

STAR WARS

ADVENTURES IN BABYSITTING



AN UNOFFICIAL SOURCE BOOK FOR
"THE MANDALORIAN" SEASONS 1 AND 2

CREDITS

LEAD PRODUCER

Robin Maegawa

WRITING AND DEVELOPMENT

Robin Maegawa

EDITING AND PROOF READING

Robin Maegawa

GRAPHIC DESIGN MANAGER

Robin Maegawa

COVER ART

Robin Maegawa

INTERIOR ART

Robin Maegawa

MANAGING ART DIRECTOR

Robin Maegawa

PRODUCTION MANAGEMENT

Robin Maegawa

EXECUTIVE PRODUCER

Robin Maegawa

PLAYTESTERS

Vinnis Tara, Horo Brenko, Paku Korner, Corr Skirata

READ THIS FIRST!

Hello fellow Star War RPG Enthusiast,

I intend for this guide and all my future works to be available to all for free. However! If you like what you see and want to let me know, a \$5 (or more) donation would be extremely appreciated. If you feel so inclined my PayPal is tcmg98@gmail.com and my Venmo is @Robin-M-G.

You can also contact me at the above email if you have any questions, comments, or cutting remarks. Suggestions for other guides are more than welcome as well. I hope you find this guide useful and entertaining.

Finally, this is my second source book! If you are interested in reading my other work, “The Imperial Guide to Stormtrooper Tactics”, you can find it [here](#).

Thanks a bunch, and may the Force be with you,
Robin

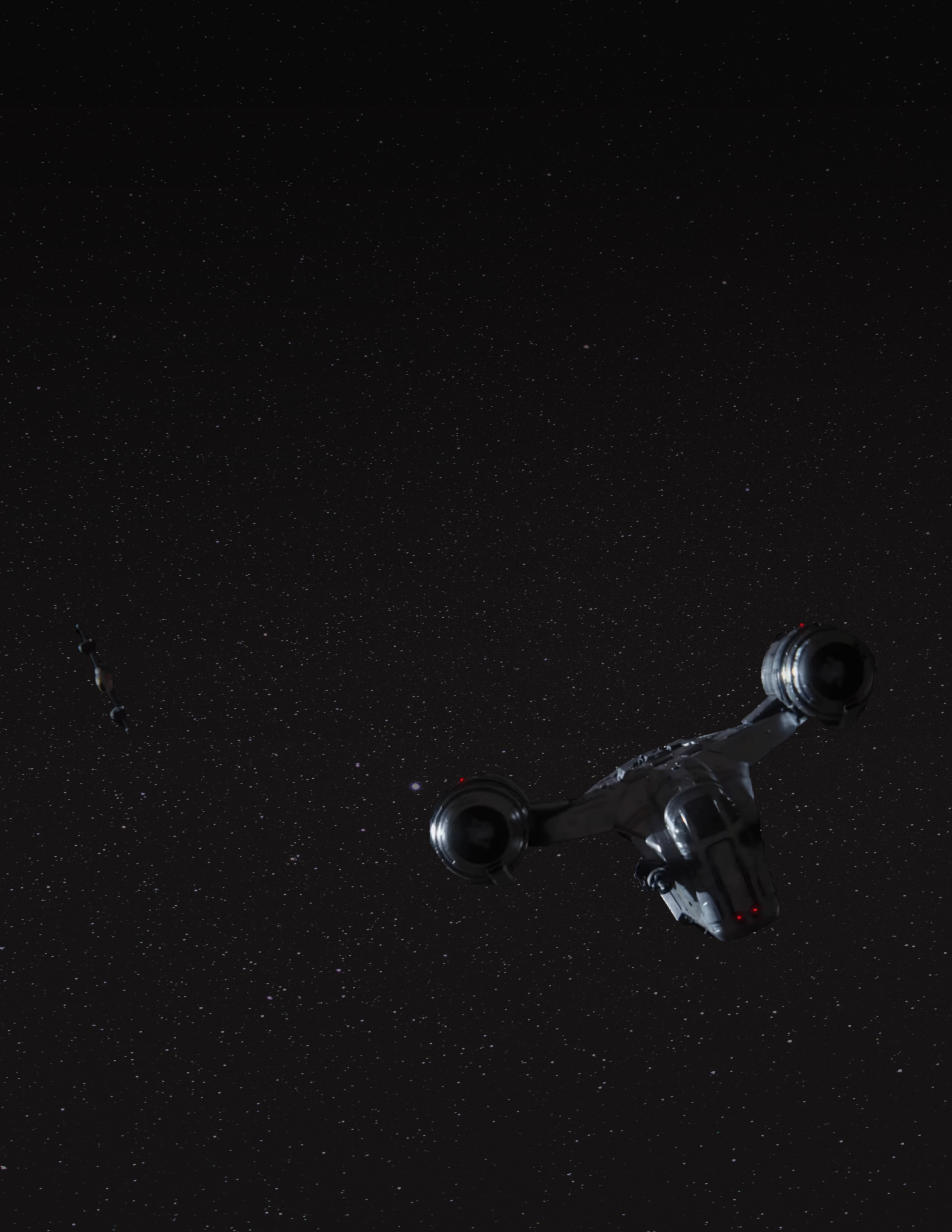




The Survival of the clan is above my own,
the strength of the clan is my own strength.
I pass on the way of the Mand'alor:
to heed his call ,to speak his tongue,
to bear his visage, always.

This is The Way.

-The Resol'nare Be Kyr'ad,
Six tenets of The Children of The Watch



INTRODUCTION

This sourcebook is meant to equip both GMs and players with everything they need to explore the Star Wars galaxy as it appears in “The Mandalorian” (Seasons 1 and 2). It is meant to be used in conjunction with the FFG Edge of the Empire and Age of Rebellion systems.

CONTAINED IN THIS GUIDE

This source book contains (almost) everything introduced to Star Wars canon by “The Mandalorian” that may be relevant to an Star Wars RPG campaign. As such, it covers a great deal of new content and sheds new light on well known people/places/things. Some of the items covered in this guide have previously been defined by Fantasy Flight Games but have been included either because of their relevance or because new information has been gained since FFG’s release.

What you can expect to find in the following pages:

- Equipment: Including Whistling Birds, Forgemaster’s Armor, to Spotchka
- Vehicles: Including the Blurr, Outland TIE fighters, harbor cranes and of course the Razor Crest
- Playable Species: Including Mythrol and Frog Lady Species (dubbed Phrogg)
- Locations: Both old and new, such as Tatooine, Nevarro, Trask, and The Roost

- Adversaries: Including Quarren Fishermen, Dark Troopers, Imperial Moffs and Hulking Ice Spiders

While the story of Din Djarin and friends primarily takes place in the early years of the New Republic, everything contained within this guide can easily fit into campaigns set in other eras. Mandalorians are an ancient society and have used variations on the same equipment for thousands of years. Likewise, technology in the Star Wars galaxy advances somewhat slowly, so it wouldn’t be inconceivable to come across an Amban pulse rifle in an Old Republic setting.

DISCLAIMERS

The statistics for all these people, places, and things have almost entirely been home-brewed. Thus, nothing is set in stone. If you feel that a piece of equipment needs re-balancing or a character should have a different weapon equipped, please feel free to do so yourself. Similarly, when a piece of equipment or adversary does not have a canon (or legends) name I have supplied one I believe to be fitting. For example, Mando’s sidearm has been designated a BRG-96 since it is based on the “Bergmann 1896 No.1” Pistol. Similarly, I have provided Mando’s translations for items with strong mandalorian ties. Some of them are correct, some of them are artistic interpretations of the language. If you are interested [this document](#) provides an in depth explanation for every name/translation I chose. Please do not contact me demanding I make changes to this booklet.

There are no plans to edit this document until the next season is released. Even then, it’s likely that season 3 content will have its own booklet.





GEAR AND EQUIPMENT

*"Verd ori'shya beskar'gam.
A warrior is more than his armor."*

-Mandalorian proverb



EQUIPMENT

BESKAR ARMOR BESKAR'GAM

The wearing of armor is one of the six tenets that defines Mandalorian culture. Wearing Beskar'gam (Meaning "Iron Skin" in the Mandalorian language) is considered the most pious way to observe this practice. Pure beskar is more durable than any other material in the galaxy, and closely guarded forging techniques can produce impervious alloys lighter than durasteel.

Repeated folding in the smithing process produces fine layers, similar to those in laminate plastoid armors. This greatly enhances the armor's energy dissipating capabilities. Unlike plastoid however, Beskar is almost infinitely resistant to energy, allowing it to deflect energy without absorbing heat. As a result, wearers of Beskar'gam generally only suffer damage from the kinetic force of blaster bolts (or slugs), not the thermal energy of the shot itself. High beskar content alloys can even withstand sustained contact with lightsabers.

There are certain symbols (the Iron Heart) and styles ("T" shaped visors) present in nearly every suit of Beskar'gam. These provide common visual identity for all Mandalorians, regardless of clan, creed, species, or gender.

Price: *720,000 (R)

Rarity: 10 || **Encum:** 6 || **Hard Points:** 6

Soak: 3 || **Defense:** 1

Qualities: Beskar*

Author's note: I consider the "Mandalorian Armor" defined by FFG to be made of Durasteel (or a low Beskar alloy), like Jan-go Fett's armor in the Legends continuity.

*BESKAR ITEM QUALITY

This guide uses the quality "Beskar" in place of the usual "Cortosis" quality. They are mechanically identical, meaning that weapons with this quality cannot be sundered, and armor with this quality is immune to Pierce/Breach qualities.

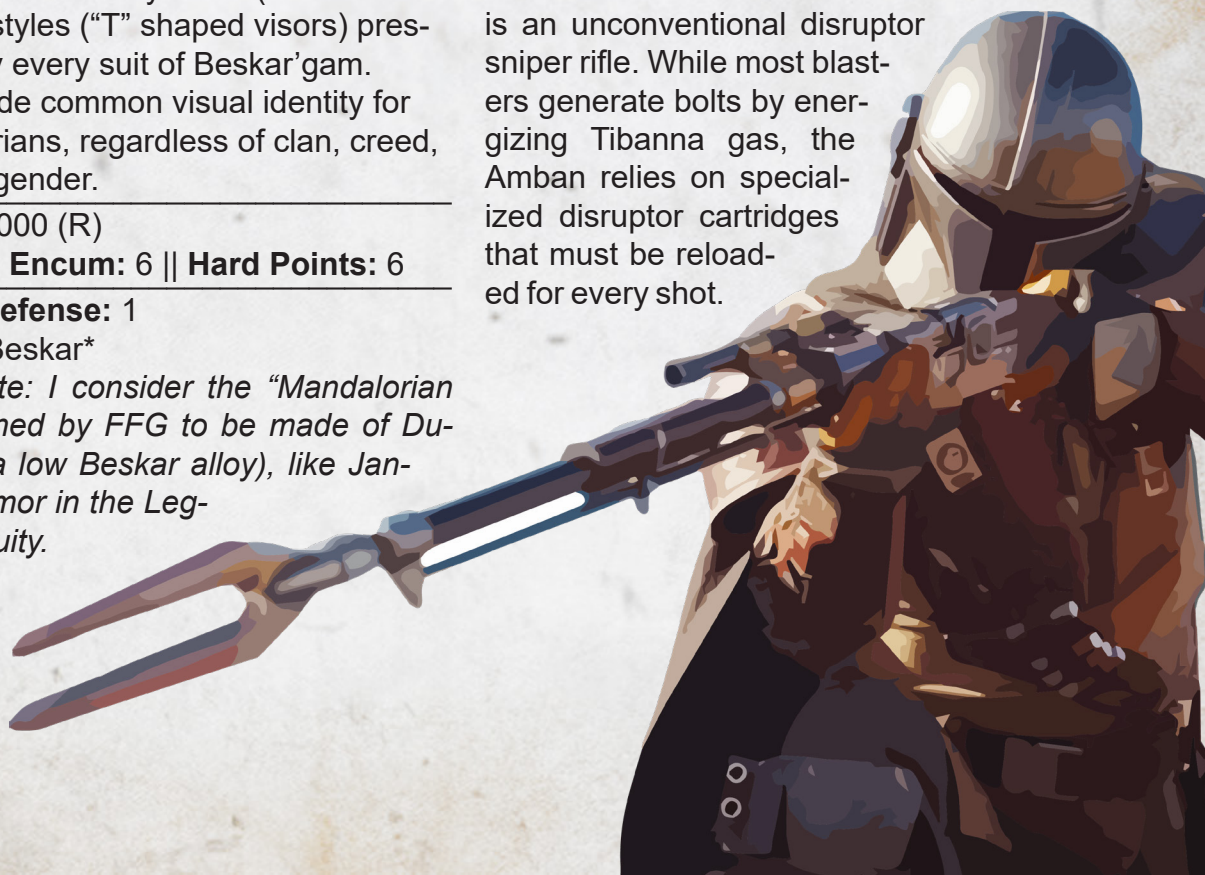
Narratively, Cortosis has the ability to short out lightsabers, while Beskar does not. Beskar however is a more durable and versatile material.

HANDHELD WEAPONS BESBE'TRAYCE

All Mandalorians are trained from an early age to effectively wield a variety of weapons. Outsiders believe that this is done simply to produce more deadly warriors and hunters. In reality Resol'nare dictates that a warrior who fails to protect their clan is forever marked "Dar'mando", one who lacks the soul of a Mandalorian. This is considered a fate worse than death.

AMBAN PHASE PULSE BLASTER

The Amban Phase Pulse blaster is an unconventional disruptor sniper rifle. While most blasters generate bolts by energizing Tibanna gas, the Amban relies on specialized disruptor cartridges that must be reloaded for every shot.



This limits the weapon's rate of fire, but the devastating effectiveness of the blasts more than compensates for this.

At close range the Amban's dual prongs may be used as a shock prod, delivering enough of a jolt to daze even the most resilient of adversaries. As with all disruptor weapons the Amban Blaster is extremely restricted in both Imperial and New Republic jurisdictions.

Price: ₮7,500 (R), ₮15 per round
Rarity: 9 || **Encum:** 5 || **Hard Points:** 2

Skill (Sniper Mode): Ranged [Heavy]
Damage: 11 || **Crit:** 2 || **Range:** Extreme
Qualities: Accurate 2, Cumbersome 3, Pierce 3, Vicious 5, Limited Ammo 1

Skill (Taser Mode): Melee
Damage: 6 || **Crit:** 4 || **Range:** Engaged
Qualities: Concussive 1, Stun Damage

BRG-96 BLASTER PISTOL

Packing the punch of heavy blaster pistol in a light frame, the BRG-96 blaster is a sturdy and reliable side arm. The addition of a few after market modifications can make this into a unparalleled pistol.

Price: ₮1,000 || **Rarity:** 3
Encum: 2 || **Hard Points:** 4

Skill: Ranged [Light]

Damage: 7 || **Crit:** 3 || **Range:** Medium
Qualities: Accurate 1, Stun Setting

MICRO DETONITE CHARGES

Not as clumsy or random as a baradium detonator, micro detonite charges produce contained high energy explosions. They are easily affixed to most surfaces and can be triggered by a proximity sensor, impact detector, remote activation, or a timer.

Price: ₮125 || **Rarity:** 3 || **Encum:** 1/2

Skill: Ranged [Light] (If thrown)
Damage: 8 || **Crit:** 3 || **Range:** Short (Thrown)
Qualities: Blast 6, Limited Ammo 1
Usage: When the charge is triggered Engaged targets roll a Daunting (◆◆◆◆) Resilience check. Each ▼ inflicts +1 wound, and ☄☄☄ activates a critical injury. Entering engaged range triggers the charge's proximity sensor which emits a soft tone. An Average (◆◆) Perception check can alert a character to the noise, allowing them time to take one maneuver at the cost of 4 strain.
Special: A charge gains the quality Breach 1 if it affixed directly to a target. A ⊕ result on a ranged attack (throwing it) can affix the charge to the target, granting the bonus (Blast damage does not benefit from the Breach quality).

BESKAR AND THE BLACK MARKET

Items are usually marked Restricted (R) due to galactic weapons regulations ("No Disintegrations").

All weapons and armor containing Beskar have been marked Restricted, not because they are inherently illegal, but because no true Mandalorian would ever sell or trade Beskar to an outsider. There are only three ways an individual may possess Beskar:

- Being a Mandalorian and commissioning weapons and armor from a forge-master

- Buying stolen Beskar on the black market or from corrupt Imperials
- Killing a Mandalorian and stealing their armor (Which is no easy feat)

If a Mandalorian encounters an outsider in possession of Beskar in any form, they are bound by their code to reclaim the material.

If a PC wishes to acquire Beskar through honest means, they should first be adopted by a clan and devote themselves to the Resol'nare, or "Six Actions".



FORGEMASTER'S HAMMER NAU'ALOR NYNI'BESBE

The seventh unofficial tenet of Mandalorian culture is disdain for uni-taskers. As such, Mandalorian smithing hammers are effective at both forging and destroying armor. Made of a high Beskar content alloy, these hammers are capable of fending off lightsaber attacks.

Price: ₮15,000 (R)

Rarity: 10+ || **Encum:** 4 || **Hard Points:** 3

Skill: Melee

Damage: +3 || **Crit:** 4 || **Range:** Engaged

Qualities: Beskar*, Disorient 1, Cumber-
some 3, Defensive 1, Knockdown, Unwieldy
3

BESKAR SPEAR BESKAR BEVIIN

Beskar spears are perhaps the oldest and most rare of the traditional Mandalorian weapons. Legend claim that these spears were forged by the original Taung settlers of Mandalore to hunt Mythosaurs. Formed from pure Beskar, these martial weapons are extremely heavy and can only be modified by a Mandalorian forgemaster.

