

# STAR WARS™

## *The Guide to Cultures and Society*



A Supplement for the Star Wars RPG by Evan Hansen and John Sordyl

## Star Wars Role Playing Game – Guide to Culture and Society

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### PREFACE

In the Star Wars universe, there exist great class distinctions. The galaxy is inhabited by bounty hunters like Boba Fett, crime lords like Jabba the Hutt, Jedi such as Obi-Wan Kenobi, peasants from Corellia, all the way up to wealthy individuals who control entire systems. Each of these people have their own ways of relaxing. What this guide will do is to help a Star Wars Role Playing Game master to create some untraditional settings in which role playing adventures can occur. Wealthy Imperials aren't going to be found in Mos Eisley, and conversely, no one at Mos Eisley will be seen on the Mulako Corporation

Primordial Quarry, where the rich gather to drink over priced water. The fact is that some people in the Star Wars universe are better off than others, or have different tastes than others. For these reasons, the Guide to Culture and Society can be a great asset to any game master struggling to come up with a setting for an adventure. Do you need a high class resort isolated in the middle of space but can't get the details just right? Do you need a fancy restaurant that a bounty hunter can tear to pieces in the hunt for a wealthy target? Do you need a place where millions of people gather to see the sites? Read the Guide to Cultures and Society. Enjoy, and may the Force be with you!

## CHAPTER ONE - INTRODUCTION

"Come on Tiranda, there has to be something interesting to do on this planet!"

The Galaxy contains billions of intelligent beings, inhabiting countless planets. Most of these beings need recreation from time to time. What better way to kick back and relax than to visit the local lounge for a drink with some friends? Or perhaps a tour of the planetary museum? What about watching the famous singer who is performing in the capital? If you are looking for something to do on your night off, you have found the right place. Detailed within are many of the galaxy's foremost attractions. From bars to museums, from famous performers to the casinos where you too can make a fortune, the Guide to Culture and Society will answer all your questions.

Some attractions are universal. Nearly every town and city has a bar, lounge, or cantina. Many others have a museum. Some planets have casinos or resorts, and others have amphitheatres where you can catch a regional show. Almost every planet has it's own renowned areas of beauty, and a trip out into nature can provide a day full of fun. If you are interested in sports, Uglaball is a professional sport that is taking the galaxy by storm; chances are there is a professional team in your area that you can get tickets to see. Wrestling is a proven attraction, and many areas have traditional games to watch or play.

While the galaxy is full of bounty hunters, seedy cantinas, run down spaceports and rogues, it is also home to the greatest entertainers, luxurious planets, welcoming resorts, and pleasant sights imaginable. Certainly, the galaxy can be a hectic place, but it can just as easily be a place to relax and enjoy the finer things in life. Now, take a tour of just some of these places, and meet just some of these people in The Guide to Culture and Society.

## CHAPTER 2 - FAMOUS PEOPLE

## Entertainers

Where would the galaxy be without entertainment? The boredom of everyday work gets to everyone from time to time. These people of exceptional talent lighten the lives of their billions of fans. They are the stars of the galaxy.

Name: Frank Mackie

Age:25

Sex: Male

Height:5'11"

Weight:185

Personal Description: Frank is an outgoing and charming man, loved by his millions of adoring fans. He enjoys flirting with the ladies and singing above all else. He is a fine card player, and loves games of chance. He is amazingly calm in all situations, and also knows how to keep his mouth shut, a talent he learned through his close contact with the high class organized crime on Coruscant. Frank is a born showman, and will grab center stage every chance he gets. Whether in a hot situation or a cool evening at a club, he is renowned for his spur of the moment renditions of his favorite songs, further endearing himself to his public. He also likes exotic ground cars.

Physical Description: Tall, with dark hair. Frank has stunning blue eyes, so noted that his most popular nickname is "old blue eyes." He is charmingly handsome, with chisled features and a speaking voice that makes ladies melt. He is in good physical condition, as he finds relaxation in running. Very cool looking, he epitomizes a swinger. Equally at ease in a piano bar, a trendy billiards hall, or the classiest joint on the planet.

Personal History: Frank's father was the biggest mob boss on Coruscant, running the most lucrative illegal gambling ring in the system, and found a fine arrangement with the Republic government, staying out of trouble for a minor 15% of profits. In this environment, Frank quickly learned to be an honorable man who wasn't above turning his back to those illegal things that benefit him. He started singing at the tender age of 14, and was singing in clubs underage when he was 16. By the time he had turned 21, he was the hottest star in the galaxy, and his popularity has continued to grow exponentially. It has been said that "no one can touch Frank Mackie." He is, almost undisputedly, one of the most famous entertainers of all time. A recent holonews article written about him reads, "Unlike most celebrities who need no introduction, Mackie rarely gets one anymore. Without even orchestral fanfare, he strolls onstage. The audience rises and applause billows through this manifest edifice to the top of the last balcony." Yet his life is not perfect. One year ago, his fiancée Barbara was supposedly killed by a bomb meant for him. It was in his favorite classic roadster; she went back to get the purse she forgot while he waited in line at the restaurant. He heard the explosion, came running, and found the car a pillar of flame. It was never determined if there was a body or not; if so, it was destroyed beyond recognition. Frank has held out hope that somehow Barbara is

alive. His father died two years ago, of natural causes, and Frank turned down the chance to run his empire of crime, turning it over instead to his father's right hand man, GeorGINIO Corleonne. He still has tight connections with the family, although not directly involved. He has an outstanding favor to the Corleones for helping him out of a situation with a crazed fan that turned into a firefight, saved by Corleonne's personal bodyguard. His longtime manager is Roj Farov, who worked his way up to a co-lieutenant in the family while managing Frank's early career, then gave up his position to go full time on the road with Frank. He respects the determination of Roj as much as any trait he has ever witnessed, and considers him a very close friend. They are the best of drinking buddies and make a lethal card team. Frank is an incredible wingman, even though Roj rarely needs one.

Personal Objectives: entertaining, adventure, finding the truth about Barbara's death..

Personal Quotes:

"We're going to knock them off their feet tonight."

"Are you looking at me?"

"You've never seen an act like this one, baby."

"You're so money, baby, you don't even know it."

STR:2D

DEX:4D

MEC: 3D

slug throwers: Beretta 6D

Singing: 14D

(S)massage: backrub: 7D

ground vehicle operation: 4D

dodge: 6D

golf: 6D

(S)throwing weapons: snapping

bottle caps: 6D

KNO:3D

PER:4D

TEC:2D

(S)Scholar: Singing - 10D

(S)gambling: sabacc:7D+2

(S)Scholar: mixed drinks:5D

persuasion: 5D

languages: 4D

con: 5D

bureaucracy: 5D

willpower: 5D

Special Attributes:

+1D to perception, because of a natural awareness learned at an early age in his father's house. He was exposed to every scam thinkable, and was taught to carefully observe his situation when he was active in his father's business.

Move:10

Character Points: 9

Money: 12,000

Weapons:

Tirandium plated 9mm Beretta (5D+2 damage), a unique gun that shines a deep metallic blue. It was a birthday gift on his 24th from Giorginio Corleonne, as a sign that he was on his own now, and could protect himself. It is also a symbol of his family's two mottoes: First, a gift of defense is a symbol of trust. Second, a trust broken is a promise of death.

Bottle caps (Str+1 damage): a favorite party trick of Frank's is hitting people across the room with bottle caps, a trick learned in the back rooms of countless clubs while waiting to perform.

Equipment:

Bullet cigar cutter/flameless cigar lighter

Life supply of cigars

Fifth of Jack Daniels

Fifth of Sweet Vermouth

Sabacc Deck

Military com link

miniature microphone

Name : Roj Farov / Loki the God of Mischief

Race : Human / Unknown

Sex : Male

Age : 26 / unknown-believed to be in his tens of thousands

Height : 6' 0"

Weight : 180 lbs.

Physical Description:

Loki - Not many have actually seen Loki's true appearance, none but Roj have lived to talk about it. He only appears when his host body dies at which time he must immediately find another host body to inhabit.

Roj - He is a human standing six feet tall with short brown hair and dark eyes. He wears the trendiest, most fashionable clothing in addition to precious metal necklaces and bracelets. He has a mischievous look he uses on women. He has an aura of light heartedness encompassing him.

Personality :

Loki - He is the God of mischief, who loves to create a little bit of chaos and a lot of laughs. Loki likes to hang around individuals that show a lot of emotion but takes special

interest in those who show no emotion. He takes upon himself the burden of loosening them up. However, he tries to keep his existence a mystery.

Roj - Roj is light hearted and easy going. He always enjoys a party and is extremely friendly. He can't say no to liquor or gambling, and especially loves the ladies. He likes to joke around. Both he and Loki enjoy the idea of causing mischief. There is a constant struggle for dominance within Roj and, for the most part, the human host remains stronger than Loki. However, when Roj tires or comes under too much stress, Loki can gain complete control.

