

The Scoundrels Handbook

For Use in The Starwars Role Playing Game

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This is a supplement of all sorts of information regarding the role of scoundrels in the Star Wars universe. I'm speaking of the gamblers and con-men and women which roam the galaxy in search of nothing but credits, and are willing to do anything to get their hands on as much money as possible. These sorts of characters promise intrigue in any campaign.

Section:

1. **Related skills: Advanced, specialisation's and basic skills.**
2. **Equipment: From Gambling skifters to covert weapons, all you will need.**
3. **Games of the galaxy: What else would a man gamble on?**
4. **Casinos around the Galaxy.(includes some NPC's and info.)**
5. **NPC and famous Gamblers.**
6. **Homebrew-brew's, Kevin Perrine's list of Drink and food in the SW universe(includes drinks potency)**

1. Related skills:

All skills in this section are to my knowledge unprinted skills which would aid characters who practice the art of coning and gambling.

Normal skills:

Perception:

(s) *Seduction* (specialisation of persuasion) the players ability to appear attractive to other players. It is rolled against targets willpower role. If seduction is successful (depending on GM's discretion) the target could have anything from a -1/2D from perception for 2D6 rounds, to falling in love with the person on the spot.

Knowledge:

(s) *Resist Seduction* (specialisation of willpower) aids in resisting seduction roles.

Advanced Skills:

Perception:

(A) *Appeal* (Per, Bargain/Command/Con/Persuasion (=BCCP) > 5D) Characters with skill have the ability to be very appealing to other people. People will be inclined to listen to characters with skill and will look upon them as leaders. Any time a BCCP is used Appeal can be used as bonus dice.

(A) *Impersonation* (must have 5D disguise): just like disguise, but used to look like a specific person. Like the Emperor, a well-known imperial officer...roles against enemies search

(A) *charm* (Seduction and persuasion > 5) combination of appearance/looks, body language and facial gestures, voice and tone, ability to seduce, persuade, adds dice to all seduction and persuasion roles.

(A) *CAROUSING* Base attribute: Per (con > 5D)

The carousing skill is the skill of socialising, partying, drinking, and generally enjoying yourself, and ensuring that your companions enjoy themselves as well. A successful carousing roll, made on the right occasion, will add up to +2d on a request for aid or information, such as persuasion, con, or seduction. A failed roll means you made a fool of yourself, and generates a -2d penalty on the reactions of those who were present. Carousing in the wrong places can have other dangers.

Difficulties:

*Very Easy -- Having some drinks with old friends in a well-known watering hole.

*Easy -- Stopping off at a friendly establishment (spaceport cantina, etc) for a nightcap.

*Moderate -- Carousing at a party you have been invited to by a business contact or political ally.

*Difficult -- Enjoying yourself and making friends in an unfamiliar, uncomfortable establishment, or with complete strangers.

*Very Difficult -- Drawing congenial gestures and looks from members of another race, where no one speaks your language.

*Heroic -- A prison mine, or detention center.. Or a black-tie party with high-ranking imperial dignitaries.

Modifiers: GameMaster's discretion. Example: +5 for buying drinks or other entertainment for your fellow partiers.

(s) *Cheating* (specialisation of gambling) when cheating you role your cheating v. your opponents search, if their role is higher, your caught. If not, add 1-2D to your gambling role, GM's discretion. NOTICE: one cannot cheat AND use a skifter simultaneously.

Knowledge:

(A) *Economics* (Kno, Business/Value/Bargain > 5D) Characters with this skill know what keeps the galaxy running: Making money. They know how economics works and benefit from this knowledge.

1) Economics can be used as bonus dice to BVB, Bureaucracy or Streetwise when it involves money.

2) (What is most of the time.) If the original price lies higher then standard the bonus ice are

3) (before throwing) multiplied by: (original price)/(standard price).

2) An Economics only roll will tell whether an investment is a good or bad one. Difficulty determined by GM, depending on information.

(A) *Galactography* (KNO, Planetary Systems > 5D): (variable) This skill implies a high degree of knowledge regarding the known galaxy as a whole. This Advanced skill can be added to any skill roll that encompasses the galaxy as a whole, be it in economics, politics, history, military strategy, science, or any other skill. As a direct bonus, the Galactography skill adds directly to any astrogation roll (showing the applied knowledge of the character regarding the effects of the galaxy's structure on travel).

(A) *Academic*, _____ (KNO, preq KNO > 3D): (variable) This skill allows advanced knowledge in the specified discipline which makes possible research or communication on the professional level. While a KNO skill might give someone an intuitive feel for how the subject works (Physics -- If I fall off of a cliff I will drop in a uniform gravity field), the advanced skill allows more precise understanding (Physics -- $d=0.5gt^2$ describes the motion as I fall). The owner of this skill will be able to easily digest scholarly texts and journals on the subject and can research problems of interest to the field. Exact difficulty and time for each use is variable and depends on the GM.

(A) *Escape Artist*: (sneak/hide >5D) can be added onto sneak or hide roles, knowledge of how best to slip away cleanly.

2. Equipment:

Generic:

Work Cloths	1	100
Casual clothes	1	75
Business clothes	1	75
Formal Clothes	1	100
Cape	1	40
Commlink	1	25
Encoded comlink	2	100
Autochef	1	500
Memory stick	2	50
Credit case cr.)	1	10(keeps up to 2,000

Housing:

Hotel	1	10-40 per night
Hovel	1	50-250/month
Apartment	1	250-500/month
Luxury apartment	2	500-1400/month
House	2	750/1800/month
Storage space	1	10-100/month

Personnel

Physical labor	1	10-20/day
Slicer	2,x	100-200/day + % of gains when applicable.
Body guard	3	50-100/day
Militia	3,x	50-100/man/day
Ship crew's skills)	2	700/month (average
Starfighter escort (depends how much danger is involved and what kind of ship they fly.)	4	1000-4000/mission
Slaves	4,x	800-3000 (depending on race and physical status, GM's call.)
-wookiee	4,x	3000
-barabel	4,x	3000
-sulustian	4,x	1100
-ewok	4,x	800
-human	4,x	2000
Whore	4,x	200-800 See local pimp

Droids

First-Degree Droid	2	5,000
Second-Degree Droid	2	4,000
Third-Degree Droid	2	3,000
Fourth-Degree Droid	2	5,000
Fifth-Degree Droid	2	1,000
R2 Astromech Droid	2	4,525
Deep Space 9G Explorer	2	6,700
K4 Security Droid	2,R or X	7,500
Hunter Killer Probot	2,X	165,000
XR-85 Tank Droid	2,X	56,000
F1 Exploration Droid	2	5,350
MULE Droid	2	1,000
Armorer Droid	4	15,000
Serv-O-Droid DC5-1	2	4,500

Model: ST SMD-M8 Ship Maintenance Droid "Ship Mate"

Height: 1.5m Length: 1.5m Width: 1.0m

Move: 7

Dexterity: 1D

Knowledge: 1D

Mechanical: 1D

Perception: 1D

Search: 2D

Strength: 2D

Lifting: 3D (+1D Bonus)

Technical: 4D (+1D Bonus to all repair skills)

Capital Starship Repair: 5D

Capital Weapons Repair: 5D

Computer Repair: 5D

Droid Repair: 5D

Repulsorlift Repair: 5D

Space Transports Repair: 5D

Starship Weapon Repair: 5D

Equipment:

Quad Tread Locomotion

Cybot Acoustics Signaller (Droid Communication)

Fine Manipulator Arms (+1D Repair Skills)

Heavy Grasper Arm and 1x1m Loading Deck (+1D Lifting)

Capsule:

Built by Salamander Tech as a ship maintenance droid able to perform most maintenance onboard freighters of all kinds but especially those who have a Salamander Tech SSC commanding several droids and running system diagnostics. The droids can perform smaller repairs especially when commanded by a SSC.

