

# STAR WARS® LORDS OF THE EXPANSE



 WEST  
END  
GAMES®

# STAR WARS LORDS OF THE EXPANSE

**Character Name:**

**Type:** Saber Rake

**Gender/Species:**

**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Dexterity** \_\_\_\_\_ **4D**

Blaster \_\_\_\_\_

Brawling parry \_\_\_\_\_

Dodge \_\_\_\_\_

Lightsaber \_\_\_\_\_

Melee combat \_\_\_\_\_

Melee parry \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Knowledge** \_\_\_\_\_ **3D+1**

Alien species \_\_\_\_\_

Cultures \_\_\_\_\_

Languages \_\_\_\_\_

Planetary systems \_\_\_\_\_

Streetwise \_\_\_\_\_

Value \_\_\_\_\_

Willpower \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Mechanical** \_\_\_\_\_ **2D+1**

Astrogation \_\_\_\_\_

Beast riding \_\_\_\_\_

Repulsorlift \_\_\_\_\_

operation \_\_\_\_\_

Space transports \_\_\_\_\_

Swoop operation \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Perception** \_\_\_\_\_ **3D+1**

Bargain \_\_\_\_\_

Con \_\_\_\_\_

Gambling \_\_\_\_\_

Persuasion \_\_\_\_\_

Search \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Strength** \_\_\_\_\_ **2D+2**

Brawling \_\_\_\_\_

Climbing/jumping \_\_\_\_\_

Lifting \_\_\_\_\_

Stamina \_\_\_\_\_

Swimming \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Technical** \_\_\_\_\_ **2D+1**

Computer program-

ming/repair \_\_\_\_\_

First aid \_\_\_\_\_

Lightsaber repair \_\_\_\_\_

Repulsorlift repair \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## 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 Blomdillo

**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 LORDS OF THE EXPANSE

**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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Perception** \_\_\_\_\_ **3D**

Command \_\_\_\_\_  
 Hide \_\_\_\_\_  
 Investigation \_\_\_\_\_  
 Search \_\_\_\_\_  
 Sneak \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Knowledge** \_\_\_\_\_ **2D+2**

Alien species \_\_\_\_\_  
 Bureaucracy \_\_\_\_\_  
 Languages \_\_\_\_\_  
 Planetary systems \_\_\_\_\_  
 Streetwise \_\_\_\_\_  
 Survival \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Strength** \_\_\_\_\_ **3D+2**

Brawling \_\_\_\_\_  
 Climbing/jumping \_\_\_\_\_  
 Lifting \_\_\_\_\_  
 Stamina \_\_\_\_\_  
 Swimming \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Mechanical** \_\_\_\_\_ **2D+2**

Astrogation \_\_\_\_\_  
 Beast riding \_\_\_\_\_  
 Repulsorlift operation \_\_\_\_\_  
 Space transports \_\_\_\_\_  
 Starship gunnery \_\_\_\_\_  
 Starship shields \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**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 Blundello

**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, kidnapers, 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 LORDS OF THE EXPANSE

**Character Name:** \_\_\_\_\_

**Type:** House Knight

**Gender/Species:** \_\_\_\_\_

**Age:** \_\_\_\_\_ **Height:** \_\_\_\_\_ **Weight:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Dexterity** \_\_\_\_\_ **3D**

- Archaic guns \_\_\_\_\_
- Blaster \_\_\_\_\_
- Brawling parry \_\_\_\_\_
- Dodge \_\_\_\_\_
- Melee combat \_\_\_\_\_
- Melee parry \_\_\_\_\_
- Thrown weapons \_\_\_\_\_

**Knowledge** \_\_\_\_\_ **3D+2**

- Alien species \_\_\_\_\_
- Bureaucracy \_\_\_\_\_
- Business \_\_\_\_\_
- Cultures \_\_\_\_\_
- Languages \_\_\_\_\_
- Planetary systems \_\_\_\_\_
- Value \_\_\_\_\_

**Mechanical** \_\_\_\_\_ **2D+1**

- Beast riding \_\_\_\_\_
- Repulsorlift operation \_\_\_\_\_
- Space transports \_\_\_\_\_

**Perception** \_\_\_\_\_ **4D**

- Bargain \_\_\_\_\_
- Command \_\_\_\_\_
- Con \_\_\_\_\_
- Gambling \_\_\_\_\_
- Persuasion \_\_\_\_\_
- Search \_\_\_\_\_

**Strength** \_\_\_\_\_ **2D+2**

- Brawling \_\_\_\_\_
- Climbing/jumping \_\_\_\_\_
- Stamina \_\_\_\_\_

**Technical** \_\_\_\_\_ **2D+1**

- Computer programming/repair \_\_\_\_\_
- Droid programming \_\_\_\_\_
- 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 Blomdillo

**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 LORDS OF THE EXPANSE

**Character Name:** \_\_\_\_\_

**Type:** Mining Guild Recruiter

**Gender/Species:** \_\_\_\_\_

**Age:** \_\_\_\_\_

**Height:** \_\_\_\_\_

**Weight:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

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\_\_\_\_\_  
\_\_\_\_\_

**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 Blondillo

**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 LORDS OF THE EXPANSE

**Character Name:** \_\_\_\_\_

**Type:** JAN Operative

**Gender/Species:** \_\_\_\_\_

**Age:** \_\_\_\_\_

**Height:** \_\_\_\_\_

**Weight:** \_\_\_\_\_

**Physical Description:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Dexterity** \_\_\_\_\_ **4D**

Blaster \_\_\_\_\_

Brawling parry \_\_\_\_\_

Dodge \_\_\_\_\_

Grenade \_\_\_\_\_

Melee combat \_\_\_\_\_

Melee parry \_\_\_\_\_

Vehicle blasters \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Knowledge** \_\_\_\_\_ **3D**

Alien species \_\_\_\_\_

Bureaucracy \_\_\_\_\_

Cultures \_\_\_\_\_

Planetary systems \_\_\_\_\_

Streetwise \_\_\_\_\_

Survival \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Mechanical** \_\_\_\_\_ **2D+2**

