



Star Wars: Tales from the Edge of the Empire

People, Places and Plots of Corellia

By Nate Christen

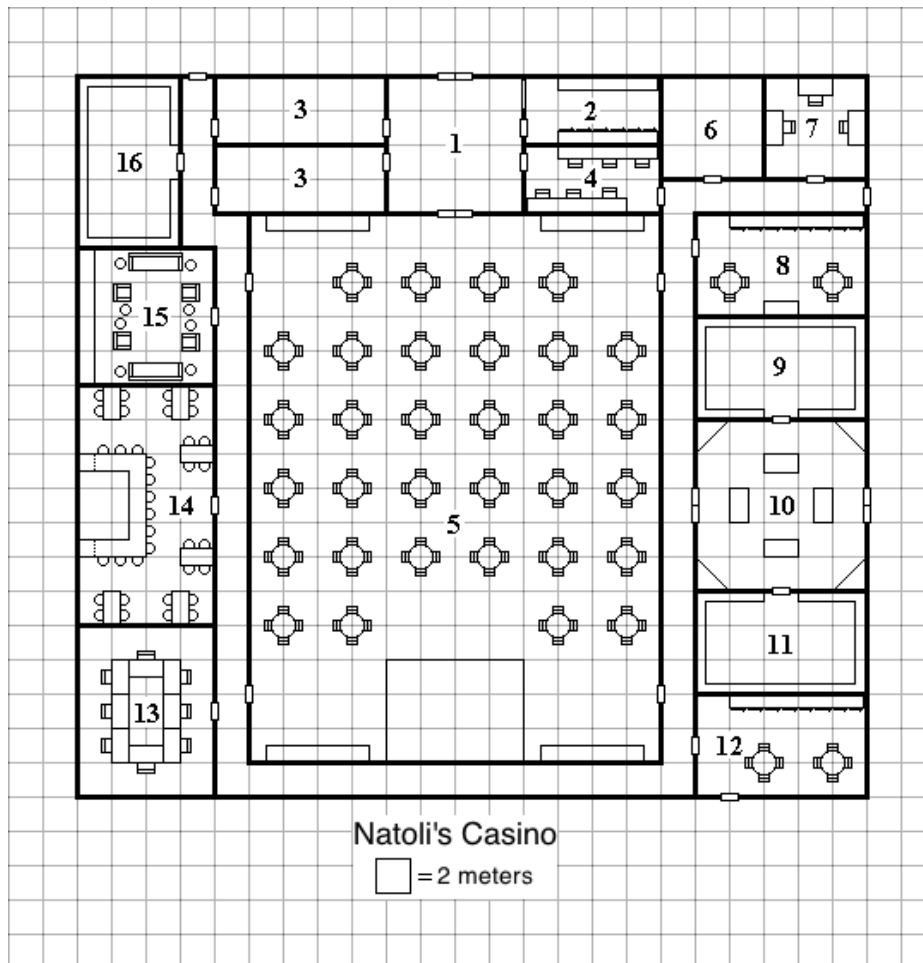
This supplement is intended for use with the *Star Wars: Edge of the Empire* Roleplaying Game from Fantasy Flight Games. It is a collection of posts from <talesfromtheedgeoftheempire@blogspot.com>.

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Natoli's Nightclub and Casino

This establishment could be found in any of the larger, more civilized spaceports of the Outer Rim worlds. It is a place to find music, gambling, socialization, food and drinks--along with all of the drama that the staff and guests bring with them.



Layout

Refer to the map of the casino for the appropriate location details.

1. Lobby

A broad set of double doors open into this area from the street; they are only closed when the place shuts down for the night, or in the event of trouble. When sealed, they require an average Mechanics check, followed by a hard Computers effort to bypass. The lobby itself is comfortably furnished with chairs for patrons who are waiting, along with a few potted plants. Guards here use weapons scanners to check newcomers, a "necessary inconvenience" as far as security is concerned.

2. Coat Check

In addition to providing a place for guests to leave unneeded outer garments, this area is where they can store their weapons while visiting the establishment. Individual storage lockers line one wall (each with stats similar to the main entry doors), while racks for coats, cloaks and the like line the other.

3. Refreshers

These rooms contain all of the expected amenities.

4. Control Room

The walls of this room are lined with work stations at which security personnel monitor all of the activities in the establishment. In the event of trouble, they immediately alert all of the guards via comlink.

5. Main Hall

Gaming tables fill most of this room; sabacc is the game of choice. There is also a broad stage along one wall, where a variety of musical acts perform. Finally, long tables along opposite walls contain beverages and food for the assembled guests.

6. Security Office

Those guards who are not actively patrolling the establishment spend their time here, ready in the event of an emergency. There are comfortable couches, an entertainment center and the like.

7. Office

The brothers Natoli can be found here when they are not out shmoozing with guests. Each has a workstation. Additionally, a hidden safe in the middle of the floor (a hard Perception check to notice, and hard Skulduggery to access) holds 50,000 credits.

8. Break Room

Storage lockers line one wall of this room, providing a place for the non-security employees (dealers and servers) to keep their personal items while on the job. There are also a number of tables for staff members who are relaxing before or after shifts, and a food fixer.

9. Cold Storage

This large chamber is lined with shelves for storing perishable food items and any beverages that are best served cold.

10. Kitchen

Four cooking stations fill the corners of this room, while a broad table occupies the center of it. It is here that the establishment's Ortolan chef, Moritz Nor, leads his staff in creating delectable appetizers and, occasionally, full meals, for guests.

11. Dry Storage

Any non-perishable food items, and beverages that don't require refrigeration, are stored here.

12. Staging Room

Visiting performers use this room to prepare, and to relax between sets. There is a table and chairs, along with storage lockers for the visiting entertainers.

13. Conference Room

When the occasional meeting must be held--either for the casino's management or for special groups of guests--it happens here.

14. Bar

Those beings who wish to relax between games or other entertainments can do so here, where the Duros bartender is ready to mix all manners of potent potables.

15. Smoking Room

In order to keep the facility as comfortable for as many guests as possible, the management restricts smoking to this area. Drinks can also be delivered from the bar next door.

16. Storage

Shelves line the walls of this room, which holds extra tables and chairs, tablecloths, serving equipment and anything else--other than consumables and combustables--that normal operation might require.

Personnel

Provided here are statistics for the many different characters who can be found at Natolis' Nightclub and Casino.

Natoli'sai'Merrick (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 1

Soak: 2

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0/0

Skills: Charm 2, Cool 1, Coordination 1, Deceit 2, Knowledge 1, Leadership 1, Negotiate 2, Perception 2, Ranged (Light) 1, Streetwise 1, Vigilance 1

Talents: Kill with Kindness

Abilities: None

Equipment: Clothing, datapad, comlink, blaster pistol

Merrick is the most outgoing of the brothers, acting as the host at the club. He loves nothing more than playing that role, hobnobbing with guests--especially attractive females. It is he who handles negotiations with employees and clients. His gregarious nature sometimes gets him into trouble, as he is sometimes is too easily manipulated by someone with a pretty face.

Servers (Minions)

Brawn 2 Cunning 1 Presence 2
Agility 2 Intellect 1 Willpower 1

Soak: 2

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0/0

Skills: (Group only) Athletics, Stealth

Talents: None

Abilities: None

Equipment: Uniform, various and sundry personal items

The servers consist of males and females from all genders and species. They are friendly and outgoing with guests, as befits the atmosphere that the brothers wish to create in their establishment.

Natoli'sai'Ugust (Rival)

Brawn 1	Cunning 2	Presence 2
Agility 2	Intellect 3	Willpower 2

Soak: 1

Wound Threshold: 11

Strain Threshold: 12

M/R Defense: 0

Skills: Computers 3, Cool 1, Knowledge 2, Mechanics 1, Perception 1, Ranged (Light) 1, Skulduggery 1, Streetwise 1, Vigilance 1

Talents: Codebreaker, Defensive Slicing

Abilities: None

Equipment: Clothing, datapad, toolkit, comlink, blaster pistol

Ugust is the technician among the brothers. As such, he maintains the casino's security system and manages the books. He feels more comfortable at this workstation than out among the guests. His brothers sometimes kid him about this tendency, but they also respect his skills.

Dealers (Minions)

Brawn 1	Cunning 2	Presence 2
Agility 2	Intellect 1	Willpower 1

Soak: 1

Wound Threshold: 11

Strain Threshold: 11

M/R Defense: 0/0

Skills: (Group only) Negotiation, Perception

Talents: None

Abilities: None

Equipment: Uniform, deck of card-chips, betting tokens

Much like with the servers, these beings are a diverse bunch. They are always courteous, but not necessarily gregarious with the gamblers.

Natoli'sai'Ngol (Rival)

Brawn 3 Cunning 1 Presence 2
Agility 2 Intellect 1 Willpower 2

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 1/1

Skills: Athletics 2, Brawl 2, Coerce 1, Cool 1, Discipline 1, Medicine 1, Melee 2, Perception 1, Ranged (Light) 2, Resilience 1, Streetwise 1, Vigilance 1

Talents: Barrage, Hard Headed, Bodyguard

Abilities: None

Equipment: Armored clothing, heavy blaster pistol, comlink, stun baton

Ngol has always been the biggest and strongest of the three brothers; what is more, he is highly protective of the other two. While he tends to remain aloof with beings that he has just met, he is fiercely loyal to those who have earned his trust or gratitude.

Guards (Minions)

Brawn 2 Cunning 1 Presence 1
Agility 2 Intellect 1 Willpower 2

Skills: (Group only) Athletics, Brawl, Ranged—Light

Soak: 3

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 1/1

Equipment: Heavy clothing, blaster pistol, comlink, stun baton

Unlike the other members of the staff, these guards are all Devaronians. They tend to be standoffish, not wanting to be distracted from their duties.

Morritz Nor, Ortolan Chef (Rival)

Brawn 3 Cunning 2 Presence 2
Agility 1 Intellect 1 Willpower 1

Soak: 3

Wound Threshold: 13

Strain Threshold: 11

M/R Defense: 0/0

Skills: Brawl 1, Knowledge 2, Medicine 1, Melee 2, Negotiate 1, Ranged (Light) 1, Resilience 3, Survival 2

Talents: Rapid Recovery

Abilities: None

Equipment: Clothing, two vibro-knives

Morritz loves food, pure and simple. He is always on the lookout for new things to prepare for the club's guests--after sampling them himself, of course. In this way, he could provide a useful connection for characters who can supply him with what he wants.

Prentis T'ub, Bith Musician (Rival)

Brawn 1 Cunning 2 Presence 3
Agility 2 Intellect 1 Willpower 1

Soak: 1

Wound Threshold: 11

Strain Threshold: 11

Defense: 0/0

Skills: Charm 2, Computers 1, Cool 1, Coordination 2, Knowledge 1, Mechanics 1, Melee 1, Negotiate 1, Perception 1, Streetwise 1, Vigilance 1

Talents: Respected Scholar

Abilities: None

Equipment: Clothing, instruments, datapad

T'ub is an up-and-coming jatz musician who is devoutly focused on his music. He is always interested in discussing styles and influences with others; beyond that, he has no time for them.

Nhoj, Duros Bartender (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

Defense: 0/0

Skills: Charm 1, Cool 1, Knowledge 3, Negotiate 1, Perception 3, Streetwise 2, Vigilance 2

Talents: Wheel and Deal

Abilities: None

Equipment: Clothing, comlink

Nhoj provides a sympathetic ear to anyone who feels a need for it. While he seems to have a dry and unassuming personality, he pays close heed to those around him and thus has become a valuable source of information. Much of what he learns he passes on to the Devaronian proprietors, but not all. Whether he would use any of this information for his own gain, however, remains to be seen.

Rules for Jubilee Wheel

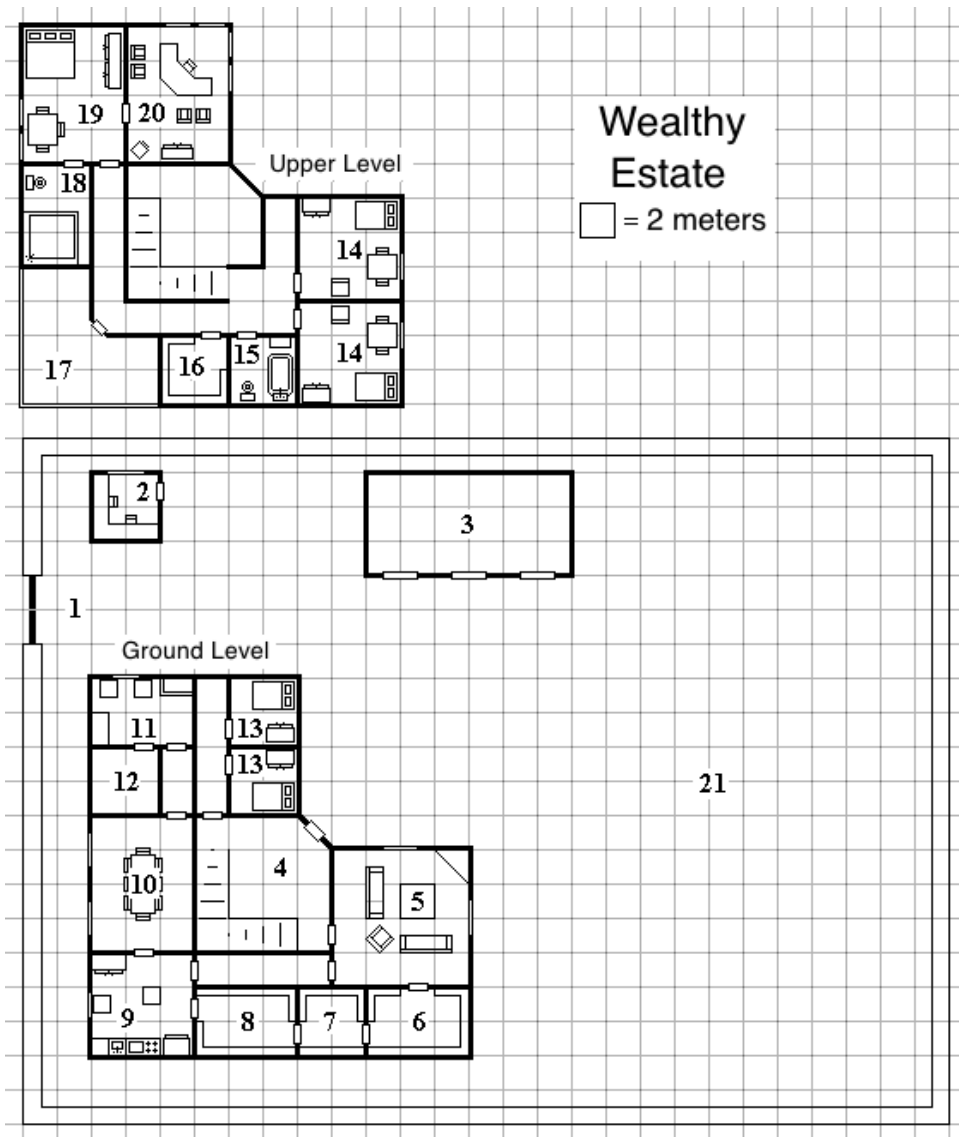
Another popular game in the *Star Wars* universe is Jubilee Wheel. In it, players pick numbers from one to a hundred, wagering that those numbers will be spun on a large wheel. To represent this in an *Edge of the Empire* game, simply have players declare the numbers on which they wish to bet, and then use the percentile dice to determine the random result. There are a few possible outcomes:

1. The character whose exact number is spun wins all of the money bet by all of the players. Should multiple players have picked the same number, they split the pot.
2. If nobody picked the exact number, but one or more players were within five of it, they claim half of the total wagers, and the rest go to the house.
3. Should no number picked be within five of the actual result, the house keeps all money wagered. Needless to say, this makes the game lucrative for the house.

At the GM's discretion, characters could use the Force talent Move in order to manipulate the outcome of the Jubilee Wheel. To do so, they should make a Force check, and can manipulate the result of the wheel by up to three numbers for each Force point used.

Wealthy Estate

Although the chances are good in an *Edge of the Empire* campaign that the PCs operate on the fringe of the galaxy and live from payday to payday, it's also likely that, sooner or later, they'll have need to visit the home of someone who leads a much more comfortable existence. When that happens, this location is just the place.



The Grand Tour

Refer to the appropriate map for the following area descriptions.

1. Front Gate

Although decorative in appearance, this gate is made of thick and sturdy durasteel. Bypassing it requires gaining access to the security booth on the other side, or an Easy Mechanics check followed by an

Average Computers effort to hotwire it. A small camera is built into the outside wall, along with a microphone for communicating with the guard who is on duty at all times. Should the PCs want to blast their way through the gate, treat it like a vehicle that has a Hull Trauma Threshold of 3. In this way, attacks against it must cause at least ten points of damage to remove one point of HTT.

2. Security Booth

One guard is kept on duty here at all times; in addition to the pistol worn on his hip, he also has a riot gun in the booth. There is also a monitor that displays the image from the camera outside of the front gate. A second guard makes a patrol of the grounds every twenty minutes or so, stopping back here between rounds.

3. Repulsorgarage

Two vehicles, a luxury landspeeder and a repulsor-truck, are generally kept here--except, of course, when they are taken out on business. This building is not generally locked, but can be if trouble should arise.

4. Entry

This area is open to the level above and is lit by skylights overhead. A staircase leads to the upper level, allowing the inhabitants to make grand entrances when welcoming guests. Like the repulsorgarage, the front door is only locked in times of trouble.

5. Den

The centerpiece of this room is the holoprojector and comm suite built into one corner. The table also has a built-in dejarik board for those who fancy such games.

6. Wine Closet

This room, with controlled temperature and humidity, contains bottles of wine, ale, Corellian whiskey and other such potent potables.

7. Humidor

The walls of this room are lined with shelves; they are loaded with boxes of cigars from around the galaxy. It is also sealed for temperature and humidity.

8. Pantry

This room contains an impressive variety of foodstuffs, all suited to the inhabitants' expensive tastes.

9. Kitchen

All of the usual features can be found here, including a top-of-the-line autochef.

10. Dining Room

This table in this room is a solid piece of greel-wood; there is room for eight to sit at it.

11. Laundry Room

Facilities are provided here for washing the inhabitants' clothing along with linens and other such things.

12. Utility Room

The water heater and emergency generator are located here. There is also a recharging station for the droids who operate in the household.

13. Guards' Bedrooms

In theory these goons are referred to as footmen, but everyone knows their true purpose.

14. Guest Rooms

There very comfortably appointed rooms are reserved for those quests who come to visit; each includes a bed, wardrobe, table and chairs.

15. Guest Refresher

There are no surprises here.

16. Storage Closet

This is filled with extra linens, supplies for the refresher and the like.

17. Deck

This area has an excellent view of the grounds. It could also provide a more secretive means of entering the house, if the PCs are inclined to do so.

18. Master Refresher

The large, fancy bathtub is the crowning feature of this bathroom, the one that is obviously reserved for the masters of the house themselves.

19. Master Bedroom

This room is furnished in the same manner as the guest rooms, except that everything is larger and more opulent.

20. Office

A desk dominates the middle of this room; it has a computer station atop it, and is surrounded by overstuffed chairs. There is also a minibar against one wall, and a safe sits in the corner. Cracking the safe requires a Hard Skulduggery check. The difficulty of accessing the computer is left up to the GM, however, based on the information it contains and thus the extent to which it would be protected.

21. Garden

The house's yard is filled with beautiful flowers, shrubs and trees from around the galaxy, including a rich carpet of Dantooine grass, and other plants brought in from Felucia, Ithor and elsewhere.

Using the Wealthy Estate in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which this fine home could become involved in adventures on the galactic fringe.

- PC's who participated in the adventure *Hunter and Hunted* could discover that Talem and Loren Goll live in just such a home as this.
- Alternately, they could be summoned to a place such as this by a potential employer in a display of

wealth and influence.