Model: Korval Cybernetics HPD-series Pleasure Droid

Cost: 10,000 Cr.

Available Options:

Single Species Specialization (for those customers that want the droids to 'themselves' - see *SS below for changes) - 0 Cr.

Species Chassis (Available from Ewok to Wookiee and all sizes between - horns, tails, etc. included see *SC below) - 100-500 Cr.

Anatomically Correct - Non-functional - 100 Cr.

Anatomically Correct - Functional - 1,000 Cr.

Cloned Skin and Hair - 4,000 Cr.

Move: 8

DEXTERITY 2D

KNOWLEDGE 3D

Alien Species 6D, Cultures 6D, Languages 6D

*SS - Alien Species: (s) 8D, Cultures (s) 8D, Languages 6D,

Languages: (s) 7D (Note: the specialization's are for the species

requested)

MECHANICAL 2D

PERCEPTION 3D

Persuasion 5D

STRENGTH 2D

Lifting 4D

TECHNICAL 1D

Equipped With:

- Humanoid Body (2 Arms, 2 Legs, & Head)

- Posi-Serv Maxi-Flex(TM) Suspension (Allows near human movement range)

- 2 Visual & 2 Audial Sensors (humanoid range)

*SC - Additional sensors or Pheromone registers/producers available

- XP-4 Multi-Plex Humanoid Interface Module RV-7 Processor

Model: Korval Cybernetics JN-series Scout Companion Droid

Cost: 6,000 Cr.

Optional Faceplates 100 Cr. each

Height: 1.7m

Move: 10

DEXTERITY 2D

Running 4D

KNOWLEDGE 3D

Alien Species 5D, Cultures 6D, Languages 6D, Survival 7D

MECHANICAL 1D

Beast Riding 4D, Communications 3D, Sensors 2D

PERCEPTION 2D

Hide 4D, Search 6D, Sneak 4D

STRENGTH 2D+1

Climbing/Jumping 4D, Lifting 3D, Swimming 4D

TECHNICAL 1D

First Aid 4D

Equipped With:

- Humanoid Body (2 Arms, 2 Legs, & Head)
- Posi-Serv Maxi-Flex(TM) Suspension (Allows near human movement range)
- 2 Visual & 2 Audio Sensors (slightly beyond human range)
- XT-3 Multi-Plex Humanoid Interface Module RV-7 Processor

Skifters are small devices used by dishonest sabbac players and other gamblers which jack into the computer which they are playing through and screw with the system and enhance their chance of winning. Notice, that if characters are caught using such devices they will undoubtedly be breaking local law, standard sentence is a hefty fine and your name and picture posted every bar and cantina in the system as a cheat. Though in some systems the punishments are much harsher. NOTE: skifters can not be used in conjunction with "Cheating".

Gamble CO Skifter

Model: GambleCo. Sabacc Skifter

Type: Sabacc Cheater Card

Cost: 5000 credits(black market only)

Availability: 3, X

Game Notes: Skifter adds a +15 modifier to user's gambling skill. If user fails roll with skifter, then dealer notices and takes action within 1D rounds. Possession of skifter is punishable by being taken to a NR or Imperial Detention Center with a bail of 4,000 credits. User must also reimburse all sabbac players he cheated.

Corillian special

Type: Topanga industries black market sabbac skifter.

Availability: black market only 4,X

Cost: 8,000 credits

Description: A high end skifter, it offers the cheater the ability to jack into a sabbac game and recycle their own cards after they had been dealt, though this does not ensure victory, it does give them a strong upper hand.

Effect: Character roles their hide skill against any guards or electronic countermeasures the casino may have in place, if successful character may add 2D to their sabbac roles. Notice that each turn which the skifter is used the character must make another hide role.

Topanga 11sab

Type: Multi purpose gambling skifter

Availability: Black market only X

Cost: 9,000 credits

Cause: Character roles their hide skill +1D against any guards or electronic countermeasures the casino may have in place, if successful character may add 1D to their sabbac roles. Notice that each turn which the skifter is used the character must make another hide role.

Description: the Topanga 11 is a safer skifter than the Corillian special and others in that it is made not only to help cheat but also to help characters avoid detection when using it, making it the choice of more serious gamblers who would rather lose a few games and live to play again, than to be run out of system or worse after getting caught time and time again.

The Finger

Type: Cybernetic hand enhancement, custom made by Topanga industries(base of operations on Filve)

Availability: Black market only XX

Cost: 11,000 for device 40,000 or difficult surgery role to install.

Effect: Its a skifter built into a finger or appendage in the form of standard cyborged computer interfaces. It adds 1D+1 to any card-computer based games, including sabbac. And also adds +3D to the difficulty to detect, since it is in your finger.

Description: It is in effect a fully functional finger(or whatever) which quickly jacks into computers for the sake adding to gambling skills. It is very difficult to detect with the eyes, and also difficult to be found through electronic scans and such because it appears as a prosthetic limb unless closely examined. They are VERY hard to come by and only used by serious gamblers. If someone is caught with one it is likely they will lose the finger or hand...or arm...

Armor/clothing: Since most beings who are in the business of easy money plan on living a long life, most are willing to fall back on the "he who fights and runs away can run away another day" philosophy. Therefore for the most part they do not wish to go around packing heavy blasters and sporting hefty armor. Instead many lean toward lighter, armor and concealed weapons for the sake of looking like respectable business men.

Skin tight blast vest

Type: blast vest

Availability: 2

Cost: 2,000

Stats: +2 to resist energy attacks +2 v STR

Description: The skin tight blast vest offers its wearer a chance to look inconspicuous. The vest is skin tight and is nearly invisible under a jacket or loose fitting clothing.

Personal shield

Type: small energy field generator

Availability: 4

Cost: 3,000

Effects: one power pack lasts 2 rounds (standard blaster power pack) during those two rounds an energy field is created giving characters +2D to resist all energy based attacks, though it has no effect on solid projectiles or any kind of physical attack.

Bantha hide duster

type: protective overcoat

Availability: 1 (if on tatoonine) elsewhere 4, x

Cost: 2,000 ... 5,000

Effects: a large overcoat made of thick bantha hide, offers +1D+1 to resist energy, and +2D against physical attacks.

Covers nearly full body (head excluded)

Weapons: On a whole gamblers and the sort carry standard issue blasters, such as the DL-44, others though favor smaller covert weapons, such as high powered holdouts or other specialised weapons. Note on covert weapons: Anyone wishing to conceal any weapon or device on their person must role their "Hide" skill. If ever searched, you role their hide v the enemies search.

Ranged:

Impale Arms "Editor" Mini Rocket Launcher

When is a rocket not a rocket? When it looks like a datapad stylus! Appearing to be a -slightly- oversized datapad stylus, the Editor is actually a powerful one-shot rocket. Simply press down on the device's pocket clip, and then slide it back. The spring-loaded explosive is hurled forward, to bring about the quick demise of any target.