Beast riding \_\_\_\_\_

Repulsorlift operation \_\_\_\_\_

Rocket pack operation \_\_\_\_\_

Sensors \_\_\_\_\_

Space transports \_\_\_\_\_

Starship gunnery \_\_\_\_\_

Starship shields \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Perception** \_\_\_\_\_ **2D**

Bargain \_\_\_\_\_

Con \_\_\_\_\_

Forgery \_\_\_\_\_

Hide \_\_\_\_\_

Search \_\_\_\_\_

Sneak \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Strength** \_\_\_\_\_ **3D+1**

Brawling \_\_\_\_\_

Climbing/jumping \_\_\_\_\_

Lifting \_\_\_\_\_

Stamina \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**Technical** \_\_\_\_\_ **3D**

Computer program-

ming/repair \_\_\_\_\_

Demolitions \_\_\_\_\_

Droid

programming \_\_\_\_\_

Droid repair \_\_\_\_\_

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



Tom Brundillo

Player Name: \_\_\_\_\_

**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.

Player Name: \_\_\_\_\_

# STAR WARS LORDS OF THE EXPANSE

**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 Blundello

**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 LORDS OF THE EXPANSE

**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 programming/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 Blomdillo

**Player Name:** \_\_\_\_\_

**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 LORDS OF THE EXPANSE

**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-  
 Repulsorlift operation      ming/repair \_\_\_\_\_  
 Sensors \_\_\_\_\_      Droid program-  
 Space transports \_\_\_\_\_      ming \_\_\_\_\_  
 Starship gunnery \_\_\_\_\_      Droid repair \_\_\_\_\_  
 Starship shields \_\_\_\_\_      First aid \_\_\_\_\_  
 \_\_\_\_\_      Security \_\_\_\_\_  
 \_\_\_\_\_      Space transports  
 \_\_\_\_\_      repair \_\_\_\_\_  
 \_\_\_\_\_

**Special Abilities**  
*Natural Armor:* A thick layer of blubber gives a Herglic +1D to resist damage from physical attacks. It gives no bonus to energy attacks.  
**Story Factors:** *Gambling Frenzy:* A Herglic passing by a gambling game must make a Moderate *willpower* check to resist the powerful urge to join in.

**Move** \_\_\_\_\_ **8**  
**Force Sensitive?** \_\_\_\_\_  
**Force Points** \_\_\_\_\_  
**Dark Side Points** \_\_\_\_\_  
**Character Points** \_\_\_\_\_