- The PCs might be hired to infiltrate the estate in order to recover a valuable item or information.
- As a twist, they might be called on to help liberate a spouse or lover who is being kept like a prisoner in a gilded cage.
- On the other hand, the PCs could be recruited to protect an estate when the wealthy owner has run afoul of a dangerous enemy.

The Family

The previous post detailed a wealthy estate that could be used in many different ways during an *Edge of the Empire* campaign; this one presents a family that just might live in such a residence.

Darmin Folet (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 3 Willpower 1

Soak: 2

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Charm 2, Computers 1, Cool 1, Core Worlds 1, Deception 2, Education 1, Leadership 1, Negotiation 2, Outer Rim 1, Perception 1, Ranged--Light 1, Streetwise 1, Vigilance 1

Talents: Convincing Demeanor, Smooth Talker, Wheel and Deal

Abilities: Free ranks in each of two different skills

Equipment: Clothing, comlink, datapad

Darvin--or Dar, as he prefers to be called by close associates--is the patriarch of the Folet clan. He is an astute businessman and a devoted family man, always one to talk about the benefits of pulling oneself up by the bootstraps as well as looking out for one's own. What most beings don't know is that he has accepted payoffs from the Slarr the Hutt, and now works as something of a vassal to that crimelord. It all started when some of the freighters hauling goods for Folet's company were attacked by pirates. It turned out that these shipments didn't have the proper insurance, and he suffered total losses for them. These failures left Folet short on cash and holding considerable debt. In order to make his payments, he accepted a large sum of credits from Slarr. Now, in exchange for that money, he lets the Hutt's goons use his company's shipping runs as a cover for smuggling spice, weapons and the like. What the Human doesn't know is that it was Slarr who sent the pirates after the vessels in the first place, hoping thereby to acquire a legitimate business front with little effort.

Darvin Folet is a handsome Human male with striking blue eyes and blonde hair that is slowly giving way to white. He dresses in expensive but not ostentatious clothing.

Corun Folet (Rival)

Brawn 2 Cunning 2 Presence 3
 Agility 2 Intellect 2 Willpower 2

Soak: 2**Wound Threshold:** 12**Strain Threshold:** 12**M/R Defense:** 0 / 0

Skills: Athletics 1, Charm 2, Computers 1, Coordination 1, Core Worlds 1, Education 1, Leadership 2, Lore 1, Medicine 1, Negotiation 2, Outer Rim 1, Perception 1, Ranged--Light 1, Resilience 1, Streetwise 1, Survival 1, Vigilance 1, Xenology 1

Talents: Dodge, Inspiring Rhetoric, Kill with Kindness

Abilities: Free ranks in each of two different skills

Equipment: Clothing, comlink, datapad

Many beings in Corun's situation would be content to sit back and enjoy a life of relative luxury. After all, though her husband's wealth may not compare to some in the Core Worlds, she has no need to work in order to support herself. Even so, Corun has taken it upon herself to make the lives of the galaxy's downtrodden better. To that end, this Human devotes a remendous amount of time to charity work, efforts to provide food and shelter to those in the galaxy who need it.

The reason for this charitable zeal is the cause of much speculation. Some say that it is because Corun is just trying to keep busy, or that she is trying to use some of her husband's wealth to do good in the galaxy. Others suggest that theirs is a loveless marriage, however, and that this is a means for her to feel some sense of purpose and value in her life.

Corun is a beautiful Human woman with a dark complexion, raven-colored hair and brown eyes.

Ny Folet

Brawn 2 Cunning 2 Presence 2
 Agility 3 Intellect 2 Willpower 2

Soak: 3**Wound Threshold:** 12**Strain Threshold:** 12**M/R Defense:** 0 / 0

Skills: Athletics 1, Brawl 1, Computers 1, Cool 1, Coordination 1, Education 1, Gunnery 1, Mechanics 1, Melee 1, Outer Rim 1, Perception 1, Piloting--Planetary 2, Ranged--Light 1, Streetwise 1, Vigilance 1

Talents: Full Throttle, Let's Ride, Skilled Jockey

Abilities: Free ranks in each of two different skills

Equipment: Heavy clothing, blaster pistol, comlink, swoop bike

Ny Folet enjoys fast living, fast women and fast swoops--and not necessarily in that order. He is very much the spoiled rich son of his father, with few cares in life except for being entertained and proving that his swoop is the fastest. To that end he is something of a bully, always trying to goad others into racing against him. Ny is not a good loser, either, always coming up with some excuse why he loses, or gloating if he wins. He is generally accompanied by a small posse of similarly wealthy brats, which so far has helped keep him out of any real trouble. What his parents fear--and is indeed the case--is that Ny has become addicted to thrills, and will continue to push himself in taking crazier and crazier risks until something bad happens because of it.

Ny is a handsome young man who takes after his father, with a mop of sandy blonde hair and a wry smile. Unless forced to attend a formal engagement, he wears the heavy riding gear of a swoop jockey.

Deyasa Folet (Rival)

Brawn 2	Cunning 3	Presence 3
Agility 3	Intellect 2	Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Astrogation, Athletics, Brawl, Charm, Coercion, Computers, Cool, Coordination, Core Worlds, Deception, Discipline, Education, Gunnery, Leadership, Lore, Mechanics, Medicine, Melee, Negotiation, Outer Rim, Perception, Piloting--Planetary, Piloting--Space, Ranged--Heavy, Ranged--Light, Resilience, Skulduggery, Stealth, Streetwise, Survival, Underworld, Vigilance, Xenology

Talents: Know Somebody (2), Nobody's Fool, Wheel and Deal (2)

Abilities: Free ranks in each of two different skills

Equipment: Clothing, comlink, datapad, light blaster pistol

In many ways, Deyasa is like a combination of her older brother and her parents. She possesses Darwin's business sense, Corun's compassion and Ny's sense of adventure. The important difference is that she has also become involved with the Alliance to restore the Republic. To that end, she is slowly building her connections in hopes of doing something to undermine the Empire. While she doesn't know just how she will accomplish this, she is certainly zealous in her determination to do so.

Deyasa seems like a younger version of her mother, with lustrous dark hair pulled back in a pony tail and eyes and skin the color of coffee with cream in it.

Using the Folet Family in an *Edge of the Empire* Campaign

Detailed here are some of the ways in which these beings could become involved in adventures on the galactic fringe.

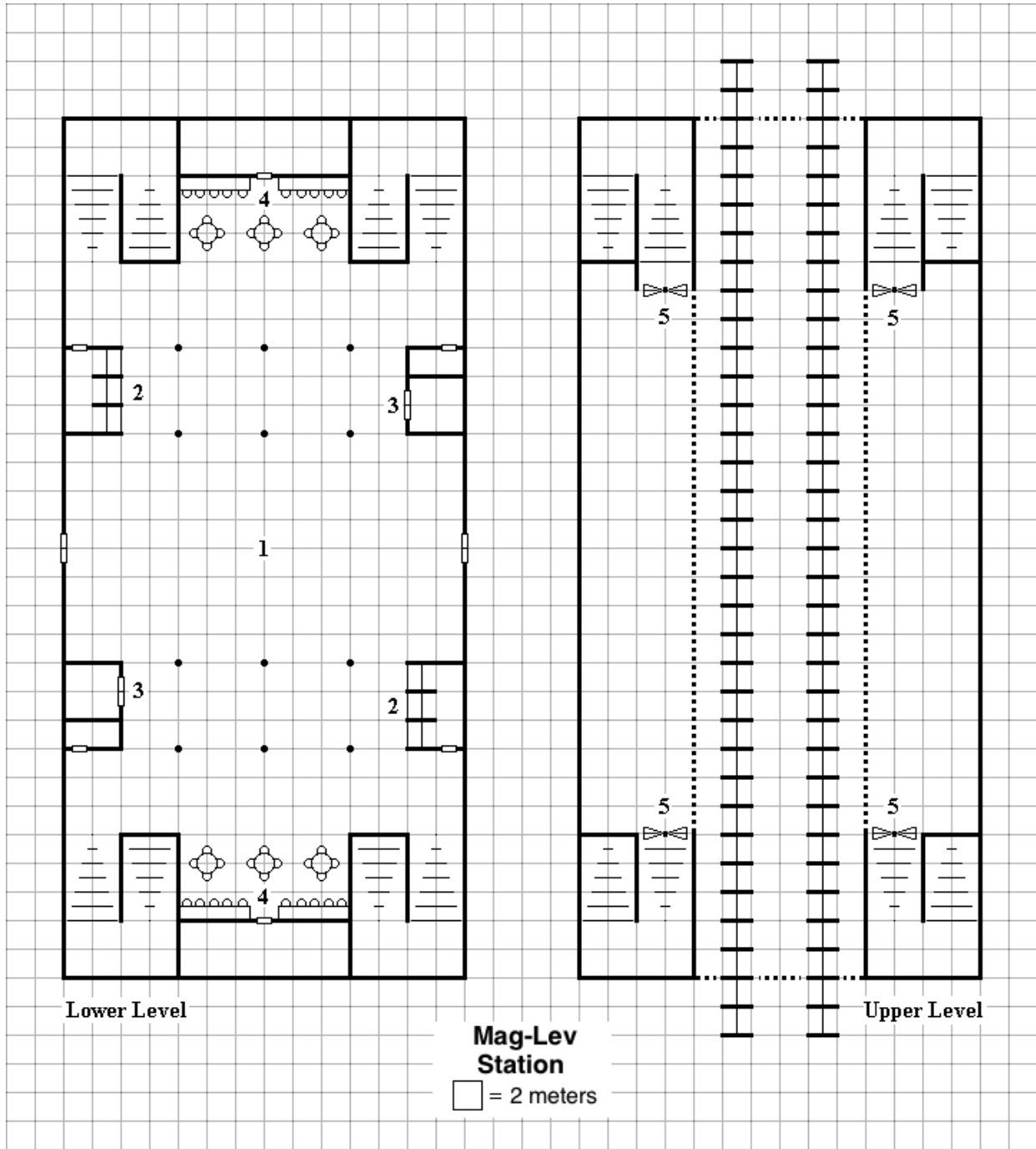
- If Corun ever became aware of Darwin's connection to Slarr the Hutt--and thus his involvement with shipping guns and drugs, and thereby adding to the galaxy's misery--she would be very disappointed and angry. Just what she would do, of course, is open to speculation.
- Alternately, a business rival of his could hire the PCs to find proof of the smuggling in order to disrupt Folet's business.
- The PCs could be hired by Darwin to run what they think is a legal cargo, only to discover the truth when Imperial entanglements arise.
- Corun could recruit the PCs to help deliver a valuable cargo--foodstuffs, medicine, or even livestock--to a planet where it is needed. Of course, other less charitable beings could also take an interest in these goods.
- A PC who is a skilled swoop pilot could be challenged to a race by Ny.
- When she learns that her father is helping to smuggle weapons for the Hutts, Deyasa decides to steal a shipment so that she can give it to the Rebels.
- For that or some other business, Deyasa could use Li's Cantina to recruit some capable beings who don't ask too many questions about their jobs.
- Alternately, if the PCs are connected to the Rebel Alliance, Deyasa could run away from home to join them.

Trap Shooting

A pastime that's slowly but steadily gaining popularity among wealthy inhabitants of the Corellian Sector is trap shooting. Perhaps this is because they want to show that they're willing to protect what they have, and perhaps it's an offshoot of the same impulses that lead many Corellians to become daring starship jockeys. Whatever the case, it's spreading. In its simplest form, trap shooting involves having one person throw a small target, using a device akin to a Gungan atlatl, while the other participant attempts to blast it out of the air. The distance from the shooter to the hurler determines the range band and therefore the base difficulty, and the target's small size adds one to that. The blaster shot to hit the target is resolved as normal. Usually opponents undertake a series of shots, such as five or ten, and the one with the most successes wins. A variation is that the hurler throws the target at the shooter, increasing the difficulty once more.

Mag-Lev Station

While land- and airspeeders dominate the transportation scheme on many worlds, some rely on a different method of transit: the mag-lev train. These vehicles can provide all kinds of opportunity for adventure. To that end, detailed here is a mag-lev station for use on worlds such as Coreellia, Coruscant and even Alderaan.



The Grand Tour

This building is often built into a natural hill, an area where the mag-lev rail passes above the level of the surrounding ground. For that reason, patrons enter below the main platform and access to the tracks is restricted.

1. Main Concourse

This broad, open area has double doors on both sides for patrons to come and go. At high-traffic times, naturally, the place is milling with beings of all sorts. Stairs and turbolifts provide access to the platform above. The ceiling is six meters high, and is supported by thick column of durasteel and pourstone.

2. Ticket Kiosk

Each of these booths has three stations for droids to buy and sell tickets. They do not normally check passengers' identification unless alerted by local authorities to do so.

3. Turbolift

These large carriages haul beings up and down all day long. In the event of an emergency, they can be locked down. Additionally, a locked door beside each shaft provides maintenance access.

4. Cafe

For those beings who wish to pass a little time or who wish to have sustenance during their travels, these two areas serve all kinds of portable food and beverages. Unlike the ticket kiosks, each is operated by organic staff.

5. Platform

Turnstiles lead from the stairways onto the platforms. One side is designated for each direction, and it is not uncommon for a being to find oneself on the wrong side of the tracks as the mag-lev train is approaching. As with the turbolifts, the turnstiles can be locked during emergencies, but they don't create much of a barrier.

Idari Seton (Rival)

Brawn 2	Cunning 3	Presence 2
Agility 3	Intellect 2	Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Cool 1, Coordination 2, Deception 1, Melee 1, Perception 2, Skulduggery 1, Stealth 2, Streetwise 2, Vigilance 1

Talents: Black Market Contacts, Dodge, Street Smarts

Abilities: One free rank in each of two skills

Equipment: Clothing, knife, brass knuckles, 20 credits

Idari is a young woman of medium height and build, with dark hair and eyes--that is, she blends in well on Corellia. She has been raised on the streets, ever since her mother abandoned her long ago. Idari still doesn't know why the woman did so, and it is a sore spot for her to this day. Even so, she makes a living by snatching a few credits here and there and holing up in abandoned or unattended buildings. While she knows that this is no way to secure a future for herself, it has worked for now.

CorSec Agents--Use the stats for Corporate Sector Authority agents on page 401 of the core rulebook.

Using the Mag-Lev Station in an *Edge of the Empire* Campaign

Many of the ways in which mag-lev station can be used in a campaign are detailed below.

- First and foremost, PCs who are looking to travel on worlds such as Coruscant and Corellia may need to use the mag-lev system to do so.
- The PCs could also arrange a clandestine meeting with an associate at a place such as this, perhaps to pass on information or small but illicit goods.
- Alternately, the PCs could be present when a crime is committed, something as minor as a pickpocketing or as major as a murder.
- Of course, even a pickpocket could be part of a larger operation, much like when a young Han Solo was pressed into thieving by Garris Shrike.

Mag-Lev Train

When the time comes for the PCs or other characters to ride on a mag-lev train, refer to the following layout and descriptions.

The Train

There are various different types of cars that can be used in a mag-lev train; they are detailed below.

Control Cabin

The bullet-shaped front car of the mag-lev train features a small control room with a console and chairs for the pilots. There's also a small refresher unit and a storage area for personal items and emergency equipment. Note that one of these cars is usually situated at each end of the train, to provide a backup in the case of a breakdown or extra push when traveling in the mountains.

Baggage Car

Shelving units fill this car, providing space for stowing the luggage that passengers don't carry on with themselves, along with any cargo that the mag-lev train might be carrying. In addition to the doors at each end of the car, there is a set of double-doors on each side to facilitate loading and unloading.

Dining Car

Tables and chairs line the walls of this car, each situated beneath its own window. Uniformed beings provide table service.

Kitchen Car

In addition to cooking surfaces and food preparation areas, this car has a cold storage room for keeping foodstuffs fresh.

Observation/Lounge Car

Those passengers who pay for the upgrade can take their ease in this car, which has comfortably upholstered chairs and sofa along with small tables. The same beings who work in the dining car also serve beverages and appetizers here.

Passenger Car

While this car provides the most cost-efficient means of travel, there are few frills involved. Pairs of seats line both sides of the aisle, and a pair of refreshers are located in the rear of the compartment.

Sleeping Car

Those beings who are traveling a great distance have the option of reserving a room in one of these cars. There are two varieties, with either a single or a double bed. Each type has its own refresher.

Passengers and Crew

Detailed here are some of the characters who might be found aboard a mag-lev train.

Kerwen Chee, the Conductor (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Computers 2, Cool 1, Core Worlds 1, Discipline 1, Education 2, Leadership 1, Mechanics 2, Medicine 1, Perception 1, Piloting--Planetary 2, Ranged--Light 1, Vigilance 1

Talents: Skilled Jockey

Abilities: One free rank in each of two skills

Equipment: Uniform, datapad, comlink

While many Corellians grow up dreaming of becoming space pilots, all his life Kerwen Chee has wanted to become a mag-lev conductor. He takes his job very seriously and enjoys it quite a bit. For those reasons, while he is friendly with passengers and other crew members, he makes sure to carry himself in a professional manner. He is calm and collected in emergencies, but his favorite phrase is "Let's make sure everything runs smoothly today, right?"

Jeru Vreen (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 1

Soak: 2

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Brawl 1, Charm 3, Cool 1, Coordination 1, Core Worlds 2, Deception 2, Lore 1, Melee 1, Negotiation 2, Perception 1, Ranged--Light 1, Skulduggery 1, Stealth 1, Streetwise 1, Vigilance 1

Talents: Grit, Kill with Kindness, Plausible Deniability

Abilities: Begin the game with one free rank in Charm. They still may not train Charm above Rank 2 during character creation; Empathy: Add a setback die to all incoming Charm or Deception rolls that target the Zeltron; Pheromones: Zeltrons add advantage to all Charm, Deception, and Negotiation rolls.

Equipment: Tasteful clothing that shows off her assets, holdout blaster (concealed), comlink, three doses of anaesthetic, set of binders, disuise kit, 500 credits

There's a certain romantic sense of adventure that is part of traveling by mag-lev train. It is that feeling that Jeru Vreen seeks to exploit with her current scheme. The alluring Zeltron spends her time traveling the mag-lev rail, meeting interesting beings and gaining their confidence. Once she has done so, she drugs them, steals their valuables, and then removes herself from the situation. To that end, Jeru always books a sleeping car so as to have the necessary privacy. Needless to say, living this kind of life forces her to remain aloof where feelings of attachment are concerned. Even so, however, beings who can match wits with her can earn her respect, and perhaps even her romantic attention.

Using the Mag-Lev Train in an *Edge of the Empire* Campaign

Many of the ways in which mag-lev train can be used in a campaign are detailed below.

- First and foremost, characters might use it to move from one place to another. Given the opportunities for adventure that this situation presents, it's unlikely that such a journey will be without incident.
- The description of Jeru Vreen, above, presents one of the many complications that might ensue during a journey.
- There's also the chance that a murder or a train robbery occurs.
- The PCs could be (relatively) innocent bystanders when a situation involving an Imperial spy and a Rebel operative takes a dramatic turn.
- In the event that a mag-lev train should be caused to derail, the PCs could find themselves pressed into service rescuing and aiding the victims, not to mention dealing with whatever it was that caused the problem in the first place.
- Another possibility is that a train becomes trapped in the Corellian mountains during a blizzard, forcing all aboard to figure out how to survive the situation.

The Neti-Tree

The galaxy is a big place filled with myriad and diverse species of beings. Among them, fewer are surrounded by more mystery and myth than the Neti. These mobile, plant-based sentients are quite rare, and possess powers that others might find remarkable. Among those abilities, perhaps none is regarded as more unusual than that which lets a dying Neti transition into a tree, one that is not itself sentient or mobile, but that still possesses some aspect of that being's life force.

Such is the case with a tree that grows along a sandy beach on Corellia's southern continent. It is the remains of a Neti Jedi, one who was betrayed and murdered by an associate named Pel Ontago. That fellow, a Corellian who operates a chain of vacation cabins, makes a living from providing privacy to those beings who need it. He asks no questions, but happily charges the appropriate fees for doing so. Some years ago, however, he violated his self-appointed vow of silence in order to rescue himself from growing Imperial pressure.

