

The Prior Planning and its Crew

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The Prior Planning is a modified Suwantek TL-1800 transport carrying three custom cargo modules that together make the Star Bar as well as a climate controlled fourth custom cargo module that contains a wide variety of intoxicants from the entire galaxy. Its owner, the Yaka Yorgo Dulenn, seems to be dead set on bringing a good time to all the corners of any sector while imbibing any type of intoxicant served in a drinking bulb that isn't immediately fatal. They are staunch supporters of the Galactic Empire despite being mostly alien races, and handle interactions with Imperials with the proper deference and obsequitousness.

There are five sentients and four droids working as the crew of the Prior Planning as well as handling bar duties at the Star Bar. The owner and captain of the ship is Yorgo Dulenn, a Yaka male some 61 Standard years old. The co-owner and first mate of the ship is Bildork, a large, golden-furred, female Whipid. The chief technical officer is Seequr, a Verpine of the Krerl hive. Cuzot Lavreec is the hospitality coordinator, a Zeltron male. Rounding out the biological part of the crew is chief armorer and bouncer, the Mandalorian female human Uvia of Clan Shegg - a minor, almost defunct clan unaffiliated with any major House. The non-biological part of the crew consists of four droids: there's three Verpine prototype astromech droids affectionally called Tik (PR-T1K), Tok (PR-T0K), and Clon (PR-C10N), as well as the translator and bartending droid 'Rotgut' - a Cybot Galactica Robo-Bartender.

Rules and Power Level

The five sentients of the Prior Planning are generated as Heroic Characters. As such, they have +6D Attribute dice from the racial norm, and are generated with slightly more skill dice than starting characters. Also, Astrogation is moved to Knowledge, because I think it is a better fit than Mechanical is.

Function

The Prior Planning and its crew are Rebels that

work as covert agents in almost any Imperial sector. They collect intelligence, bad-jacket key Imperial officials where possible, and both acquire and place equipment in stashes for later use. The name Prior Planning comes from the old Duros adage, Prior Planning Prevents Piss-Poor Performance. It was the favorite saying of Yorgo Dulenn's friend Mon Val, who "disappeared" after an altercation involving an Imperial Intelligence Lieutenant, two Zeltron dancers, and copious amounts of lum.

The Prior Planning and its crew are best used as an initial recruitment tool, as well as employing their hide-in-plain-sight mode of operation in order to provide information, supplies, and occasionally aid for Rebel cells that are on missions. Despite operating mostly independently, the crew seems to have a nigh-endless supply of Clone Wars-era Separatist equipment and (small) vehicles in good repair. They can provide coordinates and access codes for storage crates not only on-planet, but also in orbit or in deep space.

When they are not out placing equipment stashes, the crew of the Prior Planning works as a mobile drinking spot and dance hall. Three of the four cargo containers are specially adapted to form a U-shaped bar, complete with dance pit, sound system, and holographic projectors. It is quite literally a good time waiting to happen. It is also fully rigged for audio and video surveillance - the private booths aren't that private, and even in a large crowd it is easy to pick out what each patron is saying. To entice a certain clientele and a good-sized crowd, the Prior Planning Star Bar usually gives a 50% discount on drinks to Imperial personnel in uniform, or personnel that shows ID, and will strike deals with local ... ahem, "working girls" of any gender and species to work at the Star Bar.

Partying at the Star Bar

All members of the Prior Planning crew will be clothed in bright and sparkly attire, as well as having flamboyant and heavy makeup. The sole exception is

Bildork, who will usually stay in the Prior Planning, watching for trouble and monitoring the surveillance gear in the Star Bar. Even the droids are painted in bright colors and spectacular patterns. Yorgo and Uvia will be carrying blasters that only have a Stun setting - dead customers won't make a visit again, and the stun-only blasters tend to be easier to get licensed on Imperial worlds. Seeqr will usually run the DJ station of the Star Bar, while Cuzot will be flitting from group to group - paying special attention to any groups of Imperial officers and bureaucrats that grace the Star Bar with their presence. Occasionally, Yorgo will even 'challenge' certain Imperials to a friendly singing competition - and will usually lose graciously, followed by an offer of free drinks at the bar for the winner and their table.