**Wound Status**  
 Stunned  
 Wounded  
 Incapacitated  
 Mortally Wounded



Tom Blondello

**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.

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**Player Name:** \_\_\_\_\_

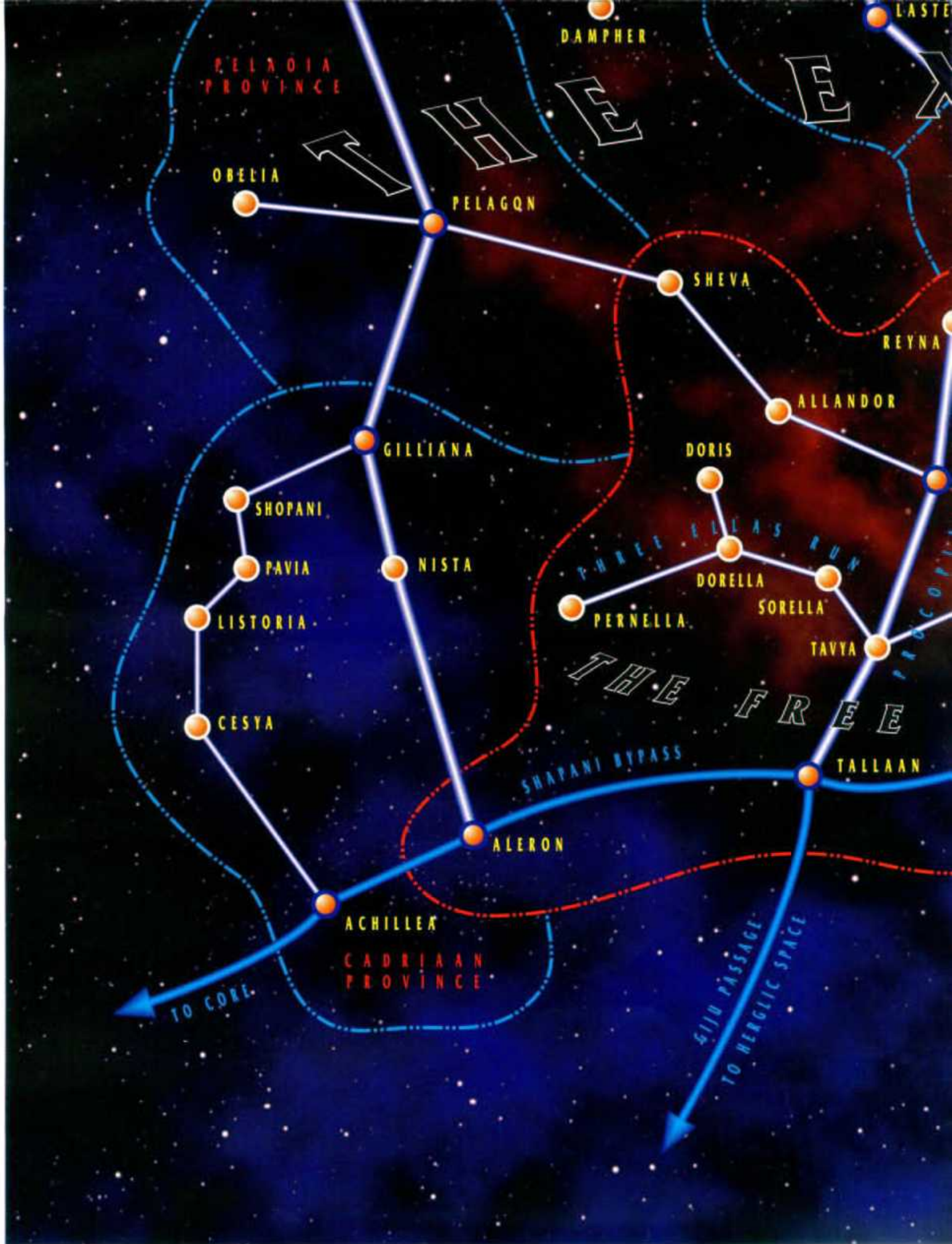
# STAR WARS LORDS OF THE EXPANSE

# TAP



# ANI SECTOR



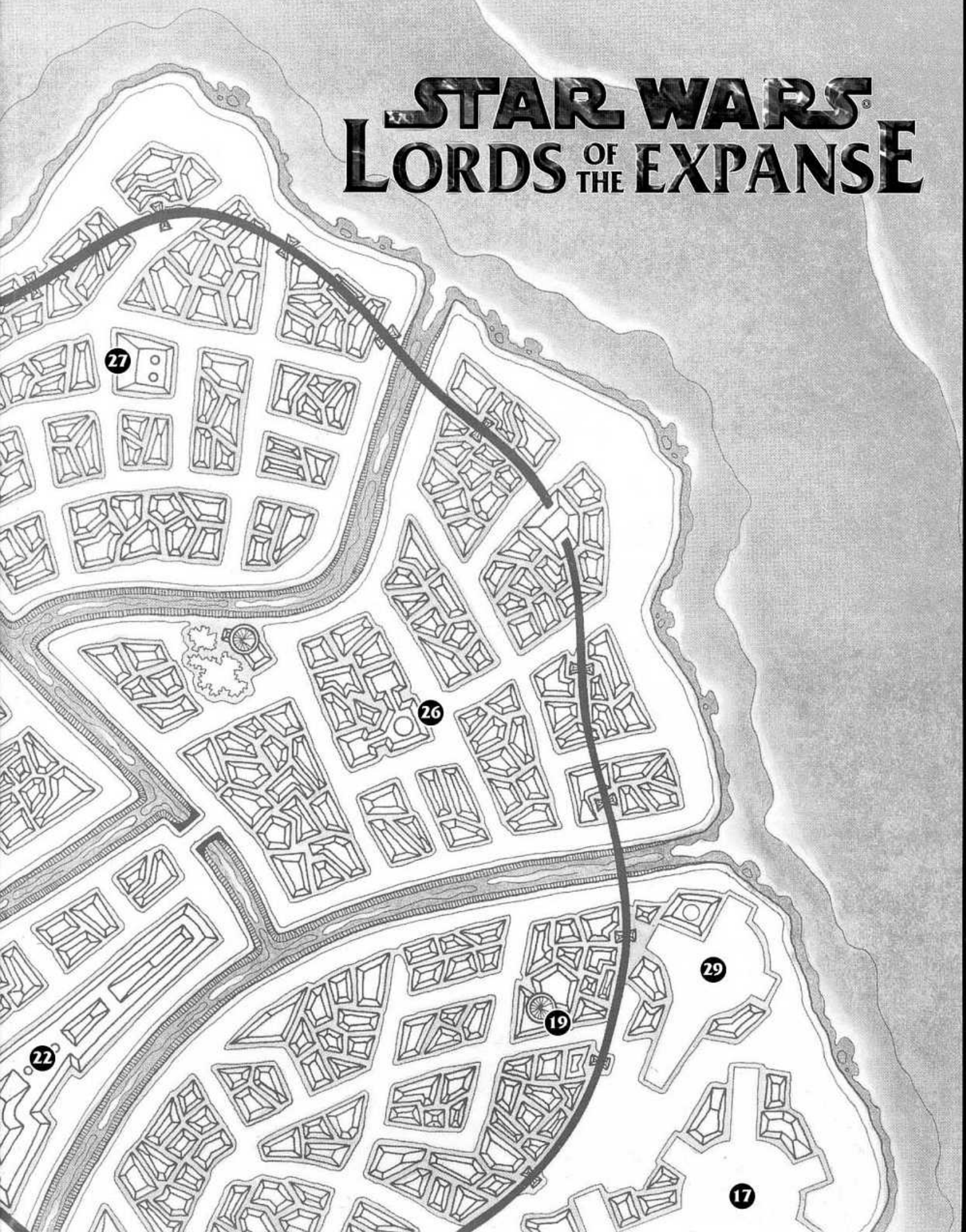