During the Clone Wars, Corellia's neutral status was hugely beneficial for Ontago's business. After all, he provided places for beings from both sides of the conflict--and for interested third parties, too--to meet and conduct negotiations. It is true that some of these were illicit in nature, but he never felt the need to intrude on them. Even so, when Imperial Intelligence came and started asking difficult questions, he knew that he needed some leverage. Unfortunately for Obah the Neti, she was that leverage.

Obah of the Agri-Corps

The situation was this. At the height of the Clone Wars, Obah the Neti was a youngling who'd been chosen for training by the Jedi, and who was on the verge of being selected as a Padawan. She had seen how the war was affecting the Order, however, and didn't like it. What was more, she felt a deep and abiding connection to the natural world, and recognized that the seemingly endless series of battles created dissonance with how things should have been. For that reason, she chose to forego entering the Order, and instead became a member of the Agri-Corps. Before long, she had established her reputation as a "plant whisperer."

It seemed that the Neti just had a way with vegetables, fruits and grains. For that reason she quickly developed a reputation, and was often called upon to travel to worlds where there were agricultural problems. That was how she ended up on Corellia, when a blight struck a local grain crop that was vital to the production of Corellian whiskey. Unfortunately for her, that was also when Supreme Chancellor Palpatine issued Order 66.

Because she was not a Jedi, and therefore not in battle alongside a squad of clone troopers, Obah avoided the brunt of that threat. Even so, those beings who wished to put themselves into the good graces of the new regime were quick to recognize her as an opportunity for doing so. Such was the case with a local bureaucrat named Pel Ontago, a mid-level functionary who was willing to exploit any means of gaining favor. He managed to dupe her by offering a means of fleeing the planet, and then using poison to murder her.

For her part, Obah managed to stagger outside of the seaside cabin in which she'd been hiding, but knew the end was near. For that reason she decided to undergo the transformation from humanoid form into a tree, albeit one that was dying. Even so, her new form concealed two secrets--her lightsaber, tucked beneath her roots, and a lingering presence, one that can assist those who use the Force to perceive the world around them.

The Cabin

Obah was hiding out in a cabin along Corellia's famed Gold Beaches when she was killed. It is in a remote location, one where beings like to go "to get away from it all." It is not too far from the local mag-lev station, however. The cabin boasts a living room area with a couch and table (1), along with a fully functional kitchen (2). There's also a master bedroom (3) and refresher (4). A ladder leads up one wall to a second lofted bedroom (5), one that is usually used by younglings.

Obah (Special)

Characters who know about such things can recognize that the tree looks dead, and doesn't bear any leaves, but is still somehow not dead. This should seem unusual, but only Force-sensitive characters can gain an impression as to why this is the case.

In game terms, Force-sensitive characters who meditate underneath the Neti-tree gain the benefits of one or more talents from the Sense power tree on page 280 of the core rulebook, as what remains of Obah's spirit helps focus their perceptions. (At the GM's discretion, other talents from future supplements could also apply.) Characters who are able to detect such things can tell that some kind of presence is inherent in the Neti-tree, although it is not possible to interact with the presence in any intelligible way.

Pel Ontago (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Charm 2, Computers 1, Core Worlds 2, Deception 2, Education 1, Leadership 1, Lore 1, Negotiation 2, Perception 1, Piloting--Planetary, Ranged--Light 1, Underworld 1, Vigilance 1, Xenology 1

Talents: Nobody's Fool, Plausible Deniability, Toughened, Well-Rounded

Abilities: One free rank in each of two skills

Equipment: Clothing, datapad, comlink, hold-out blaster

Pel Ontago is a being who suffers from delusions of grandeur. He considers himself to be an important and influential being, one who has garnered interplanetary attention for himself. What he is unwilling to admit is that he is little more than pawn in schemes that are completely beyond him. Even though he betrayed and murdered Obah, they haven't done much by way of remuneration. As such, he is rather embittered toward the powers that be. Even so, if given the opportunity--such as if he encountered beings who harbored anti-Imperial sympathies and were interested in the mystery of a lost Force practitioner--he would sell them out just as quickly as he did the Neti. Ontago uses his charms and knowledge to wheedle information and favors out of others.

Using the Neti-Tree in an *Edge of the Empire* Campaign

Many of the ways in which Obah's legacy can be used in a campaign are detailed below.

- If the campaign has a Force-sensitive character, meditating beneath the Neti-tree can be a good way to develop new abilities.
- It's always possible that such a character experiences a vision containing important information, perhaps even a call to some kind of quest.
- Should the powers that be learn of a Force spirit that survived the Purge, they would likely try to eliminate it.
- Pel Ontago is a slippery character who would not like the truth of his betrayal to be revealed, and doesn't hesitate to arrange "unfortunate accidents" for those who are meddling in his business.

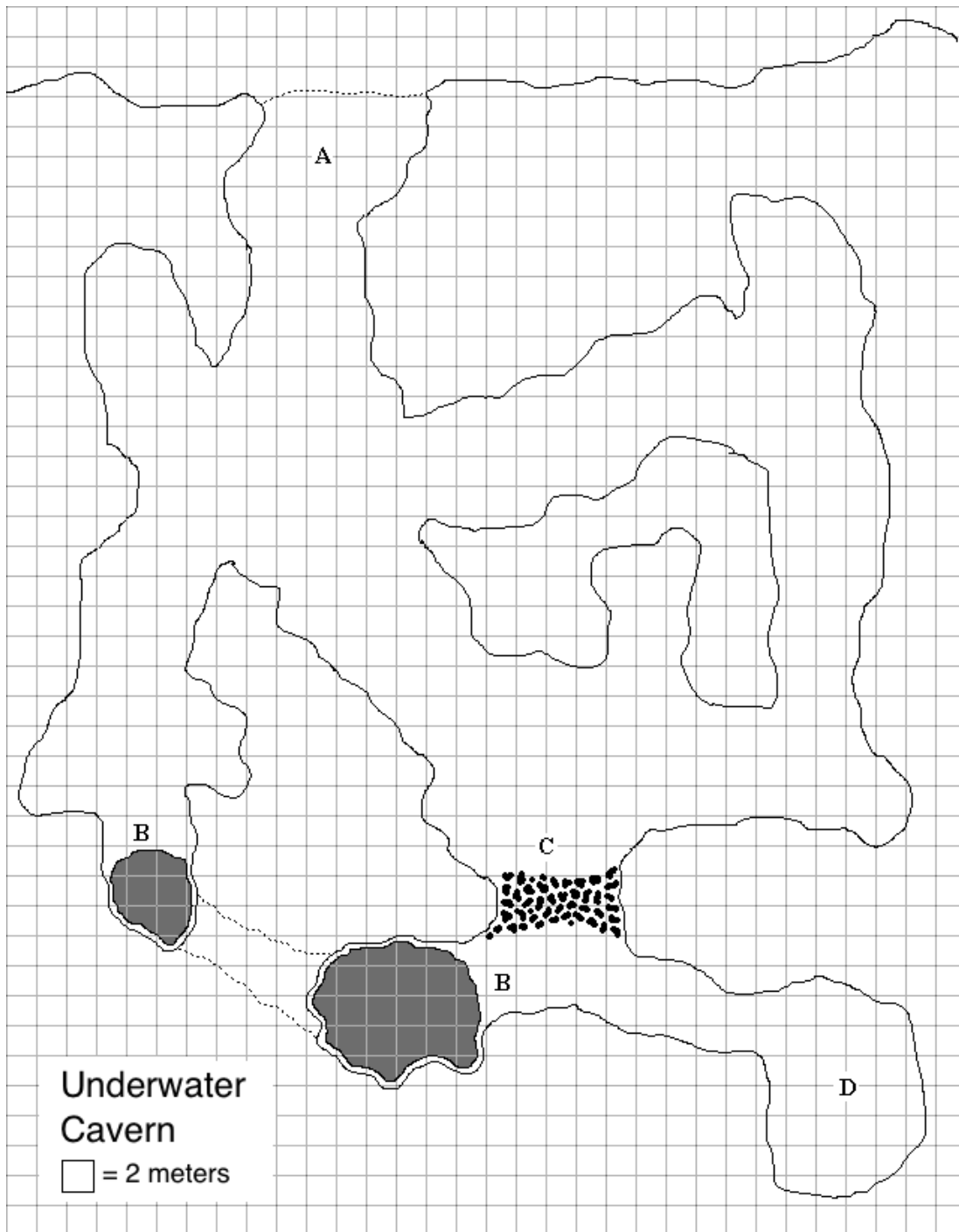
Restrictions for training Force talents in *Edge of the Empire*

There was a time when most beings who were Force-sensitive would be found by the Jedi Order and taken to a temple for training. Sadly, of course, that all ended with Emperor Palpatine's Order 66 and the destruction of the Jedi. Even so, however, there are still some who have the potential for learning the ways of the Force. Given the lack of teachers available, though, the GM can approach these characters in one of two ways.

- The first option is simply to rule that characters may not gain Force talents without having another character to train them. An advantage of this arrangement is that it provides such characters with an incentive for seeking out teachers, therefore entangling them in the inevitable plot looks related to doing so.
- A variation on that ruling is allowing characters to use texts in order to learn new powers. That might include finding a holocron, reading ancient scrolls describing meditation techniques, or the like.
- Another possibility is that characters can manifest new powers through their own meditation, perhaps at times when it is dramatically appropriate. Much like when Luke uses the Force to recall his lightsaber while hanging upside down in the wampa's cave, players could decide which Force powers their characters are pursuing, and the GM could time those developments for exciting and crucial moments during the campaign.

Underwater Cavern

The planet Coreellia is known for many natural wonders, possibly none more than the Gold Beaches along its southern sea. Beneath those shimmering waters is another distinguishing feature, however--a source of the rare orange lightsaber crystals. One such place is a network of caverns located at the base of the famed Vreni Island.



The Cavern

The mouth of the cavern lies some fifteen meters below the surface of the ocean, depending on the fluctuation of the tides. It is little different from other such underwater structures, save that vented gases sometimes bubble forth from inside it. Only upon closer inspection can its secrets be discovered.

A. Entrance

Most of the cavern is unremarkable, consisting of a broad chamber with narrower passages leading from it. The height of the ceiling usually matches the width of a given section. Naturally, characters who wish to explore it need to have some kind of breathing apparatus along with a light source in order to do so. At the GM's option, this area could serve as the home for an aquatic creature such as a dianoga (core rulebook, page 415) or one or more creatures akin to reevos (*Beyond the Rim*, page 58).

B. Vent

Gases from underneath the planet's crust leak into the water here, creating the occasional eruption of bubbles. As the minerals that they contain combine with those from the water and the surrounding rocks, they collect in the form of orange crystals. While the vast majority of the crystals are of little value, at least one is appropriate for use in creating a lightsaber. A hard Lore check is required to recognize the appropriate one.

Characters who succeed at a daunting Perception check also notice that a passage leads from the swirling, bubbling vent deeper into the surrounding rock. This provides a means of reaching the hidden chamber, but only exploration can reveal that information. Note, too, that the heat put forth by the vent means it should be treated as a rating 1 fire source, causing one wound to characters for each round that they spend in the darkened patches or the tunnel between them.

C. Cave-In

The ceiling in this part of the chamber has collapsed, sealing the passage. A hard Perception check reveals that it doesn't seem to have been from natural causes, while Advantage generated by the check allows characters to find a small piece from an explosive charge. Just why the charge was used, however, remains to be learned. Additionally, using the right sensor equipment and making an average Computers check reveals the presence of a cavity behind the cavi-in.

D. Hidden Chamber

This is where Obah the Neti hid her possessions before trying to create a new life for herself. The most notable item is a waterproof case that holds a sealed strongbox. A display on the front of the box, when activated, displays the following message: EMOTION. There is also a small alphanumeric keypad, into which one must type the correct response: *peace*. That, in turn displays the next message, IGNORANCE. In this way it runs through the series of tenets from the Jedi Code: *knowledge* is the next response, followed by PASSION and *serenity*, and after them DEATH and *the Force*. Correctly supplying the correct responses opens the strongbox. Failing that, one could always attempt to access it via a hard Skulduggery check, but Threat or Despair generated from such a check could cause harm to the box's contents.

Just what the box contains is left up to the discretion of the GM, depending on the needs of the characters and the campaign. Possible items include the components for a lightsaber, a Jedi holocron or the like.

Using the Underwater Cavern in an *Edge of the Empire* Campaign

Many of the ways in which this location can be used in a campaign are detailed below.

- Characters might learn of this place through communing with the Neti-Tree, as detailed previously.
- Alternately, the PCs could be dragged into the business of finding it when another character attempts to do so but turns up missing.
- The challenge of finding the hidden chamber could be part of the test for a character who seeks to become a Jedi.
- Of course, Imperial types who learn of the location could seek to destroy it once and for all.

Using Force Visions in an *Edge of the Empire* Campaign

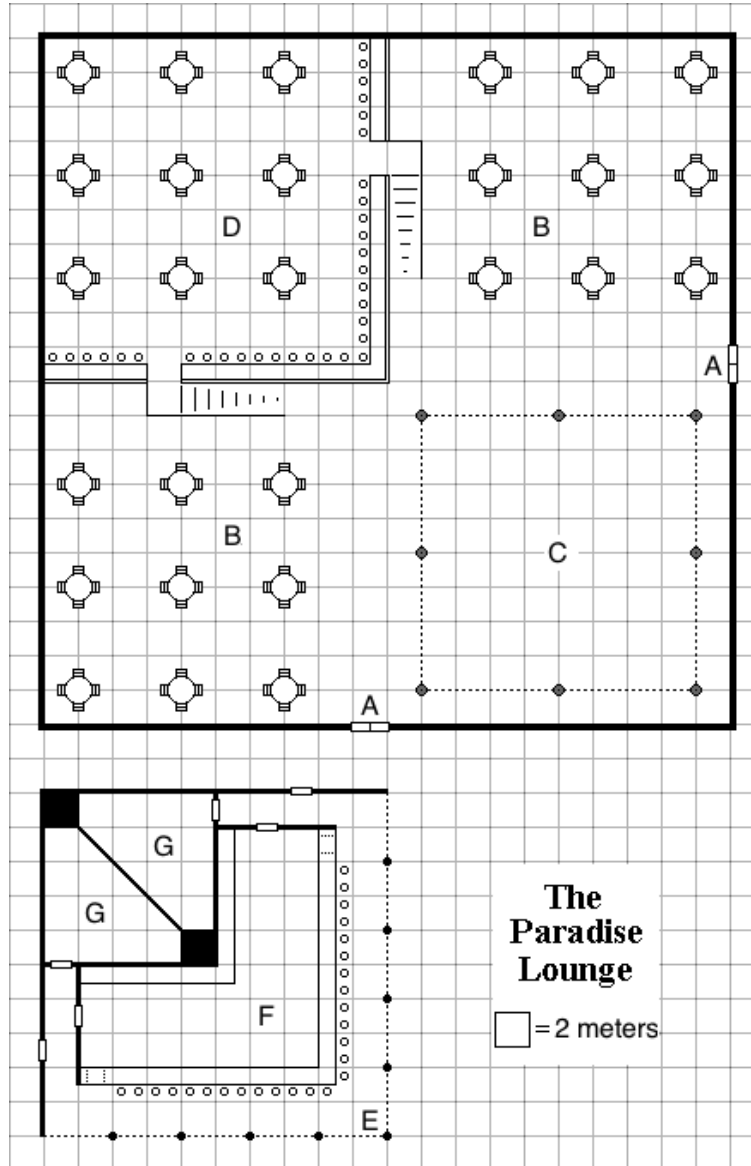
One of the more intriguing scenes from *The Empire Strikes Back* is when Luke Skywalker, exploring the cave on Dagobah, encounters and kills Darth Vader, only to see his own face inside Vader's mask. In addition to providing an exciting and mysterious scene, it also foreshadows the fact that he will be tempted to give in to the dark side of the Force, risking turning into something evil just like his father. Such a scene, used sparingly, can add to an *Edge of the Empire* campaign in some interesting ways.

- As mentioned above, this scene can be used to give the PCs a hint regarding some future event, one that will have a huge impact on the campaign.
- It could serve as a means of introducing one or more clues that are plot hooks for future adventures, such as a series of images that could lead them to an important character or item that they are seeking.
- It can also provide a chance for the PCs to face off against a daunting enemy—especially one who defeats them during the vision—and thus help establish that character as an important nemesis.
- Should the PCs be considering an unwise course of action, this vision could help them see how it might go horribly wrong.

Two locations mentioned previously, the Neti Tree and the Underwater Cavern, could be good locations for this kind of vision to occur.

The Paradise Lounge

For visitors to Corellia's famed Gold Beaches, no establishment provides for more high-end entertainment than the Paradise Lounge. It is the place to see--and be seen by--other fashionable beings.



The Lounge

Refer to the appropriate map for the following area descriptions.

A. Entrances

These sets of double doors are kept open during business hours, although a pair of bouncers is stationed at each. (More bouncers move about the rest of the bar, in shifts, too, in case of trouble.) Usually they just greet visitors and provided a visible security presence, but during private events they are equipped with guest lists.

B. Main Floor

This area is open to the sky above. Sets of tables and chairs are spaced throughout it, with plenty of room for other patrons to maneuver between them.

C. Zero-G Dance Floor

The gravity field in this area can be modified via controls in the kitchen area (F). For that reason, characters attempting Acrobatics checks receive two Boost dice for doing so. This allows dancers to experiment with twisting flips, spiraling leaps and other such feats. On the other hand, if the gravity is cranked up to higher-than-normal levels, characters might suffer one or two setback dice to all normal physical actions attempted in the area.

D. Deck

This raised area sits above the bar, kitchen and refreshers, with a view of the main floor and dance floor. While it is usually open to any patrons who wish to sit here, it can also be reserved for private parties, in which case more bouncers are generally stationed at the top of the stairs.

E. Bar

This area boasts the usual long, flat surface along with lines of stools for patrons. There are also stations for servers to enter and exit the kitchen (area F). Hallways lead from here to the refreshers (areas G), and emergency exits (clearly marked as being connected to alarms that sound when they are opened) provide for emergency evacuation.

F. Kitchen

The inside wall of this area is lined with stoves, sinks and preparation surfaces, while the outside abuts on the bar (area E). The Paradise Lounge boasts that it serves only fresh foodstuffs, with baked goods, meat, fruits and vegetables delivered throughout the day.

G. Refreshers

These areas boast all the usual amenities.

Personnel and Clientele

Detailed here are some of the staff members and patrons that one might find at the Starlight Lounge.

Servers and Bouncers--Refer to the previous article, regarding Natoli's Nightclub and Casino, for details.

Borel Ognis (Rival)

Brawn 2	Cunning 3	Presence 2
Agility 3	Intellect 2	Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Charm 1, Cool 1, Coordination 2, Core Worlds 1, Lore 2, Mechanics 1, Melee 1, Negotiation 2, Perception 2, Piloting--Planetary 1, Piloting--Space 1, Ranged--Light 2, Skulduggery 2, Stealth 2, Streetwise 2, Survival 1, Underworld 2, Vigilance 2

Talents: Black Market Contacts, Convincing Demeanor, Quick Draw, Rapid Reaction

Abilities: One free rank in each of two skills

Equipment: Stylish clothing, blaster pistol, comlink

Borel's story is a rags-to-riches tale of a street thief who worked his way up into larger and more lucrative schemes, until the Corellian was able to retire from "the business." Nobody knows his story, however, since he carefully worked to change his identity. Now he spends his time playing the role of host, rubbing elbows with the guests to his Paradise Lounge. If asked, he claims to hail from Coruscant, where he was part of a wealthy family but grew bored with the corporate world. His new appearance is one with dark hair and eyes, medium height and build--typical for a Corellian. Learning more about his past would likely require some daunting investigation.

