

THE UNKNOWN COMMAND

by J.C. Connors

ABOUT THE ADVENTURE

The Unknown Command is a GURPS *Star Wars* adventure, although it can be easily translated to other systems (a D6 version is also available on 1shotadventures.com).

The Unknown Command is a heist adventure. The heroes' mission is to steal a supply of rare yellow spinpria located on an Imperial mining planet, Kortatka. This is a once-in-a-lifetime job, but the would-be thieves have to move fast. The Imperials are in the middle of evacuating Kortatka and a *vaultkeeper* – a clandestine Imperial officer with the code to the spinpria vault – happens to be temporarily stranded on the planet.

The Unknown Command is suitable for four-to-six 150 point characters. It's best for a mixed group of rogues, smugglers, and rebels. The end of this adventure includes six pregenerated characters so groups can get started right away. To help new players, each character is labelled Novice, Intermediate, or Expert depending on how complex the character's abilities are to play.

To capture the cinematic feel of *Star Wars*, it's recommended that GMs use the Impulse Buy rules. At its simplest, it means that players can use an unspent character point to convert a failure to a success, reduce any injury to just a 1 hp flesh wound, or make a minor change to the scene. Each pregenerated character has 5 points reserved for Impulse Buys.

NPCs introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a blue planet keycard 🌐 are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with an explosion keycard 💣 are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure. Finally, *purple italics text* highlights technobabble, not important to the adventure, but something the in-world characters (or fans!) would find familiar.

ADVENTURE BACKGROUND

Kortatka is a small, sparsely populated planet in the Outer Rim. The planet is laced with silvery-blue rivers bearing an unusual metal, yellow spinpria, which is known for its ability to absorb and redistribute energy, and therefore of enormous value when used in military starship hulls. For years, Kortatka was a secret to most, and hopeful prospectors came to claim land and pan for just a few kilos of the rare ore... which might make them wildly rich.

But such a secret does not stay hidden from the Empire. The Imperials discovered the planet's geological treasure. They chased away the prospectors and built mammoth walking machines – *Imperial siphoners* – that could straddle the rivers and siphon out any spinpria hundreds of times faster than any person could. Within a decade, the Empire mined most of the planet of its precious spinpria.

Today, only a handful of the siphoners are still in operation. With the threat of rebellion growing, the Empire decided to reduce its garrison forces on Kortatka. With an unusual command that has never been monitored before – the **unknown command** – the Imperials ordered a rapid, strategic evacuation of virtually all Imperial forces from Kortatka.

A week later, an Imperial officer foolishly leaked the news of the unknown command to a twi'lek dancing girl on the fringe planet of Ord Mantell. He said the planet was left almost entirely unguarded. No ships remained, just a few bored guards and vaults still full of unfetched spinpria. The information spread quickly.

Now, all manner of mercenaries, ruffians, spies, and sympathizers became interested in Kortatka, and some decided it was the perfect time for a little heist. How hard could it be to land on the virtually abandoned planet, raid one of the siphoners of its precious yellow spinpria, and then jump out of the system before Imperials in nearby systems were alerted?

However, there was one big challenge for any thieves to overcome. Breaking into one of the siphoner's shielded megavaults – the rooms that hold the valuable, processed spinpria – is a near-impossible feat. Imperials keep the codes to the vaults far, far away from the planet, in the hands of an elite group of secret vaultkeepers. Normally, this would be an insurmountable problem, but the PCs' contacts informed them that the one of the vaultkeepers, GARM REEGON, is experiencing shuttle problems on Kortatka, and is unable to leave the system. For one brief moment, the vault and the key are in the same place!

So the plan is simple. The PCs will bid for an Imperial landing code that will allow them to land on the planet without suspicion, steal the vault code from the hapless Garm Reegon, grab some yellow spinpria, and jump out of the system before reinforcements arrive.

Simple, right?

ADVENTURE SUMMARY

In part one of the adventure, the PCs arrive at the exclusive Pryse Playerhouse orbital facility, stationed above Ord Mantell. They are there with 10,000 credits to bid in an auction on an unusual, Huttese hat that secretly contains an Imperial code that will let them land on Kortatka under the guise of a supply crew. To win the auction, however, the PCs must outwit a notorious pirate, who shares their ideas, along with a dangerous Hutt historian.

In part two, the PCs travel to Kortatka and are surprised to find an Imperial corvette, the *Knout*, orbiting the planet. Surprisingly, the corvette, under the command of a Captain Xiruna, immediately gives the PCs clearance to land – no questions asked!

What the PCs don't know is that Captain Xiruna was actually sent to the planet to test a new device – one that will destroy an entire ecosystem of rivers to recover the last remains of the yellow spinpria on the planet. This was, in fact, why the planet was ordered to be evacuated under an unknown command. However, because vaultkeepers are in short supply, she is not allowed to test the device on the planet while Garm Reegon is still on it. Because her ship has no shuttle capabilities, she plans to use the PCs' freighter to recover him.

In part three, the PCs must overcome a small garrison of Imperial forces and break into the spinpria vault using the vaultmaster's codes and his special cryptocomp. Breaking into the vault catches the attention of Captain Xiruna, who responds to such a theft aggressively, and she's not afraid to use her ecosystem-destroying device to kill everyone on Kortatka! The PCs also discover that they're on a time limit, as Rebel bombers are inbound to destroy the Imperial mining infrastructure on the planet!

Finally, the PCs have to find a way to escape the planet, outmaneuvering the Imperial corvette and a handful of TIE fighters, and jumping to safety with a haul of precious yellow spinpria.

PART 1: ABOVE ORD MANTELL

The adventure begins in orbit above the pink-hued planet of Ord Mantell, a populous planet known for being a hive of merchants, racketeers, and black market specialists. Hundreds of star freighters orbit the planet, coming and going with imports and exports from across the galaxy. Two Star Destroyers loom above the planet, and squadrons of TIE fighters zip through space, monitoring the freighters and looking for any smuggling, tax evasion, or other suspicious mercantile activities.

Decades ago, the well-funded merchants of Ord Mantell fended off an attack by Separatists. As a remnant of that old victory, a shattered and non-functional Lucrehulk-class Droid Control Ship still orbits the planet. The hulk was purchased by wealthy merchants and transformed into "The Fryse Playerhouse," a venue that combines a deluxe accommodations, an auction house, and other entertainment for traveling luminaries who don't care to spend time on the surface of the planet.

The adventure begins as the PCs land in the Lucrehulk's vast hangar. In **two hours**, bidding at the facility's auction house will start. The item the PCs need is the **Silver-silk Shade Hat of the Ziro the Hutt** – the first item they need to pull off a grand heist on Kortatka. The gargantuan hat itself is useless. However, like many items auctioned off at the Fryse Playerhouse, the hat contains a secret. Its large, gaudy buckle hides an Imperial landing code that will let the PCs safely land on Kortatka as a “supply crew” – which means they won't alert the Imperials there.

When the adventure starts, the PCs only know of one other patron that knows that the hat contains an Imperial code. CRIMSON JACK, a young pirate who is desperate to pull off a big job, also wants the hat. He's being funded by the Black Sun crime cartel to pull off the same heist on Kortatka. Black Sun has deep pockets, and so Crimson Jack has more money than the PCs, so he must be “creatively” dealt with before the auction begins.

GM's Note: After giving some background, the GM should kick off the adventure with the banter cards in the handouts. This is a fun, interactive technique to get the players into their mission, and give them some additional backstory. Also, it's critical to inform the players that they have exactly 10,000 credits to bid on the hat.

The Fryse Playerhouse - Hangar FP-1

There are two massive hangars in the orbiting control ship. The first, FP-1, is meant for visitors only staying a short time on the ship, such as those shopping at some of the markets, gambling at the high-stakes casino, or attending the auction house or the opera house. FP-2 is a more exclusive hangar, designed for the ships of guests who have also rented expensive hotel accommodations, but it takes thousands of credits and *years* to get off the waiting list for that hangar.

The massive FP-1 hangar is big enough to hold over a dozen large freighters. Repair droids scurry around on the floor tending to superficial damage on any of the ship. This is a free service of the Fryse Playerhouse... though partially offset by the exorbitant docking fees they charge!

As the PCs disembark from their ship, they'll see that most of the freighters and starcruisers in the hangar are *very* expensive. A few lone, hired pilots sit by their ships, no doubt waiting for their passengers to return after a few hours of shopping or gambling. Some PCs may feel slightly embarrassed at having the worst ship in the entire place.



Within a minute of getting off their ship, a RIC-1200 tour guide droid rolls up to them. Waving its spindly hands with programmed excitement, its screen-face contorts into a happy-but-still-alien smile, and it welcomes the PCs to Fryse Playerhouse in a robotic, British accent:

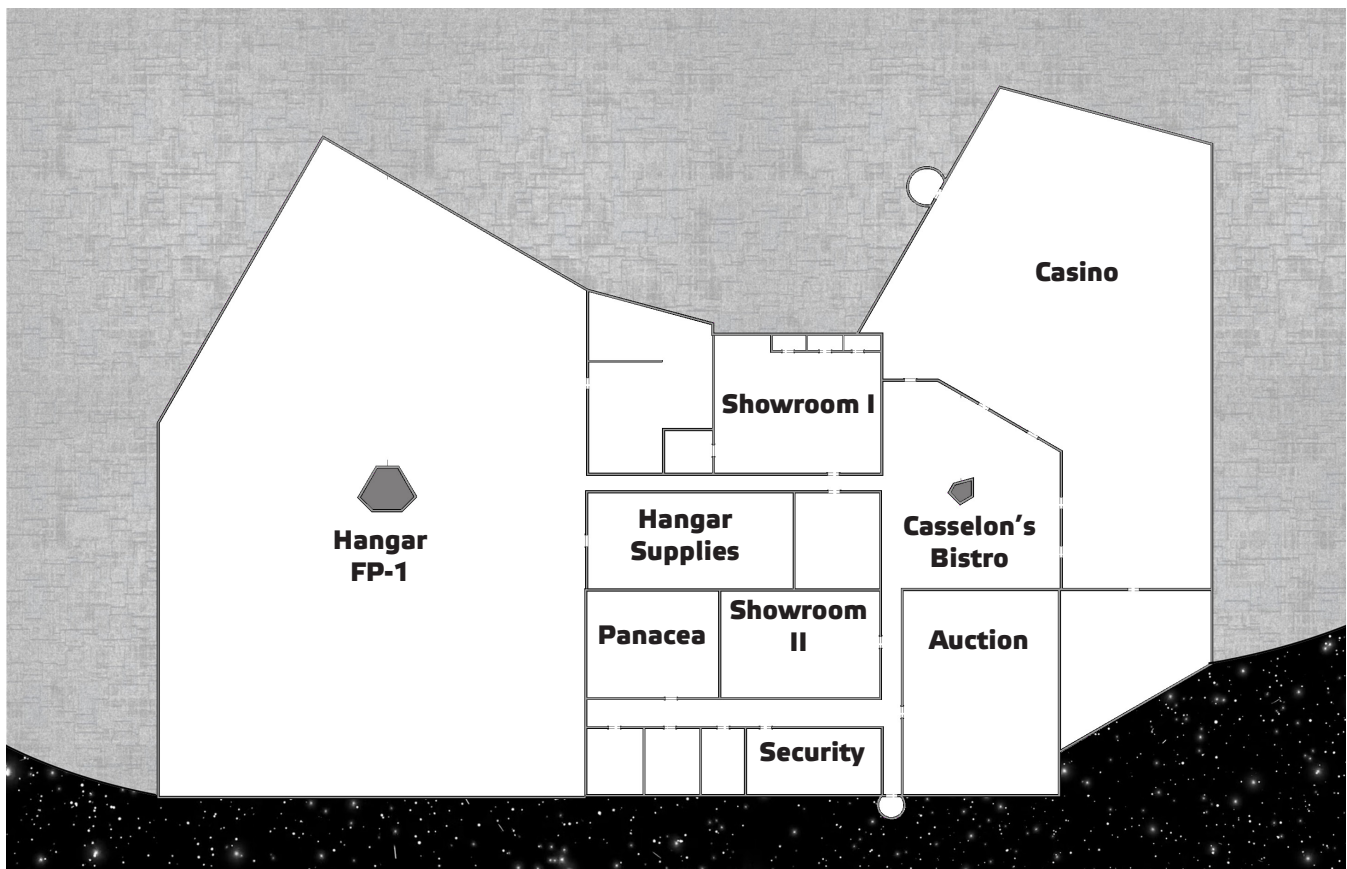
“Welcome to the marvel of Ord Mantell, the Fryse Playerhouse! As you can see, this wondrous place is built from the destroyed remains of a fierce droid control ship. But fear not! The only droids left here are ones like me, RIC-1200!”

“If you've come for the gambling - and who doesn't - the casino is located just a hundred paces away. You'll find all the galaxy's best games there, and I'm just positive I'm talking to a bunch of lucky winners!”

“Unfortunately, the opera house is closed at the moment due to our star performer having broken her contract and run away. But don't worry, we've hired the best bounty hunters in the galaxy, and she'll be back here singing just as soon as we find her!”

Finally, check the glowboards for this week's selection of fine, specialty merchants. You can also find the auction house hours and preview the goods available. You'll always find a bargain at the Fryse Playerhouse!”

With tinny music ending his pitch, the droid rolls away to welcome another group of visitors.



As promised, several huge glowing boards line a hexagonal kiosk in the middle of the hangar. Four wealthy Togruta visitors gape up at the boards, pointing and planning their next move at the facility. Approaching the kiosk finds out more about the events this week:

- Two merchants have rented out the Fryse Playerhouse's showrooms this week. One sells some of the galaxy's finest formal **fashion wear**. Suits, ballroom gowns, and accessories made of the rarest materials can be found here for quite the price. The second merchant is selling **historical artifacts** "going all the way back to the Old Republic." This seller also advertises that all of his goods come with a certificate of authenticity, and another that proves that the Empire has preapproved the sale of historical artifact.
- The Fryse Playerhouse auction house opens in the evening, in about two hours. A dozen items will be auctioned off, including Ziro the Hutt's hat. Other interesting items include an original, antique R1-A1 astromech droid, an aurodium-plated Wookiee bowcaster, and Kortek Karr, an infamous bankrobber, still frozen in carbonite (and deceased from the process).
- If the PCs talk with the Togruta visitors, they'll find that the eldest is DUHNZI, an absent-minded curator from the Galactic Museum on Coruscant. He is excited to peruse the artifacts for sale this week here. He dragged his wife and bored teenage sons with

him on this trip. The teenage sons are desperate to do something more exciting than look at antiquities, but their father won't let them out of his sight. *GM's Note: Creative PCs may decide to befriend these kids and use them as spies and errand boys as they pursue their mission here. They'll happily agree to help!*

Showroom I - Pangala's Couture


The largest of the station's showrooms has been rented by famous fashion designer LULLIE PANGALA. She's showing off hundreds of high-end haute couture outfits, each costing tens of thousands of credits. Bargain shoppers may be able to find a belt, scarf, or shoulder bag at a "reasonable" cost of a few thousand credits. In game terms, anybody below Status 4 will look *woefully* out of place in any of these outfits.

