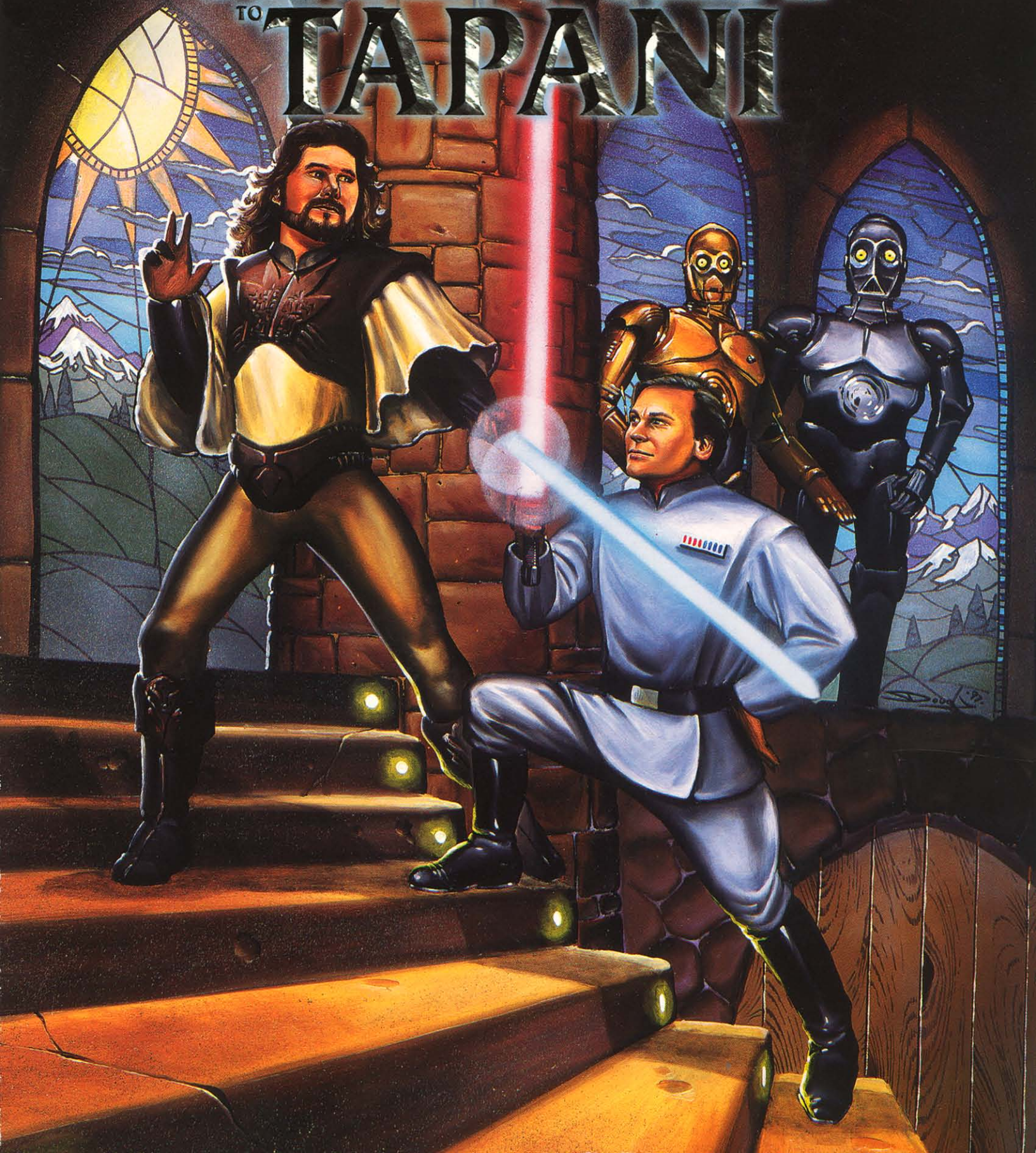


STAR WARS PLAYER'S GUIDE TO TAPANI



STAR WARS[®] PLAYER'S GUIDE TO TAPANI

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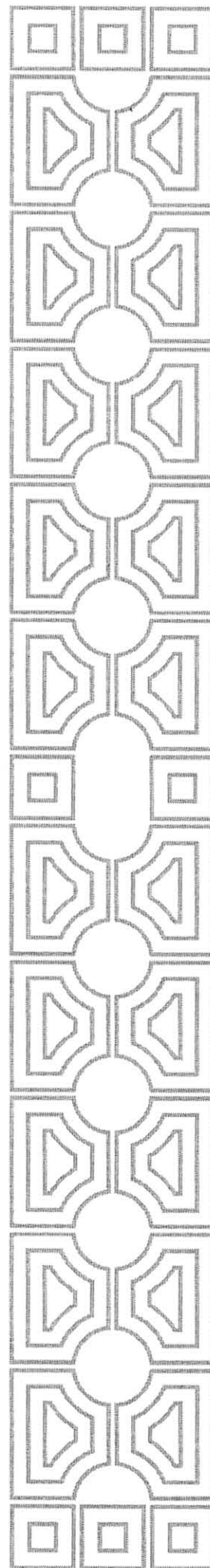
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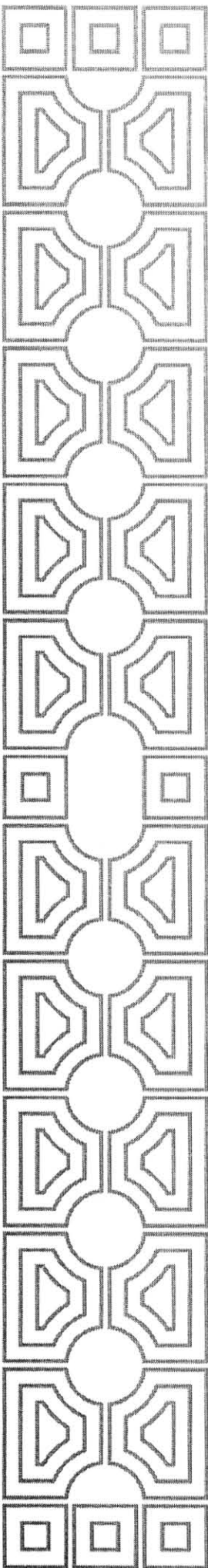
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Introduction

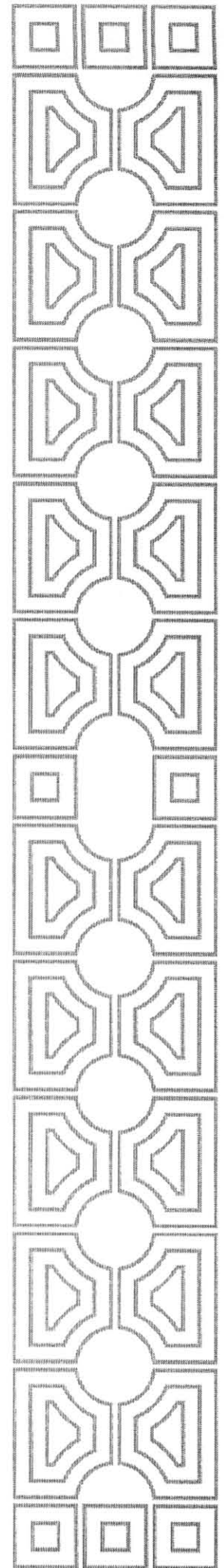
The *Player's Guide to Tapani* is a supplement to the *Lords of the Expanse* campaign setting. It is intended for the player who is about to embark on a Tapani-based campaign, or is already playing in one. There is a lot going on in Tapani sector, and while your gamemaster has a whole boxed set to help him (or her) keep things straight, we thought it might be handy for you the player to have a guide to the sector as well—especially since what your character doesn't know can kill him!

The *Player's Guide to Tapani* is divided into three sections. The first section introduces you to the places, traditions, and organizations of the sector. Learn what young nobles do for fun, and how to address a baron (“your baronship” is not correct, contrary to what Han Solo might sarcastically suggest). Get acquainted with the history and political system of the Expanse and Freeworlds, and espe-

cially get to know the noble houses (if you're going to be hanging around Tapani sector for long, such seemingly trivial details will eventually come into play—and knowing which way to jump can depend greatly on sweating the details).

The second section of the book is more character-focused. Read up on the campaign types possible in Tapani sector; get the low-down on some of the rumors and stories floating around the casinos and bars of the sector; get acquainted with the alien species found in the sector (and learn how they are treated by the human populations of the Expanse and the Freeworlds Region). A *Heroes and Rogues*-style character generation system allows you to customize your characters to Tapani sector.

The third section presents over 30 all-new character templates tailored for play in Tapani sector.



Chapter One

Tapani Sector

Orientation

Tapani sector is located in the Colonies on the Shapani Bypass, a trade route which is an offshoot of the Rimma Trade Route. The sector capital is Procopia, though the world of Tallaan is actually as important, because the main Imperial regional depot is located here.

Though Tapani isn't in the Core, it might as well be; it is a vastly wealthy sector with political thumbs in almost every Imperial pie. Its noble families, most ardent supporters of the Emperor, have sent their sons and daughters into the most elite Imperial institutions—private schools, the Academy, the Navy, and the halls of power on Coruscant. And the results are starting to pay off—house members now captain Star Destroyers, command worlds as moffs and governors, and sit in council with the Emperor himself.

Having invested so much in the Empire, Tapani sector is able to maintain a certain level of independence; while surrounding sectors are ruled directly by Imperial-appointed administrators, Tapani sector is permitted to chose its own leaders. This is a delicate situation that might change at any moment.

The sector economy is booming, which helps the Tapani lords afford their fine estates and huge luxury star cruisers. Tapani has a large population of highly educated workers, and its research facilities rank among the most productive in the Empire (especially those at Mrlsst Academy).

There are about 70 systems in the sector, roughly a fifth of which have inhabitable worlds which are heavily settled. Other systems also have settlements, but much smaller ones: re-

search stations, military outposts, mining facilities, and so on.

Tapani has a large number of temperate worlds within it, and an abundance of raw materials ripe for the mining, including some which are relatively rare in the rest of the galaxy (Tapani mining companies have been shipping trillions of tons of valuable ore to the Core annually for several thousand years). Tapani sector is one of the closest major sources of rawmats to the Core. This gives it an edge when competing with sectors further out which must raise their prices to cover higher transportation costs.

Geographically, Tapani sector lies a bit off the Rimma Trade Route. The Rimma run, as it is known in trader slang, ranges from the Core all the way out to the remote Kathol sector. It used to be quite a way off the beaten path, but centuries ago some Republic scouts blazed a big short-cut right through the sector that cut days off the Rimma run. The new bypass brought Tapani sector into a major trade route, and that livened the place up a bit. On stargharts, the shortcut is called the Shapani Bypass. Most folks call it the Bacta Run or the Bacta Bypass instead, since it was established to get bacta into the Core faster; Thyferra, the major production center for the Empire's bacta, is just a few days travel away (though not in Tapani sector itself).

There are two distinct parts to Tapani sector: the Expanse and the Freeworlds Region. The Expanse is an ore-rich area of space under the control of noble houses—the remnants of the small stellar empire which once ruled the sector centuries ago. It consists of seven provinces which make up specific house holdings.

The sector capital, Procopia, is an independent world which, by tradition, is governed by the ruling coalition.

Slowly encroaching on the Expanse is the Freeworlds Region, a series of systems on the border of the sector. The Freeworlds Region, which was once the backward fringe of the sector, has become powerful thanks to its position on two major trade routes, the Shapani Bypass and the Giju Run (an ancient Herglic trade route). Because most Expanse ore must pass through the Freeworlds, there is a lot of bickering about the high tariffs the Freeworlds place on Expanse shipping.

Despite its distance from the Core region, by tradition the Tapani sector is considered a part of the Core community. The Tapani nobles are constantly going to and from Coruscant, partly to attend to business there, but mostly so the Emperor can keep an eye on them, and they on him.

Concise History of Tapani Sector

All years are reckoned by the Tapani domestic calendar.

Colonial Era (0–1,012)

The history of Tapani Sector goes back many, many centuries. The first settlers came to Pelagon some 13,000 years ago in huge colony ships sent out from the Core. At that time, Tapani sector was at the extreme edges of Human Space, and the colonists were very much on their own for a long time.

Fortunately, the region was blessed with an unusually high number of inhabitable worlds, and it wasn't long before the settler clans began spreading out and prospering.

Initially, the colony worlds were governed by the Pella Compact, the original central council which lead the colony ships to Pelagon. These clan leaders forged the first alliances with the Herglics, and established the first trade routes in this region of space.

Twelve Kingdoms Era (1012–5372)

Eventually and inevitably, the clan worlds grew apart as generations passed, and began to rely less and less on a central government. With a whimper rather than a bang, power gradually shifted from Pelagia to the local clan capitals. Traditional historians place the year of this transition rather arbitrarily in the year 1012, though some have argued the transition came much sooner.

In the early years of the Twelve Kingdoms Era, numerous clans merged, expanded, fought, and died out. Over time, twelve houses emerged out of the trials of eight centuries, each with its own king or queen ruling over its territories and worlds. These houses existed in a relatively stable state for over 3,000 years, though there was a great deal of flux in terms of who controlled what at any given moment.

Toward the end of the Twelve Kingdoms Era, the houses began colonizing new worlds on the sector's periphery, both to provide them with needed raw materials, and to establish a buffer zone between the houses and the expanding Herglic trading empire. Gilliana, Aleron, and Achillea, and most of the systems now in the Freeworlds Region were cataloged and lightly settled in this time frame. The houses made contact with the Mrlssti on Mrlsst, and began trading with them.

The Dynastic Era (5392–11,138)

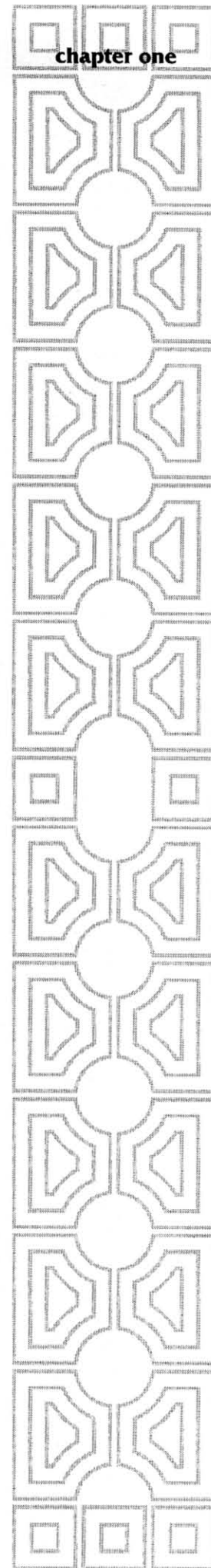
The Twelve Houses Era came to an end when a warrior prince named Shey Tapani rose up from House Melantha and unified the houses in a series of bloody civil wars which spanned nearly twenty years. Two houses were destroyed by Tapani during the wars, and a third faltered and was absorbed within a century.

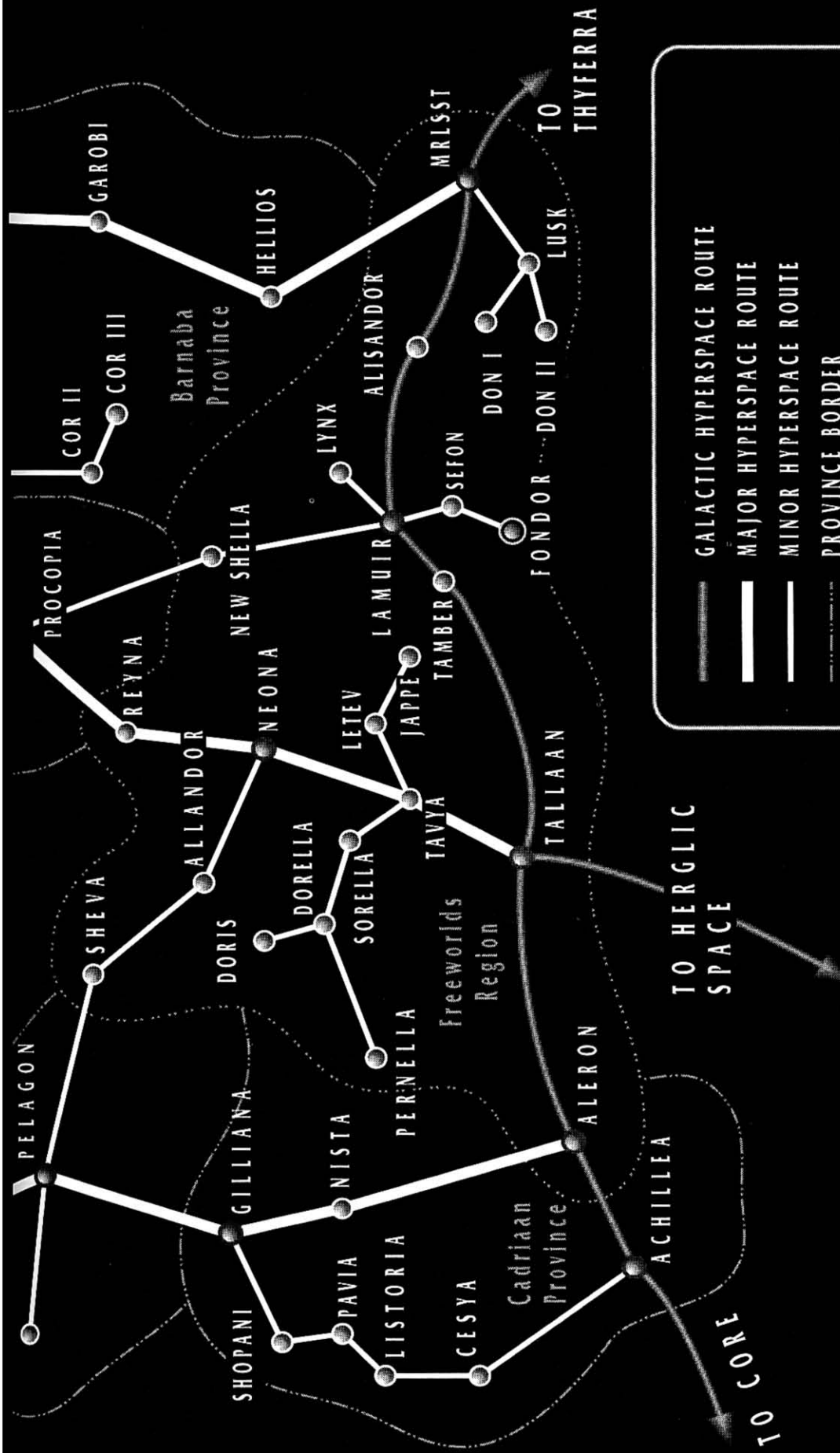
Tapani was crowned Emperor of his new empire in the year 5392, and over a long lifetime laid the foundations for a regional empire which would last for 6,000 years. Interestingly, the rise of Tapani's empire did little to advance his

The Five Eras of Tapani Sector

Year*	Era	Duration in Years
0–1,012	Colonial Era	1,000
1012–5372	Twelve Kingdoms Era	4,000
5392–11,138	Dynastic Era	6,000
11,139–12,688	Federal Era	2,000
12,689–12,724	Imperial Era	35

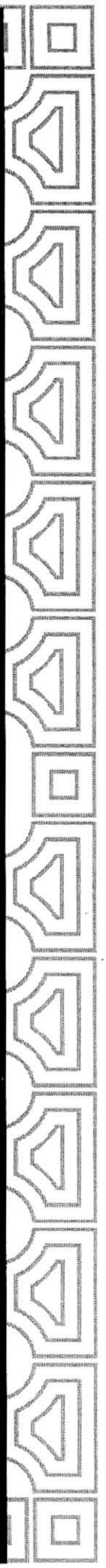
* Reckoned with Tapani's domestic calendar.





LEGEND

- GALACTIC HYPERSPACE ROUTE
- MAJOR HYPERSPACE ROUTE
- MINOR HYPERSPACE ROUTE
- PROVINCE BORDER
- REGION BORDER
- SECTOR CAPITAL
- MAJOR SYSTEM
- LESSER SYSTEM
- RESTRICTED SYSTEM



own house; he was remarkably even-handed in distributing power to the nobles who survived the civil wars. Many historians claim that it was this act more than any other that gave his empire such a strong start.

Tapani made a huge mark on the region immediately. For example, he established a number of universities and research facilities (the university system on Mrlsst was codified in 5412), and imposed a new code of laws and a new calendar (still in use domestically) on his empire. He chose his homeworld of Procopia as the seat of his fledgling empire, and his capital has been the center of regional power ever since.

It fell to Tapani's descendants to consolidate his empire, which they did over the next 5,000 years. Sixteen dynasties ruled the Tapani Empire in turn, most of which hailed from either Melantha, Mecetti, or Pelagia.

The Giju Passage trade route was blazed by Herglic scouts in the aftermath of the Great Sith War in 8717, and within 25 years had become an established trade route into Herglic space (actually, the scouts were merely re-establishing a route long-abandoned by ancient Herglic traders). The distinct angular Herglic tradeships became common sights in Tapani space, and the bulky aliens brought with them investment capital and a vibrant culture.

With a thriving shipping pipeline leading into the heart of Tapani, the young empire experienced a new surge of growth. It was in this time period that Tallaan and Neona, positioned on the new trade route, emerged as major new trade worlds. Over the next few centuries, Tallaan's modest orbital docks evolved into full-blown shipyards.

The Kappela Dynasty, the final to rule the empire, presided over a gentle and steady decline into regional factionalism. The end of the Tapani Empire came in 11,138, when a cadre of military officers staged a coup, and placed the worlds of the Tapani Empire in the hands of a band of reformers.

The Federal Era (11,139–12,688)

The reformers, men and women from nearly all of the houses, formed a federation of the planets of the former empire. The new government was ruled by a prime minister elected by a parliament located on Procopia. The resulting system was less centralized than the former empire, giving the houses more direct power than they had enjoyed previously, especially in their own provinces.

In the 15 centuries of the Federal Era, the balance of power shifted from one house to the next, as leaders formed Great Council coalitions

capable of electing them. Most such leaders were of either House Pelagia or Mecetti, though even the lesser houses occasionally took charge when a particularly effective leader emerged from their midst. Several houses rose and fell in this time period, and two left the sector entirely in search of new and worthier pastures.

Two trends took place in the Federal Era which had long-lasting impacts on the region; Tapani joined the Republic, and a cluster of periphery colony worlds grew rapidly in power and broke away from the houses.

In 11,234 Procopia sent its first representatives to the Republic Senate on Coruscant, and the Tapani Federation was officially designated a sector of the Republic. Several members of House Pelagia were recruited by the Jedi Knights, and eventually established bloodlines strong in the Force.

Tapani nobles frequently traveled to the Core to do business, and ambassadors forged links with important Core systems such as Alderaan and Corellia. Many Tapani expatriates could be found living on Coruscant and other Core worlds, and the Tapani members of the Republic Senate enjoyed a certain amount of authority and influence.

Initially regarded as a new source of raw materials for the high-consumption worlds of the sector, the periphery colony worlds settled in the Tapani Dynastic Era enjoyed a huge and unanticipated surge in growth when Republic scouts and traders opened up a new route which shaved several days off the long-established Rimma hyperlane—a route which passed right through Achillea, Tallaan, Mrlsst, and other periphery systems.

The trade of the new Shapani Bypass poured credits and influence into the coffers of the periphery worlds, and eventually led to their independence. The periphery became known as the Freeworlds Region.

The Imperial Era (12,689–present)

The rise of the Empire changed the nature of Tapani politics. The Old Republic, though it intervened in a few wars and spates of violence, generally left the Tapani Federation to its own devices. With the rise of the Empire, a new paradigm was introduced; for the first time in Tapani history, there was a greater external power both capable and willing to interfere in local affairs.

In the early years of the Empire, the Emperor was slow in bringing outlying sectors directly under his control, as he consolidated his powerbase in the inner systems of the col-

lapsed Republic. While other systems spent those years pretending that they could maintain independence indefinitely, the Tapani leaders knew better. Eventually the Emperor would turn his eye on the independent systems, and, on some convenient pretext, send his fleets out to claim them, one by one.

On various levels, the powers of Tapani sector set out to curry favor with the new Empire. The Senate representatives of Tapani declared themselves converts to the New Order, and Tapani brokered a number of trade deals advantageous to the Empire. The large numbers of Tapani officers in the Republic Starfleet proved to be loyal to the new regime, and many were entrusted with important commands as less malleable officers were cashiered or simply disappeared.

Of the houses, Mecetti and Melantha were the most enthusiastic supporters of the new regime. Melantha in particular fared well; several key house nobles entered Palpatine's inner circle, and immediately began arranging matters to protect Tapani sector. Pelagia supported Palpatine in his early efforts to rebuild the Republic, but grew less supportive over time as the new Emperor revealed his true nature.

Mecetti found a way to make up the ground it had lost to Melantha when the Emperor moved to disband the Jedi Knights. The purges brought the inquisitors to Tapani, and Mecetti used its spynet resources to help ferret out the Jedi members of House Pelagia.

After the purges came the Imperial governors, and the two events created a great deal of fear that the Empire would soon begin taking over the sector. Mecetti successfully harnessed the fear and formed a new coalition with the mandate to stamp out all anti-Imperial sentiment in the sector.

Another purge followed, one which rid the sector of more Mecetti enemies than Imperial ones. Mecetti moved immediately against Pelagia, and ultimately rendered the once-mighty house nearly impotent. Several worlds were taken from Pelagia and acquired by neighboring House Caliph. In the process of the purges, Mecetti established a lock on Procopia which it has held ever since.

After the disbanding of the Imperial Senate and the elevation of the Imperial governors, most worlds of the Empire passed directly into the control of Palpatine and his military and civil servants. However, Tapani sector managed to escape this fate, and is one of the few regions of Imperial space beyond the Core to retain a fair degree of autonomy.

Months and Holidays

1. Elona
Tapani Day
2. Kelona
Expansion Week
3. Selona
Productivity Day
4. Telona
Shelova Week
5. Nelona
Harvest Day
6. Helona
Winter Fete
7. Melona
8. Yelona
9. Relona
10. Welona

Days of the Week

- 1 Atunda
- 2 Katunda
- 3 Satunda
- 4 Datunda
- 5 Natunda

Sector Calendar

When dealing with the outside galaxy, Tapani sector uses the Imperial calendar. However, in domestic affairs, the Tapani calendar (established by Shey Tapani in 5412) is still in common use (largely as a symbol of the sector's autonomy).