It's not all an act. The crew of the Prior Planning really are that friendly, and are usually able to make sure everyone's got a good time... and that they get talkative. Yorgo's twisted Yaka sense of humor is greatly tickled by him making a fool of himself in front of a crowd, playing up the 'dumb alien' stereotype heavily. And he does have a borderline drinking problem. But Bildork keeps it from getting out of hand, and every time the crew manages to collect a nugget of information that can be used to hurt the Galactic Empire, Yorgo hopes that Mon Val knows, somehow.

Prior Planning

The product of an Outer Rim corporation, the TL-1800 was designed with modern security issues in mind; it has above-average maneuverability and shielding, but has a reputation as a sluggish freighter with limited atmospheric flight capabilities and a finicky nav computer.

The Prior Planning is heavily modified through the work of both Yorgo Dulenn and Seeqr. From the outside, it is obvious that one of the linked laser cannons at the front has been replaced with a tractor beam mount. Inside, the internal cargo hull has been repartitioned in order to have a droid stateroom and a dual-purpose stateroom and droid maintenance station. The furnishings of the staterooms and corridors inside are much more opulent than the standard Suwantek issue - partially to hide how much of the internal cargo capacity has been changed from the stock layout. Each stateroom also contains a small

sensor-shielded cargo compartment that can store about 100 kg worth of stuff, with access activated through a specific setting on the ensuite 'fresher.

The hyperdrive has been improved, as well as the maneuverability, hull, and the sublight drive. In particular, the shields have been reconfigured to allow for planetfall with more than one cargo module attached as long as the shields are on. The original Portal Delta navcomputer was replaced with a refurbished Fabritech unit - though Yorgo is capable of calculating jumps with little or no input from the nav computer, Bildork isn't - and having a flaky nav computer could be trouble later on.

Seeqr, working together with Uvia, has also tinkered with the damage output of the remaining laser cannon - so far, the results have been minor but Seeqr wants to implement some new ideas when it comes to turbocharging the laser cannon. A side effect from the tinkering is that the color of the laser fire is tunable from a deep red all the way to an intense blue color.

The Prior Planning's paint job is a spectacular explosion of metallic and glittering colors painted in 10cm wide bands criss-crossing in intricate patterns on a deep, glossy blue background - the patterns have been worked out through a complex algorithm developed by both Seeqr and Yorgo, and change on occasion - sometimes because either of the two is bored with the paint job, and sometimes to encode information on specific sections of the ship to facilitate covert transmission of data.

Prior Planning

Craft: modified Suwantek Systems TL-1800 Transport

Type: light freighter

Scale: Starfighter

Length: 30 meters

Skill: Space Transports: TL-1800 Transport

Crew: 1 to 2 (can coordinate)

Crew Skill: See Yorgo Dulenn (captain) and Bildork (first mate)

Passengers: 7 (and one droid stateroom)

Cargo Capacity: 72 metric tons internal, 10 metric tons converted to droid stateroom (with power couplings for five man-sized or smaller droids), 10 metric tons added to Seeqr's stateroom (droid maintenance station), 10 metric tons converted to 1

metric ton of hidden, sensor-shielded compartments, 8 metric tons for power couplings, shield generators, and general infrastructure for 1D backup shields and planetfall capability.

Consumables: 3 months

Cost: Not for sale

Hyperdrive Multiplier: x1

Hyperdrive Backup: x10

Nav Computer: Yes* (replaced the Portal Delta with a Fabritech unit)

Maneuverability: 2D

Space: 6

Atmosphere: 280; 800 KMH* (planetfall with more than 1 cargo unit requires the shields to be active; speed is reduced by -10 / -30 per cargo unit above 1 attached)

Hull: 4D+2

Shields: 2D (1D backup shields; Moderate Shields roll to activate)

Sensors:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

Weapons:

1 Laser Cannon

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5km

Damage: 4D+2

1 Tractor beam

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5km

Damage: 2D

Yorgo Dulenn

Yorgo Dulenn is a tall, brutish-looking near-human with obvious signs of possessing cybernetic implants. About 2 meters tall, Yorgo might cut an imposing figure if it wasn't for his clothing. Usually clad in brightly colored, striped clothing and with the facepaint and affable grin to match, Yorgo is a far cry from the looming, dour, expressionless Yaka stereotype. In particular, his almost fawning

obsequitousness towards and generous discounts of drinks given Imperials in uniform usually keeps him on the good side of any Imperial in the vicinity as one of the nonthreatening, 'lesser' aliens. Only those that are extremely perceptive will notice the occasional calculating glance as well as the well-worn Stun-only blaster discreetly holstered.

Apart from his tendency to overindulge, it's all an act. Yorgo Dulenn has a deep, unending love for the Empire. Ever since one of his friends, the Duros Mon Val, 'disappeared' after a small scuffle involving two drunken friends, a couple of Zeltron dancers - or 'dancers' - and an Imperial Intelligence Lieutenant, Yorgo Dulenn has vowed to do whatever he can to damage the Empire in any way possible. He is the mastermind behind the Prior Planning and its mobile Star Bar - and the surveillance setup in the bar - and together with Bildork is perhaps the driving force behind the Prior Planning. Though an amateur and unaffiliated with any Intelligence agency, Yorgo is a gifted spy and conman. His Yaka sense of humor is usually channeled towards engineering embarrassing situations for Imperials - without him being connected to it.

Yorgo Dulenn

Type: Yaka Starship Captain and Lounge Singer

DEXTERITY 2D

Blaster 4D, (s) Blaster: Heavy Blaster Pistol 5D, Dodge 5D

KNOWLEDGE 3D

Astrogation 6D, Drink Mixology 4D, Willpower 4D

MECHANICAL 2D

Space Transports 3D, (s) Space Transports: YT-1800 4D

PERCEPTION 3D

Con 5D, Singing 5D, **STRENGTH 4D**

TECHNICAL 4D

Communications Repair 5D, Security 5D, (s) Security: Surveillance Systems 6D

Special Abilities:

- **Cyborg Brain:** Yorgo Dulenn has implanted cyborg brains that greatly increases his intelligence. Yorgo learns and improves Knowledge and Technical skills at half the normal cost.

This character is not Force Sensitive

Force Points: 1

Dark Side Points: 1

Character Points: 4

Move: 10

Equipment: Brightly colored party jumpsuit, BlasTech DL-44ES (Ammo: 10, Cost: 800, Availability: 3R, Range: 3-10/15/30, Damage: 6D Stun), datapad, comlink, some doses Ryall spice, emotion suppressant (headband, +2D bonus to Willpower rolls to resist emotional impulses)

Secret Stateroom Stash: BlasTech T-6 Thunderer (Ammo: 25, Cost: 750, Availability: 2R or 2X, Fire Rate: 1, Range: 3-7/25/50, Damage: 6D+2), Shadowsuit (+2D Sneak), assortment of surveillance gear and anti-security gear, spare power packs, one bottle of Duros Lum infused with a lethal amount of Carsunum Black Spice.

Bildork

Bildork is slightly shorter than an average Whiphid, at about 2.4m - but is very well built for her height. Though one should not ask a female of any species about their weight, she probably weighs in at about 430 kg - somewhat stouter than the average Whiphid. She is covered by long yellow-gold fur and has a stubby, fur-covered tails. In a nod to vanity as well as their cover, she usually has decorative blotches dyed into her fur, as well as some decorative shaving of her fur on her arms. Her tusks are capped with decorative caps studded with twelve very small Corusca gems on her left tusk and seven Corusca gems on her right tusk. As she is habitually in a warmer climate nowadays, she sports her summer fur and summer blubber cover.