Anyone making an appropriate SAVOIR-FAIRE (HIGH SOCIETY) or CONNOISSEUR roll instantly knows the name of Lullie Pangala, her awards through the empire, and the perfection of her designs. She even won a exclusive and coveted contract with the Empire last year to make capes for the Empire's moffs!

The showroom is staffed by a handful of employees along with gold-plated, multiarmed fashion droids that can dress someone in an outfit, custom tailor it, and make a fantastic sales pitch – all in just a few moments!

The employees here are attractive, snooty, and rarely willing to talk to someone who doesn't look like a good buyer of Lullie Pangala's wares. However, if the PCs take time to peruse the shop, they'll overhear some interesting gossip:

- A young Hutt, GARBULB, was in here an hour ago, looking for accessories to go with a hat he planned to bid on. The employees are mocking this unnamed Hutt. "Can you imagine Lullie Pangala lasersewing Hutttese fashion?" *GM's Note: This information will surprise the PCs, as they had no idea there was another bidder for that hat, and a Hutt bidder may easily outspend them.* If asked about his whereabouts, the employees say that he returned to his ship.
- An Imperial magistrate, CARMIN BURR, is patiently waiting for her appointment with Lullie Pangala. She is smugly talking to an aide about how the Imperials should just destroy this place, as it's frequently a site for smuggling and the selling of counterfeit goods. She has a petition into the local moff about doing just that. Carmin is eager to impress the moff, and so may also be able to be maneuvered into helping the PC's cause somehow.

 Getting an appointment with Lullie Pangala herself is extraordinarily difficult. She's booked up for days and only takes appointments with people whose name she recognizes. If the PCs somehow manage to charm their way into an appointment, they'll find Lullie Pangala talkative, vapid, and only interested in talking about celebrity gossip and galactic fashion. She is, however, quite talented, and may make for a good contact in a campaign, as she is highly influential in both high society and the Empire itself.

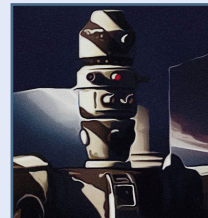
Showroom II - Ric Duo's Curations

The smaller showroom – still large by most standards – is set up like a minimalist museum. Several dozen pedestals are arranged artfully around the space, each displaying an old or rare artifact from one of many different galactic species and civilizations.

RIC DUO, an well-mannered and dry, yak-looking Yarkora owns the collection. He will personally give tours of the place, pointing out his favorite pieces – original Talzian stone legal tablets, a Dressellian empress' hood, and even a working engine from Kipple Paramita's winning pod racer from the very first Ando Prime Centrum invitational. *GM's Note: PCs making a MERCHANT or appropriate CONNOISSEUR roll will recognize these items as impressive items of value, but they are ultimately meaningless for the adventure.*

IG-86 SENTINEL

ST	16	HP:	16
DX	14	Will:	12
IQ	10	Per:	12
HT	12	DR:	36*



Basic Speed: 6.0

SM: 0

Move: 6

Punch: 1d+3 cr (Parry 11)

Dodge: 10

Traits: Claws (Blunt); Combat Reflexes; DR 36 (*Hardened 1); Dark Vision; High Pain Threshold; Injury Tolerance (No Blood, Unliving); Meta-Traits (Machine, Volitional AI, Body of Metal); Slave Mentality; Social Stigma (Valuable Property); Unfazeable; Unhealing.

Skills: Beam Weapons-16; Guns-16; Intimidation-12; Karate-15; Liquid Projector-16; Observation-12; Stealth-13; Tactics-10; Tracking-12.

Gear: Fixed blaster rifle (6d (5) burn, Acc 10+2, Range 700/2100, RoF 3, Shots 10 (3), Bulk -4, Rcl 1, 10 lbs.), with an underbarrel 25mm Concussion Grenade Launcher (4d+4 cr ex (0.5), Acc 4+2, Range 360/2200, RoF 1, Shots 3(3), Rcl 3, 2 lbs.); Hand Flamer (4d burn, Acc 3, Range 30/90, RoF 1, Shots 56 (3), Bulk -2, Rcl 1).

Personality: Not much of one, though some folks say that this sentinel actually has an independent cruel streak.

PCs considering some theft will note that all of the items are protected with cutting-edge proximity sensors. Furthermore, an intimidating IG-86 sentinel droid stands in the back of the showroom, waiting to defend the place from any would-be thieves.

While there's nothing especially exciting happening here when the PCs arrive, during the auction, one of Ric Duo's precious items – the Dressellian empress' hood – will be stolen away during the auction, creating quite the commotion. If the PCs act suspiciously in this showroom, Ric Duo will no doubt think of them as the *first* suspects in that heist.

The Restaurants

Both restaurants in the Fryse Playerhouse are high-end affairs. The first, Casselon's Bistro, features cuisine local to Ord Mantell. The second, Panacea, provides more exotic selections from across the galaxy. Both require reservations, often months in advance, to dine at one of their tables.

CRIMSON JACK

ST 13 **HP:** 14
DX 13 **Will:** 12
IQ 12 **Per:** 12
HT 12 **DR:** 1



Basic Speed: 6.25 SM: 0
Move: 6 Punch: 1d cr (Parry 11)
Dodge: 10

Traits: Bad Temper; Bully; Combat Reflexes; Charisma 1; High Pain Threshold; Greed; Impulsiveness; Intolerance (Animal-like Species). Has a distinct red beard. Loves spunky individuals. Quick to make friends... and enemies.

Skills: Beam Weapons-15; Brawling-15; Fast-Talk-13; Gambling-13; Merchant-12; Piloting-13; Savoir-Faire (Underworld)-13; Sex Appeal-11; Smuggling-12; Streetwise-13.

Gear: Blaster pistol (3d (5) burn, Acc 5, Range 300/900, RoF 3, Shots 40 (3), Bulk -2, Rcl 1, 2 lbs.); black gorraslug leather jacket. He also carries a special debt stick with 20,000 credits on it, issued to him by the Black Sun cartel, and chained to his wrist on a thin silver bracelet.

Personality: Crimson Jack is a short-term thinker. While he's a capable, charismatic pirate, he often surrounds himself with fans and hangers-on, vs. capable allies. He doesn't fully think through his jobs, either.

JACK'S CREW

ST 12 **HP:** 12
DX 12 **Will:** 10
IQ 10 **Per:** 11
HT 12 **DR:** 1



Basic Speed: 5.5 SM: 0
Move: 5 Punch: 1d-1 cr (Parry 9)
Dodge: 8

Traits: Greed; High Pain Threshold; Social Stigma (Criminal Record); various other space pirate disadvantages...

Skills: Beam Weapons-12; Brawling-14; Intimidation-11; Knige-14; Piloting-11; Stealth-12; Streetwise-11.

Gear: Blaster pistol (3d (5) burn, Acc 5, Range 300/900, RoF 3, Shots 40 (3), Bulk -2, Rcl 1, 2 lbs.); vibroknife (2d+1 cut, reach C, 1); leather jacket.

Sabaac and klikklak are the most popular games here, and the tables are filled with intense players of all different kinds of species. For those preferring less interactive gambling, walls of swoop races can be found on the edges of the casino, with people placing bets on outcomes all across the galaxy.

Serving droids roll around the casino, serving up colorful, bubbling drinks to patrons. The house specialty is Fryse-Wine, a blue cocktail served in a glass made from ice supposedly mined from the ice planet of Plawal (in reality, a machine in the kitchen creates it out of ordinary water).

Before the auction starts, the PCs can find the red-bearded CRIMSON JACK here, boisterously drinking and betting a lot of credits on a high-stakes Klikklak game.

If for some reason the PCs need a table, they either need to bribe the maitre d' at either restaurant – at least 200 credits – or they can somehow fast-talk their way in, or disguise themselves as guests of extreme importance. Finally, they can always shmooze some of the more high-status guests at the Fryse Playerhouse and somehow leverage their reservations.

The Casino

The Fryse-Playerhouse casino is what you'd expect to find in a resort for the wealthy – dozens of high-stakes game tables and slokka machines, all carefully arranged around the room, enthusiastically being played by a hundred guests with far too much money to care. Some of the dealers are emotionless droids, others are attractive Twi'leks. Many well-dressed, three-eyed gran guards keep careful eyes on the place, their hands always inches from a stun stick or blaster pistol.

Gamblers will find all the popular games that they like here, providing they are willing to play at high stakes. Typical tables require a minimum 100 credit bet to enter.

Crimson Jack and Other Gamblers

CRIMSON JACK has been funded by the Black Sun criminal cartel to win Ziro the Hutt's hat, and then use the code inside to land on Kortatka and steal the Imperials' yellow spinpria. The pirate is overconfident and doubts that anyone else will be bidding on such a ridiculous item, so he is betting some of Black Sun's funds on klikklak games until the auction starts. As long as he gets his job done, he figures nobody will care he made some extra money along the way.


Crimson Jack is charismatic, temperamental, and very loud. He loves the ladies (especially the spunky ones) and

is competitive when it comes to gambling. Several of his crew are enjoying themselves at nearby tables, and will quickly come to his aid if he looks like he is being bothered or threatened.

If charmed and asked about his business, Crimson Jack is quick to divulge too much information:

- He says that he has “friends” that have given him 20,000 credits to buy an “ugly Hutt sombrero” at the auction. He bets it will go for far less than that. If asked why he wants the hat, he will not divulge that it contains the Imperial code. He’ll just shrug and say “different garbage is precious to different garbage.”
- He’ll also comments that he hopes to use the leftover money to bid on the beskar knife in the auction. “Always wanted one of those after I saw this mercenary with one once.”
- If challenged to a game, he’ll happily play. However, he won’t throw away more than half the money Black Sun gave him (10,000 credits). He isn’t *that* stupid.

See Winning the Auction on p.8 for ways the PCs can beat Crimson Jack during the auction.

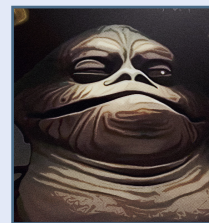
 PCs who socialize in the casino, perhaps with a CA-ROUSING role or just good roleplaying, can find additional interesting folks to engage with. A few include:

EERTOOP WERN – Eertoop is overly friendly, orange Rodian who comes across as a complete idiot. He loses money constantly, talks about facts that are utterly wrong, and brags that he was boyhood friends with most celebrities. In reality, Eertoop’s behavior is an act. He’s actually a skilled thief and slicer who has already hacked the security system at Ric Duo’s showroom so that he can swipe the Dressellian empress’ hood during the auction. Eertoop also has an impressive Pickpocket-15 skill, and will try to lift something of the PCs to leave at the scene of the crime later. *GM’s Note: If necessary, you can use Jack’s crew statistics for Eertoop, but with IQ 12.*

WULF TAHMTOM – Wulf is the son of the Imperial governor of Ord Mantell. A brazen socialite, he spends much of his time here gambling, making contacts, and spending ridiculous amounts of money. He has no problems using his status to get competitors into trouble, and friends out of trouble. If the PCs can befriend him, he might make a good ally later. He’s easily impressed by bravado, athletic prowess, and wealth – and can often be found sidling up next to any celebrities who visit the Pryse Playerhouse.

GARBULB THE HUTT

ST	12	HP:	13
DX	8	Will:	12
IQ	12	Per:	12
HT	12	DR:	2



Basic Speed: 6.25
Move: 5
Dodge: 8

SM: +2
Punch: 1d-2 cr (Parry 9)

Traits: Hutt (Cold-blooded; DR 2; Night Vision 7; No Legs; Static [Psi/Force]). Antiquary 2; Gluttony; Greed; Shyness; loves fancy desserts; obsessed with history; doesn’t like crowds. Speaks Huttese, understands Basic.

Skills: Archaeology-11; Architecture-14; Diplomacy-10; History (Hutts)-14; Intimidation-11; Leadership-10; Merchant-11; Research-14; Savoir-Faire (Underworld)-12; Streetwise-10.

Gear: 20,000 credits earmarked to bid on Ziro’s hat.

Personality: Garbulb IS a smug and arrogant gangster, but he prefers to think of himself as a grand historian. He uses his knowledge to track down – and often steal – artifacts from across the galaxy. While he’s generally calm and willing to talk, destroying any of his precious possessions will cause him to fly into an uncontrolled rage.

KERRII SELSTORM – Kerrii Selstorm is an elite operative who works exclusively for the Black Sun syndicate. Only someone who makes a STREETWISE or CURRENT EVENTS (PEOPLE)-3 roll will recognize Kerri as a Black Sun operative. While she disdains gambling, she’s passing time until the auction starts, where she plans on bidding for one of the original prototypes of a Clone Wars-era Eta-2 light interceptor. She’s a rabid connoisseur of old starfighters, and would love to add this one to her collection. While Kerrii’s vaguely aware that Black Sun has hired Crimson Jack to help pull off a job, she stays out of his business... *unless* she finds out that he’s somehow screwing Black Sun, in which case she’ll contact her superiors and then try to make the situation right.

The Auction House

The Fryse-Playerhouse auction house is located in a large auditorium on the outer edge of the circular hull. The brilliant view of Ord Mantell bathes the room in a pink glow. Dozens of kidney-shaped tables are set up throughout the room, so that people can bid on the various auction items.

When guests enter the room, they register their bank accounts with one of five silver, three-legged auction droids. Once credit is confirmed, the droids hand each guest a small metal rod that can project a neon, holographic glyph in the air at the press of a button. The appearance of the glyph is observed by the cameras on the auction droids, who register the bid. The whole process is fast, secure, and colorful.

There are about twenty items up for bid today, with Ziro the Hutt's hat stationed halfway through the auction.

The auction begins approximately two hours after the PCs arrive at the facility. This should be long enough for them to chat with some other guests, visit the showrooms, and plan on how they'll win against Crimson Jack and Garbulb the Hutt.

Once the auction begins, a fast-talking, three-eyed Gran named NEEB YEE introduces himself as the auctioneer. He welcomes the bidders and then gets right to the items of interest, starting with the original R1-A1 astromech.

About fifteen minutes before the hat goes up for auction, Garbulb the Hutt disembarks from his ship in the hangar. With an entourage of thugs and bodyguards, he enters the auction hall to bid on Ziro the Hutt's hat.