Background :

Loki - Not much is known about Loki except for old Jedi legends. The most well-known story is that of a Corellian salvaging operation on an ancient space craft that entered their system after hundreds of years of blind light speed travel. The ship was thought to be abandoned, but odd occurrences began happening. Finally, the crew became so frightened that they abandoned the ancient craft and destroyed it. A few days later, a series of inexplicable and highly comical events happened concluding with the bizarre disappearance of the crew. Over the past two thousand years, the legend of Loki has grown throughout the galaxy.

Roj - He grew up on Rylos. His early life consisted of gangs, beer, and women but he still managed to squeeze school into his busy schedule. He graduated from the Rylos Institute with a Masters Degree in Business at the age of twenty-four. Roj then turned to the lucrative entertainment industry, becoming an agent to the stars. His biggest client is Frank Mackie, who he is currently traveling with. A shrewd business man, he hopes to work his way up to the top of the ladder and has enlisted certain less than desirable sources to assist him. These sources allowed him to become Frank Mackie's manager; their long term friendship didn't hurt, either. As for his acquaintance with Loki, Roj first encountered him at the age of 22 in one of Rylos's many bars. An elderly man was Loki's host. He seemed vibrant with energy but empowered by some external force. The old man took a liking to Roj and later said he needed to show him something that would help Roj's climb to the top. In a back alley, Roj was introduced to his newest client, and lifetime mate, Loki. The old man promised that Roj's personality was perfect to blend with Loki's, and that he would learn to use Loki as much as Loki used him. Suddenly, the last of the force energy sustaining the old man faded, and he crumpled to the ground as his breathing slowly stopped. Roj has continued to refine his control over Loki over the past four years, but Loki is a very powerful being and Roj cannot maintain constant control. More recently, Roj founded the Galactic Wrestling Federation. The GWF has become the premiere legal bloodsport entertainment in the galaxy, featuring the barbaric escapades of Galactic Wrestling Champion, Mr. Johnson.

Quotes : "A great man once told me..."

"Man, all I need is a woman/drink/cigarette/party to top of this night!"

DEX - 2D

KNO - 2D

MEC- 2D

(S)Scholar: History - 5D  
Streetwise - 5D  
Business - 7D  
Languages - 3D+1  
Willpower - 4D

PER - 2D

gambling - 6D

(S)Persuasion : Sexual- 5D

STR - 2D

Body Building - 3D

(S)Stamina : Alcohol - 5D

TEC- 2D

character points: 38

force points: More than can be counted

dark side points: More than can be counted

move: 10

force sensitive: Yes but cannot be detected

Sense - 20D

Control - 18D

Alter - 14D

Equipment :

- Zirkonium Cigarette lighter
- Zirkonium Cigarette case
- Precious metal necklaces and bracelets
- Likes collecting decks of cards from the planets he travels too.
- Business cards

Special and Unique Attributes:

- Force Invisibility - Loki/Roj force abilities cannot be detected by force users lower in strength than him or any other apparatuses.
- SPECIAL NOTE : Loki is more of an essence than a physical thing within Roj. He travels from host to host and his original body has long since died.
- Drinking Problem - Can never seem to pass up alcohol. Especially free alcohol. On important missions however, he will restrict his drinking down to one, two, or maybe three drinks....heck he'll try to restrict his drinking. Depends on his wallet.
- Gambling problem - He's always enjoyed gambling and has a really hard time saying no. One effective way is to place a very beautiful woman in front of him. The only other way is to provide him with free liquor.
- Business - Roj is constantly looking for new clients. He will try to come up with wild ways of winning them over. It is also important to note that since he has several clients he uses his monthly income to pay for his alcohol and gambling problems.

Name: Mr. Johnson

Type: Psychotic Killer / Wrestler

Sex: M

Age: 33



Height: 5'10"

Weight: 140

Physical description: Mr. Johnson is a tall, thin man with thinning white hair and a crooked smile of yellowing teeth. He is marked by a refusal to speak any language other than broken Basic, usually taking the form of a random insertion of the word "bloop", usually accompanied by a violent twirling motion. Mr. Johnson is only seen wearing a tuxedo, even when engaged in a heated wrestling match.

Background: Mr. Johnson was raised in a normal family in a middle class suburb on Corellia. He was clearly a genius from birth. However, late in his college years, he began dabbling in the martial arts. He soon dropped out of school due to the lack of challenge. Gradually, Mr. Johnson attained the highest rank possible in many martial arts. One of his final exercises while earning his black belt for Alsi Shato was to spend one year in isolation, speaking to no person, in a constant state of meditation.

During this exercise, Mr. Johnson snapped.

He was soon seen slaying his master with a mop, "blooping" furiously. He went on a system wide killing spree, evading or slaughtering police as they attempted to capture and kill him. He eventually got tired, took a nap in the middle of the street. When he awoke, he was in a high security detention cell, strapped in 25 different restraints. At one point, he bit through all the of the restraints, dislocated several body parts and roamed half naked into town. After dismembering several police officers, and being chased to another system, he was recaptured. From that point on, he was kept in metal restraints.

Two days before his date on Death Row, Mr. Johnson was freed from his cell by a seemingly insane military officer during a planetary riot. Mr. Johnson slay several officers in an attempt to escape. He took their clubs (which have become his signature weapons). He was seen soon by entrepreneur and entertainment guru, Roj Farov, who quickly signed Mr. Johnson to a wrestling contract with the Galactic Wrestling Federation. Since then, Mr. Johnson has become one of the most popular entertainers throughout the entire history of the galaxy.

Gamemaster note - No one should know anything about Mr. Johnson's past other than any officials that were instrumental in his capture. He is usually non-communicative and non-violent except when provoked in ANY way. Also, he certainly does not appear to be evil nor intimidating.

Personality: Clinically insane.

Quotes: "Bloop."

DEX 4D

Martial Arts: 14D

(S)Melee-Billy Club: 10D

STR 3D

Brawling: 9D

Stamina: 9D

KNO 4D

Scholar: 7D

(S)Scholar-Philosophy: 10D

Melee Weapons: 8D+2      Climbing: 7D      (S)Scholar-Chemistry: 8D  
Melee Parry: 8D      (S)Scholar-Physics: 8D  
Dodge: 7D      Willpower: 7D

PER 3D      MEC 2D      TEC 2D  
Security: 4D  
First Aid: 4D

Move: 10  
Character Points: 12  
Force Points: 1  
Dark Side Points: 0 (note - insanity prevents gaining Dark Side Points)  
Credits: 500 + GWF Salary

Equipment:  
1 - Tuxedo  
2 - 2 Billy Clubs (Damage = STR + 1D)

## Galactic Heroes

Name: Duke Haven  
Type: Rebel / Republic Officer  
Age: 45  
Height: 6'0"  
Weight: 200 lbs.

Physical Description: He is a middle aged, balding man with extremely broad shoulders, but a surprisingly soft, smiling face.

Background: Duke was born into the legendary Haven family. This family is known throughout much of the galaxy as the distributor of transports. However, he bucked family authority, chose not to work for the company, and instead, at 18, he joined the army. He later got married and had three children. After several promotions, he retired and joined an exploration branch of the Republic. He heroically rescued several explorers from certain doom, and was awarded a medal of honor. During his career, Duke Haven became one of the most honored explorers in history. A new sector was named after him, and his life was quite good.

However, on one of his most recent missions, tragedy struck. As usual, his family had accompanied him on the second visit to the planet. While setting up a new base camp, his family was attacked by savages. He managed to survive, but his wife and children were killed. Now, at 45, Haven is back in the military looking for some action to fill the void left in his life.

DEX 3D  
Firearms- 7D  
Dodge - 5D  
Brawling Parry - 4D  
Melee- 5D  
Melee parry - 4D

KNO 3D  
Survival - 6D  
Corellian strings - 5D  
Planetary Systems - 8D

MEC 3D  
Transports -4D

PER 4D  
Command - 5D

STR 3D  
Brawling - 5D

TEC 2D  
Transport Repair - 4D

Move: 10  
Character Points: 5  
Force Points: 4  
Dark Side Points: 0

#### Special Abilities

Ambidextrous, can shoot two people at once with no penalty.

#### Equipment

2 pistols, military backpack of survival gear, shovel, axe, hammock, thermos, Corellian strings, permits for guns, bottle of Corellian whiskey, flares, grappling hook, sunglasses, lantern

#### Athletes

Name: Lionel Forest  
Type: Professional Golfer  
Species: Human  
Planet: Mantooine  
Height: 6'0" Weight: 185 lbs.  
Age: 22

Physical Description: He is a toned, dark skinned individual. Lionel is never seen without his Ekin Sports Apparel. He is often dressed in a red Ekin shirt with black Ekin pants, a black Ekin hat and his black Ekin golf shoes.

Background: Lionel was able to hit a golf ball at age 4. At age 5, he was shooting a score of 90 for 18 holes, and shortly after he was winning tournaments across the planet. After winning 12 consecutive championships in his age bracket, Lionel became a professional golfer at age 21. Those pre-professional championships include many amateur championships as well as college championships during his stay at the Planetary University of Mantooine.