# ESTALLE ISLAND



# STAR WARS<sup>®</sup> LORDS OF THE EXPANSE



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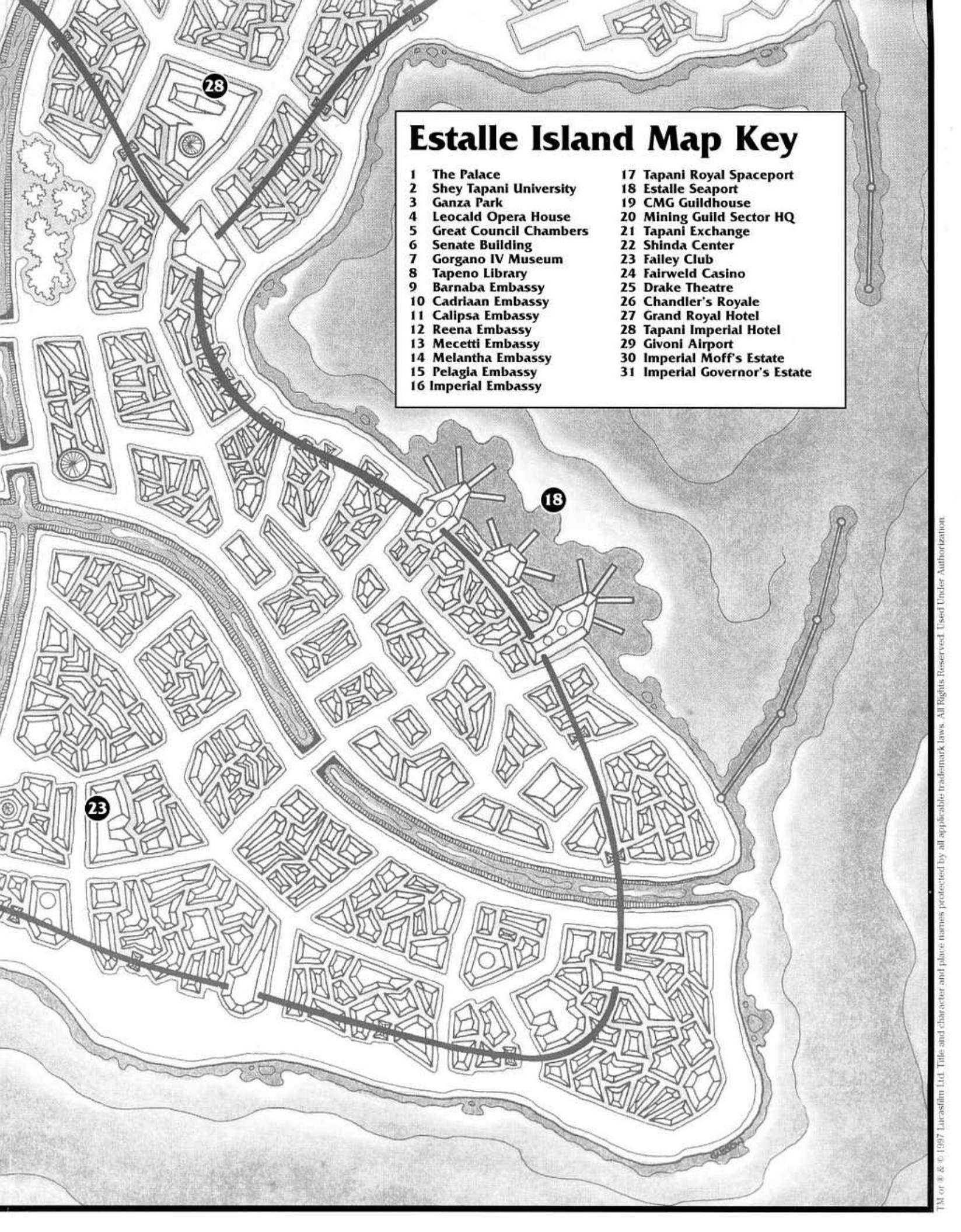


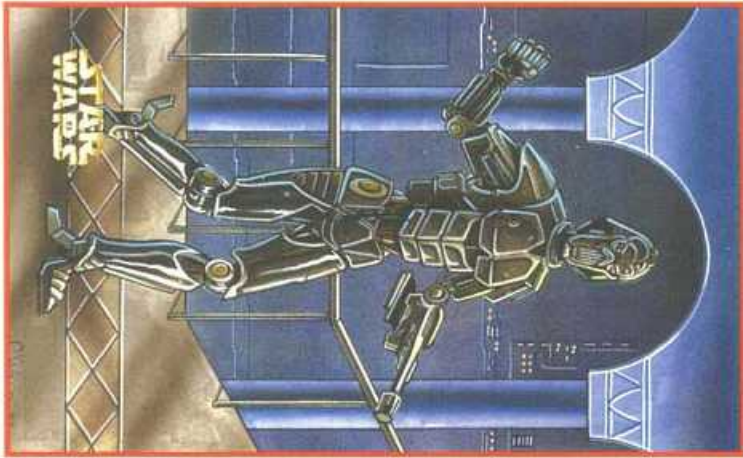
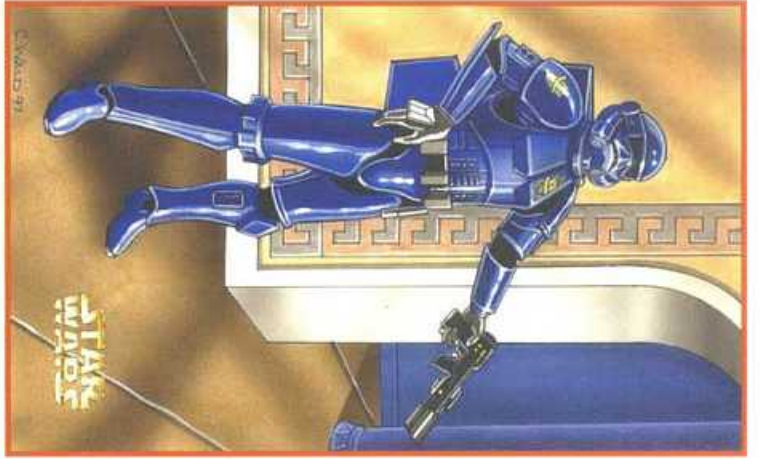
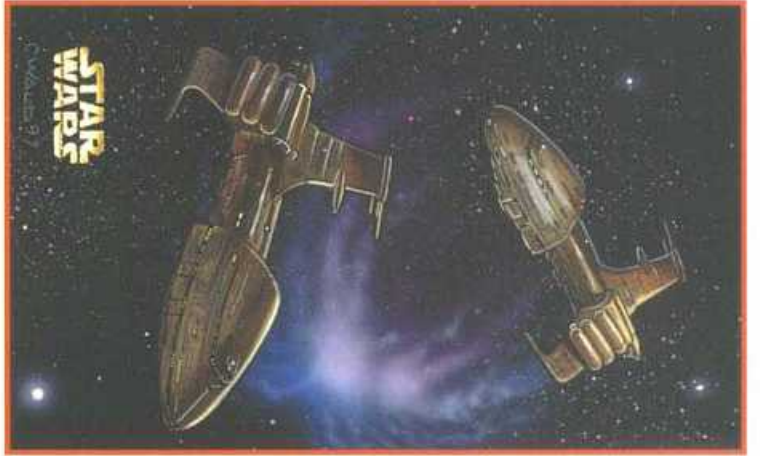
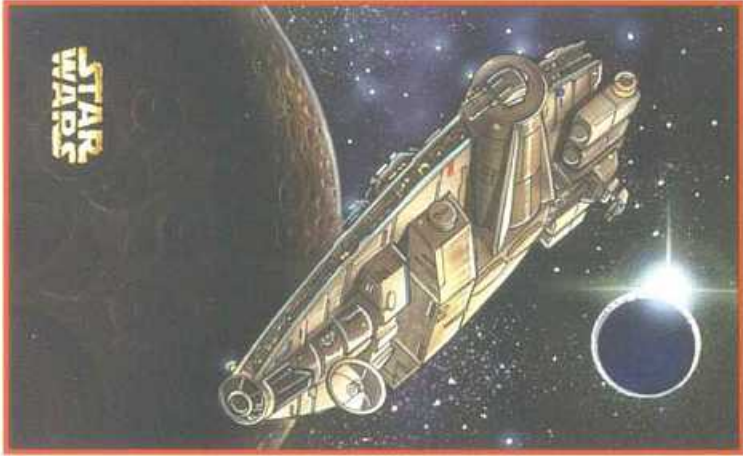
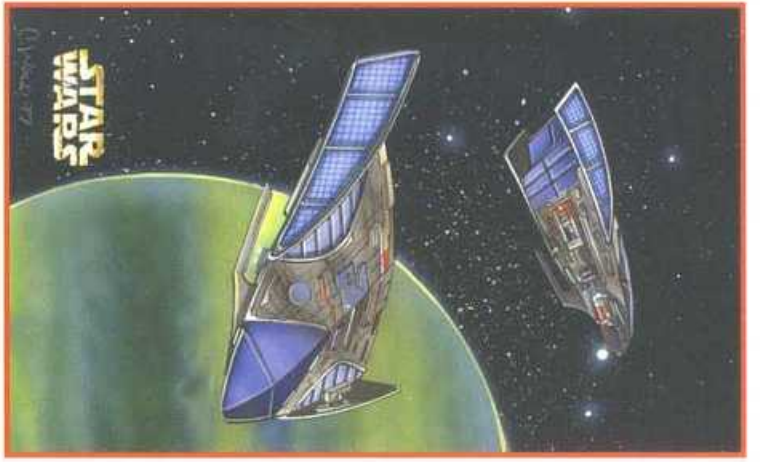
1 Inch Equals .5 Kilometers



