

Demuria

System: Demuria
Grid Coordinates: M-5
Type: Terrestrial
Climate: Warm
Atmosphere: type I (Breathable)
Hydrosphere: humid
Gravity: standard
Morphology: jungle and swamp
Length of Day: 27 Standard Hours
Length of Year: 325 Local Days
Sapient species: colonists from Dubrava and other planets
Starport: limited services
Population: 85,000 (5,000 in New Dubrava)
Planet function: trade, refuge for criminals
Government: appointed governor
Tech level: space
Major exports: beer, tobacco
Major imports: all levels of technology

History

Demuria was colonized about 30 years ago by Dubravans seeking refuge from the rising Galactic Empire. The planet is generally ignored by Imperial authority, and under the administration of Moff Gul Reda some autonomy is allowed, as long as the inhabitants remain loyal to the Empire. It is a swampy planet. The technology of the world is a mixture of the simple and the advanced: Satellite antennas adorn most buildings. The architecture is characterized by wooden buildings. Such buildings are relatively spartan. Simple, unpaved roads serve traffic in all settlements. The capital of Demuria is the city of New Dubrava, which has about 5,000 inhabitants.

The Dubravans

Dubravans are sentient humanoids characterized by bright green skin and smooth faces. The face of a representative of the species exhibits human-like lips and a mouth full of white teeth, as well as a pair of protruding black eyes shaped like oblong ovals. However, despite this simplicity, they are able to express emotions with their features, such as smiles and frowns, and their eyes are capable of producing tears. Behind the jaw on either side of the head are long fleshy flaps that are distinguished by deep wrinkles and a squarish shape. The smooth skin tends to wrinkle as the individual ages. A full head of hair tops the head of most members of the species, although baldness advances in some older specimens. Hair colors varied widely; blond, red, brown, green, gray, and white manifested in various individuals. On each limb, a typical Dubravan sports four webbed fingers with nails. The species is

divided into males and females. Features that distinguish the sexes include facial hair on some males and prominent breasts on females. Dubravans have yellow blood. The Dubravans system of origin received its first visitors from another world between 1,000 and 25 BBY. The planet was incorporated into the galaxy as part of the Triellus Trade Route and as part of the Albanin Sector, located in a region known as the Slice. In 20 BBY, during the Clone Wars, the Dubrava system fell under the influence of the Hutts. However, by 14 BBY, the influence had receded. At some point before 0 ABY, the Galactic Empire established a presence on Dubrava, stationing Stormtroopers there.

Typical Dubravan: Dexterity 2D+1, Knowledge 1D+2, Mechanical 2D, Perception 3D, Strength 2D, Technical 1D+2, Move: 10

DUBRAVAN

Attribute Dice: 12D+2

Attribute Minimum/Maximums:

DEXTERITY 2D/4D

KNOWLEDGE 1D+2/3D+2

MECHANICAL 1D+2/3D+2

PERCEPTION 2D+1/4D+1

STRENGTH 1D+1/3D+1

TECHNICAL 1D+2/3D+2

Special Abilities:

Swamp Survival: At the time a character is created, and only at that time, characters may add 1D to the Swimming and Survival: Swamp Environments skills.

Amphibious: Dubravans can breathe in both air and water.

Move: 10/12

Size: 1.5 to 1.9 meters tall



WELCOME TO DEMURIA

Adventure setting

The adventure begins at the spaceport of the "city" of New Dubrava, on the swampy planet of Demuria. The characters have arrived in an imperial transport, this is their first assignment. Their commander is the young and inexperienced Lieutenant Darsim Lenvine. The Lieutenant will greet them in the dingy spaceport, accompanying them to Outpost 23/445 aboard a boghopper piloted by a laid-back looking Imperial soldier.



The Background

The Vreedlo family illegally distills liquor. Inspector Drista is aware of this illegal practice, but initially tolerated it by making do with a few cases of the liquor. However, recently the Vreedlo's have expanded their business and Drista has demanded the payment of a hefty bribe for his "protection". Pa Vreedlo, the head of the family, has refused, threatening to expose Drista's involvement if he gets them arrested. Another concern plagues Drista, the recent transfer of the young and idealistic Lieutenant to command the small Imperial garrison and the presence of four incorruptible Imperial Stormtroopers (the characters). He fears that his shady little dealings may be compromised or worse yet revealed. Hoping to get rid of some of his problems in one fell swoop, Drista informs Lieutenant Lenvine that the Vreedlo family is suspected of illegal distillation and smuggling (true) and that they use this trade to finance subversive activities, probably related to the Resistance (false). He urges the young Lieutenant and his retinue of Stormtroopers to investigate, reaching and searching the Vreedlo farm and eventually arranging for their arrest. Shortly after the departure of the Lieutenant's team, Drista notifies the Vreedlos. He trusts in the violent reaction of the underworld family, hoping that they will be able to ambush the team, shooting down the Lieutenant's vehicle. Even better if both groups were to kill each other. If, however, members of the Vreedlo family are arrested, Drista will offer them a loophole if they pay a hefty bribe.

