

STAR WARS

ROLEPLAYING GAME

Hero's Guide Web Enhancement

Character Templates and Prestige Classes

By JD Wiker and Rodney Thompson



DESIGN**JD WIKER AND RODNEY THOMPSON****EDITING****RAY AND VALERIE VALLESE****TYPESETTING****NANCY WALKER****WEB PRODUCTION****JULIA MARTIN****WEB DEVELOPMENT****THOM BECKMAN****ART DIRECTION****ROB RAPER****LUCAS LICENSING EDITOR****MICHELLE VUCKOVICH****STAR WARS RPG DESIGN MANAGER****CHRIS PERKINS****VICE PRESIDENT AND DIRECTOR OF RPG R&D****BILL SLAVICSEK**

U.S., CANADA
 ASIA, PACIFIC, & LATIN AMERICA
 Wizards of the Coast, Inc.
 P.O. Box 707
 Renton WA 98057-0707
 Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS
 Wizards of the Coast, Belgium
 P.B. 2031
 2500 Berchem
 Belgium
 +32-70-25-32-77

www.wizards.com/starwars www.starwars.com

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Character Templates

While most characters fall under the descriptions provided by most classes and species, some have a special quality about them that sets them apart from normal sentient beings. These changes, which differentiate a character from even other members of his species, can be illustrated through the use of a template.

A template is a set of changes made to a standard character to make that character reflect those differences more accurately in game terms. The character continues to use all statistics and special abilities from his existing class, except as noted in the text of the template.

Clone

The Kaminoans, known to the galaxy as master cloners, created the perfect soldiers when they cloned Jango Fett and altered his genetic material to create the clone troopers. After the success of the Republic military forces during the Clone Wars, the art of cloning faded into relative obscurity. It wasn't until several years after the Emperor's death that widespread use of clones made a resurgence under the banner of Grand Admiral Thrawn. From time to time, clones were created to act as "backup bodies" in case of an important individual's death (as in the case of both the Emperor and Thrawn himself), but this technique was rarely used due to the unavailability of cloning technology and the difficulties involved in growing clones too quickly.

The clones created by the Kaminoans had their genetic structure altered to make them more efficient in combat and more willing to follow orders and take commands. This was the perfect combination for the clone troopers, who needed to be totally obedient to Supreme Chancellor Palpatine while at the same time effective and durable soldiers. Other clones might be genetically altered or exact replicas of their hosts. The Kaminoans and a few others knew how to create clones that did not suffer from mental instability, but those who lacked such knowledge often saw their results tainted with everything from paranoia to complete insanity.

Vitality: Same as the character.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: Same as the character.

Saves: +2 bonus on Fortitude saves, -2 penalty on Will saves.

Abilities: A clone created from an unaltered genetic specimen must have Strength, Dexterity, and Constitution scores equal to or greater than the character it is cloned from. A clone created from an altered genetic specimen can have any set of attributes normally allowed.

Skills: Same as the character.

Feats: Same as the character.

species using aspects of their own biology and society. The Shapers, a caste of biological tinkers who create the majority of Yuuzhan Vong biotech, began experimenting on Humans and other beings as soon as they first ventured into New Republic space. While some victims were completely transformed into horribly mutated creatures almost unrecognizable as a known species (as was the case with the Rodians), others found themselves subject to the slow torture of having their bodies transformed one piece at a time. Those who escaped or were rescued are permanently scarred by the experience and retain many of the modifications.

The Shapers use native inhabitants of the galaxy in attempts to add the new species to their forces in the same way they must have used the Chazrach in their own galaxy. They implant knowledge of the Yuuzhan Vong language to make the brainwashing easier, allowing them to communicate with the subject in their native tongue. They tamper with the subject's genetic structure, making the being more robust and durable so that it can survive longer as an expendable soldier in the ongoing war. Additionally, they break down the will to resist Yuuzhan Vong brainwashing, meaning that a subject will be more likely to comply with orders and commands. These changes are nearly permanent, and New Republic medical experts have yet to discover a way to counteract the effects of the shaping process.

Vitality: Same as the character.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: Same as the character.

Saves: -2 penalty on Will saves.

Abilities: +2 Constitution.

Skills: Add Read/Write Yuuzhan Vong and Speak Yuuzhan Vong.

Facts: Same as the character.

Special: Some beings modified by the Yuuzhan Vong have had limbs replaced with biological enhancements. Use the cybernetics rules presented in the equipment chapter of the *Hero's Guide*, but consider the replacement to be biological rather than mechanical.

Spice-Addicted

If there is one substance that is more harmful to the health of beings throughout the galaxy than any other, it is the drug known as spice. Spice is found in the mines of Kessel and spreads throughout the galaxy thanks to the underhanded dealings of drug lords (chief among them, the Hutts, whose drug refineries on Ylesia produce massive amounts of spice). Citizens of the galaxy use several different kinds of spice, including varieties of medicinal spice, but the illegal varieties such as glitterstim and tempest are highly addictive and dangerous. Some forms of spice have visible side effects when used frequently, while others are almost impossible to detect without blood testing.

A being that is addicted to spice will frequently do anything to get more of it. Despite providing some low-level telepathic abilities, the negative effects of long-term spice use are far worse than the quick fix it provides. Spice addicts are usually paranoid and have little to no control over their telepathic abilities; they

frequently believe they can hear the thoughts of those around them, and that everyone is plotting against them. Spice-addicted beings usually suffer physical and mental breakdown if they do not get their daily dose of the drug, which simply increases their paranoia as well as desperation.

Losing one's addiction to spice is no easy matter and requires extensive rehabilitation. The process is often best done at special medical facilities designed to wean a user from the drug rather than remove it completely.

Vitality: Same as the character.

Speed: Same as the character.

Defense: Same as the character.

Damage: Same as the character.

Special Qualities: Same as the character.

Saves: Same as the character.

Abilities: Every day that a spice-addicted character does not consume some spice, he suffers a -1 penalty to all ability scores.

Skills: The character gains a +1 bonus to the Telepathy skill if he has no ranks in it, or a +2 bonus if he does.

Additionally, the character gains a +2 bonus to the Empathy Force skill and may use this skill untrained and even without having the Force-sensitive feat.

Facts: Same as the character.

Prestige Classes

Four new prestige classes are ready to be used in your *Star Wars* game—holovid star, spirit master, Corporate Viceprex, and Imperial Moff.