The bidding for the shade hat starts at 5,000 credits. By the time it hits 7,000 credits, there are no more interested bidders beyond the PCs, Crimson Jack, and Garbulb the Hutt. The bid will then quickly work its way up to 20,000 credits. This is likely beyond the PCs' means (who have 10,000 credits to spend) and beyond Crimson Jack, who came with 20,000 credits, but has blown some of that money in the casino. This leaves Garbulb, who is willing to spend no more than 20,000 credits of his own money on the hat.

Winning the Auction

With some cleverness, the PCs can make sure they're the ones to win the high-stakes auction. However, since both Crimson Jack and Garbulb the Hutt have more money to spend than they do, this requires some creative planning or aggressive negotiations.

Some obvious ways the PCs can get Crimson Jack out of the auction:

Drain His Account – Crimson Jack came in with 20,000 credits authorized to spend on the hat. He does not, however, think it will go for anywhere near that amount. Without much prompting, he'll spend 5,000 credits gambling

THE BEST OF TODAY'S AUCTION

Original R1-A1 Astromech (#67 Off the Assembly)
(53,000 credit maximum bid)

Aurodium-plated Wookiee Blowcaster (Working)
(19,000 credit maximum bid)

Eta-2 Light Interceptor (Gray and Green)
(2.6MM credit maximum bid)

Silveryshade Hat, Property of Ziro the Hutt
(20,000 credit maximum bid)

Authentic Beskar Dagger (Antique)
(6,000 credit maximum bid)

Kortek Karr, Criminal in Carbonite (Deceased)
(1.2MM credit maximum bid)

in the casino. If egged on, he'll spend another 5,000 credits, leaving him with the same, or a little less, as the PCs. Similarly, if the PCs can arrange for the *superfine* beskar dagger to go up for auction first – which takes no more than a short, friendly chat with the auctioneer, Neeb Yee, ahead of the auction – Crimson Jack will spend another 6,000 credits on that.

Theft Before the Heist – Crimson Jack's Black Sun credits are kept on a special credit chip, which he wears on a chain bracelet around his wrist for safe keeping. However, if it's somehow stolen, he won't have any money to spend at the auction. When he realizes it's gone, he'll desperately try to recover it, accusing people he's met of being the thieves. If he still can't find his money when the auction begins, he flees the system entirely.

The Old Fashioned Way – If Crimson Jack isn't at the auction, he can't bid. PCs can distract him, knock him out, drug him, or just drink him under the table. Jack's pirate crew will spot any obvious attempts to knock Jack out, but if it looks like he's just partying too hard... well, they've seen lots of that before.

Garbulb the Hutt is a little trickier to remove, since he has more money and is less accessible, spending most of his time on his expensive ship in the hangar, versus inside

the casino or restaurants. However, he will see an audience if requested by an interesting party of individuals, especially if the request is about his favorite topic (history) and comes with a nice dessert at one of the station's restaurants. Some ways the PCs can deal with Garbulb:

Convince Him It's Not Worth It – A HISTORY OF STREET-WISE-2 roll will recall that Ziro the Hutt was a cowardly and incompetent crime lord. He was murdered by a singer in an ignoble fashion. If the PCs can convince Garbulb that the hat is not worth his own majesty, he'll walk away from the auction.

Convince Him to Spend His Money Elsewhere – Garbulb is wealthy, but he's also miserly and doesn't overspend against his carefully planned budget. He has 20,000 credits to spend at the auction. If he's convinced to buy something else, he'll forget about the hat.

Distract or Trick Him – If the PCs know that Garbulb is going to attend the auction, they can try to delay him as he makes his way to the auction house at the last minute. Just a fifteen minute delay will cause him to miss the auction for the hat. The Hutt is not stupid nor easily distracted, but can perhaps be lured to the one of the showrooms for a good purpose.

With the silveryshade hat in hand, the PCs can recover the Imperial landing code from a small token inside the brim. This code will allow them to pose as authorized Imperial suppliers as they land on Kortatka.

Botching the Auction...

It's possible that despite the PCs' best efforts, one of their competitors will win the hat. GMs should give the PCs an opportunity to steal it back!

Only Crimson Jack knows that the hat is more than what it seems. However, with Black Sun money still burning a hole in his pocket, he will order his pirate friends to take the hat to his ship, and then meet him in the casino for celebratory drinks and wagers. This gives the PCs an opportunity to steal the hat – either from the pirates themselves, or from aboard Crimson Jack's ship. A stealthy break-in or clever persuasion made to one of the maintenance droids can gain the PCs access to it.

Once Crimson Jack realizes the hat is stolen, he'll desperately attempt to discover the thieves whereabouts. He'll figure out that the PCs went to Kortatka. GMs can add a vengeful appearance by Crimson Jack later in the adventure!

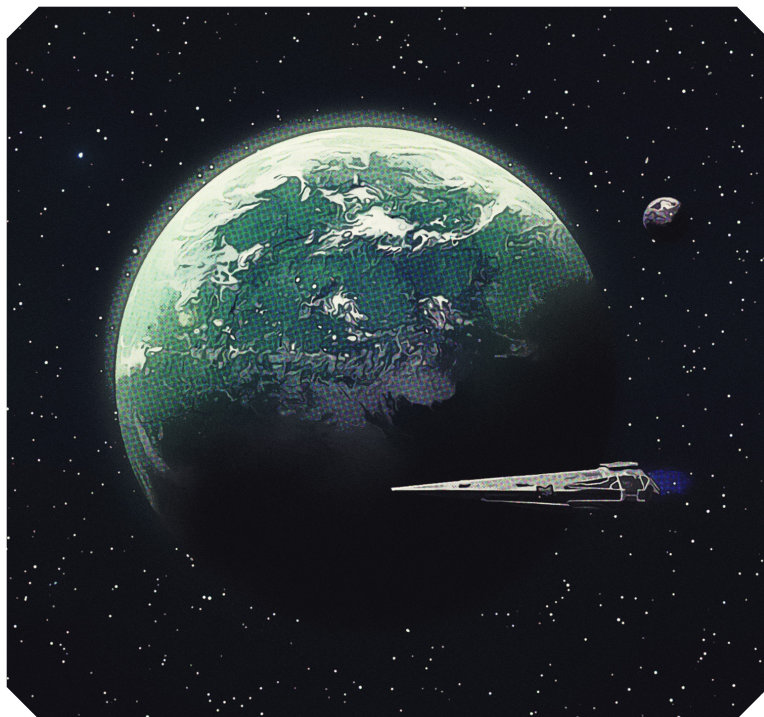
If Garbulb wins the hat, he'll retire to one of the station's restaurants to have an expensive dessert before leaving the station. He wears the hat to his meal. PCs can come up with a plan to steal the hat from his head and escape the station before his goons catch up to them. This will likely earn them an enemy of the Hutt, though he won't bother chasing after them at this time – instead he'll pay for some *very good* bounty hunters to take them in at a later date.

PART 2: KORTATKA

The PCs' old freighter rattles as it twists through hyperspace. While they likely have the Imperial clearance codes required to land on the planet, the PCs need to steal the vault code from the Imperial vaultkeeper, GARM REEGON, gain access to the vulnerable siphoner, steal the yellow spinpria, and then leave the system before the Imperials realize they've been robbed.

When they jump out of hyperspace, the PCs see Kortatka, a green-blue marble webbed with a hundred thousand rivers that flow from two polar seas. Orbiting the planet is a single Raider-class Imperial corvette, the *Knout*.

This is a surprise because the PCs' intelligence reported that there were no Imperial starships in the Kortatka system, as they withdrew to help scour the galaxy for a large, rebel base. A Raider-class corvette is no light threat either. The 150-meter ship bristles with a laser turrets and ion cannons, can fire a barrage of anti-



starfighter cluster missiles, and carries a complement of 30 stormtroopers. It is *easily* capable of destroying the PC's battered freighter.

A female voice from the *Knout* immediately hails their freighter.

"This is Captain Xiruna from the Imperial cruiser *Knout*. Welcome to Kortatka. I've pre-cleared you for landing in sector 8138. Carry on and watch out for the wind today."

This message is another surprise. The PCs were not asked to transmit their stolen clearance code that they worked so hard to get! An IQ-based PILOTING+2 or SAVOIR FAIRE (MILITARY)+2 roll knows this behavior is *extremely* unusual. Imperials do not easily abandon process.

If the PCs continue to communicate to the corvette, they won't be able to get any more information:

- If pressed, Captain Xiruna simply repeats that the PCs' ship had been pre-cleared to land as part of a larger, confidential command.
- Their landing permission expires in four hours, long enough for the PCs to drop off supplies to the Imperial garrison in sector 8138 and then exit the system.
- Xiruna is clear that the permission is only for sector 8138. She warns that they will be fired upon if they deviate from their expected course.
- Xiruna will not answer any questions about the size of the garrison on the planet, the location of Garm Reegon, or any other sensitive or military information.

Of course, because of the "unknown command" that ordered the evacuation of Kortatka and the test of a new device, Xiruna knows there are *no* ships cleared to land and supply the planet. She's intrigued by the PC's presence, and plans to observe them carefully, then ordered her forces on the planet to capture them, and use their freighter to get Garm Reegon off-world.

Landing in the Riverlands

Captain Xiruna was not exaggerating about the high winds on the planet. A PILOTING-2 roll is required to land the freighter without event. A failure indicates that the wind sheers off one of the communications arrays on the freighter, meaning that it suffers a -2 to all ELECTRONIC OPERATIONS (SENSOR) rolls until replaced. A failure by five or more requires the pilot to land the freighter in an unintended location. The GM can roll randomly to see where the freighter lands, or just say that the PCs were forced

down two kilometers northwest of the landing pad, on the far side of the river there. A critical failure crashes the PCs' ship right into one of Kortatka's rivers!

As the PCs fly through Kortatka's wet atmosphere towards sector 8318 and the siphoner based there, they see **two TIE fighters** are lazily patrolling the skies within a hundred kilometers of the sector. The TIE fighters are part of the *Knout*'s complement, and do not seem especially interested in the PCs' freighter; they have been ordered to stay on patrol until called in by Captain Xiruna.

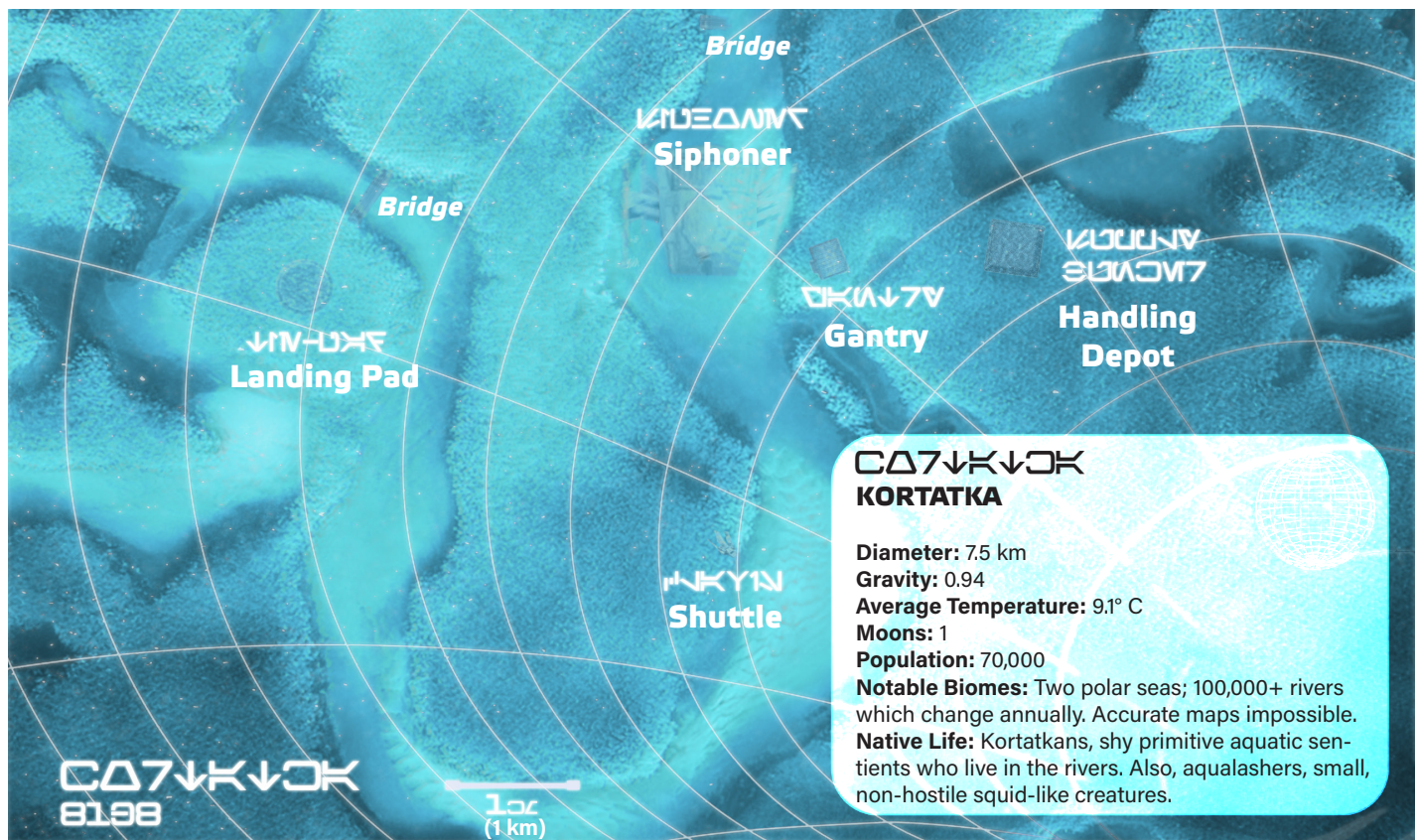
An Imperial **handling depot** is at the eastern edge of the sector, near a deep, freshwater lake. Five older AT-DP two-legged scout walkers are stationed around the structure. None of the walkers are perceptibly moving, and it's difficult to tell whether they are manned. Two "Occupier" assault tanks are also nearby. Two troopers can be seen standing outside the facility.

A rusty, ten-story **gantry** juts out of the ground on the east bank of the river. It looks old and ill-maintained. While it's obvious it is not Imperial design, an ARCHITECTURE roll identifies it as leftover from the earliest prospectors who panned for yellow spinpria on Kortatka.

The massive, fifteen-story, kilometer-wide **siphoner** straddles the river near the gantry. The machine is irregularly shaped, industrial, and ugly, no attention has been given to its aesthetic design. Its six legs plod forward at a deliberate and slow gait, geysers of water rocketing up from the river into its belly. Once inside, the water is processed and filtered for spinpria. Every fifteen minutes, the siphoner's hydrorepulsors reverse themselves and all the spent water is gushed back into the river in a fierce explosive storm. The force of the reversal is incredibly dangerous. A person caught underneath the siphoner when the hydrorepulsors reverse themselves will take massive damage from the pressure; the terrific force is even enough to damage small starships.