Episodes

First Episode. Lieutenant Lenvine gathers the characters and orders them to escort him to the Vreedlo family's farm. They are suspected of being smugglers and, even more serious, of being supporters of the Resistance. The Lieutenant will board the command speeder Chariot, with one of the characters in tow, while the remaining 3 will have to follow him on board a Repulsor Scout. The journey through the swamp will take two hours at cruising speed (half speed). About an hour from the destination, the Chariot will be hit by a rocket, severely damaged, it will crash into the marsh and Lieutenant Lenvine will be seriously injured, losing consciousness. Shortly thereafter, if the characters aboard the Scout Repulsor fail a Perception roll opposed to Parry Vreedlo's Hide roll (with a +1D bonus to vegetation cover), they will suffer a further surprise attack. Parry will not stay to fight and will escape on a speeder bike, returning to the farm.

Second episode. If the characters' vehicle has not been shot down, they will be able to reach the farm in an hour (or less at full speed, but the driver will have to make a roll on movement). Here Pa Vreedlo is planning a hasty escape, collecting the precious liquor in a repulsor truck. A total of 100 crates, each with 10 bottles, worth a total of 10,000 credits. If the characters arrive within an hour's journey, they will not be able to stop the Vreedlo, who will try to escape and a chase with shooting will begin. If the journey has lasted only half an hour, they will be able to surprise them while loading the vehicle.



Third episode. The Vreedlo will fight, using their vehicle or the surrounding environment as cover. If in trouble, Scele will surprise the characters by getting out of the truck (or the farm barn) riding a young rancor (little Betty), who will savagely attack them. The Vreedlo's will surrender if one or more of their family members (including little Betty) are seriously injured. Pa Vreedlo will make one last attempt at bribery, offering the characters all of his smuggled liquor if they will let them escape.

Rewards

Award each character one to two Character Points if they have completed the adventure and a third if they have captured the Vreedlo family.

Pa Vreedlo

Character Class: Outlaw

Loyalty: To family

Species: Dubravan

Sex: Male

Planet of Origin: Dubrava

Height: 1.5 m

Age: 76

DEXTERITY 2D

Blaster 3D+2, Dodge 4D, Grenade 4D

KNOWLEDGE 2D

Languages 3D, Planetary Systems 4D, Streetwise 4D+2, Swamp Environments Survival 5D, Value 4D

MECHANICAL 3D

Astrogation 4D, Space Transports 5D+2, Repulsorlift operation 5D

PERCEPTION 2D+2

Bargain 4D+2, Command 4D, Forgery 4D, Hide 4D, Con 4D+2, Search 4D

STRENGTH 1D+1

Swimming: swamp environments 3D+2

TECHNICAL 2D

Distilling liquor 4D+2, Security 4D, Demolition 5D+2, Space transport repair 4D+2

Special Abilities: Amphibious. Dubravians can breathe in both air and water.

Force Sensitive: No

Force Points: 0

Dark Side Points: 1

Character Points: 5

Move: 10

Equipment: Blaster rifle (5D damage), comlink.

Description: Pa Vreedlo is the head of a small, family-run criminal gang. He is a hardened criminal, specializing in bank robberies, burglaries, and other illicit activities. For years his family has roamed the galaxy trying to get rich through theft and robbery, but with little success.

Personality: Pa Vreedlo usually appears calm and relaxed, even during his criminal activities. He often dispenses advice to his children, worrying that their criminal education will be improved.

Quote: "Son, crime is a tradition in the Vreedlo family."



Force Sensitive: No

Force Points: 1

Dark Side Points: 0

Character Points: 3

Move: 10

Equipment: Two Heavy Blaster pistols (5D damage), comlink, portable rocket launcher 6D, range 25-100//300/500, 10 rockets.

Description: Parry is a large brute of Herculean strength. He is the least intelligent of the Vreedlos and is unable to speak except through grunts understood only by family members.

Personality: He meekly obeys the orders of his father and even his younger sister. He has a strong sense of duty to his sister whom he diligently protects from all threats. He is not evil, he is simply stupid and succumbing to his father.

Quote: "Grrrrrrr!"