Holovid Star

Holovids rank among the most popular forms of entertainment in the galaxy, and the holovid industry hauls in quintillions of credits every year. Holovid stars enjoy a kind of celebrity usually afforded only to royalty (and indeed, many go into politics when their acting careers start to flag). From action-adventures to dramas to comedies to documentaries, holovid stars in any segment of the industry are recognized almost immediately wherever they go, and treated with courtesy, respect, and even awe. At the heights of their careers, some even rub shoulders with the galaxy's movers and shakers, dining with heads of state, chatting with ambassadors, and acting as spokespersons for political causes.

But holovid stars, despite their detractors' claims, do not exist in a vacuum of glamour and glitz. Some perform only when they aren't busy with more important concerns, and these celebrities have various ties to the Rebel Alliance, the Galactic Empire, the Corporate Sector Authority, the Jedi Temple, smuggling rings, terrorist cells, and a variety of criminal activities. The experience an actor gains from making holovids can come in handy when she is fighting for a cause she believes in (or simply trying to make a few extra credits on the side).

Nobles make the best holovid stars, though they can come from nearly any background, depending on the kind of roles the star generally plays. Holovid stars need not have been heavily involved in the industry before becoming stars (in



fact, some of them are taken by surprise when strangers recognize them on the street), and the change in employment status has very little bearing on their adventuring aims. (Gamemasters and players should note, however, that a holovid star who becomes too busy to actually star in holovids anymore will swiftly earn the ire of the studios. See Ex-Stars, below.)

Requirements

To qualify to become a holovid star, a character must fulfill all the following criteria.

Skills: Entertain 6 ranks, Profession (actor) 4 ranks.

Feats: Fame.

Special: The character must have had a major role in a holovid of some kind. Obviously, only persons from cultures with access to the HoloNet can become holovid stars.

Game Rule Information

Vitality: Holovid stars gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The holovid star's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Disguise (Cha), Entertain (Cha), Knowledge* (Int), Profession* (Wis), Sense Motive (Wis), and Speak Language.

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (holoart), Knowledge (politics), and Profession (entertainer).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the holovid star prestige class.

Celebrity

The holovid star is almost immediately recognized wherever she goes unless she travels in disguise. This can cause her a few problems because of the excessive amount of attention she receives, but it also has its advantages. She can add her holovid star class levels to her Reputation bonus when dealing with commoners and nonprofessional classes (diplomats, experts, and thugs).

A holovid star's celebrity also grants her access to certain privileges otherwise denied to ordinary people. A holovid star may substitute her levels from the holovid star prestige class for her Sympathy rating for a given faction when determining whether she meets the prerequisites for faction-associated

feats. This rule does not apply if the holovid star has declared for a given faction. (See Chapter Five for more information on factions, Sympathy, and declaring.)

Bonus Class Skill

At 1st level, the holovid star may designate a cross-class skill (except Force skills) as a class skill. Once designated, the skill is considered a class skill every time the character adds a new level of holovid star. The skill must be one relatively common to the campaign. (Astrogate would be inappropriate in a campaign set entirely on Endor, for example.) The GM is free to rule that a specific skill is off limits as a bonus class skill.

Bonus Feat

At 2nd level and again at 5th level, the holovid star gets a bonus feat, reflecting her ongoing training in the field of holovid acting. This bonus feat must be drawn from the following list, provided she meets the prerequisites:

Acrobatic, Athletic, Charm, Connections, Cosmopolitan, Dodge, Headstrong, Impersonator, Influence, Low Profile, Martial Arts, Mimic, Nimble, Persuasive, Rugged, Trick, Trustworthy, Weapon Group Proficiency.

Favor

As a renowned celebrity and media darling, the holovid star can ask and usually receive favors from the media, in exchange for minor considerations such as exclusive interviews and public appearances. By making a favor check, the holovid star can call upon contacts and resources that most heroes don't have. This allows the holovid star to gain important information without going through the time and trouble of a Gather Information check, or to requisition resources without paying for them. Favors also can be used to acquire the loan of equipment or documents from influential acquaintances.

To use this ability, the holovid star makes a favor check. Roll a d20 and add the holovid star's favor bonus. The GM sets the DC of the check. Simple, low-cost, low-risk favors are DC 10, while expensive, illegal, or extremely risky favors could be DC 20 or higher. The holovid star cannot take 10 or 20 on this check, nor can she make multiple attempts at the same (or virtually the same) favor. Truly extreme favors, such as eliminating a major foe or rival, are generally beyond the capabilities of the holovid star's media contacts. Such tasks should be the basis of an adventure—not the outcome of a single roll.

A holovid star can try to call in a favor a number of times per week of game time equal to one-half her holovid star level, rounded up. This is cumulative with the noble's ability to call in favors.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in

Table 1: The Holovid Star

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Celebrity, bonus class skill	+1	+2
2nd	+1	+0	+2	+3	Bonus feat	+1	+2
3rd	+1	+1	+2	+3	Favor +2	+2	+2
4th	+2	+1	+2	+4	Look-a-likes	+2	+3
5th	+2	+1	+3	+4	Major celebrity, bonus feat	+3	+3

favors shouldn't replace good roleplaying or the use of other skills or abilities. The GM can disallow any favor deemed to be disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

Look-a-likes

At 4th level, the holoivid star is so universally recognized that she has inspired numerous impersonators. Whenever the holoivid star appears somewhere "out of context" (that is, not doing something related to her holoivid career), the average person naturally assumes that the holoivid star is actually a look-a-like. After all, what would a big star be doing in a place like *this*? The holoivid star's Reputation bonus is no longer applied as a penalty on Bluff checks to deny or hide her identity, though it doesn't apply as a bonus, either.

Major Calabrity

The holoivid star is such a major player that nearly everyone bends over backward to accommodate her wishes. She can add her holoivid star class levels to her Reputation bonus.

Ex-Stars

A holoivid star who does not actively participate in at least one holoivid production each level loses all special abilities derived from this prestige class. This situation lasts until such time as the holoivid star appears in another holoivid production.

Spirit Master

Even on worlds where no one has ever heard of the Force, its power nevertheless exists. The natives may be completely unaware of it, or they may dream up fanciful tales to explain the phenomena associated with it. Some few with the gift of Force sensitivity may even learn to channel its power, though, to them, it is not so much an energy field as a kind of "magic."

Spirit masters hail from a variety of worlds, but all learned of the Force through a tradition that considers it a kind of "ghost magic." They believe that the manifestations of the Force are the work of nature spirits, the ghosts of their ancestors, or even the will of primitive "gods." Their perception of the Force is forever colored by this belief, and while they may become as powerful as the greatest Jedi, they do not have the same understanding of it as the Jedi or even other Force users.