The local Tapani calendar has been tweaked slightly to conform to Galactic Standard Time, but the traditional names of the days, months, and holidays remain in place. There are 60 minutes to an hour, 24 hours to a day, 5 days to a week, 7 weeks to a month, and ten months to a year. To round out the 368 day year, there are three festival weeks and three one-day holidays.

Local Seasons and Holidays

In addition to Imperial celebrations, Tapani sector has its share of holidays and festivals commemorating key historical events and common cultural traditions. The major sector-wide holidays are described below.

In addition to these holidays, the Freeworlds Region and each noble house have festivals unique to their worlds—most honoring do-



Illustration by Joe Corroney

mestic heroes and famous historical figures. The major holiday unique to the Freeworlds Region is Independence Week (Relona 10th through 15th) which commemorates its breaking away from the Expanse.

Tapani Day. Tapani Day celebrates the birthday of Shey Tapani. There are large parades and elaborate public feasts on most worlds in the sector.

Expansion Week. Expansion Week consists of five days of celebration commemorating the settlement of Tapani sector. The holovids feature special programming, and cultural festivals are common in urban centers.

Productivity Day. The work ethic is strong in Tapani sector, and Productivity Day is a holiday celebrating hard work and past generations who helped make the sector what it is today.

Shelova Week. Shelova Week is a Herglic holiday which celebrates commerce and family (the two concepts are not far separated in the Herglic mind). Traditionally, celebrants exchange gifts, make new alliances and trade arrangements, and spend time with their families. The holiday gradually spread into the human population of Tapani sector, and has changed somewhat in the cultural transition. Most humans ignore the trade aspect of the festival and go on vacation. Many businesses, however, focus on the trade aspect exclusively (especially those dealing with Herglics), and use the holiday week to broker new deals with their trading partners.

Harvest Day. Harvest Day is an ancient holiday brought to the sector by the original settlers. Presumably it once commemorated the harvesting of crops, but no one knows for sure. Most people now simply regard it as a welcome chance to take a day off work.

Winter Fete. This holiday originated on the initial Pelagon settlement, and marks the local winter equinox. When the settlers began to spread to other worlds, the date was changed to coincide with the Republic Fete Week holiday (now an Imperial holiday).

The Capital Season

The capital season is a social season unique to the upper crust of the Expanse. During the capital season, which runs from Expansion Week to Shelova Week, many of the nobility descend on Procopia to wine and dine, spy and intrigue, and take pleasure jaunts to Vycynith and the other resort planets in the sector.

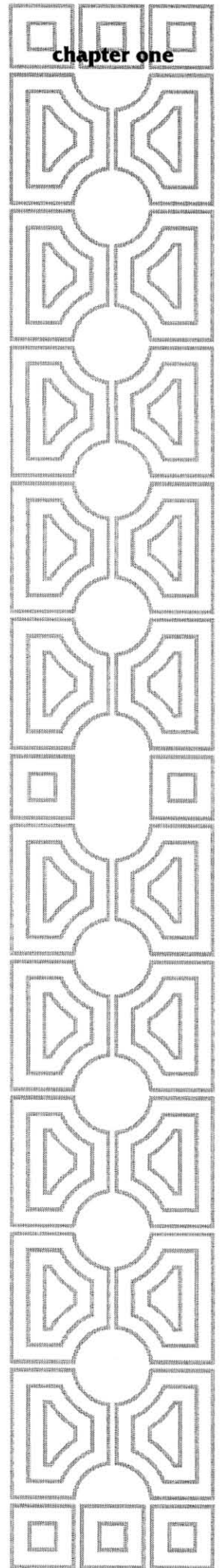
Being seen on Procopia during capital season is an absolute must for nobles interested in

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maintaining reputations as movers and shakers. Avoiding capital season marks a noble as a social pariah and can have a big negative impact on his status among his peers. Occasionally, those with business outside the sector can excuse themselves for a season or two, but attending to business elsewhere within the sector seldom cuts it as an excuse; during capital season, sector business comes to Procopia.

During the season, Procopia's finer resorts, restaurants, and entertainment centers are overflowing with wealthy tourists and nobles. Visitors to the planet without good political connections will find it extremely difficult to get lodgings in the finer Procopian resorts and hotels.

chapter one



Chapter Two

The Expanse

The population of the Expanse is split into two basic socio-economic classes—the nobles and the common people. The ruling class, of course, is made up of the house nobles—who govern within their designated spheres. The common class includes the merchants, manufacturers, and service providers who keep the sector economic engine running smoothly.

The Nobility

There are approximately 345 noble families residing in the Tapani sector. Most of these families have been around in one form or another since the mid-Dynastic Era, though some have changed house affiliation over time as one house died and another was born.

While elsewhere in the Old Republic the idea of universal suffrage and equality has long existed, in Tapani sector the philosophy has persisted over the millennia that the power of rule belongs by right to the well-born. Nobles and commoners alike subscribe to this point of view, and find it right and natural. Perhaps this attitude helps explain both why Tapani citizens adjusted readily to the rise of the Galactic Empire, and why the Rebellion has difficulty in igniting the flame of freedom in the Expanse.

The nobles of Tapani consider it subversive to seek power through popularity among the non-noble populace or by serving the selfish needs of the more needy, least educated, and least well-informed members of the nobility. Though there have been many popular and charismatic rulers over the centuries, few nobles have attempted to head a public uprising against the established noble class, and none successfully. Those who are thought to

harbor populist sympathies are shunned, both by their peers and the lower classes.

The Houses

All noble families are members of a particular house; a coalition of families which lay claim to certain territories and sector assets. House membership is accorded to those who are born into or marry into an established house family.

There are currently seven houses in Tapani. Mecetti, Cadriaan, and Melantha are greater houses, which means they command major factions in the Great Council (see below). The upper families of the greater houses are the most powerful in the sector, and have connections not only throughout the sector, but often on Coruscant and within the Imperial military as well.

Barnaba, Pelagia, Reena, and Calipsa are the lesser houses. They have less direct influence on the Great Council than the greater houses, but since the greater houses depend on them to provide the necessary votes to build commanding coalitions, they can often nudge events in directions favorable to themselves.

Each house conducts its internal affairs a bit differently, but all have certain similarities. Each house is governed by a High Lord (or Lady) and a privy council of advisors. The High Lord is appointed by the heads of each house family, and usually serves until he chooses to retire or dies (in some cases, either event might be hastened by house members anxious for another to take the reigns). The nobles eligible to the privy council come from the house's uppermost noble families, which make up perhaps ten percent of the house's noble class (most of these are lords).

The role of the privy council varies from house to house. In some houses, it is simply an advisory body with no power to enforce its decisions. In others, it is the real power behind a figurehead High Lord, who serves to rubber-stamp its decisions. In most cases the High Lord has a fair amount of leeway in formulating public policy, but rare is the High Lord who can run roughshod over the wishes of his privy council (which, after all, represents the interests of the most powerful families in the house). Those who do are usually replaced sooner or later.

Titles and Rank

Nobles are considered equal before the law, but some nobles are more equal than others. In fact, there are three different levels to the aristocracy—and three different corresponding titles.

Knight. Knights are the lowest class of nobility in Tapani sector. Commonly, knights own property and work in the house hierarchy, but seldom hold significant house assets (though they can). Many knights are actually rather poor, and must send their children out to find their own fortunes.

However, there is always hope to better one's station. For a high-born knight, the title is hereditary, and he or his descendants may someday through some great service to the house elevate his standing. Either that or make enough money to buy a high-ranking sponsor on the privy council who can make him a baron.

Other knights are commoners raised to nobility by an act of the house privy council. Such "petty knights" can hold house assets and marry high-born nobles, but cannot pass their titles on to their descendants.

Baron. Barons hail from the better families of the house which have long and honored histories. They often hold and run significant house assets, such as manufacturing plants, military armories, spy networks, agricultural combines, sea fisheries, and so forth. They also usually have a manor on their lands, and a small home on Procopia for use in capital season.

Barons inherit their titles. No commoner can ever be raised to become a baron, even if he has been knighted. However, the children of petty knights *can* become barons, if they themselves are raised to nobility.

Lord. Lords are the masters of all they survey (as long as they don't survey the Galactic Emperor and his servants). They are of the most powerful families in the house, and hold



Illustration by Joe Corroney

the majority of house assets. The lords run the show; they are appointed to command the house militias, make key economic decisions, run the major house businesses, and so on.

All lords have spacious palaces on one or more of their house worlds, and often a palace on Procopia as well. There are no poor lords.

Only barons can be raised to be lords, and that happens very rarely (the lords guard their exclusive enclosure very carefully). Obviously, commoners can never become lords (except in House Cadriaan—see below).

Though commoners who perform a great service for a house are sometimes made petty knights, new noble families are generally not admitted into a house. The registry of noble families has been static since the days of the Dynastic Era.

There are two exceptions to this rule. When a house dies or is absorbed, orphaned families from that houses may petition to join other houses. This hasn't happened on a large scale in centuries, though several Pelagia families were absorbed by Cadriaan and Calipsa when several of its planets were stripped from it during the Jedi purges.

The other exception concerns House Cadriaan. Cadriaan has in recent years begun offering hereditary membership to certain wealthy commoners for substantial financial contributions to the house coffers, and has even made some of them barons and full lords. This radical move is viewed by the other houses as extremely scandalous and destabilizing, and Cadriaan bears a stigma in some circles for its actions (which is nothing next to the stigma borne by the newly minted nobles, especially the *aliens* among them).

The Noble Code of Conduct

Honor is a peculiar thing in Tapani sector, where lying, murder, and blackmailing are regularly practiced by ladies and lords alike. However, observing a noble code of conduct is important, because if nobles do not hold themselves to a higher standard than commoners, there is nothing to separate them from the commoners other than mere money and an empty title. While each house has its own take on how members should conduct themselves in public, all agree on certain common denominators which make up an informal but extremely important code of conduct.

While lying is acceptable and even required in some situations, breaking one's word is tantamount to spitting on one's high lord. It brings dishonor and disgrace to the individual, his family, and his house. The word of a Tapani noble is not given lightly, because he knows he

Forms of Address

All nobles are addressed either by name or rank. A knight named Jastis Krade would be addressed as "Sir Jastis," and his wife Jalia Krade as "Dame Jalia" (both males and females are considered knights). If he were a baron, they would be addressed as "Baron Jastis and Baroness Jalia," and if a lord, "Lord Jastis and Lady Jalia." In any case, a generic "My lord (or lady)" is acceptable, regardless of actual title.

In most situations, a person of lesser rank must observe these rules of etiquette when addressing a superior. When addressing those of lower rank, a noble may choose to observe them or ignore them, by whim or to put a subordinate in his place.

will be held to it by very rigid social codes.

Those caught breaking their word publicly or privately given are ostracized by the nobles of every house at the very least, and often sent away to live in another sector for years. Youngsters are occasionally permitted to reenter society after a suitable period of time, but for nobles in their majority there are no second chances—once branded a word-breaker, a noble is forever tarnished.

Cheating and stealing are other unforgivable offenses, which are perversely considered more serious crimes than murder. Murder itself is frowned upon in noble circles, but viewed as a viable method of taking care of intractable obstacles. (Murder is of course illegal in Tapani and Imperial courts, but you have to be charged with a crime to be persecuted, and nobles tend to cooperate in concealing their own messes.) The exception to this are patricide and fratricide, which are very serious offenses against the social order, and threaten the very fabric of noble society.

Naturally, there are scoundrels and blackguards among the nobility who engage in all manner of dark deeds, but even they are careful to hide their activities.

Dueling

Because of the serious consequences of being found lacking in honor, questioning a noble's word is dangerous. Traditionally, the noble has two choices when faced with an insult; kill the offender (if a commoner), or challenge him to a duel (if a fellow noble).

The times have become more civilized in recent centuries, and commoners are no longer

slain outright for insulting a lord or lady (roundly beaten perhaps, but not slain). Dueling has been declared illegal by the Empire, but it still goes on—quietly and behind the scenes.

Duelists each choose a second, and agree on a suitably isolated place for the duel. Blasters are used in most duels—either set to stun or to kill depending on the seriousness of the offense and the houses involved.

Most house leaders pretend to be unaware that the tradition of dueling continues, though they must investigate if the duelers become too obvious. Fortunately for all concerned, dueling is rare enough that Empire law-enforcement agencies do not feel obliged to step in and launch investigations.

The Saber Rakes

Some years ago, some young Calipsa nobles discovered a small cache of lightsabers which once belonged to the House Pelagia Jedi. They began sporting the things, and made an incredible impression amongst the young sector nobles.

It wasn't long before Imperial Dark Adepts came along to confiscate the lightsabers, but by then the fad had spread to other houses. Some of the more delinquent young nobles began wearing replica sabers they called lightfoils. The lightfoils were not as powerful or energy-efficient as the Jedi antiques, but just as deadly in the end—it wasn't long before several well-developed rivalries and feuds ended in deadly lightfoil duels. A new subclass of noble youth emerged—the saber rakes.

All houses (with significant Imperial pressure) have since agreed to ban functioning lightfoils in the sector. This hasn't stopped the saber rakes from wearing non-functioning ornamental lightfoils at their belts (some of which just *happen* to activate if the right hidden buttons are pushed), and some daring and resourceful souls have managed to locate real lightsabers which they hide in plain sight.

The duels continue, of course, in isolated locations agreeable to both parties. It is considered in bad taste to actually kill one's opponent among the saber rakes, unless the rivalry is particularly serious.

Naturally, the sight of dozens of highly influential young nobles traipsing about with lightsabers of any kind makes the ISB and Ubiquitorate nervous. Some Imperials are convinced that the saber rakes are showing subversive support for the Jedi Knights, while others are more concerned that pro-rebels might be using the fad as cover for their own activities. Most Imperial officials see the fad for what it is—a simple infatuation with an elegant

antique weapon vested with a rich and regal history. Few saber rakes have more than a passing knowledge of the Jedi Knights.

The Imperial Leash

The Tapani nobles have a relatively free hand in governing their domain, at least when compared to other Imperial sectors. Palpatine is content to allow the sector its independence for the time being, but he is not about to let the houses forget who has the ultimate power and authority in the galaxy.

In addition to the large Imperial fleets which roam the sector, Palpatine has established a system to ensure the loyalty of the Tapani houses and prevent the house leaders from becoming too entrenched in their powerbases. Every two years, the extended family of each High Lord travels to Coruscant (also known as Imperial Center) to join the Imperial Court for a year, while the leader himself stays in the sector to govern with his advisors. The families are "invited" to Imperial Center in a rolling rotation which ensures that each cluster of allied houses has at least one major family living in Imperial City at any given time.

Everyone pretends to treat this as a great honor, but everyone knows that the expatriate families are hostages to ensure the continued support and loyalty of Tapani sector. With their loved ones held hostage on Coruscant, few house leaders would contemplate defying Palpatine or conspiring with Rebels.

The great migration of a household to and from Coruscant is an event accorded with great fanfare, and the tradition does have its beneficial side. By maintaining a constant presence at Imperial Court, the Tapani nobles have greatly increased their standing in the Core community. In past generations, the Tapani gentry were regarded by the Core elites as rather provincial and backward. In recent decades, however, the Tapani nobles have become accepted as peers (though the occasional snub must be expected from time to time).

The constant exposure to the Core has also begun having an effect in Tapani society, especially among the more impressionable young nobles. Some have begun looking down their noses at their own houses and preferring Coruscant to Procopia, their own capital. Others are becoming more open to Imperial High Culture, and its anti-alien philosophies.

Noble Life

To be well-born in Tapani sector is to be a cut above the rest. Even though equal to commoners by law, a nobleman or woman is none-

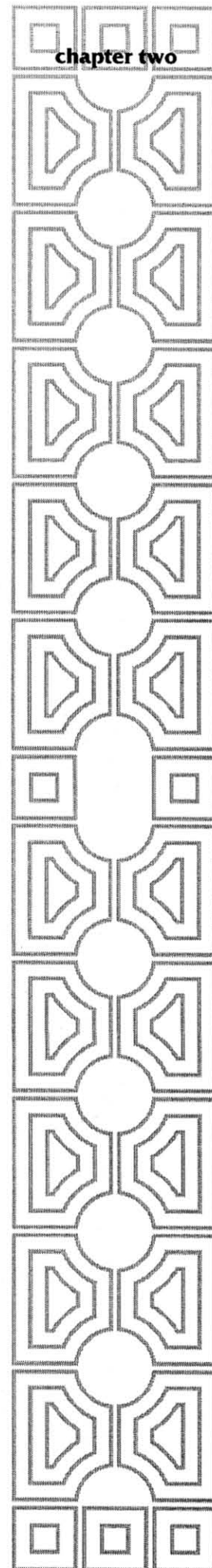




Illustration by Joe Corroney

theless accorded honors and privileges rarely extended to others on a less formal and official level. Even knights can expect a certain level of respect and honor from commoners, though the real royal treatment is reserved for barons and lords.

Nobles are accustomed to getting the red carpet treatment wherever they go in the sector. Nobles never have to wait in line—except behind a higher-ranking noble. They seldom make reservations at the exclusive restaurants they frequent, since even the most overbooked establishment bumps commoner guests off the reservation list to be able to seat a noble's entourage. By the same token, exclusive seating in stadiums, concert halls, and so on are never a problem.

Nobles are also, according to temperament and interest, often invited by various companies to try out complementary new products—everything from new racing airspeeders to new guardian droids, in the hopes that the noble will endorse it. This practice is frowned on by some nobles as being beneath one's dignity, but many younger nobles jump at the chance to play with the galaxy's newest toys.

The drawback to celebrity, of course, is that the more prominent nobles get little privacy when traveling. There is a special section of the newsnets media that do nothing but dog the heels of popular nobles, watching their every move, waiting for something newsworthy to happen (like duels, rivalries, love affairs, betrayals, and so on).

This becomes tiresome, especially for the more prominent nobles who get little privacy when traveling (having to elude the media when plotting is an unwelcome chore). Celebrity status is less of a problem for the lesser nobles, who can move about in relative obscurity when they wish—the media don't care what knights do unless the knight in question is a great warrior or has otherwise distinguished himself.

Young Nobles

Young nobles—those in their late teens through late twenties—are not expected to do much other than attend school and spend whatever allowances their families allow them. The idea is that they are spending this time forming the contacts and networks with other nobles that will make them more effective rulers later in life. The fun part for the young nobles is that they get to do this at parties, balls, sports events, and social clubs.

Clothing plays a significant role in noble society. It allows the young and ostentatious to parade about in extravagant clothing to dis-

play the wealth of their families and houses (mature nobles eschew such trappings, favoring the more somber traditional Tapani robes and dresses). Young men and women dress in highly varied and colorful clothing, often a colorful mix of Core and Tapani fashions. Many, like the saber rakes, form social clubs devoted to the pursuit of courtly fashion and cutting the proper image.

Social Expectations

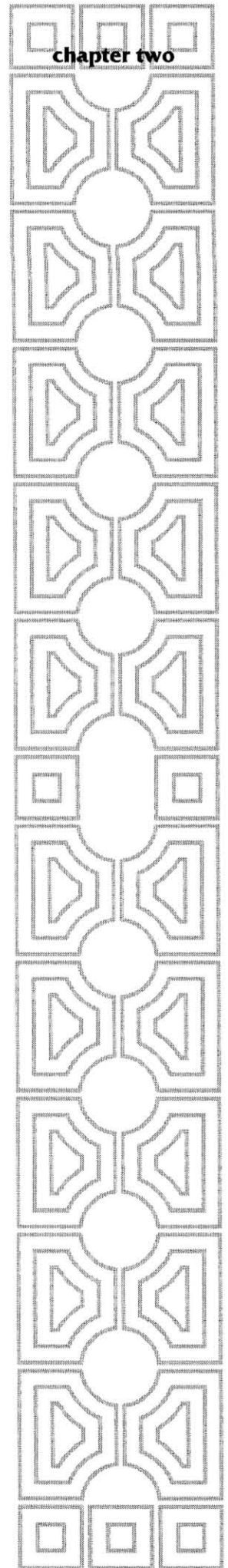
Life isn't fun and games forever, unfortunately. Eventually, nobles have to settle down, get married, and find some aristocratic vocation. Nobles enter their majority at age 30, at which time they can vote, participate in sector affairs, inherit from their elders, and marry. Those wishing to marry at a younger age can get special permission from their high lords. Early marriage is fairly common, especially when the joining represents a political alliance between families or houses.

There are a number of acceptable career paths for nobles—the military, the arts and sciences, and house and Imperial government service. More common careers, especially those involving physical labor, are considered beneath a noble, and only a black sheep who does not value his reputation would consider becoming a freighter captain, programmer, or common laborer. Knights have a bit more flexibility than barons and lords, but not much.

Those opting for military service can obtain a commission in one of the elite house regiments, or attend one of the Imperial academies and move up the Imperial chain. Nobles can become scientists, artists, and academicians but only at the highest, most dignified levels—while being a gene-splicing specialist, a sculptor, or university professor is acceptable, being a family doctor, a cantina jatz musician, or basic education teacher is not.

Finally, a noble can take a job managing house or Imperial assets. Many lords inherit jobs from their parents; if a mother runs a shipping company or an agricultural enterprise, her child is likely to take over when she retires, providing he is competent. Others can obtain desired jobs by cultivating a higher-up sponsor who will see they get good jobs. This is how most knights get work (especially the poorer ones).

Imperial service is also an attractive option, especially for those who think Tapani is too provincial in the grand scheme of things. There are enough Tapani nobles working in the upper realms of the Imperial infrastructure on Coruscant and other Core worlds now that a young noble can get placed in a promising position with little difficulty.



The Common Citizens

The common citizens of Tapani sector are in general quite supportive of noble rule. There have been several occasions in the past where segments of society have attempted to throw off the rule of the nobles, but civil unrest is extremely rare. This is because sufficient guards against revolt are woven into the fabric of Tapani society, both from above and below.

From above, the network of councils and magistrates give nobles plenty of opportunities to productively channel their personal ambitions. The scenario of a vengeful noble denied some honor rallying the people to overthrow the system has yet to be realized. The current system sufficiently blunts such ambitions.

From below, the common people have their system of guilds, juries, boards, and local community governments which allows them to be heard and take part in the governing of the sector. While most of the sector's planets are claimed by the nobles, most day-to-day decisions affecting these planets are made by civil servants, most of whom are commoners (others are knights).

Civic festivals such as Tapani Day, Expansion Week, and numerous lesser holidays observed by various houses are occasions of communal celebration which help unite the classes. Such government-sponsored holidays are heavy on pageantry and lavish displays of house might (including popular sporting events), as well as elaborate public feasts. Such activities generate goodwill toward the sponsoring houses, and, by extension, the entire system of government.

As a rule, common citizens seldom concern themselves with the intrigues and feuds of the houses. Life is complicated enough without making powerful enemies, and few commoners have the resources to protect themselves and their families from the displeasure of vindictive lords and ladies. Still, there is always the opportunity for ambitious commoners to enter the service of their respective houses, and those willing to risk the slings and arrows of inter-house intrigue can and do go far. It is more difficult for outsiders to enter house employment, but not impossible. Alek Ben-Faris, one of House Pelagia's greatest diplomats and advisors during the Clone Wars, was from the Core world Brentaal.

The body politic is not entirely homogeneous throughout the Expanse, of course. Each house has its own character and traditions, which tends to influence the culture of the worlds it rules. Citizens of Obulette (the Mecetti capital), for example, tend to be a bit more

insular and distrustful of outsiders than are citizens of Achillea (the seat of House Cadriaan).

The Government

Each house province is governed by house-appointed leaders and nobles, and individual settlements within the provinces are governed by community leaders, most of whom are common citizens. In the day-to-day affairs, the house nobles usually defer to the common government officials, reserving their energies for establishing overall house directives and sector policy. The Expanse itself is governed by the nobles through the Great Council, located on the sector capital of Procopia.

Most of the houses fear full absorption into the Empire, which has weakened opposition to Mecetti's dominance. Most house leaders feel it important to present a more or less united front to the outer galaxy. Should the houses become absorbed in a lengthy battle for sector dominance, the Empire may well take the opportunity to play each camp against the others, and step in to take over when the various factions have exhausted themselves. This, more than anything else, keeps inter-house squabbles from getting too serious.

The Great Council

The Great Council, along with its many sub-councils, is the primary legislative body in the sector. It is made up of the noble families of Tapani sector, each associated with one of the houses. The houses influence affairs by forming coalitions within the Great Council, hopefully gaining enough votes to get their way. For two decades, Mecetti has held together a strong coalition which allows to impose its will on the rest of the sector. There are signs that this coalition is weakening, however.

The Great Council, lead by a prime minister, not only passes the laws of the sector, but also sits in judgment over certain court cases, and confers offices and grants pardons. However, with over 2,000 members, it is far too large to effectively attend to all of its duties. In reality, it mostly exists to elect officials and review the acts of the many smaller councils and committees under it.

The real power lies with the Senate, the largest and most important of the Great Council's "lesser" councils. The Senate, which is made up of 80 senior Great Council members (appointed by their retiring predecessors), in addition to various appointed military leaders and ambassadors, deliberates on such matters as tariffs, negotiations, armaments, laws, and taxes.

In handling crucial issues of foreign policy,

finance, and internal security, the prime minister may bypass the Senate by taking proposals to the Council of Ten, an inner circle of senior Great Council members (which actually has 35 members).

The Great Council has become very exclusive over time, and does not admit new families when old ones die out, as it did in the Dynastic Era. Representatives of the Freeworlds and petty knights are admitted into the Great Council only very rarely, and are never fully accepted or trusted with positions of authority.

House Defense Forces

Because the Empire can't be everywhere at once, it permits most of its subject planets to protect themselves militarily. The Tapani sector is trusted (and factionalized) enough to be given permission to maintain somewhat larger domestic forces. Each house has its own fleet which patrols within its own province, and its own armies to protect its worlds. Collectively, the houses patrol and protect the entire Expanse.