A small, circular **landing pad** is set up west of siphoner. It has a small supply structure used to reequip Imperial shuttles and other landing craft.

Finally, as the PCs fly in, a PERCEPTION (VISION)-3 roll or a ELECTRONICS OPERATION (SENSORS) spots vaultkeeper Garm Reegon's **disabled shuttle**, the *Clavis*, a small Mu-class shuttle that is half-submerged near a wide neck of the river. It looks like the shuttle suffered a malfunction during landing, and then pitched headlong into the river.



The PCs can land their freighter anywhere in the sector. *Not* landing at either the landing pad or near the handling depot will cause confusion and suspicion from the garrison, who think that the PCs are a legitimate supply operation.

Once they land, the depot's communications officer, LT. CELE PRIPER hails the freighter. She tells the PCs that the garrison is in bad need of supplies, as they haven't received anything in weeks, and are running low on rations and parts.

If alerted by a strange landing spot, the officer will demand to know why they aren't landing in a more logical location to drop off supplies to the base. Clever roleplaying and a Good reaction, FAST-TALK, or similar social roll can persuade the officer that the PCs' choice of landing spot is warranted. If the persuasion attempt fails, however, the garrison will go on alert. Similarly, the garrison will go on alert if the PCs land and then spend more than thirty minutes without unloading any supplies or cargo.

Alert

If alerted, the depot sends a stormtrooper out to man the only operational AT-DP. Two stormtrooper sharpshooters will ascend the gantry to observe the area, and more troopers (1 per PC) move outside the depot to guard it. These forces will eventually stand down after an hour of "typical" behavior on the PCs' part.


At this point, the PCs are on their own to break into the siphoner vault. To do this, they need to get Garm Reegon's cryptocomp, the device he uses to open the vault, and get his passcode to use the device. This is a freeform section of the adventure – the PCs will have to use good tactics or guile to pull this off!

The River and Bridges

Two narrow retractable bridges, barely large enough for a single heavy transport vehicle, allow PCs to cross the river. One is located a half kilometer from the landing pad and is already extended. The second is a kilometer north of the siphoner and is retracted.

Retracting or extending the old, industrial bridges is a noisy and slow affair. It takes about five minutes for a bridge to fully retract or extend, and it makes a loud and horrible metallic groan the entire time.

Otherwise, crossing the sector's fast-moving river requires another method, like a speeder or repulsorlift vehicle. Or, someone can bravely swim across with a successful SWIMMING-2 roll.

 A tentacled, mutant **aqualasher** hunts the waters of the river, and will happily try to make a meal of the PCs when they enter its hunting grounds. See Extending the Adventure for some ideas on how to use the aqualasher in the adventure to add some more danger.

Landing Pad

The landing pad in this sector is big enough for one freighter or two starfighters. It is typically used for supply ships and shuttles, since any TIE fighters are better supplied from starships in orbit.

A two-room **utility building** is adjacent to the landing pad. It contains a scattering of useful tools and supply parts – some *hydrosplanners*, a *Rodian gandler array*, a damaged TIE solar panel, and several hundred battery cells. Two spare shoretrooper helmets are kept in here as well. If the PCs are looking for a specific piece of equipment (for example, repairing their own sensor array or replacing damaged parts from the *Clavis*), a **SCROUNGING** roll can find a particular, ordinary tool or item here.

The Crashed Shuttle, *Clavis*

Garm Reegon's crashed shuttle, the *Clavis*, sits at an odd angle, ten yards into the river. Water rushes around its stubby wings. A third of its hull is submerged, and it's impossible to fully gauge the damage to the vessel from the riverbank. PCs can wade through the water to the shuttle; a **SWIMMING+4** roll to get to it without getting pushed downstream by the current.

The shuttle can be entered by either the emergency hatch on top of the cockpit, or via the main ramp in the back. Garm made sure to lock the shuttle after he abandoned it. Both entrances can be opened with a **LOCKPICKING** roll.

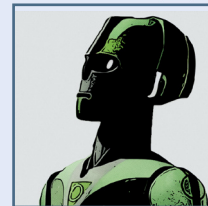
If the shuttle's condition is assessed (which takes at least a half hour), a suitable **MECHANIC** roll identifies its problem. The repulsoflight suffered a malfunction when the *nav-brackets* shorted out – probably due to the shuttle flying too close to a siphoner while it was expelling water, a process that heavily utilizes electromagnetic bursts. The malfunction caused the shuttle to careen into the river.

If the PCs want to repair the shuttle, they have to replace the nav-brackets. Replacement parts can be found in the **utility building** at the landing pad location. An appropriate **MECHANIC** roll installs them in about an hour. Once the ship is fixed, piloting the heavily swamped shuttle out of the river requires a **PILOTING-2** roll.

The interior of the shuttle is modest, and most of the interior is covered in ankle-deep water. The main ramp leads into a small office and double bunk setup; it's barely large enough for two people to work comfortably. A careful search of the room finds a safe hidden in the wall of the office, disguised behind a panel. The safe is locked with a *Kyuzo gravity lock*, making it exceptionally difficult to crack. Only a **LOCKPICKING-3** roll can open the safe. Inside

RQ-99

ST	10	HP:	17
DX	9	Will:	9
IQ	12	Per:	12
HT	12	DR:	6



Basic Speed: 4.25

Move: 4

Dodge: 7

SM: 0

Punch: 1d-1 cr (Parry 9)

DR: 5

Traits: Chummy; Doesn't Breathe; Damage Resistance 5; Duty (The Empire; Vaultmaster Garm Reegon); Electrical; Machine; Maintenance (1 person, monthly); Odious Personal Habit (has a bug where he mispronounces 10% of the words he uses); Pacifism (Total); Photographic Memory; Xeno-Omnilingual. Never remembers people's names. Bit of a safety nut, will always lecture when he sees safety issues.

Skills: Piloting-8; Gesture-10; Savoir-Faire (High Society)-15; Savoir-Faire (Military)-12.

Gear: None.

Personality: Utterly sincere, RQ-99 enjoys his life as an Imperial protocol droid. However, he's grown weary of his current owner, Garm Reegon, who doesn't care much to maintain him (or bother to take him with him on many of his most interesting missions).

THE CRYPTOCOMP

A cryptocomp is a heavy, black stationary droid. It has a single flat keycard slot on it and a 5-digit readout. When online and working, the cryptocomp makes strange, deep, Morse-code like utterances.

Cryptocomps are heavy, weighing over 500 kg. They are typically transported via antigravity lifters. However, the lifters in the *Clavis* shorted out when water flooded the cockpit, but can be fixed with a suitable **MECHANIC** roll.

To activate a cryptocomp, a vaultmaster first inserts his special Imperial **security cylinder**. A small door opens in the droid where he can enter his secret **ID number**, which typically changes from mission to mission. The cryptocomp then reassembles the number into a new, **5-digit code** which can be used to access an Imperial vault. The code is only good for 15 minutes, then it will scramble itself and reset.

is a blood-spattered lightsaber, something Garm Reegon found when he was emptying an old Republic vault in a nearby system. Not knowing what to do with it, he stashed it in here. The lightsaber still works, though its blue light does not glow as brightly as it once did, and it occasionally sputters due to some light damage it took during the Clone Wars. It requires FORCE SWORD skill to use (or DX-5 or any sword skill-3) and does 8d(5) burn damage, reach 1-2, 2 lbs.

The cockpit is big enough for a pilot, co-pilot, and two passengers. PCs familiar with a typical cockpit find a strange device here – a heavy, black **cryptocomp**, the device that can gain them access to the vault. A CRYPTOGRAPHY+3 or INTELLIGENCE ANALYSIS+3 roll recalls details of the workings of this machine (see text box, previous page).

A deactivated protocol droid is slumped in one of the cockpit's passenger chairs. The droid, RQ-99 is covered in shiny, metallic green plates, and looks quite distinct and expensive. If switched on, he awakens with a start and is thrilled to talk to any strangers:

- As part of his security protocols, RQ-99 is not programmed to remember any proper names. When he must, he simply refers to people as a descriptor plus a number (e.g., “Reddish Mon Calamari 14” “Mechanical Human 23”).
- He is not particularly fond of his owner, Garm Reegon, who he refers to as “Vaultmaster 051”. He describes him as confident and strict, and a person who never listens to his droid’s advice.
- If asked about the crash, RQ-99 lectures that he warned Garm that he should not have flown so close to the siphoner, as he predicted that the massive hydraulic charge on the machine may interfere with the shuttle’s nav-brackets. Garm wouldn’t listen, and the shuttle swerved out of control on landing.
- If asked about how to get into the siphoner, RQ-99 hesitates. While giving up a standard Imperial process isn’t entirely against his protocols, he knows he shouldn’t tell strangers. The PCs have to trick him or FAST-TALK him into giving up the information. Once this happens, RQ-99 will explain the cryptocomp’s purpose in more detail (see text box).

The Old Gantry

Early prospectors built a rusty, ten-story gantry on the edge of the river here. It looks like a fragile tower of ill- designed scaffolding. It was originally built as a recon tower so that

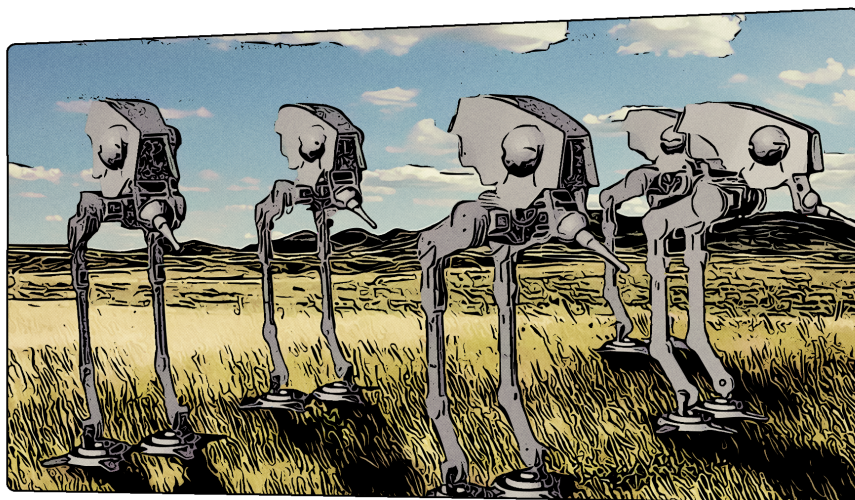
the prospector who owned this land could spot claim-jumpers. Old communication antennas can still be found sticking out of the gantry at unusual spots.

The rickety lift installed on the gantry can take up to six people upwards. The lift is exposed, and the only thing protecting someone from falling out is a metal scissor gate. The lift breaks down frequently – unlucky characters may experience it suddenly stopping between levels, or needing a quick repair. The lift stops at three points in the gantry:

The **third level** is where the gantry’s old electronics were maintained. A narrow walkway leads to a poorly-maintained circuit box filled with a tangle of wiring, patches, and ribbon cables. Someone with time and patience can repair the box get the tower’s short-range sensors working again with an appropriate ELECTRONICS REPAIR-3 roll. This will give a low-resolution, 200-km view of the nearby area, including troop movements.

The **eighth level** has been modified by the Imperials with a ramp that allows mechanics and vaultkeepers to access a docked siphoner. A heavy lever can be pulled here to send a signal that summons the siphoner walker. The siphoner stops at the gantry, the ramp lowers, and a portal in the side of the siphoner opens.

The **top level in the tower** provides an incredible view of the surrounding scenery. It also makes a great sniper nest. The Imperials have installed a newer **communications antenna** here. If it is destroyed or disabled, Imperial communications from the depot go down entirely for about ten minutes. Then, the communications officer can reroute communications to one of the other towers on the planet, which adds a small delay in transmissions. This tactic may help the PCs escape the planet.



Deployment Zone

The handling depot is protected by a dozen, modular *dura-plast* barriers arrayed in random patterns. They're bolted down to large *ferrocrete* platforms. This setup keeps the facility entrance protected from ground assault vehicles, and also gives the garrison stationed here some level of cover should it come under fire.

About a hundred yards from the depot entrance are five two-legged AT-DP scout walkers and two Occupier assault tanks. However, any careful inspection identifies that most of these protective vehicles are fakes, sculpted out of cheap, heavy durafoam. They are decoys, deployed to disguise the real military strength on Kortatka

One of the AT-DPs, however, is *not* a decoy, and is fully operational. It's only manned, however, when the base is on yellow alert, in which case two crew race out to man it. When not manned, bold PCs can break into the walker's cockpit with a CLIMBING roll and a LOCKPICKING-3 roll.

If the scout walker is ever manned (typically because the depot has gone under alert and they send out a pilot), the PCs are in trouble. There's no big weapons in this adventure to easily take it out, so the PCs must rely on their wits, swamping it in the river somehow (perhaps using the retractable bridges) or luring it away with a distraction.

Finally, the PCs can find a **speeder bike** hovering near the door to the handling depot. The bike belongs to a shore trooper who was sent into this sector to interview and collect datawork from Garm Reegon after his shuttle crashed in the river.

The Handling Depot

The handling depot is a large rectangular building protected by a heavy shielded double door. The handling depot is designed to house a small number of Imperial troops who can protect nearby siphoners (typically about eight stormtroopers), engineers who can repair minor issues with the machines, and a **communications officer** who is responsible for transmitting when the yellow spinpria is ready for pickup.

Getting into the depot is key to the adventure, because the PCs need to get Vaultmaster Garm Reegon's security cylinder and ID code to access the vault with the crypto-comp.

PCs can approach this challenge in a couple of different ways. If the sector isn't alerted that they are anything other than a supply team, it's quite possible for them to sneak or fast-talk their way into the depot, get the code

WORKING VEHICLES

AT-DP Walker

ST/HP: 52

Hnd/SR: +1/0

HT: 10

Move: 4/20

SM: +3 (11m tall)

DR: 45

The AT-DP has room for a pilot and a gunner. It is armed with a single laser cannon (6dx2(5) burn, Acc 15, Range 2800/8400, RoF 1, Shots 50, Rcl 1).

SPEEDER BIKE

ST/HP: 30

Hnd/SR: +4/2

HT: 11

Move: 20/160

SM: +0

DR: 3

The speeder bike is armed with a rapid fire blaster (5d(5) burn, Acc 10, Range 500/1500, RoF 3, Rcl 1).

from Garm, and then escape to the siphoner to break into its spinpria vault. If the PCs have taken a more aggressive approach, they may be able to blast their way inside and capture Garm by force.