His rise to fame is not without consequence, however. He has come under scrutiny because he has not won any major tournaments, or even any moderately popular tournaments in over a year due to his overly intense self-scrutiny. His father drives him very hard to be the best that he can be, and Lionel tries not to disappoint. Lionel recently was listed as having the longest drive on the Galactic Golf Tour with a whopping 315 yards. However, this hasn't gotten him anywhere because he has not won a notable match since his Sullust Virtuoso Tournament approximately a year and a half ago. Still, Lionel is one of the most beloved athletes of any time, and certainly should still have a bright future.

Personality: Lionel is extremely intense, and motivated. While this has allowed him to succeed for many years, he has now hit a bit of a wall in his career as he is unable to score any major victories. He gets so intense at times, that one poorly struck shot will destroy his whole round at the golf course. Some attribute this to his lack of a normal young adult's life. He is far too busy training to visit with friends, or go out on a relaxing vacation. It is also important to note that he is often quite temperamental, and impatient with other people.

Quotes: “%#\*@(!”

“Well, I guess I just didn't hit the ball that well today.”

DEX 4D  
Golf: 10D\*  
Walking: 6D

PER 4D  
Con: 6D  
Business: 5D

KNO 3D  
(S)Scholar-Golf: 6D  
(S)Scholar-College: 4D

STR 2D  
Stamina: 4D

MEC 2D  
Transports: 2D+2

TEC 2D

\*Golf: Halve this skill when his previous golf roll did not beat the needed roll.

Move: 11

Character Points: 19

Force Points: 1

Dark Side Points: 0

Credits: 900 + Ekin endorsements and tournament winnings

Uglaball is a fairly non-contact sport. The object is to strike a ball, pitched by an opposing player, with a bat, then run around bases that are 100 meters apart. The ball is made of high bounce plastic elastomers (allowing it to travel 300 meters with ease, and 500 on a pretty good shot), and the diamond shaped field is approximately 400 meters. The playing field is a concrete court on which the ball bounces quite easily, allowing for high scoring games. At random times throughout the game, air jets appear at random points throughout the field, capable of tossing a player several meters into the air, thus taking said player out of the play.

Name: Davis Parker  
Character type: Professional Uglaball Player  
Sex: Male  
Age: 27  
Height: 5'10"  
Weight: 190 lbs.

Physical Description: Davis is a average height, stocky man with massive forearms and lightning quick reflexes. He is considered moderately attractive, with craggy features, a small goatee, and short blonde hair.

Background: Davis had an average childhood, raised in a middle class suburb on his home planet of Antike. He took up playing little league Uglaball at the age of 6, and excelled at it immediately. He earned All Galaxy Honors his last year of Preparatory school, and forwent college for the Majors. After 3 years in the farm system of the Tatooine Krayt Dragons, he was promoted to the Majors, where he hit a record 420 home runs in his rookie season. He has continued to improve, and holds virtually every record in Major League Uglaball, commanding the league's highest salary and an unprecedented 6 straight championships.

Personal Description: Davis is a cocky, spoiled professional athlete. He has no tolerance for the media or his fans, often charging absurd sums of money for his autograph. If he doesn't get his way, he is very ill tempered and easily provoked. The only time his behavior is perfect is when the camera is on him. He is also a womanizer, and can never pass up a drink.

Quotes: "Don't you know who you are talking to?"  
"Another round, barkeep."  
"This one's going out of the park."

STR 3D  
Stamina: 4D+2  
Brawling: 4D

DEX 4D  
Uglaball: 8D  
(S)Uglaball: batting: 12D  
Dodge: 7D

MEC 2D  
Repulsor vehicles: 4D

KNO 2D  
Business: contracts: 4D

PER 3D  
Con: 4D

TEC 2D  
First Aid: 3D+2

Move: 12  
Character Points: 12  
Force Points: 1  
Dark Side Points: 1  
Credits: 1,000 + MLU salary

Equipment:  
Uglaball gear  
sunglasses  
gold chains  
Mercat Repulsor Chariot

## Other Famous People

Name: Lucifer  
Type: Hairstylist  
Species: Half human / half unknown alien  
Height: 4'6" Weight: 90 pounds  
Skin: Blue. Eyes: Red. Hair: Black

Physical Description: Lucifer is a midget. He has a third arm that he hides from view under his clothes.

Background: Lucifer (or Lucy as his friends call him) was born in the middle of nowhere. He grew up, learning the skills of a businessman and a smuggler. But, he soon realized that the lifestyle was not his. He took his third arm and applied it to becoming the best hairstylist EVER. He became very good, having a natural talent for the profession. He began a salon with his business skills. He also became fond of eating crickets.

At first, he was ridiculed quite often, and felt he needed personal protection. So, he found a gun that suited his personality: The Pink Lady. Of course, he prefers to avoid violence.

However, he soon became known by many of the galaxy's most important stars, and was taken into the entertainment community as the galaxy's premiere hairstylist.

Personality: He is a hairstylist. He likes fashion and eating crickets. He is very effeminate, and likes to look good. Lucifer has a personal training computer in his specialized ship, which his father bought him on his twenty-first birthday. His father is a very wealthy businessman. Thus, Lucifer learned business tactics, both legal and not. His brother took this knowledge to the Rim and became a smuggler, and Lucifer followed for a while. This led to his learning how to pilot, and command a small crew. He likes to learn things, especially things that fit into his profession: hairstyling.

Objectives: To eliminate the bad hair day and poor fashion sense, and to get taller.

Quotes: "Baby, that is not your color!"  
"Maybe some blond streaks....yes, definitely. I love it!"

DEX 3D

KNO 4D

PER 4D

(S)Blaster: Pink Lady - 4D Scholar - 6D

Command - 5D

(S)Melee: Combs - 4D      (S)Scholar: Hairstyling - 10D      Con - 6D  
(S)Command: Salon staff - 8D  
(S)Scholar: Hair tools - 8D  
(S)Scholar: Fashion - 7D  
(S)Scholar: Crickets - 7D  
Willpower - 4D+2  
Languages - 5D  
Business: 6D

STR 2D      MEC 3D      TEC 2D  
(S)Style: Hair - 12D      (S)First Aid: himself - 4D  
(S)Style: Fashion - 5D(S) Hair tools repair - 6D  
Transport Piloting - 5D

Character Points: 5  
Force Points: 2  
Dark Side Points: 0  
Credits: 1,000 + Salary from the stars  
Move: 12

#### Equipment:

1 - YT-1300 Transport. The ship has an onboard hair salon, complete with multiple copies of every tool that he needs to shape and beautify one's hair. It also has a supply of cricket snacks. The interior is lavishly decorated in purples and grays and black and silver. Very chic. The cockpit has two nice plush chairs, and some enhanced lighting capable of producing regular light, softer light, black light, neon lights or any combination. There is only one gun, and it is front mounted. The shields have been modified to 4D, the maneuverability is 2D and the hull is 4D. It has a space move of 6, and a hyperdrive of x2. The backup is x5.

2 - Hair stylist equipment.

3 - A wardrobe to end all wardrobes.

4 - The Pink Lady - His specialized blaster that he has only used a few times. It is a small blaster pistol that was custom made from a rare pink, metallic substance. It's damage is 3D.

Name: Jesus H. Christ  
Type: Businessman  
Planet: Unknown  
Species: Human  
Age: 35  
Height: 5'5"      Weight: 140 lbs.

Physical Description: Jesus is a businessman, and dresses as such. He is most often seen in a nice three piece suit. However, he does let his brown hair grow rather scraggly from time to time, and he has a beard. He is fairly small, but his mind is one of the finest.

Background: For quite some time, Jesus was a simple agent for entertainers. However, he soon grew into one of the premiere agents in the business. He then branched out into several more areas, purchasing an entire Ugball franchise, building the Coruscant Opera House, and creating several other new venues for his growing entertainment empire. He then bought out a small shipping company which has now become a major player in the shipping business, running freight routes across much of the known galaxy.

Jesus is one of the most influential and important businessmen in the entire galaxy, and easily one of the smartest. His story is a simple one: he obtained some money and turned it into an empire of his own.

Personality: Jesus is certainly a cocky individual in that he knows what he has, however he also knows that money isn't everything. He has given a great deal to some charities, and is one of the few businessmen that is widely know to care more about his client's contract than his own. He actually doesn't have nearly as many clients as he used to, preferring instead to defer many of them to others inside his agent corporation, Christ Agents, Inc. On a personal level, Jesus is a very kind, and nice individual.

DEX 2D  
Blaster: 2D+1  
Melee: 2D+1

PER 4D  
Business: 12D  
Persuasion: 9D  
Con: 6D  
Forgery: 6D  
Command: 6D

KNO 4D  
Planetary Systems: 8D  
Languages: 8D  
Streetwise: 6D  
Willpower: 6D

STR 2D

MEC 2D  
Transports: 3D  
Repulsorlifts: 2D+1

TEC 2D+1  
Security: 2D+2  
Droid Repair: 2D+2

Move: 9  
Character Points: 32  
Force Points: 2  
Dark Side Points: 0  
Credits: unknown amounts

### CHAPTER THREE - LODGINGS AND ATTRACTIONS

Everyone needs to take a short vacation to someplace where they can see the sites, and share in something famous. For some in the Outer Rim, that may involve a trip to Coruscant to see the capital, but for most galactic inhabitants, it



means going to a famous planet, the birthplace of a historic leader, or the beautiful mountains of a remote world. Places like these are common for short family vacations and for tourists.