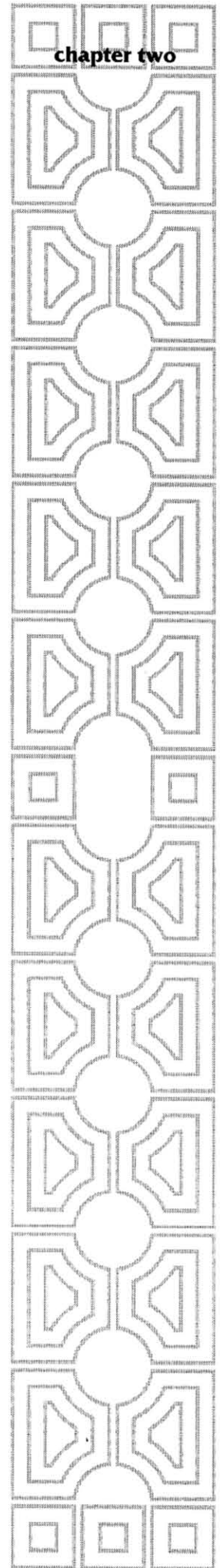
The strength of a house navy is regulated both by the sector government and the Empire. The fleets exist primarily to provide civil

rather than military protection, and only ten percent of a house navy may be jump-capable.

House assets and nobles are protected by the House Guard, both within a house's province, and beyond. House Guard regiments are the only military assets allowed to travel outside the house province. Most guards are stationed within the house's province. Each world has its own law enforcement agencies; the House Guards enforce the will of the nobles.

Not surprisingly, there is a lot of rivalry (usually but not always friendly) between House Guards regiments of varying houses. Spies and partisans are commonly found in the ranks—who may answer to superiors in their own house, handlers in other houses, or even Imperial or Rebel masters.

House Guard officers are primarily drawn from the house's pool of nobles, though many capable officers are commoners who came up through the ranks. Uniform regulations are relaxed a bit for nobles of more powerful house families, and they may supplement standard issue armor and equipment with their own special touches. It is not uncommon to see a House Guard officer wearing custom-made armor or carrying non-regulation weapons.



Chapter Three

Tapani Houses

House Barnaba

Values: The nobles of House Barnaba tend to be rather hedonistic in nature, in the sense that they want only the best of everything for themselves. Other houses may toil to achieve a few years of sector dominance, but Barnaba is content to play one side against the other and be the set that's smart; establish fashion trends, "discover" new vacation spots, fads, causes, and so on. Barnaba is not unwilling to play the Game—in fact, it does so quite well—but it must look good doing it.

High Lady: Lady Varin Arabella ascended to the head of House Barnaba nearly five years ago at the tender age of 17, after her parents succumbed to a mysterious illness. The elegant and high-spirited Lady Arabella is no mere figurehead. A natural diplomat, she strengthened ties with House Melantha, and has begun drawing closer toward Cadriaan as well.

Lady Arabella is kind, just, and possesses a strict set of moral ideals that could rival a Jedi's. However, she is headstrong, and shares her house's arrogance and pursuit of opulence. She cares deeply about House Barnaba, and has sworn to do her best to lead the house into a new era. Unfortunately, her privy council has its own view on policies, and clashes with Lady Arabella on even minor issues. But the public's love for their leader gives her the backing to have her way.

Description: For many centuries, Barnaba remained aloof from the machinations of the other houses, content merely to dabble in intrigue and enjoy its posh lifestyle. Its easy access to Mrlsst allowed it to tap into the

lucrative trade passing up and down the Shapani Run, giving it more than enough credits to support the extravagant lifestyles of its nobles.

About a hundred years ago, however, one of House Mecetti's plots brought Barnaba forcefully into the spying business. Ever since, it has been more involved in the political side of sector life, especially under Arabella. Its tastes for high living have not slackened in the least, however. It continues to host impressive galas and celebrations, now more than ever. If there is a high society function being held anywhere in the sector, members of House Barnaba are sure to be there, dressed to the nines and determined to steal the show.

Allies: House Barnaba has remained a loyal ally to House Melantha over the past century, though the ties are weakening somewhat as Melantha's ties with the Empire grow stronger.

Enemies: House Mecetti has been an enemy for the last century. However, House Barnaba never goes out of its way to cause it harm. Far better to drop a damaging rumor or juicy tidbit in the proper ear and let another house do the dirty work.

Assets: House Barnaba takes its playing and socializing very seriously. One of the sector's premier vacation spots, the resort world of Vycinyth, is located in Barnaba space. All the profits generated by Vycinyth go straight to the house's coffers.

House Barnaba also has a secret source of credits. Although not a huge amount, the constant flow allows for shrewd investing. Many speculate on the origin of this wealth, and most agree it is coming from outside the sector. Most believe it's the Empire, but no one can confirm this.

House Cadriaan

Values: Situated on the edge of Herglic space and the greater galaxy, House Cadriaan has always had a more open and mercantile bent than the other houses. It has only recently emerged as a major player in the sector and is eager to prove itself. Cadriaani find spying and underhanded tactics distasteful, and only resort to them when absolutely necessary—killing one's political opponents is not considered good form.

High Lady: Lady Bathos was born into one of the lower noble families of House Cadriaan. She has maintained her position through her ability to forge strong alliances with key factions and individuals, such as the titled commoners and the house's officers corps. She is not universally loved, however; there are several lords and ladies who see themselves as more legitimate and capable house leaders.

Lady Bathos maintains a sprawling island garden paradise on Procopia, where she lavishly entertains both her allies and enemies. Her soirées are considered the best in the Expanse and everyone who is or means to be Somebody endeavors to be seen on her grounds during capital season.

Description: The worlds of House Cadriaan were settled in the Tapani Dynastic Era by Pelagian colonists. Eventually, the colonies seceded to form an independent house, but Pelagia and Cadriaan have always had a close and friendly relationship.

With the establishment of the Shapani Bypass, little Cadriaan found itself sitting on some of the most valuable real estate in the sector. When its guardian Pelagia fell, Cadriaan realized it had to rapidly build up its economy and military to prevent being absorbed by either the Empire or one of the other houses.

Cadriaan opened its doors to wealthy investors operating in the sector (many of them Freeworlds merchants and Mining Guild officials). While the other houses continue to restrict membership and powerful positions to those in the bloodline, Cadriaan has allowed wealthy and powerful commoners (even a few Herglics) to buy titles and contribute to its fortunes. So far, the bloodline has been careful to admit only a select few outsiders to its number.

As a result, Cadriaan has emerged as a major player in the sector. The huge influx of business has super-charged its economy, and its military has begun expanding at a great rate. Of the houses, it has the most pull in industrial and trade quarters.



Illustration by Joe Corroney

Allies: Cadriaan openly supports House Pelagia, even though doing so is not encouraged by the Empire. The solid support for this policy is largely because Pelagia and Cadriaan share many common cultural bonds, but is also due in part to the iron leadership of Lady Bathos. Cadriaan also has strong ties with Aleron.

Enemies: House Cadriaan's enthusiastic support for Pelagia has drawn the wrath of House Mecetti. Over the years, Cadriaan agents have detected the hand of Mecetti in numerous plots designed to weaken Cadriaan.

Following the lead of Mecetti, Calipsa and Reena also oppose Cadriaan. Fortunately, for Cadriaan, its rival houses are not in a position to do much more than oppose it politically and engage in occasional sabotage.

Assets: The economy of Cadriaan is booming, thanks to the bustling trade it does with the rest of the galaxy. Its import/export tariffs are lower than those in the Freeworlds (except for House Calipsa), which draws in a lot of business. Its policy of selling titles to megacorp tycoons has also brought in a lot of investment.

Cadriaan has invested a lot of its capital into upgrading and expanding its defense forces. It also has a comprehensive sensor net which allows it to detect most craft passing through its space.

House Calipsa

Values: To all outward appearances, Calipsa is the conservative sibling of all the houses. House Calipsa cares little for politics and bureaucratic red tape. Its members tend to be thin on patience, but have an admirable tenacity when it comes to turning a legitimate profit. It prefers alliances with the most powerful allies, in an effort to avoid long, drawn-out political maneuvering.

High Lord: Lord Weston Warsheld has ruled House Calipsa with a benign hand for 87 years. At the age of 108, he is banished to a repulsor chair and requires a permanent link to a portable life support system. These days, he rarely ventures off planet, so it's become necessary for advisors and assistants to represent him at the Great Council.

By making shrewd business deals and careful economic decisions, Warsheld has brought Calipsa through the many crises which have rocked the sector since the fall of the Old Republic and the rise of the Empire. Despite the house's relative success and stability, a younger, more aggressive generation of leaders is making a push to remove Warsheld from power. They see Calipsa's resources underutilized, and feel that with aggressive leader-

ship, Calipsa could replace House Mecetti as the highest ranking house.

Description: Calipsa controls more systems than any house aside from Mecetti. But of the thirteen, only two are heavily populated, Calipsa and New Javis. The remainder are ore-rich systems dotted with small mining settlements. These systems are Calipsa's main source of income.

Calipsa Province has not always been so large. When the Empire routed the Jedi out of House Pelagia, and Mecetti moved in to finish the deed, eight of Pelagia's systems became available. With the support of Mecetti, Calipsa seized control of these systems.

House Calipsa finds its new province somewhat large and unwieldy, and has a difficult time policing the province with its small fleet. More ships are desperately needed—pirate fleets are beginning to exploit the weakness by hitting cargo convoys filled with ore. Imperial patrols must devote more time to protecting Calipsa than the other houses, which is beginning to annoy the Moff.

Allies: Calipsa is allied with House Mecetti, but the alliance is one borne of convenience, not friendship or loyalty. If Melantha or another house were to dethrone Mecetti as the top power of the sector, Calipsa would throw its support to the newcomer. It really doesn't matter who is at the top, as long as Calipsa is allied with that house. By necessity, Calipsa also calls Reena an ally, completing the triumvirate that currently holds sway in Great Council votes.

Enemies: As a result of the triumvirate, House Melantha is an enemy of Calipsa. Actually, since Melantha has considerable pull with the Empire, Calipsa would probably oppose it anyway. To a lesser extent, Barnaba is considered an enemy, but mostly in name. Since the fall of Pelagia and the acquisition of its eight systems, relations with Cadriaan have been cool, and downright frigid with Pelagia. For a long while, Pelagia banned Calipsa ships from its space, but recently relented and now allows them through—after paying a stiff tariff.

Assets: Calipsa is on the verge of an economic explosion. With the relatively recent addition of eight systems, mining operation efforts have nearly tripled. However, the acquisition of such an expansive territory does not come without huge overhead costs. In the past few years, the house has actually shown quite a profit loss while purchasing new equipment, ships, and facilities necessary to keep up with the new demands. Despite this, investors can sense the potential boom, and continue to support Calipsa's tedious expansion.

House Mecetti

Values: Nothing matters to House Mecetti more than gaining and holding power. Not sector security, not the Old Republic, not the Empire—not even the well-being of individual house members. The ends justify the means—always.

High Lord: Bodé Leobund XI has been High Lord since his father succumbed to poison 24 years ago. No one knows who did the deed, though there was no shortage of suspects, since his father's inept leadership was allowing Melantha to grow more powerful at Mecetti's expense.

Leobund quickly turned things around and Mecetti today is as strong as it has ever been. Only the need to keep the sector stable and therefore out of Imperial hands keeps him from moving more aggressively against his neighbors.

Description: House Mecetti is one of the most ancient and powerful houses of Tapani sector. It has a well-deserved reputation for being ruthless and vindictive, with a history filled with marauding surprise attacks, bloody revolutions, betrayal, murder, and vast internal struggles for power.

To maintain its dominance, House Mecetti keeps the other houses divided and turned against one another. Traditional distrust and old feuds make this task all too easy. Should Melantha, Pelagia, Cadriaan, and Barnaba ally, Mecetti would lose control of the sector.

Many centuries ago, House Mecetti openly sponsored the Mecrosa Order, a society of assassins and expert poisoners (and, according to some, Sith disciples) that sat in its fortress on Nyssa and used its black talents to influence affairs. While the Mecrosa were disbanded thousands of years ago by House Pelagia and the Jedi Knights, their legacy of poisoning continues. Mecetti nobles routinely analyze food set before them, as do the outsiders who dine with them. Fortunately for the galaxy at large, House Mecetti keeps its poisonings in the family. Usually.

Allies: Mecetti has no true friends or allies. It prefers to sit at the center of an ever-shifting maelstrom of its own creation, forging temporary links with whatever useful entity happens to bob into view.

Its current allies are Calipsa and Reena, which provide it enough votes in the Procopia Great Council to control the sector. The ruling coalition has been stable for nearly three decades, though of late, Melantha shows signs of wooing Reena away.

Enemies: Mecetti's chief rival at the present is House Melantha, both because it is the second-most powerful house in the sector and because it has a great deal of influence on Coruscant (possibly more so than Mecetti).

The members of House Mecetti have an unreasoning hatred of those of House Pelagia. If it could have, it would have crushed Pelagia years ago, but the other houses oppose that sort of behavior. Mecetti opposes Pelagia in any forum and in any circumstances.

Assets: All key industries located on Mecetti worlds were nationalized eleven years ago. As a result, the house owns several megacorporations, and has a controlling stake in dozens of others ranging from the Core to the Mid-Rim.

Starship manufacturing and food production are two important industries in the house, and Mecetti takes pains to keep competitive in these fields. Unfortunately, the underside of a command economy is beginning to make itself known; the state-owned businesses are growing both top-heavy and less productive.

Mecetti's 14 systems are largely self-sufficient, and deficiencies in one world can be made up by goods and services imported from one of the others. Tanya and Pella produce vast harvests of grains and vegetables each year, making them two important agriculture producers for the sector.

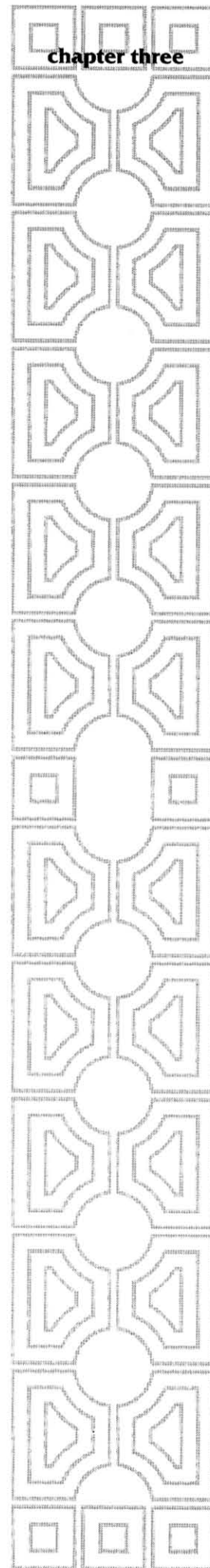
House Melantha

Values: House Melantha feels it is the rightful ruler of the Tapani sector and believes it can realize this dream by bringing the Empire to Tapani. Since of the great houses Melantha has the most contacts on Coruscant, it feels it has the greatest chance of being placed in charge of a new Imperial sector. House members tend to be arrogant, obnoxious, and gossipy. They feel they have stood in the shadow of Houses Pelagia and Mecetti for centuries, and resent it greatly.

High Lord: Lord Bal Jaset presides over House Melantha. Lord Jaset began his reign just under a decade ago after serving on Coruscant for 12 years as a Court advisor. He enjoys a great deal of support from Palpatine. Jaset has been very effective at raising his house's influence in the Empire, and often at the Expense of House Mecetti.

Jaset is infamous for the number of lovers he has courted or used over the years. Some say he has at least 30 bastard sons and daughters, all told.

Description: House Melantha, as an ancient greater house, has been near the apex of sector



power for a long, long time. However, it has dwelt under the shadow of Houses Mecetti and Pelagia for thousands of years, and has ruled the sector only a handful of times in that time.

With the rise of the Empire, House Melantha saw its opportunity. It began to forge ties with the Imperial Court, and sent many of its best leaders to Imperial Center. More so than any other house, Melantha has contributed to the Imperial effort. Several dozen moffs and governors hail from Melantha, and three Melanathan Dark Adepts serve the Emperor himself. Hundreds of lesser officials serve in the government and military as bureau chiefs, ministers, Navy captains, and so on.

While the early prizes of Imperial association have largely gone to Mecetti, the balance is slowly shifting. It is becoming more and more obvious that the Empire favors Melantha over Mecetti.

Allies: Melantha's closest allies are not in the sector at all, but on Coruscant. Locally, House Barnaba is considered an ally. At first, this was an alliance of convenience, as House Melantha didn't particularly care for Barnaba's absorption with style and appearance. But over time, the two houses have become close allies.

Enemies: Historically, Melantha has played middleman in the Pelagia-Mecetti feud, playing one side against the other to best advantage. With Pelagia effectively gone, Mecetti and Melantha have butted heads with increasing frequency, and the contest for Tapani is developing into a bitter rivalry. Calipsa and Reena, as loyal allies of Mecetti, join in the greater house's rivalry against Melantha.

Assets: Financially, House Melantha has a secure foundation, both within and without the sector. Through its expatriates on Coruscant and other Imperial worlds, it holds considerable investments in foreign megacorps, and funnels these outside credits back into the sector. It also owns or at least has a hand in many sector-based businesses. By diversifying its holdings, it hopes to ensure its survival even should its domestic assets be seized or destroyed.

Melantha's Coruscant-based members are perhaps its greatest assets. The three Dark Adepts, who serve and advise Palpatine himself, give Melantha a potential edge no other house can match. If one or more of the Adepts were to return to the sector, it could sway the balance of power in House Melantha's favor. Rumors persist that a Dark Adept really calls the shots for House Melantha, but these are probably just wild rumors.

House Pelagia

Values: Though honor is a value embraced by all the houses, it is especially dear to the Pelagian noble. Assassination and lying are traits actively discouraged. Because of this, Pelagian nobles are masters at twisting the truth to their own ends, and often promise much less than they seem to.

High Lord: Theus Paddox was very young when his house fell, but he grew up quickly in the hard years that followed. In his first few years as ruler of his house, Paddox consolidated ties with Cadriaan by marrying the daughter of Lady Bathos and opening up his worlds to Cadriaan investment. In more recent years, he has taken steps to rebuild Pelagia and regain some of the ground lost in the Mecetti purge.

Description: Once one of the most powerful houses of Tapani sector, House Pelagia has fallen on hard times. The Jedi who were once the pride of the house proved at last to be its curse; with the rise of the Empire, the Jedi bloodlines in House Pelagia were rooted out and destroyed by the Emperor's servants.

Motivated by fear of Imperial reprisal and jealousy of Pelagia's power and influence, most of the other houses joined Mecetti for the first time in opposing Pelagia militarily. The oncemighty house expended nearly all of its considerable resources in its struggle to survive.

Survive it did, but it is a mere shadow of its former self. Eight of its systems were ceded to House Calipsa, and it lost seventy percent of its seats in the Great Council. Its historic ties to the Old Republic have rendered it politically suspect, and rival houses use this to keep Pelagia powerless. They occasionally circulate propaganda that the house continues to shelter rogue Jedi who survived the initial purges.

Very much aware that another purge will destroy it entirely, House Pelagia is very careful not to make waves—at least not openly. Under the surface, Pelagia plots its comeback.

Allies: House Cadriaan is without doubt Pelagia's closest friend in the sector. Pelagia is aware that the Freeworlds, for their own reasons, act in Pelagia's interests by petitioning to break away from Tapani sector—the new sector trade route would necessarily pass through Pelagon. Pelagia is attempting to delay the succession until it can rebuild sufficiently to prevent Calipsa and Mecetti from seizing Pelagon in that event.

Enemies: House Mecetti is an implacable foe, as are Reena and Calipsa by extension. Melantha has historically been Pelagia's ally in opposing Mecetti, but has always been an alliance of

convenience; Melantha has had nothing to say to Pelagia since the great house fell.

Assets: Pelagia has little in the ways of assets these days. Many businesses left the house for safer climates when it became clear that the house was disgraced. However, Cadriaan investment is helping Pelagia obtain enough hard currency to rebuild. Fortunately, Pelagia is largely self-sufficient, and can provide for its own citizens.

The fallen house does have one asset; the fastest and cheapest hyper-route to Cadriaan space and the Shapani Run from Calipsa province. As long as Calipsa allies with Mecetti, however, Pelagia will charge Calipsa ships high tariffs for passing through.

Pelagia lost much of its military and political power in the purge, but retained its powerful intelligence and diplomatic assets. It is putting these to full use in forming potential alliances with other houses behind the scenes.

House Reena

Values: House Reena has been a lesser house for several centuries. It relies on its ore-rich systems to provide income, and has established a university system it hopes will someday rival that of Mrlsst Academy. House members tend to be quiet, polite, and educated in the disciplines of history, the arts, and science.

High Lord: Lord Galen Panos has resided in his position for nearly 30 years. A former Dean of Reena University, Lord Panos is a brilliant man, possessing degrees in a variety of scientific fields. He is a master computer programmer with an analytical flair.

Unlike his predecessors, he is content with the house's position in the sector. House Reena has become the crucial house that holds the swing vote. As part of the Mecetti-Calipsa alliance, its pull gives the triumvirate majority in the Great Council.

Description: House Reena has always been a lesser house and seems destined to remain one for quite some time. Its mining economy has provided it with a steady and stable source of income, but it has never had much to splurge on extensive spynets and huge military fleets—investments necessary to rise to greater house status. It is also isolated from the rest of the sector by powerhouse House Mecetti, which makes expansion into other areas of the sector out of the question.

Merrick and Kalb Industries—the largest mining megacorp operating in the Expanse—is based in Reena Province. It controls most of the mining in the province, and because of the



Illustration by Joe Corroney

income it brings into the province, its officials have a lot of pull with house members.

Geological analyses predict that some of the most ore-rich worlds in the province will begin to tap out within two centuries (they have been mined for thousands of years already), and house leaders have begun looking for ways to diversify. Manufacturing firms have been lured to Reena from other sectors with very attractive offers, and the investment has begun to pay off as Reena's tax base rises.

Perhaps Reena's most successful experiment was the opening of Reena University two hundred years ago. By offering subsidized salaries far above and beyond anything else being offered in the rest of the Inner Rim, the university was able to attract some of the best and brightest professors and researchers from the sector—including from rival Mrlsst. The university is known throughout the sector for its excellence, and has enrolled the sons and daughters of many house nobles who cannot bear to send their children to a Freeworld for their educations.

Allies: House Reena is allied with Mecetti and Calipsa, mostly because it depends on the goodwill of these houses for its imports and exports. Reena would prefer not to be involved in political plotting, and of the three houses is the least likely to let the alliance affect its dealings with other houses.

Enemies: Again, House Reena has no outright enemies. At least, none that would say so to a House Reena member. However, due to its position in the triumvirate, House Melantha and Barnaba are noticeably cool toward it. Until Melantha can woo (or force) Reena away, this relationship will probably stay the same.

Assets: Reena has many ore-rich worlds, which it leases to MKI and other mining companies. The university also brings it a lot of credits from the rest of the sector. House Reena has always felt a need to sink resources into the university, not the military. However, current leadership is contemplating a gradual build-up, just to keep options open.

Chapter Four

The Freeworlds Region

For many centuries, the Freeworlds Region was considered the backwater of the sector. Most of the periphery worlds were rich in ore, but poor in credits, and the houses used them as cheap sources for raw materials. With no major trade routes out of the sector, the houses were the only market for Freeworlds ore.

This all changed with the establishment of the Shapani Bypass. This new route, which linked together many of the periphery worlds, cut days off the heavily traveled Rimma Trade Route which runs from the Core to the Mid-Rim.

The establishment of the Shapani Bypass brought the colonies into a major trade stream. Competition for the worlds became fierce among the houses, and several skirmishes nearly escalated into sector-wide war before a brokered agreement between the houses diffused the situation by declaring the worlds freeworlds. Like Procopia, they would be independent worlds open to any and all comers.

No doubt most house officials thought that the Freeworlds could be controlled, but it wasn't long before the principal worlds of the Freeworlds Region—Tallaan, Mrlsst, Aleron, Lamuir, and Neona—had the economic power to shake off external influence. They signed trade deals with Core worlds, and grew in power and prestige as the credits of the Republic flooded their coffers.

Piracy became a problem once the houses withdrew their navies from Freeworld space, so each world began to build up its own navy of patrol ships. Procopia objected to an armed build-up on its borders, but the Freeworlds were feeling confident enough to announce that the navies would not only remain, but

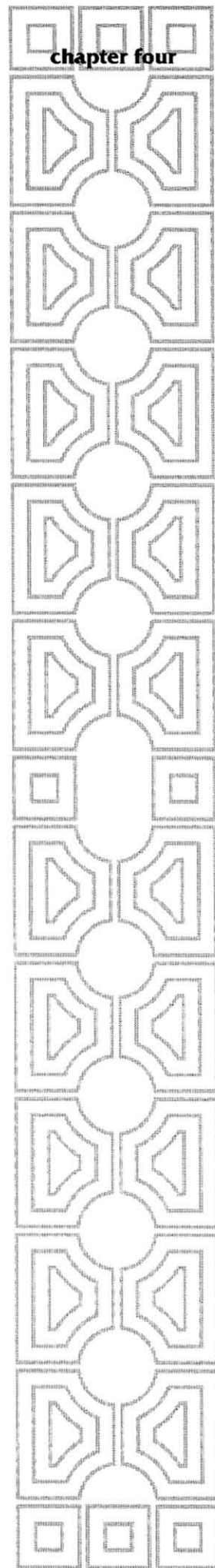
would henceforth be subsidized by a new tariff applied to all goods passing through Freeworlds space—namely those heading for the Expanse. This extremely controversial tariff has led to no end of troubles between the Freeworlds and the Expanse.

The Freeworlds Today

The Freeworlds have successfully maintained a high level of independence from the houses for several centuries. At the same time, as Tapani sector worlds, they have been protected from gross Imperial interference by the arrangements the houses have made with the Emperor.

The Empire, while it does not control the Freeworlds outright, maintains a distinct presence in the Freeworlds Region. Imperial trade offices and diplomats bustle about on Tallaan, Mrlsst, Aleron, Lamuir, and Neona, and the military leases land and space locations for naval bases and army installations.

By law, Imperial vessels have free passage everywhere in the sector, and the Navy often sends its own patrols along the Shapani Bypass to discourage smuggling and piracy. It does not do this so much for the sake of the Freeworlds economy, but because the flow of goods—especially the bacta bound for the Core—along the Shapani Bypass is of strategic importance to the economic health of the Empire, and because the Imperial Navy uses it to transport ships and troops to trouble spots in the Outer Rim Territories.