Impale Arms "Editor"

Skill: Missile Weapons: Stylus

Range: 2-3/5/10

Damage: 5D

Cost: 500

Availability: 4,X

Impale Arms "Cheater's Bane" Explosive Throwing Blades

Appearing, to the naked eye, to be a normal, yet slightly thick, deck of normal Sabacc cards, the Cheater's Bane is that and much more. The cards have a ultra-sharp mono-filament edge, which is unsheathed when cards are drawn from the BOTTOM side of the box (the bottom of the contains a two small blades, which strip away the outer edge of the cards, uncovering the blades). BUT WAIT! THERE'S MORE! The cards also have a chemical fiber weaved into their structure which reacts violently when in contact with hemoglobin, a chemical common in the blood of many oxygen-breathing species. In short, it makes them go "BOOM!". The explosion can be quite devastating, especially if the blade is already lodged in the subject's body.

Impale Arms "Cheater's Bane" Explosive Throwing Blades

Skill: Thrown Weapons: Cards

Range: 2-4/6/12

Damage: STR+1D, 5D

Ammo: 72

Cost: 1500

Availability: 3,X

Impale Arms "Game Ender" Vac-Blades

Disguised as a Sabacc Deck, the Game Ender even appears to have cards in it when opened...from the top. When the bottom of the deck is opened, it releases a one-shot pack of three vac-blades, sure to kill your target before he can even get that surprised look off his face.

Impale Arms "Game Ender" Vac-Blades

Skill: Missile Weapons: Deck

Range: 1-3/5/10

Damage: 5D

Cost: 300

Availability: 4,X

BlasTech Last Resort

The Last Resort microblaster is a marvel of engineering. Designed for those that must always be armed, but can not reveal that they are armed, even to those security officials who run the check point, the Last Resort is nearly undetectable to an active sensor search or frisk, and invisible to passive sensors.

A four shot, ultra short range weapon, the Last Resort is common with couriers and corporate agents. There is even a Kewokian Monkey-Lizard in the employ of the Rebellion who uses an upgraded one as a sidearm (this a rumor only, and should be taken with a grain of salt). To minimize size, the powercell is internally mounted as a piece of the frame, and the gas chamber hold just enough gas for four shots. After these are expended, it must be

refilled by the user, which costs around 60 credits from a certified BlasTech dealer or service shop.

type: microblaster

skill: Blaster: micro

availability: 2 R,X

cost: 300

range: 1/2/5

ammo: 4

damage: 2D+1

notes: Very Difficult Search roll of characters or sensors to locate through active measures, Heroic for passive searches.

BlasTech Persuader

The Persuader is a compact, yet quite powerful blaster pistol designed as a backup and concealed carry weapon for those who can not afford to use a lesser weapon. Being only 16.8cm long, 2.3 cm wide and 10.2cm high, this five shot powerhouse produces wound equal to the much larger DL-18. It has been engineered to accept a wide variety of sighting accessories, with integral mounting rails in front of the trigger guard. As a BlasTech product, it has been designed with the utmost in reliability, accuracy, and ease maintenance in mind. It is being evaluated by several law enforcement agencies, including the Corellian Security Force, and the Imperial Scoutrooper Legions.

type: Holdout Blaster

skill: Blaster: holdout

availability: 2 R,X

cost: 430 (25)

range: 2-4/5/10
ammo: 5
damage: 4D

BlasTech Stinger

Built on the same frame, and sharing many of the same parts, as the Persuader, the Stinger is a popular, less lethal choice in many areas. Firing a very weak beam that succeeds only in stinging the opponent, it has become popular with citizens in areas where owning a weapon is forbidden, are faced with a daily criminal threat and cannot afford to go around leaving bodies for police to find. It has, with extensive modification to the energizing system, had some interest from couriers, as it has an incredible ammunition capacity for such a small weapon.

type: low-power holdout blaster

skill: Blaster: holdout

availability: 2 F,R,X

cost: 250 (25)

range: 2-4/8/12

ammo: 12

damage: 2D+1

Budgetline 3.0/12

Like all Budgetline models, the 3.0/12 is a piece of crap. It has few saving graces, except that it is common, cheap, sterile (untraceable), disposable and safe (unlike some others). It has been found with criminals, illegally armed and poor civilians, and covert operatives that need disposable weapons or must find them cheaply just before the operation. It is most popular with those poor souls, who for whatever reason, must live in scumholes so scary that even Imperial Stormtroopers afraid to go into in less than platoon strength- during the daytime (at night, you're on your own). It has the drawbacks of poor sights, horrible human engineering, cheap construction and a formidable trigger pull. Still, in a firefight, you can't always be choosy.

type: cheap holdout blaster

skill: Blaster: holdout

availability: 2 R,X

cost: 250 (25)

range: 1-2/4/12 (+5 difficulty to hit past 8m)

ammo: 6

body: 1D+1

damage: 3D

Gee-Tech XL-34

The GT XL-34 dart shooter is typical of this class of weapon. Firing a small (.25mm by 5mm) metal sliver coated with a toxin, via a high tension spring. This allows for nearly silent firing, but the projectile must hit exposed skin. By using a detachable magazines, an agent may carry several sticks loaded with a variety of agents ranging from near instant neurotoxins to long incubation bacteria to truth serums. About the same size as a typical holdout blaster, and having no electrical systems or powercells, it has a very small sensor signature. It has one serious drawback: you must hit an unarmoured area. Even light clothing, such as a spacer's vest, will stop the slivers fired by a dart shooter.

type: microdart spring gun

skill: Missile Weapon: dart shooter

availability: 1 F

cost: 350 (30)

range: 2-4/8/10

ammo: 30

damage: varies by serum type

HK-3 "Hushpuppy" Silenced Slug Pistol

No one has ever taken credit for this pistol, but many feel that a manufacturer friendly to the Rebellion Against the Emperor, if not the criminal Rebellion itself. It is a typical, small caliber semi-automatic pistol, that can be fitted with a sound/flash suppressor muzzle can of a baffle design. For increase effectiveness, the suppressor has been fitted with what has been described as an "inverted and phased white noise generator" which negates all remaining noise from the bullet's passage through the baffles. The slide release lever may also be used with a slidelock notch to keep the pistol closed, meaning that there is no noise from the nonmoving slide. In fact, the only noise is the sound of the firing pin hitting, and only the shooter is that close. The propellant is a near smokeless nitrocellulose compound, and it does not even have a laser pointer or tritium sight inserts, to give it zero energy signature. It has a totally synthetic construction, meaning that simple magnometric sensors and x-ray diffusion sensing systems have a great deal of difficulty in detecting it. To further security in transit, it breaks down into about two dozen pieces (including ammunition), which are enough unlike energy weapon parts that most customs officials will not recognize them. (thanks for the excellent design Mike)

type: covert slugthrower

skill: Firearms: pistol

availability: 4 X

cost: blackmarket, 5000+ (200+ for a box of 25 rounds)

range: 1-5/15/45

fire rate: 2, 1 if used with slide lock

ammunition: 12 +1 in the chamber

damage: 3D+2

notes: Slide Lock: if the slide lock is used, it is totally quiet, but chambering the next round is a manual, nonrolled action.