If it weren't for Yorgo, Bildork would've died fighting Imperials a long time ago. Like many Whiphids in the Galactic Empire, Bildork was originally employed as a bodyguard for an Imperial Moff. Though she was a skilled bodyguard, the Moff considered her more as a trophy and an oddity than a valuable asset. When the chance came, he decided to enter Bildork into gladiatorial combat in the fighting pits. She won, but seven other Whiphid were killed in the fighting pits before a champion was decided. In the party after, while the Moff was celebrating his victory, Bildork entered the Star Bar where the party was held, intent on ripping the Moff limb from limb. Yorgo stopped her. Neither remember exactly what was said that night, but after that Bildork and Yorgo have been defacto lifemates. Bildork will usually stay in the Prior Planning during nights where the Star Bar

is open, monitoring the surveillance systems. Other than that, she will occasionally do some light maintenance on the droid - and sometimes fill it with ... special beverages.

The Moff got several rounds of free drinks during that night of celebration. Mysteriously, he took ill about a standard day later and died, apparently because of overindulging in Carsunum Black Spice. Over the months and years since then, several important Imperial officers and administrators have taken ill and died after overindulging - and Bildork's number of gems on her left tusk has steadily increased.

Bildork

Type: Female Whiphid First Mate

DEXTERITY 3D

Melee Combat 4D, (s) Melee Combat: Spear 5D, Melee Parry 5D

KNOWLEDGE 3D

Languages 3D+2, (s) Survival: Cold Climates 4D

MECHANICAL 3D

Holorecorder Operation 4D+2, Sensors 4D

PERCEPTION 2D

Con 3D

STRENGTH 4D+1

TECHNICAL 1D+2

(s) Droid Repair: Rotgut 3D

Special Abilities:

- Claws: STR+1D damage in unarmed combat

This character is Force Sensitive

Force Points: 2

Dark Side Points: 0

Character Points: 6

Move: 9

Equipment: Black party tunic with glittering gems embedded in a spiral pattern, Whiphid ceremonial spear, datapad, comlink

Secret Stateroom Stash: Vibrospear (Melee Combat: Vibrospear, Availability: 2R, Difficulty: Moderate, Damage: STR+2D, 7D max), four magna bolas (Thrown weapons: Magna bolas, Availability: 2F, Fire Rate: 1, Range: 3-6/12/25, Damage: 4D Stun or entanglement (2D+2 damage, succeed at Difficult Dex check or be entangled; entangled creatures suffer -1D to all attack rolls, -2D to Dexterity, only half Move), dark brown combat jumpsuit sized to fit a whiphid (+1D physical, +2 energy protection), smattering of jewelry, small tube with a dozen small

Corusca gems.

'Rotgut'

Type: Modified Cybot Galactica MixRMastR Robo-Bartender

DEXTERITY 1D

KNOWLEDGE 3D

(s) Alien species: Favorite drinks 6D, Drink Mixology 7D, Languages 6D

MECHANICAL 1D

PERCEPTION 2D

Bargain 3D

STRENGTH 1D+2

TECHNICAL 1D

Equipped with:

- Spectacular, metallic red and gold flake paint job
- Photoreceptor/audio receiver (Human range)
- Built-in comlink tuned to Verpine organic radio frequencies
- Interface hoses for bartending bar
- Two fine manipulator arms with built-in drink nozzles
- One manipulator arm with built-in rag
- One manipulator arm with built-in credit tray
- Four obvious, transparent reservoirs for beverages, one liter each
- One hidden reservoir for beverages, one deciliter

Personality: Rotgut usually eggs on patrons to "just one more drink", and tends to mix drinks strong. It also is somewhat fawning to any in uniform. On command, it can mix drinks 'a la Star Bar', which usually means adding some spice-infused lum from its hidden reservoir (Strength: Stamina Difficult roll or have a moderate sense of euphoria, -1D to all attack rolls, -2D Willpower).

Force Points: 0

Character Points: 0

Move: 6 (repulsorlift)

Size: 1m (tall)

Cost: -

Seequr of Krerl hive

Seequr is a tall, bipedal insectoid with a stick-like body and awkwardly articulated joints. Seequr's deep blue coloring marks it as a member of Krerl hive. Its criss-crossing metal reinforcements and obvious cybernetics all over its chitinous plates marks it as a

deviant individual from a race known for its hive mind coordination. Though it tinkers constantly with technology, it has one true dream - to one time be able to fly naked in space with force field wings and to really listen to the whispers of the solar wind. This dream is only matched by its wish to deconstruct all puzzles and to painstakingly put together every scrap of intel the Prior Planning is able to get through its Star Bar so that it is as useful to the Rebels as it is damaging to the Empire.