Because spirit masters learn a completely different tradition of the Force, the powers they derive from it also take a different form. Their focus is on commanding the "spirit

world" to accomplish many of their goals, and as such, they have an understanding of the Force that actually *surpasses* that of most Jedi Knights. They can almost effortlessly accomplish a number of small "tricks" that would drain the vitality from a Jedi, because (as a Jedi often finds difficult to grasp) the spirits—that is, the Force—work the trick, *not* the Force-user. Conversely, though, they cannot easily comprehend how Jedi manage to perform their own tricks without the attendant rituals the spirit master routinely employs.

Only Force adepts can become spirit masters. A character with even one Jedi level cannot unlearn her Jedi training to embrace the way of the spirits. Force adepts who become spirit masters should only come from worlds without a Jedi tradition, which usually means a primitive world located somewhere in the Outer Rim territories.

Requirements

To qualify to become a spirit master, a character must fulfill all the following criteria.

Base Save Bonuses: Will +4.

Skills: Diplomacy or Intimidate 6 ranks, See Force 6 ranks, Telepathy 4 ranks.

Feats: Force-Sensitive, Sense, Spellcaster.

Raigion: Any noncivilized sector of space.

Special: Jedi characters cannot become spirit masters.

Game Rule Information

Vitality: Spirit masters gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The spirit master's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars Roleplaying Game* for skill descriptions):

Bluff (Cha), Craft* (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Treat Injury (Wis). All Force skills for which the spirit master meets the prerequisites are considered class skills.

* *This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (exotic weapon [gaderffil]), Knowledge (history), and Profession (moisture farmer).*

Skill Points at Each Level: 6 + Int modifier.

Table 2: The Spirit Master

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+2	Spirit totem	+0	+1
2nd	+1	+2	+0	+3	Spirit lore	+1	+1
3rd	+1	+2	+1	+3	Spirit totem	+1	+1
4th	+2	+2	+1	+4		+1	+2
5th	+2	+3	+1	+4	Spirit focus	+2	+2
6th	+3	+3	+2	+5	Unseen defender	+2	+2
7th	+3	+4	+2	+5	Spirit totem	+2	+3
8th	+4	+4	+2	+6		+3	+3
9th	+4	+4	+3	+6	Spirit totem	+3	+3
10th	+5	+5	+3	+7	Spirit form	+3	+4

Class Features

The following are class features of the spirit master prestige class.

Starting Feats

Spirit masters gain the following feats:
Weapon Group Proficiency (primitive weapons)
Weapon Group Proficiency (simple weapons)

Spirit Totem

The spirit master gains a spirit totem that only she can see or hear (in actuality, simply a manifestation of her own self-image, made "real" by the Force). At 1st level, the totem grants the spirit master a +2 Force bonus on Listen and Spot checks, since its "extra eyes and ears" make the spirit master more alert.

Furthermore, at 3rd, 7th, and 9th level, the spirit totem becomes more potent, and the spirit master can choose one of the following abilities for it to confer.

- +1 Force bonus on Fortitude saves
- +1 Force bonus on Reflex saves
- +1 Force bonus on Will saves
- +2 Force bonus on Hide and Move Silently checks
- +2 Force bonus on Bluff and Intimidate checks
- +3 Force bonus on Drain Energy checks
- +3 Force bonus on Farseeing checks
- +3 Force bonus on Fear checks
- +3 Force bonus on Force Grip checks
- +3 Force bonus on Force Strike checks
- +3 Force bonus on Gamble checks
- +3 Force bonus on Handle Animal checks
- +3 Force bonus on Illusion checks
- +3 Force bonus on Move Object checks
- +3 Force bonus on Sense Motive checks
- +3 Force bonus on Sleight of Hand checks

Spirit Lore

Beginning at 2nd level, the spirit master can commune with the spirits (or rather, meditate on the Force) to ask questions that can be answered by a simple yes or no. The character may ask one such question per day for every two levels she has attained in the spirit master prestige class. The answers are correct, as long as they involve information about the past or present. Information about the future is always "unclear," since the future is always in motion. In cases where a one-word answer would be misleading, the GM should give a short phrase (five words or less) as an answer instead. Spirit lore acts only as an information resource for the spirit master, providing information to aid character decisions. This ability requires an hour of meditation per question. The spirit master can undertake other activities between questions if she desires, provided that each question is preceded by this period of meditation.

Spirit Focus

At 5th level, the spirit master is able to "call upon the power of the spirits" to vex her foes in battle. As an attack action, the spirit master can focus the attention of the spirits on a target individual. The target then receives a -2 penalty on attack rolls, damage rolls, saving throws, and skill checks. This penalty lasts for as long as the spirit master continues to use

an attack action each round to maintain it; that is, it lasts each round from the beginning of the spirit master's turn until right before his turn in the next round.

Unseen Defender

At 6th level, the spirits begin to protect the spirit master from physical harm. Small objects within a few meters of the spirit master lift into the air and surround her (in reality, a subconscious manifestation of the spirit master's Alter feat), absorbing some of the incoming damage. As a full-round action, the spirit master may expend a number of vitality points equal to half her spirit master level to receive an equivalent amount of damage reduction (which is applicable only to wound damage). The DR stacks with DR from armor or other sources, and lasts for 1 round per the spirit master's class level.

This ability does not function if no loose objects are present within 4 meters of the spirit master.

Spirit Form

The spirit master can enter the spirit world for brief periods, projecting her presence a short distance away—in effect, creating a Force duplicate of herself. The duplicate looks, sounds, and smells just like the spirit master but is intangible. It mimics the spirit master's actions (including speech) unless the spirit master concentrates on making it act differently. The spirit master can see through the spirit form's eyes and hear through its ears as if she were standing where the spirit form stands. During the spirit master's turn in a round, she can switch her perspective from seeing through the spirit form's eyes to seeing normally and back again as a free action.

The spirit master can use Force skills and feats through the spirit form, and they originate from the spirit form's location. Force abilities that affect the Force-user, however, affect the Force-user rather than the spirit form. Thus, Enhance Ability and Enhance Senses, for example, would not grant any bonuses to the spirit form.

Creating a spirit form is a full-round action. The spirit form appears anywhere within 60 meters of the spirit master, and can travel anywhere in this area, though it does not travel any differently than the spirit master. (That is, if the spirit master does not have the ability to fly, neither does the spirit form.) The initial act of manifesting the spirit form costs the spirit master 10 vitality points, and maintaining the spirit form costs 4 vitality points per round.