Sound Suppressor: If the slide lock is not activated, there is some mechanical noise. Make a PERC roll to locate the noise, using the following

difficulties:

under 5m - Easy

5m - 10m - Moderate

10m-15m - Difficult

15m-30m - V. Difficult

30-50m - Heroic

Minas Cardsharp Deck

The Cardsharp Deck is a weapon that does not appear as a weapon, nor does it function as one at all times. They appear as a slightly thicker than average deck of Sabacc card-chips. They function as such, having a full deck of 76 of totally functional cards with beveled, silvery edges. These edges are actually vibroedged metal that is activated by centrifugal force, much like a vibrostar. They come in a perfectly normal looking box to assist in the illusion.

type: covert throwing blades

skill: Thrown Weapons: vibrostar

availability: 3 R

cost: 1000 (for the full set)

range: 2-3/5/10
damage: STR+1D

Minas Mighty Pen

Another concealed weapon from the folks at Minas, the Mighty Pen is a single shot, disposable laser. It is the size of a large barrelled stylus or laser pointer, which it is intended to look like. It actually IS a laser pointer, which is activated by pressing down on a side switch. The other end is blunt stylus of the kind used on pressure sensitive screens and datapads. When the tip is twisted in the right manner, it arms a separate subcircuit, which fires the laser at lethal force when the side switch is pressed. When it has been fired, the focusing crystal and power source are fused, rendering it unusable hunk of scrap. This is popular with couriers, as it has totally innocent appearance. Should the power source and focus system be noticed by scanners, it is explainable as a laser pointer and stylus, which can be proven.

type: single shot laser pen
skill: Blaster: laser pen
availability: 3 X
cost: 1000
range: .5-1/2/4
damage: 3D

Explosive Credit Case

Type: Functional credit case with added functions
Availability: Black market only 4
Cost: 800

Range: (explosive) 1/2/4 (shrapnel) 2/4/7
Damage: (explosive) 5D/3D/2D (shrapnel figure as physical damage.) 4D/3D/2D

Description: It looks like an ordinary credit case which are carried around by nearly every being who has their credits on them and not in an account, it works as a credit case, though when activated by a small remote(range 50 meters) it explodes. There are currently 2 varieties a concentrated explosion, or a shrapnel based explosion which has a wide range, though does less damage.

Melee:

Locris Syndicates Mono-3

The Locris Mono-3 is a typical specimen of molecular stiletto. Having a blade constructed of single, extremely large molecule, molecular stilettos are incredibly strong and compact. Having a blade only a few millimeters wide and about ten centimeters long, it can be easy to concealed in a boot or sleeve, or the hilt decorated and used for a hair or lapel pin. This particular model is composed of a carbon/silicon compound that is nearly indestructible, but other models use different compositions. They are hard to craft, expensive and rare, but they have no passive sensing signature, and never jam or run out of ammunition or energy, and produce minimal noise.

type: monomolecular stiletto
skill: Melee Combat: molecular stiletto
availability: 3 R,X
cost: 450
body: 10D (due to monomolecular construction)
difficulty: Moderate

damage: STR+1D+2 (max 5D+2)

Talex-Delcor SKE/4 Ballistic Knife

This is a standard, ceramic composite fighting/throwing dagger, with a twist. It may be used normally, but it may also be used as a silent ballistic weapon. By grasping the butt cap and twisting to the right 90 degrees, you unlock the blade retention spring and extend the trigger from out behind the cross guard. Just point and pull. When the spring breaks, it contains nearly 100kg of stored force, which all go into hurling the knife blade forward. For a really interesting effect, fire it into the opponent's forehead and leave. His comrades will be wondering three things, 1) where is the rest of the knife, 2) who is strong enough to shove a knife through a person's skull, and 3) is that person still around?

type: ballistic knife
skill: Melee Combat: knife
Missile Weapons: ballistic knife
Thrown Weapons: knife
availability: 2 R
cost: 70
range: (if fired) 2-4/10/15
(if thrown) 2-3/5/10
difficulty: (if used as a melee weapon) Very Easy
damage: (melee) STR+2 (max 6D)
(thrown) STR+2 (max 5D)
(fired) 3D

typical Garrote

A garrote is simply a piece of line or (better) wire attached to two toggles or wrapped around your hands (not advisable with wire). To use, you approach your target from the rear and lower the garrote over his head and around his neck. Quickly spread or close your arms (depending on how you work), causing the wire to dig into your target's neck like a blade, and either pull him back and off balance, or slam your knee into it's back. Hold it for as long as it takes. The garrote is nice, as it can be improvised under almost any circumstances and can be concealed almost anywhere or in anything.

type: wire garrote
skill: Melee Weapons: garrote
availability: 1
cost: about 5-10 credits to improvise
difficulty: Moderate
damage: STR+1D+2, STR for each additional round. (max 5D first round, 4D each additional round)
notes: must make opposed Sneak roll to approach your target.

typical Vibroshiv

The vibroshiv is the smallest vibroblade that is large enough to be used in combat. They consist of a 5 to 7.3cm long vibroblade with a punch dagger configuration. They contain a miniature powercell to activate the microserrations on the blade, and is usually tuned to a frequency well above the human hearing range. They are small enough to conceal as part of a belt

buckle, in a boot heel, or up a sleeve.
type: vibroshiv
skill: Melee Combat: vibroshiv
availability: 2 R,X
cost: 150 (varies by quality and damage)

difficulty: Easy

damage: STR+1D (range: STR+1 to STR+2D; max 6D)

3. Games of the galaxy

Thanks go to Matt Chapman <mchapman@grfn.org> for his additions to this section.

Index:

1. Assorted dice games
2. Kruock-Ball
3. Laser Tag
4. Bounce
5. Vibro Darts

1. Dice games:

This is a bunch of dice games and games of chance to throw into casino's for players to try. Some are with other players some designed for solo gaming, and all scoring methods within are subject to GM approval and manipulation (of course.)

Bulls eye:

Luke Skywalker once said he used to bulls eye Womp rats in his T-16 back on Tatooine, this game took its name from his famous words before the destruction of the first death star.

How its played:

The player rolls 2 dice and then bets on whether they can roll a third dice with a number between that of the first 2, hence the name "bulls eye" as you are trying to roll a number within the given range.

Cheating is also a nice way to gain an advantage in this game:

Cheating Table

If gamblers 'Gambling' skill roll is greater than the opponents PER roll, then the player may adjust the value of the third die.

If roll fails by 3 or more: Player is caught cheating

If roll fails by 0-3 : Player may not adjust die

If roll succeeds by 1-5: Player may adjust die by +/- 1

If roll succeeds by 6-10: Player may adjust die by +/- 2

If roll succeeds by 11+ Player may adjust die by +/- 3

Success is rolling higher than the opponent. Modifiers may be used, depending on distractions to opponent, etc The player does not have to make the full adjustment, e.g. if they win the opposed roll by 11+, they may choose to adjust by only 1 or 2.

Odds:

Odds is a quick dice game which can have major turn out for the winner, though it is harder to win than most games. It can be played with a dealer and one player, maximum of 4 players.

How its played:

The dealer rolls a standard of 5 dice (to synthesise the aspect of luck both the dealer and the player should use wild dice, a one on the wild die should mean nothing, while a 6 prompts an extra roll as it does in the standard rules) The number of dice may vary. Before any dice are rolled the player must call odds.

The odds should run work as the table below illustrates. The player must roll less dice than does the dealer.

Odds:	Difference between dice (Dealers-players)
1 - 1.5	1d6
1 - 2	2d6
1 - 3	3d6
1 - 5	4d6

The odds column represents the pay off if the player wins, if a dealer rolls 5d and the player rolls 3d if the player wins his odds are 1 -3 or for every 1 credit he bet he gets back 3, tripling his or her money.

Note: This is a fast money kind of game, and the odds greatly lean toward the player losing, but if a player can pull off beating the dealer in a high stakes game with 1 - 3 odds remember that they will be making serious money.

Cheating: Cheating in odds can work greatly to the advantage of the player when the rolls are close.

If gamblers 'Gambling' skill roll is greater than the opponents

PER roll, then the player may adjust the value of the third die.

If roll fails by 3 or more: Player is caught cheating

If roll fails by 0-3 : Player may not adjust die
If roll succeeds by 1-5: Player may adjust die by + 1
If roll succeeds by 6-10: Player may adjust die by + 3
If roll succeeds by 11+ Player may adjust die by + 5

Success is rolling higher than the opponent. Modifiers may be used, depending on distractions to opponent, etc The player does not have to make the full adjustment, e.g. if they win the opposed roll by 11+, they may choose to adjust by only 1 or 2.