Price: ₮ 20,000 (R)

Rarity: 10+ || **Encum:** 4 || **Hard Points:** 1

Skill: Melee

Damage: +3 || **Crit:** 4 || **Range:** Engaged

Qualities: Beskar*, Cumber-
some 3, Defensive 1, Unwieldy 3

A350 BLASTER RIFLE

An updated version of the BlasTech A280 rifle favored by New Republic soldiers, the A350 boasts improved shot consistency, stability, and cooling power. It is favored by professional mercenaries with the funds to afford it.

Price: ₮2,250 (R)

Rarity: 5 || **Encum:** 5 || **Hard Points:** 3

Skill: Ranged Heavy

Damage: 9 || **Crit:** 3 || **Range:** Long

Qualities: Auto-Fire, Accurate 2, Cumber-
some 3, Stun Setting

THE DARKSABER NE'TRA KYR'KAD

A legendary weapon liberated from the Jedi of the Old Republic, many Mandalorians believe that whoever claims the Darksaber through combat is the rightful Mand'alor.

Price: Priceless

Rarity: +10 || **Encum:** 2 || **Hard Points:** 3

Skill: Lightsaber

Damage: 8 || **Crit:** 2 || **Range:** Engaged

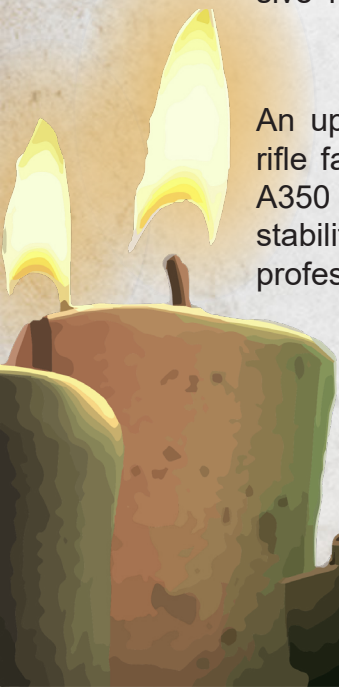
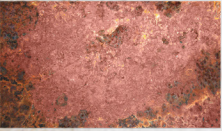
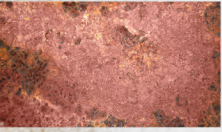
Qualities: Accurate 1, Breach 1, Defensive
1, Sunder, Vicious 2

L-X4 MORTAR LAUNCHER

A sleek and simple design, the BlasTech Industries L-X4 Mortar Launcher is compact enough to be transported and operated by a single soldier. The owner's manual insist that only BlasTech brand baradium core thermal shells may be used in the launcher. However many foolhardy operators claim that Thermal Imploders and Jogan fruit seem to fly just as far.

Price: ₮4,750 (R) Shells: ₮100 each (R)

Rarity: 5 || **Encum:** 6 || **Hard Points:** 0



(L-X4 Mortar Continued)

Skill: Ranged [Heavy]

Damage: 14* || **Crit:** 3* || **Range:** Long

Qualities: Blast 12*, Pierce 2*, Disorient 2*, Prepare 1, Slow-Fire 1, Inaccurate 2

**Using standard ammunition*

Special: Any small cylindrical or spherical item may be loaded into the mortar and fired at Long range using the Ranged [Heavy] skill. Grenades fired from the launcher use their base damage stats.

INTEGRATED WEAPONS

A Mandalorian may be rendered empty handed, but never unarmed. A multitude of weapons can be affixed to a warrior's armor and operated through either a HUD or wrist mounted keypad.

WHISTLING BIRDS JAIG BES'LAARYC

Whistling Birds are a Mandalorian weapon designed as a defense against multiple adversaries. A user designates targets and activates the weapon all through a helmet HUD, allowing the miniature guided missiles to be fired discreetly. This weapon can only be produced by Mandalorian armor smiths and is generally integrated into to a vambrace or gauntlet.

Price: ₣4,500 (R), ₣500 for full reload

Rarity: 9 || **Hard Points Required:** 1

Skill: Computers

Damage: 5 || **Crit:** 3 || **Range:** Short

Qualities: Pierce 6, Limited Ammo 12

Usage: As an action, designate an adversary as the primary target and make an Easy (◆) Computers check. Increase difficulty to Average (◆◆) if attempting to hit multiple adversaries. For every 🌀 fire one additional missile, either at the prime target or additional adversaries in short range. All missiles deal +1 damage for each ☆. If not in combat, add ■■ to the Computer check.

MINIATURE FLAME PROJECTOR TRACIN'LA KOM'RK

Over the course of their many wars with the Jedi, ancient Mandalorians found flame projectors to be highly effective against lightsaber wielding foes. Though direct conflicts with Jedi are now few and far between, the weapon has remained an essential part of most Mandalorians' arsenals. The projector itself is generally mounted on a gauntlet, with a remote line connecting to a concealed fuel reservoir.

Price: ₣1,200 (R)

Rarity: 5 || **Hard Points Required:** 2

Skill: Ranged [Light]

Damage: 6 || **Crit:** 2 || **Range:** Short

Qualities: Burn 3, Blast 6, Pierce 2

Special: For an additional ₣1,200, a second projector may be installed on the opposite arm without requiring the use of hard points, granting the Linked 1 quality or allowing multiple targets to be fired upon.

WHIPCORD LAUNCHER ARANI'LA BEVIN

Just as Mandalorians utilized flame projectors to counter a Jedi's lightsaber, the whipcord launcher was their response to Force abilities. While most often used to ensnare a foe, whipcords can also pull targets and items toward the user, allowing them to trip an enemy or retrieve fallen weapons. This piece of equipment also comes in handy when one's jetpack suddenly runs out of fuel. Some models use coiled fibercord while others contain liquid-cable reservoirs, neither option provides a distinct advantage over the other.

Price: ₣600

Rarity: 2 || **Hard Points Required:** 1

Skill: Melee

Damage: +1 || **Crit:** 5 || **Range:** Short

Qualities: Ensnare 2, Knockdown



BESKAR VAMBLADE BESKAD'IKA KOM'RK

Most Mandalorian bladed weapons forgo the ultrasonic vibration generator found in vibro-weapons. This decreases their potential to inflict grievous wounds, but makes them silent and considerably more precise. These weapons are of course forged from Beskar, meaning they can parry all forms of melee attack without being sundered. These miniature gauntlet mounted blades are ideally suited for finding the gaps in an adversary's armor.

Price: ₮2,000 (R)

Rarity: 10 || **Hard Points Required:** 1 (Ea.)

Skill: Brawl

Damage: +1 (+2 if dual wielded) || **Crit:** 3

Range: Engaged

Qualities: Accurate 2, Beskar*, Defensive 1(2 if dual wielded),

Special: These blades can be deployed as an incidental and suffer no penalties for being dual wielded. 🗡️🗡️ or 🗡️ on the roll allows the blade to slip between an target's armor, granting 5 pierce to the attack.

INTEGRATED DART LAUNCHER

A somewhat less eloquent relative of Whistling Birds, these single fire rocket dart launchers are generally only utilized as a last resort. The launcher housings physically take up very little space on a suit of armor and an untrained observer may not even recognize them as armaments. Most Mandalorians opt to install these dumb-fire launchers on their knee pads, but they can be fitted to any solid material.

Price: ₮750 (R)

Rarity: 5 || **Hard Points Required:** 1

Base Modifier: Installs one pair of linked launchers

Skill: Ranged [Light]

Damage: 6 || **Crit:** 3

Range: Short

Activation: Maneuver

Qualities: Pierce 3, Linked 1, Limited Ammo 1

Mod Options: 1x Additional pair of linked launchers that can be fired separately from the original pair

Special: When an individual is attempting to uncover concealed weapons, impose ■ to locate/identify the Integrated Launchers.

WEAPON MODIFICATIONS

Mandalorians have been known to spend more credits on modifying their weapons than the base weapon originally cost. This investment ensures they are equipped to handle any adversary and don't have to worry about equipment failing in the heat of battle.

ELECTRO-MONOCULAR SCOPE

Regular optical scopes must be manually focused and are hindered by low light conditions. This low profile Electro-Monocular uses thermal and sonic imaging to produce digital images at up to 15x magnification. It can also pick up sonic vibrations through walls from over a kilometer away and relay them to a connected comm device.

Price: ₮3,000

Rarity: 4 || **Hard Points**



Required: 1

(Electro-Monocular Continued)

Base Modifier: Remove ■■ imposed by smoke or darkness. Reduce difficulty of Long or Extreme range combat checks by one. May observe and target enemies completely hidden by solid objects. Allows auditory Perception checks to be made at Extreme range from a target, but the difficulty is upgraded once.

Mod Options: 2x “Innate Precise Aim” 2x “Perception +1”

MANDALORIAN CHAMBER

This highly modifiable chamber allows a blaster to apply stunning and damaging effects simultaneously. This way even if a shot cannot penetrate an foe’s armor it may still fatigue them.

Price: ₣250

Rarity: 5 || **Hard Points Required:** 1

Base Modifier: Grants Stun 3 quality but reduces range by 1 band.

Mod Options: 3x “Disorient +1”, 2x “Stun +1”, 1x “Range +1”

ARMOR MODIFICATIONS

Most Mandalorians install advanced sensors, scanners, and mobility aids in their armor to heighten their already incredible abilities.

ADVANCED HUNTING SYSTEM

Mandalorians often upgrade their helmet with a general purpose optic suite. Those with a focus on bounty hunting may take these upgrades a step further and install programs that highlight footprints and trail markers, greatly increasing their tracking abilities. This grants all the bonuses of an enhanced optic suite in addition to the trail marker system. This can only be applied to armor with a helmet.

Price: ₣2,250

Rarity: 4 || **Hard Points Required:** 1

Base Modifier: Remove up to ■■ imposed due to darkness, smoke, or other vision ob-

scuring environmental effects. If the environment lends itself to tracking (i.e. Sand, snow, mud, dense foliage, thick branches) add ■■ to checks to pick up and follow a trail. In urban environments the software adds no boosts but makes a tracking check possible by scanning for bootprints or disturbed refuse.

Mod Options: 1x “Vigilance Skill +1”, 1x “Survival skill +1”

HELMET RANGE FINDER

Mandalorians tend to prefer antenna mounted range finders over hand held versions to keep their hands free. These devices provide enhanced magnification, targeting data, and can even track heat signatures through cover. These can only be installed on armor sets that include a helmet.

Price: ₣1,500

Rarity: 4 || **Hard Points Required:** 1

Base Modifier: Grants 1 rank of Innate Sniper Shot talent: As a maneuver increases the maximum range of a ranged weapon up to one range band per rank. For each rank beyond the normal maximum of the weapon, upgrade the difficulty of the check by one (this is in addition to the increased difficulty of the shot due to longer range).

Mod Options: 1x “Innate Sniper Shot +1”, 1x “Heat signature recognition” (Designate a target you can see, as long as they remain within extreme range of the rangefinder, their location is relayed to the helmet HUD)

BESKAR WEAVE

The most skilled Mandalorian craftspeople can shape Beskar into fine wires, foams, and even transparent films. A popular though expensive armor upgrade is a Beskar weave. This is sown into the fabric components of an armor set, granting a significant defensive bonus over standard fabric underlays. While not as durable as Beskar plating, some Mandalorians claim that they have been able to grab a lightsaber by the blade using Beskar weave gloves. This strategy has garnered



mixed results in the field.

Price: ₣10,000 (R)

Rarity: 10 || **Hard Points Required:** 1

Base Modifier: Gain Beskar quality and innate Durable talent +1.

Mod Options: 1x "Soak +1", 1x "Defense +1", 2x "Innate Durable talent"

Z-7 JETPACK

The latests in personal propulsion technology, the Mitrinomon Z-7 civilian jetpack includes an expanded fuel reservoir and advanced gyro-stabilizer in place of an integrated missile launcher. The Z-7 can sustain 5 kilometers of continuous flight at a maximum speed of 140 kilometers an hour.

Price: ₣5,000

Rarity: 6 || **Encumbrance:** 3

Activation: Maneuver

Usage: May jump to any location within Medium range, including the surrounding air space. Alternatively, function as a planetary vehicle with the following profile:

Silhouette: 1 || **Speed:** 2

Handling: 0 || **System Strain:** 3

Special: Does not require Hard Points to equip, but cannot be worn at the same time as a backpack.

UTILITY/MISC. ITEMS

Not everything a Mandalorian carries with them is designed to hunt or kill.

Utility and recreational items can be just as important to the success of a mission.

STUN CUFFS

Also known as binders, these devices are used to restrain a prisoner's hands. Attempting to tamper with or break free from the cuffs administers a debilitating shock. Merr-Son

Munitions Inc. recently began offering infant compatible options.

Price: ₣100 || **Rarity:** 5 || **Encumbrance:** 0

Usage: Requires a ♦♦♦♦ athletics check to break free. Failing the check (or generating threat on a success) deals 5 strain damage.

FLASH CHARGE

Flash charges are fired from a cylindrical launcher like a flare and explode into a brilliant burst a few seconds later. The flash temporarily blinds anyone caught unaware in medium range and overwhelms all electro, macro, and optical magnification devices, negating any advantages they provide.

Price: ₣150 (Price includes launcher and 6 charges, this is a single use item)

Rarity: 3 || **Encumbrance:** 1

Activation: Maneuver

Range: Medium (With a Medium AoE)

Usage: Adversaries within medium range of the flare are Disoriented for 1 round. Anyone attempting to observe the charge's area of effect with a scope or binoculars is similarly blinded, and loses any bonuses granted by the equipment for one round. It is assumed that the user of the charge and their allies are prepared to shield their eyes/photoreceptors from the glare and are not effected by it.

CANTONOS

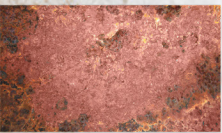
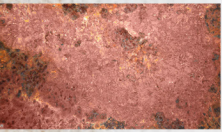
Camtonos are security containers used to safeguard valuable materials. They can be programmed to open only when the rocker switches on the lid are activated in the proper combination. The user manual states that standard Camtonos can "Store up to 4 quarts of Blue Bantha Ice Cream". The manual does not go on to specify why anyone would wish to safeguard this frozen treat.

Price: ₣150

Rarity: 1 || **Encumbrance:** 3

Activation: Maneuver

Usage: Can contain up to 4 encumbrance worth of material. Attempting to open a Camtono without the security code requires



a Hard (◆◆◆) Computers or Skulduggery check (with proper equipment) or a Daunting (◆◆◆◆) Athletics check to pry/bash it open.

SMOKE GRENADE

Once triggered, smoke grenades quickly expel a dense cloud of harmless particles to obscure vision. They can provide cover in open spaces or mask an escape. Thermal and sonic imaging devices are not hindered by the haze.

Price: ₣100 (Single use item) || **Rarity:** 2
Encumbrance: 1

Skill: Ranged [Light]

Range: Short

Activation: Action

Usage: Make an Easy (◆) ranged attack. On a success the grenade lands where intended and envelopes everyone engaged with it in a dense cloud. Ranged and melee attacks made from inside the smoke suffer ■, ranged attacks at targets obscured by smoke suffer ■■. As a physical visual barrier, these setback are not considered “darkness” but can be negated by thermal or sonic imaging.

Example: Adversaries are at Medium range from the PCs. A PC throws a bomb to short range, between the two parties. All ranged attacks suffer ■■ because it obscures both parties. Melee characters from both groups engage each other in the smoke, their attacks against each other suffer ■.

TRACKING FOB

One of the benefits of Bounty Hunter’s Guild membership is the free use of tracking fobs. It is rare for unaffiliated bounties offer such assistive devices. A fob can be attuned to an individual’s biometric signal by inputting their chain code, providing short range tracking data. While this certainly make it easier to hunt down targets they are limited by their 100 km effective range.

Price: ₣350 || **Rarity:** 5

Encumbrance: 0

Usage: Acts like a compass, pointing toward the programmed individual if they are within range. They are generally loaned to bounty hunters for the duration of a hunt. Some individuals opt to simply purchase their own fobs for personal use, but programing them requires knowledge of the desired target’s chain code.

SPOTCHKA

One of Sorgan’s primary exports, Spotchka is a popular beverage in the Outer Rim. Brewed from Krill, the beverage had an alcohol content comparable to most ales. As with all alcoholic beverages, imbibing in Spotchka presents boons and banes, with the later far exceeding the former if consumed without discretion.

Price: ₣75 a glass || **Rarity:** 2

Usage: Make an Easy (◆) Resilience check, adding ■ for each drink consumed past the first.