Seequr of Krerl hive

Type: Verpine mad scientist and cyborg dreamer

DEXTERITY 2D

Dodge 4D

KNOWLEDGE 3D

Value 4D

MECHANICAL 3D

(s) Musical Instrument Operation: DJ bench 5D

PERCEPTION 3D

Con 5D, Forgery 4D

STRENGTH 2D

TECHNICAL 5D

(A) Cyborg Technology 2D, (A) Droid Engineering 2D, (A) Medicine 1D, (A) Prosthetic Design 3D

Special Abilities:

- *Body Armor:* Seequr's natural chitinous plate armor gives a +1D bonus against physical attacks.
- *Microscopic Sight:* +1D bonus to search when looking for small objects, due to their highly evolved eyes.
- *Organic Telecommunication:* Because Seequr can send and receive radio waves through their antennae, they have the ability to communicate with other members of their species and with specially tuned comlinks up to 1 km when acting alone; greatly increased when acting as part of a hive.
- *Technical Bonus:* All Verpine receive a +2D bonus when using their Technical skills.
- *Cyborg:* Seequr's extensive cyborging makes it take damage from EMP guns like a droid, but allows it to have a +1D bonus when rolling to resist damage

This character is not Force Sensitive

Force Points: 1

Dark Side Points: 0

Character Points: 7

Move: 10

Equipment: Brightly colored metallic paints, utility belt with a variety of tools, datapad, first aid pack, multicolored permanent marker with ultrafine tip.

Secret Stateroom Stash: powerful datapad modified for slicing (4D Memory), smattering of illegal medical equipment and cyborging tools, droid repair tools, prototype plans for a forcefield armature to be mounted as 'wings' on a cyborged individual.

Tik, Tok, and Clon

Prototype R2-style knockoff astromechs. Though their bottom part is remarkably similar to an R2 unit, they have faceted domes in colored duraplast. Tik is bright metallic green with sinuous gold trim, Tok is bright metallic yellow with black circuitlike trim, and Clon is covered in dozens of small prisms making it glitter like a disco ball. Seequr is always tinkering with the three R2 droids, so their exact attachments tend to change over time. Where Industrial Automaton's R2 astromech droids tend to become feisty over time, the prototype R2s take this to a new extreme: their life preservation programming isn't as effective as it should be. Already somewhat undermined through the fact that they're essentially serving poison to sophonts, they can occasionally use their built-in appendages to cause accidents... and sometimes to act as a sort of small horde of security droids.

Tik (PR-T1K)

Type: Prototype Verpine Krerl-hive R2-style knockoff astromech

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 2D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Computer Programming/Repair 5D, Prosthetic Repair 5D

Equipped with:

- Holorecorder and audio recorder
- Comlink tuned to Verpine organic radio
- Retractable fine work grasper arm
- Retractable arm with fixed drinks tray
- Credit storage
- Computer scomp link port
- Articulated multitool attachment (for

prosthetic work)

- Powerful loudspeakers (can stun - treat as a blast radius 1/3/5 6D Stun attack that disappears in 6 rounds less 1 round for every 5 scored on a Stamina check; can also break fragile glassware)

Move: 3 (wheeled), 8 (repulsorlift)

Size: 1m tall

Cost: -

Tok (PR-T0K)

Type: Prototype Verpine Krerl-hive R2-style knockoff astromech

DEXTERITY 1D

Soldering Iron 4D

KNOWLEDGE 1D

Traffic Control Procedures 3D

MECHANICAL 2D

Space Transports 4D

PERCEPTION 1D

STRENGTH 2D

TECHNICAL 2D

Space Transports Repair 4D, Musical Instrument Repair 4D

Equipped with:

- Holorecorder and audio recorder
- Comlink tuned to Verpine organic radio
- Retractable fine work grasper arm
- Retractable arm with fixed drinks tray
- Credit storage
- Articulated soldering iron (up to 4D damage, melee range only)
- Integrated chaff and confetti cannon (4 charges; can break line of sight)

Force Points: 0

Character Points: 0

Move: 3 (wheeled), 8 (repulsorlift)

Size: 1m tall

Cost: -

Clon (PR-C10N)

Type: Prototype Verpine Krerl-hive R2-style knockoff astromech

DEXTERITY 1D

Microcircuit laser welder 4D

KNOWLEDGE 1D

Traffic Control Procedures 3D

MECHANICAL 2D

Astrogation 6D, Starship Shields 5D

PERCEPTION 1D

STRENGTH 2D
TECHNICAL 2D
Holorecorder Repair 5D
Equipped with:

- Holorecorder and audio recorder
- Comlink tuned to Verpine organic radio
- Retractable fine work grasper arm
- Retractable arm with fixed drinks tray
- Credit storage
- Powerful holoprojector and laser show (can dazzle onlookers - treat as a blast radius 1/3/5 6D Stun attack that disappears in 6 rounds less 1 round for every 5 scored on a Stamina check)
- Articulated microcircuit laser welder (up to 4D damage, 5 'shots', range 1/2/3)

Force Points: 0

Character Points: 0

Move: 3 (wheeled), 8 (repulsorlift)

Size: 1m tall

Cost: -

Cuzot Lavreec

Cuzot is an extremely attractive Zeltron with purple skin and deep purple hair. He dresses in wildly colorful and revealing attire, usually managing to just barely scrape by the obscenity laws of whatever system the Prior Planning is plying its business in. He prefers to be 'dressed' in glittering body paint, minimal thong-style swimming trunks, and wildly impractical high boots with spectacular fiberoptic glowing 'hair'. He keeps his head shaven, except for a luxurious pony tail reaching all the way down his back.

Cuzot is actually the first crewmember recruited when the Prior Planning-plan was hatched by Yorgo and Bildork. Or rather, he was liberated from being a pleasure slave on a pleasure moon largely catering to Imperial customers. His body paint - and the attentions of the finest medical droids in the sector - has reduced his originally significant scarring down to a network of fine lines all over his body. Whereas Zeltron culture is highly influenced by sexuality and the pursuit of pleasure in general, it is also very firm on the idea of consent. Even on a planet known as a party planet, with a race of dedicated thrill-seekers and hedonists, consent is extremely important for any endeavor of body or mind. Cuzot never gave consent, and it almost broke him.

Flittering from one group in the bar to another, using his Zeltron sense of empathy to seek out those having a bad time and making them feel better, Cuzot acts and looks much like the quintessential Zeltron party boy. When he dances, though, it is usually tinged with a profound sadness. And when the need comes, he will fight - to kill, with cold hate in his eyes.

Cuzot Lavreec

Type: Zeltron male social butterfly

DEXTERITY 4D

(s) Blaster: Heavy Disruptor Pistol 5D, Dancing 6D, Dodge 5D

KNOWLEDGE 2D

Cultures 4D, (s) Streetwise: People of negotiable affection 4D, Willpower 4D

MECHANICAL 2D

Starship Shields 3D

PERCEPTION 5D

Con 7D, Persuasion 7D, (s) Persuasion: Flirting 8D

STRENGTH 3D

TECHNICAL 2D

Special Abilities:

- *Empathy:* Cuzot feels other people's emotions, receiving -1D to all rolls when in the presence of anyone projecting strong negative emotions.
- *Pheromones:* Cuzot can project his emotions, giving him a +1D bonus to influencing others through the use of Bargain, Command, Con, or Persuasion.
- *Entertainer:* Due to his talent as an entertainer, Cuzot has a +1D bonus to any skill roll involving acting, playing musical instruments, singing, or other forms of entertainment like dancing.
- *Initiative Bonus:* Cuzot can react to people quickly due to his ability to sense emotion, and therefore gains a +1 pip bonus to initiative rolls.
- *Second Liver:* Cuzot has a second liver, like all Zeltrons. This allows him to enjoy a larger number of alcoholic beverages than other humanoids with no ill effects.