Those who encounter a spirit form can detect that it is not truly the spirit master with a successful Will save (DC 20 + the spirit master's Charisma modifier). In order to attempt this Will save, however, a character must study the spirit form carefully (taking no other actions), or interact with it in a significant fashion. Characters who attempt to touch the spirit form, or who successfully attack it, gain a +4 circumstance bonus on their Will saves. Force spirits, including dark side spirits, also gain a +4 circumstance bonus on their Will saves to detect that the spirit form is only a duplicate of the spirit master.

Force-users who encounter a spirit form can use Force skills and feats on it as though the spirit master herself were physically present. The Force ability affects the spirit master, rather than the spirit form. If a Force ability damages the

spirit form, the spirit master suffers the damage. If a Force-based attack deals wound damage, the spirit form is dispelled, and the spirit master must attempt a Will save (DC 10 + wound damage dealt) or be stunned for 1d4+1 rounds. If at any point the spirit master loses the ability to act (such as through the result of a daze or stun effect, or being rendered unconscious), the spirit form is dispelled.

Corporate Viceprex

A Viceprex oversees an entire division of the Corporate Sector Authority, making the day-to-day decisions and ensuring that operations run smoothly. The Viceprexes have the authority to make things happen, without the responsibility of setting policy. This gives them a great deal of independence and latitude to do as they see fit in order to further the Corporate Sector's profits. A Viceprex can reorganize his division, allocate budgetary resources to new programs, and even hire troubleshooters and bounty hunters to clean up small problems. Even a Viceprex who experiences occasional lapses of judgment can be forgiven, provided his division maintains profitability.

Requirements

To qualify to become a Corporate Viceprex, a character must fulfill the following criteria.

Skills: Appraise 8 ranks, Diplomacy 6 ranks, Knowledge (business) 8 ranks.

Feats: Corporate Credit Line, Premier Credit Line.

Reputation: +3.

Corporate Sympathy: +4.

Special: Only characters who have joined the Corporate Sector can become Corporate Viceprexes.

Game Rule Information

Vitality: Corporate Viceprexes gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Corporate Viceprex's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Computer Use (Int), Craft* (Int), Diplomacy (Cha), Forgery (Int), Gamble (Wis), Intimidate (Cha), Knowledge* (Int), Listen (Wis), Profession* (Wis), Read/Write Language, Sense Motive (Wis), Speak Language, and Spot (Wis).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Corporate Viceprex prestige class.

Starting Feats

The Corporate Viceprex gains the following feats:

- Weapon Group Proficiencies (blaster pistols)
- Weapon Group Proficiencies (simple weapons)

Resource Access

The Corporate Viceprex has access to a wide array of resources. Once per day, the Corporate Viceprex can make a Charisma check to use those resources.

The value of resources gained equals the Corporate Viceprex's class level x the result of the Charisma check x 50. Thus, a 4th-level Corporate Viceprex who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take virtually any form the Corporate Viceprex desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Corporate Viceprex chooses to make the check.

This class feature can only be used within the bounds of the Corporate Sector.

Personal Transport

At 2nd level, the Corporate Viceprex is provided with a starship for his personal use. This ship is always a space transport, and is most commonly the Corporate Sector equivalent of a stock *Guardian*-class light cruiser (though the GM can assign the character any space transport, at her discretion).

The ship belongs to the Corporate Viceprex and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Corporate Viceprex can attempt to replace it. Doing so requires a Diplomacy check (DC 20; if failed it may be retried in 1 week), costs 1 point of Corporate Sector Authority Sympathy, and takes 2d8 days.

Favor

Her powerful financial clout allows a Corporate Viceprex to ask and usually receive favors from those she knows. By making a Favor check, the Corporate Viceprex can call upon contacts to gain important information without going through the time and trouble of research. Favors can also be used to acquire the loan of equipment or documents from influential acquaintances.

To call in a favor, the Corporate Viceprex makes a Favor check. Roll a d20 and add the Corporate Viceprex's Favor bonus (+1 at 2nd level, +2 at 5th level). The GM sets the DC

Table 3: The Corporate Viceprex

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+1	+1	+1	Starting feats, resource access	+1	+1
2nd	+1	+2	+2	+2	Personal transport	+2	+2
3rd	+2	+2	+2	+2	Favor +1	+2	+2
4th	+3	+2	+2	+2	Minions	+2	+3
5th	+3	+3	+3	+3	Favor +2, signing authority	+3	+4

based on the scope of the favor being requested. The DC ranges from 10 for a simple favor to as high as 25 for highly dangerous, expensive, or illegal favors. The Corporate Viceprex can't take 10 or take 20 on this check, nor can she retry the check for the same (or virtually the same) favor.

The Corporate Viceprex can try to call in a favor a number of times in a week of game time; that's equal to half her Corporate Viceprex levels, rounded down (minimum one).

If the Corporate Viceprex has levels in noble, she may add her Favor bonus from that class when making a favor check. In addition, she may add her noble class levels to her Corporate Viceprex class levels when determining the number of times per week she can use this ability.

The GM should carefully monitor the use of favors to ensure that this ability isn't abused. The success or failure of a mission shouldn't hinge on the use of a favor, and calling in favors shouldn't replace good roleplaying or the use of other skills. The GM can disallow any favor deemed disruptive to the game. See the Favors and Contacts sidebar in Chapter Twelve of the *Star Wars Roleplaying Game* for additional information.

Minions

Beginning at 4th level, a Corporate Viceprex can add his Corporate Viceprex class level to any Reputation checks made to attract followers. (See Followers in Chapter Six of the *Star Wars Roleplaying Game*.)

Signing Authority

The Corporate Viceprex has moved so far up in the Corporate Sector Authority bureaucracy that he has much more access to the CSA's funds than the average Corporate officer. Once per adventure, the Corporate Viceprex may expend 1 point of Corporate Sympathy to achieve one of the following effects:

- The Viceprex may multiply a resource access roll by 100, rather than 50.
- The Viceprex may upgrade his personal transport to the Corporate Sector equivalent of a Corellian corvette for the duration of the adventure.
- The Viceprex may double his total Favor bonus for one favor check.
- The Viceprex may hire additional help, raising the maximum total levels of his minions to twice his Reputation bonus. The additional help remains in the Viceprex's service until the adventure ends or until they are killed, whichever comes first.

Ex-Corporate

A Corporate Viceprex who abandons the Corporate Sector Authority (for example, by joining another faction), or whose Corporate Sympathy drops below the required minimum, loses all special abilities derived from this prestige class. In

the latter case, the Corporate Viceprex can regain his former power by building up his Corporate Sympathy again.