### Tatrava Wine Country

The Wine country on the planet Tatrava is generally regarded as having the finest winery tours in the galaxy. There are ample hotels and attractions to keep even the most whimsical traveler occupied. Yet, choosing from the 400 or so wineries can be difficult; but, the experience is sure to pay off. Listed below are some of our personal favorite domains.

The town of Apan is the gateway into the famous wine country, highlighted by serene architecture dating back to the early Republic. It is home to the majority of the finest wineries on Tatrava. Montasoa county is another renowned region, seated in a valley in the high eastern mountains.

At the Domain Rotan Monte', producer of the finest merlot in the galaxy, visitors are encouraged to take a tour of the estate, ranging from 30 minutes to 4 hours in length. You will see the state of the art wine facilities, along with the beautiful vineyards. Highlighted on the site is the place where the mysterious "Force Deaths" of 100 years ago occurred, one of the great unsolved mysteries of the galaxy. Apparently, the workers began mysteriously dying of burns, and when a group of Jedi came to investigate, they were unable to get near the area because of pain caused through the force. The problem suddenly stopped after two weeks, and nothing has happened since. Visitors are then encouraged to take a wine tasting, with over two dozen vintages offered for sample. For those taking the wine tasting, at a minor five credits per person, a 10% discount is offered on all wine purchases.

The Sterling Vineyards boasts a breathtaking view of Lake Hortanji, and the best selection of fine white wines in the galaxy. The rolling vineyards make for a gorgeous backdrop against the pristine white buildings set on top of an emerald hill. This is certainly the idea vacation spot for lovers of natural beauty. Vintages offered for sale or sampling are a Rose, Pino Grigio, Chardonnay, and 5 different types of Rieslings. Overnight travelers will find the on site hotel, The Sterling Inn, a welcome break from a hard day of touring. The steep price is more than justified by the availability of every luxury imaginable, including state of the art sonic massage booths in every room and a built in movie palace, running the top 1000 movies of all time every hour on the hour, and new releases per demand.

Gamemaster Notes: Tatrava is the perfect setting when the PC's are chasing a high class villain, or when a place with numerous hiding spots is needed. It also provides a nice backdrop for illegal activity, such as money laundering.

The Oracle at Chandrila - This rock formation, created an estimated 20,000 years ago by one of the oldest known primitive societies, the Oracle has captivated the imagination of people across the galaxy for millennia.

The Oracle is more than just meets the eye. It is located on a large, uninhabited island in the middle of Chandrila's largest ocean. There are a few randomly placed trees on the island, and no animals whatsoever live on it. Even the birds and aviary life stay away from this island. Near the center of the island, located among an intricate series of small hills, is an alter made of a unique metal and a series of columns made of the same metal. No one knows how such a primitive society made the alter, since they had not the technology to raise it, nor the metal, which is seemingly indestructible. The metal is not found on the planet, and has not been found anywhere else in the galaxy.

When looked at more closely, the island is found to be on a spot of unusual magnetic properties. Because of the positioning of the moon, this particular spot has an unbelievably high level of magnetic radiation around it (generally regarded as the reason aviary life stays away.) The altar is positioned precisely on the spot where this radiation is the strongest, and the entire island serves as a sort of focusing mechanism to further increase this energy field. This is attributed to the fact that the entire island was landscaped to the precise dimensions to create this effect. Legend has it that this island is on the exact spot where the first life in the galaxy was created; the altar and landscape designed in worship of the god who created life. Whether one believes in a deity is not important, as this unique phenomenon stands as one of the truly great wonders of the galaxy.

There are many tour companies that provide daily service to The Oracle. Our favorite is Skeedo's Guided Tours. For a nominal cost, you get passage to the island, a full tour with a knowledgeable tour guide, and lunch is included in the cost. Discounted lodging is also provided at the Chandrila Spacer's Lodge, a fine establishment in itself. Skeedo is Prominent Rodian business man, one of the most honest Rodians in the galaxy. If you have an opportunity to have him as your tour guide, we sincerely suggest you take his offer.

The Clone Wars Memorial - located on the planet of Ehapah, the site of the bloodiest single battle in the Clone Wars, this memorial is a 1000 foot white

tower with the name of every non-clone soldier that lost his or her life in the battle. Inside is a museum with relics from the Clone Wars, and a new holofilm every month about a different aspect of the war. This memorial provides a new perspective on the horrors of cloning, and serves as a memory of those who honorably gave their lives defending against the evils of the clone masters.

Game master Note: this memorial is best used similarly to a holocaust museum, and is especially effective in a campaign where the players are fighting against clones, to give the a background and reason to persevere.

### The Galactic Mall on Mindoro

What would a vacation be without shopping? The Galactic Mall is the galaxy's premier shopping facility. Located on the Temperate world of Mindoro, the galactic mall is the size of a large city, filled with every type of store imaginable, grouped into distinct courts.

The outdoor market, located on the North grounds of the mall, is an open aired bazaar with local merchants. Haggling is a must here; in fact, the merchants will be greatly offended if you do not try to talk the price down. This is the place for the best deals in the mall, but you will have to work for them; three and four hour haggling sessions are not uncommon. This is also the easiest place to find the famed Mindoro daggers, handcrafted and of exceptional quality, renowned among the best swordsmen in the galaxy for their fine cutting edge and strength.

Mindoro Dagger - This weapon is crafted from a single Mindoro gem. Carried by all Mindoro warriors, this blade was carefully guarded for millennia, until the advent of blaster technology reduced it's importance. Shortly after, the Mindoro allowed the sale of the daggers to offworlders. They are still rare, however, due to the difficulty involved in making one. The color of the blade is brilliant, and also symbolizes rank in the Mindoro warrior ranks, with white the lowest, followed by blue, green, red, and finally, the rarest color, black. This blade is legal on almost all worlds in the galaxy, as it is generally regarded as a ceremonial weapon, though it can be easily used in combat.

Damage: dependant upon color

white: STR +1D

blue: STR +1D+1

green: STR +1D+2

red: STR+2D

black: STR+3D

Difficulty: Easy

Cost: Dependant upon blade

white: 1,000

blue: 1,300

green: 1,600

red: 2,100

black: 3,000

The Regal Wing is in the eastern portion of the mall, noted for it's high price tags and exceptional service. If you are looking for a rare or valuable item, there is no better place to look. From artwork to clothing, from fine jewelry to home decor, if it is merchandise fit for a king, you can find it in the royal wing.

Royal Alderaanian Dining Room Set - Complete with 8 chairs and an intricately engraved table made of rare balfta wood, with plush royal purple padding, this dining room set is a beautiful small scale replica of the royal dining room in the Palace of Alderaan. It also comes with a chandelier of purple varonium in the shape of the crest of Alderaan. A must have for any who wish to live in royal opulence. Price: 20,000 credits

Every person gets hungry at some time. Catering to this inevitable demand, the Food Court is located in the center of the mall, and is comprised of 15 levels of every kind of eatery imaginable. From the 5 star Corellian restaurant, Che' Solar, to Melk's Dinner, a greasy spoon on the 11th floor, there is something for everyone in the food court (note: only the restaurants in the area designated as the food court are part of the food court; all others are independent venues for mid-mall snacking.)

### Hunger Rules

A stamina role is required to resist hunger, with damage tables as shown below. Time is time elapsed since the last time the character has eaten. Eating completely negates penalties.

Time: 0-3 hours: very easy

3-8 hours: easy

8-14 hours: moderate

14-20 hours: difficult

20-40 hours: very difficult

40-80 hours: heroic

over 80 hours: heroic + gamemaster discretion

Damage: Stamina role against the difficulty

Role missed by:	Damage:
1-5:	slightly hungry: -1 to actions.
5-9:	hungry: -2 to actions
10-14:	very hungry: -1D to all actions
14-20:	can't get hunger off of mind: -1D+1 to all actions
20-25	notable pain, beginning of starvation: -2D to all actions.

What would shopping be without an easy means of payment? Credit Cards provide this means for many people. Listed below are some of the major cards.

**Galactic Express:** The first credit card in the galaxy, the Galactic Express is still popular, although acceptance is somewhat limited. There is a small annual fee of 15 credits, but the interest rate is unbeatable at 2.2%. Membership is generally limited to those with proven good credit. It is also available as a Platinum card, for 1000 credits per year, in which case it offers a 6 month, no questions asked warranty on all purchases and 24 hour customer assistance most places in the galaxy. If you find yourself in jail, or stranded on a desert planet, this assistance can be invaluable.

**King Card:** This card is the average man's credit card. There is no annual fee, and the interest rate runs at about 21%. Almost anyone can get this card, and it is widely accepted. Be careful about not paying bills, though: If payment is refused after 1 year, the feared King Collectors will find the truant and confiscate whatever good they can find to pay off the bill.

**Frequent Traveler's Card:** This card carries a 16% interest rate, and of most value to those who travel often by space liner. It allows you to collect frequent flier clicks for charges; 1 click for each credit purchased. These clicks can be redeemed for discounts on future space liner transport. No annual fee.