Powers of the Freeworlds

There are several levels of government in the Freeworlds, and they overlap in areas, which can give government officials, barristers, and judges fits. Each world is independent politically from the others, and maintains its own government and defense force. There is an Imperial governor assigned to each world as well, who officially at least, has final say over planetary policy.

But the five Freeworlds are also members of the Tapani Great Council, and are partially affected by decisions made within its halls. They are also members of the League of Tapani Freeworlds, which is mostly a trade organization, but also provides for a common defense in case of attack.

League of Tapani Freeworlds

While each of the Freeworlds is an independent political power, the five major worlds are banded together in the League of Tapani Freeworlds (the other Freeworlds are non-voting members). The League is a loose-knit alliance which allows the Freeworlds to collude in setting tariffs, provide for a common defense, and make other arrangements which protect and advance their goals.

The League is made up of representatives from each Freeworld. It concerns itself with only the broadest of issues; setting economic policies, providing defense for the Region, and making treaties with outside powers. Other governmental duties, including enacting and enforcing laws, levying taxes, and so on, are reserved for each world, which also elects its own leaders in its own fashion. The Freeworlds value their independence (if only in name; the mining companies pretty much call the tune in most area of the Region).

The League Center is located on Tallaan, and has executive branches on Mrlsst and Leona as well. League representatives also have offices on key Imperial worlds as well, among them Thyferra and Coruscant.

The Freeworlds and the Great Council

Long ago, when the Freeworlds were directly ruled by the houses, they were represented on the Tapani Great Council along with every other world of the sector. When they declared independence, the representatives became non-voting members, but continued to attend sessions, mostly to maintain links with Expanse governments and trading associations.

The Freeworlds representatives are in a distinct minority on the Council, and are not admitted in either the Senate or the Council of Ten. This isn't particularly surprising, really; none of the houses are interesting in seeing outsiders (as they view the Freeworlders) have a voice in what they see as internal affairs. The Freeworld representatives would have been removed from the Great Council years ago, but the houses fear that doing so would cause the League to come down hard on house-owned firms on the Freeworlds.

The Expanse Houses

Not surprisingly, the houses of the Expanse are quite active on the Freeworlds, and maintain embassies, trade lobbies, and businesses on all of the worlds. The houses own quite a few lucrative businesses on the Freeworlds, which gives the Freeworlds a bit of leverage.

A far greater source of leverage the Freeworlds have over the houses is that they control every major trade route into the sector except one, and can raise trade tariffs anytime they like (the tariff issue is a continuing point of hot contention between the two parties). The houses dislike the hold the Freeworlds have on their economy, but there isn't much they can do about it officially. Even more alarming is the increasingly friendly relationship between Cadriaan and the League. Should the two unite, the Freeworlds would have a lock on the sector's trade routes.

Relationships between the houses and the Freeworlds runs very much from hot to cold. On the surface, relations are stable and cordial, but just underneath the surface, an intense enmity born of competition and rivalry seethes unseen. A vast shadow war is underway. Industrial espionage, occasional bouts of sabotage, suspicious pirate raids, blackmail, and such are part of the game. Thus far, diplomacy has prevented the hostilities from breaking out into trade wars, embargoes, and armed conflict. Everyone involved knows that such activities would bring in the Empire, and few want to see that happen. Still, things are tense between the two segments of the Tapani sector, and have been for a long time.

Other Powers

Like all the Tapani worlds, the Empire has assigned an Imperial governor to supervise each Freeworld. Officially, the governor has supreme authority over his world, but in day-to-day affairs he tends to defer to local government officials. The Tapani sector is supervised by a moff appointed by the Emperor, and this territory includes the Freeworlds as well as the



Illustration by Joe Corroney

Expanse. Again, the moff is less powerful in fact than in theory, though some believe this could change if Imperial interest in the sector grew.

Mining is big business in the Freeworlds Region, and the prominent mining companies are all members of the Mining Guild. This gives them a lot of pull in the governments of each Freeworld, and in the League.

Freeworld Citizens

The Freeworlds are egalitarian societies; their citizens don't care where you come from or who your family is as long as you are good at what you do. Naturally, this is more true in theory than in practice. As everywhere, certain families and individuals tend to hang on to power over the years, especially those affiliated with the mining corporations.

Still, those who come here with a good work ethic and skills to match can and do build good lives for themselves. Those who work for the mining and merchant companies sometimes achieve near nobility—status if they play their cards right—enough do to keep the dream alive for the rest.

Visiting nobles are accorded a certain level of polite deference, but the influence doesn't stretch too far—at least not without money. People are far more impressed by a corporate or military title than a family name.

Some Freeworld families are descendants of houses which split away from the Expanse centuries ago. They have long since been absorbed into the general population, but certain of them retain something of their heritage (the first merchant families to be admitted into House Cadriaan were long-lost splinters of Pelagian noble families).

The Freeworlds Common Navy

The five major Freeworlds pool a certain portion of their defense fleets to patrol the Shapani Bypass—both to supplement the Imperial patrols, and to constantly reinforce the idea of Freeworlds hegemony along the trade route. This fleet is known as the Freeworlds Common Navy.

By convention, every Freeworlds navy is standardized along the same lines to make maintenance of the Common Navy vessels less expensive and command less complicated. Vessels rotate in and out of the Common Navy on a set schedule, to allow the ships to return to their homeworlds for home patrol.

The capital ships of the Common Navy are built in the Tallaan shipyards (mostly frigates, but also one or two carriers). Support craft are more varied, and range from Carrack Cruisers to Corellian Corvettes. Starfighters are mostly TIE/Ins and Mantas, peppered with a few squadrons of Blastboats.

The Freeworlds have no separate navy and army. Each world sees to its own defenses, and these forces are supplemented by Common Navy Troopers, which travel with the Common fleets. By and large, the troopers are not as well trained as the house Army units, but are better armed. The regular Navy personnel are about equal with their Expanse counterparts.

Chapter Five

Sector Gazetteer

Traveling in Tapani Sector

Tapani sector is a fairly young segment of space, filled with nebulae, gas clouds, and coalescing systems. The many fiery red and ice blue tendrils of intergalactic vapor and gas clouds are beautiful and majestic, but they also make the sector a difficult one to navigate through.

In many other sectors a dense network of hyperlanes links every world with just about every other world. Tapani sector has only a few drifting space lanes linking its various parts. This is because most of the hyperlanes are unstable, and establishing multiple routes is not feasible.

Millennia ago, traveling through hyperspace was extremely perilous everywhere, because interstellar space is clogged with dangerous debris. Such hazards and obstructions could be discovered only through trial and error, and mistakes were usually fatal. Over time, certain routes between planets were found to be fairly safe, and the Republic Spacelane Bureau established a network of hyperspace buoys linking them together. Eventually, powerful navicomputers were developed to store and process all the possible hyperspace jumps deemed safe, and spaceship captains gained the freedom to travel the stars without slavishly following the buoys.

However, some areas of space are so choked with galactic debris and celestial objects that safe hyperspace travel is all but impossible *without* hyperspace buoys, even in the modern Imperial era. Tapani sector is so cluttered with

debris that just about every system must be monitored by a hyperspace buoy. The only truly stable route through the sector is the Shapani Bypass. Travelers can safely shunt up and down the Bypass without dropping out of hyperspace year in and year out.

The other lanes of the sector are less stable, and are maintained by hyperspace buoys guarding each system. Interstellar drift causes dangerous obstructions to enter hyperspace routes on a regular basis, and the buoys monitor the situation and recalibrate routes on the fly. Ships passing through a cluttered area must drop out of hyperspace at a buoy juncture and load the new data before continuing. Such interruptions to one's trip are annoying, and in some pirate-infested regions, highly dangerous. (But not as dangerous as blowing by the buoy and entering an unclear hyperlane.)

The Shapani Bypass and Giju Run are the only known exits to the sector. There may well be a few secret routes leading out of the sector, but if there are, those in the know aren't telling. Certainly, such a route would be worth trillions of credits to some governments.

Key Worlds of the Expanse

Achillea

Achillea is one of House Cadriaan's primary worlds. It has shallow, warm seas and three large land masses. Achillea's urban centers are located on the northern-most continent. The capital city, Cadriell, is situated on a peninsula on the west coast, surrounded by spectacular cliffs overlooking the ocean. Achillea's small

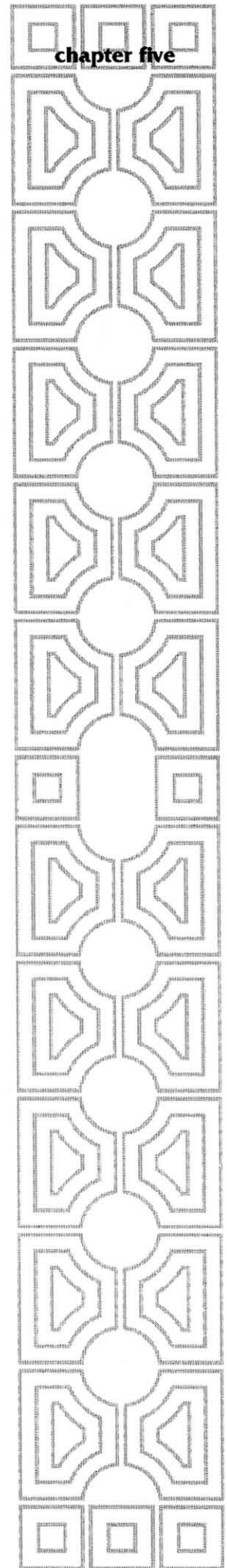




Illustration by Joe Corroney

southern continent hosts huge spacia tree plantations. Spacia wood furniture manufactured on Achillea is in great demand as a luxury item across the galaxy.

Since Achillea is located on the Shapani Bypass, the planet sees a great deal of travel through its system. Its economy is greatly enhanced by this traffic.

Barnaba

Barnaba is the capital of House Barnaba. It is a mild world of steep mountains and deep fertile valleys. Its economy is based on agricultural exports. It is the breadbasket for many worlds in the sector.

Barnaba's class system is a bit more defined than in other houses. The nobility dwell in castles perched on mountain peaks, while the indentured servants live in the valleys, where they work in vast agricultural plantations. Minor nobles and affluent commoners live on the slopes have less impressive residences on the slopes.

The most powerful of Barnaba's noble families live in floating castles which hover over their lands. The elite travel from all parts of the galaxy just to be part of one of the spectacular galas hosted by House Barnaba nobles in these castles.

Calipsa

Calipsa is the capital of House Calipsa. From space, it is a dull brown, almost lifeless world. It is not much prettier from the ground. Its air is hazy and not entirely suitable for human consumption, though it can be breathed for extended periods without causing damage.

Credit for credit, Calipsa is one of the wealthiest provinces in the sector, but most of its proceeds go into developing new mining ventures. Huge metropolitan areas—sealed against the less than hospitable environment—dominate Calipsa's single continent, most devoted to mining and smelting. There is only one passenger starport, located in the capital city Cambar. Dozens of other starports scattered across the surface of the planet handle the huge flow of ore.

Calipsa's economy is driven by its mining concerns in its province. Business has boomed on Calipsa in the years following House Calipsa's acquisition of several former Pelagian worlds. Its town and cities have experienced explosive and often chaotic growth. Fortunately, trends show the economic picture leveling off, which may bring much-needed stability.

Obulette

Obulette is the capital of House Mecetti. Its dim sun casts a hellish red glow over the planet that suspends it in perpetual twilight.

Obulette's ancient cities are steeped in old Tapani-style architecture. Elaborate skyscrapers, halls, libraries, columns, and plazas predominate. Obulette's theater and art districts are fine examples of the cultural sampling the population and tourists alike enjoy.

Less savory sections of the cities reveal the underside of Obulette's ancient heritage—a crumbling infrastructure which is eating away at the urban centers a bit at a time. Fringers and plotters of all stripes can be found creeping around in the shadows of these areas, eager to escape notice as they go about their nefarious errands.

The Obulette shipyards are frequented by those who do not wish to draw Imperial attention while they have their ships serviced or repaired. The shipyards personnel are not as busy as those at Tallaan, are not under the direct eye of the Empire and if one knows the right people to bribe, ask no questions.

Pelagon

The water world Pelagon is the capital of House Pelagia. It has a pleasant climate with warm oceans. Alas, these oceans are not as hospitable as once they were.

The colonists brought raw materials from the ore-rich worlds and constructed huge platforms above Pelagon's waves. On these platforms, great cities were built, called seascapes. In Pelagon's heyday, over twenty of the artificial land masses, some dozens of kilometers in diameter, dotted the planet's great oceans. Most of these are gone, destroyed by the attack on Pelagia by the Empire and House Mecetti. Pelagar, the capital city, is a majestic sprawl situated on the largest surviving platform.

Pelagon's economy struggles as does its people. The oceans, which once provided food and rare minerals—is today a mildly toxic soup that supports very little life. House Pelagia is devoting a lot of its energies to rebuilding its infrastructure and restoring its environment to health.

The people of Pelagon are a grim, pessimistic lot. The last generation has dealt with many hardships since the fall of their dynasty. However, they are a patient, determined people. They care only about quality of life or a product, not profit or quantity.

Procopia

Procopia is a verdant world of warm oceans and thousands of islands both large and small. Its one proper continent, Davla, is an unpleasant land of fierce storms and active volcanoes. In the brief summer months nobles and politicians hunt the elk-like baranda there.

Procopia is the capital of Tapani sector, and has been since Shey Tapani chose it as the seat of his Empire long ago. Estalle Island, the sector capital, is a beautiful canaled city built in the ancient Tapani style of domed towers and temples.

Other islands host less august urban centers. Many are private preserves owned by houses, while others are devoted to government or the service industries which surround government.

For the four summer months of capital season, Procopia becomes the social epicenter of the sector. During these months, the entire planet becomes a playground for the Tapani nobility—who descend on its many palaces, resorts, fine restaurants, balls, and casinos. Non-nobles visiting Procopia during capital season will find it difficult to obtain lodgings and service in popular resorts and dining facilities.

Reena

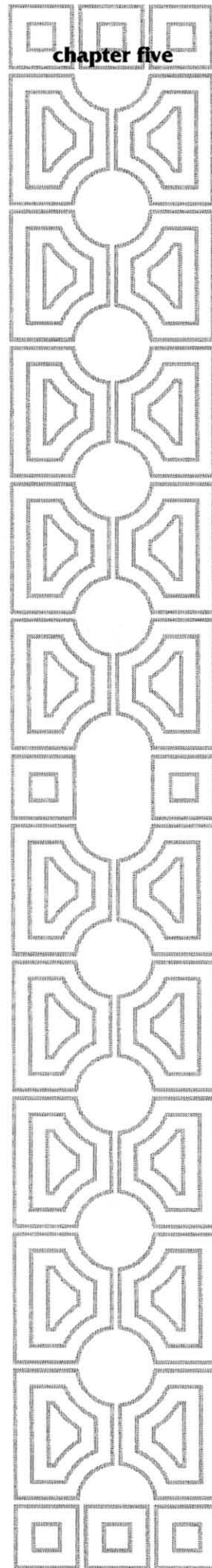
Reena is the homeworld of House Reena. It is a temperate world of many small continents and islands. These islands are dedicated to specific functions. Most are urbanized to the point that the entire island is covered with modern city structures. Others are dedicated to cropland, university campuses, and starports.

Reena is the host world of the University of Reena, one of the Expanse's best institutions of learning. The University has an immense amount of funds available and has attracted some of the galaxy's finest educators to its halls. It has something of a competition with Mrlsst going—many lords send their children to the University of Reena rather than Mrlsst to keep their credits from going into the pockets of Freeworld commoners.

Soterios

Soterios is the capital of Melantha. Nearly seventy percent of the planet's surface is dry, devoted to wind-swept canyons and expansive desert wastelands.

Soterios's capital is Melaana. Melaana is situated in a huge canyon—the ancient remains of an ocean basin. It was originally settled



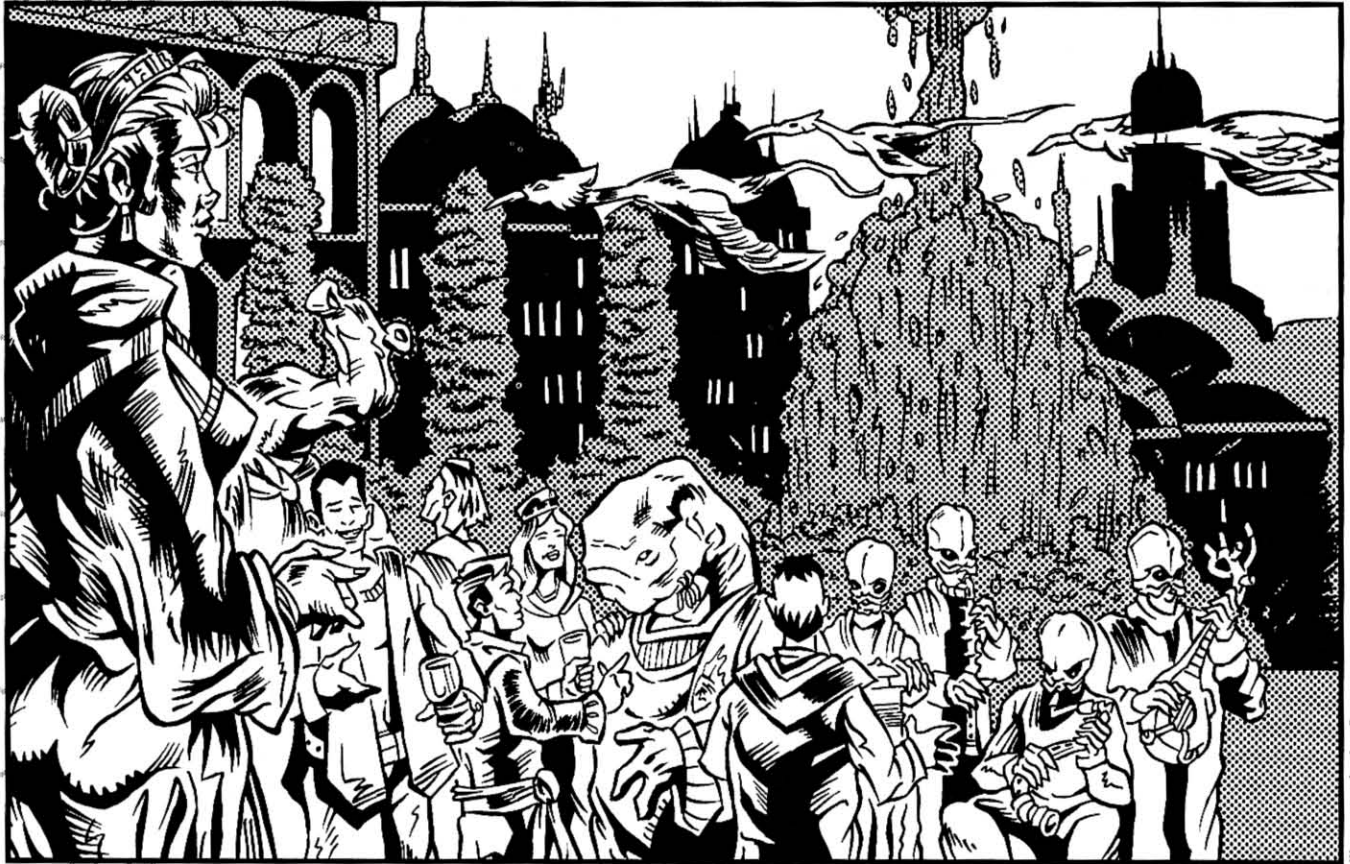


Illustration by Joe Corroney

in the canyon walls, surrounding agricultural fields on the basin's floor. This area is now referred to as the Old City and its caverns extend deep into the surface of the planet. Fringers of the Old City can supply information, illicit goods, or perform illegal services for those with the money.

New Melaana has been erected in the past few centuries on the basin floor. This younger city consists of impressive skyscrapers and other structures modeled after the architecture on Coruscant.

Little food is produced on Soterios due to the harsh climate and shortage of fresh water (adequate drinking water is drawn from deep aquifers). Most of the food is imported from Barnaba.

Key Worlds of the Freeworlds Region

Aleron

Aleron's surface is arid and enshrouded in constant smog. Rather than develop the surface of the planet, Aleron's inhabitants have focused their efforts on developing underground cities. Their domed caverns are decked

out with atriums, gardens, and "outdoor" malls and plazas.

Aleron is blessed with rich deposits of rare and valuable ores, which has enabled it to maintain a strong standing in the local rawmat markets (mining complexes and refineries are located on the surface). Macander Heavy Ores dominates the Aleron mining industry, and to a lesser extent the world government.

Aleron's position on the Shapani Run is another great asset, one which brings a wealth of shipping traffic to the planet. Its main public starport is located on a series of huge metallic platforms. Numerous turboshafts provide access to one of Aleron's larger settlements, Daekun, located deep underground.

Lamuir IV

Lamuir IV is a temperate world of rolling plains, deep forests, and weathered, low mountains. It is one of two worlds in Tapani sector where humans are not the dominate species—Herglics outnumber the humans by a considerable margin. Because Herglics are so susceptible to it, gambling is very illegal on Lamuir—life sentences are routinely given to those who draw Herglics into a gambling frenzy.

The capital, Gryle City, is composed of several districts, including the concerto district,

theater district, and a shopping and restaurant district. The famous arts event, the Priole Danna Festival, is held here every year. During the festival, millions of tourists, celebrants, and professional party-goers from all over the galaxy descend on the planet.

Lamuir IV was settled—and then deserted—thousands of years ago by a Herglic trading empire, long before humans came to this area of space. Traces of their cities still remain, and some believe that the ancient Herglics possessed technological knowledge now lost to the galaxy.

Mrlsst

Mrlsst is a wet humid world made up of marshes and sandy swamps. Its landscapes are dominated by the immense, tower-like greenstalks that grow in thickets everywhere on the planet's surface except the two poles. A thick asteroid field rings the planet, a source for base metals and also a harbor for a number of research stations.

Mrlsst is the only world in the entire sector which is occupied by an indigenous sentient species, the Mrlssti. The official language of the local government is Tsi, the mother tongue of the Mrlssti.

Mrlsst Academy is the best university in the sector, and one of the best in the region. Its researchers, scientists, academicians, and technicians are the best outside the Core. They do a lot of research work for various sector and Imperial governmental organizations.

The Academy attracts its share of shady characters—student dropouts, defrocked professors, artists, smugglers, and thieves. Many of these fringers can be found in the upper levels of the greenstalks surrounding the Academy, living in simple but serviceable structures built into their sides and tops.

Neona

Neona is a world dominated by water. It is owned by Hanson Mining Consolidated, a consortium of mining companies which settled the ore-rich planet centuries ago to mine the valuable ore located in its seabeds.

Over time, the settlers have built up great floating cities which hover over the undersea mining camps and process ore. The largest city, Newland, is home to over three million people.

Neona still has a healthy frontier spirit, fostered by the independence and self-reliance of its people. Things can get rough in its floating cities when a shift of miners return to the surface after a year of living in the undersea camps.

Neona was inhabited by a sentient civilization which was slowly swallowed by the rising waters when the ice caps melted eons ago. The ocean floor is riddled with the ruins of this civilization.

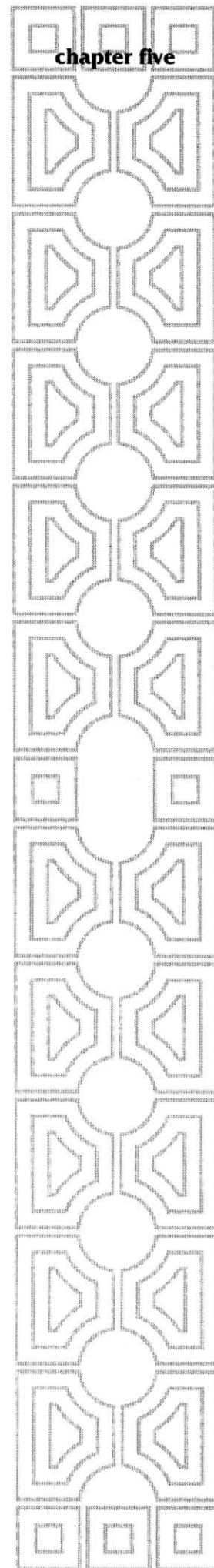
Tallaan

Located at the nexus of the Giju Run and the Shapani Bypass, Tallaan is the most active trading world in the entire sector. With few exceptions, everything that goes into or out of Tapani sector passes through the Tallaan system. Its markets deal in just about everything imaginable.

Tallaan has several large dockyards in orbit around the homeworld and throughout the Tallaan system. Millions of ships are serviced here each solar year, and billions of tons of goods are transferred from ship to ship and from ship to land. The government of Thyferra leases a large portion of the dockyards to service its fleet of bacta transports enroute to the Core.

Tallaan serves as the unofficial seat of the Empire in the sector. The Imperial zone of the Tallaan dockyards is the major Imperial base in the region, and serves as a major layover port for Star Destroyers heading to or returning from the Outer Rim Territories.

Tallaan has a large population of transitionaries who manage trades and transfer cargoes. There are a large number of aliens of all types living on Tallaan, and most have at least a small enclave somewhere on the planet where they gather to live among their own kind.



Chapter Six

Tapani Campaign

Now that you've gotten a taste of Tapani sector's features, traditions, and organizations, it's time to begin thinking of what sort of campaign you want to participate in. This chapter will help you get rolling.

The first section of the chapter presents you with a number of campaign options. The second section lists some rumors and inside tips about Tapani sector to get you started. You can use this information in determining what sort of character you wish to play. Chapter Eight helps you generate a background for your character, while Chapter Nine presents you with over 30 character templates you can start play with.

Campaign Options

The *Lord of the Expanse* campaign setting provides you with a rich variety of campaign options. Like the typical fantasy campaign setting, you can run all sorts of characters through Tapani: Imperial ISB agents and strike force operatives, saber rakes and powerful lords and ladies of the noble class, Rebel spies, Herglic pirates—whatever strike your fancy.

Because there are so many choices, we've provided a few campaign types to get you thinking. Look through the character templates in this book, and then talk over the campaign with your fellow players and gamemaster. Working together, you should be able to settle on a campaign option you all will enjoy playing.

