The Roleplaying Game 2nd Edition*, and *Star Wars: The Roleplaying Game 2nd Edition Revised & Updated*. The templates are listed in the order in which they appear as indicated above, book to book. Where templates overlap through these books, they are only discussed once in this guide. The list does not include specific character types found in *Star Wars: The Roleplaying Game* by Wizards of the Coast®.

Alien Student of the Force

Knowing that Jedi may be found in hiding among the far-flung pockets of the Outer Rim, you might venture here in search of a trainer. Perhaps authorities caught on to your Force abilities; though fledgling, you realize you are in danger of being incarcerated and hop the first shuttle to escape. You wind up getting on a labor ship bound for Kurlnova.

Arrogant Noble

For some reason, the Core has gone mad. For the stars, you can't understand why all this civil war is going on. You've heard of a fine set of royals in Kurlnova, and a vacation sounds nice. Though it's rather distant from the fashionable society of the Core, some fresh air and a different monarchy may be just what you need to get away for a while. Being of the landed class, you're sure they'll welcome you with open arms as a kindred spirit.

Armchair Historian

You may have heard about Kurlnova in an old military holovid, or possibly a documentary on commerce. It sounds interesting enough, and might be a good place to lie low if needed/desired. There are certainly interesting points in the sector, with a lot of uncovered information waiting for the curious to locate it. You might want to be that person – after all, you still need fodder for that book you'd like to write (eventually).

Bounty Hunter

The recent unrest has caused criminal activity to increase. Also, since the Empire stepped in, Kurlnova experienced a large increase in transient population which only means one of two things in your business: it's a good place for organized crime and a great place to hide. The bounties seem high there, and it's worth the trip (just as any other target-rich environment).

Brash Pilot

Work has been drying up left and right, with the civil war putting the squeeze on commerce and shipping. You've heard there's plenty of work to go around in Kurlnova. If you're inclined to fly military missions, such a hotspot usually has positions available. There's always going to be pirates, privateers, and the occasional Rebel recruiter wandering the local cantina – might be a good place to find a paying cockpit.

Failed Jedi

Kurlnova sounds like a nice place to get completely lost and still pull a meager paycheck for it. The mines are always hiring, and you've got to get away. You can't stand staring at the success of others – it seems like everyone else is making it but you. It's possible you could make a mark there, even run into another Force sensitive. But let's face it, Kurlnova is probably your last, best chance at something.

Gambler

The gaming centers in the captiol system have been beckoning – if they'll let a commoner like you in, that is. After that trouble in Portmoak, you wouldn't mind getting out of sight for a bit. Besides, with all that shipping going on, there's bound to be a dozen thousand bars to flex your skills in, and grunt laborers are always looking for a chance to hit it big. All you see is easy targets...

Kid

Your parents may have sent you to a work camp to straighten out, or they may have been investigating jobs to support their family. They may have even sent you to the mines to help support back home. Maybe you wandered onto the wrong shuttle in Drev'starn and got off at Keejer. Either way, Kurlnova seems dirty, scary, and very far from anything you're familiar with. Might be time to find some others in the same position and then figure out what to do next...

Laconic Scout

You've heard of Houldut, and Project Intrepid, the scouting outfit at the far end of Kurlnova. Scouting off a base planted right at the border of the Frontier appeals to you, as does being independent. You will certainly find others of your own kind, which might be nice. Also, you know the Empire won't bother that scouting outfit at all, because they're too stretched to fiddle with "two-credit adventurers." Sounds like your kind of place to dig in, stretch out, and scout like you were meant to.

Loyal Retainer

Your Lord may be travelling to Kurlnova in search of a treaty between their region and yours – you'll be expected to tag along as head of his entourage. Also, a member of nobility that you serve may be on a wild bantha hunt, seeking out an escaped traitor who fled to Kurlnova. Or, you may have been released from duty early in life upon the death or overthrow of the royal family you were indentured to; now, having only the skill of servitude, you seek out the families of Kurlnova in hopes of finding a niche in a royal atmosphere again. Whether or not they'll entertain your proposition has yet to be seen.

The Merc

The Moff is hiring, and you're one of the best. Also, Kurlnova being the hotspot that it is, that's rich territory for any mercenary. You may have heard that one of the companies is seeking security officers to chase down rogue employees trying to escape contracts. Or, you might have Rebel sympathies, and heard from a Rebel you know that they're trying to get foothold in Kurlnova – maybe you'll head in there and see if they need a hand. One thing's for sure, with all that politicking and military buildup in such a wealthy region, there's sure to be a paycheck just waiting for you.

Minor Jedi

You are seeking what may be a myth, but worth investigation – Jedi in hiding. You want to join them, train with them, and participate in rising again to their former glory. You're scared and could use others that can identify with you, and you've definitely heard the rumors about Kurlnova and Jedi. It's a great hiding place, which make you convinced that someone is there for you. Now, how to find them...

Mon Calamari

You may have been sent by the Alliance, disguised as a worker, to assess the mineral wealth of Kurlnova. Or, you might be investigating a certain company for the possibility of providing shipment information to privateers. Your knowledge of shipbuilding might come in handy here, after having worked at the shipyards of your own homeworld – after all, few places have such a dense environment of shipping as Kurlnova.

Old Senatorial

To be rid of the old guard, Palpatine may have sent you on a fool's errand to Kurlnova. You are told to negotiate a commercial treaty with one of the families on behalf of an Imperial-affiliated arms manufacturer. You realize what's really going on here – you're seen as washed up, and a liability in political circles. You've heard the Alliance is easily found in the outer reaches of the galaxy, and you might give them a try. Or perhaps the Kurlnovans could use one more bureaucrat in the ever-growing enterprise.