Typically two shoretroopers are stationed outside the door, though if the sector is under alert, they are joined by more stormtroopers (1 per PC) from inside the depot.

Entry

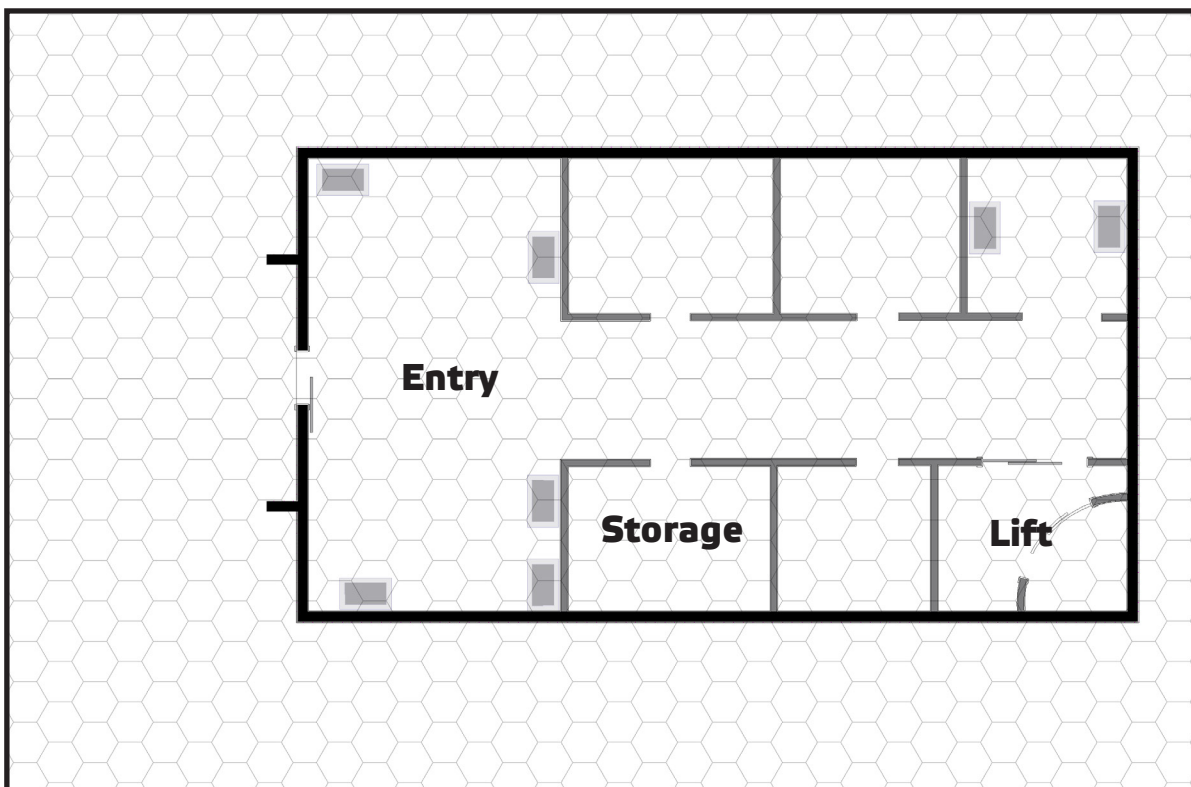
The entry has a handful of computer stations. Most monitor the siphoners and constantly spew confusing data readouts on to their screens that only an engineer would appreciate – heat sink capacities, electromagnetic readings, spinpria capture efficiency ratios, etc.

Storage

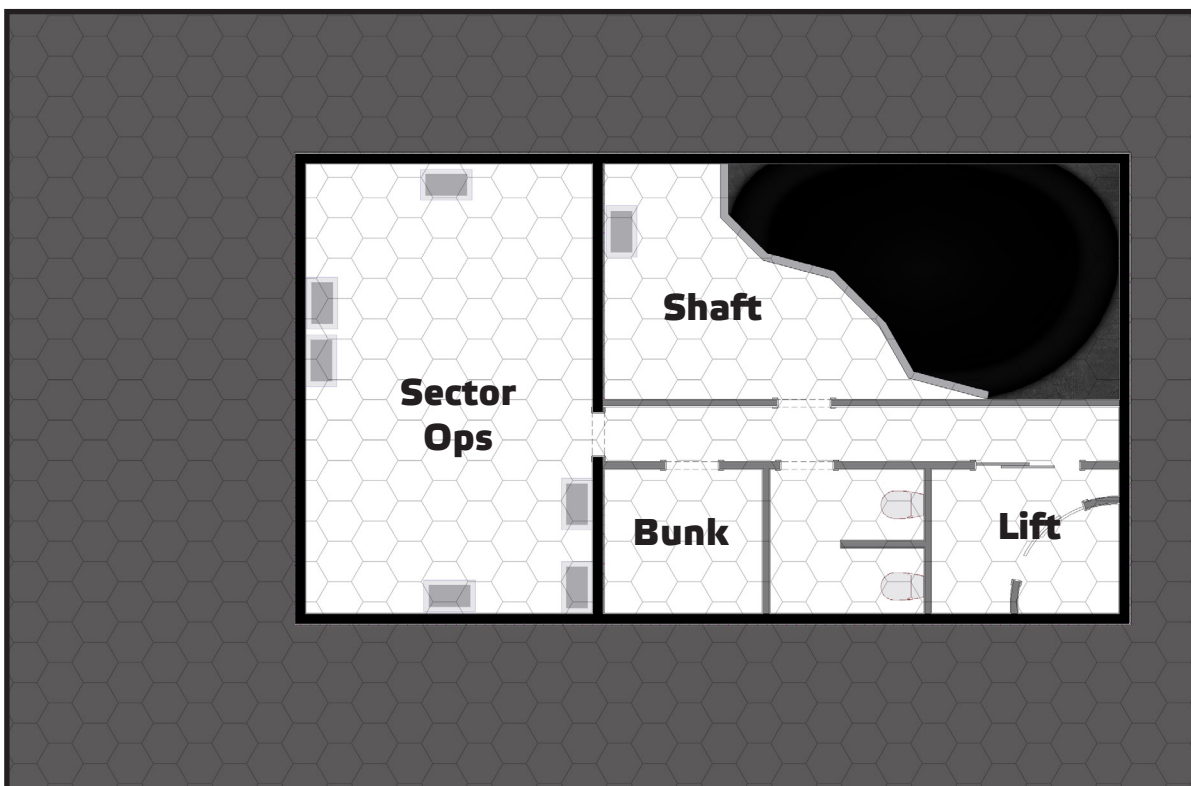
The storage area is stark – it's clear that the depot hasn't been supplied recently. There's a few days worth of rations, batteries, an extra stormtrooper helmet, and an Imperial E-11 blaster rifle that is half charged (6d (5) burn, Acc 10+2, Range 700/2100, RoF 3, Shots 5 of 10 (3), Bulk -4, Rcl 1, 10 lbs.).

Finally, PCs will find a crate full of burned out circuit boards, proton scanners, and unusual installation tools. A DEMOLITIONS or SOLDIER roll identifies that this equipment is typically used to install and inspect bombs on TIE Bombers. This will come across as unusual equipment to find in a storage area in a handling depot.

IMPERIAL HANDLING DEPOT - TOP LEVEL



IMPERIAL HANDLING DEPOT - SECURE UNDERLEVEL



Lift

An old-fashioned vacuum lift takes up to four passengers three stories underground to the secure level of the handling depot. The lift does not require any security codes or special permissions to access.

Bunk

Eight beds are stacked into this room, making for uncomfortable sleeping quarters for the troops stationed at the depot.

If the PCs have not alerted the base, Garm Reegon will be located here, taking a nap while he awaits mechanics to fix his shuttle. Otherwise, he'll have bunkered up in the ops area with Lt. Cele Priper, the communications officer.

Shaft Room

A lone computer hums in this room. It displays unusual, high-energy readouts. A **COMPUTER OPERATION** roll finds that it is monitoring an enormous thermal device nearby, but the details are encrypted under the name "Hydoreaper".

A **EXPLOSIVES** or **SOLDIER** roll identifies the readouts as similar to those reported by equipment used to inspect Imperial proton bombs. These particular readouts are massive and contain thermal data that is beyond normal understanding. A **COMPUTER HACKING** roll can slice through the encryption and uncover the exact, scientific details of the bomb in the shaft (see text box).

A dark shaft in this room plummets deep into the ground. While the sides of the shaft start out as plain metal sheets, the worked metal ends after about five meters, and then the shaft continues into the bedrock. The shaft follows Imperial safety codes and therefore has no railing. PCs making a **PERCEPTION (HEARING)** roll hear roaring water far down the shaft. A **GEOLOGY** roll quickly concludes that there's an underground river down there that connects to the other rivers in the sector.

A ladder lets someone climb down the shaft. Only a few dim worklights illuminate the climb down. The ladder extends 100 meters into the ground, then suddenly comes to an end, approximately five meters above a rushing underground river. Where the ladder ends, an unusual star-shaped metal device hovers above the water. The device lazily rotates around its axis.

The device is an Imperial **dehydromaterializer bomb**, an experimental weapon that is capable of disintegrating an entire ecosystem worth of rivers (see textbox). Examining the bomb and making an **EXPLOSIVES (DEMOLITIONS)** roll

ΞV77Δ7MΚUM7

"Project Hydoreaper" The Dehydromaterializer Bomb

When the Imperials noticed that Kortatka's yellow spinpria was running dry, they funded a science program to devise a way to get the last of the spinpria from the planet, so they could then abandon it and use their forces elsewhere. The scientists invented the hydoreaper, a device that triggers a thermal chain reaction along an entire ecosystem of connected rivers. The rivers are instantly turned to sand, and the remaining yellow spinpria can be easily removed. Of course, the sheer thermal force of the bomb is lethal to any lifeforms in the area as well...

The only person that knows about the device is Captain Xiruna, who was sent here to detonate it once the vaultmaster was off the planet. To her, the few remaining Imperials on the planet are expendable, just part of a grand science experiment.

will deduces the bomb's exact purpose. Even without a successful roll, however, PCs who have studied the computer can figure out that this device is designed to drop into the river and react to the water.

Disarming the bomb is tricky. A PC will have to leap on to the bomb, pry off a panel, and then start removing circuit boards in the right combination. This requires about five minutes, some appropriate equipment (which can be found in the storage), and winning a quick contest of **EXPLOSIVES (EXPLOSIVE ORDNANCE DISPOSAL)** vs. the Imperial bombmaker's skill of 15! If the PCs have hacked the computer in the room above, they get +1 to their roll since they know more about the details of the device. A critical failure starts a five minute countdown until the bomb drops into the water and detonates!

Sector Ops

The ops room is the hub for all operations and communications in this sector. From the screens in this room, the Imperials can easily monitor the area with sensors, transmit to vessels above the planet, and radio other sectors for aid.

An older blast door separates this room from the rest of the underlevel. If the depot is under alert, this door will be sealed. To open it, the PCs will either have to destroy it (it has DR 55, HP 60), succeed in a **LOCKPICKING** or **COMPUTER HACKING** roll, or talk their way inside through threats, promises, or trickery.

The ops room is typically manned by a communications officer, Lt. Cele Priper, who will not leave even if the rest of the depot is under attack. When not under alert, several stormtroopers can also be found here, helping monitor the sector. Garm Reegon may also be found here, or in the bunk area taking a nap while he awaits rescue.

As the PCs approach the door, they'll hear a staticky voice scolding the Imperials here. They'll recognize it as the voice of Captain Xiruna:

"I do not understand, lieutenant, why Vaultmaster Reegon is still on the surface of the planet. I dispatched a freighter to pick him up. As you know, the operation cannot continue while he is on the surface."

If the depot has not been alerted yet, the communications officer responds to this with embarrassment and frustration, and expresses that she is not aware of what operation Captain Xiruna is referring to.

"I grow tired of your incompetence, lieutenant. You are not authorized to know about this operation. Follow my orders or else I will alert the moff to your uselessness. Get Vaultmaster Reegon off the planet with the resources you have in front of you!"

If the base is alerted, the officer stammers that there is a horrible misunderstanding because the depot is under attack, and it's impossible to do what her superior is asking. Captain Xiruna's response is curt:

"I grow tired of your incompetence, lieutenant. Kill the infiltrators and carry Vaultmaster Reegon on to their freighter yourself. For the last time, lieutenant... get Vaultmaster Reegon off the planet!"

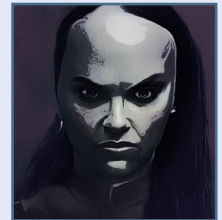
Either way, the communication ends and Lt. Cele Priper angrily officer kicks the hologram projector or another nearby piece of equipment.

Once the PCs have secured the room, studying the computers reveals additional information:

- An **ELECTRONICS OPERATION (SENSORS)** roll reveals that the *Knout* is still in orbit of the planet, and there's still no other Imperial starships in the vicinity.
- A **COMPUTER OPERATION** roll finds that there's a three-man squad of speeder-biked equipped troops that transmitted the communications officer about thirty minutes ago. While they seem to be doing a routine patrol, they are close enough to be here within a few minutes, if alerted.

CAPTAIN XIRUNA

ST	12	HP:	12
DX	13	Will:	14
IQ	14	Per:	14
HT	12	DR:	-



Basic Speed: 6.25
Move: 6
Dodge: 10

SM: 0
Punch: 1d-1 cr (Parry 11)

Traits: Charisma 2; Callous; Combat Reflexes; Legal Enforcement Powers 2; Military Rank 5 (Captain); Night Vision 3; Trickster: Nervous she's going to get fired.

Skills: Administration-13; Beam Weapons-13; Detect Lies-14; Intelligence Analysis-14; Karate-13; Leadership-15; Navigation-14; Shiphandling-14; Strategy-14; Tactics-13.

Personality: Captain Xiruna was a barely-tolerated, low-ranking ensign in the Imperial fleet. She knew it was a matter of days before the Empire threw her out for some made-up infraction. So she did the logical thing – she killed the captain of the *Knout*, took command, and headed towards the nearest pirate base, hoping to impress the Emperor with her ability to hunt down and kill enemies of the Empire. Her ruthless attack was strategic perfection, and her plan worked. The Emperor told her that he still planned on replacing her... but not until he found someone better. That was three years ago. Since then, she continues to take on special assignments for him.