# Estalle Island Map Key

- |                          |                               |
|--------------------------|-------------------------------|
| 1 The Palace             | 17 Tapani Royal Spaceport     |
| 2 Shey Tapani University | 18 Estalle Seaport            |
| 3 Ganza Park             | 19 CMG Guildhouse             |
| 4 Leocald Opera House    | 20 Mining Guild Sector HQ     |
| 5 Great Council Chambers | 21 Tapani Exchange            |
| 6 Senate Building        | 22 Shinda Center              |
| 7 Gorgano IV Museum      | 23 Failey Club                |
| 8 Tapeno Library         | 24 Fairweld Casino            |
| 9 Barnaba Embassy        | 25 Drake Theatre              |
| 10 Cadriaan Embassy      | 26 Chandler's Royale          |
| 11 Calipsa Embassy       | 27 Grand Royal Hotel          |
| 12 Reena Embassy         | 28 Tapani Imperial Hotel      |
| 13 Mecetti Embassy       | 29 Givoni Airport             |
| 14 Melantha Embassy      | 30 Imperial Moff's Estate     |
| 15 Pelagia Embassy       | 31 Imperial Governor's Estate |





## Kijo Mnuuve

**Type:** Herglic Leader  
**DEXTERITY** 2D  
**KNOWLEDGE** 2D+2, Alien species 5D, bureaucracy 6D-1, bureaucracy: Tallaan Imperial Shipyards 7D, business 4D-2, business administration 5D+1, cultures 5D, language 4D, streetwise 4D+2  
**MECHANICAL** 2D, Repulsorlift operation 3D, space transports 3D-2  
**PERCEPTION** 3D+1, Command 6D, con 4D-1, investigation: Tallaan Imperial Shipyards 8D, persuasion 6D, persuasion: oration 6D+2  
**STRENGTH** 5D, Brawling 6D, stamina 7D  
**TECHNICAL** 3D, Computer programming/repair 4D, droid programming 5D+1, first aid 4D, repulsorlift repair 4D+1, security 6D, space transport repair 5D+2  
**Special abilities:**  
*Natural armor:* +1D to resist damage vs. physical attacks.  
**Force Points:** 1  
**Character Points:** 12  
**Move:** 7  
**Equipment:** Comlink, badge of office, hand-held computer

## Tapani Guardsman

**Type:** House Guard Trooper  
**DEXTERITY** 2D, Blaster 4D+1, brawling parry 3D+2, dodge 4D  
**KNOWLEDGE** 2D  
**MECHANICAL** 2D  
**PERCEPTION** 2D, Search 3D  
**STRENGTH** 2D, Brawling 3D  
**TECHNICAL** 2D  
**Character Points:** Varies, typically 0-5  
**Move:** 10  
**Equipment:** Battle armor (+2D physical, +1D energy, -1D to Dexterity and related skills), blaster rifle (5D+1), blaster pistol (4D)

## Tapani Frigate

**Craft:** TSC Tapani-class Frigate  
**Type:** Heavy Assault Frigate  
**Scale:** Capital  
**Length:** 750 meters  
**Skill:** Capital ship piloting: *Tapani-class Frigate*  
**Crew:** 3550, gunners: 114, skeleton 988/+15  
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D, capital ship shields 3D+1, sensors 3D+1  
**Passengers:** 800 (troops)  
**Cargo Capacity:** 12,500 metric tons  
**Consumables:** 1 year  
**Cost:** 1.6 billion credits (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Hull:** 4D  
**Shields:** 2D+2  
**Weapons:**  
 20 Laser Cannons  
*Fire Control:* 3D *Damage:* 3D+1  
 15 Turbolaser Batteries  
*Fire Control:* 2D *Damage:* 4D  
 6 Quad Turbolaser Batteries  
*Fire Control:* 3D *Damage:* 5D+2