Geb Gurug (Rival)

Brawn 3	Cunning 2	Presence 2
Agility 2	Intellect 1	Willpower 2

Soak: 4

Wound Threshold: 15

Strain Threshold: 10

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coercion 1, Cool 2, Core Worlds 1, Discipline 1, Gunnery 1, Mechanics 1, Medicine 1, Melee 3, Outer Rim 1, Perception 2, Ranged--Heavy 1, Ranged--Light 1, Resilience 2, Survival 1, Vigilance 2

Talents: Knockdown, Lethal Blows, Outdoorsman

Abilities: Free ranks in the Resilience skill and Knockdown talent

Equipment: Heavy clothing, comlink, truncheon

Geb Gurug is a Gluss'sa'nikto, one with pale skin and less obtrusive brow ridges. He is the recognized enforcer of the Paradise Lounge, always wearing his truncheon on his belt. For the most part, patrons know that he can handle himself and therefore don't cause trouble. Every once in a while, however, a newcomer requires an object lesson. Krusik is the only person who knows about Borel's past, since the Nikto accompanied the Corellian on many of those jobs. He, too, enjoys the life of retirement, but sometimes misses the old thrill of action.

Ezra Du'Re (Rival)

Brawn 2 Cunning 2 Presence 3
 Agility 3 Intellect 2 Willpower 2

Soak: 2**Wound Threshold:** 12**Strain Threshold:** 14**M/R Defense:** 0 / 0

Skills: Athletics 1, Brawl 1, Charm 1, Coercion 1, Computers 1, Cool 2, Core Worlds 1, Deception 1, Discipline 2, Education 1, Leadership 2, Lore 1, Mechanics 1, Medicine 1, Melee 1, Negotiation 2, Perception 2, Piloting--Planetary 1, Ranged--Light 2, Resilience 1, Stealth 1, Streetwise 1, Vigilance 2, Xenology 1

Talents: Dodge, Grit, Inspiring Rhetoric, Kill with Kindness

Abilities: Free rank in each of two skills

Equipment: Clothing, comlink, datapad, light blaster pistol (concealed)

Ezra Du're once served the Office of Peace and Security on Cularin, in the time before and during the Clone Wars. Since then she has retired from that job, and now works as a field agent for the Rebel Alliance. This is because she personally knew a number of Jedi and saw the good that they did in the Cularin System; for that reason she doesn't believe that the tales of conspiracy are true. Now she acts as a handler for Rebel agents in the field, and as a recruiter when she meets other beings who share her ideals. Ezra is an attractive Human female with blonde hair and blue eyes. She has reached middle age, but still retains her physical toughness and lively spark.

Thalin Ree (Rival)

Brawn 2 Cunning 2 Presence 2
 Agility 2 Intellect 2 Willpower 2

Soak: 2**Wound Threshold:** 12**Strain Threshold:** 12**M/R Defense:** 0 / 0

Skills: Cool 1, Core Worlds 1, Deception 2, Lore 1, Negotiation 2, Outer Rim 1, Perception 2, Ranged--Light 1, Resilience 1, Skulduggery 1, Stealth 1, Streetwise 2, Survival 1, Underworld 2, Vigilance 2, Xenology 1

Talents: Black Market Contacts, Convincing Demeanor, Rapid Reaction

Abilities: Free rank in Charm or Negotiation; Mood Sense: Gotals receive a boost die on all Cool rolls made to resist Social Interaction; Sensory Cones: Gotals are able to read and interpret electromagnetic signals to help their otherwise poor senses. They do not suffer setback dice from darkness or other poor

visibility conditions.

Equipment: Clothing, light blaster pistol (concealed), comlink, various drugs, 200 credits

Thalin Ree is a drug dealer who makes his living selling stimulants and other narcotics to beings who seek them. Although he does work other locations on occasion, he can most often be found peddling at the Paradise Lounge, especially to offworlders who are visiting on vacation. He is a pretty small-scale worker, and it is not known from whom he obtains his supply, but he does regularly make trips into Coronet City to do so. The fact that he doesn't blend in with the crowd makes this Gotal rather paranoid, so he is very careful to keep his transactions discreet.

Using the Paradise Lounge in an *Edge of the Empire* Campaign

Many of the ways in which the Paradise Lounge can be used in a campaign are detailed below.

- If the PC's are looking to meet with a wealthy and influential being on Corellia, this is a good place to do so.
- The PCs might be present when certain ne'er-do-wells attempt to rob the Lounge and its patrons.
- On the other hand, the PCs could be the ne'er-do-wells in question.
- The situation becomes tense when one gangster with an entourage sees the arrival of another such group; the PCs could play peacemakers or instigators.
- Difficulties ensue when a patron is murdered and the perpetrator is a Clawdite assassin.
- Ezra Du'Re might try to recruit the PCs if they demonstrate capability and anti-Imperial sentiments.
- Characters might be recruited to capture Thalin Ree as part of a sting operation, perhaps in association with the Corellian Security Force.
- Should someone learn about Borel Ognis's past, that could result in a blackmail scheme; the PCs could be part of causing it, or he might hire them to eliminate it.

***Star Wars* Foodstuffs**

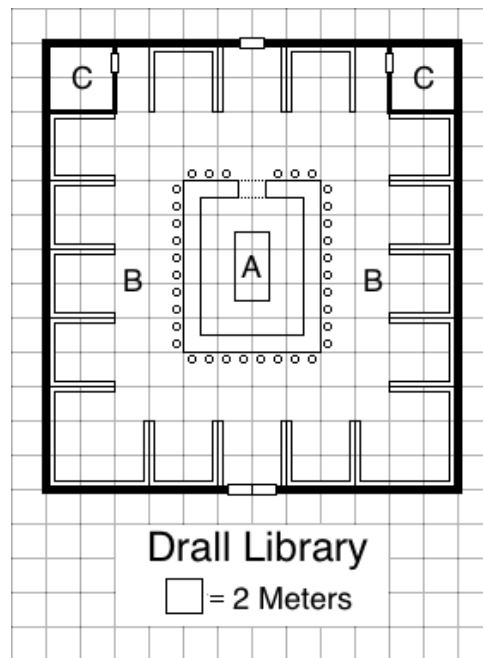
In order to help set the feeling for an *Edge of the Empire* campaign, the GM can describe foods that are appropriate to the setting. For example:

- Grilled traladon ribs with a Corellian whiskey glaze and seasoned mashed tubers
- Tender nerf medallions in a Ryloth mushroom sauce and a salad of wild greens
- Stewed murra cutlets with local vegetables
- Kale-and-lampfish chowder in the Mon Calamari style with ebla biscuits

Most of the entries for different planets on Wookieepedia provide a list of the native plants and animals, so the GM can use them to help set the scene as the PCs visit different worlds.

Drall Library

Given the vast scope of galactic history (more than twenty millenia) and the number of worlds involved in its events, it takes a dedicated being to study it in depth. Such is the nature of the scholarly-minded Drall named Emiss, one who is especially interested in tales of the Jedi and the machinations that led to the downfall of their order. He is also the proprietor of a library on Corellia's Vreni Island. In this way he provides a place for locals--along with those visitors who tire of more typical pastimes--to enjoy a cup of stim-tea and a good data-disc.



The Library

While not particularly large, Emiss's library boasts an impressive collection of data-discs, along with some printed texts. For more details, refer to the appropriate map and the following area descriptions.

A. The Bar

In the middle of the building is a broad counter in the form of a square, with an open area for preparing stim-tead and snacks in the middle. Of course, visitors are encouraged to be *very careful* when eating and perusing any of the printed texts. Skylights in the roof provide illumination.

B. The Stacks

Floor-to-ceiling shelving units create a number of niches around the building's outside wall, each devoted to a different subject.

C. Refreshers

These rooms boast all the expected features, and are kept cleaner than in many other establishments.

Emiss, Drall Librarian (Rival)

Brawn 1 Cunning 2 Presence 2
Agility 1 Intellect 4 Willpower 2

Soak: 1

Wound Threshold: 9

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Computers 2, Core Worlds 3, Deception 1, Education 3, Lore 3, Negotiation 2, Outer Rim 3, Perception 2, Underworld 1, Vigilance 1

Talents: Codebreaker, Intense Focus, Knowledge Specialization (Lore), Researcher, Respected Scholar

Abilities: Free rank in one Knowledge skill; adds an extra boost die to the pool when providing skilled assistance

Equipment: Toolbelt, pouches, datapad, conlink.

Emiss is a tried-and-true bookworm, one who has made a living out of reading texts and sharing them with others. Most beings who visit his library gain the impression that this is because of purely intellectual curiosity, but those who are close to the Drall learn the truth. He is obsessed with learning the truth behind what led to the downfall of the Jedi of the Jedi Order. This is because he knew some of the Jedi prior to Order 66 and its aftermath, including fellow Corellian Nejaa Halcyon. He does not believe that the Jedi were responsible for the subterfuge and betrayal of which they stand accused, and hopes to discover what really happened.

On a personal level, Emiss is very friendly. Given that he is short of stature and furry, and has such a scholarly nature, other beings often underestimate him and assume that he is soft and weak. In contrast, he has an iron will honed through difficult intellectual pursuits.

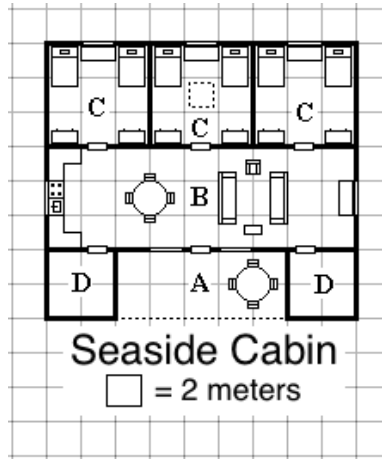
Using the Drall Library in an *Edge of the Empire* Campaign

Many of the ways in which this library can be used in a campaign are detailed below.

- Should the PCs be looking for obscure information--perhaps as part of an archeological pursuit--they would do well to compare notes with Emiss.
- The Drall, having learned that Obah the Neti was skilled in the ways of the Force, could hire some adventurous characters to discover what happened to her.
- He would naturally be intrigued by any PCs who are Force-sensitive, seeking to learn what he could from them.
- If Emiss's pursuits were discovered by agents of the Empire, they would seek to stop his inquiries. Which side the PCs take, of course, is up to them.

Seaside Cabins

When it comes to visiting the famous Gold Beaches of Corellia, perhaps no better accommodation exists than a seaside cabin. One string of these belongs to an enterprising fellow named Mina Trevill, who uses one as a drop-point for Rebel activity.



The Cabins

While there is some variance among them, the cabins generally boast similar features. There is a patio with a table for meals or lounging (A) outside the front door. The main room (B) has a kitchen area along with a sitting/entertainment area. There are three bedrooms (C), each outfitted with two beds and storage cabinets. Finally, two refreshers (D) contain all of the expected features.

In the cabin that is being used as a drop-point, a notable exception is a small statuette depicting former Corellian senator Garm Bel Iblis. It contains a small sensor unit, one that triggers similar devices set into the walls of the main room. If the statuette is carried from wall to wall, it activates a mechanism which opens a trapdoor in the floor of the middle bedroom. This is where Alliance operatives stash supplies and information for each other. This cabin is only rented to known Rebel agents--unless, of course, somebody makes a mistake.

Mina Trevill (Rival)

Brawn 2 Cunning 3 Presence 2
Agility 2 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Computers 2, Core Worlds 1, Discipline 3, Education 1, Leadership 1, Lore 1, Mechanics 1, Medicine 1, Negotiation 3, Outer Rim 1, Perception 2, Ranged--Light 2, Resilience 1, Skulduggery 1, Streetwise 1, Survival 1, Underworld 1, Vigilance 1

Talents: Know Somebody x2, Nobody's Fool, Smooth Talker, Wheel and Deal

Abilities: Free rank in each of two skills

Equipment: Clothing, datapad, comlink, blaster pistol

Known as "the Procuress" among her associates, Mina Trevill specializes in acquiring information and materiel, and then distributing it to Rebel operatives who need it. While this might seem less than exciting to some, she knows that many missions could not succeed without her support and guidance. For that reason, she has a no-nonsense personality most of the time, but those who grow close to her can learn of her sense of humor. Mina is a Human woman of middle age, with sparkling blue eyes and dark hair that has started to go grey.

Using the Rental Cabins in an *Edge of the Empire* Campaign

Many of the ways in which the cabins can be used in a campaign are detailed below.

- If the PCs are simply looking for a place to lie low for a while, they should be comfortable here.
- There's always the possibility that, during a visit, they accidentally discover the secret of the drop-point cabin.
- PCs who are Rebels might seek one of these locations to recover and resupply following a mission.
- Should the Imperial authorities ever discover the drop-point, they would stage a raid.

The Maintenance Dug

Mibik is a Dug who works cleaning out the rental cabins. While most visitors don't pay much attention to him, he sees and hears a lot of what happens in the rental cabins. As he is also a pretty mercenary fellow, he is not above selling information if it should be lucrative enough.

Mibik (Rival)

Brawn 2	Cunning 2	Presence 2
Agility 3	Intellect 2	Willpower 1

Soak: 2

Wound Threshold: 12

Strain Threshold: 11

M/R Defense: 0 / 0

Skills: Cool 1, Coordination 2, Deception 1, Melee 2, Perception 3, Ranged—Light 1, Skulduggery 2, Stealth 2, Streetwise 1, Underworld 1, Vigilance 1

Talents: Black Market Contacts, Bypass Security, Dodge, Street Smarts

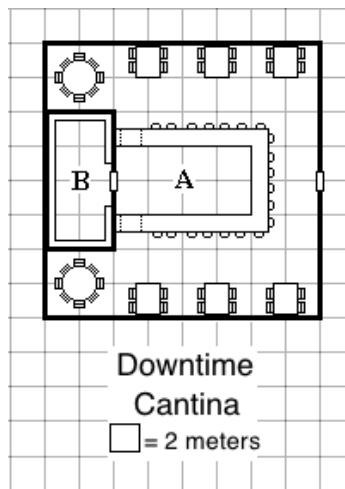
Abilities: Omnidexterous: Dugs add a boost die to all Coordination checks and combat checks when attacking with two weapons. Size: Dugs have a Silhouette of 0.

Equipment: Vibroblade, toolkit, comlink

The Downtime Cantina

When beings who are interested in Rebel activity seek out Mina Trevill, they'd do best to visit the Downtime Cantina. In addition to serving food and drinks to visitors, the staff here acts as a means for introduction to--or deflection from--the Procureess. Z-3PO is the droid who runs the place, assisted by a number of SE-4 servant droids. What most patrons don't know is that Z-3PO maintains a constant feed of information from the cantina to Mina.

For the most part, the Downtime is a relatively tame establishment. The droids who run the place serve drinks and food as is expected, albeit with less of the banter that is typical in other such establishments. Rather, the droids do their business with mechanical efficiency, making conversation as necessary, but not with anything resembling organic loquacity.



The Cantina

Refer to the appropriate map for the following area descriptions. This small, simple establishment has a large common room (area A) dominated by a bar, with tables in the back corners and booths along the outside walls. Behind the bar is the door to the storage area (B), where the droids keep reserve quantities of liquor along with the dishwashing machine. This is also where they recharge while the bar is closed. Although they do not prepare or serve food, visitors are welcome to bring their own.

Making Contact

Characters who seek to meet with Mina Trevill have a variety of options for doing so. If they're already members of the Rebel Alliance, they can simply go to the Downtime, talk to Z-3PO and slip into the conversation whatever code phrase they've been given. For example, they might mention "I've heard that the weather on Coruscant's been nice," to which the droid responds, "Ah, but I hear that there are storms coming."

Those who haven't been vetted in this manner face a much more difficult challenge. Since Z-3PO can't afford to let just anybody meet with his boss, the droid has to put them through a runaround and have them earn his trust. This could include eavesdropping on their conversations, researching their records, or even appointing to them a small task so as to test their loyalty. One good option for characters is to own up to anything they've done against the Empire, which the droid (and thus Mina) can corroborate through investigation.

If they do earn Mina's trust, characters are then invited to meet with her. This is arranged by

booking them into one of her remote cabins, where their arrival can be monitored before she makes her appearance.

Z-3PO (Rival)

Brawn 2 Cunning 3 Presence 2
Agility 1 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Charm 1, Computers 2, Cool 1, Core Worlds 2, Deception 3, Education 2, Lore 2, Negotiation 2, Outer Rim 1, Perception 2, Streetwise 1, Underworld 1, Vigilance 1, Xenology 1

Talents: Nobody's Fool, Plausible Deniability, Toughened, Well Rounded

Abilities: Droid Qualities, Inorganic, Mechanical Being

Equipment: Internal comlink, datapad

Z-3PO looks like a typical protocol droid, with a shiny silver finish. It is outgoing and friendly, but those qualities are just a mask for a calculating, analytical (artificial) mind. After all, Z-3PO is the first contact point, and therefore the first line of defense, for Mistress Trevill. To that end, the droid is staunchly protective of the Human, and takes its job very seriously.

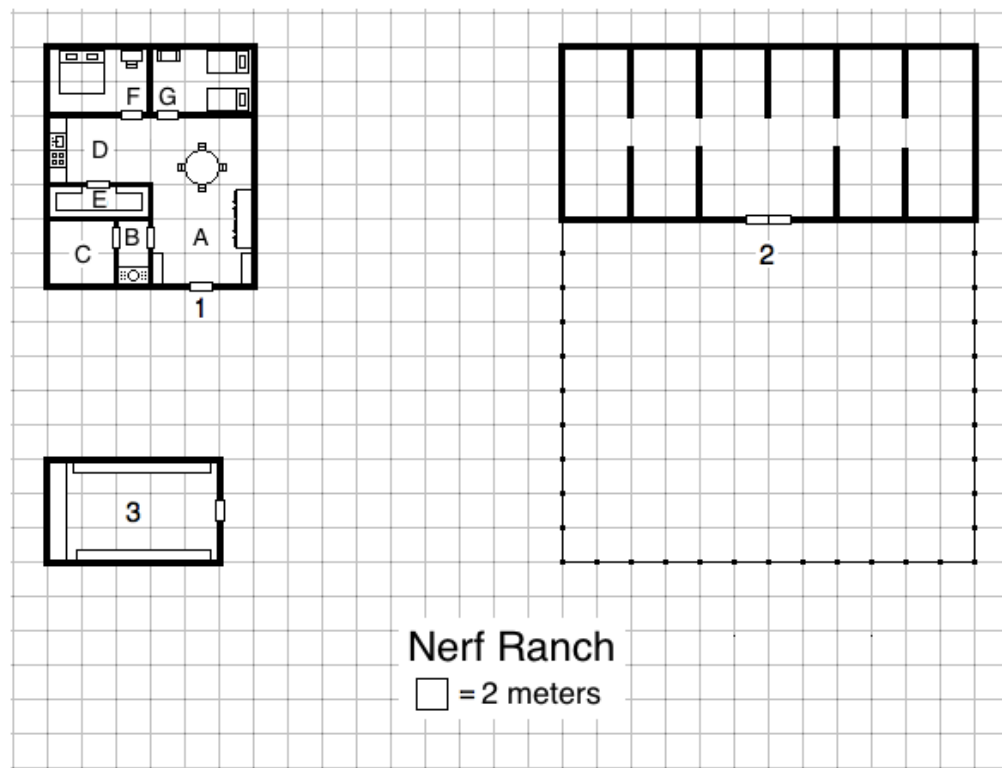
Using the Cantina in an *Edge of the Empire* Campaign

Many of the ways in which the Downtime Cantina can be used in a campaign are detailed below.

- Needless to say, the PCs might come here looking to make contact with an agent of the Rebel Alliance.
- On the other hand, this could just be any other watering hole for them.
- The PCs might be present when an Imperial agent shows up, searching for a link to Mina Trevill; it's up to them to decide if they want to help or hinder such efforts.
- When Mina Trevill goes missing, and the PCs are tasked with finding her, this could be the place where they start their investigation.