- Going through old records and making an **ELECTRONICS OPERATION (COMMUNICATIONS)** or **RESEARCH** roll finds that Kortatka was evacuated about a month ago. The official reason is classified. But shortly after that, Imperials arrived to install a "classified sensing device" in the shaft in the depot.
- There is a classified communique that is encoded on the computers here. A **CRYPTOGRAPHY-2** or **COMPUTER HACKING** roll can slice through the encryption. It shows that the *Knout* was warned that a squadron of Y-Wing bombers went into hyperspace near the system of Unroola Dawn. The Imperials suspect that the bombers may be heading to Kortatka to destroy the siphoners. (An **INTELLIGENCE ANALYSIS** roll will confirm that this is the case, and figure out that the bombers are likely going to hit today!)

If the PCs manage to capture and interrogate Lt. Priper, she stubbornly refuses to answer their questions. She has no desire to betray Captain Xiruna while she's in orbit with a Raider-class corvette! However, with good roleplaying, particularly charismatic PCs may be able to

convince her that she's an expendable part of an experiment to destroy the sector. She may agree to help the PCs, in exchange for helping her escape to safety.

Capturing Garm Reegon

Regardless of whether the PCs snuck into the depot or blasted their way in, they'll soon find Garm Reegon. While Garm's a smug, overconfident Imperial officer, he isn't stupid enough to throw his life away for a few bars of spinpria.

Once it looks like the Imperial forces are significantly diminished, Garm surrenders. He'll then try to stall the PCs for as long as possible, hoping that reinforcements arrive to save him. However, if sufficiently threatened, Garm will change tactics and negotiate for his release once he gives up his ID number to generate a code for the vault. Then he'll give the PCs the minimal amount of effort they need to do what they want, all the while looking for an escape from a bad situation.

PART 3: THE VAULT

If all goes well, the PCs can get the vault code cylinder off of Garm Reegon and drag him to the cryptocomp. Inserting his cylinder and typing in his ID number – ID-49666 – reassembles the code into the five digit number that will open the vault on the siphoner: **99119**. This gives the PCs fifteen minutes to get into the siphoner and open the spinpria vault.

GM's Note: If Garm Reegon was accidentally killed during the mission before the PCs got his ID code, the GM will have to make some adjustments to the plot, or else the PCs won't be able to get into the vault.. One suggestion is that in the event of a vaultmaster's death, RQ-99 is supposed to transmit the ID of the dead Vaultmaster to any Imperial authorities. The PCs can intercept this transmission by checking the computer logs of whatever computer RQ-99 would have used to send the message.

The best way to get into the siphoner is to climb to the eight level of the gantry and pull the lever there. This summons the nearby siphoner, which ambles over, docks with the gantry, and opens the hatch that leads to its interior.

The Siphoner Interior

The interior of a siphoner is an industrial maze of tight corridors, hissing pipes, and sparking electromagnets. The inside of the siphoner is loud with the whirring of gears, the thump of magnets, and the rushing of water – it's impossible to communicate to someone more than a meter or two away.

A ladder at the center of the maze leads down two stories into the siphoner, ending at a tight chamber that holds the spinpria vault, as well as a communication viewscreen.

The Spinpria Vault

A heavy, impenetrable, shielded blast door protects the vault. A panel near the door allows someone to enter a five digit code to unlock the vault.

If the PCs have done everything right at this point, they can enter the cryptocomp's generated passcode. With a thunderous groan, the vault door opens. Inside are 12 compressed bars of yellow spinpria – worth at least three million credits! Each shining gold bar is heavy, weighing around 25 lbs. each, and each is stamped with a unique Imperial sigil.

Opening the vault, however, sends an encoded signal to the depot, as well as to any Imperial ships nearby. Someone specifically looking for a signalling device must make a TRAPS-2 roll to spot it, and a COMPUTER HACKING-2 roll to disable it.

Otherwise, within seconds of the vault opening, the viewscreen outside the vault will come to life and the PCs will see the reptilian, Falleen visage of Captain Xiruna. Unless the PCs are brilliant liars (or have somehow convinced Garm Reegon to lie for them), Captain Xiruna will realize that the precious yellow spinpria is being stolen by thieves. While she's not surprised this is what the PCs came to do, she has enjoyed playing with them, and her game is almost at an end.

It's a Trap!

At first, Captain Xiruna will act confused, demanding to know each of the PCs' identification numbers and work order IDs. She lays down a compete bureaucratic assault, asking for reference numbers, serial codes for each bar of spinpria, freighter license numbers, etc.

Xiruna's strategy is to first, find out whether Garm Reegon is still alive, and second keep the PCs in one place talking long enough for to take decisive action.

If she suspects – beyond a reasonable doubt – that Garm is dead, she reveals her endgame. She orders the two TIE fighters to close in on the sector and destroy the PCs' ship. She then activates her dematerializer bomb, and informs the PCs how much she's enjoyed toying with them.

“Did you think I was a fool? That the Empire would allow ANY ship to land on a planet that is about to be part of a new, grand experiment? You provided me good entertainment, I’ll give you that. I’ve been wanting to push this button up here, the one that will turn YOUR sector to sand and dust, but I couldn’t while that idiot Garm Reegon was on the planet. For some reason, he was valuable to the Empire. But now that he’s gone, the game is up, and you’re about to be evaporated with the rest of the sector.”

If Xiruna still thinks Garm Reegon is alive, she plans to kill the PCs once and for all and use their ship to get him off the planet. While she is stalling, she secretly orders the two TIE fighters in the area to fly into the sector. She simultaneously orders any troops left at the depot to surround the gantry, including the working AT-DP walker. She also communicates to a nearby depot to send a handful of additional shoretroopers on speeder bikes over to reinforce her ambush – they’ll arrive in a few minutes as well.

Finally, after a few minutes of banter, she’ll have all of her sabacc pieces in place. Her demeanor changes, and she angrily lectures the PCs that anyone who dares rob the Empire will pay the ultimate price. She brags about any forces she has surrounding them, and then gives them a chance to surrender:

“I am not as cruel as they say. Throw down your blasters and surrender to my men. I will tell the moff to be lenient... you have my word. Just send Garm Reegon to your freighter, and let him take off.”

She has no desire to be lenient, but if the PCs surrender, she’ll order the troops to put Garm Reegon on their freighter, take off, and then she’ll trigger the hydrodematerializer bomb to kill everyone left on the planet!

If the PCs refuse to surrender (which is likely, of course), she’ll order her men to try to kill them. If that fails, she finally grows so frustrated that she gives up on trying to save Garm Reegon and triggers her device anyway.

The Bomb is Triggered

Once Xiruna transmits the detonation code to the bomb, a large quake begins to shake the area. This is the beginning of the destruction of the river system:

T+2 Minutes – The old gantry begins to creak and crumple from the quake. PCs still on it need to race down and escape before it collapses.

T+4 Minutes – The river water begins to turn a strange purple color, and ripples weirdly, as if it suddenly turned carbonated.

T+6 Minutes – The river water starts to boil and hiss as it turns to crystalline sand. Purplish steam and fog envelop the area, and the sky is blotted out. Unless PCs are sealed in armor, they take 1d burn damage from the rising temperature and acidic steam.

T+8 Minutes – The river starts to dematerialize. The fog surrounding the area starts to sparkle and blind everyone nearby. Anyone failing a HT roll is blinded (roll at +4 for anyone with goggles). This blindness will heal in a few days.

T+10 Minutes – The entire ecosystem is destroyed. The resulting burst of energy annihilates anybody or anything in a 100-km radius of the bomb.

Of course, if the PCs somehow managed to disarm the bomb back in the handling depot’s shaft, then nothing happens when it is triggered! Xiruna will realize something has gone wrong, and order her TIE fighters to destroy the PCs and their freighter. She’ll then position her starship to intercept and destroy the PCs’ freighter, should they escape the fighters.

The Rebels Arrive

At some point during this finale, a squadron of Y-Wings jumps out of hyperspace to start a bombing run on the siphoners here. The GM can use this to either increase the drama of the PCs escape – things blowing up wildly as they run for their ship – or they can use the rebels as a deus ex machina, helping save the PCs from a hopeless situation, or at least distracting Xiruna and her Raider-class corvette to allow them to more easily escape the system. Or, if the PCs have repaired the communication-device on the gantry, or have someone on their freighter, they may be able to communicate to the rebel squadron and cooperate in destroying the siphoners and saving the sector.

While this adventure doesn’t include details for handling starfighter combat, the PCs should be able to escape back their freighter, take off, and evade Xiruna’s fighters. GMs can call for some appropriate PILOTING and GUNNER rolls to avoid damage, escape the atmosphere, and jump to hyperspace before Xiruna’s Raider-class corvette can bear down on them.

CONCLUSION

The adventure concludes with the PCs escaping Kortatka, hopefully with millions of credits worth of yellow spinpria with them!

For completing the adventure, PCs should receive 2 character points. They should receive an additional character point for good roleplaying, and another point or two for pulling off an exceptional heist. Of course, balancing all those rewards is the fact that there's lots of enemies to be earned in this adventure, such as Crimson Jack, Captain Xiruna, and the Empire itself...

EXTENDING THE ADVENTURE

It wouldn't be *Star Wars* without a vicious alien monster hiding somewhere in the alien ecosystem of Kortatka! If GMs want to extend the adventure, they can add an aqualasher into the river – a many-tentacled creature that has grown unnaturally huge because of the electromagnetic waste the siphoners release.

The PCs should first see the aqualasher from a distance. A PERCEPTION (VISION) roll should allow one of them to spot a tentacle lifting from the water, or a glowing eyestalk popping up from the water and watching them.

The aqualasher is most likely to attack when the PCs are swimming to the crashed shuttle, or crossing one of the sector's bridges. Any loud noise signals that it's hunting time for the aqualasher! The next opportunity the aqualasher will take to grab a meal is in the shaft in the handling depot. If one of the PCs descends into the shaft, the aqualasher will emerge from the water underneath, climb up the cave walls, and try to devour its victim! The aqualasher, however, is smart and never fights to the death. Once it's taken real damage, it will retreat underwater.

If the PCs are clever, however, they may be able to use the aqualasher against their Imperial foes. Causing commotion near a riverbank will lure the aqualasher out to attack. The creature's tentacles are strong enough to tangle up an AT-DP walker – so this might be the best way of dealing with an operational war machine!

DESIGN NOTES

For simplicity, this adventure errs towards using standard equipment from GURPS *Ultra-Tech*. The characters all use TL11 blasters, and armor is purposely kept primi-

AQUALASHER

ST	55	HP:	55
DX	12	Will:	10
IQ	6	Per:	12
HT	12	DR:	5



Basic Speed: 6.0

Move: 6

Dodge: 9

SM: +3 (21')

Tentacle: 6d-1 cr; Reach 4

DR: 5

Traits: DR 5; Dark Vision; Enhanced Move (Swimming) 1; Extra Arms 2 (Extra-flexible); Extra Attack 1; High Pain Threshold; No Legs (Aquatic)

Skills: Brawling-13; Wrestling-12.

tive (stormtrooper armor is TL9 clamshell). To capture average stormtrooper mediocrity, most of them are "trained" to only fire 1 shot per turn, meaning that a single hit is unlikely to kill a PC, even when you're not using cinematic Impulse Buy rules.

SPECIAL THANKS

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For more adventures, please visit 1shotadventures.com. If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or leave a comment on 1shotadventures.com.

Version Info

1.0 - Original version, April 2022

1.1 - Editing pass to fix typos, September 2024

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IMPERIAL FORCES OF KORTATKA

STORMTROOPERS

ST 12 **HP:** 12
DX 12 **Will:** 10
IQ 10 **Per:** 10
HT 11 **DR:** 30



Basic Speed: 5.75 SM: 0
 Move: 4 Punch: 1d-1 cr (Parry 9)
 Dodge: 7

Traits: All have Duty (Empire) and Military Rank 2. Most are trained to take careful shots with their rifles, and only fire only one blast per turn. One of the troopers is a veteran, and has Combat Reflexes and High Pain Threshold.

Skills: Beam Weapons-13; Intimidation-10; Piloting (Contragrav)-12. One is adequately trained in Driving (Walkers)-12 and Gunner-13.

Gear: E-11 blaster rifle (6d (5) burn, Acc 10+2, Range 700/2100, RoF 3, Shots 10 (3), Bulk -4, Rcl 1, 10 lbs.). Their armor provides DR 30. Their helmets contain communicators and imaging sensors (Night Vision 8).

Notes: Poorly-performing stormtroopers replaced the evacuated shoretroopers on Kortatka (1 per PC).

SHORETROOPERS

ST 12 **HP:** 12
DX 12 **Will:** 11
IQ 11 **Per:** 12
HT 11 **DR:** 30



Basic Speed: 5.75 SM: 0
 Move: 4 Punch: 1d-1 cr (Parry 9)
 Dodge: 7

Traits: All have Duty (Empire) and Military Rank 2 or 3. Captains, who have blue stripes on their shoulders, have Combat Reflexes and High Pain Threshold.

Skills: Area Knowledge (Kortatka)-12; Beam Weapons-14; Intimidation-12; Observation-12; Piloting (Contragrav)-12; Stealth-12; Swimming-12.

Gear: E-22 blaster rifle (6d+2 (5) burn, Acc 10+2, Range 700/2100, RoF 3, Shots 10 (3), Bulk -4, Rcl 1, 10 lbs.). Their armor provides DR 30. Their helmets contain communicators, filtration capability, imaging sensors (Night Vision 8), and 30 minutes of underwater breathing.

Notes: There are two shoretroopers stationed in this sector. The rest were evacuated.

LT. CELE PRIPER

ST 10 **HP:** 10
DX 10 **Will:** 12
IQ 12 **Per:** 12
HT 11 **DR:** -



Basic Speed: 5.25 SM: 0
 Move: 5 Punch: 1d-3 cr (Parry 9)
 Dodge: 8 DR: 30

Traits: Attractive; Duty (Empire); Fit; Military Rank 2 (Communications Officer). Just wants to do a good job and get off Kortatka; Easily frustrated.

Skills: Beam Weapons-11; Computer Operation-13; Diplomacy-12; Electronic Operation-13; First Aid-12.

Gear: Small communicator; DH-17 blaster pistol (3d (5) burn, Acc 5, Range 300/900, RoF 3, Shots 40 (3), Bulk -2, Rcl 1, 2 lbs.).

GARM REEGON

ST 12 **HP:** 12
DX 11 **Will:** 13
IQ 13 **Per:** 13
HT 12 **DR:** -



Basic Speed: 5.75 SM: 0
 Move: 5 Punch: 1d-1 cr (Parry 9)
 Dodge: 8 DR: 30

Traits: Attractive; Duty (Empire); Military Rank 4 (Vault-keeper); No Sense of Humor; Overconfidence. Smug. Never takes the blame for *anything* (including his shuttle crash).

Skills: Beam Weapons-11; Computer Operation-14; Cryptography-15; Electronic Operation-13; Intelligence Analysis-13; Piloting-10.