2. Kruock-Ball:

Kruock-Ball is a sport that originated on Tash VII but is played on several other planets across the galaxy. Is often gambled on. The rules are fairly simple, but may have many variants. They game is usually played by two opponents, but may be played with a larger group. Each player begins with a large (1 foot diameter) Nerf-like ball. The object is to defeat your opponent by hitting them 3 times with a ball. The catch is that the ball must be kicked for a hit to count. You may block an incoming ball with your feet, with another ball, or by catching it. You may handle the ball in anyway you like, but again, a hit only counts if the ball is kicked. If a ball bounces of a wall or other barrier, it is still 'good' until it hits the ground. At the beginning of the game the ball starts on the ground 5 ft away from the player. Either player can use either ball, no matter who started with it. The arena is a room (about 100ft X 100ft) with many barrier placed through it. Against the outside walls is a trench. If a ball goes into the trench, it is permanently out of the game. If both balls are placed out of the game, whoever caused the last ball to go out automatically loses. Ap player may go anywhere in the arena except the trench, which would cause them to lose automatically.

Variations to the game included, but are not limited to to:

- The number of hits it takes to defeat the opponent.
- The size and/or set up of the room and its barriers
- The starting location of the balls. (May be held, different distance, etc)
- The number of players (usually 2)
- Methods of blocking the ball
- Other tools for the game such as:
 - Armor
 - Weapons for attacking or blocking balls
 - moving platforms in the arena
 - other equipment

Thats it. I've played this game in real life, its pretty fun.

Stats:

Profesional Kruock Player

Dex: 4D Kno: 2D+2
Dodge 6D Scholor: Kruock-ball Rules 4D
Brawling parry 5D Tactics: Kruock-Ball 6D
Thrown Weapons: Kruock ball 6D+2
Running 5D Tec and Mec: 2D
Melee weapons and Parry 4D+2

Per: 3D+2 Str: 3D+2
Sneak 4D+1 Brawling 4D+2
Search 4D Stamina 4D+1
Hide 4D Climbing/Jumping 4D+2

Veenta Lilpa

Type: Professional Kruock-Ball Player

Species/Sex: Near Human/Female

Age: 25 Height: 5'11' Weight: She won't tell.

Dex: 5D Kno: 4D+2

Dodge 7D
Brawling parry 6D
Thrown Weapons: Kruock ball 9D
Running 5D+2
Melee weapons 5D
Melee Parry 5D+2
Blaster 5D

Scholar: Kruock-ball Rules 4D+2
Tactics: Kruock-Ball 8D+1
Tec and Mec: 1D

Per: 3D+2
Sneak 6D+1
Search 5D+1
Hide 5D

Str: 4D+2
Brawling 6D
Stamina 6D
Climbing/Jumping 6D+2

History: Like, Kruock-Ball is her life and stuff.

Ran Somten

Type: Professional Kruock-Ball Player
Species/Sex: Human/male
Age: 27 Height: 6"2' Weight: ?

Dex: 5D
Dodge 6D+2
Brawling parry 6D
Thrown Weapons: Kruock ball 9D
Running 5D+2
Melee weapons 5D
Melee Parry 5D+2
Blaster 6D

Kno: 2D+2
Scholar: Kruock-ball Rules 3D+1
Tactics: Kruock-Ball 8D
Business: Criminal Org X 3D+2
Tec and Mec: 2D

Per: 3D+2
Sneak 6D+1
Search 5D+1
Hide 5D

Str: 4D+2
Brawling 6D
Stamina 6D
Climbing/Jumping 6D+2

History:

See Criminal Org X (Someone wanna write this?) Forced by X to work for them. helped fixed games for betting. Was forced to lose Championship on purpose or it was his life.

Tash:

Tash VII is the only habitable moon (of 8) of the barely habitable planet
Tash , the only planet in the Tashra System.

3. Laser tag

Note: I personally am a Qzar freak, so here it is in SW.

Capsule: The game was made to stage mock battles in enclosed places, primarily in marine landing's in deep space, and ship-board combat. After being used by the military for some time it was turned over to be used for the public and became quite popular with young humans on Coreillia, and several other places across the Galaxy. They are installed on several pleasure ships and can be found in a good number of large casinos or vacation complexes, some are multiple levels, and some are even under water. Often, the professional Laser tag games which are broadcast through the Holonet are Illegally be upon.

Sum-up: Basically, there are 2 teams in each game, one wearing red and one wearing green. The two teams are put into an arena which is made to look like anything from the deck of a ship, to a forest, and the two teams go in and fight each other until one team is left, or 10 minutes passes.

Rules: You begin with 2 even teams beginning in 2 opposite sides of the arena. As a GM you could quickly draw out the arena for them to see, or just have one which you look at and describe to the players what they see EI "there is a passage to the right and another going strait." And you let the players navigate through the field.

If a player is hit, they must be hit on either the pack (called shot, or you could use die codes.) or on their gun, (a double called shot -2D to the shot because of the difficulty.) If a player is hit by a member of the opposite team it registers as a "hit" (gm can change the number of "lives" they can be infinite, and offer the players a goal, such as in capture the flag.) 4 hits and a player is out for the rest of the game.

After a player is hit once, their gun is disabled for the next round, this means that they can get hit but cannot shoot back, so full dodge or running away is advised. When a player is at this stage, where their weapons are temporarily useless, their lights on their packs change color to reflect this, so anyone knows that the player cannot shoot.

Guns can be shot only once in a round and are susceptible to being hit only down the barrel. The standard Laser tag guns can only be fired once in a round.

Other things in the arena: Sometimes stationary targets and laser emplacements are placed inside an arena, also the use of droids in the arena is not that uncommon.

Each player has a pack and a gun:

Type: Laser tag blastvest

Cost: 700

Coverage: Covers front and rear torso with sensor covered vest. When struck by a laser of the opposite team the vest vibrates and registers that you were hit to the main computer. If you are hit by friendly fire, nothing happens.

Description: The vest is colored to designate which team you are on, as well as lights to indicate if you are “active” or not.

Type: Laser tag gun

Cost: 500

Skill: Blaster: Laser tag gun

Range: 3-7/8-15/16-25

Damage: None, registers as a hit if it strikes a laser tag blast vest, or is fired down the barrel of another laser tag gun.

Description: The gun requires 2 hands, a rule which is well enforced in the game. It shoots out a visible beam of light at opponents.

Some Professional players.

“Ender”

Type: Lasertag Juncky

Species/Sex: Twi’lek Male

Age: 17 Height: 5’9 Weight: 140

Dex: 3D+2

Kno: 3D+1

Dodge 6D

Laser tag rules: 6D+1

Running 5D+2

Intimidation 4D+1

Blaster 6D+1

Mech: 1D+1

(s) laser tag gun 7D+2

1D

Per: 3D+1

Str: 3D

Sneak 6D

Brawling

(s) lasertag arena 7D

Stamina 6D

Search 6D+1

History: Was introduced to the game as a way of life by his parents who pushed upon him and his siblings the Twi’lek warrior ideals. He learned to play lasertag young and was recently signed by the Spectres, a professional team from Selonia in the Coreillia system. Before he went pro he was acclaimed to be the best Twi’Lek to ever strap on a pack and blaster, and is quite a celebrity on Ryll.