This character is not Force Sensitive

Force Points: 1

Dark Side Points: 1

Character Points: 9

Move: 10

Equipment: Brightly colored party thong, wildly impractical boots, smattering of jewelry, makeup so heavy you need a sonic shower set to just below permanent damage to get it off

Secret Stateroom Stash: MSD-36 Heavy Disruptor Pistol (Ammo: 10, Cost: 6000, Availability: 4X, Fire Rate: 1, Range: 0-3/5/7, Damage: 6D), spare power packs, Drolan Plasteel TYI Flex-Armor (head, torso, arms, legs: +1D to all physical and energy defense, -1D penalty to all Dexterity attribute and skill checks), holos of his extended family and relatives, a small backpack with sensor baffling (+2D more difficult to detect weapons and other powered items hidden in the backpack).

Uvia of Clan Shegg

Uvia appears to be nothing more than an athletic, middle-aged woman. She is usually clad in a brightly colored blast vest emblazoned with glowing "Star Bar Security" logo, a brightly colored blast helmet, short shorts, and very practical combat boots. An almost unused electro-jabber is on her left hip, and a slightly more used BlasTech DL-44ES hangs on her right hip. Amicable enough, she prefers to stand close by the bar, sipping some sparkling water and scanning the crowd through her mirrored helmet sunvisor looking for trouble.

Uvia is a Mandalorian of the now almost extinct clan Shegg. The majority of her clan was doublecrossed by an Imperial Sector Moff which used them as cannon fodder to take a garrison fortified by battle droids and subsequently killed in action. The garrison was taken. The clan was not paid. And Uvia decided to take revenge in a more ... protracted fashion than is usual for Mandalorians. She does take a certain savage glee in shocking the occasional rowdy Imperial to unconsciousness, but is very careful with not permanently injuring anything but pride.

Uvia of Clan Shegg

Type: Mandalorian armorer and bouncer

DEXTERITY 4D

Blaster 5D, (s) Blaster: Heavy Blaster Pistol 6D, Dodge 5D, (s) Melee Combat: Electro-Jabber 5D

KNOWLEDGE 2D

Law Enforcement 4D, (s) Tactics: Squads 3D, Torture 3D

MECHANICAL 2D

PERCEPTION 4D

Con 5D

STRENGTH 4D

TECHNICAL 2D

Armor Repair 3D, Demolitions 3D

This character is not Force Sensitive

Force Points: 2

Dark Side Points: 1

Character Points: 3

Move: 10

Equipment: Brightly colored blast vest emblazoned with glowing "Star Bar Security" logo (+1D physical, +1 energy, torso only), brightly colored blast helmet (+1D physical, +1 energy, head only), BlasTech DL-44ES (Ammo: 10, Cost: 800, Availability: 3R, Range: 3-10/15/30, Damage: 6D Stun), electro-jabber (Melee combat: club, Cost: 700, Availability: 2R, Difficulty: Easy, Damage: 5D Stun), datapad, comlink, 5 pairs of biodegradable binders (cost: 75, Availability: 2R, opposed Strength roll to break free vs 6D Strength, binders deteriorate in 36 standard hours or sooner if solvent is applied)

Secret Stateroom Stash: BlasTech T-6 Thunderer (Ammo: 25, Cost: 750, Availability: 2R or 2X, Fire Rate: 1, Range: 3-7/25/50, Damage: 6D+2), Mandalorian Battle Armor (red with gold trim) (+2D Strength vs physical attacks, +1D vs energy attacks, covers entire body, Dexterity and related skills -1D, Helmet contains: breathmask, sensor pod +1D Search, macrobinoculars +2D Perception or search for objects 100-300 meters away), 25 kg detonite and a few detonators, spare power packs, small box of BlasTech AR-101 Stun Cuffs (Cost: 100, Availability: 2F, if character tries to get out of the cuffs they do Stun damage equal to the character's Strength), 2 thermal detonators.