Gear: DH-11 holdout blaster (2d (5) burn, Acc 5, Range 130/500, RoF 3, Shots 13 (3), Bulk -1, Rcl 1, 0.5 lbs.); vault code cylinder.

HANDOUTS - BANTER CARDS

Princess Livia

- I've been at this Fryse-Playerhouse place before. The restaurants are amazing, but you need to make reservations a year in advance.
- We have 10,000 credits to spend at this auction. This place is expensive, nobody buy anything.
- The auction takes place two hours after we land.
- I still wonder why Kortatka got evacuated. None of my contacts could explain the command that ordered it. They call it the Unknown Command.

Kiho Toranto

- This job's going to be easy. We just buy a hat, land on a planet, and steal a million credits worth of yellow spinpria. Simple.
- Does anybody even know how an Imperial landing code got hidden in a Hutttese hat? There's got to be a story about that.
- What are we going to do before the auction starts. We've got two hours to kill. Anyone want to hit the casino?
- We're going to be seriously rich after this.

Lav Holdron

- So it's just us bidding against Crimson Jack? We've got 10,000 credits to spend. Anyone know how much he's got?
- I'm worried that the Empire just abandoned Kortatka. The Empire doesn't just evacuate a planet without good reason.
- I'm just grateful there's no Imperial starships orbiting Kortatka. I wouldn't want to try to talk our way past a Star Destroyer, with our without a landing code.
- I've got a bad feeling about this.

Aldie Quinlin Markk

- Crimson Jack hires the worst crew. I have no idea where he finds skugs that stupid.
- Imperial vaultkeepers are the worst kind of smug number-squinters.
- I really don't think anyone is going to bid more than a thousand credits on a gaudy Hutttese hat.
- We should be careful at this Fryse-Playerhouse station. There's lots of influential crime bosses mixed into the moof-milker rich types.

GM's Notes

Hand each player their banter card at the start of the session. Give the players some basic background about the adventure – they're about to pull off the heist of the century. To steal precious yellow spinpria from Kortatka, all they need to do is win a bid on a Hutt hat at Fryse-Playerhouse, get a landing code, then "convince" Garm Reegon to give up his codes to the vault.

Then, each player should take turns reading or paraphrasing a line from their banter card. The scene ends when everyone's gotten through all the information. Encourage them to improv and make it organic!

HANDOUTS - BANTER CARDS

Codo Vond

- Who would make a fancy starbase out of a droid control ship? I'm shocked the Empire didn't shut this down.
- The fact that you brought an old doctor along on this mission makes me believe that it's not going to be as simple as everyone thinks.
- I herd the Imperials use yellow spinpria to reinforce the Emperor's shuttles. I got to handle some once back at the mining colony. It's amazing. That metal can absorb energy and redirect it.
- We're going to stand out hanging out with all these rich people, aren't we?

Af Varula

- I can't believe that Crimson Jack got a contract with Black Sun. That guy never thinks anything through.
- This is the heist of a lifetime.
- This first part is simple. The next part is harder. We've got to find Garm Reegon's cryptography device and his codes to break into the vault.
- I have no idea how an Imperial landing code ended up inside Ziro the Hutt's hat. But that code will let us impersonate a supply crew when we get to Kortatka.

HANDOUT - AUCTION HOUSE CARD

↓Δ7Kv'N Ζ0i↓1ΔΛ THE BEST OF TODAY'S AUCTION

Original R1-A1 Astromech (#67 Off the Assembly)

Aurodium-plated Wookiee Blowcaster (Working)

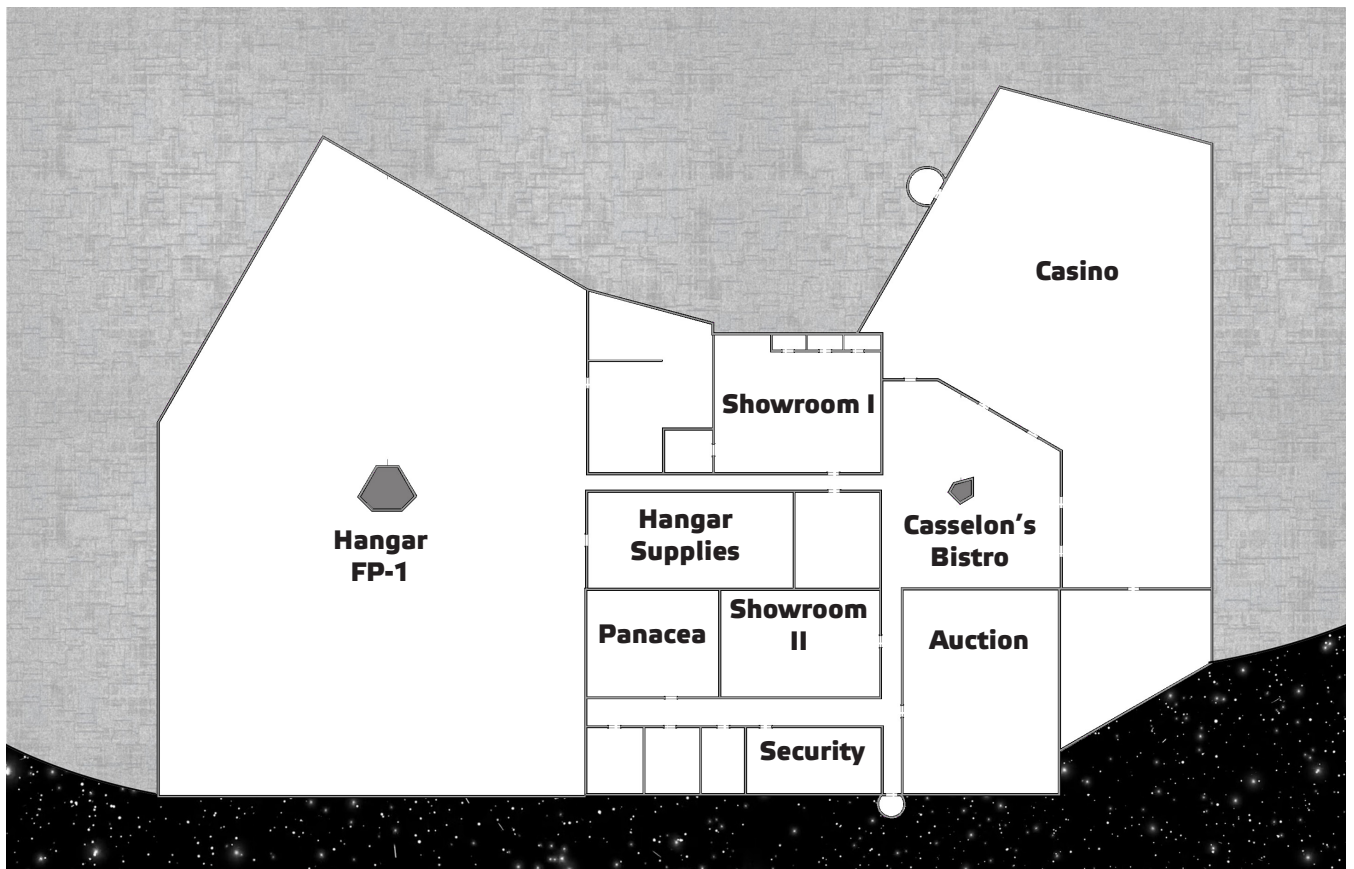
Eta-2 Light Interceptor (Gray and Green)

Silveryshade Hat, Property of Ziro the Hutt

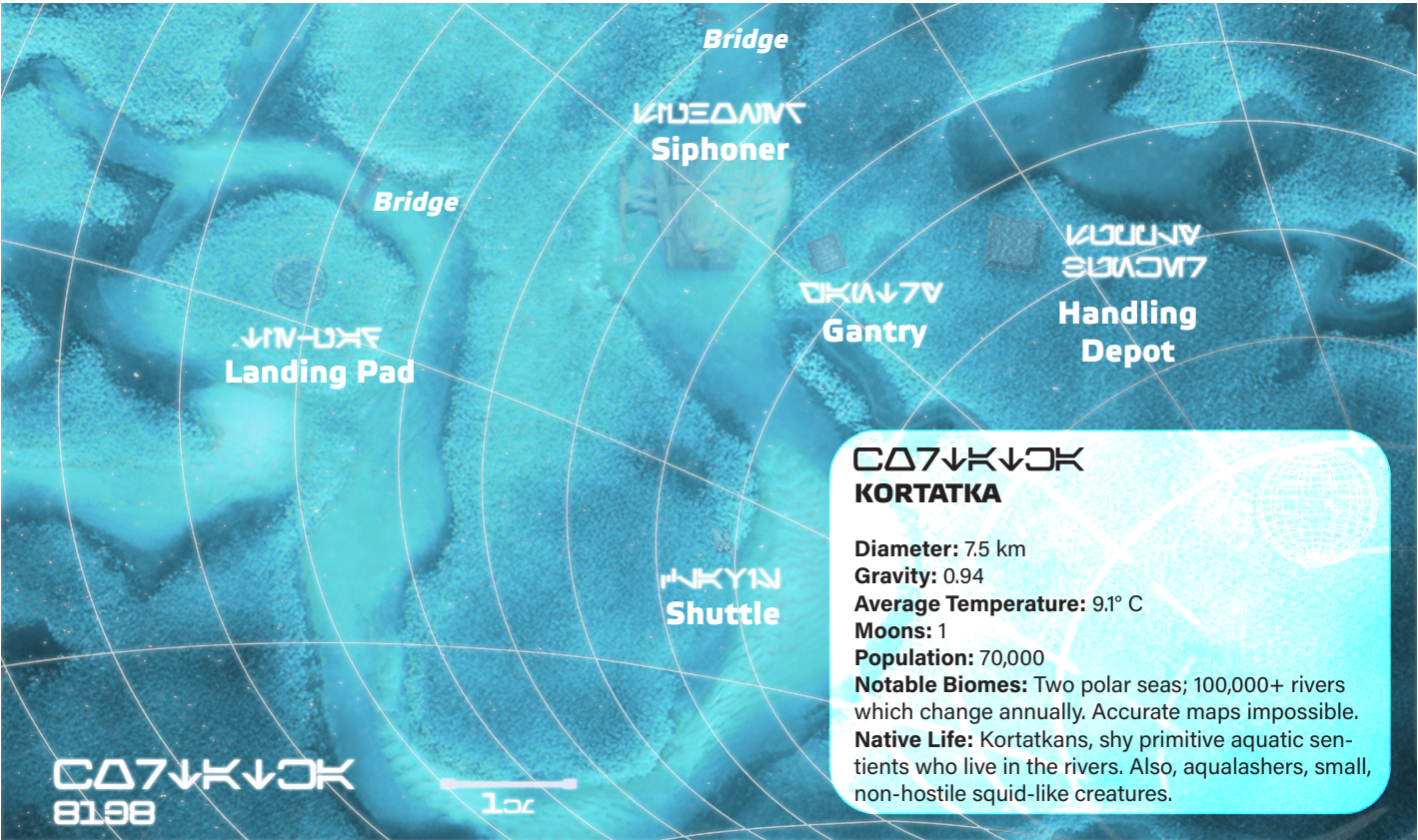
Authentic Beskar Dagger (Antique)

Kortek Karr, Criminal in Carbonite (Deceased)

PLAYER-SAFE MAPS



PLAYER-SAFE MAPS



Name Aafertofe "Af" Varula Player _____ Point Total 150Ht 5'10 Wt 120 Size Modifier +0 Age 29 Unspent Pts 5Appearance Charismatic Twi'lek smuggler - always looking to ways to get ahead of everyone else

		CURRENT	
ST	12 [20]	HP	11 [-2]
DX	12 [40]	WILL	11 [-5]
IQ	12 [40]	PER	12 [0]
HT	12 [20]	FP	12 [0]

MOVE
6

DR
1
(jacket)

BASIC LIFT (ST×ST)/5 29 lbs DAMAGE Thr 1d-2 Sw 1dBASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>29</u>
Light (1) = 2 × BL	<u>58</u>
Medium (2) = 3 × BL	<u>87</u>
Heavy (3) = 6 × BL	<u>174</u>
X-Heavy (4) = 10 × BL	<u>290</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
10	10	-
	(Brawling)	

REACTION MODIFIERS
Appearance - _____
Status <u>-1</u> from Criminal Record
Reputation <u>+1</u> from Charisma
<u>+2</u> from shady folks
<u>+2</u> from young/naive folks, but <u>-2</u> from wiser folks

ADVANTAGES + PERKS	
Charisma 1	[5]
Combat Reflexes	[15]
Contact (Bighead Waldarr; 9 or less, skill 15, expert in current affairs; usually reliable).	[2]
Night Vision 3	[15]
Serendipity 1 (things just go right for you)	[15]
Street-Smart 2	[10]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES + QUIRKS	
Greed	[-15]
Gregarious	[-10]
Overconfidence	[-5]
Social Stigma (Criminal Record)	[-5]
Wealth (Struggling)	[-10]
	[]
	[]
	[]
Trusts others too much	[-1]
Highly competitive with other smugglers	[-1]
Doesn't like droids	[-1]
Doesn't like the dark (and collects night lights)	[-1]
Big fan of doctors and healers	[-1]
	[]

SKILLS	
Name	Level
Beam Weapons (Pistol)	13 [2]
Brawling	13 [2]
Climbing	11 [1]
Fast-Draw (Pistol)	13 [1]
Fast-Talk	12 [2]
Forgery	10 [1]
Gambling	12 [2]
Gesture	12 [1]
Gunner (Beams)	12 [1]
Holdout	12 [2]
Leadership	13 [2]
Lockpicking	12 [2]
Mechanic (Low-Performance Spacecraft)	11 [1]
Merchant*	14 [2]
Navigation (Hyperspace)	11 [1]
Piloting (Contragravity/Repulsorlift)	11 [1]
Piloting (Low-Performance Spacecraft)	12 [2]
Shadowing*	12 [2]
Smuggling	12 [2]
Stealth	12 [2]
Streetwise*	14 [2]
Tactics	10 [1]
	[]
	[]
	[]
	[]
*includes +2 from Street-Smart	

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Punch	1d-2 cr	C	10	Skill 13
Kick	1d cr	C,1		Skill 11

Cost	Weight
	-
	-

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

** in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon*

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)

WEALTH

9

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.