“Macbeth”

Type: Lasertag Juncky

Species/Sex: Coreillian Male

Age: 17 Height: 6’1 Weight: 135

Dex: 3D+1

Kno: 3D

Dodge 6D+1

Laser tag rules: 7D

Running 5D

Intimidation 5D

Blaster 6D

Mech: 1D+1

(s) laser tag gun 7D Tech 1D

Per: 3D+1

Str: 3D+1

Sneak 5D+1

Brawling

(s) lasertag arena 6D

Stamina 7D

Search 7D

History: Started playing at his home and got into the Spectres farm system. He was the teams first pick in the recent draft, signing him on at a record 1.2 million credit-year salary. From how the system looks so far, he and Ender have succeeded in carrying the team a long way. The Spectres may yet make the finals.

4. Bounce

Is a casino game which uses guns equipped with light pointing lasers to shoot at small moving targets. To get a successful “hit” the shooter must not only hit the target, but hit it square in the middle so that it reflects and “bounces” onto a sensor screen.

Type: Bounce gun

Cost: 300

Skill: Blaster: bounce laser

Difficulty: 3-5/6-10/11-15 (if 2-3 are rolled on the wild die, they miss automatically, due to rigged blasters.)

Damage: None, lances a small visible beam at its target, though it looks similar to a DL-18

Description: Looks like a DL-18, in fact some children have held up banks with similar weapons. The owners of such weapons often miss-calibrate the sights on top of the barrel, so they cannot be trusted.

Bounce targets: most are set up around 11 meters away, they are small targets, requiring a called shot(-1D to blaster skill) to shoot. Even when hit some don't register (if the wild die is 2-3 it misses, no matter what). The game is known as one of the standard rip-offs of the galaxy, winners normally walk away with the typical crap, such as stuffed Ewoks and tickle me Rancors...you know, the norm. They have been used to settle arguments between gunslingers, though since the guns are most likely rigged these games end up with real blasters blazing.

5. Vibro Darts

A common game in many common Casino's and bars around the Galaxy is Vibro Darts. A simple game where players take turns throwing small vibrodarts at a target attempting to hit the center.

4. Casinos and other gambling establishments:

Thanks to Bob Fransis for additions and the Idea for this section.

For NPC gamblers to toss into games see section 5.

1. The Skyline Casino on Coruscant
2. The Filvian Palace on Filve
3. The Smoking Blaster on Coruscant, Selonnia, Bespin, Alderaan(was) and over 40 other locations
4. Philo's on rotating bar and casino on a station orbiting station in the Sluis Van shipyards
5. Heart of Narica A dive anywhere in the core.

1. The Skyline Casino (also hotel and restaurant)

Most famous on Coruscant, owned by Rothsamma the Hutt cousin to Durga. The Casino is left pretty much alone by Black Sun, the Empire etc because of the valuable info that can be got from there and money that Rothsamma pays to keep them away. Annual turnover is reported to be incredibly high.

Set at the top of the Skyline Tower the Casino is set in the tapering top-section and includes a main floor space with huge fountains and waterfalls and many floors around the side. The very top floor contain the Skyline, Corusca Evening restaurants set beneath the huge transparent dome which can be opened in good weather. Below the Casino is the main hotel area, which contains thousands of luxury apartments. At the base of he Casino section four large landing pads stretch out like flower petals so guests can come from the outside.

NPC's

Employees:

Rothsamma the Hutt - owner and manager

Br'al (Defel) - security - in charge of anti-cheating (4D+1 search to find cheating)

Thishius Kadiss - Technical support manager

Plenty of Security guards, section managers, floor managers, dealers, waiters, waitresses, wait things, barservers cooks, doormen, guides, etc

Others (Players)

Micrac Al Sutro (Yakatchan Bounty Hunter/Criminal boss)

Tigris Dei'Lan - Bothan Trader (Rebel Spy)

No names yet- Failed Jedi

- Jedi Hunter (under Bureaucrat disguise)

- Kid Gambler (about to make mistakes in using his familys money)

Maybe some others

2. The Filvian Palace

Filve is a hot uncomfortable planet, which is used as a service and refuelling station for passing ships. Because of the bustling nature and the number of travellers which pass through the world the Kero'ti (Large criminal organisation centred in Filve and Bimmisari.) are able to run the bulk of their slave trade and spice smuggling through the planet unhindered, of course the fact that Kintar owns nearly all the local officials has something to do with their success in the area. Their main base of operations on planet is in a luxurious casino which lies under a large Hotel, both the hotel and the casino owned by the Kero'ti.

The Casino is not open to just anybody, you need to either have a lot of credits, or connections in the criminal underworld. Once inside the stakes are high and security tight, the main clientel are high stakes gamblers and members of the criminal element just "passing through" the sector, though most have dealings with the Kero'ti in one way or another.

The Palace: The price of entry is 1,000 per person, droids are not permitted. Once inside a visitor is exposed to a masterpiece of decorating. An entire wall is a giant fish tank, housing hundreds of exotic species from around the Galaxy in its 400 gallons. There are around 20 gambling tables, 10 sabbac, and the other 10 busy with a number of odd games to add verity for gamblers who wish higher stakes and fast action.

The entire place has rather tight security, there are at least 6 guards in site at all times.

NPC's

Trit Kintar (below) -Owner and gambler.

Detra'li (below) - Kintar's assistant

Yevethian guards (below) - at least 6 on site, most of the time around 10

Grenech Twali - Near-Human Bartender

Waitresses - Most are attractive humans or Twi'leks, all are flirtatious.

Dealers - A good mix of races, all with sharp eyes (3D perception, 3D+2 search to vs. Cheating.)

Shane Davidson (below) -Human Gambler

Rex Lono - Herglic Gambler

Trit Kintar

Type: Chevin crimelord

Age: 40 Sex: Male Height 1.9 meters Move: 9

Background: At the age of 12 he was sold into slavery and sent off to Nar Shadda for sale. He was bought by a small time Gran crimelord called Getre, who operated out of Filve. The Gran saw Trit's knack for business and soon has him dealing spice for him in the city. After a very successful career as a spice dealer Trit was put in charge a good portion of Getre's operation. Within a year Getre died under mysterious circumstances and Trit took charge of the operation, naming it the Kero'ti.

Since he took over the organisation Trit has expanded the Kero'ti to make its sphere of influence rather large. Selling the Imperials Slaves and information, as well as supplying guns and ships to the Alliance. Trit, as most smugglers and crime lords prefers to work both sides against the middle, playing a dangerous game, but making a lot of money doing it. He does control quite a few legitimate businesses, including a starship manufacturing facility on Filve which produces small interplanetary fighter's, space transports, and some deep space scout vessels. He has quite a fleet built up, and even worked a deal with Bimm

officials. They gave him full run of an orbital station, in exchange for his protection in the system from pirates and hostiles. So far he has held up his end of the bargain and they theirs, letting Trit's business prosper.

Personality: Trit Kintar is a shrewd business creature, and unlike many crimelords he has a habit of forgiving those who make mistakes under his command, which helps bring in a good amount of business from smugglers who have no desire to be hunted down and frozen in carbonite or worse. Even though he is not nearly as strict as his competitors, he is widely respected by his employees, his ranks have never suffered from low moral and a traitor has never been seen among his advisors.

He does have a liking for high living, as can be seen when looking at his establishment on Filve. He has an impressive art collection and spares no expense when buying a new starship or renovating any of his facilities. He is a fast talker and can convince nearly anyone to do nearly anything. The combination of his skills and his attitude towards his workers he is a very effective organiser, will do nearly anything for those who may help him, and doing nearly anything to eliminate an enemy.