Scele Vreedlo

Character Class: Outlaw

Loyalty: To family

Species: Dubravan

Sex: Female

Planet of Origin: Dubrava

Height: 1.6 m

Age: 18

DEXTERITY 3D+1

Blaster 5D+2, Pick Pocket 5D+2, Brawling Parry 5D+1, Dodge 6D, Missile weapons 5D+2

KNOWLEDGE 1D+2

Swamp Environments Survival 4D+2

MECHANICAL 1D+2

Beast riding 4D+2, Space Transports 3D+2, Repulsorlift operation 4D

PERCEPTION 2D+1

Persuasion 4D+2, Hide 3D+2, Sneak 4D

STRENGTH 2D

Climbing/jumping 5D, Brawling 4D, Swimming: swamp environments 5D+2

TECHNICAL 1D+2

Demolition 3D+2

Special Abilities: Amphibious. Dubravians can breathe in both air and water.

Force Sensitive: No

Force Points: 1

Dark Side Points: 0

Character Points: 5

Move: 10

Equipment: Blaster pistol (4D damage), comlink, portable rocket launcher 6D, range 25-100//300/500, 10 rockets.

Description: Youngest daughter of Pa Vreedlo. Scele helps her father in his criminal enterprises.

Personality: Scele is a young gal with an extrovert and carefree temperament, despite being a wanted criminal, she behaves lightly and loves to entertain with her peers, like a normal teenager. She seems a bit scatterbrained, uncouth, ignorant, but curvy and with a rustic charm.

Quote: "Hello handsome hunk! What's your name!?"



Parry Vreedlo

Character Class: Outlaw

Loyalty: To family

Species: Dubravan

Sex: Male

Planet of Origin: Dubrava

Height: 1.9 m

Age: 39

DEXTERITY 2D+1

Blaster 4D+2, Brawling Parry 6D, Dodge 3D, Grenade 4D, Missile weapons 4D+2

KNOWLEDGE 1D+2

Swamp Environments Survival 5D+2

MECHANICAL 1D+2

Space Transports 4D+2, Repulsorlift operation 4D

PERCEPTION 2D+1

Hide 3D+2, Sneak 4D

STRENGTH 3D+1

Brawling 7D+2, Stamina 7D+2, Swimming: swamp environments 5D, Lifting 7D

TECHNICAL 1D+2

Demolition 3D+2

Special Abilities: Amphibious. Dubravians can breathe in both air and water.



Little Betty (young Rancor)

DEXTERITY 3D

PERCEPTION 1D

Search: Tracking 3D

STRENGTH 5D

Move: 20

Armor: Add +2D

Claws: STR+2D damage

Fangs: STR+4D damage

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Character Class: Stormtrooper

Loyalty: To Moff Gul Reda and the Empire

Species: Human (Clone)

Sex: Male

Planet of Origin: Unknown

Height: 1.83m

Age: 1 (apparent age 20)

DEXTERITY 4D

Blaster 6D, Dodge 6D, Vehicle Blasters 5D

KNOWLEDGE 2D+1

Survival 3D+1

MECHANICAL 2D+2

Repulsorlift Operation 3D+2

PERCEPTION 2D+2

STRENGTH 4D

TECHNICAL 2D+1

Force sensitive: No

Force Points: 1

Dark Side Points: _

Character Points: 5

Move: 10

Equipment: Blaster Rifle, range 3-30/100/300, damage 5D, ammo 100; Blaster Pistol, 3-10/30/120, damage 4D, ammo 100; Thermal Detonator, 0-2/9/12/20, damage 10D/8D/5D/2D.

Standard Assault Armor

Protection: head, torso, arms, legs: +2D from all physical attacks and +1D from all energy attacks, but reduces Dexterity and all related skills by -1D.

Multi-Frequency Targeting and Acquisition System (MFTAS): Gives +2D to all Perception checks in the dark, through smoke, and in other low-visibility conditions. It also gives a +2D to add to the use of shooting weapons (such as blasters) against moving targets (i.e., those that move more than 10 meters per round).

Filtration Mask: Blocks most harmful molecules in the atmosphere. Has external hook up for adding oxygen tanks for operating in Vacuum, Extremely hostile environments and Underwater.

Internal comlink: the helmet has a built-in comlink with language switch for instant communication with other units.

Black two-piece undersuit: equipped with a temperature controller that allows to operate in moderately hot and cold climates.

Utility Belt: with a high-tension wire, 5 microrations, 4 blaster power packs, spare comlink, flashlight, 2 medpacs, 2 grappling hooks, 3 ion flares, 3 water packs.

Description: You are a young clone programmed as a Stormtrooper in the Oplovis Sector. You are fully immersed in the rigid discipline of military life. Your loyalty to the New Order is absolute. Obedience is paramount and the will of the Empire unquestioned. You have been assigned to a small outpost on the swampy planet of Demuria and are eager to serve the Empire to the best of your ability.

Quote: "Tell me again, Lieutenant Lenvine, why are we here?"