## Manta-class Assault Starfighter

**Craft:** TSC Manta-class Starfighter  
**Type:** Intermediate Assault Starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: *Manta-class starfighter*  
**Crew:** 1, 1 gunner  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D, starship shields 4D, sensors 4D  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 1 week  
**Cost:** 95,000 (new)  
**Maneuverability:** 3D+1/1D  
**Space:** 7 (attack), 10 (intercept)  
**Hull:** 2D+1  
**Shields:** 2D+1  
**Weapons:**  
 2 Light Ion Cannons (fire-linked)  
*Fire Control:* 2D *Damage:* 3D  
 2 Med. Laser Cannons (fire-linked)  
*Fire Control:* 2D *Damage:* 4D+1  
 2 Heavy Laser Cannons (fire-linked)  
*Fire Control:* 2D+2 *Damage:* 6D

## 1X-2A

**Type:** Lanthé Artifice BDG-7  
**Bodyguard Droid (Assassin Droid)**  
**DEXTERITY** 3D, Blaster 6D, brawling parry 4D, dodge 4D+2, melee combat 5D  
**KNOWLEDGE** 1D, intimidation 3D  
**MECHANICAL** 1D  
**PERCEPTION** 2D, Hide 3D+1, investigation 5D, search 3D+2, sneak 4D+1  
**STRENGTH** 5D, Brawling 6D+1, lifting 6D  
**TECHNICAL** 1D  
**Equipped with:**  
 • Humanoid body (two arms, two legs)  
 • Visual sensor recorder with infrared scanning  
 • Power boosted auditory sensor recorders (twice human range)  
 • Body armor (+1D to Strength to resist damage)  
 • Vocabulary speech/sound system  
 • A-1 verobrain  
 • Heavy blaster rifle (5D+1)  
 • Heavy stun pistol (4D+2 stun damage)  
**Move:** 12  
**Size:** 2.2 meters tall  
**Cost:** Not for Sale

## Melchi

**Type:** Herglic Captain (smuggler)  
**DEXTERITY** 2D, blaster 4D, vehicle blasters 3D+2  
**KNOWLEDGE** 2D, bureaucracy 4D+1, cultures 4D-2, intimidation 5D, streetwise 6D  
**MECHANICAL** 3D+1, astrogation 5D+2, capital ship gunnery 5D, capital ship piloting 6D+2, capital ship shields 4D+1, space transports 6D+1, starship gunnery 5D, starship shields 4D  
**PERCEPTION** 3D, command 5D+1, con 5D, gambling 7D+1, persuasion 6D  
**STRENGTH** 4D+2, brawling 6D+2, lifting 6D, stamina 7D, swimming 5D+2  
**TECHNICAL** 3D, capital starship repair 5D, capital starship weapon repair 5D-2, first aid 5D, space transports repair 6D, starship weapon repair 4D+2  
**Special abilities:**  
*Natural armor:* -1D to resist damage vs. physical attacks.  
**Force Points:** 1  
**Character Points:** 16  
**Move:** 6  
**Equipment:** Ornate heavy blaster (5D), datapads, walking stick

## Solar Flare

**Craft:** Modified Corellian Engineering Corporation *Barfoz*-class medium freighter  
**Type:** Modified medium freighter  
**Scale:** Starfighter  
**Length:** 41 meters  
**Skill:** Space transports: *Barfoz*-class freighter  
**Crew:** 2, gunners: 2, skeleton 1/+5  
**Crew Skill:** varies  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** Not For Sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330: 950 kmh  
**Hull:** 4D+1  
**Shields:** 1D  
**Weapons:**  
 Quad Turbolaser  
*Fire Control:* 2D+1 *Damage:* 5D  
 2 double laser cannons  
*Fire Control:* 1D *Damage:* 3D  
 2 concussion missile launchers (fire linked)  
*Fire Control:* 1D+2 *Damage:* 6D+1

## Rodian Karstag

**Type:** Swamp-dwelling predator  
**DEXTERITY** 2D+1  
**PERCEPTION** 3D+1, Hide 4D+1, sneak 4D  
**STRENGTH** 3D+2, Brawling: tail 4D+2  
**Special Abilities**  
*Thick Hide:* Hide grants +1D to resist physical and energy damage  
*Bite:* Bite causes STR damage  
*Tail:* See below  
**Move:** 9, 8 (swimming)  
**Size:** 1.5 meters at shoulder, 4-5 meters long



## Captain Lin Nunske

**Type:** Imperial Navy Captain  
**DEXTERITY 3D**, Blaster 4D+1, dodge 4D, melee combat 4D-2  
**KNOWLEDGE 3D**, Alien species 4D, bureaucracy 4D, bureaucracy  
Imperial Navy 6D+2, bureaucracy:  
Tapani 5D-2, cultures 6D, languages 5D-2, planetary systems 5D-2, tactics 5D-2  
**MECHANICAL 4D**, Astrogation 6D+1, capital ship gunnery 6D, capital ship piloting 6D+1, capital ship piloting  
Imperial Star Destroyer 8D+1, capital ship shields 5D-1, communications 4D-2, repulsorlift operation 6D+1, sensors 5D+2  
**PERCEPTION 2D+2**, Bargain 4D+1, command 7D, command: *Gauntlet* officers 5D+2, investigation 5D  
**STRENGTH 2D+2**, Brawling 4D+1, stamina 3D+2  
**TECHNICAL 2D+2**, Computer prog./aid 4D-2, security 5D+1

**Force Points:** 3

**Dark Side Points:** 1

**Character Points:** 22

**Move:** 10  
**Equipment:** Comlink, blaster (4D), several datapads

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## Major General Tessala Corvax