Nerf Ranch

There's an old saying that "Meat's meat and a being's gotta eat." Perhaps no one in the galaxy understands that better than those individuals who raise livestock in order to feed the populations of their own and other worlds. Of course, although their lifestyle might seem rustic and even quaint to the inhabitants of planets such as Coruscant, there's no denying that ranching can be big business.



The Ranch

By the standards of the rest of Corellia, this location might seem primitive. Even so, it provides suitable lodging to the ranchers, and is a place of comfort and pride for them.

1. Ranch House

This one-story building is weather-beaten but solid; it tends to blend in with the surrounding terrain. The walls are made of greyish pourstone, while the roof is shaped durasteel. Inside the front door is the main room (A), with benches for ranch hands to don or doff their gear and a broad storage cabinet. There are also a table and chairs for meals and downtime. One door leads to the laundry room (B), beyond which is the building's refresher (C). Meals are prepared in the kitchen area (D), while foodstuffs and beverages are stored in the pantry (E). The ranch house has two bedrooms, the master one (F) for the owners, along with a second one for the hands (G). The master bedroom has a large double bed and writing desk, while the ranch hands' bedroom features two double bunks and footlockers for storing personal items.

2. Barn

A broad, fenced-in area almost twenty-five meters on a side serves as a pen for holding the nerfs when they are present here. Additionally, a long, low building contains stalls for sheltering the animals during inclement weather or at times—such as during a birth or when predators are in the vicinity—when necessary.

3. Repulsor garage

A pair of speeder bikes are kept here when they are not needed in the field. There is a workbench along the back wall of the building, and shelves containing tools, spare parts and other items line the two walls.

The Ranchers

Detailed here are the inhabitants of this ranch.

Ramis Olu, Male Rancher (Rival)

Brawn 3 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 3

Soak: 4

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Cool 1, Coordination 1, Core Worlds 1, Discipline 1, Leadership 1, Mechanics 1, Medicine 1, Melee 2, Negotiation 1, Perception 1, Piloting—Planetary 2, Ranged—Light 2, Resilience 2, Stealth 1, Survival 2, Vigilance 2

Talents: Forager, Let's Ride, Quick Strike, Rapid Recovery, Stalker

Abilities: One free rank in each of two non-career skills

Equipment: Heavy clothing, blaster pistol, force pike, comlink

Ramis Olu is a nerf herder born and bred. He hails from a family that's been involved in this business for generations, and thus he has been trained from before he could walk to do this job. Indeed, one could assert that he is Ramis Olu IV, but his family has never stood upon such formality. Nerf herding is all that he has ever known, and he is content to make this living. He considers himself blessed that Dorlah wanted to join him in it, and is even a little afraid that she might one day grow tired of it and leave him behind.

Dorlah Olu, Female Rancher (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 3 Intellect 2 Willpower 3

Soak: 3

Wound Threshold: 12
Strain Threshold: 13
M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Charm 2, Computers 1, Cool 1, Coordination 1, Core Worlds 1, Discipline 1, Lore 1, Mechanics 1, Medicine 1, Melee 1, Negotiation 2, Perception 2, Piloting—Planetary 1, Ranged—Light 1, Resilience 1, Survival 1, Vigilance 1

Talents: Know Somebody, Smooth Talker, Wheel and Deal

Abilities: One free rank in each of two non-career skills

Equipment: Heavy clothing, blaster pistol, comlink, datapad

Dorlah is something of an enigma, a woman who grew up in a wealthy Corellian family but who left behind a pampered life for the simple one of a nerf herder. She had always been enamored with what she'd read about the people who lived on the rugged edge of society and, when a chance encounter in a mag-lev station led to dinner and drinks with Ramis Olu, she pursued the burgeoning romance and followed him back away from the hustle and bustle of the big city. Although many thought that it was a passing fascination for her, Dorlah has shown that she is committed to him and his way of life.

Ranch Hands (Minion)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Soak: 3

Wound Threshold: 4

Strain Threshold: NA

M/R Defense: 0 / 0

Skills: (Group only) Brawl, Melee, Ranged—Light, Survival

Talents: None

Abilities: None

Equipment: Heavy clothing, blaster pistol, force pike, comlink

These rough-and-tumble fellows share a connection to the land, their cattle and each other that make them good at what they do.

Using the Nerf Ranch in an *Edge of the Empire* Campaign

The nerf ranch and the beings who inhabit it can become involved in a campaign in many different ways; a few of the possibilities are detailed here.

- One of the PCs could hail from this ranch and return to it from time to time.
- It could happen that an NPC whom the PCs are sent to apprehend has taken to living on this ranch, and they must deal with the locals in order to complete their job.
- The PCs could be hired to help fight against a band of nerf rustlers that has been preying upon small ranches in the area.
- When one of the ranchers discovers a hidden cache—perhaps one used by smugglers, a local crime boss, agents of the Rebel Alliance, etc.—conflict ensues.
- Hoping to eliminate the competition, an unscrupulous rancher infects his rivals' stock with a wasting disease; the unfortunate afflicted turn to the PCs for help in identifying and curing the malady, along with bringing the responsible party to justice.

Nerf Rustlers

For many beings who live on the edge of civilization, one of the key benefits is that they can live their lives without interference from the powers that be. Of course, a chief drawback of this situation is that, when they do need help from the authorities, it can be difficult to obtain. Such is the case when a band of Shistavanen nerf rustlers begins preying upon outlying ranchers. They strike swiftly, incapacitating those who are standing guard, herding the nerfs aboard their ship, and then flying them to a place where they slaughter and sell the meat. To that end, they use a Ghtroc 720 freighter named the *X* for transport.

Shistavanen Rustlers (Minions)

Brawn 2 Cunning 3 Presence 2
 Agility 3 Intellect 2 Willpower 2

Soak: 4

Wound Threshold: 5 each

Strain Threshold: NA

M/R Defense: 0 / 0

Skills: (Group only) Melee, Pilot—Planetary, Ranged—Heavy, Ranged—Light, Survival

Talents: None

Abilities: Night Vision: Shistavanens remove one setback die imposed by concealment that is caused by darkness; Uncanny Tracker: Shistavanens always treat Survival as being a career skill

Equipment: Padded armor, blaster carbines, force pikes, comlinks, Aratech 57-D speeder bikes

Sen Wral (Rival)

Brawn 3 Cunning 3 Presence 2
 Agility 3 Intellect 2 Willpower 2

Soak: 5

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 2, Coercion 1, Cool 1, Gunnery 1, Mechanics 1, Medicine 1, Melee 2, Negotiation 1, Perception 2, Piloting—Planetary 2, Ranged—Heavy 2, Ranged—Light 2, Resilience 1, Stealth 1, Survival 3, Vigilance 2

Talents: Expert Tracker, Hunter, Outdoorsman, Swift, Tracker

Abilities: Night Vision: Shistavanens remove one setback die imposed by concealment that is caused by darkness; Uncanny Tracker: Shistavanens always treat Survival as being a career skill

Equipment: Padded armor, blaster carbines, force pikes, comlinks, Aratech 57-D speeder bikes

Nerfs

Nerfs are large, quadrupedal herbivores that can be found throughout the galaxy. They are generally docile, but can become violent when trying to escape from a threat. For more information about them, check out <http://starwars.wikia.com/wiki/Nerf>.

Nerf (Minion)

Brawn 4	Cunning 2	Presence 1
Agility 2	Intellect 1	Willpower 1

Soak: 5

Wound Threshold: 14

Strain Threshold: 11

M/R Defense: 0 / 0

Skills (group only): Brawl, Survival, Vigilance

Talents: None

Abilities: Stampede—Rather than standing and fighting individual opponents, frightened nerfs instead charges together as a group, making a single brawl attack as they overrun anyone in their path. This attack has a base damage of six.

Equipment: Hoofs and horns (see above for details)

Imperial Inquisitor Neza Yerg

Many are the servants of Emperor Palpatine. Some, like Darth Vader, stand beside him for all to see, while others, such as Mara Jade, operate in secret. More numerous are those who, while not as individually powerful, work together to pursue the security and stability of the New Order. The Quarren agent known as Neza Yerg is a good example of this; he travels from planet to planet investigating rumors of Force-sensitive beings and their activities, capturing them when possible and eliminating them when necessary.

Neza Yerg, Agent of the Inquisition (Nemesis)

Brawn 3 Cunning 4 Presence 2
Agility 3 Intellect 2 Willpower 3

Soak: 4

Wound Threshold: 14

Strain Threshold: 13

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 2, Coercion 1, Computers 2, Cool 2, Coordination 1, Core Worlds 2, Deception 3, Discipline 2, Education 2, Leadership 1, Lore 3, Mechanics 1, Medicine 2, Melee 3, Negotiation 1, Outer Rim 2, Perception 3, Piloting—Planetary 1, Piloting—Space 1, Ranged—Light 3, Resilience 3, Skulduggery 2, Stealth 2, Streetwise 1, Survival 2, Underworld 1, Vigilance 2, Xenology 1

Talents: Quick Draw, Quick Strike x2, Rapid Reaction, Side Step x2; Control Upgrade, Magnitude Upgrade, Range Upgrade, Sense Basic Power

Abilities: One free rank in Deception or Negotiation; Amphibious: Quarren may breathe underwater without penalty and never suffer movement penalties for traveling through water

Equipment: Armored clothing, heavy blaster pistol, vibrosword, comlink, datapad

If Neza Yerg had been born in a different time, he might have come to the notice of the Jedi Order and begun training as a padawan. Instead, he grew up among the Separatist members of his species, making him an enemy of the Old Republic. In the aftermath of the Clone Wars, Yerg was apprehended by agents of Palpatine's New Order and subjected to intense indoctrination. That was when the Imperials realized he was Force-sensitive, leading to a major change in direction for his life. They convinced him that it was the Jedi who caused the war, and then trained him to help find any beings who might wish to rebuild the Order. For this reason he is zealous in pursuing his cause.

Like many Quarren, Neza Yerg has grey skin and a tentacled face. He wears midnight blue armored clothing, including a billowing cape, and carries a heavy blaster pistol on his hip. He travels aboard a *Lambda*-class shuttle, and is accompanied by a naval officer, Captain Oswald, along with two squads of Naval troopers. Refer to page 403 of the core rulebook to find stats for those characters, and <http://starwars.wikia.com/wiki/Lambda-class_T-4a_shuttle> for a shuttle deck plan.

Using Neza Yerg in an *Edge of the Empire* Campaign

The nerf ranch and the beings who inhabit it can become involved in a campaign in many different ways; a few of the possibilities are detailed here.

- If any of the PCs are Force-sensitive, their activities could attract the attention of this Inquisitor.
- Those characters who are present on Corellia might run into Neza Yerg as he investigates tales of Obah the Neti Jedi and her death, along with the legacy that she has left behind.
- The PCs could also have a run-in with him if they have business with Mina Trevill or Emiss the Drall.

Public Displays of the Force

In the time of the Galactic Civil War, the New Order is monitoring beings who show aptitude for using the Force and cracking down on ones who are deemed to be a threat. In a roleplaying campaign, however, it can sometimes be difficult to quantify just how much attention a Force-using character will draw. For that reason, it can be good to use a system similar to the one use for tracking rank in the *Age of Rebellion* game. Each time the character in question uses the Force in a way that would draw attention and lead by word of mouth or other means back to the Empire, that character gains one point of notoriety.

Score / Effect

0-1 / Virtually unknown as a Force-user

2-4 / Known on a particular planet as a Force-user

5-8 / Known in that system as a Force-user

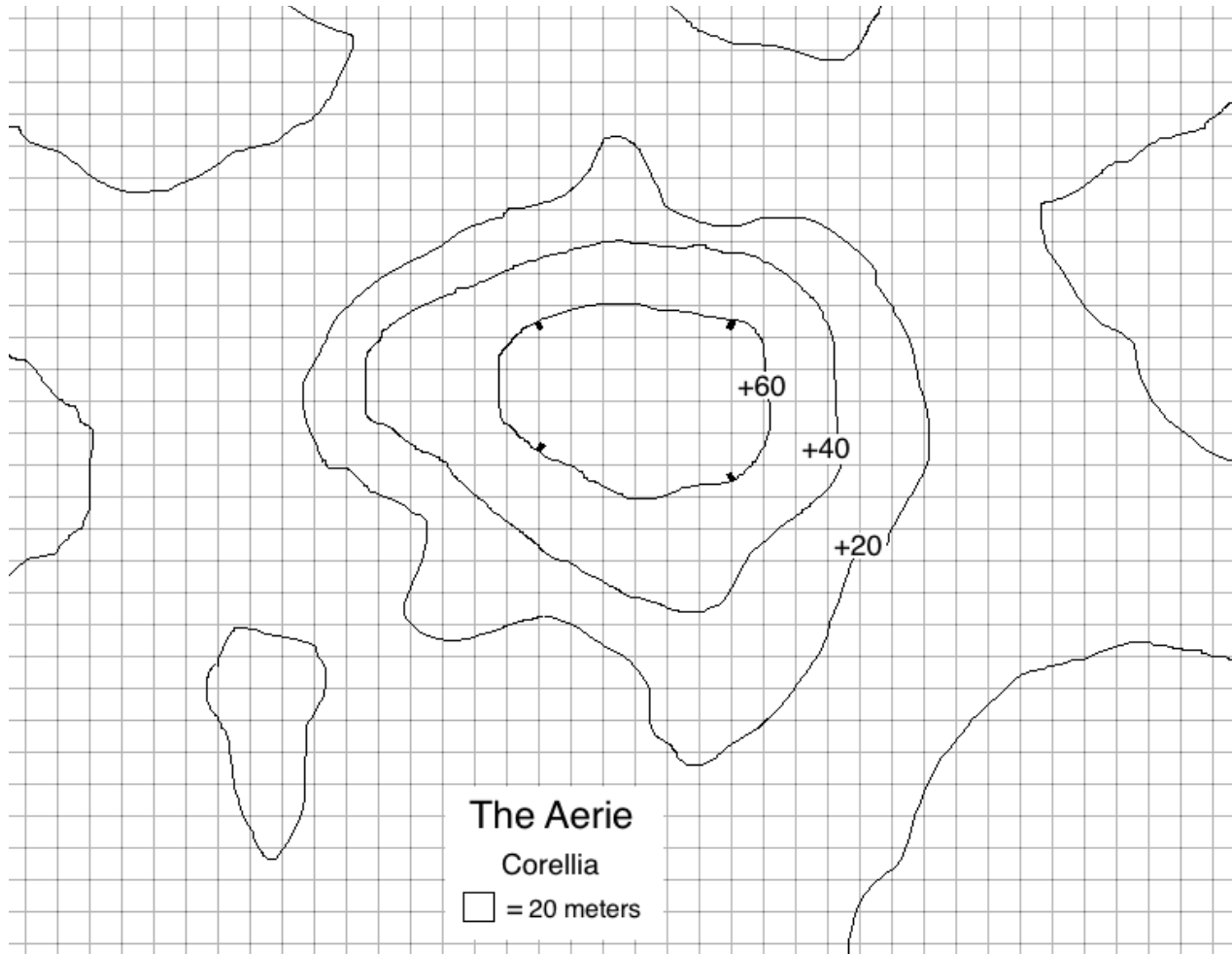
9-13 / Known throughout the sector as a Force-user

14+ / Known across the galaxy as a Force-user

In this way, the GM has guidelines for how recognizable a character is, and can assign appropriate penalties (such as setback dice on checks for concealing one's identity) or even have groups of bounty hunters or an Imperial Inquisitor come looking for that individual.

The Aerie

The Rebel Alliance is always in search of new places to build a base of operations, especially since being forced to flee its facility on Yavin IV. One such location is this one, nestled amidst the Nomad Mountains of northern Corellia. Known as the Aerie, it is a crude facility but a functional one. Here the agents of the Alliance deliver much-needed cargo, plan their resistance efforts, and embark on important missions.

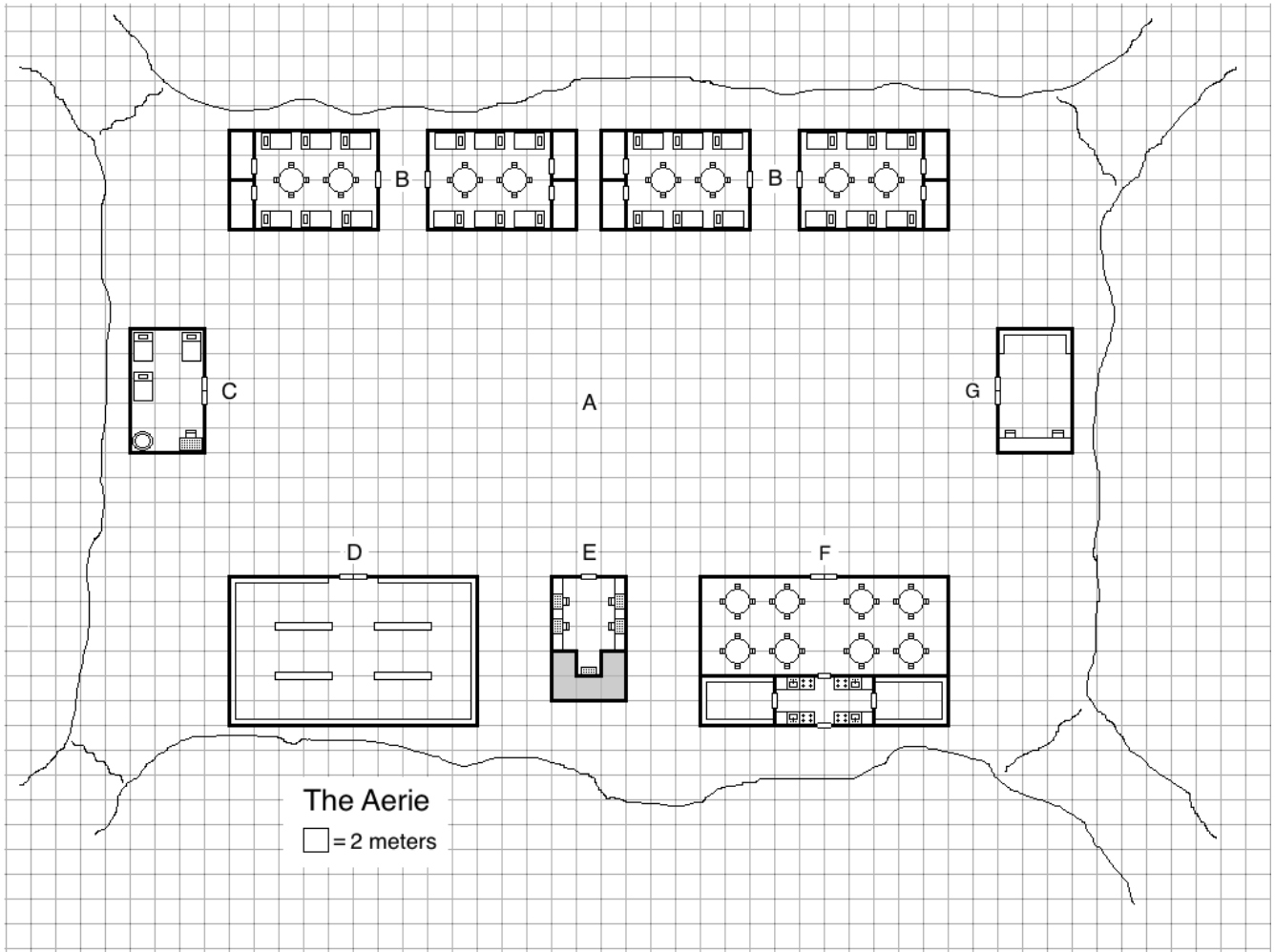


The Grand Tour

The Aerie consists of a large cavern hollowed out of a mountain peak. Surrounding it are a number of plateaus that serve as landing pads, ones where Rebel ships are covered with camouflaged and sensor-baffling tarps. Given the northern latitude of the area, there is generally a dusting of snow on the ground. From the landing pads, tunnels lead into the main cavern. Refer to the appropriate map for the following area descriptions.