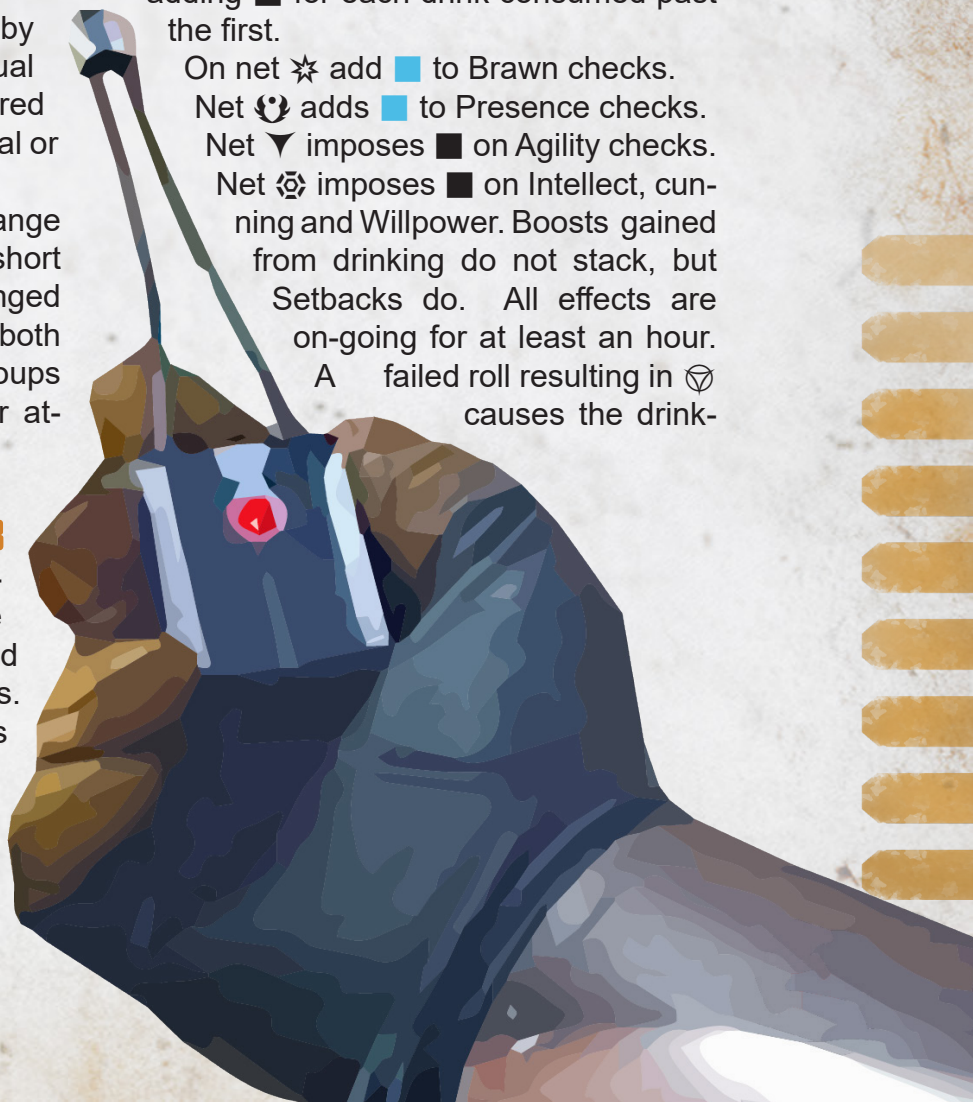
On net ✨ add ■ to Brawn checks.

Net ☺ adds ■ to Presence checks.

Net ▼ imposes ■ on Agility checks.

Net ☹ imposes ■ on Intellect, cunning and Willpower. Boosts gained from drinking do not stack, but Setbacks do. All effects are on-going for at least an hour.

A failed roll resulting in ☹ causes the drink-



er to pass out.

COUPLING BELTS

When activated, these paired belts are tethered by a power coupling. The wearers are drawn together by the coupling, adding a level of complexity to most physical tasks. They have been used in both formal gladiatorial tournaments as well as small town bar brawls.

Price: ₣250 || **Rarity:** 4

Encumbrance: 3 (while not worn)

Usage: Prevents the wearers from separating by more than 2 meters. The coupling can be manipulated like a rope, but contact with the electrified tether deals 1 strain per turn. Athletic and Coordination checks suffer ■ while the belt is worn and powered.

THERMO-REGULATOR POD

This backpack sized pod is ideal for transporting organic materials that require a climate controlled environment. It can maintain an internal temperature between 50 and -10 Galactic Standard Degrees for up to two weeks on a single charge. Despite regular requests from disgruntled customers, they currently do not feature safety locks.

Price: ₣225 || **Rarity:** 3

Encumbrance: 2 (4 if not carried by shoulder straps)

Usage: Can contain up to 4 encumbrance worth of material.

HOVER PRAM

This small pram floats a few feet off the ground and is a secure way to transport infants or small pets. It can be controlled remotely or programmed to automatically follow an individual. It provides moderate protection from the elements and is capable of being pressurized, holding 2 hours of reserve air.

Price: ₣250 || **Rarity:** 4

Encumbrance: 4 (if carried in hands)

Usage: Can contain up to 4 encumbrance worth of material or one silhouette 0 being.

BLACK MELON

Native to the Jundland Wastes of Tatooine, black melons have a brittle shell and contain a potable “milk”. Most humanoids find the milk repulsive, but it can provide life saving hydration during droughts. In Tusken culture it was extremely insulting to refuse an offer to share the beverage.

Price: ₣15 || **Rarity:** 3 (9 off Tatooine)

Encumbrance: 1

Usage: May be consume to stave off dehydration. Those that have not previously consumed the beverage must make a ◆◆◆ Resilience check or be overwhelmed by the retched taste.

HUMIDITY VEST

Many of the sentient species of the galaxy hail from tropical or oceanic planets. As such, their biology is ill suited for the arid environments found on many planets. To compensate for this individuals wear humidity vests to provide passive hydration.

Price: ₣175 || **Rarity:** 3

Encumbrance: 2 (if carried)

Usage: Negates ■ imposed by arid environments. It can be worn under most clothing/armor and provides no defensive benefits. Damage to the vest may prove life threatening to certain species.

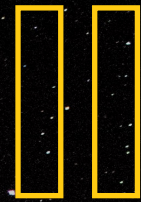
ELECTRO-IMMOLATION CAPSULE

A small electric capsule that can be surgically installed into a being, generally in their tooth. If an individual is taken prisoner they can activate the capsule which administers a lethal shock.

Price: ₣100 (R) || **Rarity:** 6

Usage: A conscious character can activate the capsule as a maneuver, immediately killing themselves. A PC may spend a Destiny Point to cause the capsule to misfire, preventing a potential prisoner from dying.





SPECIES

“Given a chance, life will occur. It is tenacious, aggressive—it seems to crave existence.”

-Tem Eliss, Sentientologist

MYTHROL

Physiology: Mythrol are humanoid in their appearance with two arms and two legs of human proportions. They reach their full height while still in their fledgling state, standing between 5 and 6 feet tall. They have light blue skin with darker swirling splotches every where but their faces.

Gills and facial fins give fledglings a trap-ezoidal head shape. About 1/3 of the way through their life cycle Mythrol molt, adopting a more oblong head shape. They also sprout rows of cranial horns, develop orange streaks across their faces, and gain considerable muscle mass.

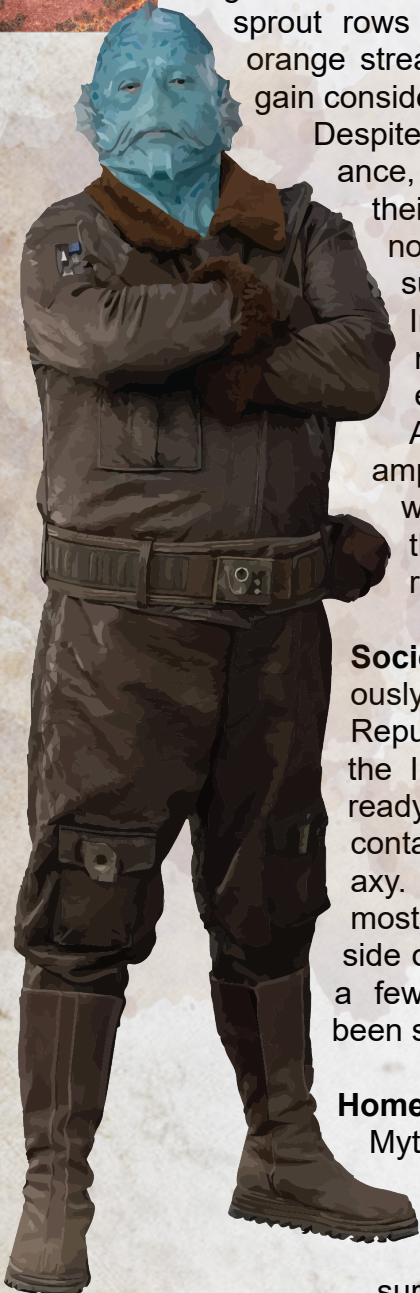
Despite their amphibious appearance, Mythrol lack webbing on their hands and feet and are not adapted to live in entirely submerged environments. Instead they prefer to reside near tide pools and other shallow bodies of water. Also dissimilar from standard amphibious races, Mythrol are warmblooded. This enables them to survive in a wider array of climates.

Society: The Mythrol were previously a members of the Galactic Republic, but the xenophobia of the Imperial regime led the already cloistered society to cut off contact with the rest of the galaxy. After the fall of the Empire most Mythrol still choose to reside on their homeworld, though a few intrepid individuals have been spotted in the Outer Rim.

Homeworld: The name for the Mythrol homeworld is not easily translated to Basic. The planet itself is temperate, with the majority of the surface covered in warm salt water oceans. Mythrol cities are generally located on the coast of

lush volcanic islands, usually near freshwater lagoons and tide pools.

Language: Having evolved from completely aquatic sea creatures, the native Mythrol language is most easily spoken underwater. Most individuals now speak Basic in their day to day lives, but original Mythrol is used in important ceremonies and gatherings, such as Life Day.



SPECIES ABILITIES (FLEDGLING)

- **Wound Threshold:** 10 +Brawn
- **Strain Threshold:** 9 +Willpower
- **Starting XP:** 110
- **Semi-Aquatic:** Can breath underwater.
- **Sonic Senses:** Can hear super and sub sonic noise, add ■ to checks involving hearing



SPECIES ABILITIES (MOLTED)

- **Wound Threshold:** 11 +Brawn
- **Strain Threshold:** 8 +Willpower
- **Starting XP:** 100
- **Heat Resistant:** Remove ■ imposed by hot environments.

PHROGG

Phroggs are a rare sight in the galaxy, and almost entirely unheard of outside the Outer Rim. While not physically imposing, they are a clever and confident species.

Physiology: Phroggs are an amphibious species. As such they are capable of breathing both air and water, but cannot regulate their internal body temperature. Phroggs also have long tongues which they can use to retrieve items from a distance. Their skin tones include shades of pink, blue, and orange.

Phroggs measure between 4 and 5 feet tall when standing on their hind legs. They prefer to walk upright, but are ponderous in their movements while doing so. They are significantly more agile on all fours, being able to leap up to three times their body length if unladen. This agility is even further enhanced in aquatic environments where they can utilize their webbed hands and feet.

Most sentients consider Phroggs' large eyes, soft features, and diminutive stature to be "cute" or charming in appearance.

Society: Individuals are generally friendly and honorable, though little is known about Phrogg society as a whole. Despite their small stature they are known to be very self assured, willing to confront those they believe be acting immorally or dishonestly. While this righteous nature can sometimes result in unwanted confrontations they are not afraid to defend themselves or their clans.

Homeworld: The original Phrogg homeworld is not known, most individuals are found on estuary worlds such as Trask or Dac.

Language: Phroggs speak Frog, a language which very few other sentients are familiar with. A translator droid is required for an unacquainted individual to comprehend a Phrogg's speech. They are incapable of speaking Basic without a vocoder, but most have a functional understanding of it.



SPECIES ABILITIES

- **Wound Threshold:** 9 +Brawn
- **Strain Threshold:** 10 +Willpower
- **Starting XP:** 100
- **1 rank in Discipline or Charm**
- **Amphibian:** Can breath underwater and remove penalties for being underwater. Remove ■ from humidity and heat, add ■ for dry or cold conditions.
- **Prehensile Tongue:** May pick up items within Short range as an incidental
- **Leaping Lizards:** Upgrade Athletic and Coordination checks once if they involve jumping.





THE OUTER RIM

*"You don't survive in the
Outer Rim by being stupid!"*

-Hondo Ohnaka



NEVARRO

UWYK77Δ

Astronavigational Data: Outer Rim Territories, Nevarro system

Orbital Metrics: 386 local days in a year / 19 standard hours in a day

Government: Planetary Magistrate

Population: 35,000: 45% Human, 10% Jawa, 45% other sentients

Languages: Basic, Huttese, Bocce

Major Terrain: Volcanic sand wastes, lava rivers, rocky canyons and mesas

Flora: None

Fauna: Lava Meerkat, Nevarro Ruping

Major Cities: Nevarro City

Areas of Interest: Market District, Nevarro City Primary Academy (Formerly Cantina), Twi'lek healing baths, The Lava Fields, Imperial Research Facility

Major Exports: None

Major Imports: Foodstuffs, Technology

Background: When the Galactic Empire rose to power it took decisive steps to tame the Outer Rim Territories. Strategically located along the Corellian Run hyperlane, Nevarro was one of many planets brought to heel by Imperial forces. At one point Alliance forces attempted to liberate the planet but were soundly defeated. It wasn't until the Empire's formal defeat at the Battle of Jakku that their grip loosened. Soon after, the Bounty Hunter's Guild expanded its presence on the planet and established itself as the informal ruling body. By 9 ABY all Imperial forces had been wiped from the planet by local forces. As a newly independent system Nevarro is experiencing a minor renaissance. These days it primarily serves as a rest stop and trading post for those traveling in the Outer Rim.

The surface of Nevarro is a barren waste, consisting of ash fields and volcanic mesas. Attempts have been made to establish mining and agricultural operations on the planet



but all were thwarted by the virulent environment. Nevarro city, the defacto capital of the planet, is the only local settlement that has managed to eek out a semi-stable existence. It hosts a constantly rotating array of bounty hunters, traders, and explorers. These individuals usually only stop long enough to pick up a meal, fuel, or a job. Long term residents include scavengers, local proprietors, and those wishing to avoid attention. Traveling outside the city after dark has proven to be a fatal endeavor on multiple occasions, more than one Jawa has been carried off into the night by a hungry Ruping.

Whether by blaster or credits, disputes on Nevarro are generally settled quickly. More substantial altercations may draw the attention of the newly appointed marshal, who everyone knows is not to be trifled with.

Plot Hooks: An gang of high value bounties were last seen heading into the Nevarro City sewer system. Other hunters have gone after them, but they've never come back up.

A band of pirates has occupied the Twi'lek Healing Baths and taken the workers hostage. The marshal is forming a posse to take on the pirates. One of the Twi'leks may be working in conjunction with the pirates, complicating matters.

TATOOINE

↓↵↓△△10∩∩

Astronavigational Data: Outer Rim, Arkanis sector, Tatoo system

Orbital Metrics: 304 local days in a year / 34 standard hours in a day

Government: Hutt clans govern loosely affiliated cities

Population: 200,000: 70% Human, 5% Tusken Raider, 5% Jawa, 20% other sentients

Languages: Basic, Huttese, Jawaese, Tusken, Bocce

Major Terrain: Desert, rocky canyons and mesas, sparse oases

Flora: Black Melon, Jira fruit, Polta beans,

Fauna: Bantha, Dewback, Canyon Krayt Dragon, Greater Krayt Dragon, Eopie, Womp Rat, Massif, Scurrier

Major Cities: Mos Espa (Capital), Mos Eisley, Anchorhead, Mos Pelgo

Areas of Interest: Wreck of the Dowager Queen, Dune Sea, Jundland Wastes, Beggars Canyon, Great Pit of Carkoon

Major Exports: Dilarium Oil, Silicax Oxalate, Scum, Villainy, Skywalkers

Major Imports: Foodstuffs, Technology, Water, Medicine

Background: Despite its profound mundaneness Tatooine always seems to find itself at the center of galactic affairs. Originally only home to the native Jawa and Tusken populations, many groups have attempted make a living on Tatooine.

Anchorhead is the oldest settlement on the planet, having been established by the Czerka Corporation around 4200 BBY. After the company abandoned their operations, the planet was mostly abandoned again. In 516 BBY the Jabba the Hutt claimed dominion over the planet, attracting a host of unsavory characters to the planet. In 100 BBY the Dowager Queen, a colony ship, crashed on the planet. The survivors established Mos



Eisley and converted the wreckage into a hotel. Since then a handful of other settlements have sprung up.

Around 70 BBY The Corellia Mining Corp attempted to mine the planet but encountered the same difficulties as Czerka. Their abandoned Digger Crawlers were quickly inhabited by the nomadic Jawas. For the next century the cities of Tatooine continued to grow and eventually the planet fell into a rhythm of general unpleasantness.

Plot Hooks: A posse of moisture farmers is looking for help rescuing someone who was kidnapped by Tusken Raiders. It turns out Jawas are the actual culprits, they just wanted her cybernetic leg and figured it'd be easier to take the whole person.

An anthropology grad student has been tasked with acquiring a Krayt dragon peel for the university's Tusken Raider exhibit. Not wanting to steal from the Tusken, he hires the PCs to hunt down what he believes to be a small Canyon Krayt.

One of the PCs has qualified for the Boonta Eve classic. With a load of credits on the line, one of the other contestants has hired mercenaries to pick off any racers that get ahead of them. The rest of the PCs must stop them before their friend is fried.

SORGAN

ソダ707カ

Astronavigational Data: Outer Rim Territories, Sorgan System

Orbital Metrics: 324 local days in a year / 27 standard hours in a day

Government: None

Population: 10,000. 85% Human, 5% Klantonian, 10% other sentients

Languages: Basic

Major Terrain: Dense taiga forests and expansive marshes

Flora: Trees and ferns

Fauna: Grinjer, Krill, Sorgan Frog

Major Cities: None

Areas of Interest: The Common House, Krill farms

Major Exports: Spotchka

Major Imports: Technology

Background: In 100 BBY the government of Bestine IV dispatched a fleet of colony ships to map the Outer Rim and establish tributary states. One of these ships discovered the verdant and lush planet that would later be named Sorgan. Though there was initially no plan to settle the planet many of the colonists were so taken by its splendor that they volunteered to stay behind. They established a foothold on the planet and the colony ship continued on its voyage. Soon after, Sorgan was added to galactic star-charts. It was another 80 years before Sorgan hosted new visitors.

In the final year of the Clone Wars retreating separatist forces were chased to the Sorgan system by a Republic battle-group. CIS forces landed on the planet but were quickly extinguished by Clone Troopers. For the next few years local rumors claimed that a number of troopers had remained behind on the planet.

HoloNet News and Entertainment would run a feature on the skirmish, spurring a short lived tourism boom on Sorgan. Clone



Wars historians and enthusiasts continued to occasionally visit the planet throughout the rule of the Empire.