Rebel Campaigns

Playing a classic Rebel-oriented campaign has lots of appeal for many players. You can play Rebel privateers preying on the Imperial traffic of the Shapani Bypass, or fifth column

spies operating from within the noble houses or Imperial organizations.

Keep in mind that operating in Tapani sector is extremely dangerous for Rebels—the locals and Empire are on a constant look-out for anti-Imperial activity, and the Alliance does not have the resources to rescue agents who get into trouble.

House Campaigns

Tapani sector is ideally suited for a campaign centered around the noble houses. If you like the thought of a high-octane politically-oriented campaign with plenty of glitz, glamour, and backstabbing, the house campaign might be for you.

You can play a group of nobles. Some may be responsible lords and ladies with real responsibilities, while others might be young idle playboys or charming debutantes. Still others may be commoners who are welcomed in noble enclosures, like flashy gamblers, popular entertainers, Imperial officers, and artists. What you do as nobles is up to you and your gamemaster. You might play champions of justice, ala Zorro and the Scarlet Pimpernel: fops by day, and masked heroes by night. Or you can concern yourselves with the interests of your house: foiling attempts by rivals to undermine you, advancing your house in the Imperial system, and so on.

Alternatively, you can play a group of trouble-shooters, the commoners who are well paid to do their house's dirty work. This campaign choice brings the action down to the nitty-gritty level common to traditional Rebel campaigns while retaining the trappings of the house campaign.

Imperial Campaigns

You can play Imperials in Tapani sector if you like. You might take on the roles of upper level diplomats and spies, charged with propping up the Tapani houses, or bringing them down. Or you can play Imperial ISB or Ubiquitorate operatives, on the hunt for anti-Imperial activity and trying to sabotage the efforts of rival Imperial organizations (namely one another).

Fringe Campaigns

There isn't much of a fringe presence in Tapani sector, but every sector has a fringe if you know where to look, and Tapani is no exception. Ply the Shapani Bypass as a bacta pirate, or prey on rich nobles as a high tech jewel thief. Smuggle contraband goods and illegal weapons to wealthy lords and sell lightfoils to the saber rakes. Life on the fringe is dangerous, and occasionally rewarding.

Some Inside Tips

People are always talking about current affairs, and there are other rumors people just kind of pick up by hanging around the palaces and spaceports. Here is a sampling of opinions, impressions, and factoids about Tapani sector to start you off.

Working for Nobles

House nobles run the Expanse, and are constantly plotting and scheming against one another. There is good money to be made doing dirty work for a noble, but most people avoid such entanglements. You may gain some of your patron's friends, but you definitely acquire all of his or her enemies. And nobles are unforgiving of failures and setbacks, and notoriously forgetful if their agents become liabilities.

Still, life can be sweet when things are going well, and you are supplied with the most advanced weapons, tools, and equipment you could desire. And if you're *really* good at your job, you can rise high enough in your patron's services to earn his or her respect—and ensure you won't be cut loose at the first sign of trouble.

House Squabbles

There are plenty of house rows going on at any one moment. The one fueling the most commentary at the moment is the rising tension between Houses Melantha and Mecetti. Now that House Pelagia has been smashed, it is only a matter of time before the two remaining sector superpowers square off to decide who

has the more powerful house once and for all. They probably would have done it already, but everyone knows a civil war that big would bring the Empire in to arbitrate, and that would spell the end of Tapani's relative freedom from outside control.

Imperial Intervention

Speaking of independence, some people worry that the Freeworlds Region is now more an Imperial rump sector than a part of Tapani proper, and that sooner than later the Empire will step in and take direct control. While the Mining Guild would love this (see below), the Freeworlds government is definitely against the notion.

Even the Expanse nobles are divided. While all recognize Imperial control of the Freeworlds would end the ore tariffs, it also threatens their autonomy. The Emperor is almost certain to appoint a grand moff to supervise the region if Tapani sector splits. Of course, House Cadriaan has a fairly snug relationship with the Freeworlds and its own worlds on the Shapani Bypass, so it probably stands to gain either way.

The Mining Guild

The Mining Guild is tied in one way or another to just about every private mining operation in the Empire. Mining and processing raw materials is big business in Tapani sector (especially in the Expanse), and most of the mining organizations around are affiliated with the Mining Guild.

There is a lot of tension between the Mining Guild and the Freeworlds, because the Freeworlds charge a substantial tariff for Expanse ore passing through its ports on the way to the Shapani Bypass. This makes Expanse ore less competitive on the galactic markets than Freeworlds ore. Most people figure there will be a showdown between the Expanse and the Freeworlds over the tariffs issue sooner or later.

The Bacta Run

Patrols of the Imperial Navy and Freeworlds Common Navy are everywhere on the Shapani Bypass because the Bypass is the primary route for bacta shipments moving from Thyferra toward Coruscant and the other Core worlds. Official bacta shipping contracts are limited to the same two companies that monopolize the bacta trade, Xucphra and Zaltin corporations.

However, there is a thriving black market in bootleg bacta, and many smugglers are willing to run it from their contacts on Thyferran colonies to their buyers. The Bacta Run is an

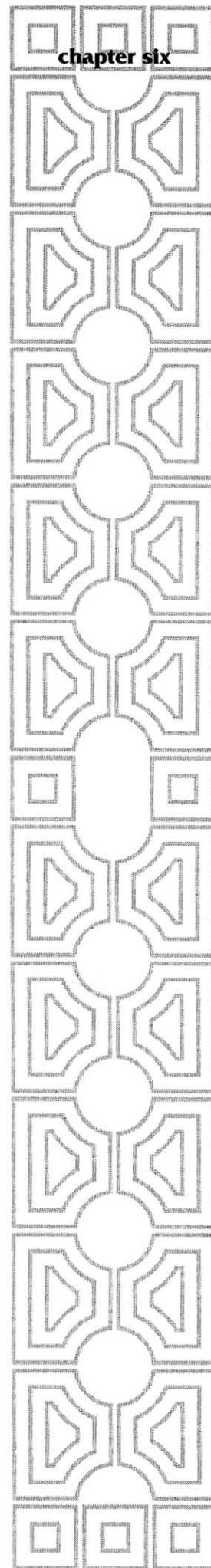




Illustration by Joe Corroney

extremely dangerous run. Not only do the smugglers have to contend with Imperial and Tapani patrols, they have to worry about the pirates who haunt certain areas of the Bypass, lying in wait for them.

Since bacta, a liquid shipped in bulky storage tanks, is hard to hide from customs officials, bacta smugglers rely more on outrunning Imperial blockades than bluffing their way past them. A smuggler that stops when he's told to is vapest.

Shadowport

The rumor persists among fringe segments of Tapani society that there is a shadowport somewhere in the sector, but no one seems to know where it is. Everyone seems to know someone who knows someone who has been there, though.

For the squeaky-clean types who don't know what a shadowport is... well, that's where you go to buy and sell stuff the Empire doesn't want you messing with. Weapons, spice, hot ships, slaves—anything goes on a shadowport. Of course, if they were easy to find, the Empire would shut them down pretty quick, so the trick is to actually find one.

There are plenty of people on the fringe who like to puff themselves up by pretending they

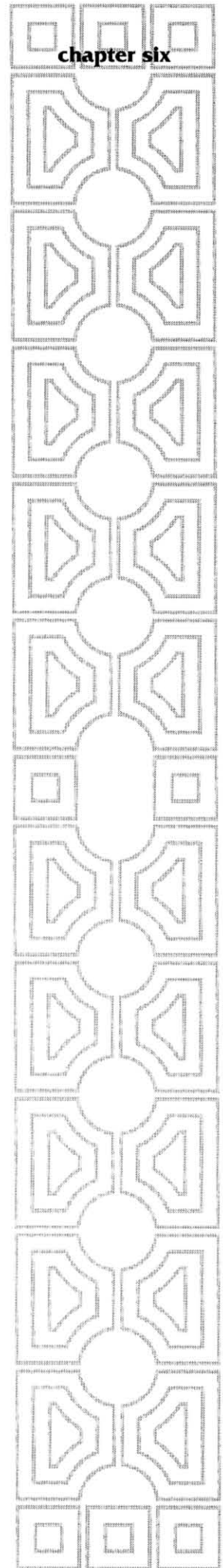
know where the Tapani shadowport is when they don't, which makes it rather difficult to track it down (free tip: view with great suspicion anyone offering to sell you navigation coordinates to the Tapani Shadowport). If there is one, apparently the people who are in the know aren't talking.

The Secret Hyperlane

As far as anyone knows, the only hyperlane in or out of Tapani sector is the Shapani Bypass. Scouts have tried to discover alternate routes out, but no one has yet claimed success—there is just too much debris floating around in the region.

A popular story that has been going around for centuries is that there is at least one secret route out of the sector. Over the years the tales have placed the secret route in virtually every province in Tapani sector. The most common versions give the route to Mecetti or Pelagia. In general, whenever a particular house has an unusually good economy going, speculations about the secret route resurface.

Anyone who actually finds such a route is set for life—if he can avoid getting stabbed in the back by those he sells the navigational charts to, or those who stand to lose if another route opens up.



Chapter Seven

Sector Aliens

Aliens in the Expanse

Aliens have long been a part of the social fabric of Tapani sector, though they are more commonly seen on the tradelanes of the Freeworlds Region than in the Expanse. There are sizable populations of Herglics and Mrlssti living in the Expanse. Sullustans and Givin are also active in the region as traders, and together with Herglics and Mrlssti, make up the majority of the transient alien class.

Historically, the human settlements and businesses have given the best contracts and the most lucrative trade agreements to fellow humans. This isn't because the populace is especially anti-alien, but since most sector affairs are dominated by members of all-human houses, it is only natural that they claim the best of everything. Even so, up until very recently, aliens have been welcome as employees of companies working in the Expanse.

With the rise of the Empire and its anti-alien High Culture, attitudes about aliens have become increasingly negative. While relatively few people are violently opposed to aliens living on Expanse worlds, the feeling that they shouldn't be in prominent positions, even in the private sector, is growing more wide-spread. Socially acceptable professions and roles for aliens are being slowly but perceptibly downgraded year by year. Whereas once aliens were welcomed as corporate executives, engineers, and community leaders, now they are being increasingly relegated to lesser roles; common laborers, entertainers, traders, and other politically harmless occupations. This anti-alien attitude has not yet infected the house militaries.

There is a small but vocal faction which is bent on forcing alien communities to leave Expanse worlds through a campaign of terror. Violent episodes have been isolated and sporadic thus far, and it remains to be seen whether support for terrorist activities is growing. Certainly the alien communities view the trend with great concern.

With human affiliates of houses getting the prime real estate and trade deals, working in the Expanse has always been tough going for alien firms. With the rise of anti-alien attitudes, the Expanse has grown less hospitable toward individual aliens as well. More and more alien natives are leaving the Expanse every year, even those whose families have lived there for centuries. Many others remain, nervously watching the trends and hoping that things turn around soon.

Aliens in the Freeworlds

Aliens are very common along the Shapani and Giju Runs. Local communities welcome aliens, more or less, since they bring with them economic growth and new opportunities. Herglics and Mrlssti are most common, but Sullustans, Bith, Givin, and Vratix are also active in the region.

Generally, relations between humans and aliens are better in the Tapani Freeworlds than in the Core worlds — aliens have always formed an integral part of life here, and while Imperial indoctrination has cool relations somewhat, the links between human and alien communities are still strong.

There is growing concern that the younger generations, which were educated in the Imperial education system, are less tolerant of aliens

than their parents. Anti-alien societies and demonstrations, backed and encouraged by Imperial social organizations, are becoming more common, and this is beginning to cause great rifts in Freeworlds society. These organizations are doing a good job of focusing resentment and jealousy on the alien communities.

So far, there hasn't been any real trouble—the anti-alien organizations are still in their infancy, and there is still plenty of goodwill between human and aliens communities. But the number of pro-Imperials grows every month, and they are beginning to test their strength.

The greatest fear on the part of the Freeworlds governments is not that events will soon get out of hand—the greatest fear is that when they do, the public will support the radicals. This would be a disaster for the Freeworlds. The economies of the Freeworlds depends on aliens, and should alien communities pull out of the sector, their departure would have a devastating effect on the economy.

Herglics

Herglics are not native to Tapani sector, but thanks to their extensive trade networks, they have had a major presence on most Tapani worlds for many centuries. They are the majority species on the Freeworld of Lamuir, and have begun to buy titles in House Cadriaan, a heretofore unheard of procedure for non-humans.

Herglics are huge bipeds who seem to have evolved from water-dwelling mammals. They are tall, extremely wide, and fairly strong, with smooth, hairless skin that ranges in color from light blue to nearly black. Most evidence of a water origin has been bred out of the species. Fins and flukes, for example, have been replaced by arms and legs. They still breathe through a blowhole, however.

The Herglics became traders and explorers early in their history, reaching the stars of their neighboring systems about the same time as the Corellians were reaching theirs. There is evidence that an early Herglic trading empire achieved a level of technology unheard of today—ruins found on some ancient Herglic colony worlds contain non-functioning machines which seem to harness gravity to perform some unknown function. Alas, this empire collapsed in on itself a millennia before the Herglic species made contact with the human species—along with most records of its existence.

The angular freighters of the Herglics became common throughout the galaxy once they were admitted into the Old Republic. Their



Illustration by Joe Corroney

inquisitive but practical natures made them welcome members of the galactic community, and their even tempers helped them get along with other species.

Giju was hit hard by the Empire, for its manufacturing centers were among the first to be commandeered by the Emperor's New Order. The otherwise docile species tried to fight back, but the endless slaughter which followed convinced them to be pragmatic about the situation. It was not practical to die fighting a superior enemy, the Herglics decided. When the smoke cleared and the dead were buried, they submitted completely to the Empire's will. Fortunately, they ceased resistance while their infrastructure was still intact.

Herglics can be encountered throughout the galaxy, though they are more likely to be seen on technologically advanced worlds or in spaceports or recreation centers. There are Herglictowns in just about every metropolis in Tapani sector, and Herglic-owned businesses are not unusual in the Freeworlds Region, even in the face of Imperial anti-alien sentiments. Herglics are in the majority on Lamuir, and dominate its political agenda.

Once introduced to some type of game of chance, a fever seems to come over a Herglic. He spends his free time—and his credits—trying to develop a “system” which will make him rich.

The Herglics are also somewhat sensitive about their size. Living in a galaxy with beings which are mostly smaller than they are has made Herglics somewhat self-conscious of their size. As most galactic facilities are built to accommodate human dimensions, the Herglics feel uncomfortable, crowded, and out of place when away from their homeworld or out of their ships. They must take up two seats in restaurants and transports because of their bulk. Most doorways take a bit of maneuvering to get through.

Herglic

Attribute Dice: 12D
DEXTERITY 1D/3D
KNOWLEDGE 1D/3D
MECHANICAL 1D/4D
PERCEPTION 1D+2/3D+2
STRENGTH 3D/5D
TECHNICAL 1D+1/4D+1

Special Abilities:

Natural Armor: The thick layer of blubber beneath the outer skin of a Herglic gives +1D to resist damage from physical attacks. It gives no bonus to energy attacks.

Story Factors:

Gambling Frenzy: Herglics, when exposed to games of chance, find themselves irresistibly drawn to them. A Herglic who passes by a gambling game must make a Moderate *willpower* check to resist the powerful urge to play. They may be granted a bonus to their roll if it is critical or life-threatening for them to play.

Move: 6/8

Size: 1.7–1.9 meters

Herglic Slang

Because of the influence of Herglic trading in Tapani sector, certain Herglic words have made their way into the local vernacular. Here is a sampling of words you might hear around a Tapani spaceport.

chakk: a naive person, born yesterday, literally a young Herglic not yet weaned from its mother's milk.

hauum: sound of a Herglic clearing his blowhole. Pronounced with emphasis, usually to preface a significant remark.

pakk: 1. city (literally pod community); 2. planet.

pison: 1. thief or bully; 2. Imperial official.

pison-pakk: 1. Coruscant; 2. any Imperial sector capital.

shen: 1. pod mother; 2. a spacecraft the Herglic has traveled in (i.e., one that has nurtured him in space).

shan: 1. pod aunt; 2. any spacecraft the Herglic has not traveled in.

shan-pakk: spaceport

shep: 1. friend; literally podmate; 2. wingman or sister ship in a fleet.

shep-pakk: one's homeworld or home city.

umron: someone so stupid he doesn't know he's an idiot.

Mrlssti

The Mrlssti are native to the verdant world of Mrlsst, which lies on the very edge of Tapani space on the Shapani Bypass. They lacked space travel when the first Republic and Tapani scouts surveyed their world 7,000 years ago, but have long since made up for lost time; Mrlssti are regarded as renowned scholars and scientists, and are very good at figuring out how things work. They jump-started their renowned computer and starship design industries by reverse engineering other companies' products.

The Mrlssti are diminutive flightless avian humanoids. Unlike most avians, they are born live. They are covered in soft gray feathers, except on the head, which is bare except for a fringe of delicate feathers which cover the back of the head above the large orb-like eyes. Mrlssti speak Basic with little difficulty, but their high piping voices grate on some humans. Other find it charming.

Young Mrlssti have dusky brown facial plumage which gradually shifts to more colorful coloring as they age. The condition and color of one's facial plumage plays an important social role in Mrlssti society. Elders are highly honored for their colorful plumage, which represents the wisdom which is gained in living a long life. "Show your colors" is a saying used to chastise adults not acting their age.

Knowledge is very important to the Mrlssti. Millennia ago, when the Mrlssti were developing their first civilizations, the Mrlsst continents were very unstable; earthquakes and tidal waves were common. Physical possessions were easily lost to disaster, whereas knowledge carried in one's head was safe from calamity. Over time, the emphasis on education and literacy became ingrained in Mrlssti culture. When the world stabilized, the tradition continued. Today, Mrlsst boasts some of the best universities in the sector, which are widely attended by students of many species.

Mrlssti humor is very dry to humans. So dry, in fact, that many humans do not realize when Mrlssti are joking.

Mrlssti

Attribute Dice: 12D

DEXTERITY 1D+2/2D+1

KNOWLEDGE 3D/4D+2

MECHANICAL 3D/5D

PERCEPTION 1D+1/3D

STRENGTH 1D/1D+2

TECHNICAL 2D/4D

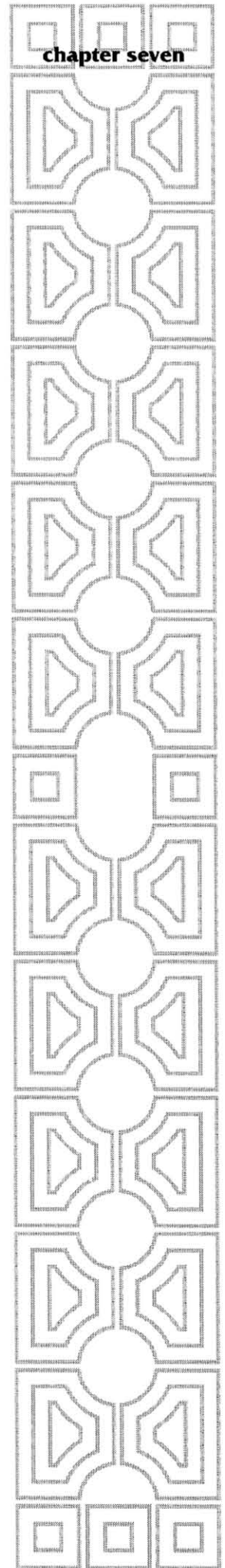
Move: 5/8

Size: 0.3–0.5 meters tall

There are endless jokes in Tapani sector which begin "There was a Herglic and a Mrlssti," most of which derive their humor from the contrasting sizes and masses of the two alien species. Most Mrlssti think such jokes amusing, but Herglics think them in poor taste.

This doesn't stop an endless parade of Herglic comedians pairing up with Mrlssti and hitting the nightclub circuit. Nor does it stop the endless formula "road" holovids which usually result from a particularly successful pairing.

"Like herglic on mrlssti" is an old Tapani saying which usually means "like oil and water," but can also be an expression of pain (as in what the Mrlssti feels when the Herglic sits on him). The saying does not suggest that Herglics and Mrlssti don't get along; it's simply another variation on the size joke.



Chapter Eight

Character Generation

This book presents you with a rather large number of character templates to get you started in Tapani sector (see Chapter Nine). However, many people enjoy coming up with their own unique characters and developing new character backgrounds. This chapter, patterned after the character creation system presented in *Heroes and Rogues*, helps you do that.

You can generate a background for your character using this chapter alone, but if you use it in conjunction with *Heroes and Rogues*, you gain many new options in addition to those listed here. Several sections in that book, namely Romance, Contacts, and Enemies and Rivals, are not reproduced here since they apply equally well to Tapani sector as the *Star Wars* galaxy at large. We highly recommend that you incorporate these sections into the character generation process because they greatly enrich character background and give the gamemaster many new adventure hooks to bring into the campaign.

The character development process will take you step by step through the life of the character up to the time of the campaign. To get started, pick out a character template or a blank character sheet, decide what general type of character you want to play, settle on species and sex, and then read on (most of these backgrounds will work for Herglics and Mrlssti as well as humans). You'll find a blank character sheet at the back of the book.

By the way, be sure to check with your gamemaster as you create your character. He may have suggestions or restrictions regarding your choices. Remember that he has veto power on anything you might want to do with your character, especially if you decide that

you are the only child of the High Lord of House Mecetti! Be reasonable and realistic, and he will probably go along with you as long as you can justify your choices.

Homeworld

Chapter Five presents many of Tapani sector's major worlds. You can pick one of these as a homeworld or discuss the matter with your gamemaster. If you want to play someone from outside the sector, see *Heroes and Rogues* for a list of over 20 homeworlds.

Naturally, your choice of homeworld will dictate whether you are from the Expanse or the Freeworlds Region, and will further determine which house or Freeworld you are associated with. This all-important choice will color the development of your character.

Growing Up

Everyone comes from somewhere, and childhood—through upbringing, environment and education—plays a big part in determining what sort of person one is likely to be as an adult. You have already selected a homeworld for your character. This section covers the character's childhood, including family background and school life.

Family

Getting a handle on the sort of family you have is particularly important for Tapani natives for two reasons. The first is that, in a class-based society like Tapani sector, who your family is defines who you are and how people will treat you. The second is that the Tapani campaign setting places characters in the same

environment as their families. Having your family around and within reach of your enemies can have a major impact on how you act. In this section you are as much establishing your parents as yourself.

Get into character, establish a family scenario and ask yourself some questions about it. What kind of childhood did you have? What were your parents like, and what did they do for a living? Where are they now, and what are they doing? Write down your answers and go over them with your gamemaster.

Here are some examples to start you off. Don't be afraid to alter them to suit your own ideas about your character, or use them as patterns to make your own. There are many variants on these basic ideas, and plenty of possibilities we don't mention (such as being the son or daughter of an Expanse megacorp executive or of a famous house general).

- **Lord or Baron.** You were born into the family of a prominent house lord. Alas, as a third child, you are not being groomed to take over the family estates or take an important position in the house hierarchy. Do you resent your position, or are you relieved that you can live as you like without the pressures of having to rule? Are you anxious to move up in the house hierarchy despite your handicap, or do you simply want to live the life of leisure? Have you ever gotten into trouble and embarrassed your family?

- **Knight.** You were born the child of a knight. Your family manages several house-owned resorts on Procopia. Did you spend a lot of time in your childhood in the company of noble children, or were your playmates commoners (bearing in mind that the resorts are only filled during capital season)? Is your family respected in the house, or looked on as mere functionaries? Was your father (or mother) knighted as a result of heroism, or did he inherit his title from his parents? The former choice might increase your family's status, but you yourself will not be a knight (since your parent is a petty knight).

- **House Servant.** Your parents were servants or employees of a house lord. Were they high-ranking servants like valets and head guards, or lower-ranking ones like chamber maids and gardeners? Did you play with the lord's children when you were young, or were you kept apart? If you did, do such shared experiences tie you together now, or do they pretend you never existed? Were you groomed to take a parent's place when he or she retires? Have you left the service of your lord, or do you serve him still? If you left, are there bad feelings from your parents and the lord's staff and family, or did you go with their blessings?



Illustration by Joe Corroney

• **Expansive Commoner.** Your parents were miners working for one of the major mining operations in one of the Expansive provinces. Did you grow up appreciative of the mining culture, or did you find it unsatisfactory in some way? How did you get out of the mining camps? Did your parents save to send you to a good school? Were you recruited by a house agent? Did you smuggle yourself out? Are your parents still mining, or have they moved on?

• **Freeworld Citizen.** Your parents are successful Freeworlds merchants who own a series of warehouses near one of your homeworld's primary spaceports used by shippers along the Shapani Bypass to store cargoes. Do your parents deal in strictly mundane and legal cargoes, or have they been known to deal in contraband as well? Are they independent, or do they have ties with other organizations (such as the Corellian Merchants Guild or Xizor Transport Systems)? Did you learn the trading business from them, or have you gone your own way?

• **Imperial.** You grew up in Tapani sector as the child of an Imperial diplomat who has been stationed in Tapani sector for years. Is your father a key diplomat stationed on Procopia, or a local Imperial liaison based on a house or Freeworld? Does he have his own connections on Coruscant, or is he considerably less powerful than the Tapani lords and business leaders he deals with? Were you treated favorably growing up because of your father's position, or were you resented and treated like an outsider by your peers? Does your father want you to enter Imperial service as he did, or does he want you to choose your own path?

• **Fringer.** You were born into a fringer family. Your father roamed up and down the Rimma Trade Route while you lived with your mother in a local fringe community. Was your father a smuggler, an info-merchant, or a pirate? Did he belong to an organization like Black Sun, or was he independent? Was your mother a homemaker, or did she have a business of her own? Are your parents still alive and at large, or were they imprisoned or killed by the Empire? Do you even know? Does your family have any enemies or a price on its head? Do you try to hide your past, or are you proud of it?

Basic Education

Where one goes to school plays a significant role in the development of one's life goals, network of friends, and, of course, education. Species, social level, and the character's culture and technological level will all impact one's educational opportunities and experi-

ences. In this section, we are concerned with basic education, the childhood education which consists of the sort of knowledge and information a person needs to get by in Imperial society. University education will be covered in Past Occupations, below.