The Outlaw

Some crime lord is making a big scene in Kurlnova. What was his name? Shuedok? Whatever. All you know if you have skills that can draw a healthy paycheck from any scum circus, and you're willing to go to the end of the trail to get the big bucks. Maybe you're running from your last employer, who you crossed either intentionally or not. Perhaps you're tired of pulling petty jobs for bantha feed, and it's time to get a slice of the pie. Either way, you know the rumors are true – Kurlnova has a lively underground, and there's credits awaiting your arrival.

Pirate

You've cashed out of your last crew, on to better things. Time for a change of scenery. Possibly your last venture washed out – too many Imperials and that last battle left more scars than bragging rights. Perhaps you've had a disagreement with your last crew, and they voted you off (for the better, you figure). Maybe you heard that the local crash-bang crew of the lanes up in Kurlnova, the Kurlnova Pirates, is looking for a few dark men. Either that, or you've got a decent ship of your own – the Force only knows how easy pickings all that shipping swimming around would be. There's plenty of credits in there, now you just need to figure out how to get into it all.

Quixotic Jedi

You've heard that Jedi may reside in Kurlnova. It might be a good time to put up or shut up, as your friends tell you, and find out what you're made of. After all that Force talk you spread around, you are ready to take the leap and find out once and for all if you've got what it takes. That is, if you can find anyone along those lines to help you. Otherwise, you know Kurlnova is full of peasants – and where there are peasants, there's injustice. Time to flex your passion for the sentient cause and offer protection to those that need it. After all, freedom is a luxury that too few have.

Retired Imperial Captain

Ever since the Empire rose, you've enjoyed a distinguished career. You were part of the detachment that first arrived in Kurlnova, and since you were there, you've intended to live out your slower days there. In love with the scenery maybe, or that wonderful combination of hustle and bustle with the peace and quiet that much distance from the Core can afford. Being a former captain has its social privileges, and you seem to remember the Kurlnovans (the upper bit, anyway) tend to know a thing or two about respect and honor.

Smuggler

Well, it's obvious by now: you've read the sector information and reminded yourself of all the rumors you've heard in every cantina from Nar Shadda to Tatooine – Kurlnova is hopping like mynocks on an electrified hull. You understand there is a pretty tough pirate group, and you've heard unsubstantiated rumors of a recent up and coming privateer group. No reason for them to get all the fun! There's plenty of industries and crime concerns Coreward of Kurlnova that would happily pay for unregistered shipments of solid ore good for weapons, munitions, and ship parts. You've got a few good ideas, a solid ship, and a vision of credits you can't get out of your skull. It might be time to see firsthand just how much wealth there is in Kurlnova. Besides, you hear there's a great shadowport out there – now how do you find it?

Tongue-Tied Engineer

Equipment, and more of it than you can get your hands on across the rest of the galaxy – that's what you know about Kurlnova. Some company is looking for people experienced with loadhandlers, and they've got two things you'd love to get your hands on: the best machines and lots of money. So far, they sound interested in you. With all that shipping and mining going on, you'll probably never run out of stuff to tinker with. Maybe you're an Alliance engineer, sent to pick out some nice pieces of machinery that the privateers can come in and grab for the cause? You've got an eye for mechanical devices, and there's plenty of them there. For whatever type of employment, Kurlnova is the tinkerer's paradise.

Young Senatorial

The Kurlnovan government may be holding a seminar on monarchical oversight, and it has caught your interest. Or, you may be fleeing your home planet, just taken over by the Empire; you figure you can hide away within Kurlnova and perhaps join their government with the senatorial knowledge you possess. Perhaps you've heard of the labor guild in the sector, and wish to join them in their struggle for labor rights. A company may hire you and send you to an administrative position in Kurlnova. Also, the Alliance may have contacted you and asked to meet you here.

Wookie

You were indentured, and now free. Labor is second nature to you by now, so you figure you could turn a good credit in Kurlnova. Perhaps a company or even the labor guild has offered you a position as bodyguard, security, or something similar. Maybe a warehouse was looking for a few solid arms, and has offered an incredible sum for those willing to break their backs. Maybe you're especially good at mechanical devices, and you've heard there's a scout base at the far end of Kurlnova that might need some technical expertise.

Curious Explorer

The scout base at Houldut sounds like paradise – right on the edge of known civilization. They are always looking for those with plenty of curiosity and some knowhow of any sort. Perhaps some companies are hiring for short-term scouting stints, and they want you to investigate some nearby nebula; could be interesting. Maybe they want to hire hunters and explorers to investigate and secure a massive tract of land on a jungle planet.

Cyborged Pirate

The local pirate fleet is experiencing high activity, or so you hear. That can only mean one thing: positions always open. You might be an exceptional border, and received an invitation to join either the pirates or privateers. Perhaps you're looking to get out of the business, at least most of the way – a company wants you to be a shipboard guard for valuable cargoes heading out of the system.

Protocol Droid

You may have been sold or traded to a company, the government, or the labor guild. Perhaps you were part of a gift package from one crime lord to Shuedok, the Kurlnovan criminal lord. Maybe the home office of some large corporation sent you out with a bunch of other supplies to a regional office in the sector. Perhaps your owner told you to meet him there – you sure hope he shows up...

Sullustan Trader

The Force knows, there's enough shipping activity in and out of Kurlnova to keep you busy for ten lifetimes all at once. Seeing as things are drying up where you are, maybe it's time to sample what they have to offer. Maybe the labor guild has hired you to ferry laborers in and out of the system; the money is steady, and you just might pick up a few good crew members from the whole batch.

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