**Type:** Imperial Army Major General  
**DEXTERITY 3D**, Blaster 5D+1, blaster artillery 4D+1, dodge 5D, melee combat 5D, melee combat: vibroknife 7D, thrown weapons 6D+1  
**KNOWLEDGE 3D**, Alien species 5D+2, bureaucracy 4D-2, intimidation 5D+1, law enforcement 5D, planetary systems 5D, tactics 7D+1  
**MECHANICAL 4D**, Capital ship gunnery 5D, ground vehicle operation 5D+1, communications 4D+2, repulsorlift operation 6D+1, sensors 5D+2, walker operation 6D  
**PERCEPTION 2D+2**, Bargain 4D+1, command 7D, investigation 5D  
**STRENGTH 2D+2**, Brawling 4D+1, stamina 3D+2  
**TECHNICAL 2D+2**, Blaster repair 4D-2, computer programming/repair 5D, first aid 4D+2, walker repair 4D-2

**Force Points:** 3

**Character Points:** 22

**Move:** 10

**Equipment:** Colonel's uniform, comlink, blaster (4D), pair of concealed vibroknives (STR+2), several datapads

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## Brak Dunell

**Type:** ISB Special Agent  
**DEXTERITY 3D+1**, Blaster 5D, brawling parry 4D+1, dodge 5D+1, running 4D, vehicle blasters 4D+2  
**KNOWLEDGE 3D+2**, Alien species 5D-2, bureaucracy 5D-1, cultures 4D-2, intimidation 6D+1, languages 5D, law enforcement 7D, streetwise 5D+1, willpower 6D  
**MECHANICAL 2D+2**, Ground vehicle operation 4D+2, hover vehicle operation 4D, repulsorlift operation 5D+1, swoop operation 4D  
**PERCEPTION 4D**, Bargain 6D, command 7D+1, con 5D+1, forgery 5D-2, hide 5D, investigation 7D, investigation: Tapani sector 8D+1, persuasion 5D+2, search 6D, sneak 5D+1  
**STRENGTH 2D+1**, Brawling 4D+1, stamina 4D  
**TECHNICAL 2D**, Droid programming 3D+1, first aid 3D+1, security 6D+1

**Force Points:** 1

**Character Points:** 17

**Move:** 10

**Equipment:** ISB identification card, blaster (4D), Imperial uniform, unlimited credit line for Imperial business

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## Lord Alec Lamere

**Type:** Saber Rake  
**DEXTERITY 4D**, Archaic guns 4D, blaster 4D, dodge 5D+1, lightsaber 6D+1, melee combat 5D, melee parry 4D, running 3D+2  
**KNOWLEDGE 3D+1**, Alien species 4D, cultures 4D, intimidation 5D, languages 4D+1, streetwise 4D, value 4D-2  
**MECHANICAL 2D+1**, Beast riding 3D+2, jet pack operation 3D, repulsorlift operation 4D+1, swoop operation 4D  
**PERCEPTION 3D+1**, Bargain 5D, command 5D+2, hide 5D, persuasion 5D+2, search 4D+2, sneak 5D+1  
**STRENGTH 2D+2**, Brawling 4D, lifting 3D, stamina 3D+2  
**TECHNICAL 2D**, Computer programming/repair 3D-2, droid programming 2D+1, first aid 3D, lightsaber repair: mock lightsaber 4D-2, repulsorlift repair 3D-2

**Dark Side Points:** 1

**Character Points:** 12

**Move:** 10

**Equipment:** Fine clothes and cloak, short walking stick with lightfool concealed in the handle (3D+2), sporting blaster (3D+1)

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## Annora Calandra

**Type:** Mining Guild Official  
**DEXTERITY 2D+2**, Blaster 3D+2, brawling parry 5D+2, dodge 5D, melee combat 4D, melee parry 5D+2  
**KNOWLEDGE 4D**, Bureaucracy 5D, business 6D+1, business: Mining Guild: 7D+1, value 5D+1, value: ore 7D, willpower 4D+2  
**MECHANICAL 2D+1**, Astrogation 3D+1, repulsorlift operation 3D+2, sensors 4D, space transports 3D+1  
**PERCEPTION 3D**, Bargain 4D, command 3D+2, investigation 4D, search 4D  
**STRENGTH 3D+1**, Brawling 5D+1, brawling: martial arts 4D-2, stamina 4D-2  
**TECHNICAL 2D+2**, Computer programming/repair 5D+2

**Force Points:** 1

**Character Points:** 8

**Move:** 10

**Equipment:** Hold-out blaster (3D), blaster rifle (5D), several datapads, survival pack

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## JAN Terrorist

**Type:** JAN terrorist  
**DEXTERITY 3D**, Baster 4D+1, brawling parry 4D-2, dodge 3D, grenade 4D, melee combat 4D+2, melee combat: vibroknife 4D, melee parry 4D, vehicle blasters 5D  
**KNOWLEDGE 3D**, Intimidation 5D, languages 3D+2, streetwise 4D  
**MECHANICAL 2D**, Beast riding 2D+2, ground vehicle operation 3D+2, repulsorlift operation 3D+2, space transports 3D-2  
**PERCEPTION 4D**, Bargain 5D, con 5D+2, hide 4D+1, investigation 4D+2, search 4D+2, sneak 4D+1  
**STRENGTH 3D**, Brawling 4D, stamina 3D+2  
**TECHNICAL 3D**, Blaster repair 3D+1, computer programming/repair 4D, demolition 4D-2, first aid 4D, security 4D+1