Once again, a number of educational scenarios are presented below (these are the same options are presented in *Heroes and Rogues*). Use them as is, or as models and inspiration for developing custom educational backgrounds. Keep the information you have already developed in mind when developing the educational background of your character. If your character grew up in the gutters, for example, it is unlikely that he went on to attend his world's elite private school (though it isn't impossible, either).

• **Public Education.** You are the product of a house-funded public educational system. The physical facilities were modern and comfortable, and the education was solid and very thorough (and of course, pro-house). Were your school days unremarkable, or did you do something that still affects you? Did you excel in any way, in sports, academics, or art, for example? How will this affect your further life path?

• **Home Schooling.** You were educated at home by your parents or tutors. You received a decent basic education, which may have been supplemented or influenced by family business or social class, political leanings, and location. Why were you educated at home? Did your parents simply wish to have more control over your education? Did they object to the political indoctrination of the Imperial or house schools? Were your parents sufficiently wealthy to provide a better education than the local schools could offer?

Who taught you? Was it a mother or father, or a sibling or more distant relative? Were you taught by a tutor, or a series of tutors? Was this tutor of your species or an alien? Was it a droid? Was this tutor a trusted person with long ties to the family, or simply a qualified outsider? Did he or she teach you according to your parents' desires, or did he or she strive to instill in you other values? If so, which values do you now embrace and consider right?

• **Apprenticeship.** You were apprenticed at an early age to a professional organization, guild, or individual master of a profession to learn a trade. What was this trade? Were you being trained to be a plumber, a freighter pilot, a professional athlete or soldier, an engraver of fine crystal, or something else? What sort of instructors or master did you have? Were you

well-taught, or was your training sub-standard? Did you live in a dormitory, with your parents, or with the family of your master? Did you complete your training and move into the profession as an accredited journeyman or master, or did you leave (through dismissal or your own volition) before you completed your apprenticeship? If you left, why did you leave? Were you judged unsuited to the profession? Did you have a falling out with your master or instructors? Were they arrested, slain, or otherwise incapacitated? Do you still maintain ties with your former master or instructors, and with fellow apprentices, or have you left all that behind?

• **School of Hard Knocks.** You grew up in the streets. You learned how to survive, how to read a bit, fire a blaster or wield a vibroblade, and perhaps hotwire a speeder bike. What did you do for food, shelter, and companionship? Did you beg or subsist on welfare and hand-outs? Work low-paying jobs? If you broke the law to support yourself, how did you do it? Did you have any specialties? Did you steal landspeeders, break into houses, slice into bank accounts, run spice, break legs, or fence stolen goods? Do you have a criminal record? Were you in a gang, or a loner?

Past Occupations

Most characters have kicked around the galaxy a bit before settling into their present positions as Rebel operatives, freighter captains, pirates, house leaders, and so on. Below is a selection of jobs you might have held at some point in your past. Feel free to add to the list if you have some other possibilities in mind. See pages 11–14 of *Heroes and Rogues* for a much larger list of choices.

- **Chef.** You were a lesser chef in a posh Estalle Island restaurant on Procopia. You learned to prepare advanced dishes for demanding diners, though the head chef got all the glory (and most of the money, too).
- **Civil Servant.** You worked in the bureaucracy, either for one of the houses, a Freeworlds government, or the Empire. Did you leave or were you fired? If you were fired, was it something you did (e.g. slicing into government computers or stealing datapads), or something beyond your control (e.g., you are non-human or were the fallguy for another employee's mistakes)?
- **Freeworlds Military.** You were in the Freeworlds Common Navy. What did you do? Were you a military police officer, a navigations officer, or ship's cook? Why did you leave the service?

• **House Guard.** You were a House Guard. Were you assigned to protect a specific location controlled by your house, or were you assigned to protect a lord or his family? Did your career go smoothly, or did something happen to derail it? Did someone die that you were supposed to protect? Did an enemy house embarrass your lord, thanks to your inattention? Or, alternatively, did things go well? Did your faithful service open doors for you elsewhere, allowing you to move on to better things?

• **Musician.** You became a musician and hit it big for a few years after making a splash in the Lamuir summer festival. What sort of instrument did you play, or did you sing? Why did you leave the band? A fight with other members? Did it break apart or die out in popularity? Or did the other members kick you out?

• **Miner.** You were a miner working on one of Tapani's many mining outposts. Did you find this work unrewarding or were you forced to leave? Did you steal something or sell inside information to competitors, perhaps? If your parents were miners too, how did they fare?

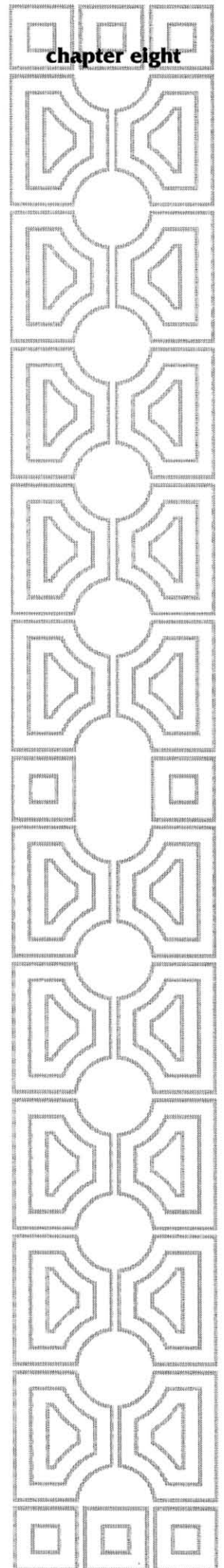
• **Student.** You went on to university. Did you attend a local college, or go to one of the big sector universities like Mrlsst Academy or Reena University? Or did you decide to get out of the sector altogether and go to school somewhere else, like the Imperial Academy on Raithal?

• **Tutor.** You were a freelance tutor on Mrlsst. Did you sell your services to those who could pay the most, or did you focus more on the poorer students and aliens denied classes offered to humans?

Critical Events

Critical Events are drastic or life-changing episodes in the life of your character. These events may have occurred during childhood or adolescence, or while the character was engaged in a previous job. Many of these critical events will probably affect the background you have already established for your character in some way. Be prepared to rework some details as you go through them. Of course, you can skip over this section if you don't want to include a critical event in your character's life.

Because the environments of nobles and commoners are so different in Tapani sector, the critical events below are divided to segregate them. If you are playing a Freeworlder or outsider, you can choose between the lists as seems appropriate, or refer to the corresponding list in *Heroes and Rogues* (pages 15–17).



Servants of nobles might fall into the noble category by association rather than the commoner one.

Noble

- **Assassination.** Your parents were assassinated when you were quite young. How did they die? Were they shot, poisoned, blown up? Were those responsible caught and punished, or did they get away with the deed? Is it even known who they were, or who they were working for? Have you put the event behind you, or did you swear vengeance and become a cloaked brooding avatar of the night? What happened to you after the funeral? Were you sent to a boarding school or were you brought up by a relative?

- **Dishonor.** Sadly, while you were still a youngster, your father dishonored your family by cheating at cards and was exiled. You stayed on in the sector with your mother and siblings, but you have lost all chances of assuming an important post when you reach your majority at age 30. Do you blame your father for your loss of status, or have you forgiven him? Do you believe he cheated, or do you think he was set up by rivals?

- **Feud.** Your family became embroiled in a tremendous intra-house feud. What precipitated this feud? A personal insult? A betrayal? Infidelity? Political opportunity? Who is the rival family? How serious is the feud? Is it limited to arguments and occasional fist fights, or are family members dying from duels or attacks? Has the feud been resolved, or does it continue today? How does this affect you?

Commoner

- **Adopted.** Your family was killed in an accident when you were young, and you were

adopted by another family. What sort of accident was it? Where they killed in a mine cave-in or industrial accident? Hit in the street or trampled in a riot? Is everyone satisfied that their deaths were truly accidental, or is there some reason to suspect they were killed? (If so, see "Assassination" above for more questions.) What about your new family? Were they relatives, friends of the family, or strangers? Do they come from a similar class and background as your parents, or are they appreciably higher or lower in the social order?

- **Terrorist Hostage.** You were in a government building when elements of the Justice Action Network seized it for two weeks before an Imperial special forces team stormed the building and killed the JAN members. (The JAN is a terrorist organization which uses acts of terror to protest the Imperial dominance of the galaxy.) During that time, you spent a lot of time with the JAN terrorists and fellow hostages. How did this experience affect you? Did you learn to appreciate the order of the Empire, or did you fall under the influence of your captors and come to sympathize with their goals?

- **Experimental Program.** When you were young, you were recruited into a special scientific program dedicated to boost learning capabilities of children. You and your fellow subjects lived in an isolated dormitory, where you were subjected to a wide range of experiments, some highly dangerous. You were one of the few children to emerge relatively sane and mentally intact. Who was behind the program? The Empire, one of the houses, or someone else? Do you even know? Were you released, or did you escape? If the former, were you released with no strings attached, or do you still get the sense you are being followed from time to time? If the latter, have you truly gotten away, or have the experiments simply entered a new phase?

Chapter Nine

Character Templates

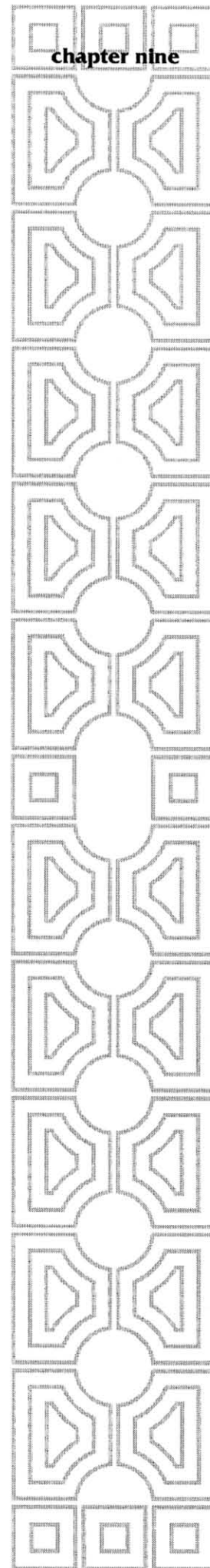
The *Lords of the Expanse* campaign setting opens up new avenues of roleplaying in the *Star Wars* galaxy. To accommodate new character types like nobles, house guards, and Mining Guild operatives, we provide a new slew of character templates you can use in your adventures.

A big difference between these templates and many of the templates we've published in the past is that these people are grounded in a specific location. While a Smuggler, Kid, or Merc might have come from anywhere, most of these template characters are native to Tapani sector or have established lives here. They have roots, and many of them have family. That means they have more to lose if someone comes down on them or their family. It also makes playing them a bit more interesting.

You can conceivably run a campaign with just these templates (especially if it is a noble-based campaign), but you might want to look to other sources for character templates to round out a group of adventurers. There are at least five noble-oriented templates already in print, for example.

There are twenty templates in the *Star Wars* rulebook alone, 16 in the *Gamemaster Screen*, and another 60 or so in *Heroes and Rogues*. You can find additional templates in other *Star Wars* products. *Galaxy Guides* 6, 8 and 10 contain smuggler, bounty hunter, and scout templates, respectively. For pirate templates, see *Pirates and Privateers*.

The templates included in this book are presented "straight." That is, the House Retainer is devoted to his house, the Mrlssti Tutor is loyal to his homeworld, and so on. If you like, you can tweak these templates to match the sort of campaign you are in. For example, if everyone is going to be a Rebel, you could easily modify the background and personality of, say, the House Knight or Mining Guild Recruiter template, to give it a Rebel affiliation. Likewise, you could give your characters an Imperial affiliation.



STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Bacta Merchant

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **2D+2** **Perception** ____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Bargain _____

Con _____

Persuasion _____

Knowledge ____ **3D+2**

Alien species _____

Bureaucracy _____

Business _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Willpower _____

Strength ____ **2D+2**

Lifting _____

Stamina _____

Swimming _____

Mechanical ____ **3D**

Astrogation _____

Communications _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Technical ____ **2D**

Computer program-
ing/ repair _____

Droid programming _____

Droid repair _____

Space transports repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Blaster pistol (4D), 4 bacta geltabs, shipsuit, business suit, 700 credits, datapad (with shipping manifests and contracts), stock light freighter (equipped to handle small bacta shipments), 10,000 credit debt to a noble or corporation in Tapani sector

Background: You worked as manual labor aboard a bulk freighter on trading runs throughout Minos Cluster. One of the veteran spacers aboard the freighter took you under his wing and taught you how to work the Rimma Trade Route, how to make a deal, how to keep a ship running, and how to end a run with more money in your pocket than when you started.

You had an opportunity to purchase a ship and make modest bacta runs from Tapani sector to other Rimma systems and you took it with a glad heart. Your ship isn't military grade, but she's sturdy, reliable, and quick enough to suit your purposes. You began making trading contacts along the sector's bacta trade routes and you just know that a big, profitable shipment is just around the corner.

Personality: You are very businesslike and competent when it comes to running your ship. When dealing with clients (or even *potential* clients) you have enough charm to put a Corellian gambler to shame.

Objectives: Pay off the loan that allowed you to buy your ship.

A Quote: "You drive a hard bargain. I'll tell you what: because I trust you, I'll knock off five percent from the total cost...provided you take the whole load off my hands. Deal?"

Connection With Other Characters: You may have decided to make some extra money by taking on passengers (who could be anybody: nobles looking to keep a low profile, JAN operatives on the run, or Rebels looking to establish some new shipping contacts into the sector).

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Bacta Pirate

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Knowledge ____ **2D+2**

Alien species _____

Business _____

Cultures _____

Intimidation _____

Planetary systems _____

Survival _____

Value _____

Mechanical ____ **3D**

Astrogation _____

Beast riding _____

Communications _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ **3D+1**

Bargain _____

Command _____

Con _____

Forgery _____

Hide _____

Search _____

Sneak _____

Strength ____ **3D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical ____ **2D+1**

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: Heavy blaster pistol (5D), hold-out blaster (3D), threadbare clothing, vibroknife (STR+1D), com-link, datapad, blast vest (+1D physical, +1 energy), glow rod, stun grenade (blast radius: six meters, 5D stun damage), stock light freighter (equipped to handle small bacta shipments)

Background: You made a living as a pirate for several years, until a turn of bad luck nearly grounded you for good. You found yourself destitute, without a crew, in a broken down ship. A Black Sun crimelord lent you some money to get back on your feet, but you just couldn't take enough prizes to do more than keep your ship running. Now the loan is coming due, and you need a quick way to make some cash.

In desperation, you've come to Tapani sector, hoping to make a couple of high-risk, high-profit bacta thefts and save your skin. You still need a crew, and your ship is hardly military grade, but maybe—just *maybe*—you can steal enough to pay off Black Sun and escape in one piece.

Personality: Nervous, edgy and paranoid. You are convinced that at any moment, Black Sun assassins will snuff you out like a candle.

Objectives: To steal enough to pay back your loans.

A Quote: "Come on! Give me the bacta and nobody'll get hurt! I don't have time to waste, so get moving!"

Connection With Other Characters: A bacta merchant may have placed a bounty on you, offering to rescind it if you work for him. A noble may have hired you to act as a privateer against the interests of a rival House's corporate interests. The holoivid gossip columnist may want to cover your exploits. You may have formed an alliance with the professional thief, splitting the profits of your combined efforts.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Bacta Smuggler

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+2** **Perception** ____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Bargain _____

Con _____

Forgery _____

Gambling _____

Hide _____

Search _____

Sneak _____

Knowledge ____ **2D+2** **Strength** ____ **2D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Planetary systems _____

Streetwise _____

Value _____

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical ____ **3D** **Technical** ____ **3D**

Astrogation _____

Beast riding _____

Communications _____

Repulsorlift _____

operations _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Computer program-

ming/repair _____

Demolitions _____

Droid programming _____

Droid repair _____

First aid _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Heavy blaster pistol (5D), hold-out blaster (3D), bacta geltab, comlink, datapad, glowrod, stock light freighter (with small shielded smuggling compartment for handling small quantities of bacta), 15,000 credit debt to a criminal moneylender

Background: There's always the potential for profit when you're a smuggler. You decided a long time ago that—while the profit margin is higher on items like guns and spice—bacta was a lower-risk cargo.

Borrowing enough money to fix up a battered light freighter, you traveled to Tapani sector, hoping to cash in on the region's lucrative bacta trade. Posing as a legitimate freight hauler, you specialize in moving small lots of the medical fluid to Rebels and JAN operatives (who are willing to pay handsomely for your product). You know where a couple of good hiding spots are in the sector, and thus far you've been successful at dodging official notice.

Personality: Unlike most smugglers, you don't fly for laughs. "Business is business," is your motto. You have acquaintances, not friends, and you tend to view others in terms of what they can do for you. If they can't lead you to more profit, you typically ignore them.

Objectives: To pay off your modest debt and make a killing without getting shot to pieces by the Imperials, the Tapani houses, or the Freeworlds.

A Quote: "The price we agreed on was 2,000 credits, grubber. I'm looking at half that. Cough up the cash or I make space right now."

Connection With Other Characters: You have contact with JAN operatives and Rebels who need your bacta. A house noble may have hired you (believing you to be a legitimate shipper).

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: COMPNOR Military Liaison

Gender/Species: _____/Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+1**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Running _____

Vehicle blasters _____

Knowledge ____ **3D+1**

Bureaucracy _____

Business _____

Intimidation _____

Law enforcement _____

Planetary systems _____

Value _____

Mechanical ____ **2D+1**

Astrogation _____

Communications _____

Repulsorlift operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ **4D**

Bargain _____

Command _____

Con _____

Investigation _____

Persuasion _____

Search _____

Strength ____ **2D+2**

Brawling _____

Climbing/jumping _____

Stamina _____

Swimming _____

Technical ____ **2D+1**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

Demolitions _____

First aid _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: COMPNOR-issue blaster pistol (4D+2), custom-tailored Imperial uniform, comlink, datapad, EAR eavesdropping unit with five bugs (bugs can transmit up to 200 meters, within line of sight which are recorded in the unit's microcomputer), recording rod, 1,000 credits, *Lambda*-class shuttle

Background: Since joining COMPNOR, you have longed to find a hotbed of corruption and Rebel activity to root out—and now you've found it. Despite the best efforts of the nobility, Tapani sector is riddled with sedition and treason...which you intend to crush.

Your current rank is fairly low, though your position as a liaison between COMPNOR and several House Guard spies gives you access to a great deal of information and personnel. Your biggest headaches come not from anti-Imperials, however, but from the local ISB station. The sector ISB operatives constantly compete with COMPNOR for leads, and claim credit for your successes. If you are to complete your mission to Tapani sector, the ISB will have to be dealt with.

Personality: Official, bureaucratic and callous, you are the typical COMPNOR officer. But those who write you off as an arrogant dilettante are in for a surprise: you served with a COMPNOR assault team and know how to deal with traitors...personally.

Objectives: To crush the Rebel cells cropping up in Tapani sector, shatter the Justice Action Network, and expose any traitors you can find. (And if those traitors happen to be rivals, so much the better.)

A Quote: "I'm sure you realize that your taxation rate for that bacta shipment is 10 percent below that mandated by Imperial law, citizen."

Connection With Other Characters: As COMPNOR's military liaison to a planet in Tapani sector, you are in constant contact with the house's Navy and House Guard, as well as the nobles in your jurisdiction. A character playing the ISB agent template can be regarded as your own personal nemesis.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Corporate Slicer

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Pick pocket _____

Running _____

Perception ____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Investigation _____

Sneak _____

Knowledge __ **2D+2**

Bureaucracy _____

Streetwise _____

Value _____

Willpower _____

Strength ____ **2D+2**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Mechanical ____ **3D**

Astrogation _____

Communications _____

Sensors _____

Swoop operation _____

Technical ____ **3D**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Hold-out blaster (3D), portable computer (+1D to *computer programming repair* rolls), datapad, corporate credit voucher (2,000 credits)

Background: You used to slice into computer systems for fun...right up until the day you got caught by a Tapani corporate counter-slicing team. Recognizing your natural ability, they offered you a place on their team—a deal you could hardly turn down, since the alternative was a few decades in an Imperial penal colony. Now you work as a computer specialist, helping to prevent unauthorized intrusions into corporate systems.

Your “employers” also realized that you work well in the field, and occasionally send you into rival corporate offices to slice into their networks. It is dangerous—and highly illegal—work, but you enjoy it immensely.

If you mess up, it’s a free ride to Kessel. But for now, as long as you perform well, you have a decent expense account, a nice place to live and a challenging job.

Personality: You are soft-spoken, attentive and highly intelligent. While you typically feel more comfortable with computers, droids and other machines, you also get along well with your corporate overseers.

Objectives: To avoid a sentence to Kessel, and to slice into the best-protected computer systems around.

A Quote: “Hmm...it looks like they have a double-helix gene sequence code protecting the key files, but I can slice that. No problem.”

Connection With Other Characters: You may be on retainer to a noble, or employed as a freelancer by a merchant, scholar, or even Rebel or JAN cells.

STAR WARS PLAYER'S GUIDE to TAPANI

Character Name: _____

Type: Disgraced House Guardsman

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D+2**

Blaster _____

Blaster artillery _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Knowledge _____ **2D**

Bureaucracy _____

Intimidation _____

Law enforcement _____

Planetary system _____

Streetwise _____

Survival _____

Tactics _____

Willpower _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Ground vehicle

operation _____

Jet pack operation _____

Repulsorlift

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Perception _____ **3D**

Command _____

Con _____

Gambling _____

Hide _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **3D**

Armor repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: Blaster rifle (5D), blaster pistol (4D), vibroknife (STR+1D), Blast vest (+1D physical), datapad, lightfoil (disguised as cane, Moderate *search* or Difficult *Perception* check to determine the weapon's true nature, 3D+2 damage), 50 credits

Background: You were at the start of a promising career, the son of a petty knight and a lieutenant in the House Guard, until you became romantically entangled with the fiancé of your superior officer. Your commander found out about the affair, and demanded a duel. You won the duel, but it cost you your career: the officer was a noble and his family ruined you.

You've drifted around the sector ever since, working as a mercenary, bodyguard, manual laborer—whatever jobs you can find. Unfortunately, your former commanding officer's family have made sure that you have trouble making a living.

Personality: You are extremely bitter, particularly where the nobility is concerned. Still, a tiny voice inside you—the shreds of your idealism, no doubt—reminds you that you once were a man of honor, and you secretly long to restore your name and return to your former status.

Objectives: On a day-to-day basis, you mostly want to make enough money to pay for your next meal. Someday, you hope to restore your honor and make up for your past misdeeds.

A Quote: "Son, a lord wouldn't know a *flarg* from a blue-tailed *flangh*-hound. That's what the Guard is for: to protect 'em from themselves. Who'll protect the Guard is another matter."

Connection With Other Characters: You take on any number of odd jobs, so you could easily be connected with any other type of character.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Disguise Artist

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

- Blaster _____
- Brawling parry _____
- Dodge _____
- Grenade _____
- Melee combat _____
- Melee parry _____
- Pick pocket _____
- Running _____

Knowledge _____ **3D**

- Alien species _____
- Bureaucracy _____
- Business _____
- Cultures _____
- Intimidation _____
- Languages _____
- Law enforcement _____
- Planetary systems _____
- Streetwise _____

Mechanical _____ **3D**

- Astrogation _____
- Beast riding _____
- Communications _____
- Sensors _____
- Starfighter piloting _____
- Starship gunnery _____
- Starship shields _____

Perception _____ **4D**

- Bargain _____
- Command _____
- Con _____
- Forgery _____
- Persuasion _____
- Search _____
- Sneak _____

Strength _____ **3D**

- Brawling _____
- Climbing/jumping _____
- Stamina _____

Technical _____ **2D**

- Computer program-
ming/repair _____
- Demolitions _____
- Security _____
- Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Disguise kit (+1D to *con* for 3D hours when in disguise), heavy blaster pistol (5D), blaster rifle (5D), various changes of clothing, three sets of false identification, civilian Y-wing starfighter with BoSS registration

Background: You once had aspirations to be an actor, and many commented on your uncanny ability to mimic others. After a short period of military service you trained with the ISB as an infiltration agent for Destab branch. After completing your training you decided that you were more interested in earning a living than slaving away for the greater glory of the Empire. Stealing a shuttle, you vanished into Tapani sector, where you operate as a freelance espionage agent serving the highest bidder.

Personality: In your private moments you are quiet and introspective, but when you are in the field, you are all business.

Objectives: To avoid capture by the ISB and to continue to operate as a freelance spy.

A Quote: "A spy's greatest weapon is his anonymity. When the opposition knows who you are, you're as good as finished."

Connection With Other Characters: You could be posing as a noble employing the characters, or as a member of a Lord's entourage. You could be hiding among Rebels, pretending to serve their cause while you carry out your shadowy agenda. You could even be posing as a member of the House Guard or Navy, an effective cover for a spy.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Freeworlds Artist

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____
Brawling parry _____
Dodge _____
Grenade _____
Melee combat _____
Melee parry _____
Vehicle blasters _____

Perception _____ **3D+2**

Bargain _____
Command _____
Con _____
Gambling _____
Hide _____
Search _____
Sneak _____

Knowledge _____ **4D**

Alien species _____
Artist: sculpture _____
Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Survival _____
Value _____

Strength _____ **2D**

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Mechanical _____ **3D**

Astrogation _____
Beast riding _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

Technical _____ **2D+1**

Computer programming/repair _____
Demolitions _____
Droid programming _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Blundell

Equipment: Hold-out blaster (3D), vibrochisel (STR+1D+1), sculpting tools, datapad, comlink, Mrssti flitter, 1,000 credits

Background: You grew up in a middle-class Freeworlds family, and displayed an artistic flair early on. Encouraged by your parents, you apprenticed yourself to a famous Herglic sculptor who worked for the Tapani houses. Your master taught you the fine points of sculpting, but just as he was reaching his prime, he was blacklisted by the houses eager to curry favor with the Empire by emphasizing human art.

Ironically, the blacklist did wonders for your own career. Even as your master and other alien artists were forced out of work, young talented humans like yourself experienced a windfall of contracts and sponsorships. Your master encouraged you to pursue these, but you still felt guilty doing so.

You have since succeeded as an artist, and have attracted a small but growing circle of fans among the artistically-inclined members of the Tapani elite. Still, you have misgivings about the Empire, and wonder when they'll decide that your art too is no longer desirable.