In the decades since its time in the spotlight a trickle of immigrants and refugees has continued to bolster the population. Pirates and smugglers occasionally seek refuge on Sorgan but the lack of urban infrastructure or amenities deters them from establishing permanent bases. Life on Sorgan is generally quiet and peaceful. Most villages are self sufficient, hunting and farming for everything they need.

A few villages produce Spotchka, a bright blue ale brewed from Krill. They raise the small crustaceans in shallow paddies and export the product off planet, turning a meager profit.

Plot Hooks: Raiders have been ransacking a village's outgoing Spotchka shipments. Unbeknownst to the farmers, the raiders were hired by the village leader and he's been splitting the profits with them.

Rumor has it that a village on Sorgan was wiped out by a squad of Clone Wars era battledroids. More likely a kid just found some old wreck and decided to make up the story, but an old veteran on the planet has other opinions.

ARVALA-7

K7YKJK-7

Astronavigational Data: Outer Rim, Arval system

Orbital Metrics: 218 local days in a year / 36 standard hours in a day

Government: None

Population: 10,000: Jawa, Nikto, Ugnaught, other sentients

Languages: Basic, Nikto

Major Terrain: Primarily desert and mesas, subject to massive flash floods

Flora: None

Fauna: Blurr, Mudhorn

Major Cities: None

Areas of Interest: Abandoned mining towns

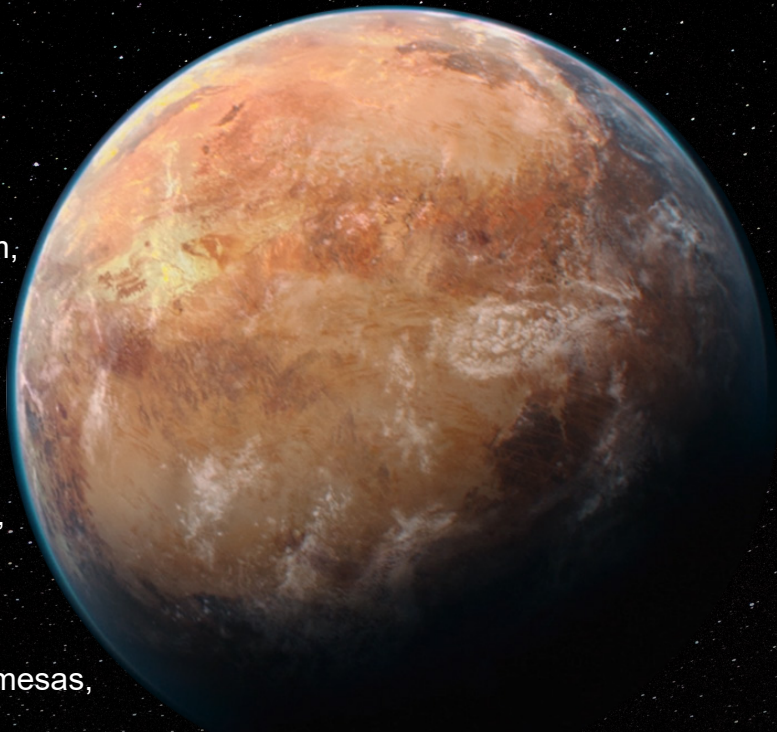
Major Exports: Minerals (Formerly)

Major Imports: Foodstuffs, Technology, Water, Medicine

Background: Long before the Clone Wars Arvala-7 was the location of a major Corellian Ming Corp operation. Initial prospecting results were promising and plans for expansion were put in motion. Digger Crawlers were requisitioned and employee housing compounds were constructed. In it's first month the operation was proving to be more profitable than expected. Further expansion plans were being finalized when disaster struck.

Seemingly out of nowhere massive flash floods swept through the region, destroying much of the mining equipment and submerging the housing developments. With their operation in shambles CMC decided to abandon the planet and peruse ventures elsewhere in the galaxy.

Months later, after the water had finally began to recede, CMC sent a team to investigate the shocking phenomenon. According



to their findings, these flash floods occurred about once every 50 years and left much of the surface water logged for the following decades. As the water slowly evaporates, the muddy surface cracks into large plates, forming a spider web of narrow canyons.

It wasn't long before word of the fiasco spread across the Outer Rim. The prospect of abandoned compounds and mining equipment intrigued pirates and scavengers alike. Just as on Tatooine, Jawas roam the planet in the abandoned crawlers, looking for anything they can salvage or peddle.

Plot Hooks: A local Jawa tribe got a long range transmitter working and is calling for assistance. It turns out they are looking for passage off planet. If the language barrier wasn't bad enough, the PCs have to keep the Jawas from salvaging their ship during the journey.

Storm clouds are starting to form in the northern hemisphere. Any day now the entire region will be washed away in a massive flood. Even if the moisture farmers were willing to evacuate, a local pirate gang is holding their ships for ransom.

TRASK

↓7K\O

Astronavigational Data: Outer Rim, Kol Iben system

Orbital Metrics: 384 local days in a year / 18 standard hours in a day

Government: City Council

Population: 5 Million, 60% Quarren, 30% Mon Calamari, 10% other sentients

Languages: Basic, Mon Calamarian, Quarrenese

Major Terrain: Salt water oceans, reefs

Flora: Sourwort, Seavine

Fauna: Coral, Mamacore, Albarim Fish

Major Cities: Trask city

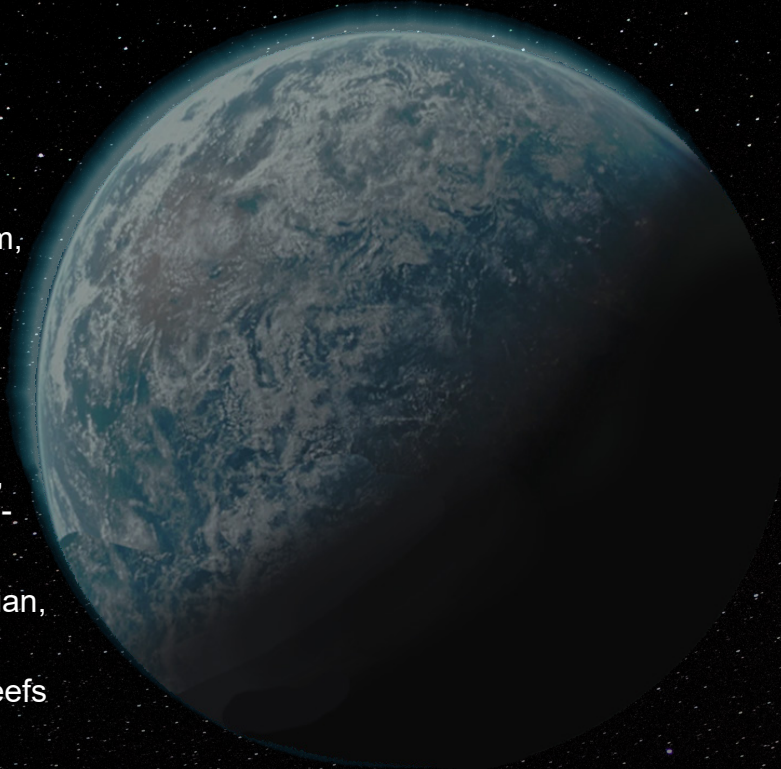
Areas of Interest: Trask Cantina, Trask Spaceport, Trask Harbor

Major Exports: Seafood

Major Imports: Foodstuffs, Technology, Water vessels

Background: Trask is an estuary moon orbiting the gas giant Kol Iben. The entire surface of the moon is covered in one saline body of water. The only geological features that break up the otherwise uniform surface are massive coral reefs which are easily visible from orbit. In some areas these reefs are close enough to the ocean's surface for a standard humanoid to wade through the water. It is on these shallows that Trask's colonists established their settlements.

Trask hosted a number of small fishing operations long before the rise of the Empire. Formal settlements weren't established until Imperial forces occupied Dac (also called Mon Cala). To avoid imperial entanglement Millions of Quarren and Mon Calamari fled to Trask. Landing in the shallow areas of the moon's reefs, the refugees were surprised to find how quickly the coral assimilated their vessels into the structure. As more and more



ships arrived they began to form artificial archipelagos. Before long ships were being deliberately scrapped and fed to the reef to form small durasteel continents.

Every settlement on the moon relies on fishing operations to survive. Trask City is the largest settlement on the moon and the only one with a spaceport. It serves as the conduit through which all goods arriving and leaving Trask must pass through.

Neither the New Republic nor the Empire claims dominion over Trask, though it is not uncommon to see either faction's ships pass through the space port.

Compared to most other planets in the Outer Rim Trask is fairly densely populated. Fishing operations are able to sustain a moderate population, and the lack of non-submerged real-estate means everyone has to live close together.

Plot Hooks: A New Republic agent was investigating rumors of a submerged Imperial base just outside Trask City when they disappeared. There aren't any Republic forces close enough to investigate so the PCs are contracted to find out what happened.

CORVUS

ἰἰΔ7Υἰἰ

Astronavigational Data: Outer Rim Territories, Corvus System

Orbital Metrics: 290 local days in a year / 28 standard hours in a day

Government: Governorship

Population: 10,000 90% Human, 10% Other

Languages: Basic

Major Terrain: Low mountains, formerly covered in taiga forests

Flora: Remains of coniferous trees

Fauna: Convor, Loth-Cat, Broadhead

Major Cities: Calodan

Areas of Interest: Calodan Palace, Calodan Market, Ash Fields

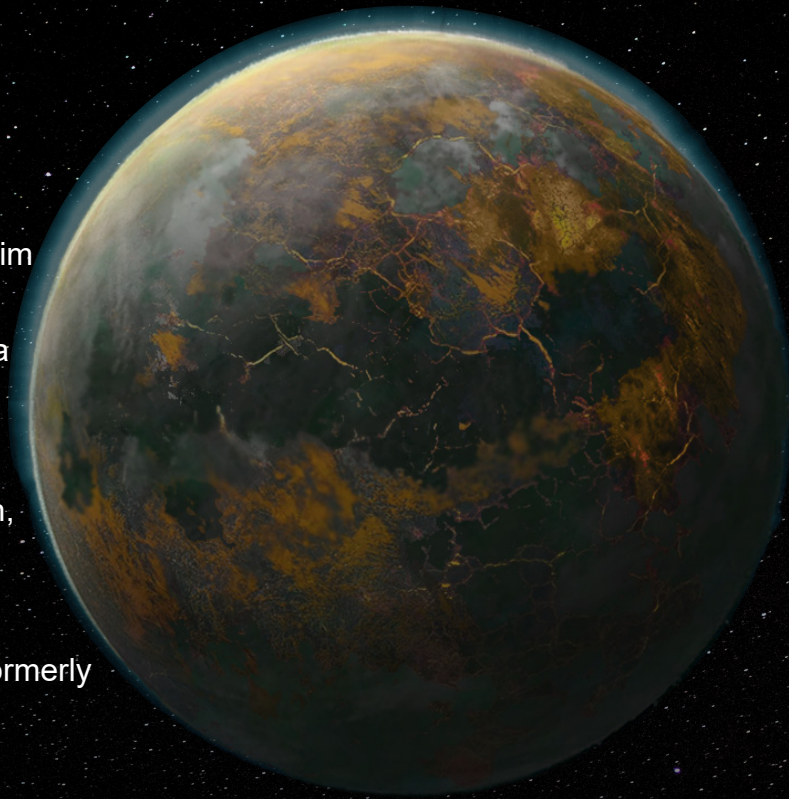
Major Exports: Raw Industrial Material

Major Imports: Weapons, Technology

Background: Corvus was originally a nature sanctuary protected by the Old Republic. Verdant forests, raging rivers, magnificent mountains, and crystalline oceans; for thousands of years this is what visitors to Corvus could expect to see. The planet's diversity of flora and fauna was unmatched by any other in the surrounding sectors. Ecological researchers and campers alike flocked to the system, hoping to soak in its natural majesty. The city of Calodan was eventually established by the Republic senate to serve as a port for visitors and a home for park rangers. For nearly 500 years Corvus remained unspoiled.

A few years before the outset of the Clone Wars the Republic was deep in debt. Preservation funding was quickly reallocated and not long after the city of Calodan was destitute. Most of the population abandoned the planet and those that remained began clearing forests for farming and mining. Despite this the damage to the planet was minimal.

Two decades later the Empire's ultimate



weapon, the Death Star, was destroyed over Yavin. Desperate to rebuild, the Empire scoured the galaxy for untapped material resources. An old mineralogical survey of Corvus indicated that it contained vast untapped alum veins. Imperial engineers descended upon the planet and established a vast network of mines and processing plants. Before long most of the surface was barren. Now nearly every forest has been burned away and regions with deep alum veins are volatile lava pools. It's unknown exactly how much of the wildlife survived the purge, but the towering broadheads appear to be the all that remains of the original inhabitants.

Plot Hooks: The New Republic Bureau of Ecological Conservation has heard of the destruction taking place on Corvus. As it does not fall under NR jurisdiction, they are unable to intervene. They have requested that the PCs travel to Corvus to collect samples of the surviving native flora and fauna so that it may be preserved. The job description failed to mention that the local Broadheads stand well over 10 meters tall and don't take kindly to intruders.

Unbeknownst to the New Republic, the Imperial remnant on Corvus continues to mine and export unrefined alum. A crime lord managed to learn about the operation and has tasked the PCs with "liberating" some of the material.

MORAK

ΛΔ7KΔ

Astronavigational Data: Outer Rim Territories, Morak System

Orbital Metrics: 383 local days in a year / 29 standard hours in a day

Government: None

Population: 15,000 60% Human, 35% Alsum, 5% other sentients

Languages: Basic, Huttese

Major Terrain: Verdant tropical jungles, rocky canyons, river systems

Flora: Areca Nut Palm Tree

Fauna: Tropical Birds and Reptiles

Major Cities: None

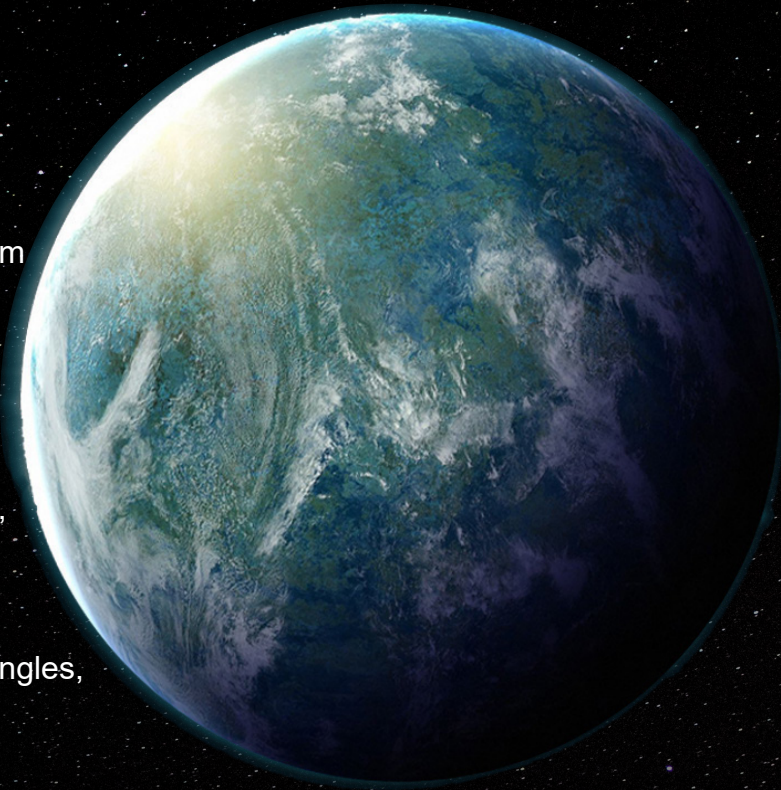
Areas of Interest: Farming villages, Imperial refinery

Major Exports: Refined Rhydonium, Foodstuffs, exotic animals

Major Imports: Technology, Vehicles, Medical supplies

Background: Most navigational charts only list Morak as "Astrological Object RF-002/15". Only well traveled individuals (and of course its inhabitants) know it by its local name. Even though the Empire has maintained a presence on the planet for nearly three decades it was never deemed lucrative enough to expand operations beyond a single outpost.

In the early days of the Empire the navy underwent exponential expansion. This led to a massive demand for starship fuels, rhydonium being chief among them. Refineries were established on dozens of planets across the galaxy. Many of them proved extremely profitable and underwent massive expansions. However, analysis of the Morak operation found that the natural supply of rhydonium was less abundant than originally speculated. While the refinery itself was shut down, a garrison was left behind to maintain a presence in the Outer Rim. It wasn't until



the fateful battle of Scariff that Morak would re-enter the galactic stage.

As the newly formed New Republic swept through the galaxy it cleared out countless Imperial installations. Survivors of a decimated task force retreated to Morak. There they reinforced the garrison, refueled their ships, and reactivated the refinery. With the navy now at a fraction of its original strength the insubstantial refinery has proven to be more than adequate for the Imperials' needs.

Plot Hooks: Local raiders have liberated a large supply of unrefined rhydonium but their ship was severely damaged in the process. Unable to move the goods, they had a third party contact the PCs and ask for assistance. The PCs need to load up the Rhydonium and get it to a buyer before the Empire tracks down the missing cargo.

A pack of ravenous reptiles has been giving the local Imperial garrison trouble. The veteran troopers claim the trouble only started after the refinery was reactivated. It seems that the heat generated by the refining process has attracted the cold blooded creatures and with the machinery running day and night, they are especially active. They've taken up residence in the ventilation system, occasionally dragging lone technicians into their lair with them.