## Annoying Tour Guide

**Game master Note:** This character can be used as shown, or for a sudden change in game play, have this seemingly normal tour guide turn out to be a psychotic individual, criminal, or something else along that line.

Name: Bain Maxendern

Type: Tour Guide

Species: Human

Age: 22

Height: 5'10"      Weight: 180 lbs.

Physical Description: Bain is a quivering, wimpy looking individual, with unkempt blond hair, and an over abundance of freckles. He wears a red uniform that is from his place of employment. However, he wears it with the shit tails hanging out, and the coat does not look like it has been ironed since he has owned it.

Background: Leading a very nondescript life, Bain Maxenderm decided that college was a waste of time, so he took his diploma and went job hunting. He landed several low paying manual labor jobs, painting star ships, attaching wheels onto Astromech droids, and other such meaningless tasks. However, Bain thought he was smarter than that - so, he applied for his current job: tour guide. Every day now, he takes hundreds of people through his attraction and lets them ogle at its wonders. Then he recites a pre-written speech about the attraction to the group, looking completely apathetic.

Personality: Bain is the consummate slacker, with no real objective in life. He floats around the galaxy and really is simply content. He never is upset about his condition because he just doesn't care enough, but at the same time, he is devoid of all extreme happiness. He has never loved, he has never had a single original thought, and he certainly has never had a complete life.

DEX 2D

PER 2D

KNO 2D

Persuasion: 3D

Planetary Systems: 3D

Con: 2D+1

(S)Scholar-attractions: 3D

STR 2D

MEC 3D

TEC 2D

Transports: 3D+1

Computer programs: 2D+1

Move: 10\*

Character Points: 2

Force Points: 0

Dark Side Points: 0

Credits: 75 + weekly salary

NOTE - A tour guide is one of the few characters that can move backward at the same rate as forward. Thus, while running backwards, Bain also gets a move of 10.

Equipment:

1 - Laser pointer

2 - Red uniform with cap

3 - Used tissues

Hotels and Inns

The Wayside Inn - In the heart of the capital of Corellia, the Wayside Inn is within easy walking distance of many local restaurants and shops. This Inn is noted for it's hospitality and ambiance; if you allow them to, tuxedoed bellhops will gladly carry you to your room. The Wayside Inn is on the more expensive side, but well worth every penny. From the cathedral ceilings at the entrance, to the spacious suites, to the giant Princess Ballroom that features nightly dancing and has hosted the most prominent figures in the galaxy, You too can mingle with the upper class, and be treated like a king. Price: \$\$\$\$\$ Service: \*\*\*\*\*

Galaxy's Best - If this is the best in the galaxy, you are better off not traveling at all. The largest hotel chain in the galaxy, there are an average of 10 per planet across the known galaxy. If you are looking for a bed at the cheapest price possible, and nothing more, than this is the place for you, since that's all you'll get. From the discourteous staff to the maids who never show up, from the bellboy who can't find your room to the refresher booth that only operates on cold, the Galaxy's Best fails to live up to it's own billing. Price: \$ Service: They offer service?

Return from Nowhere Hotel - This hotel is actually one of the worst that we have reviewed, but the owners have told us that it is supposed to feel like a horrible place. The reason? Return from Nowhere is the name of their very own murder mystery, which they hold in the hotel. This mystery is one that puts normal citizens in the shoes of criminals, bounty hunters and the like. (Game master note: An interesting plot twist could be that one of the participants in the mystery isn't just pretending, but is actually a murderer.) Price: \$\$\$ Service: \*\*\*

## CHAPTER FOUR - RESTAURANTS, BARS, AND LOUNGES

One common feature shared by most, if not all, beings is the need to consume food. There are many kinds of establishments that will provide a customer with a decent meal or a tasty beverage. However, one has to be cautious where they settle down for their dining experiences. There are great restaurants and great bars, and then there are no-star dives that don't serve anything that is recognizable as food. For this reason, before one ventures into an unknown dining experience, one should learn more about Restaurants, Bars, and Lounges.

### RESTAURANTS

A game master can use any well detailed restaurant to provide for some atmosphere in an adventure. Or, the game master can choose to have an illegal operation taking place in a high class establishment away from the watchful eyes of authorities. Restaurants can provide an interesting situation or a bit of humor

to any adventure, as well as be the staging area for all sorts of unique campaign plot twists. An example might be having a mob boss control a restaurant as a front, and the characters in the adventure have to sort through the mess and get to the heart of a crime. Each restaurant has a different setting so that the game master can tailor each place to their own needs.

Prices are done out of 5 \$ signs, with \$\$\$\$ being the highest priced meals. Service is done out of 5 \* signs, with \*\*\*\*\* being the best service.

Malaga - For a "quick trip to Kashyyyk's jungles" come to Malaga! This superb four star restaurant is home to some of the only Wookiee cuisine known off the Wookiee's home planet. The atmosphere of this Wookiee restaurant is similar to that on Kashyyyk itself, meaning that you should expect lots of furry animals running around while you dine. We recommend any of the raw meat dishes, as that is a Wookiee delicacy. Also, the waiters may be more concerned with killing their own food than serving yours. The language barrier also provides a bit of a problem. Don't expect to get your order on the first try. And, whatever you do, DON'T CRITICIZE THE CHEFS. Price: \$ Service: \*

Lenge - Expect to pay a lot of money for very little food. However, the food that you get will be the best the galaxy has to offer. They offer some very tasty dishes from Tatooine including Bantha Tenderloin, Krayt Dragon Stew, and "Jawa" chops (note that these are not actual Jawa parts, but rather steaks prepared in the traditional Jawa style. There's nothing like a good Jawa chop.) The atmosphere is lacking, but only because it emulates Tatooine's desert environments, except that the restaurant is maintained at a comfortable room temperature. The food is excellent and so is the service. Price: \$\$\$\$ Service: \*\*\*\*\*

Judson's Grille - The ceilings are high and so are the prices at this gigantic "super restaurant." Nom Judson is the owner, and he describes the atmosphere as, "big." Indeed. The restaurant itself is designed in an old temple style, with voluminous ceilings that reach four stories above patrons' heads. The portions match the building, as the smallest cut of meat is a large 16 ounces. The largest, called "Judson's Giant," is a ridiculous 72 ounces; in fact, if one person can devour this monstrosity, the whole group's bill is taken care of. The prices are reasonable, and the service is good. Judson tells us that rumors that his restaurant is currently under government surveillance are false - he claims to have a flawless record. Price: \$\$\$ Service: \*\*\*\*\*

Fewtur - This is simply the worst restaurant we have ever seen. There are daily bar fights. At least once a week, the restaurant is shut down due to a shooting, or some other blaster "accident." Owner Kir Fewtur states that, "The best



bounty hunters in the galaxy come here to eat. Tensions are bound to rise. But, we still offer great food." We agree. If you can get past the flying blaster bolts, and actually eat your meal, the food is superb. The prices are good as well.  
Price: \$ Service: non-existent

Halcyon - "Spacious," and "elegant," Halcyon offers the most original cuisine in the galaxy. Their food is presented very beautifully, and with a great deal of style. The waiters are courteous and friendly, and the atmosphere is seemingly perfect. And, of course, there is the food. Halcyon has some of the best food from a variety of cultures, and even some of Chef Ro Gern's own creations. There is not a restaurant in the galaxy that can compare with Halcyon in any category. Price: \$\$\$\$ Service: \*\*\*\*\*

## BARS AND TAVERNS

Whether you are looking for a nightcap, a companion, the solace of a bottle of Corellian Whiskey, or even a place to pick up on a bounty, bars can offer some of the best there is. Bars have been the settings of life changing events for many heroes, and villains. Game masters can use a good bar to be the scene of an important killing, drug deal, etc...

The Faarress Wheel - A bar on the planet of Bespin, the Faarress Wheel is the perfect place for the thirsty traveler who likes to experience the culture of the locals. Shaped as a giant wheel, with a circular bar in the middle and tables along the outside, it's main allure is it's unique setup. There is often live entertainment; the house band is The Minors, playing a unique, and sometimes annoying mix of top 40 and jazz selections. The atmosphere is highlighted by a game room in the back, featuring three billiards tables and a variety of pinball and holovid games. Price: \$ Ambiance: \*\*

The Red Moon Saloon - A saloon on the planet of Antike, The Red Moon Saloon is well known for it's exotic drinks, friendly wait staff and 24 hour kareoke. The house specialty is the Red Moon Surprise, a scarlet red drink that is amazingly tasty. The wait staff is perhaps the best we have encountered, and the kareoke is entertaining to watch, and more fun to participate in. Offering over 300,000 of the most loved melodies in the galaxy, there is something for every species.  
Price: \$\$\$ Ambiance: \*\*\*\*

The Anteater - One of the trendiest Bars on Coruscant, The Anteater caters to the "swingers" of society that demand of strong drinks and sweet music. A fine cigar is a must, and a Manhattan or Martini is the drink of choice. The music is phenomenal, a traditional repertoire of blues performed by a different

band every week. If you visit the Anteater, be sure to bring your galactic express, because it's a night you and your checkbook will remember.