Personality: You are wildly creative and slightly eccentric. Fortunately, people expect artists to be a little strange, and your skill gives you leeway to be yourself. You tend to get intensely focused on a problem to the exclusion of all else.

Objectives: To become the most recognized and lauded sculptor in Tapani sector, and possibly beyond. To redress the wrong done to your master and his peers.

A Quote: "Fine lines in your face, Baron Balcomb—the noble brow of a second Shey Tapani. Wouldn't your descendants curse your name if you failed to leave them a bust of your dignified visage?"

Connection With Other Characters: Tapani nobles and Imperial elites are likely present or past sponsors. You might know anyone else from your days as a student or up-and-coming artist.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Freeworlds Trader

Gender/Species: _____ /Herglic

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **2D** **Perception** _____ **2D+1**

Blaster _____	Bargain _____
Brawling parry _____	Con _____
Dodge _____	Gambling _____
Grenade _____	Persuasion _____
Vehicle blasters _____	Search _____
_____	_____
_____	_____
_____	_____

Knowledge _____ **2D+2** **Strength** _____ **4D**

Alien species _____	Brawling _____
Bureaucracy _____	Lifting _____
Cultures _____	Stamina _____
Languages _____	Swimming _____
Planetary systems _____	_____
Streetwise _____	_____
Value _____	_____
_____	_____
_____	_____

Mechanical _____ **4D** **Technical** _____ **3D**

Astrogation _____	Computer program- ming/repair _____
Repulsorlift operation _____	Droid program- ming _____
Sensors _____	Droid repair _____
Space transports _____	First aid _____
Starship gunnery _____	Security _____
Starship shields _____	Space transports repair _____
_____	_____
_____	_____
_____	_____

Special Abilities

Natural armor: A thick layer of blubber gives a Herglic +1D to resist physical damage.

Gambling frenzy: A Herglic who passes by a game of chance must make a Moderate *willpower* roll to resist joining in.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Biondolillo

Equipment: Heavy blaster pistol (5D), stock YT-1300 light freighter (with Herglic-sized features), comlink, 1,000 credits

Background: You were among those who resisted when the Empire invaded your homeworld of Giju. As a result, you lost everything—your family, business, and your homeworld.

You managed to escape with your life and freedom, but not much else. After a few years serving on a Sullustan merchant ship, you came to the Tapani Freeworlds Region, where you could live among Herglics who were still free.

Today you have a well-established cargo run among the Freeworlds, and even take occasional trips into the Expanse and to other sectors. But you are growing bored with your predictable life, and as you watch the Empire grow ever more influential in the Freeworlds, you think maybe it's time you got back into the anti-Empire business. Maybe with the Rebels, maybe with the JAN.

Personality: Most people expect Herglics to be docile and peaceful—there is nothing meek or passive about you. There never has been. You have learned to be more devious and subtle in recent decades to suit the stereotype, but only to achieve surprise at the appropriate tactical moment.

Objectives: To challenge the Empire and its anti-Herglic minions, and preserve Tapani sector as a safe refuge for Herglics. To keep your life interesting.

A Quote: "Hauum. Life gets a little dull if you can't crack a few Imperial heads now and again."

Connection With Other Characters: You might have met just about anyone in your wanderings as a merchant.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Herglic Archaeologist

Gender/Species: _____ /Herglic

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Archaic guns _____

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Knowledge _____ **3D**

Alien species _____

Cultures _____

Languages _____

Planetary systems _____

Scholar _____

Survival _____

Mechanical _____ **2D**

Archaic starship

 piloting _____

Astrogation _____

Repulsorlift

 operation _____

Sensors _____

Space transports _____

Perception _____ **3D+1**

Bargain _____

Command _____

Con _____

Investigation _____

Persuasion _____

Search _____

Strength _____ **4D+2**

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Computer program-

 ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Special Abilities

Natural armor: A thick layer of blubber gives a Herglic +1D to resist physical damage.

Gambling frenzy: A Herglic who passes by a game of chance must make a Moderate *willpower* roll to resist joining in.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Blondillo

Player Name: _____

Equipment: Outdoor hiking gear, syntherope, datapad, sensor pack, blaster pistol (4D), rations pack, pick axe, 1,000 credits

Background: You have always felt a strong sense of history. Born on Lamuir IV, you grew up surrounded by the ruins of a long-dead Herglic empire. You deeply believe that the ruins conceal technological secrets lost to the modern galaxy, though you have yet to find any evidence to support your hypothesis.

While you have been known to travel out of Tapani sector on archaeological expeditions (usually to gain funding for more research on Lamuir IV), you always return to your home planet.

Personality: Quiet and very soft-spoken, you try to put others at ease around you. You are very serious about your work, but always have time for a kind word to a friend.

Objectives: To prove once and for all that the ruins on Lamuir IV are of Herglic origin.

A Quote: "Interesting. Notice the stratification of sediment on the upper area of the complex. I wonder if this was an ancient communal house?"

Connection With Other Characters: You may have encountered Rebels hiding in the ruins on Lamuir IV and agreed to keep their secret. You may have been employed by a noble to find a lost family heirloom in exchange for more expedition funding.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: High-stakes Gambler

Gender/Species: _____ /Herglic

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **2D**

Blaster _____

Dodge _____

Pick pocket _____

Perception _____ **3D**

Bargain _____

Con _____

Forgery _____

Gambling _____

Persuasion _____

Knowledge _____ **3D**

Alien species _____

Cultures _____

Intimidation _____

Languages _____

Streetwise _____

Value _____

Willpower _____

Strength _____ **4D**

Brawling _____

Climbing/jumping _____

Stamina _____

Mechanical _____ **3D**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Technical _____ **3D**

Computer program-

ming/repair _____

Droid programming _____

Special Abilities

Natural armor: A thick layer of blubber gives a Herglic +1D to resist physical damage.

Gambling frenzy: A Herglic who passes by a game of chance must make a Moderate willpower check to avoid joining in.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Expensive cloak and clothing, hold-out blaster (3D), datachip with verified credit line (of 10,000 credits, usable only in casinos in Tapani sector), 1,000 credits

Background: Like most Herglics, you can't resist a game of chance. Unlike many of your fellow Herglic, you don't lose much—you've always been lucky. After a particularly cutthroat round of sabacc, a local noble began to back you, loaning you money and collecting an addition 10 percent on your winnings. So far, the partnership has been highly profitable.

On occasion, the noble asks you to play against opponents of his choosing, usually so you can determine whether or not he or she is cheating. The noble is so pleased with your performance, he often refers other nobles to you. As long as you keep winning, you'll strike it rich.

Personality: Laconic and inscrutable, you are a fearsome opponent when it comes to bluffing. You secretly fear that your luck will one day run out.

Objectives: To roam Tapani sector, sampling the finest luxuries it has to offer. One day you will retire, but for right now your only goal is to get into a game of chance.

A Quote: "I trust no one has an objection to raising the stakes...."

Connection With Other Characters: You could have booked passage with a smuggler or merchant. As an alternative, perhaps you have some Rebel sympathies and have agreed to raise some additional money for a local Alliance cell.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: HoloVid Gossip Columnist

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Running _____

Knowledge _____ **3D+2**

Alien species _____

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Willpower _____

Mechanical _____ **2D+2**

Ground vehicle operation _____

Hover vehicle operation _____

Repulsorlift operation _____

Perception _____ **4D**

Bargain _____

Con _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength _____ **2D**

Brawling _____

Climbing/jumping _____

Stamina _____

Technical _____ **2D+2**

Computer programming/repair _____

Droid programming _____

Droid repair _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Press credentials, datapad, holorecorder, comlink, hold-out blaster (3D), 1,000 credits

Background: You began your career as a stringer for Sektor 242 NewsLine, but the competition among your fellow journalistic freelancers made earning a living virtually impossible. Moving to Tapani sector, you impressed one of the local holovid carriers with a gossip piece on a minor noble. You were hired on the spot and now you work as a "dirt-sniffer," trying to catch a noble in some sort of impropriety.

Currently, your column is growing in popularity among the average citizens of the sector, though the various Houses have started to despise you.

Personality: You are affable and likable, but have something of a cruel streak. You are somewhat bitter about the state of your journalistic career but grudgingly admit that you are very good at your newfound profession.

Objectives: To catch a noble involved in a major crime.

A Quote: "So can I take that as 'no comment,' Lord Hoall?"

Connection With Other Characters: You could use the disgraced House Guardsman or a retainer as an informant. A bacta merchant, smuggler or pilot may have let you aboard his or her ship—you are either undercover, hoping to get a good story, or are aboard the ship as a simple charter.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: House Guard

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+2** **Perception** ____ **2D**

Blaster _____	Command _____
Brawling parry _____	Con _____
Dodge _____	Gambling _____
Grenade _____	Hide _____
Melee combat _____	Search _____
Melee parry _____	Sneak _____
Thrown weapons _____	_____
Vehicle blasters _____	_____
_____	_____

Knowledge ____ **2D+2** **Strength** ____ **4D**

Bureaucracy _____	Brawling _____
Planetary systems _____	Climbing/jumping _____
Streetwise _____	Lifting _____
Tactics _____	Stamina _____
_____	Swimming _____
_____	_____
_____	_____

Mechanical ____ **2D+2** **Technical** ____ **3D**

Beast riding _____	Armor repair _____
Communications _____	Blaster repair _____
Ground vehicle operation _____	Demolitions _____
Hover vehicle operation _____	First aid _____
Repulsorlift operation _____	Security _____
_____	_____
_____	_____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Heavy blaster pistol (5D), blaster rifle (5D+1), House Guard armor and helmet (+2D physical, +1D energy, -1D to *Dexterity* and related skills), macrobinoculars, comlink, datapad, dehydrated food pack, bacta geltab, medpac

Background: Your family has a long, proud history of service in the House Guard. While you come from a working class background, you are pleased at the relative equality between noble and commoner in the military. You find the job challenging, though you long to see some real combat; chasing pirates and Rebels as they scurry into hiding is becoming a little stale.

Personality: Cocky, proud and somewhat arrogant, though you adhere to military regulations scrupulously.

Objectives: To serve out your tour in the Guard, and—hopefully—earn a position as a House knight.

A Quote: "Reporting as ordered, sir!"

Connection With Other Characters: You may know a House knight that has taken you under his wing. You could serve under the House Guard captain. Perhaps you are related to the Disgraced House Guardsman and seek to atone for his past misdeeds.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: House Guard Captain

Gender/Species: /Human

Age: **Height:** **Weight:**

Physical Description: _____



Tom Biondollo

Player Name: _____

Dexterity ____ **3D+2** **Perception** ____ **3D**

Archaic guns _____	Bargain _____
Blaster _____	Command _____
Brawling parry _____	Con _____
Dodge _____	Gambling _____
Melee combat _____	Investigation _____
Melee parry _____	Search _____
Thrown weapons _____	Sneak _____

Knowledge ____ **2D+1** **Strength** ____ **4D**

Bureaucracy _____	Brawling _____
Cultures _____	Climbing/jumping _____
Intimidation _____	Lifting _____
Law enforcement _____	Stamina _____
Planetary systems _____	Swimming _____
Streetwise _____	_____
Tactics _____	_____
Willpower _____	_____

Mechanical ____ **2D** **Technical** ____ **3D**

Astrogation _____	Armor repair _____
Beast riding _____	Blaster repair _____
Communications _____	Computer program- ming/repair _____
Repulsorlift operation _____	Demolitions _____
Jet pack operation _____	First aid _____
Sensors _____	_____
Space transports _____	_____
Starship gunnery _____	_____

Special Abilities

None.

Move _____ 18
Force Sensitive? _____
Force Points _____
Dark Side Points _____
Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

Equipment: Battle armor (+2D physical, +1D energy, -1D *Dexterity* and related skills), blaster rifle (5D+1), heavy blaster pistol (5D), sword (STR+1D), 1,200 credits, comlink, datapad

Background: You are a proud, noble warrior in service to the House Guard. You joined at an early age—you lied about your age, if the truth be known—and have excelled at performing your duties. Now, as an officer, you have a degree of autonomy. You command a small squad of Guards that you personally selected. You have a certain amount of freedom about how you carry out your duties. Overall, you are the master of your own fate. Empires have been forged from less.

You are fiercely loyal to your House and your near-zealotry has caused you some difficulty in the past; fist-fights with Guards from rival Houses can slow a person's rise through the ranks. Fortunately, your Lord was amused by such incidents, though his largesse is probably not infinite.

Despite your rough edges, you are a deadly warrior and a consummate professional. Your men respect you, your enemies fear you and the future ahead appears to be extremely bright.

Personality: Flamboyant, courtly and audacious, you have charmed nobles and common folk alike. You are quick to anger, always ready for a brawl and never forget an insult.

Objectives: To serve your Lord until your dying breath.

A Quote: "Live life to the hilt, lads. Tomorrow it may all end."

Connection With Other Characters: As a House Guard officer, you could easily be acquainted with the disgraced House Guardsman, the House Guardsman and the COMPNOR military liaison.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: House Guard Officer

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+2** **Perception** ____ **3D**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Running _____

Vehicle blasters _____

Command _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Knowledge ____ **3D+2** **Strength** ____ **3D**

Bureaucracy _____

Cultures _____

Languages _____

Survival _____

Tactics _____

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Mechanical ____ **2D+2** **Technical** ____ **2D**

Beast riding _____

Communications _____

Ground vehicle

operation _____

Hover vehicle

operation _____

Repulsorlift operation

Armor repair _____

Blaster repair _____

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Repulsorlift repair _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

■ Stunned

■ Wounded

■ Incapacitated

■ Mortally Wounded



Marshall Andrews III

Equipment: Blaster rifle (5D+1), blaster pistol (4D), knife (STR+1D), three grenades (5D), battle armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), medpac, dress uniform, comlink

Background: You were born into the family of a low-ranking petty knight, meaning you won't inherit your parents' titles when they die. You spent your youth attending exclusive schools for the Tapani elite. After graduation, you attended the Imperial Academy at Raithel, but rather than enter the Imperial military, you returned to Tapani to join up with a House Guard regiment affiliated with your house.

It would be nice to win a title for yourself someday, but your more immediate goal is to advance within the ranks of the officers corps. You may not have much influence in the house nobility, but within the ranks of its military, authority comes to those who earn it.

Personality: You are patient and laid back in your off-hours, but hard-nosed and focused while on duty. You have little patience for those who know nothing, even if society expects you to pretend they do because of their titles.

Objectives: To defend your house and advance in your regiment of the House Guards.

A Quote: "In the House Guard, title is not enough to win you respect. That's what I like about it."

Connection With Other Characters: You might know nobles, Imperials, or senatorials through your family or from your academy days. Others you might know through your duties as a House Guardsman.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: House Knight

Gender/Species: _____

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D** **Perception** _____ **4D**

Archaic guns _____	Bargain _____
Blaster _____	Command _____
Brawling parry _____	Con _____
Dodge _____	Gambling _____
Melee combat _____	Persuasion _____
Melee parry _____	Search _____
Thrown weapons _____	_____
_____	_____
_____	_____

Knowledge _____ **3D+2** **Strength** _____ **2D+2**

Alien species _____	Brawling _____
Bureaucracy _____	Climbing/jumping _____
Business _____	Stamina _____
Cultures _____	_____
Languages _____	_____
Planetary systems _____	_____
Value _____	_____
_____	_____
_____	_____

Mechanical _____ **2D+1** **Technical** _____ **2D+1**

Beast riding _____	Computer program- ming/repair _____
Repulsorlift operation _____	Droid programming _____
Space transports _____	Droid repair _____
_____	First aid _____
_____	Security _____
_____	_____
_____	_____
_____	_____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Biondillo

Player Name: _____

Equipment: Sporting blaster (3D+1), comlink, datapad, protocol droid, luxury landspeeder, expensive wardrobe for both formal and casual settings, 4,000 credits

Background: You were born into a noble house of Tapani, one with a long and honored history. As a knight, you are at the lower end of the nobility chain, but you stand a good chance at a higher title should you impress the right people with your capabilities.

Currently, you serve as a house courier for messages and packages deemed too delicate or important to entrust to a commoner. Your errands take you all over the sector (and occasionally to the Core), and you are meeting a wide range of people who may someday be of use to you. Fortunately, your duties are light enough to allow you some freedom to move about on your own as well.

Personality: You are ambitious and driven to raise your standing in your house, not only for your sake, but for the sake of your entire extended family. You are extremely loyal to your house and generous to those who work for you.

Objectives: To become a baron or even a lord in the service of your house.

A Quote: "It isn't *what* you do so much as *who* notices you doing it."

Connection With Other Characters: As a noble, you might know other nobles, Imperials, or senatorials. A character with paramilitary skills might serve you or with you as a pilot or bodyguard. Other people you might know through your duties as a house courier.

STAR WARS PLAYER'S GUIDE TO TAPANI

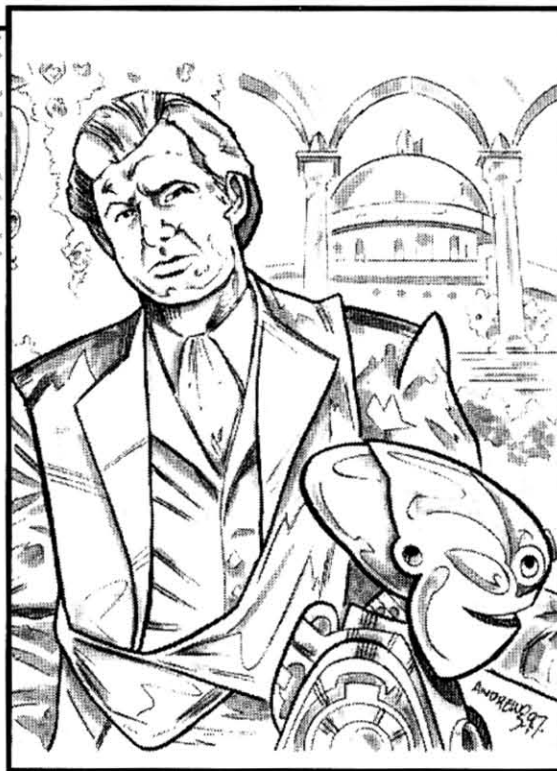
Character Name:

Type: House Retainer

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____



Marshall Andrews III

Player Name:

Dexterity _____ **3D**

Blaster _____
Blaster parry _____
Dodge _____
Melee combat _____
Melee parry _____

Perception _____ **3D**

Bargain _____
Con _____
Hide _____
Search _____
Sneak _____

Knowledge _____ **2D+2**

Bureaucracy _____
Cultures _____
Languages _____
Planetary systems _____
Streetwise _____
Value _____

Strength _____ **3D+1**

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Mechanical _____ **3D**

Astrogation _____
Repulsorlift operation _____
Space transports _____
Starship gunnery _____
Starship shields _____

Technical _____ **3D**

Computer programming/repair _____
Droid programming _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

Equipment: Hold-out blaster (3D), comlink, 2,000 credits, disruption bubble generator (operates in a 2-meter sphere; has a sensor *stealth* of 4D; if used against a sensor operator, make an opposed roll—if the sensor operator rolls higher, he notices an anti-surveillance device is in operation; unit's body strength is 1D and if the unit is even lightly damaged by rough handling it is destroyed)

Background: Your family has served a noble house since the days of Shey Tapani, a tradition you are honored to carry on. You may not agree with the noble you serve (on politics, social graces or business practices) but you pride yourself on your flawless execution of his instructions.

Personality: You are part valet, part bodyguard, and the safety of your lord is your paramount concern. You are extremely conscious of the social protocols of the Tapani nobility, though to the "lower orders" you can be brusque (some say rude).

Objectives: To honor your family and to serve your lord to the best of your ability.

A Quote: "Perhaps, my lord, the blue cloak would be a better choice for the celebration. I understand mauve and pink are no longer in fashion."

Connection With Other Characters: Your lord could have ordered you to act as liaison to a security specialist, bacta merchant or other businessperson. Perhaps you serve a particularly vengeful noble who has ordered you to keep tabs on a disgraced House guard.

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STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: House Troubleshooter

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity _____ **4D**

Blaster _____

Brawling parry _____

Dodge _____

Grenade _____

Melee combat _____

Melee parry _____

Vehicle blasters _____

Knowledge _____ **2D+2**

Alien species _____

Bureaucracy _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Mechanical _____ **2D+2**

Astrogation _____

Beast riding _____

Repulsorlift operation _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Command _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength _____ **3D+2**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Blaster Repair _____

Computer program-

ming/repair _____

Droid programming _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Biondolillo

Player Name: _____

Equipment: Hold-out blaster (3D), vibroknife (STR+2D), two medpacs, datapad, comlink, protocol droid, 1,000 credits

Background: You spent the first 15 years of your commoner life in a dirt-poor mining town on one of Tapani's less exclusive planets. Your ticket out was a full scholarship to Reena University, sponsored by a house lord who saw promise in you.

You excelled in your studies and went on to serve in house naval intelligence. Your unorthodox yet effective approach to crisis-solving further impressed your mentor, and when your term of duty expired, he hired you on as a house troubleshooter.

Now, whenever a delicate or dangerous situation too scandalous for a noble to touch rears its ugly head, you are there to take it down. Blackmailers, kidnappers, spies, terrorists, unsuitable suitors—one way or another they've threatened the stability of your house, and one way or another you've neutralized them all.

You aren't *exactly* above the law, but what the law doesn't see it doesn't mind, and your employers do all they can to keep things that way.

Personality: You are eternally grateful to your mentor and house for saving you from a life in the mines, and your loyalty to your house is unswerving. You don't always like what you have to do, but the house that gave you life and hope deserves all you have to give.

Objectives: To protect the assets and members of your house—both from actual harm and reputation-blasting scandals.

A Quote: "A little hush money or strong arm is all you need to take care of eight out of ten house problems—the other two are where you earn your pay check."

Connection With Other Characters: You might know Imperials, nobles and senatorials through your house contacts. Others you may know through various duties you perform for your house.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: ISB Agent

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Pick pocket _____

Knowledge _____ **3D**

Bureaucracy _____
Cultures _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Value _____

Mechanical _____ **3D**

Communications _____
Repulsorlift operation _____
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____

Perception _____ **4D**

Bargain _____
Con _____
Forgery _____
Hide _____
Investigation _____
Persuasion _____
Search _____
Sneak _____

Strength _____ **2D+1**

Brawling _____
Climbing/jumping _____
Stamina _____

Technical _____ **2D+2**

Computer programming/repair _____
Droid programming _____
Droid repair _____
First aid _____
Repulsorlift repair _____
Security _____
Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Blundillo

Equipment: Blaster pistol (4D), comlink, electronic lockpicker (+1D to *security* rolls against electronic locks), street clothes, ISB uniform, datapad, cover ID as a merchant, 2,000 credits

Background: You were raised in a privileged Core family, and became an ardent believer in the New Order early in life as a COMPNOR SAGroup Youth leader. After university, you entered service in the Imperial Security Bureau (ISB).

Because of your background as an upper class Coreworlder, you were transferred to the ISB Tapani branch. As a free agent, you have a mandate to watch the semi-independent houses for signs of anti-Empire corruption, and root out pirate and smuggler rings that damage the fabric of society with their lawless behavior.

In the past, you conducted your investigations openly as an ISB officer, but here in Tapani you work undercover, preferring the protective cloak of anonymity. You might appear one week as a Tallaani shipper, and another as a meek noble.

Personality: You are friendly and casual, which helps you immensely in getting people to relax and open up around you. But inside you are quite serious; chaos and corruption killed the Old Republic, and you are determined to root it out in all its forms before it can do the same to the Empire. You are loyal to the Empire, and willing to do what you must to help it thrive.

Objectives: To ferret out anti-Imperial sentiments within the houses of Tapani, and protect your ISB branch from Ubiquitorate sabotage.

A Quote: "I'm quite impressed with your blackmarket wares, captain. Just out of curiosity, are your customers here in the sector, or do you ship these goods elsewhere?"

Connection With Other Characters: You might have met Imperials in a professional capacity, or any other sort of character in one of your undercover investigations.

STAR WARS PLAYER'S GUIDE TO TAPANI



Tom Brundillo

Player Name: _____

Character Name:
Type: JAN Operative
Gender/Species:
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Dexterity _____ **4D** **Perception** _____ **2D**
 Blaster _____ Bargain _____
 Brawling parry _____ Con _____
 Dodge _____ Forgery _____
 Grenade _____ Hide _____
 Melee combat _____ Search _____
 Melee parry _____ Sneak _____
 Vehicle blasters _____

Knowledge _____ **3D** **Strength** _____ **3D+1**
 Alien species _____ Brawling _____
 Bureaucracy _____ Climbing/jumping _____
 Cultures _____ Lifting _____
 Planetary systems _____ Stamina _____
 Streetwise _____
 Survival _____

Mechanical _____ **2D+2** **Technical** _____ **3D**
 Beast riding _____ Computer program-
 Repulsorlift _____ ming/repair _____
 operation _____ Demolitions _____
 Rocket pack _____ Droid
 operation _____ programming _____
 Sensors _____ Droid repair _____
 Space transports _____ First aid _____
 Starship gunnery _____ Repulsorlift repair _____
 Starship shields _____ Security _____

Special Abilities
 None.
Move _____ **10**
Force Sensitive? _____
Force Points _____
Dark Side Points _____
Character Points _____

Wound Status
 ■ Stunned
 ■■ Wounded
 ■■ Incapacitated
 ■ Mortally Wounded

Equipment: Heavy blaster pistol (5D), grenade launcher, five grenades, one vehicle mine, vibroblade (STR+1D), rocket pack, sensor pack, 1,000 credits

Background: You watched in horror as the Empire invaded your homeworld in the Colonies and razed your house to the ground. At first you hated the Imperial Army, but when you realized that citizens from the Core didn't suffer like this—and didn't care that you did—you grew to hate the entire Imperial system.

You joined a Rebel cell for a time, but all they wanted to do was spy and hit a few Imperial depots. You wanted to hurt the Imperial citizens of the Core; to make them realize that the Empire could no more protect them than the Old Republic.

Then you fell in with the Justice Action Network, an anti-Empire organization that embodied all you believe. With their support and contacts, you can finally strike terror in the hearts of the Imperials.