MALDO KREIS

CKVD OVIN

Astronavigational Data: Outer Rim Territories, Kreis System

Orbital Metrics: 419 local days in a year / 32 standard hours in a day

Government: None

Population: 500: Includes Human, Kubaz, Quarren, and Mythrol

Languages: Basic, Huttese

Major Terrain: Completely frozen surface with ice canyons, subterranean oceans, hot springs, and tunnels

Flora: None

Fauna: Ravinak, Ice Spider

Major Cities: None

Areas of Interest: Kreis Cantina, Refueling station

Major Exports: None

Major Imports: Foodstuffs, Technology

Background: To an outside observer the entirety of Maldo Kreis appears to be a featureless tundra. Just below the icy surface however the planet is swarming with life. Monstrous Ice Spiders and Ravinaks threaten anyone who strays too far from the safe zones.

For most of the year driving snow storms ravage the planet's surface. In the clear period, which locals sardonically refer to as the "Tropic Season", temperatures can rise as high as 10 degrees below freezing.

The sole settlement on Maldo Kreis was founded some point before the fall of the Old Republic. It was established during a period of expansion in the Outer Rim, serving as a refueling station for colonists and explorers. Their business was enough to support the modest settlement and its inhabitants for a short period. Over time business slowed and the fueling station stagnated. Rather than leave some of the inhabitant devised ways to fish the oceans below the ice. A handful



of water vessels were imported to the planet but they were all either wrecked by Ravinaks or ice flows. Now fishermen generally only cast their nets through holes cut in the ice.

Visitors to Maldo Kreis are rare, and new settlers even more so. The fueling station remains operational but most locals either work as trawlers or maintain the local businesses.

Plot Hooks: A distress beacon is emanating from somewhere below the surface of the planet. Exploring the ice caverns reveals that the ship is an ancient Old Republic cartography vessel. Strangely it doesn't seem like there's anyone on board.

A bounty target was last seen on Maldo Kreis. The cantina proprietor insists the target just left for his ship. Footprints leading to a large collapsed section of ice suggest he didn't make it all the way to the ship. He's probably dead, but proof is required to collect the bounty.

A travel agency is looking for new "Extreme Vacation" locations and wants the PCs to scout Maldo Kreis. They are to collect climate data and record testimonials about their first hand encounters with the local wildlife.

THE ROOST

↓ΞM 7ΔΔ↘↓

Astronavigational Data: Outer Rim, interstellar space

Orbital Metrics: Operates on GST, 368 days in a year, 24 hours in a day

Government: Under mercenary control, led by Ranzar Malk

Population: 20: 50% Humanoid, 50% Droid

Languages: Basic

Major Terrain: Space Station

Background: Officially designated "SS-R16c", the Roost space station predates the New Republic by at least 100 years. It was originally a Baktoid Armor Workshop affiliated starfighter repair station offering maintenance and repair services to the inhabitants of the Outer Rim. After the rise of the Empire Baktoid's parent company, the Techno Union, was subjected to severe regulations for their support of the Confederacy of Independent Systems during the Clone Wars. As a result Baktoid sold off many of their satellite operations including their chain of Outer Rim service stations.

After changing hands half a dozen times station SS-R16c finally fell under the control of Ranzar Malk and his mercenary outfit. Malk renamed the station and made it his home, moving it into open space in order to conceal its location. For the next 15 years he and his crew operated out of the station and made a name for themselves in the Outer Rim.

Now retired, Malk primarily uses the station to coordinate operations and fence stolen ships. Individuals that have managed to get on his good side can also come to the station for repairs, although they rarely leave without owing the man a favor or two.

The station itself has no exterior defenses,

but Malk's personal gunship, a heavily modified Porax-48, deters most individuals from even considering an attack.

Plot Hooks: A rival mercenary gang has been stealing business from Malk and his crew. Malk would handle it himself but after his last job went south he's a little short handed. He wants to hire the PC's to remove his competition. They might even earn a bonus if they can be discreet about it.

The New Republic needs individuals that are acquainted with the galactic underworld to infiltrate Malk's gang and gather evidence of his illegal activities to build a case against him. While undercover, Malk sends the PC's and his crew to raid a New Republic outpost.

IV

VEHICLES AND MOUNTS

*"You came in that thing?
You're braver than I thought."*

-Leia Organa



RAZOR CREST

Hull Type/Class: Pre-Imperial Gunship
Hyperdrive: Class 2, with Navicomputer
Ship's Complement: 1 Pilot, 4 Passengers
Encumbrance Capacity: 200
Sensor Range: Medium
Price: ₹780,000 || **Rarity:** 6
Hard Points: 6

Weapons:

Forward Mounted Med Laser Cannons

Fire Arc: Forward || **Damage:** 6 || **Crit:** 3
Range: Close || **Qualities:** Linked 1

Special: The difficulty of Mechanic checks to restore Hull Trauma are decreased by one. Additionally the credit cost to repair the ship is reduced by 25%.

Military patrol craft that predate the Empire, Razor Crest series gunships are renowned for their rugged reliability. Compared to con-



temporary starships their on-board systems are highly simplified, making repairs easy. The ship comes standard with a two medium laser cannons, but there is room to install more robust weapon systems. The interior is also highly customizable, with room for weapon lockers, crew quarters, recreation terminals, food prep areas, or just simple cargo storage.

PORAX-48 GUNSHIP

Hull Type/Class: Heavy Fighter
Hyperdrive: Class 1.5, with Navicomputer
Ship's Complement: 1 Pilot
Encumbrance Capacity: 10
Sensor Range: Medium
Price: ₹165,000 || **Rarity:** 7
Hard Points: 4

Weapons:

Wing Mounted Med Laser Cannons

Fire Arc: Forward || **Damage:** 6 || **Crit:** 3
Range: Close || **Qualities:** Linked 1

Cockpit Mounted Dual Auto-Blasters

Fire Arc: Forward || **Damage:** 6 || **Crit:** 3
Range: Close || **Qualities:** Linked 1

With the success of the Incom Corp. X-Wing series, many manufacturers have been rushing to produce their own advanced snubfighters. The Porax-48, successor



to the Porax-38, is the first new design by Baktoid Armor Workshop since its involvement in the Clone Wars. Highly versatile, the P-48 can match a TIE fighter's speed while packing enough punch to take on larger assault ships. Top of the line reactors power this ship's heavy weapons and advanced shields. Popular among mercenaries and private militias, they are prohibitively expensive and do not see wide spread use.

N.R. CORRECTIONAL TRANSPORT

Hull Type/Class: Prison Transport Ship
Hyperdrive: Class 1, with Navicomputer
Ship's Complement: 1 Pilot, 1 Co-Pilot, 4 Gunners, 20 Guards, 280 Prisoners
Sensor Range: Long
Encumbrance Capacity: 3000
Consumables: 1 Year
Price: ₣1,500,000 (R) || **Rarity:** 6
Hard Points: 4

Weapons:

4x Dorsal Mounted Light Twin-Turbolaser batteries

Fire Arc: All (Dorsal) || Damage: 9 || Crit: 3
Range: Medium
Qualities: Breach 2, Linked 1, Slow-Firing 1

As the New Republic expands its reach, more and more systems fall under the ju-

OUTLAND TIE FIGHTER

Hull Type/Class: Starfighter
Hyperdrive: None
Ship's Complement: 1 Pilot
Sensor Range: Short
Encumbrance Capacity: 10
Price: ₣55,000 (R) || **Rarity:** 4
Hard Points: 0

Weapons:

Forward Mounted Medium Laser Cannon

Fire Arc: Forward || Damage: 6 || Crit: 3
Range: Close || Qualities: Linked 1

For most of the Empire's history, starfighters were almost exclusively launched from carriers or installations with dedicated TIE hangars. Now on its back foot, the Imperial Navy has been forced to adapt, utilizing vehicles that may land and launch from even



jurisdiction of the New Republic Correctional Corps. Short staffed and spread thin, NRCC Transports are designed to securely carry hundreds of prisoners with only minimal security. A single organic operator can pilot the ship, monitor prisoners, and coordinate automated defenses all from one console.

In the first months of the New Republic these vessels were accompanied by starfighter escorts. Rapid demilitarization and the demand for Outer Rim provincial patrols has made that something of a rarity.



the most rugged of environments.

Visually identical to the iconic TIE/In starfighter, the Outland TIE features folding solar collection panels and a landing gear. These enable it to land without a standard TIE docking armature and grants easy access for pilots. These added mechanism add mass to the fighter, making it slightly more sluggish than a standard TIE.

FISHING TRAWLER

Hull Type/Class: Fishing Watercraft
Ship's Complement: 1 Captain, 8 crew
Sensor Range: None
Encumbrance Capacity: 250
Price: ₣35,000 || **Rarity:** 2
Hard Points: 3

Weapons: None

Background: From the estuary moon of

HARBOR HAULER

Hull Type/Class: All Terrain Utility Vehicle
Ship's Complement: 1 Driver, 1 Co-pilot, 1 crane operator, 7 Passengers/Mechanics
Sensor Range: Close
Encumbrance Capacity: 100
Price: ₣140,000 || **Rarity:** 7
Hard Points: 4

Weapons: None

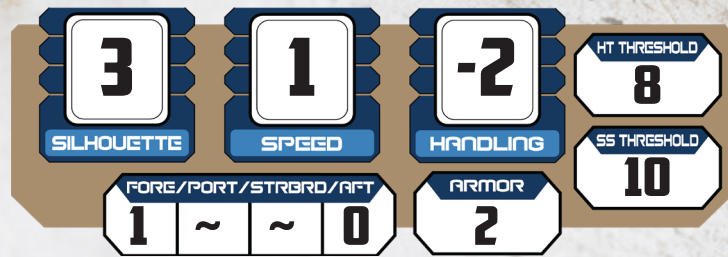
Background: Upon taking power one of the New Republic's first acts was to regulate Kuat Drive Yard's production of Imperial-era war machines. With their All Terrain line of assault walkers effectively outlawed, KDY

IMP. JUGGERNAUT

Hull Type/Class: Wheeled Vehicle
Ship's Complement: 1 Driver, 1 Co-pilot, Up-to 50 Passengers
Encumbrance Capacity: 500
Price: ₣85,000(R) || **Rarity:** 5
Hard Points: 2

Weapons: None

Background: The Imperial Combat Assault Transport, sometimes referred to as a Juggernaut (Not to be confused with the HAVw A6 Juggernaut) is a heavy cargo vehicle.



Trask to the idyllic lakes of Naboo, fishing trawlers are a common sight on any planet with a body of water larger than a puddle. These vessels are designed to sustain month long voyages, though most fishermen prefer to come into port every night.



turned its attention to more commercial vehicles. Within a year they were the galaxy's leading manufacturer of mobile cargo haulers.

The All Terrain Harbor Hauler (AT-2H) can effortlessly traverse a variety of terrains, including water up to 15 meters in depth. Similar to ascension guns, the crane combines high tension Steelton cables and winches with integrated repulsors to carry loads up to three times the walker's weight.



Riding on massive wheels, it is a compromise between AT walkers and repulsor craft.

At the height of the empire the unarmed vehicle would have been escorted by repulsor tanks and TIE fighters. With most of their combat vehicles destroyed in the war these transports must rely now on their armor and speed for protection.

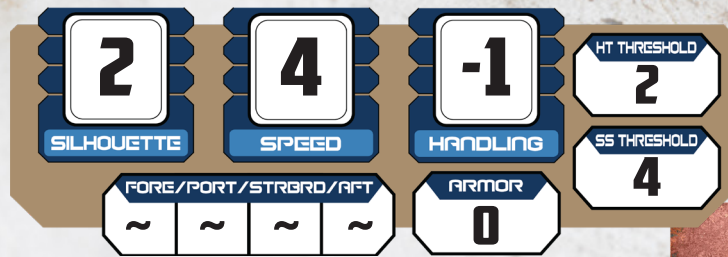


POD RACER SWOOP

Hull Type/Class: Swoop Bike
Ship's Complement: 1 Pilot
Sensor Range: None
Encumbrance Capacity: 8
Price: ₳3,500 || **Rarity:** 7
Hard Points: 2

Weapons: None

Background: Consisting of little more than an old pod racer turbine engine and a seat, this jury rigged swoop bike is one of the fastest and most dangerous methods of traversing a planet's surface.



These bikes were first cobbled together by Jawas that scavenged the Mos Espa Circuit on Tatooine. Other enterprising engineers heard about the design and began buying up old racers to convert them into bikes. While most of them are simply cheap alternatives to officially licensed swoops, bikes made from famous pods have been known to fetch a hefty price.

AT-ST RAIDER

Hull Type/Class: Recon Walker
Ship's Complement: 1 Driver, 1 Co-Pilot
Sensor Range: Short
Encumbrance Capacity: 18
Price: ₳75,000 || **Rarity:** 6
Hard Points: 2

Weapons:

Port Mounted Light Blaster Cannon

Fire Arc: All (Port) || Damage: 4 || Crit: 4
Range: Close || Qualities: None

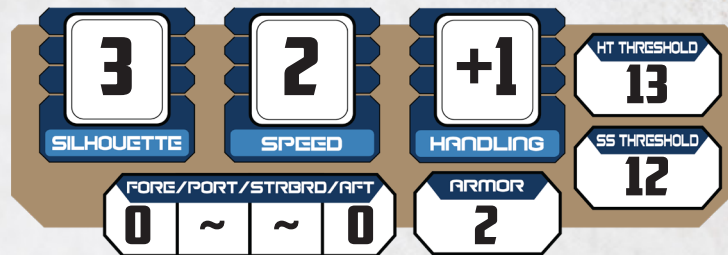
Chin Mounted Light Blaster Cannon

Fire Arc: Forward || Damage: 5 || Crit: 4
Range: Close || Qualities: Linked 1

Starboard Mounted Searchlight

When attacking, negate all setback imposed by Darkness. Adversaries may be blinded by the light and suffer ■■ on attack rolls

Background: Despite the New Republic's best efforts many Imperial weapons have managed to escape the scrap yards. Some of the most valuable and dangerous pieces of equipment on the black market are AT-ST walkers. Run down, carbon scored, and in desperate need of an oil bath, these walkers have seen better days. However that doesn't mean they're any less dangerous.



K79-S80 ITT

Hull Type/Class: Personnel Carrier
Ship's Complement: 1 Driver, 1 Co-Pilot, 1 Gunner, 10 Passengers +6 Prisoners
Sensor Range: Short
Encumbrance Capacity: 55
Price: *770,000 (R) || **Rarity:** 4
Hard Points: 0

Weapons:

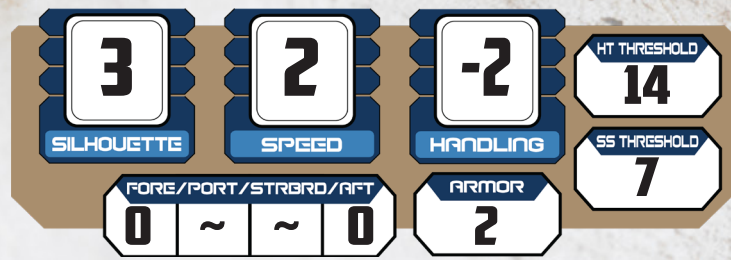
Forward Mounted Light Blaster Cannon

Fire Arc: Forward || Damage: 4 || Crit: 4
Range: Close || Qualities: Linked 1

Twin Light Blaster Turret

Fire Arc: Forward || Damage: 4 || Crit: 4
Range: Close || Qualities: Linked 1

Background: The K79-S80 Imperial Troop Transport (ITT) is an armored personnel



carrier capable of providing heavy weapons support. With enough room to carry one squad of Stormtroopers it can provide rapid reinforcement to biker scout patrols that encounter heavy resistance.

Propelled by repulsors rather than walker legs the ITT has difficulty traversing uneven terrain but is considerably faster than AT series walkers. Its speed combined with its smaller size makes it perfectly suited for urban and open country patrols. In a pinch it can also serve as an armed cargo transport.

TREXLER MARAUDER

Hull Type/Class: Armored Vehicle
Ship's Complement: 1 Driver, 1 Co-Pilot, 1 Gunner, 4 Passengers
Sensor Range: Short
Encumbrance Capacity: 40
Price: *775,000 (R) || **Rarity:** 3
Hard Points: 2

Weapons:

Forward Mounted Light Blaster Cannon

Fire Arc: Forward || Damage: 4 || Crit: 4
Range: Close || Qualities: Linked 1

Twin Light Blaster Turret

Fire Arc: Forward || Damage: 4 || Crit: 4
Range: Close || Qualities: Linked 1

Background: A more combat focused variant of the Imperial Troop Transport, the Trexler Marauder boasts improved durability and handling at the expense of cargo/passenger capacity.

A somewhat recent addition to the Imperial arsenal, these vehicles went into production shortly after the battle of Hoth. After suf-



fering crippling losses at the battles of Endor and Scariff the Imperial hierarchy shifted its focus to re-building the navy. As a result very few Marauders ever made it off the assembly line, making them something of a rarity.

TAMED BANTHA

Hull Type/Class: Mount

Ship's Complement: 1 Jockey, 1 Passenger

Encumbrance Capacity: 25

Price: ₣6,000 || **Rarity:** 3

Hard Points: None

Weapons:

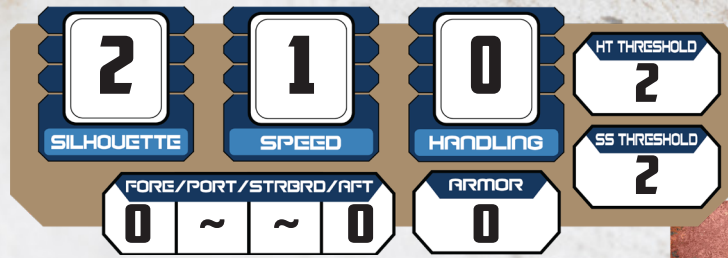
(Based on Wild Bantha stats, uses personal scale range bands and damage)

Bite (◆◆◆◆◆)

Damage: 6 || Critical: 5 || Range: Engaged

Slam (◆◆◆◆◆)

Damage: 5 || Critical: 5 || Range: Engaged
(Disorient 2, Knockdown)



Background: Ponderous and fetid, Banthas make less than ideal mounts. However, their exceptional water retention and immense strength make them excellent pack animals. Like most domesticated species, Banthas can be found across the galaxy.