A. Main Chamber

This chamber, partially natural and partially hollowed out by Rebel builders, has a ceiling ten meters high; it is roughly fifty meters wide and seventy long. Four tunnels lead out of it to different entry points, including caves for parking speeder bikes or airspeeders, along with Eleem's great ibbot (see below).



B. Barracks

There are four of these prefabricated buildings in the Aerie. One is used exclusively by the Selonian guards, while two of the others hold the rest of the base's personnel. The fourth is generally kept open for large groups of visitors.

C. Infirmary

Doctor Quay-Din Freel has set up shop here. There are three medical beds that can be moved around, along with a computer workstation. The doctor's pride and joy, however, is a bacta tank in one corner of the room.

D. Warehouse

This large building is filled with shelving units that hold all manner of supplies—reserve equipment and foodstuffs for the Aerie itself, along with cargo and other goods that are being held here before shipment to other centers of Rebel activity.

E. Comm Center

In addition to housing the generator that provides power for the Aerie, this small structure boasts the communications hub for the base. The system is linked to sensor arrays concealed on the outside of the

mountain.

F. Mess Hall

Meals are, of course, prepared and served here; it also serves as a place to hang out for personnel who have downtime. To that end, one can usually find games such as trin sticks or sabacc being played, the occasional arm wrestling match, and that sort of thing.

G. Workshop

Fing Tooso is in charge of this location. One side of the building is given over to shelving that holds all manner of spare parts, while the other is dominated by a work bench. There are always two or three projects, in various states of disassembly and repair, to be found here.

Personnel

Detailed here are a few of the characters to be found in the Aerie. Given that agents of the Alliance are always coming and going from this location, there are always a variety of others on a short-term basis.

Commander Keero Fent (Nemesis)

Brawn 3 Cunning 2 Presence 4
Agility 3 Intellect 2 Willpower 3

Soak: 4

Wound Threshold: 15

Strain Threshold: 13

M/R Defense: 1 / 1

Skills: Athletics 2, Brawl 2, Coercion 1, Computers 1, Cool 2, Coordination 1, Discipline 2, Gunnery 1, Leadership 3, Mechanics 1, Medicine 1, Melee 2, Negotiation 1, Perception 2, Piloting—Planetary 1, Ranged—Heavy 2, Ranged—Light 2, Resilience 1, Stealth 1, Survival 2, Vigilance 2

Talents: Command, Confidence, Field Commander, Improved Field Commander, Second Wind

Abilities: One free rank in Ranged—Heavy or Stealth.

Equipment: Armored clothing, blaster pistol, blaster rifle, comlink

Keero Fent is a very serious being. The Dresselian takes his job as commander of the Aerie to heart, ensuring that the beings who operate from it do their jobs smoothly and by the numbers. Some might accuse him of being too stiff, but his no-nonsense approach makes for an efficiently run base. He has been involved in fighting the Empire ever since it invaded his homeworld years ago. His lighter side comes out when he has a chance to train new recruits, and on rare occasions when he joins the rest of the staff for downtime in the mess.

Lieutenant Fing Tooso, Chadra-Fan Mechanic (Rival)

Brawn 1 Cunning 2 Presence 2
Agility 3 Intellect 3 Willpower 2

Soak: 2
Wound Threshold: 13
Strain Threshold: 13
M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 2, Education 2, Gunnery 1, Mechanics 3, Medicine 1, Negotiation 1, Perception 2, Piloting—Planetary 1, Piloting—Space 1, Ranged—Heavy 1, Ranged—Light 1, Skulduggery 1, Stealth 1, Vigilance 1

Talents: Bad Motivator, Enduring, Fine Tuning, Gearhead, Grit, Solid Repairs, Toughened

Abilities: One free rank in Mechanics; Night Vision: Chadra-Fan may remove a setback die imposed by concealment due to darkness.

Equipment: Coveralls, toolkit, light blaster pistol, comlink, datapad

Fing Tooso is a consummate tinkerer. She loves nothing more than breaking down a new device, diagnosing what is wrong with it (or how it could be improved), and then reassembling it. To that end she loves working for the Alliance, since agents are constantly bringing her damaged equipment or vehicles. Working with limited supplies only makes it more fun.

Captain Quay-Din Freel, Cerean Doctor (Type)

Brawn 2 Cunning 2 Presence 2
Agility 3 Intellect 4 Willpower 2

Soak: 2
Wound Threshold: 12
Strain Threshold: 13
M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Computers 2, Cool 3, Coordination 1, Core Worlds 1, Discipline 2, Education 3, Medicine 3, Outer Rim 1, Perception 2, Ranged—Light 1, Resilience 1, Survival 1, Vigilance 1, Xenology 2

Talents: Bacta Specialist, Grit, Natural Doctor, Resolve, Stim Application, Surgeon

Abilities: Free rank in Perception or Vigilance; Binary Mind: Cereans receive a boost die to any Cool or Vigilance checks when rolling to determine initiative at the start of combat.

Equipment: Clothing, datapad, comlink, blaster pistol, medpac, two stimpacks

Quay-Din Freel is the Aerie's doctor, and a very good one at that. She could be working in any hospital throughout the Core Worlds, and would be living a much more comfortable life than she does here. She has seen the callous ways of the Empire, however, and has vowed to use her skills for helping others throw off the yoke of oppression. Although she is generally one who prefers to listen rather than speak,

she can take action swiftly when the situation demands it.

Corporal Eleem, Drall Wingrider (Rival)

Brawn 2 Cunning 3 Presence 2
Agility 2 Intellect 3 Willpower 2

Soak: 2

Wound Threshold: 10

Strain Threshold: 14

M/R Defense: 0 / 0

Skills: Athletics 1, Cool 1, Coordination 1, Discipline 1, Lore 2, Medicine 1, Melee 2, Perception 2, Piloting—Planetary 1, Ranged—Heavy 1, Ranged—Light 2, Resilience 1, Stealth 1, Survival 2, Vigilance 2

Talents: Let's Ride, Rapid Recovery

Abilities: Free rank in Education; add a boost die to checks when providing skilled assistance.

Equipment: H-7 “Equalizer” blaster pistol, utility belt, SKZ sporting blaster, comlink

Eleem is a Drall Wingrider, and one who was raised under the influence of an uncle, Emiss, who told him stories of the Jedi Knights and how they served the beings of the galaxy before the Clone Wars. That is why Eleem has joined up with the Rebellion, hoping to emulate his long-vanquished heroes. He uses his training as a Wingrider to serve as a courier and scout for the Aerie, soaring through the skies on his great ibbot mount. (Refer to page 28 of the *Suns of Fortune* sourcebook to find more information about great ibbots and Wingriders.)

Sergeant Siodu Krell, Selonian Security Guards (Rival)

Brawn 3 Cunning 1 Presence 1
Agility 3 Intellect 2 Willpower 3

Soak: 3

Wound Threshold: 14

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 2, Cool 2, Coordination 1, Discipline 2, Melee 3, Perception 1, Ranged—Light 1, Resilience 2, Stealth 1, Survival 1, Vigilance 2

Talents: Frenzied Attack, Heroic Fortitude, Knockdown, Lethal Blows, Toughened

Abilities: Free rank in Coordination; remove all setback dice added to checks due to near darkness; may use tail as a Brawl weapon.

Equipment: Utility belt, Selonian glaive, blaster pistol, comlink

Siodu Krell is a black-furred Selonian and the head of security for the Aerie. Indeed, she sees her Rebel allies as being an extension of her den, since they are fighting to keep the Empire from spreading its influence throughout the Corellian system. Her sense of honor is deep and compelling, a quality that Keero Fent greatly appreciates in a subordinate.

Selonian Security Guards (Minions)

Brawn 2 Cunning 1 Presence 1
Agility 3 Intellect 2 Willpower 3

Soak: 2

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: (Group only) Brawl, Perception, Ranged—Light, Vigilance

Talents: None

Abilities: Free rank in Coordination; remove all setback dice added to checks due to near darkness; may use tail as a Brawl weapon.

Equipment: Utility belt, Selonian glaive, blaster pistol, comlink

These Selonians serve Lieutenant Krell with utter loyalty.

Using the Aerie in an *Edge of the Empire* Campaign

The Aerie and the Rebels who operate from it can become involved in a campaign in many different ways; a few of the possibilities are detailed here.

- PCs who wish to serve the Rebel Alliance could, after being vetted, find themselves stationed here, either during downtime between missions or as part of the regular staff.
- The Aerie always needs skilled pilots for delivering cargoes into hotzones, and discreet operatives for undercover assignments.
- If it were ever discovered, of course, the Aerie could find itself suffering a concerted Imperial attack.

The Hero Worshipper

There's an old saying: "Those who can, do; those who can't, teach." That's not at all accurate. In this case, one of the PCs makes a strong impression on a young Human from Xyquine II names Soren Tavik. This sub-adult has left his homeworld looking for adventure, as is frequently the case among his people, and finds it when he happens to be present during a display of prowess by one of the PCs. He is awe-stricken by that character, and begins following him/her/it around in the hope of learning all that he can.

Soren Tavik (Rival—sort of)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Astrogation 1, Computers 1, Cool 1, Core Worlds 1, Gunnery 1, Lore 1, Mechanics 1, Outer Rim 1, Perception 1, Piloting—Planetary 1, Piloting—Space 2, Ranged—Light 1, Vigilance 1

Talents: Let's Ride, Skilled Jockey

Abilities: One free rank in each of two skills

Equipment: Jumpsuit, blaster pistol, comlink, 500 credits

Soren Tavik is a dissatisfied youth searching to find an outlet for his frustrations. He finds life on his homeworld, Xyquine II, to be prosaic, and knows that the Empire is taking advantage of its power. Even so, he lacks a sense of direction in life. That is why he has taken to traveling around the Corellian Sector, seeking inspiration. He is an impressionable young fellow, and one ready to throw himself into a course of life if only he can find it.

Using the Hero Worshipper in an *Edge of the Empire* Campaign

This impressionable sub-adult can become involved in a campaign in many different ways; a few of the possibilities are detailed here.

- Once Soren becomes awe-stricken by one of the PCs, he tries to follow that character around to all places and gain from his/her wisdom. This kind of fawning could be a chance to tell stories of exciting achievements, or it might become tedious; the latter is especially the case if the PCs run into trouble and the character in question has to watch out for Soren.
- If the PCs are agents of the Rebel Alliance, they could recruit Soren as an operative.
- There's always the chance that the PC in question tries to let down Soren, and thus perhaps to send him back to an ordinary life on his home planet.

Rebel Mission: Out of Harm's Way

A previous post presented the Rebel outpost known as The Aerie. Detailed here is the first in a series of short scenarios involving missions for the Rebel Alliance. The GM could use these with groups of heroes loyal to the Alliance, or with fringer characters who are willing to work for the Rebels.

Mission Parameters

Captain Gayen Tivis is an important agent of the Imperial Internal Security Bureau. Recently he has begun to question the motivation of Palpatine's New Order, to the extent that he wants to defect to the Rebel Alliance. His problem is that the ISB keeps a team of minders watching over his daughter, Cheltra, in essence using her as a bargaining chip to ensure Gayen's continued loyal service. That's why he needs the help of a few good Rebels.

In theory, this mission is a simple one. The PCs must make contact with Cheltra and share their plan with her. Then, when the time is right, they need to separate her from her Imperial minders and take her into custody. Once they've done so, Gayen Tivis is free to defect, bringing with himself lots of valuable information.

Events

These are a few suggestions for events that might occur during this mission.

1. Contacting Cheltra

The PCs can find Cheltra at a suitably lively, public location such as the Paradise Lounge, detailed in a previous post. Since she's accompanied by ISB Agent Korm Tenek, however, it's important that they are discreet about communicating with her. Options here could include asking her to dance, or perhaps drugging Tenek. It's also important to note that Cheltra doesn't know she's being escorted by ISB agents; she thinks Tenek and the others are friends from her school on Brentaal.

2. Making an Exit

Once the time is right, the PCs can make their moves. It's important that at least one character secures Cheltra, while others probably need to deal with Tenek and his officers. This could even involve staging a diversion, perhaps sending some of the PCs in one direction while the others take Cheltra to safety a different way.

3. Finding Safe Haven

If the PCs do manage to extract Cheltra from Imperial custody, they can take her to a prearranged location. There she can transmit a message to her father, assuring him of her safety, so that he can take his next steps.

ISB Captain Gayen Tivis (Rival)

Brawn 3	Cunning 3	Presence 4
Agility 3	Intellect 2	Willpower 3

Soak: 3

Wound Threshold: 13

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 3, Charm 3, Computers 2, Cool 3, Coordination 2, Core Worlds 2, Deception 3, Discipline 2, Education 1, Gunnery 1, Mechanics 2, Medicine 2, Melee 3, Negotiation 1, Outer Rim 1, Perception 3, Piloting—Planetary 2, Piloting—Space 2, Ranged—Heavy 2, Ranged—Light 3, Resilience 2, Skulduggery 3, Stealth 3, Streetwise 1, Survival 1, Underworld 1, Vigilance 3, Xenology 1

Talents: Bypass Security, Dodge, Grit x2, Hidden Storage, Rapid Reaction, Stalker

Abilities: One rank in each of two skills

Equipment: Blaster pistol, datapad, comlink; other gear as assigned for missions

Gayen Tivis is one of the most experienced agents of the Imperial Internal Security Bureau; as such, he's seen a lot of things. At first, he saw the New Order as a force for peace and security in the galaxy. More recently, however, the things he's been seeing have made it clear that the ISB is corrupt, just a means of ensuring that self-serving Imperials can protect their own interests. That's why he wants to defect to the Alliance. Although in his mid-forties, Gayen is still fit and charming. His dark hair has a little bit of gray in it, but this just adds a sense of dignity to his appearance (and he can always color it if he needs to go undercover).

Cheltra Tivis (Rival)

Brawn 2	Cunning 2	Presence 3
Agility 3	Intellect 3	Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Charm 2, Computers 1, Cool 1, Coordination 2, Core Worlds 1, Deception 1, Education 2, Lore 1, Mechanics 1, Negotiation 1, Outer Rim 1, Perception 2, Piloting—Planetary 1, Ranged—Light 1, Stealth 1, Vigilance 1

Talents: Know Somebody, Smooth Talker, Wheel and Deal

Abilities: One rank in each of two skills

Equipment: Datapad, comlink

Cheltra Tivis is, as far as she knows, the daughter of a wealthy Brentaal merchant who is often called away on business. That's why she spends so much time in the company of her friends, including Korm Tenek, studying when she has to, and traveling when she can. If she were to learn the truth—first, that her father is a spy; and second, that he's planning to join the Rebel Alliance—it would be a lot for her to process. If she can be convinced that it is the right thing to do, however, she might also decide to take up the cause. Cheltra is an attractive young woman, with dark hair like her father.

Korm Tenek (Rival)

Brawn 3 Cunning 3 Presence 3
Agility 3 Intellect 2 Willpower 2

Soak: 4

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 3, Charm 1, Coercion 2, Computers 1, Cool 2, Core Worlds 1, Deception 1, Discipline 2, Education 1, Gunnery 2, Leadership 1, Mechanics 1, Medicine 1, Melee 3, Negotiation 1, Outer Rim 1, Perception 3, Piloting—Planetary 2, Piloting—Space 2, Ranged—Heavy 3, Ranged—Light 3, Resilience 2, Skulduggery 2, Stealth 2, Streetwise 1, Survival 2, Underworld 1, Vigilance 2

Talents: Dodge, Jump Up, Lethal Blows, Precise Aim, Quick Draw, Quick Strike, Stalker, Targeted Blow

Abilities: One rank in each of two skills

Equipment: Heavy clothing, heavy blaster pistol, comlink, datapad,

Korm Tenek is an assassin, pure and simple. He takes his orders from higher-ups in the ISB and obeys them without hesitation. Although he can be clever when he needs to be, his sense of superiority—especially when dealing non-humans—sometimes makes him reckless. He is tenacious, however, and anyone who crosses him makes an enemy for life.

ISB Agents (Minions)--Use the stats for Planetary Defense Force Troopers from page 405 of the Core Rulebook.

Unusual Species: The Ugor

GM's who are looking to bring new alien species into their *Edge of the Empire* campaigns can't do better than the Unofficial Species Menagerie from the Gamer Security Alliance. Even so, in a galaxy as far-reaching as that of *Star Wars*, no sourcebook can be complete. With that in mind, presented here is the first set of stats for an unusual alien species: the Ugor.

Ugors

Ugors are single-celled, intelligent aliens. As such, their bodies can change shape and, to a limited extent, structure, depending on the tasks with which they must deal. Although they have no particular "normal" shape, those who venture into the greater galaxy often wear environmental suits that give them a roughly humanoid form.

Physiology: Ugors, as single-celled beings, can extrude as many as thirty pseudopods for performing various tasks. The functions of these extrusions, along with all other activities in their cells, are controlled by their powerful brain-like nuclei.

Society: Ugors are obsessed with garbage. This leads many of them to engage in salvage work, an enterprise for which they hold an exclusive contract with the Empire. It also brings them into conflict with other scavenging-oriented beings such as the Squibs, with whom they feud.

Homeworld: Although it is known as the Paradise System, that name is a definite misnomer. That is because the planet itself is a wasteland of pollution and garbage. Resilient as they are, however, the Ugors have evolved to live off of refuse, both by eating garbage and by turning salvage into a profitable way of life.

Language: Ugors speak their own language, Ugor; most can also manifest the appropriate pseudopods with which to speak other languages, although their pronunciations are frequently highly accented.

Life on the Fringe: The Ugor obsession with junk often leads them into salvage businesses, something for which they have many opportunities throughout the fringe. They are also known to enjoy extremely complicated bargaining, rivaling even the Squibs with the intricate deals that they will concoct. Given their unusual forms and dedication to their way of life, they do not usually band together with other beings.

Species Abilities*

Brawn 2 Agility 2 Intellect 2
Cunning 2 Willpower 2 Presence 2

*See below for special rules concerning Ugor's abilities.

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 50

Special: Adaptable: Ugors receive two boost dice whenever they are required to squeeze through a narrow space. With a maneuver, Ugors can shift a point from one ability score to another. This reflects their ability to extrude the right pseudopods for a particular job.

For more information about Ugors, check out the relevant article on Wookieepedia.

<http://starwars.wikia.com/wiki/Ugorian>

Ma'char'ba the Ugor and His Scavengers

For many beings, all Ugors tend to look the same. Taking that notion a step further, many beings also assume that all Ugors *think* the same. While most Squibs, at least, would agree, this cannot be said of the Ugor known as Ma'char'ba. While he is just as obsessed with salvage as others of his species, he has come to value something else nearly as much: information.

Once during a salvage operation involving a wrecked spacecraft, Ma'char'ba discovered that a blaster pistol concealed a datachip. The chip, in turn, held information about a secret Rebel mission in the Corellian Sector. Recognizing an opportunity to curry Imperial favor, he contacted a local bureaucrat and delivered the goods. In doing so, he also realized what the focus of his operation would be. Now he employs a crew of Ugor scavengers, along with a hotshot Human pilot and a gifted Givin technician. Together they seek out space junk and strip it of any useful material, especially data that could be of value to others.

Ma'char'ba (Rival)

Brawn 2* Cunning 2* Presence 2*
Agility 2* Intellect 2* Willpower 2*

Soak: 3

Wound Threshold: 14

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 1, Brawl 1, Computers 1, Cool 1, Core Worlds 2, Discipline 1, Education 1, Gunnery 1, Mechanics 3, Medicine 1, Melee 2, Negotiation 3, Outer Rim 2, Perception 3, Piloting—Planetary 1, Piloting—Space 1, Ranged—Light 1, Resilience 2, Skulduggery 1, Stealth 1, Survival 2, Vigilance 2, Xenology 1

Talents: Durable, Hard Headed, Resolve, Toughened

Abilities: Adaptable: Ugors receive two boost dice whenever they are required to squeeze through a narrow space. With a maneuver, Ugors can shift a point from one ability score to another. This reflects their ability to extrude the right pseudopods for a particular job.