Imperial Moff

Almost at the top of the Imperial hierarchy is the Moff. Drawn from the upper crust of the Imperial military, the Moffs are appointed by the Emperor to oversee entire sectors, as once the Republic Senators did. Each Moff rules over his sector and reports to a Grand Moff, who oversees groups of sectors, and who in turn reports to the Emperor.

The job is not an easy one. Even if Rebel forces don't try to eliminate the Imperial Moff, he still must survive the political battlefield: the Emperor's court. For the shrewdest and most ambitious officers, though, the rewards are well worth the risks.

A Moff commands a sector army, incorporating hundreds of thousands of troops, thousands of ground vehicles, hundreds of ground installations and space stations, dozens of capital ships, and sometimes even a personal Star Destroyer. In return, the Moff is reasonably expected to keep order and enforce the Empire's military policy. All of this power can be taken away at a moment's notice, with the Moff transported to Imperial Center to explain himself to the Emperor. But if the Imperial Moff does his job well and furthers the aims of the Emperor's New Order, he may live long enough to attain the position of Grand Moff and oversee several sectors in the Emperor's name.

Requirements

To qualify to become an Imperial Moff, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Diplomacy 10 ranks, Knowledge (bureaucracy) 8 ranks, Knowledge (tactics) 8 ranks.

Faith: Imperial Command Training, Iron Will.

Reputation Bonus: +4.

Imperial Sympathy: +4.

Special: To become an Imperial Moff, a character must have acquired the Leadership and Requisition Supplies special abilities.

The Emperor personally selects who will become a Moff and hands down that appointment through a Grand Moff. Only characters who have joined the Empire can become Imperial Moffs.

Game Rule Information

Vitality: Imperial Moffs gain 1d6 vitality points per level. The character's Constitution modifier applies.

Class Skills

The Imperial Moff's class skills, and the key ability for each skill, are as follows (see Chapter Four of the *Star Wars*

Table 4: The Imperial Moff

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+2	Starting feat, backup, resource access	+1	+1
2nd	+1	+0	+2	+3	Bonus feat	+2	+2
3rd	+1	+1	+2	+3	Overlord	+2	+2
4th	+2	+1	+2	+4	Bonus feat	+2	+3
5th	+2	+1	+3	+4	Personal Transport	+3	+3

Roleplaying Game for skill descriptions): Appraise (Int), Bluff (Cha), Computer Use (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge* (Int), Profession* (Wis), Read/Write Language (none), Sense Motive (Wis), and Speak Language (none).

* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (politics), and Profession (droid programmer).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are features of the Imperial Moff prestige class.

Starting Feat

The Imperial Moff gains the following feat:
Weapon Group Proficiency (blaster pistols)

Backup

An Imperial Moff can call upon the Imperial military to provide troops or an honor guard, in the form of Imperial stormtroopers. The Imperial Moff can call for such troops once per week.

To call stormtroopers, the Imperial Moff must have contact with an Imperial facility at which such troops are stationed. The stormtroopers arrive in 125% of the fastest reasonable travel time to the Imperial Moff's location. For example, if the Imperial Moff is just down the hall from the stormtroopers' location—four rounds away—the stormtroopers arrive in five rounds. Alternatively, if the Imperial Moff is in a nearby system requiring 12 hours to reach, the stormtroopers arrive in 15 hours. The stormtroopers remain with the Imperial Moff, following all orders to the best of their ability, until dismissed or to a maximum of one day per Imperial Moff level.

The number of stormtroopers that arrive is equal to twice the Imperial Moff's class level. The stormtroopers are low-level stormtroopers.

Resource Access

At 1st level, the Imperial Moff has access to a wide array of resources. Once per day, the Imperial Moff can make a Charisma check to use those resources.

The value of resources gained equals the Imperial Moff's class level \times the result of the Charisma check \times 50. Thus, a 4th-level Imperial Moff who gets a result of 13 on his Charisma check would gain 2,600 credits' worth of resources. These resources can take virtually any form the Imperial Moff desires (within reason) and are his to do with as he pleases. The resources gained arrive in his possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where the Imperial Moff chooses to make the check.

This class feature can only be used within the bounds of the Empire.

Bonus Feat

At 2nd level, and again at 4th, the Imperial Moff gets a bonus feat. This feat must be drawn from the following list, and the Imperial Moff must meet any prerequisites.

Contact*, Deceptive, Diplomatic Immunity*, Fame, Frightful Presence, Headstrong, Influence, Persuasive, Sharp-Eyed, Trick, Trustworthy.

* This feat is described in Chapter Three: Skills and Feats of the *Hero's Guide*.

Overlord

The Imperial Moff's power bolsters his intimidating persona. The Imperial Moff gains a bonus on all Intimidate checks equal to his levels in this prestige class. However, if he uses this bonus and fails the check by 5 or more, the Imperial Moff loses one point of Imperial Sympathy.

Flagship

In addition to the other ships in his fleet, the Imperial Moff is given an Imperial I-class Star Destroyer to use at his discretion. The Moff is expected to use this ship to police his sector but not to pursue frivolous personal missions. If the flagship is destroyed, the Imperial Moff is allowed to attempt a Diplomacy check (DC 25) once each month to have it replaced.

Personal Transport

At 5th level, the Imperial Moff is provided with a starship for his personal use. This ship is most commonly an Imperial I-class Star Destroyer (though the GM can assign the character any appropriate ship, at her discretion).

The ship belongs to the Imperial Moff and is his to do with as he pleases. If it is ever destroyed, lost, sold, or otherwise disposed of, the Imperial Moff can attempt to replace it. Doing so requires a Diplomacy check (DC 20; if failed it may be retried in 1 week), costs 1 point of Imperial Sympathy, and takes 2d8 days.

Former Moffs

An Imperial Moff who abandons the Empire (for example, by joining another faction) becomes the focus of the Emperor's wrath. At the GM's discretion, the Imperial military attempts to capture or even kill the former Moff. In cases where the former Moff is particularly well defended, the Emperor may even send one of his personal assassins to eliminate the Moff and ensure that any resources or personnel the Moff appropriated are returned to the Emperor's control.

About the Authors

JD Wiker worked in Wizards of the Coast's RPG R&D department on the *ALTERNITY* line, including the *DARK MATTER* campaign setting, before joining the fledgling *Star Wars Roleplaying Game* design team. Some of JD's *Star Wars* titles include the core rulebook, *The Dark Side Sourcebook*, *The New Jedi Order Sourcebook*, and the *Power of the Jedi Sourcebook*. JD is currently freelancing, while also working as president of The Game Mechanics, a d20 design studio.