For his personal defence he keeps 4 of his Yevethian guards close by, as well as his chief advisor Detra li'r. [stats below]

A Quote: "Keep your friends happy and your enemies dead, and life is good..."

DEX: 2D+2 KNO: 3D
Blaster 4D Alien spec. 4D
Melee 5D Intimidation 7D
Dodge 6D Willpower 7D
(s)blaster pistol 6D Business 9D
Running 5D Streetwise 7D
 (s) Kero'ti 10D

PER: 4D MEC: 2D+2
Con 8D Piloting 5D
persuasion 9D Gunnery 4D
Gamble 8D Repulsor 6D
(s) Sabbac 12D Beast riding 5D
Command 7D sensors 4D
Bargain 8D com 4D
 Swoop ops. 5D
TECH: 2D+2 STR: 3D+2
Repair 4D Brawling: 4D+1
First Aid 5D Stanima 7D
Security 6D

Equipment: Vibrogaunts(brawling) STR+3D+2(7D+1) diff: 7, Merr-Sonn Flash blaster 4D+2 3-10/25/60, Personal shield unit, Custom full armor +2D to physical +1D to energy, Formal black attire with dark blue cape. At least 500,000 credits at his disposal at all times.

DSP: 3

Force: no

CP: 8

Detra Li'r

Type: Dzhoo Gangster

Age: 28 Sex: Female Height: 7 feet Move: 13

Physical description: Tall and plain hairless like all her race is with brown skin. The Dzhoo have no apparent noses or ears.

Background: Lived on the station orbiting Bimmisari with her family, and slowly got involved with the local shady businesses, selling information and stolen computer spikes to passing traders. She was discovered stealing spikes from Trit's supplies. When taken to Trit, he was impressed by the fact that she had stolen nearly 30,000 credits worth in hardware from him. He saw her for her abilities and knack for procuring odd bits of equipment. Even since he has taken her in and taught her the ways of the business and is his one trusted advisor. As well as a practised marksman, she does a lot of the strong arm work for the organisation.

DEX: 4D KNO: 2D+2
Blaster 6D Alien species 4D
Melee 7D Intimidation 5D
dodge 6D Streetwise 7D
Pick Pocket 6D (s) Kero'ti
running 7D Value 4D

MEC: 4D PER: 3D
Pilot 6D Con 4D
Gunnery 6D Persuasion 5D
Repulsor 6D Sneak 5D
Beast riding 5D Hide 5D
Sensors 5D search 5D
Comm 6D Bargain 7D

TEC: 2D+2 STR: 3D+2
Repair 5D Brawling 5D+2
First Aid 6D Stanima 6D

Equipment: Dzhooor Battle armor 1D+2 to physical, +2 to energy, Dzhooorian blade STR+2D+1, Prax Sniper rifle 6D, 3-40/120/350 Fire rate=1 Must take one round to aim, palm blaster 3-4/8/12 3D, Flashy red form fitting jumpsuit. Dzhooor Mark IV starfighter

Typical Yevethian gaurd

Height: 1.7-2 meters

Move 11

Physical description: The Yevetha are a skeletal humanoid race. They have black eyes, grey skin, and sharp teeth. They have sharp claws, which are used for hand to hand combat. Their cheeks change color as their moods do, if their face turns red, you have a serious problem.

Brief Rundown: The Yevetha had no fear and will charge into almost any situation no matter what the odds. They are for the most part ignorant and highly loyal guards, and their moral code sees no wrong in murder. Most are spice addicts, depending on Trit to meet their habits.

DEX: 4D KNO: 1D+2
Blaster 6D streetwise 3D
melee 6D survival 4D
dodge 5D
Vehicle guns 5D

MEC: 3D+1 PER: 2D+2
piloting 4D con 4D
gunnery 5D hide 5D
repulsor 7D search 6D
Power suit ops 5D Sneak 4D
beast riding 4D

Dexterity: 3D+2

Blaster 4D

(s) Pistol 6D

Dodge 5D

Melee Combat 4D

Melee Parry

Brawling Parry

Knowledge: 3D

Alien Species

Burcaucary

Business

Language 4D

(s) Wookiee 5D

Streetwise

Value 4D

Willpower 4D

Perception: 4D

Bargain

Con 6D

(s) Imperials 7D

Persuasion

Search 6D

Gambling 7D

(s) Sabacc 9D

Strength: 3D

STR: 3D TEC: 1D+1
Brawling 5D repair 2D
Lifting 5D first aid 2D
stanima 4D

* Claws STR+2D

Equipment: Quicksanp 36T Blaster carbine 5D 3-20/50/250(+5), Blast vest +2 to physical +1 to energy, A little bit of spice, Some may be on swoops, depending on duty, equipment may vary.

Shane Davidson

Template Type: Gambler

Species: Coreillian

Sex: Male Age: 29 Height: 6'1" Weight: 175

Physical Description: Tall with medium build. Brown hair and green eyes with mesmerising smile.

Background: Born on Corellia to a respulorlift repair man.

Being the typical rebel son I had nothing to do with the shop. I instead choose to pursue other options.

Personality: Goes where the wind takes him, mostly from bar to bar. Smooth and calm a nerve shattering demeanor. Cynical to the last.

Exploits: Was instrumental in the New republic mission into the imperial academe to aid in the defection of the Imperial Orchestra, in the process he and his partner, Darris Illand (below). Posed as an Imperial officer, and a delivery courier to act as a distraction while Another of their party, a Jawa named Wee-chee broke in and brought the orchestra to safety. Upon leaving the system they were responsible for the destruction of several tie fighters and a victory class Star Destroyer.

A Quote: "How do you play this game...?"

Mechanical:2D+1

Astroagation

Respulorlift Operation 3D+1

Space Transport 3D

Starship Gunnery 3D

Starship Shield 3D

Starship Pilot 3D

Technical: 2D+1

Droid Programming 3D

Droid Repair 3D

Comp Programming/Repair 3D

Special Abilities: None

Equipment

Sabacc Deck

Rules Datapad

1 week of Expensive Clothes

2 medpacs

Comlink

231,450 credits

Lucky Coin

Hold-Out Blaster

Heavy Blaster Pistol

Vibroblade

Advantages: Acute Vision

Disadvantages: Gambling

Move: 10

3. The Smoking Blaster

Locations: Coruscant, Selonia, Bespin, Alderaan(was) and over 40 other locations.

The Smoking Blaster: is the standard small and rough cantina-casino. All of them follow the same basic decorating pattern of being dimly lit but clean facilities, most of them also have several charred spots on the walls from stray blaster bolts. The Smoking blaster is one of the few Cantinas which do not frown on Droids inside, in fact over half the staff are droids, including bartenders and dealers at the Sabbac Tables. The majority of them are owned and operated by the Smoking Blaster Corporation, which is based in Coreillia, though there are several which are franchised and owned by planetary locals. Those which aren't franchises are run by Coreillians, most of the time and older male who loves to sit telling dirty jokes, hear a good story, and tell you about the "good ol days."

NPC's

Butch (Below)bartender Droid (Always the same model of droid, always named Butch)

Butch

Type: Topanga Industries BR-17 Bartender Droid

Physical Description: For the most part looks like a 3PO unit, but they are colored white. He is Bipedal and has 2 arms, but it may seem like more because of the fact that he is actually part of the bar, able to control every drink dispenser and mixer, making him quick at mixing a drink.

Personality: Curious and talkative, never shuts unless ordered to and will talk to passing spacers for hours on end. He's quick with a story and knows how to mix almost every drink in the book, as well as put together a wide range of appetisers.