Equipment: Heavy clothing, blaster pistol, comlink, datapad, electronic tool kit, mechanical tool kit

Ma'char'ba looks like an amorphous blob when not wearing its special spacesuit—a situation that does not often occur. Most of the time this Ugor extrudes a couple of visual apparatuses, along with limbs resembling arms and legs, so as to seem more “normal” to other beings. It can shift its shape to suit the needs of a situation, however, as detailed above. Despite its simplistic form, Ma'char'ba has a cunning mind, especially when it comes to buying and selling items of value.

Golthani Ru (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 3 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Astrogation 1, Athletics 1, Brawl 1, Computers 1, Cool 2, Coordination 2, Core Worlds 1, Gunnery 2, Lore 1, Mechanics 2, Medicine 1, Melee 1, Outer Rim 1, Perception 2, Piloting—Planetary 2, Piloting—Space 3, Ranged—Heavy 1, Ranged—Light 2, Resilience 1, Skulduggery 1, Stealth 1, Survival 1, Vigilance 1

Talents: Full Throttle, Grit, Improved Full Throttle, Rapid Reaction, Skilled Jockey

Abilities: One free rank in each of two skills

Equipment: Flightsuit, blaster pistol, comlink, datapad

Known as “Golly” to those who are close to her—and there aren't many who can make such a claim—Golthani Ru is a skilled pilot, as befits a native Corellian. While she longs for more adventure in her life, she is happy for now to be working as Ma'char'ba's personal pilot. When she has a chance to do so, she likes to test her abilities by weaving in and out of asteroids and performing other such stunts. One day she hopes to have her own ship, something small, fast and sleek. Until then, she tolerates her unusual boss and coworkers. Golly is a good-looking young woman with black hair, brown eyes and a dark complexion.

Yoon the Givin (Rival)

Brawn 1	Cunning 2	Presence 2
Agility 2	Intellect 3	Willpower 2

Soak: 1

Wound Threshold: 13

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Astrogation 3, Computers 4, Core Worlds 2, Education 3, Lore 2, Mechanics 2, Outer Rim 2, Perception 3, Piloting—Planetary 1, Piloting—Space 2, Resilience 2, Vigilance 1, Xenology 2

Talents: Bypass Security, Codebreaker, Defensive Slicing, Natural Programmer, Technical Aptitude

Abilities: Givins begin the game with one free rank in Knowledge (Education). They still may not train Knowledge (Education) above Rank 2 during character creation. They also start with one rank in the Researcher talent. Sealed Exoskeleton: Givens are immune to the effects of vacuum or suffocation.

Equipment: Clothing, datapad, comlink, slicer gear

As a Givin, Yoon's appearance—rather like a looming skeleton—is disconcerting to many beings. His personality doesn't compensate for that much. He is a tried and true dataphile, and as such loves to

discuss the minutiae of computers and slicing. Because of his abilities, his coworkers respect him, and he believes that Golly is enamored with him. That is not the case. For Yoon it is not so much about the profit, but rather the chance to prove himself against other beings' efforts.

Ugor Workers (Minions)

Brawn 2* Cunning 2* Presence 2*
Agility 2* Intellect 2* Willpower 2*

Soak: 3

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills (Group only): Athletics, Brawl, Mechanics, Melee, Perception

Talents: None

Abilities: Adaptable: Ugors receive two boost dice whenever they are required to squeeze through a narrow space. With a maneuver, Ugors can shift a point from one ability score to another. This reflects their ability to extrude the right pseudopods for a particular job.

Equipment: Heavy clothing, mechanical toolkits, truncheons

These Ugors are driven by the accumulation of valuable materiel; for them it is akin to a religious experience, with Ma'char'ba as their leader. They talk about work even when they are not working, and they can be tenacious when it comes to defending what is theirs.

The Opportunity

Ma'char'ba and his associates operate out of a Barloz medium freighter known as the *Opportunity*. It is a pretty standard vessel; Golly flies it, while Yoon, Ma'char'ba and the other Ugors work out of the back. The cargo bay and machine shop are, of course, filled with junk. For more details about the Barloz, check out <<http://starwars.wikia.com/wiki/Barloz>>.

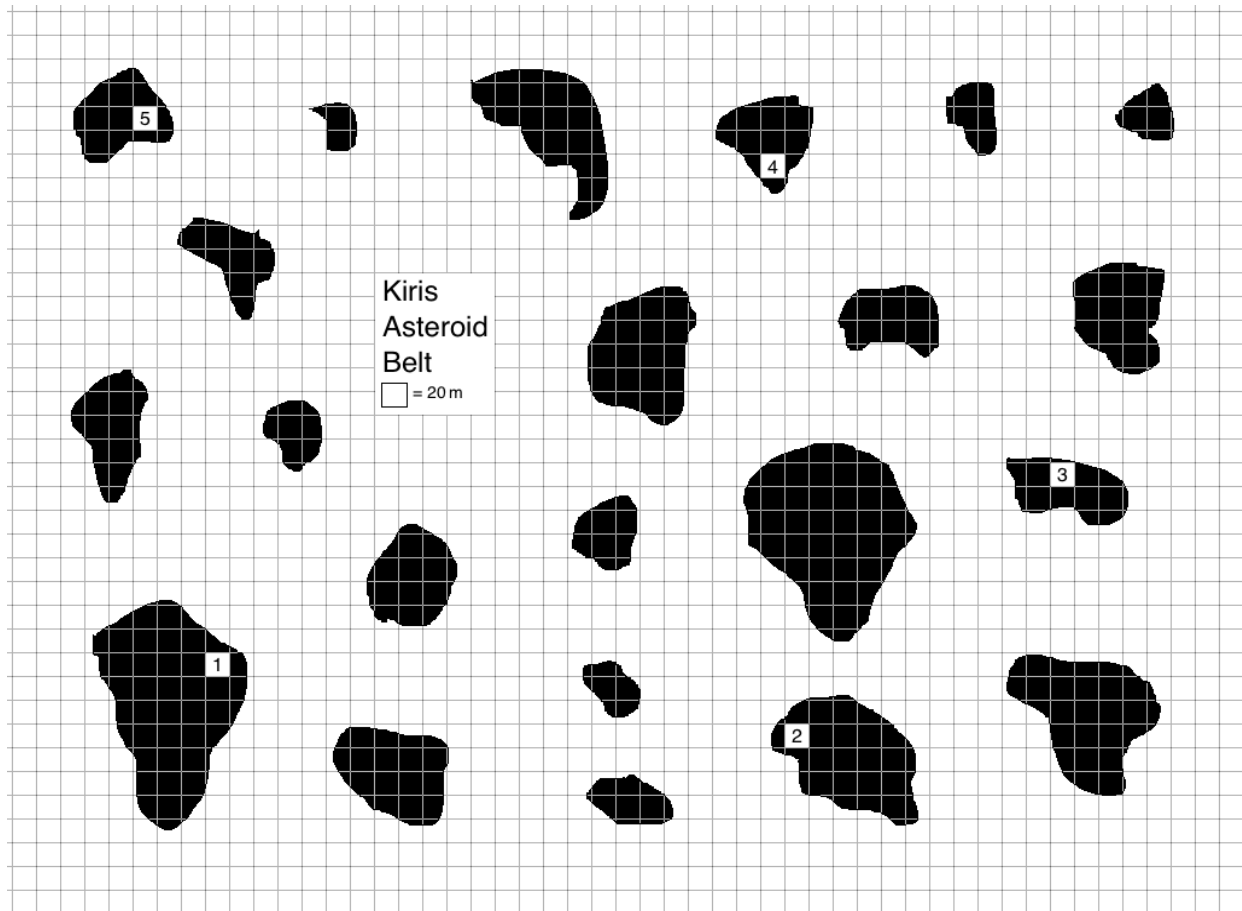
Using Ma'char'ba in an *Edge of the Empire* Campaign

This Ugor and his salvage operation can become involved in a campaign in many different ways; a few of the possibilities are detailed here.

- After a starship is destroyed in an asteroid collision, someone hires the PCs to go and salvage what they can. At the same time, Ma'char'ba learns of it, and so it's a race to see who can claim the goods first.
- If the Ugor found information that was damaging to an influential being, that individual could hire the PCs to recover or destroy it.
- A dashing pilot hero could become a romantic interest for Golly, who might then begin to question her loyalty to Ma'char'ba.

The Kiris Asteroid Run

For hotshot Coreellian pilots, there are few obstacles that provide a better chance to showcase their skills than an asteroid belt. In this case, space jockeys from around the sector gather once a year to test themselves against the drifting rocks of the Kiris Belt. Some are independent pilots looking to demonstrate their abilities, while others are employed by local crime bosses and similar individuals



who vie for bragging rights by showing off the talents of their underlings. Whatever the case, all who undertake the challenge of the Kiris Belt face a considerable challenge.

Navigating the Belt

At the start of a race, five subspace beacons are activated throughout the belt; they form the course that pilots must navigate. While it is entirely possible to make it through the twisting mass of rocks at a slow, steady pace with relatively little danger, one who does so isn't likely to win. To represent the speed and maneuvering with which each pilot handles the course, that character must decide on the difficulty of each pass attempted. Higher difficulties reflect moving at a higher speed, flying closer to the asteroids, and the like. A successful Piloting—Space check at that difficulty means the character scores the appropriate point value, as listed on the table below. Failure, on the other hand, means that the character scores no points for that attempt, and that a collision occurs.

In the end, the winner is the character who is able to navigate the belt most quickly—that is, with the highest point total, representing the fastest speed and most delicate maneuvering.

Difficulty / Points

Easy / 1

Average / 2

Hard / 3

Daunting / 4

Formidable / 5

Collisions

In the event that a competitor hits an asteroid, resolve the resulting damage as usual for collisions. The impact is treated as a minor collision, causing a critical hit but reduced by the ship's defense multiplied by ten. Should the failed check also generate despair, it is treated as a major collision, and thus the critical hit result is only reduced by the ship's defense multiplied by five. Refer to the sidebar on page 242 of the core rulebook for more details. These results are cumulative, of course, so multiple impacts result in an escalating amount of damage.

Involving Other Characters

As long as the PCs are operating a freighter, other characters can become involved in the action. Refer to the table on page 237 of the core rulebook for suggestions, especially the Plot Course, Copilot and Manual Repairs actions.

Other Hazards

Detailed here are some of the other hazards that could crop up during a race. They could be added as a result of threat generated by Piloting checks, or just to keep things lively.

- A flock of mynocks is attracted to the party's ship; they reduce the ship's handling by one until someone manages to remove them.
- A big asteroid happens to conceal a little one, adding a setback die to the next Piloting check attempted.
- As the result of someone else's collision, an asteroid is sent tumbling into the path of another ship, adding a setback die to the next Piloting attempt.

Using the Kiris Run in an *Edge of the Empire* Campaign

The Kiris run can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- As mentioned above, crime bosses sometimes stage competitions here to show off the abilities of the pilots in their employ. Should the PCs owe obligation to one such (perhaps Tebora the Muun or Slarr the Hutt), they could be pressed into competing.
- The Kiris Run also provides a great opportunity for making some side bets, especially if the PCs do a good job of promoting themselves.
- This is a good chance to introduce NPC pilots, such as Seng Windrunner, Golthani Ru or Captain Odnah.
- Not every being likes to play fair. A hotheaded young Corellian facing the PCs might decide to cheat, such as by sabotaging a system on the PCs vessel; treat the ensuing malfunction as a critical hit generated on the appropriate table from page 244 of the core rulebook.
- In the event that a bad collision occurs, the PCs might find themselves staging a daring rescue of crew and passengers aboard a ship with a breached hull, racing against time before those

aboard it are killed.

Using Salvage Operations in an *Edge of the Empire* Campaign

Salvage operations can be a good opportunity for cash-poor characters to make improves on their ship. To do so, they might follow these steps:

1. The PCs decide what kind of improvement they'd like to make, such as increasing the amount of armor on the ship's hull.
2. The characters work through a contact to find an appropriate wreck, make an appropriate Streetwise check (with the difficulty set by the GM), or something similar.
3. Reaching the wreck and attaining a position from which to explore it requires a Piloting—Planetary effort, again with the difficulty determined by the GM.
4. The wreck itself could contain any number of hazards, such as mynock, risks of explosive depressurization or electric shock, a deranged security droid, or the like.
5. Once they've explored the wreck, the PCs must make two Mechanics checks, one to remove the desired item and another to install it on their own vessel.

Even if they've succeeded, there could be other dangers. A computer component might contain a lingering malicious program, someone might recognize material on the party's ship and take exception to their possession of it, pirates might show up and try to steal the prize, an Imperial patrol might make an appearance and demand to see the appropriate authorizations, or the like. Finally, an undelivered message or some other kind of clue aboard the wreck—perhaps even someone who has miraculously survived the wreck—could provide a plot hook to a tangentially related adventure.

The Tournament

In a push to make their casino the premiere gambling destination in the Corellian Sector, the Natoli brothers (detailed previously) are hosting a sabacc tournament. To that end, they have put out an open invitation, at the cost of 4000 credits per player, for anyone who is interested in competing. That means there's a top prize of 100,000 credits, enough to make any being wonder about the possibilities of winning it all.

For this event, refer to the article “Natoli's Nightclub and Casino” to find stats for the staff who are on hand, along with suggestions for some more encounters that might occur.

Involving the PCs

There are all kinds of ways in which the PCs might become involved in this tournament; a few of the possibilities are detailed here.

- Needless to say, one or more of the characters could raise the 4000 credit stake and compete in the tournament.
- Alternately, the PCs could be hired as escorts, bodyguards or other members of a gambler's entourage, as insurance against any possible shenanigans.
- If the PCs are agents of the Rebel Alliance, they could be sent to compete against a corrupt Imperial bureaucrat who has embezzled and lost money and now needs to win in order to clear those debts. In this case, winning (or making sure that the Imperial loses) could be turned into pressure to gain cooperation from someone inside the Empire.
- In a twist on the past option, the PCs could be sent by a crime boss to whom the gambler owes a debt, in order to make sure that the debtor doesn't abscond with any winnings in hopes of avoiding payment.
- The PCs could also be desperate types who plan on robbing the casino.
- On the other hand, the PCs could be hired by the Natoli brothers to make sure that nothing happens to disrupt the tournament.

Introductions

When the PCs first arrive at the casino, they are asked to check any weapons they're carrying at the door, to be kept in a locked storage unit. If they wish to conceal an item, use the rules on page 153 of the core rulebook for doing so. As characters are arriving, CorSec agent Ralen Estiz himself is stationed at the door, along with two of his assisting agents. Should any of the PCs be trying to hide their own identities, Estiz also makes a Perception check opposed to the Deception effort of each character who is doing so. Finally, the peacekeeper accepts the entry fee from anyone who wishes to compete, placing it into a metal briefcase that is bound with binders to his own wrist.

Once they're inside the casino, the PCs have a chance to mix and mingle with the other characters who are present. The GM can use this opportunity to introduce members of the competition, along with others who are present and who might have an impact on the proceedings. Through snippets of roleplaying and perhaps some relevant skill checks, the PCs can start to gain a feel for the others and thus to develop suspicions or intentions accordingly.

A Blast from the Past?

This is also a good chance for the GM to bring back a character who shares a history with one or more of the PCs. This could be a low-level crime boss whom they offended, an old romantic flame, or someone similar. Such a run-in is pure coincidence, but adds more tension to this event—especially so if the PCs are trying to keep a low profile or otherwise conceal their identities.

Round 1

Refer to the *Suns of Fortune* sourcebook or the *Under a Black Sun* PDF to find more details about rules for sabacc. There is a wager of 1000 credits for each hand, to represent the initial ante and the possibility of raises. In this case, each character who is participating makes a Cool check, with a force die being used to represent random fluctuations of characters's hands as normal. Once all have done so, the highest numbers of successes wins the hand, using advantage as a tiebreaker (much in the same manner as initiative rolls). In the event of a tie, the dealer declares “sudden demise” and deals an additional card to each character, represented by another roll of the force dice to break the tie.

In this way, competitors who run out of money are eliminated from the table, while the one who is left in the end walks away with 20,000 credits to use in the final round. Should the round begin to drag, the wager for each hand can be doubled and even redoubled in order to expedite the process.

Name	Description	Cool check	Personality
Sy Maru	Female Clawdite	1S+2P	Sy Maru—in the guise of a Faleen male—is a competitive and none-too-honorable player. She is willing to cheat if need be, including planting a cheater chip on an opponent.
M'Beg	Male Klatooinan	1S+1P	M'Beg is a boisterous Klatooinan who likes to talk bit —“Hey, you're taking food out of my younglings' mouths”—but he is a gracious loser.
Kalet Foon	Female Besalisk	2S+1P	Kalet seems friendly and magnanimous, but this is a sham; she and her husband, Deveris, have a plan to tip the odds in their own favor.
Cal Danerov	Male Human	1S+2P	Cal is a friendly Corellian who enjoys nothing more than wagering everything on one last turn of the card-chips—except the company of a beautiful female, that is.
Tulyg Senn of the Tion	Male Human	2S+2P	Tulyg, a nobleman from the Tion Hegemony, enjoys showing off his wealth, but he hates to be part of it. He might seek revenge against someone who bests him.
Dorot Shypani	Female Human	1S+1P	Dorot Shypani is a gifted mathematician who might seem out of place at a sabacc table, but she is very good at calculating the odds and plays her hands accordingly.
Chuolli	Female Drall	1S+2P	Chuolli is here to watch the beings who are present and to swap tales with anyone who cares to do so; she doesn't care if she wins or loses.
Neri Mal'tunn	Female Twi'lek	1S+2P	Neri, like many Twi'leks, is a former slave; she hopes to win the tournament so that she can use the money in helping more of her people find freedom.

As always, the GM should feel free to adapt these characters (especially their relative gambling abilities) in order to reflect the needs of the campaign.

Shenanigans

Of course, not all of the beings who are present intend to play fairly. Cheating can happen in one of three ways, detailed below. The GM should feel free to introduce these developments in order to keep those PCs who aren't gambling involved, and perhaps even to keep a losing PC alive in the tournament by having a victorious opponent be caught and kicked out for cheating.

A thief in one of the games tries to use Skulduggery in a bit of sleight of hand, tucking a good card up his sleeve. One or more of the PCs can make Perception checks opposed to that effort in hopes of seeing the move and thus being able to call him out on it.

The husband-and-wife Besalisk team, Kalet and Deveris Foon, are using elaborate hand signals to keep each other informed about opponent's cards. In this case, the husband stands in the crowd behind one of his wife's opponents, and uses his four hands to flash the value of that player's cards to her, giving her an advantage in deciding whether or not to fold. Here again, one or more PCs can make Perception checks opposed to his Deception effort to notice the cheating. Given that this action is difficult to prove, it should take a little suavity to show the authorities what is happening.

Intermission

After the first round, there is an hour-long break for competitors to refresh themselves. Depending on the desires of the players and GM, this could pass uneventfully, or it could be fraught with other developments. A few possibilities are suggested below.

Sy Maru, the Clawdite shapeshifter, tries to plant evidence in the form of a dose of ryll spice on one of the competitors. This requires a Skulduggery check opposed by other characters' Perception efforts. If she succeeds, she then alerts security that her victim is carrying such a substance and lets the situation run its course. To be extra safe, she can change her appearance and clothing if there is need.

This is also a good chance for the PCs to do some more mingling, perhaps some flirtation with another player or even learning Neri Mal'tuun's story. Of course, if any of the PCs have reason to conceal the truth of their identities—especially if one or more of them is the subject of a bounty—these interactions can present an actual danger. Should an NPC have reason to wish the PCs ill, that character could take the time to research them and perhaps learn some important information.