Price: \$\$\$\$ Ambient: \*\*\*\*\*

The Mynoc's Nest - This is a run down bar on the outskirts of the main megalopolis on Vykry VI. Home of the roughest and seediest figures in the Vykry system, this is not a bar for the weak of heart. For those wishing to witness a live blaster fight, this is the place for you. The food is average, and the air reeks of illegal misgivings. But for the traveler wishing to meet a real pirate or criminal, this is the place for you.

Price: \$ Ambient: \*

Grand Design - A classy bar on the Minos Cluster. The Grand Design is known for its famed Piano player, Steven Charles, known better by his stage name, Ray Wonder. Before he took up playing with galactic singing sensation Frank Mackie, Ray established the Grand Design as the premiere piano bar in the galaxy. His successor is Dalt Hinford, who has continued the excellence behind the keyboard. The drinks are excellent, the waitresses are pleasant, and the setting is unbeatable. You're sure to hear your favorite songs, and will probably be singing along by the end of the night.

Price: \$\$ Ambient: \*\*\*\*

Bantha Burger - This galactic wide chain serves a great burger fast. While it would appear that some burgers remain under intense heat lamps for as long as ten days, the meat is still edible. If you're looking for a nice dining room, you're not going to find it here, but the price is right and the food is quick. Their motto: We serve the best bantha in the galaxy or your credits back.

Price: \$ Ambient: \*

## FOOD AND DRINK

What would any bar or restaurant be without its fare! This collection of foods and drinks allows a game master to add a little bit of surprising detail, and often humor, to an otherwise normal bar or cantina. By perusing this list, you, as game master, are dedicating yourself a fun adventure with strange surprises (imagine the surprise of a PC who drinks a harmless looking drink only to find himself awake in the bed of a strange alien of the opposite sex...or worse.)

First of all, what fun would having a variety of delectable beverages be without a little drunkenness thrown in. With that said, game masters should take note of the following drinking rules. These provide a standard way for the GM to gauge the effects of alcohol.

Damage:	Result:
0-3	Mildly Intoxicated. Treat as stunned for 1D * 30 minutes.
4-8	Drunk. Treat as wounded.
9-12	Wasted. -2D to all skills.
11-13	Passed out. Treat as incapacitated.
14+	Alcohol poisoning. Damage carries over to real damage table, resist at full STR

#### ALCOHOLIC DRINKS-----

(a drink is roughly a large shot, unless noted)

Eth fire water	= 2D+2/ drink
Hoojib's Revenge	= 1D/ drink (you here voices in your head)
Renan Irongut	= +2/ sip, 2D/ guzzle
Elshandruu Pica Thundercloud	= 1D/ drink
Pink Lizard Thunderbolt	= 1D+1/ drink
StarShine Suprize	= 3D/ drink
Tatooine Sunburn	= 5D/ drink
the Reactor Core	= 1D/ thimble full (narcotic hallucinogen)
the Meltdown	= 1D+2/ drink (narcotic hallucinogen)
Corellian Whiskey	= 1D+2/ drink
Corellian Brandy	= 1D+1/ drink
Corellian Wine	= 1D-1/ drink
Savareen Brandy	= 1D/ drink
Cassandran Choholl	= 1D+2/ drink
Horstberry Brandy	= 1D/ drink
KyLessian Fruit Distillate	= 1D+1/ drink
Orryxian CatsBlood	= 2D/ drink
Spice Liquor	= 1D+2/ drink
Narcolethe (Mandalore)	= 2D+1/ drink
Necr'ygor Omic Wine	= 1D/ drink
Flameout	= 1D(1st rd) +2(2nd rd) +1(3rd rd)/ drink
T'uil T'ill Wine	= 1D+1/ drink
Dentarian Ripples	= +1/ drink
OndoLava Wine	= 1D/ drink
Utozz (Elrood)	= 1D+2/ drink
Merisee Smooth	= 1D+2/ drink (a Utozz Brand)
Krilliz (Elrood)	= +2/ drink
Chazzian Bubble Brew	= 2D/ drink (shake & cork shoot)
Sullustan Gin	= 2D+2/ shot
Pan-Galactic-Gargle-Blaster	= 6D/ drink

Old Janx Spirit	= 3D/drink (-1D to force abilities/drink)
Rydonnian Spice Wine	= 1D/drink (a narcotic agent)
Socorran Raava	= 2D/drink
Rummy Tonic	= +2/drink
Wookiee-Wango	= 3D+2/drink (a guzzle is a drink)
Thunder Cloud	= 2D/drink
L'an Claf'rok Gin	= 2D+1/drink
Ytamirian Spice Gin	= 2D+1/drink
Star Racer	= +2/drink
Vaschean Rye	= 1D/drink

### BEERS & LAGERS-----

(a drink = a 12 oz glass, unless noted otherwise)

Bidziil	= 2D/drink
Dantic	= +1/drink, 1D/pitcher
Lum	= 3D/drink (a drink is a pitcher for Lum)
Spiced Lum	= 2D+2/drink (highly addictive)
Wookiee Lum	= 1D/drink, 4D/pitcher
Rodian Ale	= 1D+2/drink
Daranu	= +2/drink
Skannbult Likker	= +1/drink
FozBeer	= +1/drink
Fox Beer	= +1/drink
Ryll Beer	= +1/drink
Thuris Stout	= +2/drink
Smuggler's Ale	= 1D+1/drink
Gingenny Grog	= 1D/drink
Harmon Kizzlebrew	= 1D+1/drink
Kenley's Lager	= 1D/drink
BendBelly Dark	= 1D/drink
Vintage Bepin Port	= +2/drink
Ottegan Mead	= 1D+1/drink (almost syrupy)
Various spicebeers/laugers	= +2/drink
Ebla Beer	= 1D/drink
Novanian Grog	= 1D+1/drink
Bibit Beer	= +2/drink
Forvish Ale	= +2/drink
Snike Brew	= +1/drink
Cragg Nectar	= 2D/drink ("zima"-like)
Vistulo Brand Ale	= +2/drink

Kishae Brand Ale	= +1/drink (watered down taste)
Corellian Ale	= 1D/drink
Corellian Rum	= 2D+2/drink
Gravdinian Ale	= 1D/drink
La Fin Du Monde	= +1/drink
Mantellian Microbrew	= 1D+1/drink (Wedge was drinking on Endor)
Ryden Brew	= 1D/drink
Menzarane Gold Ale	= 1D/drink
Bantha Blaster Ale	= 1D+2/drink
Polaris Ale	= 1D/drink
Chagarian Ale	= 1D+1/drink
Kessel Spice Ale	= 2D/drink (hallucinagenic-spice spiders)
Endor's 5	= 1D/drink
Preserved "10-Year" Ale	= 2D+2/drink

#### NON-ALCOHOLIC DRINKS-----

- Horstberry Cider - A delightful berry taste.
- Lerothek Milk - Tastes like sour milk.
- Spidervine Tea - A tasty tea with a spicy bite to it.
- Yartigan Well Water - Well known mineral water.
- Quarren Sea Dew - Honey-like in taste, watery in body.
- PassionFruit Syrup - A very thick, sweet, red syrupy drink.
- Snig - A highly effervescent tea that "clears the sinuses."
- Boiled Snig - For when your sinuses have a blast door in there.
- Tatoonine Yagbitter - The standard, bland drink of Tatooine.
- Galactic Cola - In a unique approach to marketing, Galactic Cola comes flat.
- Imperial Cola - The choice of the Stormie Generation.
- Mineral Shake - Has a gritty texture to it, but tastes fair.
- Vitamin Shake - Tastes horrible, but provides a lot of energy.

Game Master note: Having a small, high strung character have a Vitamin shake or a Passion Fruit Syrup would be like having a small girl drink a lot of highly caffeinated beverages. The PC should begin to feel uncontrollably hyper and restless.