While some Wookiees are known to run Bantha Taxi services on Kashyyyk, only the Tusken Raiders of Tatooine raise the beasts exclusively as mounts.

TAMED BLURRG

Hull Type/Class: Mount

Ship's Complement: 1 Jockey

Encumbrance Capacity: 10

Price: ₣12,000 || **Rarity:** 5

Hard Points: None

Weapons:

(Based on Wild Blurrig stats, uses personal scale range bands and damage)

Bite Brawl (◆◆◆◆◆)

Damage: 6 || Critical: 4 || Range: Engaged

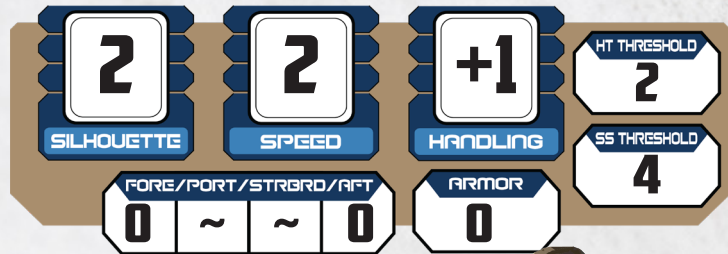
(Pierce 3, Sunder, Vicious 1)

Slam Brawl (◆◆◆◆◆)

Damage: 5 || Critical: 5 || Range: Engaged

(Disorient 2, Knockdown)

Background: Blurrig are stocky two-legged reptiles that can be found on a number of planets across the Outer Rim. Even when raised in captivity they are naturally surly creatures. A potential jockey must prove themselves worthy of the beast's respect before attempting to ride it.



V

ADVERSARIES

*"We're a culture. We're an idea.
And you can't kill ideas-
but we can certainly kill you."*

-Mandalore the Destroyer



THE GOOD, THE BAD AND THE MANDALORIANS

For the first time in 25 years, the Empire is on its back foot. Scattered pockets of remnant forces are resigned to squabbling amongst themselves, unable to establish a new chain of command. Unwilling to accept their lost dominance, meager Imperial resources are spent on maintaining appearances rather than power. As the Empire declines so too does the training and discipline of its fighting forces. Only the most demanding and exacting of commanders are able to maintain the standards of the old Empire.

With the hunt for Warlords and Moffs drawing to a close the once rag-

tag band of rebels are in the process of the establishing their new authority. To promote deescalation the New Republic has already begun demilitarization efforts. Pragmatists amongst their ranks believe these efforts may be premature.

On the sidelines, Mandalorian clans lick their wounds and observe the conflict from afar. Clan leaders advise caution and patience, but many restless warriors have struck out on their own, hoping to reclaim the once great reputation of their culture.



N.R. CORRECTIONAL OFFICER

When all of your co-workers are security droids and hardened criminals, your “people skills” tend to get “rusty”. The Republic’s battle hardened veterans are occupied with rooting out Imperial holdouts, meaning that the majority of the Correctional Corps. field staff is comprised of fresh faced recruits.

SKILLS (GROUP ONLY)

Athletics (◆◆), Discipline (◆◆◆),
Vigilance (◆◆◆), Ranged [Light] (◆◆◆◆),
Melee (◆◆)

WEAPONS

Model 80 Pistol Ranged [Light] (◆◆◆◆)
Damage: 6 || Critical: 2 || Range: Medium
(Stun Setting)

Truncheon Melee (◆◆)

Damage: +2 || Critical: 5 || Range: Engaged
(Disorient 2)

2 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	3 WILLPOWER	2 PRESENCE
WOUNDS 6	SOAK 4	M/R DEFENSE 0/0

TALENTS AND ABILITIES

No Body's fool 1

EQUIPMENT

Utility Belt, Distress beacon, Padded Uniform (+1 Soak)





N.R. SECURITY DROID

These humanoid security droids are designed to guard and handle prisoners. They are equipped with an integrated scomp link to quickly access prison records and control cell doors.

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Vigilance (◆◆), Ranged [Heavy] (◆◆), Melee (◆◆◆), Brawl (◆◆◆)

WEAPONS

DH-17 Carbine Ranged [Heavy] (◆◆)
Damage: 8 || Critical: 3 || Range: Medium (Auto-Fire, Inaccurate 1, Stun Setting)

Shock Baton Brawl (◆◆◆)
Damage: 5 || Critical: 3 || Range: Engaged (Concussive 1, Stun damage)

Metal Limbs Brawl (◆◆◆)
Damage: +1 || Critical: 5 || Range: Engaged (Disorient 2)



TALENTS AND ABILITIES

Droid

EQUIPMENT

Integrated Scomp Link



N.R. PATROL DROID

Based on the R1 series astromech droid, these hovering sentinels patrol New Republic correctional facilities and transports.

SKILLS (GROUP ONLY)

Vigilance (◆), Ranged [Gunnery] (◆◆)

WEAPONS

Integrated Light Cannon
Ranged [Gunnery] (◆◆)
Damage: 9 || Critical: 3 || Range: Medium (Auto-Fire, Stun Setting)

TALENTS AND ABILITIES

Droid





IMP. REMNANT SCOUT TROOPER

Scout Troopers were once considered some of the greatest reconnaissance and sniper units in the galaxy. As the Empire continues to decline so too does that reputation.

SKILLS (GROUP ONLY)

Athletics (◆◆), Discipline (◆◆),
Stealth (◆◆), Melee (◆◆),
Piloting [Planetary] (◆◆),
Ranged [Light/Heavy] (◆◆)

WEAPONS

EC-17 Flash Pistol Ranged [Light] (◆◆)
Damage: 6 || Critical: 4 || Range: Short
(Disorient 1, Stun Setting)

EQUIPMENT

Scout Trooper Armor (+1 Soak, +1 Defense)



IMP. REMNANT STORMTROOPER

The Imperial Stormtrooper Corp. was once the face of Imperial power and control. Only troopers under the direct command of Moffs and Warlords have maintained their rigorous training regiments. Those that have been abandoned at remote outposts have become lax undisciplined.

SKILLS (GROUP ONLY)

Athletics (◆◆), Discipline (◆◆),
Melee (◆◆), Ranged [Light/Heavy] (◆◆)

WEAPONS

SE-14c Pistol Ranged [Light] (◆◆)
Damage: 6 || Critical: 4 || Range: Short
(Auto-Fire, Stun Setting)

Frag Grenade Ranged [Light] (◆◆)
Damage: 8 || Critical: 4 || Range: Short
(Blast 6, Limited 1)

EQUIPMENT

Stormtrooper Armor (+2 Soak)





WATCH WARRIOR

Over the course of countless crusades and civil wars the Mandalorian warriors have established themselves as the fiercest warriors in the galaxy. Even the lowest ranking members wear master-crafted armor and carry small arsenals.

SKILLS (GROUP ONLY)

Discipline (◆◆◆), Piloting [All] (◆◆◆)
Vigilance (◆◆◆),
Brawl (◆◆◆), Melee (◆◆◆),
Ranged [All] (◆◆◆),

WEAPONS

Galaar-15 Carbine Ranged [Heavy] (◆◆◆)
Damage: 9 || Critical: 2 || Range: Long
(Accurate 1, Stun Setting)
Whipcord Launcher Melee (◆◆◆)
Damage: +1 || Critical 5: || Range: Short
(Ensnare 2, Knockdown)
Vibroknife Melee (◆◆◆)
Damage: +1 || Critical 2: || Range: Engaged
(Pierce 2, Vicious 1)



TALENTS AND ABILITIES

Thermal Visor: Remove ■■ due to darkness, smoke, or other environmental effects

EQUIPMENT

Mandalorian Armor (+2 Soak, +1 Defense)
Z-6 Jetpack



N.R. PROVINCIAL PATROL PILOT

This battle tested veteran of the Galactic Civil War spends most of their time issuing citations. A scarcity of personnel and resources means that squads of 2 or 3 may be responsible for patrolling an entire sector.

SKILLS

Cool 2 (◆◆◆), Discipline 2 (◆◆◆),
Gunnery 3 (◆◆◆), Piloting [Space] 3
(◆◆◆), Perception 3 (◆◆◆)
Ranged [Heavy] 1 (◆◆◆)

WEAPONS

A280-C Rifle
Ranged [Heavy] (◆◆◆◆◆
Damage: 9 || Critical: 4 || Range: Long
(Accurate 1, Cumbersome 3, Stun Setting)

TALENTS AND ABILITIES

Skilled Jockey 1 Negate ■ from piloting checks



EQUIPMENT

Data pad, Flight suit (+1 Soak, Emergency Respirator)





DEATH TROOPER

Genetic enhancements and superior equipment makes Death Troopers some of the Empire's most formidable soldiers. They serve as special assignment commandos and bodyguards for high ranking Imperial officers.

SKILLS

Athletics 2 (◆◆◆), Discipline 3 (◆◆◆),
Vigilance 3 (◆◆◆) Ranged [All] 3
(◆◆◆), Melee 2 (◆◆◆)

WEAPONS

E-11D Carbine Ranged [Heavy] (◆◆◆◆)
Damage: 9 || Critical: 3 || Range: Medium
(Stun Setting, *Upgrade ranged attacks
made from short range once)

Vibroknife Melee (◆◆◆◆)
Damage: +1 || Critical 2: || Range: Engaged
(Pierce 2, Vicious 1)

Sonic Imploder Ranged [Light] (◆◆◆◆)
Damage: 10 || Critical: 3 || Range: Short
(Blast 8, Concussive, Disorient 5 Limited
Ammo 1)

4 BRAWN	4 AGILITY	2 INTELLECT
2 CUNNING	3 WILLPOWER	2 PRESENCE
WOUNDS 13	SOAK 6	M/R DEFENSE 0/0

TALENTS AND ABILITIES

Adversary 1

Enhancements: Add ■■ to perception checks, impose ■■ to checks attempting to detect this unit using sensors/scanners

EQUIPMENT

Death Trooper Armor (+2 Soak, Enhancements Comm Scrambler)



MORTAR TROOPER

Imperial Mortar Troopers can carry a launch tube and a dozen shells into skirmishes, allowing for rapid deployment of heavy anti-personnel weaponry. The size and mass of their equipment means they don't even carry a side arm, let alone a blaster rifle.

SKILLS

Athletics 1 (◆◆◆), Discipline 2 (◆◆◆),
Ranged [Heavy/Light] 3 (◆◆◆)

WEAPONS

L-x4 Mortar Launcher
Ranged [Heavy] (◆◆◆◆◆)
Damage: 14 || Critical: 3 || Range: Long
(Blast 12, Pierce 2, Disorient 2, Prepare 1,
Slow-Fire 1, Inaccurate 2, Limited Ammo 12)

TALENTS AND ABILITIES

Adversary 1

Blast Padding: +3 Soak against Blast quality damage

3 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	1 PRESENCE
WOUNDS 12	SOAK 5	M/R DEFENSE 0/0

Volatile If defeated by an attack that scored a critical hit (and still carrying shells), explode with a Blast 12 quality

EQUIPMENT

Shell Carrier (Holds 12 shells), Mortar Storm-trooper Armor (+2 Soak, +3 soak against Blast damage)





INCINERATOR TROOPER

Equipped with a high volume flame projector, Imperial Incinerator Troopers are capable single handedly of clearing an entire building.

SKILLS

Athletics 1 (◆●●), Discipline 2 (●●), Ranged [Heavy/Light] 3 (●●●)

WEAPONS

Flame Projector Ranged [Heavy] (●●●) Damage: 8 || Critical: 2 || Range: Short (Burn 3, Blast 8, Pierce 2)

Thermal Imploder Ranged [Light] (●●●) Damage: 8 || Critical: 3 || Range: Short (Blast 8, Burn 2, Limited Ammo 1)

TALENTS AND ABILITIES

Adversary 1

Insulated Armor: Ignore Fires of rating 5 or lower.

Volatile If defeated by an attack that scored a critical hit, explode with a Blast 12 quality

3 BRAWN	3 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	1 PRESENCE
WOUNDS 12	SOAK 5	M/R DEFENSE 0/0

EQUIPMENT

Fuel pack, Incinerator Stormtrooper Armor (+2 Soak, Insulation)



IMP. REMNANT OFFICER

Many of the Empire's greatest minds were lost at the Battle of Endor. The officers that remain spent the majority of the war stationed on backwater planets and have little practical experience leading troops.

SKILLS

Discipline 1 (◆●), Leadership 1 (◆●), Vigilance 1 (◆●), Ranged [Light] 1 (◆●)

WEAPONS

SE-14c Pistol Ranged [Light] (◆●) Damage: 6 || Critical: 4 || Range: Short (Auto-Fire, Stun Setting)

TALENTS AND ABILITIES

Adversary 1

Tactical Direction: As a maneuver, grant a subordinate minion group one maneuver or ■ on their next check

EQUIPMENT

Officer's Uniform (+1 Soak), Code Cylinders

2 BRAWN	2 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE
WOUNDS 12	SOAK 3	M/R DEFENSE 0/0





DARK TROOPER MK.II

The Dark Trooper project was initiated soon after the rise of the Empire. Decades of research and development produced the Phase III Dark Trooper, a highly advanced and physically imposing battledroid. What they lack in creative problem solving they make up for in sheer power.

SKILLS

Athletics 3 (◆◆◆◆◆), Discipline 5 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆), Ranged [Heavy] 3 (◆◆◆◆◆)

WEAPONS

Heavy Assault Cannon

Ranged [Heavy] (◆◆◆◆◆)
Damage: 10 || Critical: 4 || Range: Medium (Auto-Fire, Cumbersome 4, Pierce 4, Vicious 1)

Metal Limbs Brawl (◆◆◆◆◆)

Damage: +1 || Critical: 4 || Range: Engaged (Disorient 2, Knockdown)

5 BRAWN	3 AGILITY	1 INTELLECT
1 CUNNING	3 WILLPOWER	1 PRESENCE
WOUNDS 16	SOAK 8	M/R DEFENSE 1/1

TALENTS AND ABILITIES

Adversary 1, Droid

Fireproof Ignore Fires of rank 5 or lower

EQUIPMENT

Rocket Boosters (Speed 2, Handling 0, System Strain 3)



IMPERIAL SCIENTIST

You spend 10 years developing the greatest starship the galaxy has ever seen and then those nerf herders in marketing go and call it something like "The Sun Crusher". If this research facility wasn't located in the middle of a black hole cluster I swear I'd quit.

SKILLS

Computers 2 (◆◆◆◆◆), Mechanics 3 (◆◆◆◆◆), Medicine 3 (◆◆◆◆◆), Education 4 (◆◆◆◆◆), Xenology 3 (◆◆◆◆◆)

WEAPONS

Military Holdout Blaster

Ranged [Light] (◆◆◆◆◆)
Damage: 6 || Critical: 3 || Range: Short (Stun Setting)

TALENTS AND ABILITIES

Inventor 2 Add ■■ or remove ■■ from checks to create or modify equipment

2 BRAWN	2 AGILITY	4 INTELLECT
2 CUNNING	3 WILLPOWER	2 PRESENCE
WOUNDS 10	SOAK 3	M/R DEFENSE 1/1

EQUIPMENT

Protective Gear (+1 Soak, Ignore Fires/Acid of rank 2 or lower), Research Data Pad, Code Cylinder





WATCH HEAVY INFANTRY

This imposing warrior is an unstoppable force on the battlefield.



SKILLS

Athletics 3 (◆◆◆◆◆), Discipline 4 (◆◆◆◆◆), Piloting [All] 2 (◆◆◆◆◆), Vigilance 2 (◆◆◆◆◆), Resilience 3, Melee 2 (◆◆◆◆◆), Ranged [All] 3 (◆◆◆◆◆)

WEAPONS

M-56 Repeating Cannon

Ranged [Heavy] (◆◆◆◆◆)
Damage: 10 || Critical 3 || Range: Long (Auto-Fire, Pierce 2, Cumbersome 4)

Vibroknife

Melee (◆◆◆◆◆)
Damage: +1 || Critical 2: || Range: Engaged (Pierce 2, Vicious 1)

Miniature Flame Projector

Ranged [Light] (◆◆◆◆◆)
Damage: 6 || Critical: 2 || Range: Short (Blast 6, Burn 2, Pierce 2)



TALENTS AND ABILITIES

Adversary 1

Hard Headed 2: May make a Hard (◆◆◆◆) Discipline check to recover from being Staggered or Disoriented.

EQUIPMENT

Beskar'gam (+3 Soak, +1 Defense, Beskar), Heavy Jetpack (no rocket launcher)



NITE OWL WARRIOR

A Night Owl warrior relies on her agility and cunning in battle, rather than brute strength. Some Mandalorians consider their style overly acrobatic, but its effectiveness cannot be denied.



SKILLS

Athletics 3 (◆◆◆◆◆) Coordination 3 (◆◆◆◆◆), Discipline 4 (◆◆◆◆◆), Piloting [All] 2 (◆◆◆◆◆), Vigilance 3 (◆◆◆◆◆), Melee/Brawl 3 (◆◆◆◆◆), Ranged [All] 3 (◆◆◆◆◆)

WEAPONS

WESTAR-35 Pistols

Ranged [Light] (◆◆◆◆◆)
Damage: 6 || Critical: 2 || Range: Medium (Accurate 1, Stun Setting)

Beskad'ika Vamblade

Brawl (◆◆◆◆◆)
Damage: +1 || Critical: 3 || Range: Engaged (Accurate 2, Beskar, Defensive 1)

Whipcord Launcher

Melee (◆◆◆◆◆)
Damage: +1 || Critical 5: || Range: Short



(Ensnare 2, Knockdown)

TALENTS AND ABILITIES

Adversary 1

EQUIPMENT

Beskar'gam (+3 Soak, +1 Defense, Beskar), Z-6 Jetpack (w/ missile)





IMPERIAL MOFF

Originally only serving as sector governors, Moffs gained immense military power after the Imperial senate was dissolved. After the empire's collapse many became warlords and attempted to take control of surviving Imperial forces.