Dex: 2D

Blaster 4D

(s) Concealed stun blaster 6D

Knowledge: 4D+2

Bar tending 8D

Scholar: Drinks 8D+2

Mechanical: 2D

Communication 4D

Sensors 4D+2

Perception: 3D+1

Persuasion 5D

(s) Storytelling 7D

Gambling 4D

search 5D+!

Strength: 4D

Brawling 5D

Lifting 7D

Technical: 3D

First aid 4D

Droid rep. 5D

Equipment: Scanner, scans for weapons; one concealed stun blaster cannon in his chest 6D stun 1-10/23/35.

4. Philo's

At the edge of the Great Sluis Van shipyards is a large station called Sluis Major which is home to many of the workers of the shipyards. Besides being the home of a group of techs and workers who put together some of the largest starships in the Galaxy it is also home to Philo's.

Philo's is your typical well-kept bar and casino, with the exception that it is always full of patrons. Because of the work hours at the shipyards there is always a group "coming home from work" and stopping by their favourite bar for a drink and maybe a little Sabbac. At any one time in the very large bar there could be anywhere from 100-150 beings. One interesting aspect of Philo's is that it sits on top of the station and slowly rotates. Its transparent walls giving all within a clear view of both the stars and the shipyards.

Visitors: Most are shipworkers, though a portion are engineers and passing military personnel checking up on the progress of the latest construction operation. There is a lot of money which flows through the place. Great Gambler and con-man Lando Calrissian once visited the casino and both one, and lost the deed to a Strike cruiser which was undergoing repairs at the shipyards in one sitting.

NPC's

Phen "Philo" Reum (below) - Sullustian Bartender/owner

Waiters-waitresses - All sorts of races work at Philo's Examples: Paran Radell Human Female from Coreillia, Nulia Twi'lek female, Prine Reum Sullustian male (son of Philo), Tran Cal'an Male Bith (also aspiring musician)

Dealers - DN-7 Dealer Driod (below) at 12 tables

5. Heart of Narica

is a dive. A large number of patrons are in the bar, rough looking characters of all kinds, a large unidentified creature with 5 arms is tending the bar. Spacers are sitting around disgusted because of the restrictions, which were just put in place by the local authorities claiming no ships equipped with a hyperdrive were allowed to leave the city until the "Holonet saboteurs" are caught. The only ships leaving the city are those which have "vital" cargo, such as food and military traffic, and even those are being thoroughly searched before being allowed to leave.

Misc. races, primarily human and Twi'lek, a few Bothans, mostly the standard races.

Patrons:

Gambling: Play mid-stakes Sabbac, Davidson is willing by a reasonable margin.
Hale, Human #25
Trass Davidson, Human #50
Dal Valina, Twilek Femal #38 Con Artist
1-2 unknowns

At the bar:

Yerkys Ne Dago, Twilek Loan shark #45 Is with Dal Valina
-With him is a Large dumb looking creature with 4 arms and a long tail, semi-reptilian answering to the name Grogg. They seem to be talking to(roughly) a Rodian (Dreno)
Ferell Brylla, Femal Bothan spy #70 May step in to help out group to help blitzter.
-Cautiously watching everyone in disguise in the corner, seems irritable.
Angel Farer, Smuggler #71 Is with 2 armed men
-She seems rather disgusted sitting at the bar with a sour look on her face glaring with anger at the Holonet port as it displays the events of the day, snarling at the restrictions on starship traffic.
A group of 3 Bith and a Yuzzum sit in the corner softly playing background music.

6. Consumables and eateries

The alcoholic drinks will have Damages based on the getting DRUNKrules.

ALCOHOLIC DRINKS-----

(a drink is a little more than a shot, unless otherwise 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 hallucinagin)
the Meltdown = 1D+2/drink (narcotic hallucinagin)
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'iil 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)
Ryddonian 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 Clafrok Gin = 2D+1/drink
Ytamirian Spice Gin = 2D+1/drink
Star Racer = +2/drink
Vaschean Rye = 1D/drink

BEERS & LAUGERS-----

(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
WEG Brew = +1/drink
Vintage Bespin 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
Gravdianian Ale = 1D/drink
La Fin Du Monde = +1/drink
Mantellian Microbrew = 1D+1/drink (Wedge was drinkingon 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
Lerothek Milk
Spidervine Tea
Yartigan Well Water
Quarren Sea Dew
PassionFruit Syrup
Snig
Boiled Snig
Tatoonine Yagbitter
Endrolian ground-apple juice
Fizzyglug
Twistler
Galactic Coke
Imperial Coke
Mineral Shake
Vitamin Shake

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 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
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
Shirlo (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 Clafrok Chicken Platter
Blatberry Pie
Charbote Roots
Marleberry 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

OTHER PRODUCTS (addictive, etc- Tabaco)-----

Pyt (a Quarren chewing weed)
Mc'gog (fine Corellian cigars)
Fast Swoop (cigarette brand)
Golden Bantha (Camel-like cigarette brand)
Wpoh (used regularly as a tobacco or in herbal teas)

DRUGS & ADDICTIVE SPICES-----

Drethill (an untested crystallized powder spice- hallucinagin)
Dublehelis (aggressive biological drug- feeds on organics)
Ryll Spice (dangerous/addictive drug)
Glitterstim Spice (Kessel spice)
m'e (an addictive drug similar to cross between opium/catnip)
M'owpoh (drug that impairs mental, physical, sex & hunger
when drying
 the milky juice of its unripe seedpods- smoked or injected of
the
 Felin)

Fast FOOD CHAINS-----

Bantha Burgers: motto-
 "We serve the best bantha in the galaxy or your credits
back"
the Biscuit Baron (the Bantha Breakfast Biscuit w/ Blue Sauce)
Kyanin Fried Ri'dar
McSquibs
McFargle's (aka-McFargs): motto-
 "Come in & grab a homemade bite to eat"
Winda's: motto-
 "Check out our new Super Duper Value Menu!"

CANTINAS, CLUBS & BARS-----

Mos Eisley Cantina (Mos Eisley..Tatooine)
Broadside's (Tanquilla Beach-shadowport..Kathol Sector)
the Khazm Cantina (Brolsam..Kathol Sector)
Cantina TooFurs (Tanquilla Beach-shadowport..Kathol Sector)
ThrusterBurn TapCafe (Pembric II..Kathol Sector)
the Reck Dec (on several NR vessels)
Margath's on Elshandruu Pica
The Rahama Club (Bespin)
Amici's (Bespin)
the Tibanna Club (Bespin)
the Farris Wheel (Bespin)
the Spaceport Bar
the Spacer's Bar
Shadiru
the Pelnic Clubs
the Silvered Glass
the Pit (Elrooden Starport..Elrooden City..Elrood)
Mynock's Nest (seedy rundown bar on Vykyl VI)
Grand Design (rotating spacer bar on Travnin..Minos Cluster)

Sangorn's Net (Kriz Sector)

Farmer's Folly
Lazy Bergruutfa Cantina
Red Moon Saloon
Ta's Roost

HOTELS & INNS-----

Elshandruu Pica (Quence Sector)
the Bespin Grand Hotel w/ casino & bar (Bespin)
the Skyreach Hotel (Bespin)
Ilona Hotel (Bespin)
the Silver Arch Hotel & casino (Bespin)
the Corellian Merchant GuildHouse (Bespin)
the Lokari'Yuant -formerly the Orchid (Ivatch..Kathol Sector)
the NonHumans Inn
the Nebula Hotel
Lantillian Spacers' Brotherhood Guildhouses
Tabal Comet casino
the Dancing Duinuogwuin Inn
Grand Imperial (casino/hotel)