Round 2

This round functions in much the same manner as the first round, except that the stakes are increased. The wager for each hand this time around is five thousand credits, but the mechanics of play are the same. Here again the GM can run things in a straightforward manner, or introduce one of the sideline events in order to create more action or control the flow of things. In the end, the last competitor at the table stands to walk away with 100,000 credits—until the power goes out, that is.

The Robbery

This is the moment when the Defel thief Nak'har makes his move. Leading up to it, the Defel has arranged a small explosive device outside of the casino to cut the external power supply, and placed a computer spike into the casino's system so that reserve power cells fail to engage. As a result, the entire place is swathed in darkness. Nak'har can see in the dark, of course, and thus goes about his business of snatching the 100,000 credit prize. At the same time, Nak'har's team of thugs storms the front of the place; they are wearing scanner goggles, and thus can also see in the darkness. In addition to covering Nak'har's escape with their stun blasters and truncheons, they try to steal the storage unit in which the guests' weapons are being held. If things go their way, the thieves retreat to a waiting Trast AA-5 heavy speeder truck and head for the nearest docking bay, where they try to flee aboard their Wayfarer-class medium freighter.

NPC's

In addition to the characters who are normally found in Natoli's casino, and the rough sketches of gamblers provided above, use the following stat blocks for characters in this scenario.

Nak'har—Use the Defel Assassin from page 392 of the core rulebook.

Nak'har's goons—Use the Street Tough from page 396 of the core rulebook.

Ralen Estiz—Use the Sector Ranger from pages 405-6 of the core rulebook or the CorSec Investigator from page 21 of *Suns of Fortune*.

Aftermath

This situation can end in a lot of different ways; here are some suggestions for a few of the possibilities.

- In the event that one of the PCs wins the tournament and manages to keep the money, that character has enough credits to buy and outfit a quality starship. That, of course, could lead to all kinds of new business.
- Should the PCs manage to impress Ralen Estiz with their abilities, he might wish to recruit them for a tricky assignment that requires someone from outside of CorSec.
- One or more defeated opponents, especially Tulyg Senn, could seek revenge against the heroes later.
- More altruistic PCs could find themselves joining in on the antislavery efforts of Neri Mal'tunn.
- If Nak'har and his goons did manage to steal the prize money, hunting down them and it could make for a series of adventures. Of course, other nefarious types such as bounty hunters might take an interest in the matter, too.

An Old Saying

Question: What do you call two Corellians standing together?

Answer: A conspiracy.

Question: What do you call three Corellians standing together?

Answer: A fight.

Bounty: The Bad Doctor

This is the first in what will hopefully be a series of posts detailing possible bounties for PCs to pursue.

Sirren Ta'etu (Rival)

Brawn 2 Cunning 2 Presence 2
Agility 2 Intellect 2 Willpower 2

Soak: 2

Wound Threshold: 12

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Brawl 1, Charm 1, Computers 2, Cool 1, Coordination 2, Core Worlds 2, Deception 1, Discipline 2, Education 3, Lore 1, Medicine 4, Melee 1, Negotiation 1, Perception 2, Piloting—Planetary 1, Ranged—Light 2, Resilience 2, Streetwise 1, Survival 1, Underworld 1, Vigilance 2, Xenology 2

Talents: Bacta Specialist, Improved Stim Application, Stim Application, Supreme Stim Application, Surgeon x2

Abilities: One free rank in each of two non-class skills

Equipment: Clothing, two stimpacks, medpac, blaster pistol, datapad, comlink

There's an old saying: “You can take the Bothan out of the SpyNet, but you can't take the SpyNet out of the Bothan.” Actually, that might be a new saying. Whatever the case, it holds true for Sirren Ta'eta. He was once an up-and-coming doctor on Coruscant, but he also had a gambling problem, betting on the podraces. When that landed him in debt with a local crime boss, he paid what he owed in the form of medical service for gang enforcers with no questions asked. That arrangement should have let him escape trouble with little real difficulty, but such a situation just wasn't enough for the doctor.

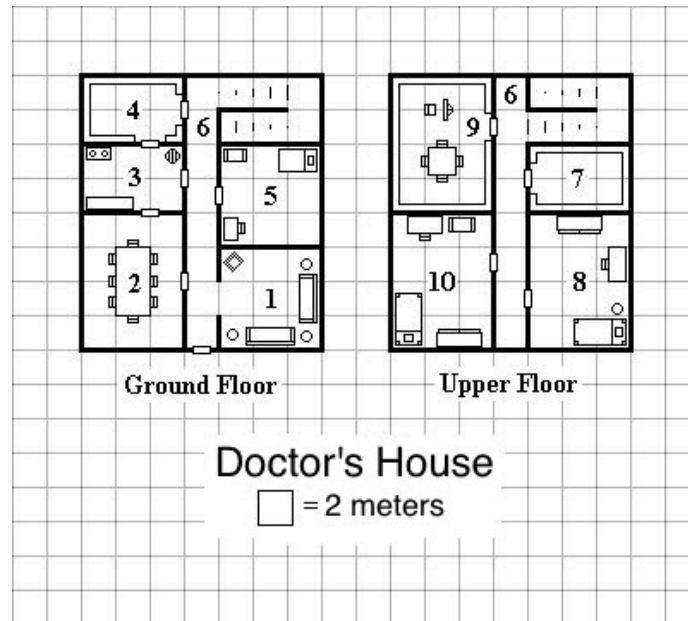
Instead, Ta'eta used his advantage, having gang enforcers at his mercy, to tap into their secrets using a combination of sedatives and drugs that encourage telling the truth. In that way he was able to learn a good deal about upcoming targets, plans and operations, information that he then sold to his employers' rivals. He was able to live the sweet life for a while, until that practice was discovered. He barely escaped with his life.

Now Sirren Ta'eta lives the simple life as a practicing veterinarian in the back country of Corellia. While tending to sick nerfs, cracian thumpers, murras, spukami, and even the occasional ibbot. So far this has allowed him to live in anonymity, but the doctor knows it won't be long before somebody recognizes him and tries to claim the bounty.

Making a House Call

Sirren Ta'eta lives in a simple but comfortable home on the edge of a major Corellian grassland. He is in good standing with the occupants of the neighboring nerf ranches, given the indispensable service that he provides. For that reason, efforts to apprehend him could run characters afoul of the nerf herders.

Refer to the appropriate map for the following area descriptions. Not pictured is the X-34 landspeeder that the Bothan normally keeps parked out front.



1. Sitting Room

Comfortable sofas and chairs fill this room, where the Bothan receives visitors.

2. Dining Room

A broad table, surrounded by eight chairs, fills this room.

3. Kitchen

This room boasts all the usual features, but no autochef; Sirren enjoys cooking for himself or for guests.

4. Pantry

This room is well stocked with a variety of foodstuffs and beverages.

5. Doctor's Office

Originally intended as a servant's quarters, Sirren has converted this room into a makeshift area for visiting patients. When someone does need care, the Bothan pulls the bed away from the wall in order to have more room in which to work. A medical droid, outfitted with powerful knockout drugs in case of an intruder, can be found here at all times.

6. Refreshers

Each of these units, inserted above and below the stairway, boasts the usual features.

7. Storage

This large closet contains spair linens, extra bedding and the like.

8. Guest Room

Although Sirren doesn't usually entertain company, this room is available—especially when a loved one of a patient needs a place to crash.

9. Study

Sirren takes his ease in this room, which has walls lined with bookshelves and even a place for him to paint. He prefers anatomical studies, of course.

10. Master Bedroom

This room is outfitted with a comfortable bed, a wardrobe, a storage trunk and a desk/vanity.

Using the Bad Doctor in an *Edge of the Empire* Campaign

Sirren Ta'eta and his checkered past can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- As mentioned above, he makes a good bounty for the PCs to pursue.
- Of course, given the knowledge that he possesses, the wily Bothan could offer to trade information for his own freedom. It is up to the GM to decide just what he knows.
- The situation could always be complicated if he has a critical patient whom he is treating. Do the bounty hunters let him finish his work, or sacrifice the patient to claim the bounty?
- This situation becomes even more interesting when a rival team of hunters arrives to compete for claiming him.

***Star Wars* Loot**

Throughout the course of an *Edge of the Empire* campaign, there's a good chance that the PCs will have the opportunity to acquire valuable items. In order to spice up the description of these chances, presented here is a list of potential valuables.

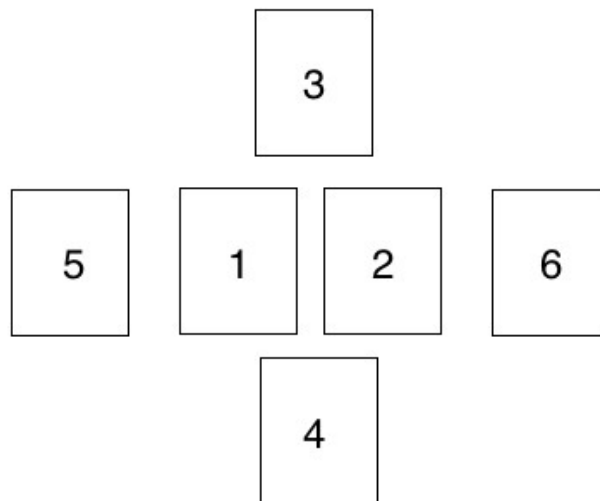
- A Tatooine sandcasting of a fearsome Tusken warrior
- A tapestry from the Tion Hegemony depicting a battle against Xim the Despot
- A *wroshyr*-wood carving of a katarn from Kashyyk
- Coral jewelry from Mon Calamari
- Whiphid scrimshaw from Toola depicting a motmot hunt
- A Defel painting that can only be appreciated by those with a broader spectrum of vision
- Etc.

As always, the GM should tailor the values of these items to fit the needs of the campaign.

Using a Sabacc Deck for Fortune-Telling

Although most logical beings don't believe in such things, there are some who maintain that the special cards in a sabacc deck can be used for predicting events in someone's future. To do so, the fortune-teller lays out six cards in a particular order.

Position	What it represents
1	The subject of the fortune-telling
2	The subject's main enemy or opponent
3	Conscious or open motivations
4	Subconscious or hidden motivations
5	The past
6	The future



At the same time, the fortune-teller makes a Foresee check. The results of that effort can be used to provide vague hints to the character whose fortune is being read, as usual. Additionally, and at the GM's discretion, the fortune-teller can grant other bonuses for use later. For example, if Lady Taya does give some insight into a character's situation, that character could then gain the benefit of her Sense Danger or Touch of Fate talents at an appropriate moment connected to the fortune that she told.

Card	What it represents
The Idiot (0)	A mistake or misunderstanding; someone the character knows who is prone to making such errors
The Queen of Air and Darkness (-2)	A mysterious individual or organization, perhaps one that could be an ally or an enemy depending on one's course of action

Endurance (-8)	The continuation of a process, especially one that was believed to be finished; the ability to withstand current challenges
Balance (-11)	A precarious situation in which two possible outcomes are just as likely; an important decision that will soon be made
Demise (-13)	A death; the end of a process, activity or organization—not necessarily one that is unavoidable
Moderation (-14)	The restoring of order and harmony;
The Evil One (-15)	A known enemy, be that an individual or an organization; a very dangerous situation that will soon be faced
The Star (-17)	A great or important result; a primary objective; a valuable acquisition; some kind of major event

Old Lady Taya (Rival)

Brawn 2 Cunning 2 Presence 3
Agility 2 Intellect 2 Willpower 3

Soak: 2

Wound Threshold: 14

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Charm 2, Core Worlds 1, Deception 3, Lore 2, Negotiation 1, Outer Rim 1, Perception 3, Resilience 2, Skulduggery 1, Stealth 1, Streetwise 2, Survival 1, Underworld 1, Vigilance 1

Talents: Convincing Demeanor, Grit, Nobody's Fool, Sense Danger, Street Smarts, Touch of Fate, Toughened, Uncanny Reactions, Uncanny Senses

Abilities: One free rank in each of two non-class skills

Equipment: Clothing, sabacc deck, bottle of Corellian whiskey

Lady Taya has lived a rough life. She was born back before the Clone Wars, and might have been found and trained by the Jedi Order if not for the fact that she grew up in the Blue Sector of Coronet City. Rather than training to be a guardian of peace and justice in the galaxy, she learned how to make a quick credit and evade the officers of the Corellian Security Force. Even so, this Human woman did manage to develop a type of foresight that focussed on using sabacc card-chips for divination.

That was thirty years ago. Now Lady Taya survives through selling her ability—most assume that it's a cheap entertainment, but some are surprised from time to time—and engaging in the occasional minor crime if it's too lucrative to ignore. Occasionally, when her ability lands her in trouble or she runs afoul of the law, she is forced to move on to a new place.

Lady Taya is an attractive Human woman of middle age, but this can sometimes be hard to tell after living a hard life. She has black hair now going gray. A rather weathered complexion, and blue

eyes that still retain some of their sparkle.

Using the Fortune-Teller in an *Edge of the Empire* Campaign

Lady Taya and her card-chip reading can be incorporated in a campaign in many different ways; a few of the possibilities are detailed here.

- Characters who are struggling with an investigation or looking for insight into a situation could go to her for input—for a price, of course.
- If Lady Taya is in trouble, she might come to the PCs asking for passage to somewhere safer.
- By way of payment, she might bring a valuable piece of information that the PCs could exploit for their own gain.
- Things could become even more interesting (or dangerous, that is) if an Imperial Inquisitor decided that she was a subject of interest.

Jedi Holocrons

As mentioned above, it can be difficult to provide means for characters to gain Force talents during the Galactic Civil War, when the Jedi Order is all but extinct due to Order 66 and the Purge. A couple of possible options have been presented previously, in the form of the fortune-teller Lady Taya and the spirit of the Neti Tree. Another possibility is a Jedi holocron.

These devices—the word *holocron* is short for “holographic chronicle”—are created from organic crystals combined with technological devices. They were built as storage devices for teachings that otherwise might be lost with the death of a particular Jedi. As such, each such device contains an artificial personality, one that usually equates with the Jedi who created the device. This personality, like a virtual-reality simulation, can interact with the user of the holocron, sharing any information that is deemed appropriate. In this way, characters who demonstrate the qualities of a Jedi can be entrusted with suitable teachings.

In game terms, the GM can create an NPC from a past era, perhaps a Jedi who fought in the Clone Wars or one who lived at an even earlier time. This character can act as a mentor to a PC who is Force-sensitive, but is otherwise unable to affect events in a campaign. Indeed, background stories for this NPC can serve as lessons for the mentored character.

The Mag-Lev Job

A previous article presented the layout for a Corellian mag-lev train, along with stats for the characters who are frequently found aboard it. Detailed here is a short scenario in which one or more groups of characters decides to steal a valuable item that is being transported aboard the train. Before this situation begins, however, the GM needs to answer a few important questions.

What is the item?

It works best if the cargo is something small—and therefore relatively portable—but valuable. Some possibilities include:

- A Jedi holocron
- A collection of valuable loot (see above for some options)
- An archaeological artifact such as the Cirra Mace, the Loag Dagger or the Sharka'k Noor
- A rare and valuable piece of technology such as a personal stealth field or a component for modifying a starship
- A cargo pod of drugs
- A cargo pod of medical supplies
- A living being who's being transported while incapacitated

To whom does it belong?

The answer to this question should be an influential being. Perhaps it belongs to a crime boss such as Tebora the Muun or Slarr the Hutt. This works best if it is an NPC with whom the PCs have previously dealt. If it is in the possession of the Empire, why is it being transported in secrecy? Whatever the case, the act of stealing the item in question is one that should increase the PCs' Obligation to one party or another. (If the PCs are part of an *Age of Rebellion* campaign, on the other hand, this raid could be a means of increasing their Duty.)

Who wants it, and why?

Are the PCs after this item because they want it for themselves? Might they be hired by a crime boss, or even perhaps by the Rebel Alliance? To balance out the increased obligation mentioned above, the PCs should gain a reward in the form of cash payment, the favor of a crime boss or the Alliance, or the use of the item or goods in question. As a twist, of course, the PCs could be hired to protect the shipment, facing off against mag-lev robbers such as Sen Wral and the nerf-rustlers mentioned in a previous article.

As long as the PCs can succeed, delivering the goods to the party that wants them could make for another adventure in and of itself.

How is the deed to be done?

There are a number of factors to consider when it comes to stealing the goods. Somebody needs to board the mag-lev so as to scope out the situation, locating the item(s) in question and determining how they're being guarded. This requires stealth and/or subterfuge.

In addition to the living beings who've been assigned to protect them, the storage compartment itself and the cargo container should be sealed with mechanisms that require Skulduggery checks to bypass; failure could trigger an alarm, deliver a stunning shock to the thief or have some other kind of negative consequence.

Once the PCs do manage to acquire the goods, they need to remove them from the mag-lev. Perhaps the means of doing so is to have one or more characters bring around a speeder or a starship

onto which they can be transferred. This requires matching speeds and trajectory with the mag-lev via suitable Piloting efforts, and then Athletics checks to move goods and characters from the train to the other vehicle.

Finally, there is always the possibility that the PCs are pursued. This could certainly occur if a character failed to acquire the goods without setting off an alarm. Alternately, there could be a homing device located in the cargo container, one that the PCs need to find and disable if they're going to make an escape. Depending on the being to whom the goods belong, the pursuit could be criminal enforcers in Z-95 Headhunters, Imperial TIE fighters, or something else.

The Opposition

Detailed here are three criminal types who can serve as guardians of the cargo. They are all Klatooinans, and all three operate under the name M'Beg. They think it's a pretty funny joke.

M'Beg the Talker (Rival)

Brawn 2	Cunning 2	Presence 3
Agility 3	Intellect 2	Willpower 1

Soak: 3

Wound Threshold: 12

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Charm 1, Coercion 2, Cool 1, Deception 2, Discipline 1, Negotiation 2, Perception 2, Ranged—Light 2, Streetwise 1, Underworld 1, Vigilance 1

Talents: Black Market Contacts, Dodge, Grit, Indistinguishable, Rapid Reaction, Street Smarts

Abilities: One free rank in Brawl, Ranged (Heavy) or Ranged (Light), plus one free rank in any non-career skill

Equipment: Heavy clothing, blaster pistol, comlink

This M'Beg is the face of the group, the one who handles negotiations and thus acts as the leader.

M'Beg the Hitter (Rival)

Brawn 3	Cunning 2	Presence 2
Agility 3	Intellect 2	Willpower 1

Soak: 4

Wound Threshold: 15

Strain Threshold: 12

M/R Defense: 0 / 0

Skills: Athletics 2, Brawl 3, Cool 1, Coordination 1, Melee 2, Perception 1, Ranged—Light 1, Resilience 2, Streetwise 1, Survival 1, Vigilance 1

Talents: Frenzied Attack, Heroic Fortitude, Knockdown, Lethal Blows, Toughened

Abilities: One free rank in Brawl, Ranged (Heavy) or Ranged (Light), plus one free rank in any non-career skill

Equipment: Heavy clothing, blaster pistol, truncheon, comlink

This M'Beg is a being who prefers to communicate with his fists or a good stout piece of durasteel pipe.

M'Beg the Shooter (Rival)

Brawn 2	Cunning 2	Presence 2
Agility 3	Intellect 2	Willpower 1

Soak: 3

Wound Threshold: 14

Strain Threshold: 13

M/R Defense: 0 / 0

Skills: Cool 1, Coordination 2, Gunnery 1, Mechanics 2, Perception 1, Piloting—Planetary 2, Piloting—Space 2, Ranged—Heavy 2, Ranged—Light 3, Skulduggery 1, Stealth 1, Streetwise 1, Vigilance 1

Talents: Barrage, Brace, Durable, Grit, Spare Clip, Toughened

Abilities: One free rank in Brawl, Ranged (Heavy) or Ranged (Light), plus one free rank in any non-career skill

Equipment: Heavy clothing, blaster pistol, blaster carbine, comlink

This M'Beg can act as pilot and mechanic for the team, but likes it best when the shooting starts.