POSSESSIONS

[illegible][illegible]

CHARACTER NOTES

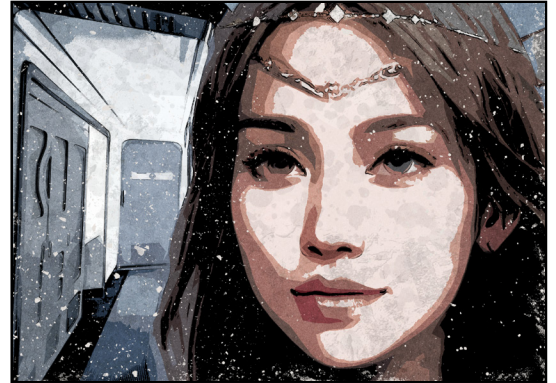
[illegible]

Bighead Waldarr just gave you the tip of a lifetime. The Imperials are abandoning Kortatka, one of the few planets that provides rare yellow spinpria to the galaxy. There's just a skeleton crew left on the planet! But that's not all, one of the spinpria siphoners is chock full of the valuable stuff AND one of the Imperial lockmasters – the only people in the galaxy who can open that vault – is there, crashed on the planet. That means the keys AND the vault are in the same location. As soon as you heard, you quickly assembled a ragtag crew and explained the plan – acquire an Imperial landing code, land on Kortatka, and grab the spinpria. What could go wrong?

Totals:	\$ - 8 Lbs.

Name Princess Livia of Belasco Player _____ Point Total 150Ht 5'6" Wt 135 Size Modifier +0 Age 19 Unspent Pts 5Appearance Terrified of politics within the Empire, Livia escaped her planet to start anew

ST	11	[<u>10</u>]	HP	11	<div>CURRENT</div>	[<u>0</u>]	<div>MOVE 6</div>
	13	[<u>60</u>]		13	[<u>0</u>]		
	13	[<u>60</u>]		12	[<u>-5</u>]		
	HT	11		[<u>10</u>]	FP	11	
<div>DR —</div>							



REACTION MODIFIERS

Appearance - _____

Status +4 (Wealthy Princess)Reputation -1 (high status people only)+2 from Sense of Duty (in dangerous situations)

ENCUMBRANCE

None (0) = BL 24
Light (1) = 2 × BL 48
Medium (2) = 3 × BL 72
Heavy (3) = 6 × BL 144
X-Heavy (4) = 10 × BL 240

ACTIVE DEFENSES

Dodge	Parry	Block
9	9	—
	(Saber)	

ADVANTAGES + PERKS

Fit (+1 to all HT rolls)	[<u>5</u>]
Status 4 (Princess of Belasco)	[<u>15</u>]
Wealthy	[<u>20</u>]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES + QUIRKS

Code of Honor (Lady of Belasco - <i>Never breaks word</i>)	[<u>-10</u>]
<i>never ignores insults, values fairness among equals</i>	[]
Impulsiveness	[<u>-10</u>]
Thalassophobia (Afraid of Oceans)	[<u>-10</u>]
Reputation -1 (Disconnected from politics, high status only)	[<u>-5</u>]
Sense of Duty (Friends)	[<u>-2</u>]
	[]
Always dresses in designer outfits	[<u>-1</u>]
Likes driving fast... too fast	[<u>-1</u>]
Quick to judge others	[<u>-1</u>]
Two different colored eyes	[<u>-1</u>]
Hates it when people haven't heard of her home planet	[<u>-1</u>]
	[]
	[]

SKILLS

Name	Level
Administration	12 [<u>1</u>]
Beam Weapon (Pistol)	13 [<u>1</u>]
Computer Operation	13 [<u>1</u>]
Current Affairs (High Culture + People)	13 [<u>2</u>]
Diplomacy	11 [<u>1</u>]
Gambling	13 [<u>2</u>]
Leadership	13 [<u>2</u>]
Mechanic (High-Performance Spacecraft)	12 [<u>1</u>]
Merchant	12 [<u>1</u>]
Navigation	12 [<u>1</u>]
Piloting (Repulsorlift / Contragrav)	12 [<u>1</u>]
Saber	13 [<u>2</u>]
Savoir-Faire (High Society)	13 [<u>1</u>]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]
	[]

Name Lav Holdron Player _____ Point Total 150Ht 6'5" Wt 270 Size Modifier +0 Age 56 Unspent Pts 5Appearance Boisterous veteran, has a soft side for the rebels, but really just in it for the money

		CURRENT	
ST	14 [40]	HP	14 [0]
DX	12 [40]	WILL	11 [0]
IQ	11 [10]	PER	11 [0]
HT	12 [20]	FP	12 [0]

MOVE
6

DR
1
(Jacket)

BASIC LIFT (ST×ST)/5 39 lbs DAMAGE Thr 1d Sw 2dBASIC SPEED 6.0 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	
None (0) = BL	<u>39</u>
Light (1) = 2 × BL	<u>78</u>
Medium (2) = 3 × BL	<u>117</u>
Heavy (3) = 6 × BL	<u>234</u>
X-Heavy (4) = 10 × BL	<u>390</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
10	11	—
	(Brawling)	

REACTION MODIFIERS	
Appearance -	_____
Status -1 from Social Stigma (-2 from authorities)	_____
Reputation -1 from Stubbornness	_____
+2 from those you serve with or command	_____

ADVANTAGES + PERKS	
Born Soldier 2	[10]
Combat Reflexes (+6 to recover from surprise or stun)	[15]
Hard to Kill 2 (+2 vs. rolls to die!)	[4]
Hard to Subdue 2 (+2 vs. rolls for unconsciousness)	[4]
High Pain Threshold (ignore penalties from pain)	[10]
Fit (+1 to all HT rolls)	[5]
	[]
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES + QUIRKS	
Bad Temper	[-10]
Duty (Rebellion, 9 or less, extremely hazardous)	[-10]
Easy to Read (+4 to others to read you or when you lie)	[-10]
Stubbornness	[-5]
Social Stigma (Criminal Record)	[-5]
	[]
	[]
Boisterous laugh	[-1]
Jokes with people that he's a failed clone	[-1]
Has a recognizable, stiff walk	[-1]
Missing most of an ear	[-1]
Loyal to his closest friends	[-1]
	[]
	[]

SKILLS	
Name	Level
Armoury (Heavy Weapons)	10 [1]
Armoury (Small Arms)	11 [2]
Beam Weapons (Pistol + Rifle)	13 [4]
Brawling	14 [4]
Explosives (Demolition + Explosives Disposal)	11 [4]
Gunner (Beams)	13 [2]
Intelligence Analysis	10 [2]
Intimidation	10 [1]
Navigation (Land)	10 [1]
Piloting (Low-performance Spacecraft)	11 [1]
Piloting (Repulsorlift / Contragrav)	11 [1]
Savoir-Faire (Military) (includes +2 from Born Soldier)	13 [1]
Scrounging (includes +2 from Born Soldier)	13 [1]
Soldier (includes +2 from Born Soldier)	12 [1]
Stealth	11 [2]
Swimming	12 [1]
Tactics (includes +2 from Born Soldier)	12 [2]
Wrestling	12 [2]
	[]
	[]
	[]
	[]
	[]
	[]

18 Lbs.

7 Lbs.

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes
Karate punch	1d-2 cr	C	10	Skill 12
Karate kick	1d cr	C,1	9	Skill 12
Vibroknife	2d-1 [3] cut	C,1		Skill 12
	2d-1 [3] imp			

Cost	Weight
	-
	-
	1 lb.

RANGED WEAPONS

[illegible][illegible]

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11
Extreme	501+ yds	-15

* in melee combat, ranged attacks suffer a penalty equal to Bulk of the weapon

HIT LOCATIONS

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can
target vitals at -3 (x3 dmg)
or eyes at -9 (x4 dmg)

WEALTH

9

To afford a typical item, roll Wealth. Success gives -1 to future rolls for one month.



POSSESSIONS

Item	Location
Old assault boots (DR 6)	Feet
Tiny radio communicator (5 mile range)	Head
Monocrys Vest (DR 24 vs piercing or cutting, DR 8 vs. everything else)	Torso
Handful of skill chips	Pocket

[illegible]

CHARACTER NOTES

[illegible]

Your family was killed by pirates when you were just a girl. But you were found by Deng Madar, one of the most famous and skilled bounty hunters in the galaxy. He raised you as his own. Even fixed your skull up with a special chip computer that made fixing things a cinch. You were his "girl in the chair" for over a decade. But then a Trandoshan bounty hunter decided to take out Deng Madar... and, well, the old man had gotten a bit too slow. He didn't survive. But before he died he told you he stashed a pile of credits for you, but he didn't get the location out before he let out his last breath. So now you've sworn to get good, kill that Trandoshan, and find Deng Madar's money.

Totals:	\$ 8 Lbs.

Name Codo Vond Player _____ Point Total 150Ht 6'0" Wt 175 Size Modifier +0 Age 60 Unspent Pts 5Appearance A doctor of a small mining facility - with a secret past he prefers not to discuss

ST	11	[0]	HP	10	[0]	MOVE 5
	12	[40]		10	[0]	
	10	[0]		10	[0]	
	10	[0]		10	[0]	
DX	12	[40]	WILL	10	[0]	DR 5 (vest)
	10	[0]		10	[0]	
	10	[0]		10	[0]	
	10	[0]		10	[0]	
IQ	10	[0]	PER	10	[0]	DR 5 (vest)
	10	[0]		10	[0]	
	10	[0]		10	[0]	
	10	[0]		10	[0]	
HT	10	[0]	FP	10	[0]	DR 5 (vest)
	10	[0]		10	[0]	
	10	[0]		10	[0]	
	10	[0]		10	[0]	

BASIC LIFT (ST×ST)/5 24 lbs DAMAGE Thr 1d-2 Sw 1dBASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

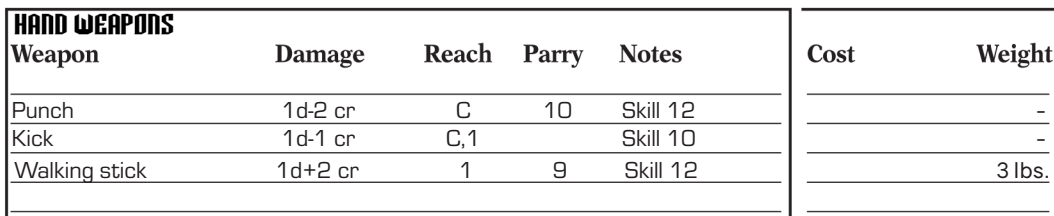
ENCUMBRANCE	
None (0) = BL	<u>24</u>
Light (1) = 2 × BL	<u>48</u>
Medium (2) = 3 × BL	<u>72</u>
Heavy (3) = 6 × BL	<u>144</u>
X-Heavy (4) = 10 × BL	<u>240</u>

ACTIVE DEFENSES		
Dodge	Parry	Block
9	9 (Stick)	-

REACTION MODIFIERS
Appearance _____
Status _____
Reputation _____
+2 from patients and fellow doctors

ADVANTAGES + PERKS	
Fit (+1 to all HT rolls)	[5]
Healer 2	[20]
The Force - ESP Talent 1	[5]
Retrocognitive Flashbacks (Vague Information)	[10]
Visions (Second Sight)	[5]
The Force - Psychokinesis Talent 2	[10]
Enhanced Parry 1 (Lightsaber)	[5]
Extra ST 1 (without HP)	[8]
Super Jump 1	[9]
TK Grab 8 (20 yard range, Move 8, 640 lbs max)	[35]
Weapon Master (Force Sword)	[20]
	[]
DISADVANTAGES + QUIRKS	
Pacifism (Self Defense Only)	[-15]
Secret (Trained a Jedi once, imprisonment or worse)	[-20]
Sense of Duty (Friends)	[-5]
Wealth (Struggling)	[-10]
	[]
	[]
	[]
	[]
	[]
Calm and patient	[-1]
Doesn't back down from a challenge	[-1]
Left hand is badly scarred (from his crash)	[-1]
Soft spot for kids	[-1]
Refuses to pilot anything	[-1]
	[]

SKILLS	
Name	Level
Acting	10 [2]
Broadsword	12 [2]
Climbing	11 [1]
Diagnosis*	11 [2]
Electronics Operation (Medical)*	12 [2]
Fast-Talk	10 [2]
Force Sword / Lightsaber	13 [4]
Geology (Rock Worlds)	9 [2]
Jumping	12 [1]
Merchant	10 [2]
Metallurgy	8 [1]
Physician*	12 [4]
Psychology*	11 [2]
Stealth	11 [1]
Surgery	11 [1]
	[]
	[]
Force Skills	
Retrocognition	9 [1]
TK Grab	12 [4]
Visions	9 [1]
	[]
	[]
	[]
	[]
	[]
	[]
*includes +2 from Healer	



SPEED/RANGE TABLE		
For complete table, see p. 550.		
Speed/ Range Modifier	Linear Measurement (range/speed)	
Close	0-5 yds	0*
Short	6-20 yds	-3
Medium	21-100 yds	-7
Long	101-500 yds	-11

HIT LOCATIONS	
Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull
<i>Imp or Pi attacks can target vitals at -3 (x3 dmg) or eyes at -9 (x4 dmg)</i>	

POSSSESSIONS	
Item	Location
Old shoes (DR 1)	Feet
Small radio communicator (50 mile range)	Head
Pocket medic (First Aid-14)	Pack
Light cloak	
Miner's vest (DR 5)	Torso

Cost	Weight
	3 lbs.
	-
	2 lbs.
	2 lbs.
	9 lbs.

WEALTH
9

CHARACTER NOTES

If Codo ever recovers a lightsaber, his old ways begin to return to him. He will do $8d+8(5)$ burn damage, reach 1-2, Parry 10. He can also attack twice each turn at -3.

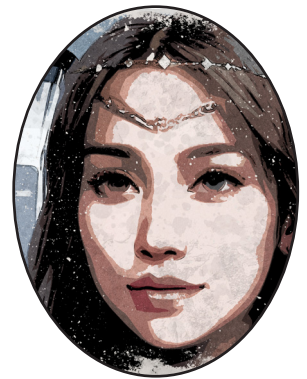
As a boy, you trained with the Jedi on Coruscant. When you were 10, your master took you on a peacekeeping mission to the rock moon of Kalluxis. However, your ship's z-foils failed, and it crashed hard into the moon's canyons. Your master didn't survive, and you were in a coma for weeks. You're not sure why the Jedi never came looking for you. Maybe they did... but they just couldn't find you. You became friends with the doctor of the mining facility, and for fifty years you stayed there, learned the healing arts, and took care of the few hundred miners that lived there. But then the Empire shut the entire place down, destroyed it, and left you to find a new life.

Totals:

\$ 19 Lbs.

Livia

Princess of Belasco



PER 12

Lav Holdron

Veteran



PER 12 - EASY TO READ

Kiho Toranto

Ardennian Pilot



PER 11

Aldie Markk

Amateur Bounty Hunter



PER 12

Codo Vond

Old Mining Colony Doctor



PER 10

Af Varula

Twi'lek Smuggler



PER 12 - SERENDIPITY