SKILLS

Coercion 4 (◆◆◆◆), Cool 2 (◆◆◆◆), Deception 3 (◆◆◆◆), Education 4 (◆◆◆◆), Leadership 4 (◆◆◆◆), Perception 4 (◆◆◆◆), Piloting [All] 2 (◆◆◆◆), Ranged [Light] 2 (◆◆◆◆), Vigilance 2 (◆◆◆◆)

WEAPONS

Nova Viper Blaster Pistol

Ranged [Light] (◆◆◆◆◆◆◆◆) Damage: 7 || Critical: 3 || Range: Medium (Accurate 2, Pierce 2, Stun Setting)

TALENTS AND ABILITIES

Adversary 2



Kill with Kindness 2 Negate ■■ from Charm and Leadership checks
Nobody's fool 2 The difficulty of Charm, Coercion, or Deception checks attempted against this character is upgrade twice

EQUIPMENT

Moff's Armored Field Uniform (+1 Soak, +1 M/R Defense), High Level Code Cylinder



WATCH FORGEMASTER

A Mandalorian Forgemaster would die before revealing the secrets of Beskar smithing. This particular forgemaster does not intend on dying anytime soon.

SKILLS

Athletics 4 (◆◆◆◆) Coordination 4 (◆◆◆◆), Discipline 4 (◆◆◆◆), Knowledge[Lore/Outer Rim] 3 (◆◆◆◆), Vigilance 3 (◆◆◆◆), Melee 4 (◆◆◆◆), Ranged [All] 3 (◆◆◆◆)

WEAPONS

Armorer's Hammer Melee (◆◆◆◆◆◆)

Damage: +3 || Critical: 4 || Range: Engaged (Beskar, Cumbersome 3, Disorient 1, Defensive 1, Unwieldy 3, Knockdown)

TALENTS AND ABILITIES

Adversary 2

Dodge 2 Upgrade incoming attacks up to 2 times, suffering strain equal to number of upgrades used

Lethal Blows 2 +20 to Critical injury rolls



Insulated Armor: Ignore Fires of rating 5 or lower.

EQUIPMENT

Nau'alor Beskar'gam (Soak +2, Defense +2, Beskar Weave, Ignore Fires of Rating 5 or lower)



BAD COMPANY

Unsavory characters are a dime a dozen in the Outer Rim. Seedy spaceports and cantinas play host to a wide variety of outlaws, bounty hunters, and general vagabonds. Despite their differences these individuals are all united by one thing: a love of credits.

In the Outer Rim, you're nobody till somebody has placed a price on your head. While a death mark brings some degree of fame and notoriety in the fringes of society it also means a lot of looking over your shoulder.

To many, bounty hunting sounds like a very attractive career: you get to be your own boss, set your own hours, and there's plenty of credits to

be made (assuming you don't die in the process).

Novice hunters have to take any jobs they can find on the bounty boards. Those that find success may seek membership with the Bounty Hunter's Guild. This offers many benefits, including auxiliary support, hand picked jobs suited to their skill set, and increased paydays.

Outside of the cat and mouse game that is bounty hunting, there are the common goons/henchmen. These unscrupulous individuals make their living harassing towns people and plundering whatever they can get their hands on.



BAIL JUMPER

A lot of people must have missed the day they covered "Don't do the crime if you can't do the time" in Villainy 101. Bail jumpers are the bread and butter of the bounty hunting trade. It's not uncommon for them to travel in groups, believing there is safety in numbers.

SKILLS (GROUP ONLY)

Deception (◆◆), Skulduggery (◆◆), Streetwise (◆◆), Ranged [Light] (◆◆)

WEAPONS

Blaster Pistol Ranged [Light] (◆◆)
Damage: 6 || Critical: 3 || Range: Medium (Stun Setting)

TALENTS AND ABILITIES

Indistinguishable 1 Upgrade difficulty of checks to identify this character once

EQUIPMENT

Heavy Clothing (+1 Soak)

2 BRAWN	2 AGILITY	2 INTELLECT
2 CUNNING	2 WILLPOWER	2 PRESENCE
WOUNDS 6	SOAK 3	M/R DEFENSE 0/0





SMALL TOWN THUG

It's not hard for you and your friends to quote, "Run this town", when there's only four other people living there.

SKILLS (GROUP ONLY)

Skulduggery (◆◆), Streetwise (◆◆), Deception (◆◆), Ranged [Light] (◆◆), Melee (◆◆◆)

WEAPONS

Blaster Pistol Ranged [Light] (◆◆)
Damage: 6 || Critical: 3 || Range: Medium (Stun Setting)

Vibroknife Melee (◆◆◆◆)
Damage: +1 || Critical: 2 || Range: Engaged (Pierce 2, Vicious 1)

EQUIPMENT

Heavy Clothing (+1 Soak)



KLANTOONIAN RAIDER

Pillaging farms and drinking ale is hard work, but somebody has to do it.

SKILLS (GROUP ONLY)

Skulduggery (◆◆), Deception (◆◆), Ranged [Heavy] (◆◆), Melee (◆◆◆◆)

WEAPONS

ACP Repeater Gun Ranged [Heavy] (◆◆)
Damage: 7 || Critical: 3 || Range: Medium (Auto-Fire)

War-spear Melee (◆◆◆◆)
Damage: +2 || Critical: 4 || Range: Engaged (Defensive 2, Pierce 1)

EQUIPMENT

Beast Hide Armor (+1 Soak)





MINING COLLECTIVE ENFORCER

Every organization needs someone to do its dirty work. When they all wear the same uniform, it almost looks legal.

SKILLS (GROUP ONLY)

Athletics (◆◆), Streetwise (◆◆), Ranged [Heavy] (◆◆)

WEAPONS

Blaster Carbine Ranged [Light] (◆◆)
Damage: 8 || Critical: 3 || Range: Medium (Auto-Fire, Stun Setting)

Truncheon Melee (◆◆)
Damage: +2 || Critical: 5 || Range: Engaged (Disorient 2)

EQUIPMENT

Armored Uniform (+1 Soak, +1 Defense)



GUN-FOR-HIRE

Bounty hunter, mercenary, assassin; if there's credits to be made, the job title doesn't matter to this rebel without a cause.

SKILLS (GROUP ONLY)

Athletics (◆◆), Skulduggery (◆◆◆), Streetwise (◆◆), Ranged [Heavy] (◆◆◆), Melee (◆◆◆)

WEAPONS

Blaster Carbine Ranged [Light] (◆◆)
Damage: 8 || Critical: 3 || Range: Medium (Auto-Fire, Stun Setting)

Vibroknife Melee (◆◆◆)
Damage: +1 || Critical: 2 || Range: Engaged (Pierce 2, Vicious 1)

EQUIPMENT

Armored Clothing (+1 Soak, +1 Defense)





UNDERWORLD CONTACT

This generous individual is more than happy to locate anyone or anything you might need. Of course there is the small issue of the finders fee.

SKILLS (GROUP ONLY)

Coercion 2 (◆◆◆), Cool 3 (◆◆◆), Deception 3 (◆◆◆), Skulduggery 2 (◆◆◆), Streetwise 4 (◆◆◆◆), Ranged [Light] 1 (◆◆), Melee 1 (◆◆)

WEAPONS

Military Holdout Blaster

Ranged [Light] (◆◆)
Damage: 6 || Critical: 3 || Range: Short (Stun Setting, Run out of ammo on ☒☒☒)

Molecular Stiletto Melee (◆◆)

Damage: +0 || Critical: 2 || Range: Engaged (Pierce 5, Vicious 1)

EQUIPMENT

Heavy Clothing (+1 Soak)



MILITARY DESERTER

Does it really count as deserting if you were already an ex-Imperial? All I'm saying is it was more exciting when we were still calling our selves rebels.

SKILLS (GROUP ONLY)

Athletics 2 (◆◆◆), Discipline 2 (◆◆◆), Vigilance 3 (◆◆◆), Ranged [Light] 3 (◆◆◆), Melee 2 (◆◆◆)

WEAPONS

Blaster Rifle Ranged [Heavy] (◆◆◆)
Damage: 9 || Critical: 3 || Range: Medium (Auto-Fire, Stun Setting)

Combat Vibroblade Melee (◆◆◆)

Damage: +1 || Critical: 2 || Range: Engaged (Pierce 2, Vicious 1)

EQUIPMENT

Padded Armor (+2 Soak)





ASPIRING BOUNTY HUNTER

With a few successful hunts under their belt, the greatest threat to this up and coming bounty hunter is their over confidence.

SKILLS

Athletics 2 (◆◆◆), Coercion 2 (◆◆◆), Cool 3 (◆◆◆), Perception 3 (◆◆◆), Piloting [All] 2 (◆◆◆), Vigilance 2 (◆◆◆), Skulduggery 2 (◆◆◆), Street-wise 2 (◆◆◆), Ranged [All] 3 (◆◆◆)

WEAPONS

A350 Rifle Ranged [Heavy] (◆◆◆)
Damage: 9 || Crit: 3 || Range: Long
Qualities: Auto-Fire, Accurate 2, Cumber-
some 2, Stun Setting
Tangle Gun Ranged [Heavy] (◆◆◆)
Damage: 1 || Critical 4 || Range: Short
(Ensnare 3)

3 BRAWN	3 AGILITY	2 INTELLECT
3 CUNNING	3 WILLPOWER	2 PRESENCE
WOUNDS 13	SOAK 4	M/R DEFENSE 1/1

TALENTS AND ABILITIES

Adversary 1, Nobody's Fool 1

EQUIPMENT

Armored Clothing (+1 Soak, +1 Defense),
Electro Binoculars, Stun Cuffs



GAMOREAN GLADIATOR

The constant concussions would be a concern if there was anything up there to begin with.

SKILLS

Athletics 3 (◆◆◆), Discipline 2 (◆◆◆), Resilience 2 (◆◆◆),
Melee 2 (◆◆◆)

WEAPONS

Vibro-Axe Melee (◆◆◆)
Damage: +3 || Critical: 2 || Range: Engaged
(Pierce 2, Sunder, Vicious 3)

TALENTS AND ABILITIES

Hard Headed 2 May make a Hard (◆◆◆) Discipline check to recover from being Staggered or Disoriented.

EQUIPMENT

Beast-Hide Armor (+1 Soak)

4 BRAWN	2 AGILITY	1 INTELLECT
1 CUNNING	3 WILLPOWER	2 PRESENCE
WOUNDS 15	SOAK 5	M/R DEFENSE 0/0





HK-87 ASSASSIN DROID

Adept in all forms of infantry combat, the HK-87 is a popular bodyguard amongst government officials and underworld crime lords alike. Its strength and agility greatly surpass those of the rank and file organic soldiers.

SKILLS

Athletics 2 (◆◆◆◆◆), Coordination 2 (◆◆◆◆◆), Discipline 4 (◆◆◆◆◆), Resilience 2 (◆◆◆◆◆) Vigilance 2 (◆◆◆◆◆), Ranged [All] 3 (◆◆◆◆◆), Brawl 2 (◆◆◆◆◆)

WEAPONS

Heavy Carbine Ranged [Heavy] (◆◆◆◆◆) Damage: 10 || Critical: 3 || Range: Medium (Auto-Fire, Cumbersome 2)

Metal Limbs Brawl (◆◆◆◆◆) Damage: +1 || Critical 5 || Range: Engaged (Disorient 1, Knockdown)

4 BRAWN	4 AGILITY	2 INTELLECT
1 CUNNING	3 WILLPOWER	1 PRESENCE
WOUNDS 14	SORK 6	M/R DEFENSE 1/1

TALENTS AND ABILITIES

Adversary 1, Droid



LEGENDARY BOUNTY HUNTER

Even if the target had enough credits to pay off this hunter, they've got a reputation to uphold.

SKILLS

Athletics 4 (◆◆◆◆◆), Coercion 4 (◆◆◆◆◆), Cool 3 (◆◆◆◆◆), Perception 3 (◆◆◆◆◆), Piloting [All] 4 (◆◆◆◆◆) Vigilance 3 (◆◆◆◆◆), Skulduggery 3 (◆◆◆◆◆), Streetwise 3 (◆◆◆◆◆), Ranged [All] 4 (◆◆◆◆◆)

WEAPONS

Dual Verpine Pistols Ranged [Light] (◆◆◆◆◆) Damage: 8 || Critical: 3 || Range: Medium (Slugthrower, Knockdown, Pierce, Linked 1)

Stokhli Stick Ranged [Heavy] (◆◆◆◆◆) Damage: 0 || Critical: ~ || Range: Long (Accurate 2, Ensnare 4, Slow-Fire 1, Stun 8)

4 BRAWN	4 AGILITY	4 INTELLECT	
4 CUNNING	5 WILLPOWER	4 PRESENCE	
WOUNDS 18	STRAIN 16	SORK 6	DEFENSE 1/1

TALENTS AND ABILITIES

Adversary 2, Nobody's fool 2, Quick Draw

EQUIPMENT

Flash Charge, Extra Reload, Heavy Battle Armor (+2 Soak, Refined Cortosis Vambraces), Stun Cuffs, 2x Stimpacks, Scanner Goggles, Recon Remote





SYNDICATE ASSASSIN

Some people make their living farming krill or trawling the ocean. Other's pay the bills by killing for the most notorious crime syndicates in the galaxy.

SKILLS

Athletics 4 (◆◆◆◆), Cool 3 (◆◆◆), Perception 4 (◆◆◆◆), Stealth 4 (◆◆◆◆), Vigilance 4 (◆◆◆◆), Skulduggery 3 (◆◆◆), Streetwise 3 (◆◆◆), Melee/Brawl 4 (◆◆◆◆) (Ranged [All] 4 (◆◆◆◆))

WEAPONS

Nightstinger Sniper Rifle

Ranged [Heavy](◆◆◆◆◆◆◆◆◆◆)

Damage: 10 || Critical: 2 || Range: Extreme (Accurate 2, Cumbersome 3, Pierce 1, Stun setting)

NanoDagger Melee (◆◆◆◆)

Damage: +1 || Critical: 2 || Range: Engaged (Pierce 5, Vicious 1)

TALENTS AND ABILITIES

3 BRAWN	5 AGILITY	3 INTELLECT	
5 CUNNING	4 WILLPOWER	4 PRESENCE	
WOUNDS 16	STRAIN 18	SOAK 4	DEFENSE 1/1

Adversary 2

Dodge 2 Upgrade incoming attacks up to 2 times, suffering strain equal to number of upgrades used

Lethal Blows 2 +20 to critical injury rolls

EQUIPMENT

Smoke Bomb, Zephyr Stealth Suit (+1 Soak, +1 Defense, Upgrade Stealth by 1), Bear sloth venom



VILLAGERS, VENDORS AND VAGRANTS

Everyone knows you can't trust the Hutts, all Stormtroopers are Robas, and the New Republic is nothing but a bunch of self important do-gooders. Well traveled individuals are rarely surprised when dealing with these organizations. However out in the wider galaxy no one is wearing a uniform that advertises their morals and trustworthiness. Betrayal at the hands of an Imperial Moff is to be expected. Being double crossed by a Quarren in overalls may take even the most seasoned adventures by surprise.

Luckily not everyone you meet is a soldier or trained killer. Most people

are simply trying to make their way in the galaxy. They eek out a living in the Outer Rim by working as farmers, mechanics, or scavenging.

While civilians are generally good natured and non-aggressive many of them grew up under the dominion of the Empire. Brutal authoritarianism is all they have ever known and the New Republic hasn't yet proven it will be any different. It's not surprising that most civilians are naturally distrustful of anyone that carries a blaster for a living.



CANTINA REGULAR

If stealing an Mandalorian's beskar sounds like a good idea it may be time to cut back on the Corellian whiskey. When they have their wits about them these "townies" can provide information on local events or point new-comers in the right direction.

SKILLS (GROUP ONLY)

Charm (◆◆), Streetwise (◆◆), Skulduggery (◆◆), Knowledge [Outer Rim] (◆◆), Brawl (◆◆), Ranged [Light] (◆◆)

WEAPONS

Brass Knuckles Brawl (◆◆)
Damage: +1 || Critical: 4 || Range: Engaged (Disorient 3, Knockdown)

Blaster Pistol Ranged [Light] (◆◆)
Damage: 6 || Critical: 3 || Range: Medium (Stun Setting)

TALENTS AND ABILITIES

Street Smarts 1 Remove ■ from Streetwise checks



EQUIPMENT

Heavy Clothing (+1 Soak)





JAWA SCAVENGERS

People believe that Jawas will steal anything not bolted down. This is an unfair assessment as most of them carry hydrospanners.

SKILLS (GROUP ONLY)

Mechanics (◆◆), Negotiation (◆◆), Piloting [Planetary] (◆◆), Ranged [Heavy] (◆◆)

WEAPONS

Jawa Ion Blaster
Ranged [Heavy] (◆◆■■)
Damage: 5 || Critical: 4 || Range: Short (Concussive 1, Cumbersome 3, Ion, Prepare 1)

TALENTS AND ABILITIES

Silhouette 0

Utinni! 2 Remove ■■ from checks to find or scavenge items or gear

EQUIPMENT

Heavy Robes (+1 Defense)



KRILL FARMER

Constantly being attacked by raiders and having your children kidnapped ain't easy work, but somebody's gotta do it.