Rodney Thompson is a freelance writer and developer from Chattanooga, TN. In addition to working on the *Star Wars Roleplaying Game* line, he is a member of the *Spycraft/Shadowforce* Archer Design Team for Alderac Entertainment Group and full-time webmaster of the SWRPGNetwork website. Rodney's work also appears in the pages of *DUNGEON/POLYHEDRON Magazine* for both the *Star Wars* and d20 MODERN games.



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Wizards of the Coast, Inc.

P.O. Box 707

Renton WA 98057-0707

Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS

Wizards of the Coast, Belgium

P.B. 2031

2600 Berchem

Belgium

+32-70-23-32-77

www.wizards.com/starwars www.starwars.com

This d20 System™ game utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Not all space is void. Interesting settings can harbor intriguing encounters while journeying aboard a starship, approaching or leaving a destination, or evading foes. Heroes can use astrographical formations to their benefit. In *Attack of the Clones*, Jango Fett flies *Slave I* into an asteroid field to evade Obi-Wan Kenobi in his Jedi starfighter, deploying concussion mines to further hinder pursuit. Han Solo attempts to lose Imperial forces in the asteroid field near Hoth in *The Empire Strikes Back*.

Below, you'll find examples and guidelines for four typical locations in space: asteroid fields, mine fields, nebulae, and planetary orbits. Use these when heroes encounter them during their misadventures or just to add atmosphere and authenticity to their interstellar travels.

Asteroid Field

When solid stellar bodies break up, asteroid belts form in orbit around the system's central gravitational feature (usually a star). These asteroid fields consist of rocky and icy chunks ranging from a few centimeters wide to the size of small moons. Although most settle into stable orbits parallel to planetary trajectories around a sun, asteroids have unstable rotations within the field, knocking around at different velocities and courses and violently colliding to generate smaller but more numerous asteroids.

Planetary rings consist of debris from destroyed or decayed moons and function like a system's asteroid field in orbit around a central world.

Pilots usually plot courses to avoid asteroid fields and planetary ring formations. Field drift over some worlds results in a closely orbiting, variable astrographical hazard. Starport authorities on these planets either blast transit corridors through the fields regularly or track asteroid courses and post the locations and times when natural clearings appear. Pirates, bounty hunters, and raiders sometimes lurk in asteroid fields waiting for their prey, assuming their vessels can maintain minimum power, raise adequate shields, and slip into an orbit that avoids asteroid collisions. Some industrial concerns mine or harvest asteroids for their concentrations of valuable minerals, though these operations entail great danger given a field's unstable nature.

Description

Pieces of rock and ice fly wildly within an asteroid field, smashing into each other and creating more debris. Occasionally, a collision sends a few asteroids out of the orbital ring around a star (or out of planetary rings), becoming astrographical hazards for vessels navigating the clear space lanes within a system.

Asteroid size ranges significantly within a field. Recently created asteroid belts have immense chunks of rock large enough to land on. Some massive asteroids have their own stable rotations and irregular orbits of lesser bodies. Older fields have greater numbers of smaller asteroids, the result of millions of years of rocks crashing into one another and wearing themselves down into dust.

Special Game Rules

An asteroid belt's density determines the DC for Pilot checks when maneuvering in the field. A light-density belt requires

a Pilot check (DC 10) every round to avoid colliding with an asteroid. A medium-density field requires a Pilot check (DC 20) every round, and a high-density field requires a Pilot check (DC 30) every round. The asteroid belts near Hoth seen in *The Empire Strikes Back* and the one Obi-Wan flies through in *Attack of the Clones* could be considered high-density fields. Gunners spotting asteroids nearby can fire at them with shipboard weapons, taking into account size modifiers.

If a pilot fails his general check to avoid debris, he finds his ship immediately on a collision course with an asteroid. Roll on Table 1: Asteroid Size to determine size, appropriate modifiers, and the Pilot DC to avoid. To dodge it at the last minute requires a Pilot check based on the asteroid's size. A successful check avoids a crash, but a failure deals damage based on the vessel's speed, the asteroid size, and the collision vector as detailed in *Ramming and Collisions* in Chapter 11 of the revised core rulebook.

Mines, missiles, or other explosives set off in asteroid fields have a greater chance of hitting their target. Although the weapon may actually miss the target, a nearby explosion can deal normal damage due to the abundance of rocky shrapnel. Explosives gain a +2 bonus to hit targets within asteroid fields.

Asteroid Size Table

Roll 1d20 to determine the size of any given asteroid encountered, using the following modifiers: +2 for a moderately aged field and +4 for an old field.

TABLE 1: ASTEROID SIZE

d20 Roll	Asteroid Size	Modifier	Pilot Check DC
1-2	Colossal	-8	40
3-4	Gargantuan	-4	35
5-7	Huge	-2	30
8-10	Large	-1	25
11-13	Medium-size	+0	20
14-15	Small	+1	15
16-17	Tiny	+2	10
18-19	Diminutive	+4	5
20+	Fine	+8	0

Adventure Hook

Pirates Haunt Keller's Void: Udine System—Authorities believe pirates operating in Keller's Void are responsible for the disappearance of several vessels en route between Wroona and Calus. "We suspect remnants of an asteroid mining operation in the Udine system revolted and formed a pirate band," announced Bliss Vlix, head of Wroona's Trade and Traffic Ministry. "As they were aware of the hyperlane shortcut through nearby Keller's Void, they began towing immense asteroids to block starships and force them out of hyperspace." Vlix noted that the pirate fleet contained enough firepower to subdue most ships, including the lost starliner *Kooba's Pride*. Wroonian authorities have little jurisdiction outside their system, but have posted a 500,000-credit bounty on the pirates to encourage independent parties to root them out of the Udine asteroid field and put an end to their raiding activities.

Mine Field

Warring forces sometimes deploy mine fields to deny enemy ships the use of small regions of space: frequently used traffic lanes, approaches to orbital facilities or moons, mustering areas, or outer reaches of systems where enemy ships might emerge from hyperspace. Strategists rarely resort to mines, since they linger long after deployed, and current tactics in capital ship and starfighter patrols are almost as effective in rebuffing aggressor vessels.

Mine fields in plain sight often deter enemy craft from approaching or channel them into an easily defended approach. Defenders deploy them in a regular orbit around a spaceborne facility or moon so they can track them and monitor openings. For tactical reasons, mines are often hidden in an asteroid field, nebula, or debris field to mask their presence and catch intruders unawares.