#### FOODS-----

- Tenbah Squid Pie w/ Roosha toppings
- Quekkk (a Wookiee vine)
- Kril meat (Elrood)
- Adang (a veggie- Elrood)

Wecliu Nuts  
Driblis Fruit  
Bantha Burgers  
Dewback Ribs  
Bruallki (a salty meat)  
Kizar Sticks (like pretzels)  
Range Squab  
Pirki Nuts  
chak-root (Erysthes, CSA)  
Fromirian Roast Queg (a gourmet food)  
sweet cakes  
honey sticks  
Bhillen Sandwich  
Bhillen Stew  
Bestinnian tang-root (smells bad)  
custard  
Yagai Spiced Dindra (spicy like the sun is hot)  
Ukian spring-fruit pod Delight  
Svivreni Treat  
Seasoned Enyak Bobs over Teerlop-zikady  
Stuffed Uln Bird, glazed with a light mist of Zsajhira Berry Juice  
Deep-fried Issori Blowfish snouts sauteed in spices & pepper fettles  
Junobian soft-shell Sand Fliers, served in a small black kettle of  
Corellian Wine, still boiling & topped with genuine Corellian seed  
poppers  
Rishi Honeystix dipped in sweet powder  
Shirrlo (succulent salmon-pink pomegranite-like treat from Felin)  
Tekka Nuts  
Tekka Chips  
Kyanin Krunch (breakfast cereal for carnivores comes with an  
"Master Axin" figure)  
Chooa Nuts  
L'an Claf'rok Chicken Platter  
Blatberry Pie  
Charbote Roots  
Marbleberry Fritters  
Spiced Aric Tongue  
Runyip Stew  
Dioche Stew  
Chantilly Cream  
Caramalized Pkneb  
Fire Stew  
Besnian Sausage

Largess Cakes  
Nerf Sausage  
Candied Rennet  
Grilled Womp Rat  
Bantha Kabob  
Bantha Steak  
Gamwidge  
Grazer Roulade  
Dewback Offal  
Broiled Dewback  
Goatgrass  
Spiced Parwan Nutricake  
Chocolate Ladybabies  
Ploth  
Klatooine Paddy-frogs  
Fricasseed Sand Maggot Kidneys  
Lipana Berries & Honey  
Puptons of Dried Magicots & Psibara  
Fillet of Baby Dewback  
Beignet  
Fleik Liver Pate  
Belsavian Bowvine Fruit  
Romorean Capanta  
Nerf Medallions & Sweet Fungi  
Grazer Fillets & Tart sauce  
Baked Felbar & Savoury Cream  
Ediorungan Poached Ice-Fish  
Spiced Woolamander  
Moonglow

## CHAPTER FIVE - CASINOS AND RESORTS

While restaurants, traditional lodgings and common tourist sites are all very nice, some people require a different life style. For this reason, casinos and resorts are among the most profitable, and popular, places in the galaxy. Some of them are simply for wealthy people to gather and share in the glory of their credits, while others are prime locations for mob activity, high-stakes cheating and illegal money deals. Game masters should realize that the traditional cantinas and back alley gambling establishments can not only be replaced with a high class restaurant or bar, but also with outwardly serene resorts and high class casinos.

The Volcano Ridge Resort - Located on the volcanic planet of Sullust, in an environment not suitable for most life, lies the exotic paradise that is Volcano Ridge. Surrounded by clear walls on all sides, this resort stands alone on the fiery surface, with a breathtaking view of the natural power of firestorms and eruptions on all sides. The atmosphere is generated internally, and the temperature kept at a perfect 20 degrees Celsius. The Volcano Ridge Resort is the perfect idea for the cost conscious adventurer; the prices are respectable and the service is good. The Volcano Ridge Resort was founded by Sievus Gand, perhaps the best Sullustan entrepreneur of all time. The building costs were extraordinary, and many lives were lost during construction, but the final jewel stands as one of the great wonders of the galaxy. Gand has drawn a sizeable profit, and has managed to defend the resort from all potential raiders, although no one is sure how. A full five level casino is featured, with games ranging from dice games to sabacc. There is also a house game, named after the owner, called simply "Gand." This game involves a large, square board with several dozen different squares and a short fence around it, and a flat rail running around the board with all the corresponding squares. Two small, predatory creatures called Marfs are let onto the board to battle to the death. The players can bet on which Marf will win, or on the square in which the dead Marf will fall. Picking the winner yields a 2:1 profit; picking the winning square pays 10:1. The Hotel at the Volcano Ridge Resort is second to none. Every room has a full panoramic view of the surrounding volcanic action, one or two king sized beds, a separate kitchenette, a separate living room, full holoivid access (with parental screening to keep the kids out of the indecent features), a complementary wet bar, and round the clock service.

Mulako Corporation Primordial Water Quarry (adapted from Kevin J. Anderson's "Darksaber") - This quarry is based on a comet that swings around the Core every century or so. The comet is mined for much of its trip through space, with the ice chips and water being sold to gourmets and wealthy people who wish to show that they are among the elite. While this water is chemically the same as any other water, it is still a status symbol to drink primordial water due to the fact that it is one of the few surviving, usable things left from the creation of the galaxy. The comet is occupied by tourists for much of its orbit, but they all must leave as it passes by the sun. This trip near the sun causes the comet to become too unstable for tourism. However, when the comet clears the sun, it is picked back up by the Mulako Corporation, who mines the comet for its water. About 100 years later, it will get close enough again to allow tourists on board. Ask Mulako when the next tourist season is, and hopefully you can enjoy in this lavish comet resort, complete with primordial springs, water, and fine living.



The Bepin Grand Hotel and Casino - The name may say hotel, but don't let that fool you. The Grand is most definitely a resort, home to the best repulsor ski hills in the galaxy. Taking full advantage of the mountainous surroundings, the Bepin Grank has the unique feature of being at the top of the highest mountain on Bepin. The Tibanna gas springs provide a gorgeous backdrop to the serene beauty of the crystal white mountain, and the resort offers all the most luxurious features possible. The Casino is state of the art, with four lavish levels. No dice games are allowed, and the only high stakes tables are in sabacc, but there are lower stakes tables in most popular games.

Urisuh Gaming Association Resorts and Casinos - This chain of resorts and casinos has a location on every gambling planet throughout much of the galaxy. Low stakes gambling occurs here, as it is a very phony atmosphere. People that come to one of these casinos are usually ruffians trying to look as though they are upper class. Since owner Debleb Urisuh is a renowned miser, the security is lax at any of the resorts. The accommodations are second to everything else, and you can't win that much because the dealers have a tendency to cheat. Still, it is a casino, and people still flock there. About the only thing that this place has going for it is the selection of cheap prostitutes, which is among the "best."

## CHAPTER SIX - CULTURAL ATTRACTIONS

One of the most common aspects to any culture is religion. Some planets have on religion, which keeps them separated from the rest of the galaxy. Others have a faith that place them far above other races in terms of importance. Conflict can be a nasty result on planets that are unfortunate enough to have many popular religions, with none dominant over the other. These planets are hot beds of cultural diversity, but sometimes they are highly troubled planets with definite problems. In any case, planets with highly religious backgrounds can be of interest to the intellectual traveler.

Planet Name: Dancobar

Terrain type: Temperate, with small polar caps and very limited arctic regions

Year length: 263 Standard Days

Planet Description: Dancobar is a temperate planet with several major cities and two major spaceports. One is in the capital, Parathor, which services the western hemisphere of the planet. This spaceport is in close proximity to the beautiful salt cliffs and the famous Salt Palace Resort, featuring 2000 suites and 10 championship golf courses, full recreational facilities and five star entertainment. Be sure not to miss the Yellow Ravine Club, noted for it's innovative and cutting edge musicians.

The second spaceport is in the city of Paratay, a smaller city known for its quaint, intimate facade. The main lure is the essence of village life, with the spaceport and Travelers Inn the only sign of an advanced city. The rest of the populace lives in numerous, spread out villages that exhibit a sincere devotion to the Hibanaai religion. This port services the eastern hemisphere, the premier spot for the traveller looking for a quaint bed in breakfast in a frontier setting.

Dancobar is a planet inhabited by 3 different species: The Yorthu, the Hibanaai, and the Bigartal. The most unique aspect of Dancobar is that it is the home of three of the galaxy's most widely followed religions.

Yorthuism is the third most followed religion in the galaxy, with approximately 20 billion followers. It centers around a messiah, Harium Getyiac. Harium lived 4,000 years ago, and began preaching about a new way of life, involving treating everyone with kindness. Now, you can make a pilgrimage or scholarly visit to his home in the city of Parathor, or visit his temple at the rock cluster in the jungle of Daoth. There are regular tour groups organized by the Lenamark tour group, and many locals provide more personal and adventurous individual tours.

Reyanism, the religion founded by the ancient Hibanaai, focuses around the belief of reincarnation. It is thought that all life is sacred; all followers of Hibanaai abhor violence. Reyanism worships life itself as a god, named Reya, that is the spirit within all things living. Through this belief, Reyanists find themselves at one with nature, which reflects upon their worship. They have no temples, but rather Holy places, usually natural formations of exceptional creation, where the spirit of Reyan is especially strong. The Reyan council has put together an official list of such places, and the adventuring tourist or religious devotee can buy a guide for a mere 20 credits (no COD's, please.) There are also daily masses organized by each temple's high priest; for more information on schedules and holidays, contact the individual temple or the intergalactic Reyan hotline at [gttp://reyanism.rel](http://reyanism.rel) on the holonet.

Bigartalism is the religion that prizes the individual as his own god, and therefore advocates the purity of the individual. Since each being is a temple in itself, the temple must be honored. Therefore, Bigartalists are usually health fanatics. They also believe in pleasing the god within the temple, so they find nothing wrong with worldly goods and possessions. This is the most widely followed religion in the galaxy, since it is acceptable to a wide range of people who find no interest in a religion that denies them of pleasures. To be an official member of the Church of Bigartalism, one must pay a membership fee of 1000 credits per year, which entitles the member to visiting privileges of the Bigartal pleasure palaces, to give the god within you a truly religious experience. Also, visitor passes can be bought at 100 credits per day for those thinking of joining the Church.