**Force Points:** 1

**Character Points:** 8

**Move:** 10

**Equipment:** Blaster (4D), blast vest (+1D vs. physical, -1 pip vs. energy attacks), comlink, datapad

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## Lord Vaskel Savili

**Type:** House Melantha Noble  
**DEXTERITY 3D+2**, Archaic guns 5D+1, blaster 4D+1, blaster: sporting blaster 7D, bow: crossbow 6D, dodge 5D, firearms 5D, melee combat 4D+2, thrown weapons 3D+2  
**KNOWLEDGE 3D**, Bureaucracy 5D, bureaucracy: House Melantha 6D+2, intimidation 4D-2, streetwise 4D+2, survival 5D+1, sur vival: forests 6D+1  
**MECHANICAL 2D**, Repulsorlift operation 3D+1, space transports 3D+1  
**PERCEPTION 4D**, Bargain 4D+2, command 5D, gambling 5D+2, hide 5D, search 6D, search: tracking 8D+1, sneak 5D+1  
**STRENGTH 3D+1**, Brawling 4D+1, climbing/jumping 4D-2  
**TECHNICAL 2D**, Blaster repair 3D+2, first aid 3D+1

**Force Points:** 1

**Character Points:** 13

**Move:** 10

**Equipment:** Sporting blaster (3D+1), heavy crossbow (3D), blaster rifle (5D) with macroscope (-1D to hit long range targets), comlink, camo cloak (+1 to sneak and hide rolls)

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## Dr. Arkeld

**Type:** Mrist Academy Professor/  
JAN Cell Leader  
**DEXTERITY 2D+1**, Blaster 3D+1, dodge 4D  
**KNOWLEDGE 4D**, Alien species 6D, bureaucracy 5D+1, bureaucracy: Mrist Academy 6D+2, cultures 4D+2, languages 6D+2, planetary systems 5D, scholar: political science 8D, streetwise 6D, willpower 6D+2  
**MECHANICAL 2D+2**, Astrogation 6D+2, repulsorlift operation 4D-2, sensors 4D-2  
**PERCEPTION 3D+2**, Command 4D+2, command: JAN 7D+2, hide 4D, investigation 4D+1, persuasion 6D+2, persuasion: oration 8D+2  
**STRENGTH 2D**, Stamina 3D+1, swimming 3D  
**TECHNICAL 3D+1**, Computer programming/repair 7D, demolition 6D+1, droid programming 4D-2

**Force Points:** 1

**Dark Side Points:** 3

**Character Points:** 17

**Move:** 8

**Equipment:** Hold-out blaster (3D), portable computer, numerous datapads, stylish suit

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# STAR WARS® LORDS OF THE EXPANSE

## LIFESTYLES OF THE RICH AND DANGEROUS

by Paul Sudlow and Chris Doyle

Tired of mucking around on wet jungle planets? Sick of roasting on isolated desert worlds? Want a taste of the good life? Come to Tapani sector and mix it up with the lords and ladies of the noble class. Forget dusty cantinas—yacht races, grand balls, and exclusive luxury resorts are your venue now.

As a knight or baron, immerse yourself in the mighty feuds of noble houses—and uncover their secrets. Cross lightfoils with the saber rakes, tangle with a shadowy assassin cult, or join a secret society. Foil Imperial plots to undermine the sector, or help them along and reap the rewards loyalty to the Emperor brings.

Or, if sitting in the lap of luxury isn't your thing, sniff out the hidden fringe ports and cut yourself a piece of the action. Take on the powerful Mining Guild. Smuggle bootleg bacta down the Shapani Bypass or steal data from the ivory halls of Mrsst. If you get bored, establish your own Rebel cell and rock the sector.

The *Lords of the Expanse* Campaign Setting includes the following:

**Sector Guide:** A player's guide to the sector, a gazetteer detailing 14 planets, plus new spaceships, droids, and equipment.

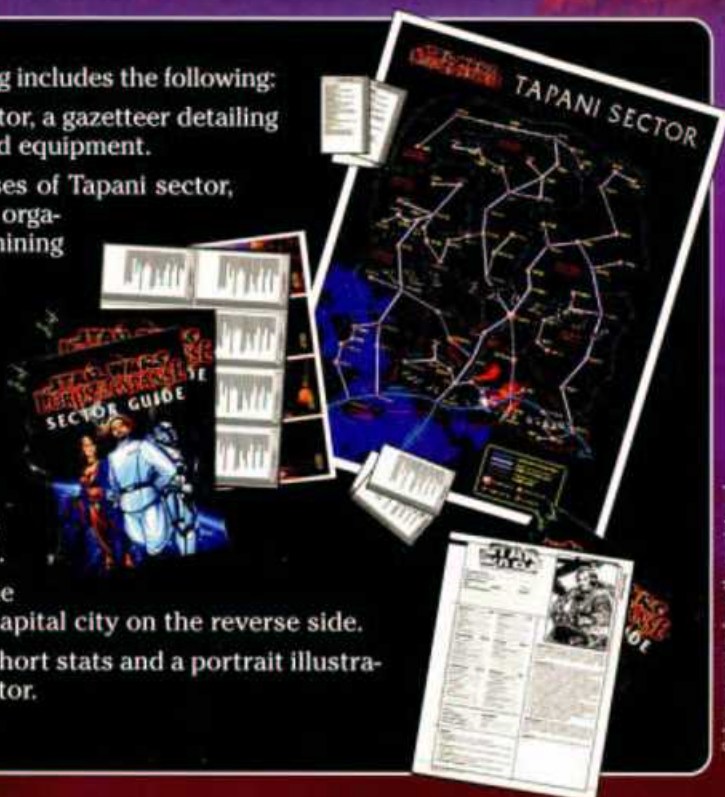
**Gamemaster Guide:** Details on the houses of Tapani sector, the Freeworlds Region, and dozens of other organizations ranging from secret societies and mining companies to Rebel cells and bacta pirates.

**Campaign Guide:** Advice and essays on running *Expanse* campaigns, and plenty of support material and adventure sites. Includes a full-length introductory adventure you can expand into a complete mini-campaign using the provided outlines.

**Character Template booklet:** Tapani knights, house troubleshooters, dueling hotspurs, and more. Eight new templates in all.

**Sector poster map:** A full-color map of the sector, with a large-scale map of Tapani's capital city on the reverse side.

**12 full-color character cards:** Features short stats and a portrait illustration of key characters and ships of the sector.



Colors may vary from those pictured.

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