Military forces use two kinds of mines: passive and active. Most mines released in fields are passive, detonating only when another body (usually a ship) bumps them or comes within a preset sensor range. Active mines are rarely deployed, since they pose a greater hazard to traffic and are notoriously difficult to deactivate and clear. Active mines react to targets entering their extended sensor range by tracking them and closing in like a missile. Most home in on engine wash, communication signals, and other energy readings emanating from starships.

Description

Overtly deployed mine fields tend to disperse the explosives in a regular pattern with a slight buffer between each device's maximum sensor range. Passive mine fields tend toward more dense concentrations, while the longer ranges on active mines allow them a wider spread. The larger the area to protect, the thinner the mine density.

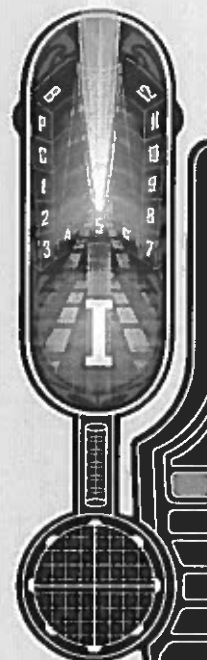
Mines deployed in asteroid belts or debris fields are susceptible to premature detonation by collision with other bodies (this problem is particularly troublesome for passive mines primed to detonate on impact). Minelayers typically set explosives into orbits around large pieces of debris or immense asteroids to avoid accidental discharge, though many still fall prey to hits by smaller objects on their own courses. In some cases, mines are actually affixed to asteroids and debris to further mask their presence.

Special Game Rules

Scanner operators seeking individual mines must make Computer Use checks to detect Fine objects. The presence of other objects (asteroids, debris) may increase the difficulty by +4.

Passive mines lurk in the square in which they were deployed. They target any vessel entering their square, attacking with a +10 bonus and dealing 8d10×2 points of damage.

To determine if an active mine spots a nearby ship, use the Sensors rules in Chapter 11 of the revised core rulebook. Simply roll 1d20 to make a Computer Use check for the mine's sensors based on various modifiers for target size, range, and situation. If the mine spots an approaching vessel, it fires its engines and begins closing on the target



like a missile, moving 9 squares for up to 6 rounds, making an attack roll (with the +10 bonus of an ordinary quality missile) when it enters the same square as the target. If it hits, it deals 8d10×2 points of damage. If it expends its fuel before impacting the target, the mine fires a final stabilization burst of compressed air and becomes a passive mine in the square in which it stops.

Adventure Hook

Orders from HQ: Our task force needs to move through the asteroid field ahead to set up ambush points before our next action. Advance scouts ran into some old remote mines among the outer edge of asteroids, active mines that pursued and destroyed our lead craft before it could escape. Your team is fresh. Take whatever ships you feel are best suited for the job (starfighters or armed gunboats) and start clearing that mine field. We're not quite sure how deep into the asteroid field it runs, nor what it was initially intended to protect. Our astrographical databanks indicate that there's nothing but asteroids in there. If you encounter anything strange that doesn't show up on our charts, investigate and report.

Nebula

Stars emerge from and die within vast clouds of dust and gas called nebulae. Most result from supernova explosions or outgassing of slowly dimming stars. The resulting materials swirl in a chaotic cloud until gravitational forces inevitably draw them together to congeal into protostars. Since the process can take hundreds of millions of years, nebulae often remain relatively established astrographical features in the overall galactic scheme.

Since they contain small particles, nebulae present obstacles to hyperspace travel. Starships can still travel through them in normal space, though these journeys present many hazards during the long time it takes to traverse the entire width of a nebula. The gaseous clouds offer a haven for various endeavors: a hiding place for lurking pirates, a well-screened location for a secret base, a refuge for fleeing smugglers, or a home to a lost yet lingering alien species. Some nebulae born of dying stars still harbor planets inhospitable to life that may prove useful.

Description

Nebulae span vast portions of space, at the very least several times the size of a typical system. Their roiling gasses expand and contract among the conflicting gravitational forces slowly struggling to condense new star clusters. Gases glow red, green, and blue from ionized hydrogen, oxygen, and nitrogen. Ion flashes occasionally jump from one cloud to another, releasing energy built up from intense heat and friction. Gravitational fluxes draw together gas plumes, planetary debris, and newly formed stars. Other hazards lurking within nebulae include newly formed clusters of protostars, globules of condensed, burning plasma, neutron stars with high radiation and dense gravitational pulls, and black holes born from collapsing stars.

The farther from gravitational forces, the less dense gas and debris become. Pilots find navigating a nebula's outer reaches much easier than plunging into the deeper regions. Charged gas and condensing stars play havoc with sensors

and communications, masking both once ships enter the roiling clouds. Vessels attract random bursts of ion lightning that can short out vital ship systems. Gas clouds suddenly ignite in violent plasma flares. Those desperate enough to enter a nebula often leave their pursuers behind, yet enter an entirely new region of unpredictable danger.

Special Game Rules

The energy bursts, gas clouds, and gravitational hazards in a nebula increase the DC of all Computer Use checks for sensors and communications by +10. These conditions also negate weapon bonuses to fire control, as targeting computers have little or confused data with which to track targets.

Each round a vessel flies through a nebula's stormy regions, it has a 1 in 6 chance of attracting an ion lightning strike. A branch of lightning that hits the craft deals 5d10 points of ion damage (see Table 11-11: Ion Damage in the revised core rulebook for details). Some facilities situated in nebulae often bristle with conductor rods to attract and channel loose energy away from vital areas of the installation, even into energy capacitors to convert and store the power for future use. If this specialized equipment is installed and operational on a craft, it negates the detrimental effects of ion lightning.

Plasma flares occur deeper inside nebulae and only pose hazards to ships flying deeper into the gas clouds. Usually, these flares ignite as a result of intense friction among rapidly congealing gas molecules and ion lightning bursts; however, discharge of a ship's energy weapons can also ignite plasma into fiery flares. Each time a gunner fires a vessel's energy weapons, he has a 1 in 6 chance of setting off a nearby cloud of volatile, condensed gas that explodes and deals 8d10×2 points of damage.

Adventure Hook

Message from Snitchly Britch: I heard a rumor that there's some secret enemy research facility deep within the Itani Nebula conducting some pretty important experiments. Something about studying condensing gases, energy discharges, and plasma clouds to try and make a weapon that consumes a planet's atmosphere with acid. Or was it incinerate a planet into a small, boiling sun? Something like that. Anyway, the station's supposedly bristling with sensors, instruments, and equipment to divert harmful ion lightning. The nearest settlement is the old navigational beacon maintenance installation of Darknon Station. Not much there, but it's a good base of operations for anyone looking into rumors of that research facility.