SKILLS (GROUP ONLY)

Athletics (◆◆), Survival (◆◆), Knowledge [Lore] (◆◆), Melee (◆◆)

WEAPONS

Farm Implement Melee (◆◆■■)
Damage: +1 || Critical: 4 || Range: Engaged (Unwieldy 3, Inaccurate 1, Defensive 1, Disorient 1)

TALENTS AND ABILITIES

Indistinguishable 2 Upgrade difficulty of checks to identify this character twice

EQUIPMENT

Heavy Clothes (+1 Soak)





TUSKEN RAIDER

Tusken Raiders get a bad rap. If a bunch of colonists crashed into your desert and started calling you “sand people” you’d probably want to kill them too. These desert nomads have developed symbiotic relationships with both Banthas and Massiffs. Their cooperation allows them all to survive in the desolate Jundland wastes of Tatooine.

SKILLS (GROUP ONLY)

Athletics (◆◆◆), Resilience (◆◆◆), Survival (◆◆◆), Vigilance (◆◆), Melee (◆◆◆), Ranged (◆◆)

WEAPONS

Cycler Rifle Ranged Heavy (◆◆◆■)
Damage: 7 || Critical: 5 || Range: Long (Accurate 1, Cumbersome 2, Slugthrower)

Gaffi Stick Melee (◆◆◆◆)
Damage: +2 || Critical: 3 || Range: Engaged (Defensive 1, Disorient 3)

TALENTS AND ABILITIES

Outdoorsman Remove ■ from checks to

3 BRAWN	2 AGILITY	2 INTELLECT
3 CUNNING	2 WILLPOWER	2 PRESENCE
WOUNDS 7	SOAK 4	M/R DEFENSE 0/0

move through difficult terrain

EQUIPMENT

Tusken Raider Wrap (+1 Soak, remove ■ from hot/dry conditions)



QUARREN TRAWLER

You ever think about how we’re squid people, that catch smaller squids to feed them to a bigger squid? Yeah, me neither...

SKILLS (GROUP ONLY)

Deception (◆◆◆), Piloting [Planetary] (◆◆), Streetwise (◆◆◆◆), Knowledge [Lore] (◆◆), Melee (◆◆◆◆)

WEAPONS

Fishing Implement Melee (◆◆◆◆■)
Damage: +1 || Critical: 4 || Range: Engaged (Unwieldy 2, Inaccurate 1, Defensive 1, Pierce 1)

TALENTS AND ABILITIES

Indistinguishable 2 Upgrade difficulty of checks to identify this character twice

EQUIPMENT

Fisherman’s Coveralls (+1 Soak)

3 BRAWN	2 AGILITY	2 INTELLECT
3 CUNNING	2 WILLPOWER	2 PRESENCE
WOUNDS 6	SOAK 4	M/R DEFENSE 0/0





TAVERN PROPRIETOR

Providing food, alcohol, and a place to sleep makes you pretty popular in the Outer Rim. Bounty hunters know that bar tenders almost always know the most profitable rumors and gossip.

SKILLS

Charm 2 (◆◆◆), Cool 2 (◆◆◆), Vigilance 2 (◆◆), Deception 1 (◆◆◆), Negotiation 3 (◆◆◆), Perception 2 (◆◆◆), Streetwise 3 (◆◆◆), Knowledge [Outer Rim/Lore] 3 (◆◆◆) Ranged [Heavy] 1 (◆◆)

WEAPONS

Scatter Gun Ranged [Heavy] (◆◆) Damage: 7 || Critical: 6 || Range: Short (Blast 3, Knockdown, Slugthrower)

TALENTS AND ABILITIES

No Body's fool 1 Upgrade difficulty of Charm, Coercion and Deception checks against this character



EQUIPMENT

Heavy Clothing (+1 Soak)



KUBAZ FERRYMAN

This enterprising small business owner can connect travelers in the Outer Rim with a wide array of transportation options and rental vehicles.

SKILLS

Negotiation 3 (◆◆◆), Piloting 1 (◆◆), Streetwise 2 (◆◆◆), Knowledge [Outer Rim] 2 (◆◆), Ranged [Light] 1 (◆◆)

WEAPONS

Holdout Blaster Ranged [Light] (◆◆) Damage: 5 || Critical: 4 || Range: Short (Stun setting)

TALENTS AND ABILITIES

No Body's fool

EQUIPMENT

Kubaz Environment Suit (+1 Soak), Vehicle Summoning Flute





ZABRAK TAVERN BRAWLER

After a long day working the fields, there's nothing more relaxing than heading to the common house and pummeling people to a pulp. Some common houses host sparring matches where guest fighters and reckless betting are more than welcome.

SKILLS

Athletics 3 (◆◆◆), Coordination 2 (◆◆) Discipline 3 (◆◆◆), Resilience 2 (◆◆), Brawl 3 (◆◆◆)

WEAPONS

Sap Gloves Brawl (◆◆◆◆)
Damage: +2 || Critical: 5 || Range: Engaged (Knockdown, Concussive 1)

TALENTS AND ABILITIES

Hard Headed 2 May make a Hard (◆◆◆) Discipline check to recover from being Staggered or Disoriented.

4 BRAWN	2 AGILITY	1 INTELLECT
3 CUNNING	2 WILLPOWER	2 PRESENCE
WOUNDS 10	SOAK 5	M/R DEFENSE 0/0

EQUIPMENT

Beast Hide Armor (+1 Soak)
Set of Coupling Belts



SHODDY MECHANIC

This mechanic hasn't had much success "fixing" ships, but they can certainly "un-break" them. For enough credits, they'll even damage a ship further, though this request is rarely made by the vessel's owner.

SKILLS

Deception 1 (◆◆◆), Mechanics 3 (◆◆◆◆), Negotiation 2 (◆◆◆), Streetwise 2 (◆◆◆), Melee 1 (◆◆)

WEAPONS

Hydrospanner Melee (◆◆◆◆)
Damage: +1 || Critical: 5 || Range: Engaged (Disorient 1, Inaccurate 1)

TALENTS AND ABILITIES

Plausible Deniability 1 Remove ■ from Coercion and Deception checks

EQUIPMENT

Utility Coveralls (+1 Soak), Mechanics Tools (◆ to Mechanics checks)

2 BRAWN	2 AGILITY	3 INTELLECT
3 CUNNING	2 WILLPOWER	2 PRESENCE
WOUNDS 7	SOAK 3	M/R DEFENSE 0/0



CRITTERS AND CREATURES

It's a common belief in the Outer Rim that if you meet your fate at the end of a blaster you should count yourself lucky. Even the most wretched hive of scum and villainy is safer than the untamed wilderness of the Outer Rim. Flying reptiles with venomous talons, oceans of ghostly spiders, and dragons the size of star cruiser are just a taste of what awaits adventurers that stray too far from civilization.

On planets where food is especially scarce (e.g. Maldo Kreis or Tatooine) predators can not risk a potential meal escaping. They have evolved traits and strategies that make them ex-

tremely efficient hunters. Without constant vigilance and adequate preparation, even veteran adventurers can end up as a meal.

It pays to be wary of all wildlife, not just the ones with pointy teeth. Even docile herbivores will stampede if threatened or aggravated. Worse than ending up dead, you'd forever be known as the bounty hunter that was killed by a bantha.



ICE SPIDER HATCHLING

Ice spider queens lay thousands of eggs every year. In the end only 1 in 100 will make it past their first year. Unable to hunt for themselves, they feed off the corpses of Ravinaks brought down by their older siblings. When food is scarce they quickly become meals for the larger spiders in the nest.

SKILLS (GROUP ONLY)

Athletics (◆), Coordination (◆◆), Brawl (◆)

ATTACKS

Bite Brawl (◆)

Damage: +1 || Critical: 4 || Range: Engaged (Pierce 1, Gain +1 Linked quality for every additional minion in this group)

TALENTS AND ABILITIES

Silhouette 0

Tiny (+1 Ranged Defense)

1 BRAWN	2 AGILITY	1 INTELLECT
1 CUNNING	1 WILLPOWER	1 PRESENCE
1 WOUNDS	1 SORK	0/1 M/R DEFENSE





MASSIFF

These reptilian canines migrated from Geonosis to Tatooine over 200 years before the rise of the Empire. While some Tusken clans adopted the creatures and use them as sentries, other clans believe this to be an untenable departure from tradition. Some military organizations, including the Grand Army of the Republic, have been known to train Massiffs as tracking animals.

SKILLS (GROUP ONLY)

Athletics (◆◆), Perception (◆◆), Survival (◆◆), Brawl (◆◆)

WEAPONS

Bite Brawl (◆◆)

Damage: +2 || Critical: 4 || Range: Engaged (Pierce 1)

TALENTS AND ABILITIES

Bloodhound Add ■■ to Perception/Survival checks involving smell

Domesticate Massiffs are naturally aggressive. A player may attempt to pacify a Massiff

2 BRAWN	3 AGILITY	1 INTELLECT
2 CUNNING	1 WILLPOWER	2 PRESENCE
WOUNDS 6	SORAK 3	M/R DEFENSE 0/0

by passing a ◆◆◆◆ Survival or Xenology check (Upgraded for each additional Massiff in the minion group), granted they have not taken violent action against the creature before hand. Commanding/directing a tamed Massiff may require additional checks.





ADOLESCENT ICE SPIDER

Ranging from 1 to 5 years old, these spiders stand between 1 and 2 meters tall. They protect the nest from intruders and hunt to feed the hatchlings. Once they have grown to a certain size, they are eaten by the nest queen, preventing the rise of a potential usurper.

SKILLS

Athletics 1 (◆◆◆), Coordination 3 (◆◆◆), Brawl 2 (◆◆◆)

ATTACKS

Leg Strike Brawl (◆◆◆) Damage: +1 || Critical: 4 || Range: Engaged (Linked 1)
Venom Bite Brawl (◆◆◆) Damage: +2 || Critical: 4 || Range: Engaged (Pierce 1, Applies Dendriton Toxin effect)
Spew Webbing Coordination (◆◆◆) Damage: 0 || Critical: ~ || Range: Short



(Ensnare 1, Slow-Fire 3)

TALENTS AND ABILITIES

Silhouette 1

Beady Eyes Suffer ■■ on perception checks that rely on sight. Can detect subtle vibrations instead.



BROADHEAD

Found only in the forests of Corvus, some have said that Broadheads resemble a cross between a Blurr and a Fambaa. These towering beasts can easily reach 10 meters in height and feed on the upper branches of Corvus' trees. Though generally docile, they are not afraid to throw their weight around if threatened.

SKILLS

Athletics 2 (◆◆◆◆◆), Resilience 1 (◆◆◆◆◆), Vigilance 1 (◆◆), Brawl 1 (◆◆◆◆◆)

ATTACKS

Bite Brawl (◆◆◆◆◆) Damage: +1 || Critical: 5 || Range: Engaged
Stomp Brawl (◆◆◆◆◆) Damage: +2 || Critical: 4 || Range: Engaged (Concussive, Knockdown)

TALENTS AND ABILITIES

Silhouette 3

Colossus Difficulty of all attacks determined



by vehicle silhouette chart (Normal against Sil 2 and Hard against Sil 1)





WILD BLURRG

As strong as they are dimwitted, Blurrgr make reliable, (though surly) mounts. While most stand between 1 and 1.5 meters in height, a subspecies on Endor was known to reach at least 3 meters.

SKILLS

Athletics 2 (◆◆◆◆◆◆◆◆), Resilience 1 (◆◆◆◆◆◆◆◆), Brawl 2 (◆◆◆◆◆◆◆◆)

ATTACKS

Bite Brawl (◆◆◆◆◆◆◆◆) Damage: +2 || Critical: 4 || Range: Engaged (Pierce 3, Sunder, Vicious 1)

Slam Brawl (◆◆◆◆◆◆◆◆) Damage: +1 || Critical: 5 || Range: Engaged (Disorient 2, Knockdown)

TALENTS AND ABILITIES

Domesticate Blurrgrs are naturally aggressive. A player may attempt to pacify a Wild Blurrgr by passing a ◆◆◆◆◆ Survival or Xenology check, granted they have not taken violent action against the creature before



hand. A pacified Blurrgr may be ridden as a mount, though additional checks may be required to maintain a bond.



WILD BANTHA

Native to the dunes of Tatooine, Banthas are peaceful herbivorous herd animals. They are cultivated across the galaxy for their meat, hides, and fur. Tusken raiders form close attachments with their Bantha mounts and it is forbidden by their culture to harm the creatures, whether wild or tamed. A vast array of subspecies can be found in the wider galaxy, at least three of which could be found on Kashyyyk alone.

SKILLS

Athletics 1 (◆◆◆◆◆◆◆◆), Resilience 1 (◆◆◆◆◆◆◆◆)

ATTACKS

Bite Brawl (◆◆◆◆◆◆◆◆) Damage: +1 || Critical: 5 || Range: Engaged

Slam Brawl (◆◆◆◆◆◆◆◆) Damage: +0 || Critical: 5 || Range: Engaged (Disorient 2, Knockdown)

TALENTS AND ABILITIES

Silhouette 2



Domesticate A player may attempt to tame a Wild Bantha by passing a ◆◆◆◆ Survival or Xenology check, granted they have not taken violent action against the creature before hand.





GREATER KRAYT DRAGON



SKILLS

Athletics 5 (◆◆◆◆◆●●●●●)
 Coordination 3 (◆●●●●)
 Resilience 5 (◆◆◆◆◆●●●●●)
 Vigilance 3 (◆◆◆●●)
 Brawl 5 (◆◆◆◆◆●●●●●)

ATTACKS

Bite Brawl (◆◆◆◆◆●●●●●)
 Damage: +4 || Critical: 4 || Range: Engaged
 (Breach 1, Sunder)
Slam Brawl (◆◆◆◆◆●●●●●)
 Damage: +1 || Critical: 5 || Range: Engaged
 (Concussive, Disorient 3, Knockdown)
Spew Acid Coordination (◆●●●●)
 Damage: 15 || Critical: 4 || Range: Short
 (Blast 10, Burn 3, Breach 1, Slow-Fire 3)

TALENTS AND ABILITIES

Adversary 2, Silhouette 6
Indomitable Cannot be staggered, con-



cussed, or knocked down. Can only be critically injure by vehicle scale weapons.
Colossus A result of ⊕ on a Bite attack (even if the check failed) swallows silhouette 3 or smaller targets. Swallowed target are Ensnared indefinitely. Attacks made from inside the Krayt dragon have Breach +3. Difficulty of all attacks determined by vehicle silhouette chart (Almost always Formidable)



MUDHORN



Aggressively territorial, Mudhorns are popular combatants in sporting arenas across the galaxy. They prefer to live in wetlands and swamps, but have been known to reside on more arid worlds.

SKILLS

Athletics 4 (◆◆◆●●●●●), Resilience 3 (◆◆◆●●●●●), Brawl 3 (◆◆◆●●●●●)

ATTACKS

Gore Brawl (◆◆◆●●●●●)
 Damage: +3 || Critical 4 || Range: Engaged
 (Knockdown, Pierce 4)
Slam Brawl (◆◆◆●●●●●)
 Damage: +1 || Critical 5 || Range: Engaged
 (Knockdown, Disorient 3, Concussive)

TALENTS AND ABILITIES

Adversary 1, Silhouette 2
Crippling Blow Increase difficulty of an attack, on a success the target suffers 1 strain whenever they move for the remainder of the encounter.



Hard Headed 3 May make an Average (◆◆) Discipline check to recover from being Staggered or Disoriented.
Charge If the Mudhorn made a movement maneuver before attacking, the roll is up-graded once.

EQUIPMENT

Egg





HULKING ICE SPIDER

The matriarch of an ice spider nest, these imposing beasts are at the top of the food chain on Maldo Kreis. If killed, one of her adolescents will undergo rapid growth and take her place as the nest queen. Some are believed to be centuries old, though few researchers return from their expeditions.

SKILLS

Athletics 2 (◆◆◆◆◆◆◆◆◆◆), Coordination 4 (◆◆◆◆◆◆◆◆◆◆), Resilience 2 (◆◆◆◆◆◆◆◆◆◆), Vigilance 4 (◆◆◆◆◆◆◆◆◆◆), Brawl 2 (◆◆◆◆◆◆◆◆◆◆)

ATTACKS

Massive Legs Brawl (◆◆◆◆◆◆◆◆◆◆)
Damage: +1 || Critical: 5 || Range: Engaged (Breach 1, Knockdown, Linked 1)
Venom Bite Brawl (◆◆◆◆◆◆◆◆◆◆)
Damage: +2 || Critical: 4 || Range: Engaged (Pierce 4, Applies Dendriton Toxin effect)
Spew Webbing Coordination (◆◆◆◆◆◆◆◆◆◆)
Damage: 0 || Critical: ~ || Range: Short (Ensnare 5, Slow-Fire 2)

7 BRAWN	4 AGILITY	2 INTELLECT	
1 CUNNING	2 WILLPOWER	1 PRESENCE	
WOUNDS 50	STRAIN 35	SORAK 10	DEFENSE 0/0

TALENTS AND ABILITIES

Adversary 2, Silhouette 3
Colossus Difficulty of all attacks determined by vehicle silhouette chart (Average against Sil 2, Hard for Sil 1)
Beady Eyes Suffer ■■ on perception checks that rely on sight. Can detect subtle vibrations instead.



ONE MORE TIME...

If you enjoyed this guide and want to see more of my work you find “The Imperial Guide to Stormtrooper Tactics”, you can find it [here](#).

If you REALLY enjoyed this guide please feel free to let me know! A \$5 (or more!) donation would be extremely appreciated. If you feel so inclined my PayPal is tcmg98@gmail.com and my Venmo is [@Robin-M-G](#).

I don't currently have plans for a follow up project so if you have any ideas or requests feel free to shoot me an email. I'm more than happy to do commission work as well if you have specific characters or items you desperately want to exist.

May the Force be with you, always.

Robin