Another of the most sought after lifestyles in the galaxy, at least for many of the lazy folk, are those of drug users, especially famous ones. While most people know that drugs tend to be bad for the body on a permanent basis, and that all of

them can be more than just a little impairing, there are many who don't care. They simply want to have their fun and live their lives to the "fullest." These people often become obsessed. Thus, this drug culture has become a major culture in the galaxy, with some places being major hubs for this activity.

Planet Name: Quell-Itor

Terrain type: Very hot, with little water. The few bodies of water that exist are fresh.

Year length: 121 Standard Days

Planet Description: Quell-Itor is not a planet that most normal people would travel to. It is extremely hot due to its close proximity to its star. The sand, however, is a beautiful light blue color that makes the planet look like a giant water planet, or gas giant from orbit. However, it is far from that.

Quell-Itor is inhabited by three types of people: those that were born there and will die there, those that sell drugs there, and those that use drugs there. Those that were born there are typically desert farmers with the ability to raise many crops, spices, etc... there. They are human, perhaps descendants of an ancient colony there. The people are hyperdrive capable, and they have heavy trade that sustains their rich economy. In fact, most inhabitants live in luxurious accommodations that rival those of anywhere else in the galaxy.

What makes this trade so great? The answer lies in the legal and illegal trade of drugs, spices and other products of questionable health value. The residents know that these items are of great value, so they farm them, and run giant plantations. Many people, primarily off worlders looking for a piece of the action, are needed to sell these drugs locally and to transports taking it off planet. Essentially, the drug culture sustains the planet, and provides for some interesting tourists.

The tourist business is huge on Quell-Itor because of the drugs. Wealthy people with no jobs and little future come to Quell-Itor to buy or rent a small town house and do drugs all day, and flirt with the inhabiting women all night. Prince Uriah Kenfold is the most famous visitor, living on the planet all but one week per year, when he travels back to his planet to deliver his State of the Planet address in a drugged out stupor.

The most popular drug, both domestically and in terms of export, is Drethullium which is an extreme hallucinogenic. It is only mildly addictive in the physiological sense, but mentally, every user wants to use it again. It does no harm to the body after its use is complete, but while it is in the body, the user experiences what is called the "negative effect." This effect is simply that the eyes perceive every color as its opposite. Thus, a red object would seem green, or a blue ocean would seem to be bright orange. In addition to that, the user cannot feel pain. While this is fun for a while, often times the user gets into trouble when he burns himself and doesn't realize it. When he does see it, the flame will be bright blue, which often makes the user laugh hysterically. However, when used in a controlled way, this drug is a big, fairly safe, hit. It is swallowed in a liquid form. It

comes as a powder, which must be melted into a liquid. It is easy to overcook the drug and have it vaporize, making it useless. However, once the drug is heated to the melting point, it can be mixed with an equal part of water then taken. Adventurous souls are often seen taking it with no water. The effect of the drug in this case will last 10 times as long. Seeing as the original effect lasts for about 12 hours, that can be a problem.

Essentially, this planet is the epitome of the drug culture. There are seedy bars where you can buy some low class drugs that provide some basic effects for the user, and probably harm his organs too. Or, you can go to a penthouse suite at the Quell-Ithor Planetary Resort, where you can see Junta Wizzboe. He can provide some of the best drugs the galaxy has seen, as well as a suite to enjoy it, and other luxuries in. Anyone can come, for any price range, and any drug oriented lifestyle. Quell-Ithor has it all.

Other drugs and spices (can be found throughout the galaxy and especially on planets like Quell-Ithor):

Drethill (an untested crystallized powder spice- hallucinogen)

Duble'helis (aggressive biological drug- feeds on organics)

Ryll Spice (dangerous/addictive drug)

Glitterstim Spice (Mined on Kessel)

m'e (a highly addictive drug)

M'owpohe (drug that impairs mental state, physical state, sex & hunger when trying the milky juice of its unripe seedpods- smoked or injected)

## CHAPTER 7 - CREATING YOUR OWN PLACES

Every game master feels the occasional need to create a special place that is specific to his or her campaign. Some are naturally great at it, and others need a little help. Look no further.

Planets, cities, bars and the like can be created well by emulating the real world, as well as Star Wars movies, books, etc... For example, if you have ever seen a bar in a movie, you may portray it in the game by telling your players about it in great detail. While anyone can randomly say things about a bar, a game master might wish to provide some pre-planned details. For example, when a PC orders a drink at a bar, maybe the PC notices a large blood stain on the bar top next to him and wonders why that is there in a high-class bar.

Let's step through an example lounge in the descriptions. Some game master's would have a tendency to give only the needed details: you are in a lounge, with a bar in the right corner, and a woman singing in front of you. Let's look at how to make this that much better.

### ATMOSPHERE

This is by far the most important. Players need some sort of feel of a place. They need to know what kind of establishment they are in. So, in keeping with our example, instead of looking solely at the basics, and what the players need to get by, let's add some detail.

"You walk into "Yoset's Lounge." The room is dimly lit, except for a single light focused on a gorgeous woman singing on a barely risen stage. There is an aura of class in this place that isn't quite describable. You are mesmerized by her beauty until a member of the waitstaff, dressed nicely in a tuxedo, asks you if you'd like a seat. Once you are seated, you have time to take in the entire place. The bar has an original painting by Gerasto hanging above it. The bartender has a well trimmed moustache, and his buttons catch your eye as you note that they at least have the appearance of being gold..."

As you can see, this is far more descriptive than give just the needed details. In some ways, this is an asset for the GM in that you can almost give your PC's false leads to follow in figuring something out. If the objective here was to look for a gold earring that contained a microfilm, the PC would have to do more thinking and gather more information before doing anything else. For players that up for a mental challenge, atmosphere can be a GM's best ally.

## MAIN PEOPLE

In our previous example, we began to describe the bartender as having gold buttons, etc... It is not uncommon for criminals to be wearing gold, so simply having somebody wearing gold may not be enough to establish the place as "high class." So, in our example, should the PC eventually talk to the bar tender, the GM could construct a conversation that would entail the bar tender speaking almost like an English gentleman, or something similar. Having a well-spoken character, especially with an accent, can really make an impression on a PC.

## SURROUNDING PEOPLE

If the PC hears snippets of conversations, not only can he pick up valuable hints to an adventure, but he can also pick up non-vital information that both throws him off track in addition to giving him more information about his surroundings. Hearing no conversation does little. However, hearing a conversation about "young Porthos' new luxury yacht with a wet bar" brings about an image in the PC's head.

## CULTURAL SIGNIFICANCE

It is possible to either build adventures around cultures, or to use culture to throw people off and make an adventure more interesting. Take examples from real life and create planets with religious wars, racial / species tensions, etc, high tourist counts, etc...

Imagine if the Mos Eisley cantina had never been shown, but instead just described to us as a "wretched hive of scum and villainy." We would never have imagined the band, the tables, the dirt, the light levels, the bartender with the huge nose, nor any of the dozens of aliens in the bar. However, if it had been described to us exactly as we see it, including details like "the bartender has a nose the size of an Imperial cruiser and a belly that rivals the moons of Yavin," then we get a better picture already. Keep those things in mind when designing bars, lounges, planets, and other locations.

## CHAPTER 8 - CREATING YOUR OWN HIGH CLASS PEOPLE

People in the Star Wars universe can be very important, especially as NPC's go. From villains to victors, people influence decisions, outcomes, and other story factors in any Star Wars campaign. One group of people that are often overlooked are "high class" people (except if you are playing Lords of the Expanse). Opulence is part of any society, so it needs to be addressed.

Most Star Wars characters of note are bounty hunters, smugglers, Rebels, or military officers. Very few are what could be defined as "rich." NPC's like the aforementioned Frank Mackie are rich people that are in the eye of society. These characters might be under personal threat from a psychotic individual and need defense. Or, perhaps your PC's need to assassinate these NPC's. In any case, there is a need to have wealthy, high class characters from time to time.

### OCCUPATION

Does this character have an occupation, or just money? If he/she does have an occupation, what is it? Singer? Real estate mogul? Athlete? Film star? Erotic film star? Whatever the occupation, make it public enough that it can be an effective story line.

### MONEY

For all practical purposes, these characters can do whatever they please with their money. Ground cars to space vessels, and gold to jewels, they can buy what they please when they want it. Often times, people will give them things for free so that they can get in with whoever the famous person is.

There is always the uncommon rich person who doesn't care about the money. This person will look average in every way, except for one or two little things that they like to have. Perhaps it is a watch, or a car, or their shoes. Whatever it is, that one thing is the giveaway to wealth.

## ATTITUDES

There are a few attitudes that these characters can have: one of arrogance, one of privacy, one of denial, or a combination thereof. Athletes obviously tend to be arrogant, other stars tend to be kind of private, and those that simply have money tend to ignore the money. They don't want to change their personalities. This could be a device to give a lot to a PC. They might encounter a rich person. If they are nice, he gives the PC tons of wealth. If the PC is a jerk, the rich person might wreak havoc upon them.

This concludes the first edition of the Guide to Culture and Society. Any questions should be directed to [hansene@umich.edu](mailto:hansene@umich.edu) or [slavianredd@yahoo.com](mailto:slavianredd@yahoo.com). There may be an updated version in the future, depending on how this version goes over.