Personality: You are a radical, even among anti-Empire organizations. Some Rebel pansies call you a terrorist, but you're the one out doing what they only talk about—the Imperial propaganda machine can bury most Rebel victories, but no one can ignore your accomplishments. Occasionally you doubt that your cause is just, but when you see pampered Coreworld Imperial citizens cheering their emperor, you know they must suffer as you have.

Objectives: To weaken the Empire's claim to order by attacking vulnerable and high-profile civilian targets in the Colonies and the Core.

A Quote: "It isn't enough to hurt the military arm of the Empire—you must frighten the sheep that feed it."

Connection With Other Characters: Your activities bring you into contact with numerous underworld figures such as bounty hunters and smugglers. You might also know nobles, Imperials, and senatorials through fellow cell members.

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STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Locator

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **3D**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Running _____
Thrown weapons _____

Knowledge _____ **3D+2**

Alien species _____
Bureaucracy _____
Business _____
Intimidation _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Tactics _____
Value _____
Willpower _____

Mechanical _____ **2D**

Astrogation _____
Communications _____
Repulsorlift operation _____
Sensors _____
Space transports _____
Starship gunnery _____
Starship shields _____

Perception _____ **3D**

Bargain _____
Command _____
Investigation _____
Search _____
Sneak _____

Strength _____ **3D**

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Technical _____ **3D+1**

Computer programming/repair _____
Blaster repair _____
First aid _____
Security _____
Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Blaster pistol (4D), magnacuffs, portable computer (+1D to *computer programming/repair*), IPKC card, business suit, datapad, comlink, light blast vest (+1D physical, can be worn under street clothing), 1,200 credits

Background: You've worked as a bounty hunter, and you've always had your own approach to the business. Rather than taking a target down by blasting him into atoms, you prefer to outsmart the mark. With a combination of investigative ability, computer proficiency and street contacts, you are ideally suited to your chosen profession.

You specialize in locating people—runaway children, con artists that have swindled a lord, gamblers that don't pay their debts—for a price. If a noble wants to find somebody, you're the person that can track that individual down.

Personality: You consider yourself a consummate professional. Bounty hunters who resort to blaster fire to get things down are amateurs, in your opinion. You have virtually no sense of humor, but you always keep your word. You prefer to hunt your targets with a computer, not a blaster.

Objectives: To always honor your contracts, and never let a target slip through your fingers.

A Quote: "According to the shipping manifest I sliced, Gorgax should be coming out of hyperspace in 3.4 minutes. Charge up the tractor beam."

Connection With Other Characters: You typically work for nobles and wealthy corporate executives. In performing your duties, you have contact with any other type of character.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Mining Guild Recruiter

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____

Brawling parry _____

Dodge _____

Melee combat _____

Melee parry _____

Knowledge ____ **3D+2**

Bureaucracy _____

Business _____

Cultures _____

Languages _____

Law enforcement _____

Planetary systems _____

Streetwise _____

Survival _____

Value _____

Mechanical ____ **3D**

Astrogation _____

Repulsorlift

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ **3D+1**

Bargain _____

Con _____

Hide _____

Investigation _____

Search _____

Sneak _____

Strength ____ **2D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical ____ **2D+1**

Computer program-

ming/repair _____

Demolitions _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports

repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Biondolillo

Player Name: _____

Equipment: Heavy blaster pistol (5D), stock YT-1300 light freighter (issued by the Mining Guild), comlink, surveying equipment, 2,000 credits

Background: You were raised in the Mid-Core in a mining co-op. The Mining Guild sent you through school, and when you graduated, you took on a job as one of its operatives. You were soon assigned Tapani sector as your patrol territory.

Your job is to poke around in Tapani sector and uncover rogue mining companies that aren't affiliated with the Mining Guild. Once you find them, you encourage them to join up and pay their dues.

Those that refuse get turned in to the Guild—and soon are visited by Guild officers who have their own special ways of getting a company's officers excited about joining (from leg-breaking to shutting down a company's supply lines). Most rogue outfits know about this part, so your job sometimes gets dangerous.

Your background as a miner makes you unforgiving of companies that shirk Guild membership, though—you paid your share when you were mining, and so should they.

Personality: You are dedicated to the Guild and sneer at bribes offered in the hopes you will "lose" your report documenting a rogue mining outfit. On the other hand, you don't care much about those who break the *Empire's* law; you have met many smugglers, pirates, and even Rebels in your travels, and count some among your friends.

Objectives: To clear every last rogue mining operation out of Tapani sector and shut down the claim jumpers.

A Quote: "Signing up with the Guild may seem prohibitively expensive, but it is really quite reasonable when compared to the cost of *not* joining."

Connection With Other Characters: You could know just about anyone through your duties.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Mrlssti Roving Entertainer

Gender/Species: _____/Mrlssti

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **2D+1** **Perception** _____ **3D**

Blaster
Brawling parry
Dodge
Pick pocket
Thrown weapons _____

Bargain
Con
Persuasion
Sneak _____

Knowledge _____ **4D** **Strength** _____ **1D+2**

Alien species
Business
Cultures
Languages
Planetary systems
Scholar
Streetwise _____

Lifting
Stamina
Swimming _____

Mechanical _____ **3D** **Technical** _____ **4D**

Astrogation
Communications
Sensors
Space transports
Starship shields _____

Blaster repair
Computer program-
ming/repair _____
Droid programming
Droid repair
First aid
Security _____

Special Abilities

At the time of character creation only, you make take an additional specialization in persuasion: storytelling or persuasion: acting, or an additional +1D in sleight of hand (Dexterity) or musical instrument operation (Mechanical).

Move _____ **8**

Force Sensitive? _____

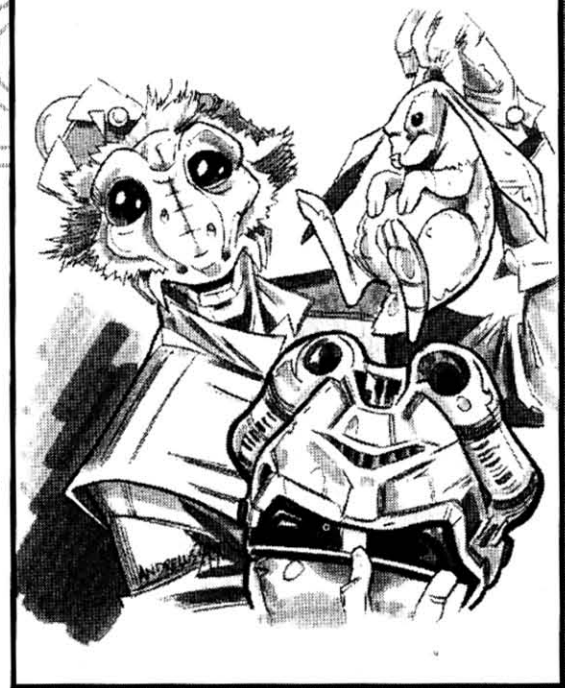
Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Hold-out blaster (3D), medpac, datapad, performing costumes, performance prop (either juggling items, conjuring tricks, or a musical instrument), membership ID card for the Imperial Entertainers' Guild

Background: Unlike most Mrlssti, you couldn't wait to leave your home planet behind. Your family was reportedly very disappointed in your decision to leave academia, but that doesn't really bother you; you haven't spoken to them since you left.

Joining the Imperial Entertainers' Guild, you travel from planet to planet, entertaining small audiences for a modest fee. You enjoy learning the songs and stories of other species, as well as the thrill of reinterpreting them with a decidedly Mrlssti slant.

Personality: On stage, you are charming, funny and genuinely likable, traits you carry over into your personal life. You have no strong political views though the Empire's pro-human bias has affected your employment opportunities.

Objectives: To make an audience happy.

A Quote: "Thank you! You've been a wonderful audience!"

Connection With Other Characters: You may have been retained by a House noble or corporate exec who enjoys your act (which means you would interact with his or her other employees).

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____
Type: Mrlssti Swindler
Gender/Species: _____ /Mrlssti
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____



Marshall Andrews III

Player Name: _____

Dexterity _____ **2D** **Perception** _____ **3D**
 Blaster _____ Bargain _____
 Dodge _____ Con _____
 Pick pocket _____ Forgery _____
 Running _____ Gambling _____
 _____ Hide _____
 _____ Persuasion _____

Knowledge _____ **4D+2** **Strength** _____ **1D+1**
 Alien species _____ Stamina _____
 Bureaucracy _____ Swimming _____
 Business _____
 Cultures _____
 Languages _____
 Streetwise _____
 Value _____

Mechanical _____ **3D** **Technical** _____ **4D**
 Astrogation _____ Computer program-
 Communications _____ ming/repair _____
 Sensors _____ Droid programming _____
 Starship shields _____ Droid repair _____
 _____ First aid _____
 _____ Security _____

Special Abilities
 None.

Move _____ **10**
Force Sensitive? _____
Force Points _____
Dark Side Points _____
Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded

Equipment: Three sets of false ID, hold-out blaster (3D), datapad (with forged deeds to land and holding on three Tapani sector worlds; the fakes are fairly good and require a Moderate *forgery* or Difficult *Perception* roll to discover the forgery), 1,200 credits

Background: You once labored in the halls of academia on your homeworld of Mrlsst. Unlike your fellow Mrlssti (who consider teaching a rewarding experience), something was missing from your life and you grew to loathe the life of a professor.

While speaking with some offworlders—Corellian gamblers—you realized that your appearance was a significant psychological advantage when dealing with humans. You decided to seek your fortune by conning gullible and wealthy humans out of their money.

You don't like to risk your neck breaking into homes or stealing bacta shipments. Instead, you rely on your computer skills, persuasive language and non-threatening appearance to part the foolish from their wealth.

Personality: You are very likable and have a tendency to say exactly what someone wants to hear. Secretly, you view such individuals as fools, but would never say so.

Objectives: To amass great wealth.

A Quote: "As you can see, the title and deeds are all in order. Now, will that be hard currency, or would you prefer to conclude our transaction with a credit voucher, my lord?"

Connection With Other Characters: You could have booked passage with a smuggler or pirate. The disgraced House Guardsman may be a friend of yours. Perhaps the holo-vid gossip columnist is following you to report your dealings with a noble.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Mrlssti Tutor

Gender/Species: _____ /Mrlssti

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **2D+1**

Blaster _____

Dodge _____

Running _____

Pick pocket _____

Knowledge ____ **3D+1**

Alien species _____

Bureaucracy _____

Cultures _____

Languages _____

Planetary systems _____

Scholar: _____

Streetwise _____

Value _____

Mechanical ____ **5D**

Astrogation _____

Communications _____

Ground vehicle _____

operation _____

Repulsorlift _____

operation _____

Sensors _____

Space transports _____

Starship gunnery _____

Starship shields _____

Perception ____ **3D+1**

Bargain _____

Gambling _____

Hide _____

Persuasion _____

Search _____

Sneak _____

Strength ____ **1D+1**

Climbing/jumping _____

Stamina _____

Technical ____ **2D+2**

Computer program-

ming/repair _____

Droid programming _____

Droid repair _____

First aid _____

Repulsorlift repair _____

Security _____

Space transports _____

repair _____

Special Abilities

None.

Move _____ 8

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Brindolillo

Equipment: Hold-out blaster (3D), two medpacs, comlink, datapad, 1,000 credits

Background: You were born and raised on Mrlsst. Like many Mrlssti, you were raised to believe that education is the most precious commodity a being can possess.

As a young adult, you desperately wanted to go to Coruscant to continue your education, but were turned down because you were an alien. Being denied an educational opportunity because of your species went against everything your culture taught you. Your intense disappointment turned you against the Empire.

You served in the Freeworlds Common Navy for nearly a decade, first as a shuttle pilot, then as a piloting instructor. It was while in the military that you discovered your love for teaching.

After your tour was up, you returned to Mrlsst to become a freelance tutor, hiring yourself out to teach small bands of students who wanted to supplement their official education, or who were too poor to afford it. Moving in these new circles, you met others who felt as you do about the Empire, and began to establish ties with them. You have resolved to seek out the Rebel Alliance and see if it can make use of your skills.

Personality: You are quiet and self-effacing in day-to-day discourse, but behind your peaceful front lurks the heart of a warrior. In the cockpit of a spacecraft, you are a killing machine.

Objectives: The Imperials are a scourge to your world that must be someday expelled.

A Quote: "No qualified sentient should be denied an educational opportunity. The Imperials must be removed from Mrlsst before their ideas infect our culture."

Connection With Other Characters: You might know military-oriented characters from your days in the Common Navy. You have taught a wide variety of people as a tutor, and you might have come in contact with just about any character in that capacity.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Professional Thief

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **4D**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Pick pocket _____
Running _____
Thrown weapons _____

Knowledge _____ **2D+2**

Alien species _____
Business _____
Cultures _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____
Value _____

Mechanical _____ **2D**

Astrogation _____
Beast riding _____
Communications _____
Jet pack operation _____
Repulsorlift operation _____
Rocket pack operation _____

Perception _____ **3D+1**

Bargain _____
Con _____
Forgery _____
Gambling _____
Hide _____
Investigation _____
Search _____
Sneak _____

Strength _____ **4D**

Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Technical _____ **2D**

Computer programming/repair _____
Blaster repair _____
Demolitions _____
First aid _____
Security _____

Special Abilities

None.

Move _____ **8**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: Set of four power pitons (+2D to climbing with an Easy *Dexterity* roll), electronic lockbreaker (requires Moderate *security* roll to activate and a Difficult *computer programming/repair* roll to manipulate advanced locks; specific system profiles must be programmed before use, but pre-programmed profiles can be installed into the unit on a Moderate *computer programming/repair* roll), one set of false identification, hold-out blaster (3D), 500 credits

Background: You grew up on the streets of Procopia, a poor child in the midst of tremendous wealth. You vowed that you would one day taste the riches that those around you took for granted, even if you had to steal it out from under them.

You spent some time with a traveling performing troupe as an acrobat and juggler. After a performance, you would sneak out into the night, breaking into the homes of wealthy nobles and corporate execs, stealing gems and works of art. So far, you've had some minor successes and the local newsnets have begun to follow your exploits. You've enjoyed the media attention and have begun leaving small "calling cards" at the sites of your burglaries. The local authorities are less than amused with you, but—in your opinion—the law will have to move much more quickly to catch you.

Personality: You love your chosen profession for its freedom, adventure and danger. You enjoy the thrill of the chase more as much as the loot you steal. You constantly seek out the best in food, drink and other luxuries, committing audacious thefts to cover your expenses.

Objectives: To loot Tapani sector from end to end and retire with your freedom and enough wealth to buy a planet.

A Quote: "Better luck next time, Constable!"

Connection With Other Characters: You may be posing as a wealthy noble, hiring a security specialist, retainer or other such character to make your cover more convincing. A noble may have stumbled upon your true identity and threatens to turn you over to the authorities unless you perform a task for him.

STAR WARS PLAYER'S GUIDE TO TAPANI

Player Name: _____

Character Name: _____

Type: Rebel Conspirator

Gender/Species: _____

Age: _____

Height: _____

Weight: _____

Physical Description: _____

Dexterity ____ **3D+1**

- Blaster _____
- Brawling parry _____
- Dodge _____
- Melee combat _____
- Melee parry _____
- Vehicle blasters _____

Knowledge __ **3D+1**

- Alien species _____
- Bureaucracy _____
- Cultures _____
- Languages _____
- Planetary systems _____
- Streetwise _____
- Survival _____
- Value _____

Mechanical __ **2D+2**

- Astrogation _____
- Beast riding _____
- Repulsorlift operation _____
- Space transports _____
- Starship gunnery _____
- Starship shields _____

Perception ____ **4D**

- Bargain _____
- Con _____
- Hide _____
- Persuasion _____
- Search _____

Strength ____ **2D+2**

- Brawling _____
- Climbing/jumping _____
- Stamina _____

Technical ____ **2D**

- Computer programming/repair _____
- Droid programming _____
- Droid repair _____
- First aid _____
- Security _____
- Space transports repair _____

Special Abilities

None.

Move _____ **10**

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Tom Brindolillo

Equipment: Hold-out blaster (3D), comlink, protocol droid, luxury landspeeder, 5,000 credits

Background: You were born into one of Tapani sector's noble houses. As a child of the nobility, you grew up in a privileged household, wanting for nothing.

However, as you grew older and began traveling to other worlds, you discovered that life is much harder elsewhere—and that the Empire is much crueler. Unable to find happiness in an Empire that crushes everything that offends it, you began to look for ways to oppose it.

With some careful searching, you discovered like-minded people with connections to the Rebellion and convinced them to trust you. You attended a Rebel training camp under cover of a vacation, and after several weeks of basic espionage and military training, you are back in Tapani sector, ready to take the war to the Empire.

Personality: You are extremely sharp and resourceful, but you hide this side of yourself from your peers in the nobility—it wouldn't do for them to suspect you are capable of doing the sorts of things you plan to do to the Imperials in Tapani sector. You are unwilling to put the Cause ahead of individuals, however, and will never sacrifice a fellow operative for the sake of the greater good.

Objectives: To establish a viable Rebel presence in Tapani sector capable of gathering intelligence and engaging in limited paramilitary actions. To get the Empire out of Tapani sector once and for all.

A Quote: "There are no neutrals in the Empire—those who do not actively oppose it condone its evil."

Connection With Other Characters: As a noble, you might know Imperials, nobles, or senatorials. You might have a retainer. As a Rebel, you might know pilots, smugglers, or bounty hunters.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:
Type: Saber Rake
Gender/Species:
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Dexterity _____ **4D** **Perception** _____ **3D+1**
 Blaster _____ Bargain _____
 Brawling parry _____ Con _____
 Dodge _____ Gambling _____
 Lightsaber _____ Persuasion _____
 Melee combat _____ Search _____
 Melee parry _____

Knowledge _____ **3D+1** **Strength** _____ **2D+2**
 Alien species _____ Brawling _____
 Cultures _____ Climbing/jumping _____
 Languages _____ Lifting _____
 Planetary systems _____ Stamina _____
 Streetwise _____ Swimming _____
 Value _____
 Willpower _____

Mechanical _____ **2D+1** **Technical** _____ **2D+1**
 Astrogation _____ Computer program-
 Beast riding _____ ming/repair _____
 Repulsorlift _____ First aid _____
 operation _____ Lightsaber repair _____
 Space transports _____ Repulsorlift repair _____
 Swoop operation _____

Special Abilities

Dueling Honor: A saber rake who is insulted or challenged must make a Moderate *willpower* check to resist the powerful urge to challenge the offending party to a duel (if a noble; he'll just attack a commoner with whatever non-lethal weapon is handy and seems appropriate).

Move _____ 10
Force Sensitive? _____
Force Points _____
Dark Side Points _____
Character Points _____

Wound Status
 ■ Stunned
 ■ Wounded
 ■ Incapacitated
 ■ Mortally Wounded



Tom Biandolillo

Player Name: _____

Equipment: Fine clothes and cloak, comlink, lightfoil (3D), sporting blaster (3D+1), swoop, 5,000 credits

Background: Being a third son in a lesser family in your house did not exactly mark you for greatness. Resentful that most of your parents' attention focused on your older brothers and bored with your life, you looked elsewhere for a sense of belonging, pride, and excitement.

You found your niche among the small and exclusive band of young nobles called the saber rakes. As a saber rake, you dress as dashing as you can afford, amuse yourself with your companions, and practice the art of dueling with the lightfoil—a small and petite (and banned) version of the classic lightsaber.

Personality: You are headstrong, flamboyant, romantic, and rather insecure. You haven't really discovered who you are yet and resort to an exaggerated sense of honor to hide your confusion. You look for constant affirmation of your worth from your peers, and lash out at anyone critical of you or your actions. Commoners are the only people you are sure are beneath you, and you make a point of reminding them of that fact. You do respect bravery and honor in others, however, and those displaying such attributes can overcome your prejudices.

Objectives: Defend the honor of your house and yourself. Pursue fame and glory to better your standing in your house and among your peers.

A Quote: "Did he just insult us? I think he just insulted us!"

Connection With Other Characters: You might know Imperials, senatorials, or other nobles socially. A loyal retainer might be your servant. You might be slumming with commoner lowlifes like smugglers, bounty hunters, or pirates. You might be drawn to a Jedi to improve your lightfoil skills.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____

Type: Security Specialist

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity ____ **3D+2**

Blaster _____
Brawling parry _____
Dodge _____
Melee combat _____
Melee parry _____
Thrown weapons _____
Vehicle blasters _____

Knowledge ____ **2D+2**

Alien species _____
Bureaucracy _____
Business _____
Intimidation _____
Languages _____
Law enforcement _____
Planetary systems _____
Streetwise _____

Mechanical ____ **2D+2**

Beast riding _____
Communications _____
Ground vehicle operations _____
Hover vehicle operations _____
Repulsorlift operation _____

Perception ____ **3D+2**

Bargain _____
Command _____
Hide _____
Investigation _____
Search _____
Sneak _____

Strength ____ **3D**

Brawling _____
Climbing/jumping _____
Lifting _____
Stamina _____
Swimming _____

Technical ____ **2D+1**

Computer programming/repair _____
Blaster repair _____
Demolitions _____
First aid _____
Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Equipment: Business suit, hold-out blaster (3D+2), two bacta geltabs, light blast vest, datapad, headset comlink, 1,000 credits

Background: You once had a desire to be a bounty hunter in the Outer Rim Territories, chasing down the scum of the spaceways and pocketing a healthy profit. After a very brief stint as a guild-allied hunter you quickly became disenchanted with the low profits, squalid conditions and violent clashes with rival vigilantes.

You decided to make a name for yourself as a security specialist, protecting wealthy clients from the criminals and villains that you once hunted... at a very high price. For now, you are willing to charge a little less, taking a slight profit loss just to make a name for yourself among the rich nobles of Tapani sector. Once you've proven how good you are, the stars are the limit.

Personality: Professionalism is your watchword, and your brook no interference from anyone who would interfere with your ability to perform your duties. You rarely consider yourself "off-duty."

Objectives: To protect your clients at the cost of your life, if necessary. One day, you hope to retire—fabulously wealthy—after making a name for yourself as one of the best protection agents in the sector.

A Quote: "Get behind me. Do exactly what I say—when I say it—and I'll get you out of here alive, my lord."

Connection With Other Characters: Your services may have been retained by a noble fearing an assassination or kidnapping attempt. You may have been in contact with House Guard officers while coordinating protection activities. You may be employed by one of the sector's many corporations as a protection officer for a corporate executive.

Player Name: _____

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name:

Type: Weapons Instructor

Gender/Species: _____ /Human

Age: _____ **Height:** _____ **Weight:** _____

Physical Description: _____

Dexterity _____ **4D**

Archaic guns _____

Blaster _____

Brawling parry _____

Dodge _____

Firearms _____

Grenade _____

Melee combat _____

Melee parry _____

Missile weapons _____

Knowledge _____ **3D**

Bureaucracy _____

Cultures _____

Intimidation _____

Languages _____

Planetary systems _____

Streetwise _____

Survival _____

Tactics _____

Willpower _____

Mechanical _____ **2D**

Beast riding _____

Communications _____

Sensors _____

Starfighter piloting _____

Starship gunnery _____

Starship shields _____

Perception _____ **3D**

Bargain _____

Command _____

Con _____

Hide _____

Investigation _____

Persuasion _____

Search _____

Sneak _____

Strength _____ **4D**

Brawling _____

Climbing/jumping _____

Lifting _____

Stamina _____

Swimming _____

Technical _____ **2D**

Armor repair _____

Blaster repair _____

Demolitions _____

First aid _____

Security _____

Special Abilities

None.

Move _____ 10

Force Sensitive? _____

Force Points _____

Dark Side Points _____

Character Points _____

Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



Marshall Andrews III

Player Name: _____

Equipment: Two heavy blaster pistols (5D), hold-out blaster (3D), sword (STR+1D), stun baton (4D stun damage), cloak, 1,500 credits

Background: You served in the House Guards for many years, after a stint in the Imperial Army. You've seen your share of combat and you are very good at what you do. You attracted the notice of a noble during your time in the Guard, and were hired to train the noble's children in the art of self defense.

The noble's family was not easy to train, but you did your duty and were well rewarded: the family has kept you on retainer, training bodyguards, sentries and other members of the House in the various forms of combat in which you are skilled.

Personality: You are boisterous, good-natured and wild-spirited in general, but coldly professional when it comes to doing your job.

Objectives: To continue to instruct young nobles in the arts of combat—and perhaps teach them a thing or two about honor in the process.

A Quote: "No, no! Keep your guard up higher, lad! Otherwise, your whole side is exposed! Remember: the best way to defeat an opponent is to out-think him!"

Connection With Other Characters: You could be assigned by the head of a family to protect a young noble. You may have served with members of the House Guard or Navy.

STAR WARS PLAYER'S GUIDE TO TAPANI

Character Name: _____
 Type: _____
 Gender/Species: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Dexterity _____

Perception _____

Knowledge _____

Strength _____

Mechanical _____

Technical _____

Special Abilities

Move _____
 Force Sensitive? _____
 Force Points _____
 Dark Side Points _____
 Character Points _____

Equipment:

Background:

Personality:

Objectives:

A Quote:

Connection With Other Characters:

Player Name: _____

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Wound Status

- Stunned
- Wounded
- Incapacitated
- Mortally Wounded



House Barnaba

House Mecetti



House Reena

by Paul Sudlow and Eric S. Trautmann

Tapani sector is the home of the rich and dangerous—of mighty lords, Imperial diplomats, and powerful Mining Guild officials. The big boys don't play nice, and what you don't know *can* hurt you.

If you're going to be spending time in Tapani sector, you need to know the ins and outs of dealing with the Tapani nobility, and where to be seen when capital season rolls around. Learn when a Herglic merchant is insulting you, and where the best music festivals in the Freeworlds can be found. Most importantly, know which noble houses you can work with, and which ones are most likely to stab you in the back.

The *Player's Guide to Tapani* gives you this sort of information. It also provides everything you need to create characters thoroughly grounded in the sector: a gazetteer of major homeworlds, essays on the aliens common to the sector (and how they're treated by the humans), and a *Heroes and Rogues*-style character generation system which gives your character a history and background.

Still want more? How about over 30 all-new character templates tailored for play in Tapani sector?



House Cadriaan



House Melantha



House Calipsa



League of Tapani Freeworlds



House Pelagia



For ages 12 and up.