Planetary Orbit

Approaches to worlds often hold potential for encounters and hazards depending on the planet's inhabitants, technology, and overall profile. Moons, rings, and asteroid fields may offer navigational challenges to approaching ships.

Communications and sensor satellites, debris, orbital facilities, and heavy starship traffic are typical features of settled worlds.

When approaching a busy world's orbital regions, vessels often receive requests for identification and intended destination from starport traffic control. Sensor satellites monitor traffic and navigational buoys guide incoming and

outgoing ships along established flight paths. Starfighter patrols enforce peace and protect vessels from pirates. Orbital industrial and military facilities might provide additional manufacturing potential and protection.

More remote worlds lack rigid control of their orbital regions, usually because the populace prefers a subtle, simple existence, expects visitors to fend for themselves, or wishes to avoid notice of authorities passing through the system. Astrographical features that drift into orbit (rings, asteroids, debris) go unchecked and unmarked, becoming hazards to unwary pilots.

Description

Although the planet itself dominates the orbit environment, other elements present hazards or potential encounters to in- and outbound vessels. Moons most frequently orbit worlds. The larger a planet, the greater its number of moons. For some immense yet uninhabited gas giants, one or several moons might offer an atmosphere conducive to settlement; for example, the moon Yavin IV harbored a Rebel base among the Massassi ruins. Even lifeless moons can host pressurized installations less suited for a planetary surface. Some moons break up or collide, creating orbital rings or asteroid belts.

Here are some ideas of typical encounters and other features near planetary orbit; they vary depending on the world's overall purpose, population, government, and technological sophistication.

Stardock: Vast orbital construction facilities provide docking gantries in which workers assemble immense starships. These frequently include landing bays for supply ships, and pressurized quarters to house laborers. Fondor and Wroona have starship construction installations in their orbits.

Factory: Some industrial facilities are too massive for the surface, so installations float in regular orbit where they have access to incoming supply vessels and freighters to export finished goods.

Starport: Commercial and military starports in orbit allow easier access for goods, ships, and passengers destined for a world and its moons. These facilities enable large ships to dock without time-consuming planetary landing and facilitate faster maintenance, service, and disembarking.

Debris: Wreckage from battles or starship collisions often settles into a stable orbit around a planet. Unless destroyed or salvaged by authorities, this debris becomes a hazard for vessels navigating the area.

Patrol: World, sector, and galactic governments sponsor patrols in some systems, usually to maintain peace, monitor starship traffic, and protect against threats like pirates. Larger entities sometimes deploy a massive fleet to blockade a planet for any number of reasons (economic, military, or political), halting or destroying outbound vessels and interdicting inbound craft for identity check and possible impound.

Pirates: Small fleets of brigands lurk near sparsely inhabited systems, hoping to prey on unsuspecting ships passing nearby. They avoid well-patrolled regions but use astrographical features and other elements in orbit to mask their presence.

Darelic: Wrecked or abandoned vessels settle into stable orbits around worlds, waiting for salvage teams to strip them or patrols to use them for target practice. Some planets

maintain entire fields of junked starships in orbit, charging for salvage rights and paying paltry credits for new additions.

Satellites: Densely inhabited worlds with sophisticated technology deploy small satellites in orbit to boost the effectiveness of ground-based communications and sensors. Nav-buoys help guide starship traffic. Comm-sats enhance planetside communications and serve as a transfer point for messages reaching outside the system. Sensor satellites monitor a world's weather and guard against approaching hostile forces.

Special Game Rules

Most inhabited systems clearly mark objects in orbit with signals easily read on starship sensors. If venturing into an orbital region with unmarked debris, a sensor operator can make a Computer Use check to detect it based on the object's size (see Table 11-5: Starship Sensor Detection in the revised core rulebook). If this check fails, the pilot finds his craft immediately on a collision course with the object. To dodge it at the last minute requires a Pilot check based on the object's size (reference the Asteroid Size Table above for object size and the DCs to avoid them). A successful check avoids a crash, but a failure inflicts damage based on the vessel's speed, asteroid size, and collision vector as detailed in Ramming and Collisions in Chapter 11 of the revised core rulebook.

For rules on navigating in a planetary orbit, see the "Asteroid Field" section above.

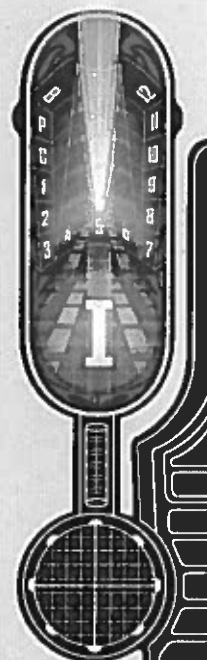
Adventure Hook

Orders from HQ: Take your patrol and monitor the space immediately around the planet. You must prevent enemy scouts from approaching and detecting our secret base here. Pay particular attention to the three uninhabited moons, the ancient debris field from some forgotten, destroyed fleet, and the asteroid belt farther out in the system. Your vessels pack enough firepower to confront other starfighters and put up a good fight against larger capital ships, but if it looks like you're losing ground, break out of orbit and make a hyperspace jump for the next system. If we're lucky, the enemy will just think you're a rogue patrol. If we're not, you might not have a base to return to later.

About the Authors

Petar Schweighofer is a freelance writer and editor living in Williamsburg, Virginia. During his career in professional publishing, he has written material for the adventure gaming hobby—including contributions to the *Star Wars*, *Lord of the Rings*, *Weird Wars*, and *Star Trek* roleplaying game worlds—published several science fiction and historical fantasy stories, edited two *Star Wars* anthologies published by Bantam Spectra, and reported for a newspaper in Connecticut. Visit his website at www.destinyrealms.com/griffon/.

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Galactic Gazetteer

Hoth and the Greater Javin

By Craig R. Carey, Jason Fry, and Daniel Wallace



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Questions? 1-800-324-6496

EUROPEAN HEADQUARTERS

Wizards of the Coast, Belgium

P.B. 2031

2600 Berchem

Belgium

+32-70-23-32-77

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"You have any idea how to fly this contraption, sa kasik?"

"Who you calling 'old,' pal?"

The gold-skinned Nothoiin showed his palms in a gesture of peace. "Just stating the obvious."

Solomahal harrumphed and turned back to the YV-888's controls. "Don't you worry 'bout my piloting. We'll be outta here 'fore First Dawn."

"And where exactly are we going?"

"You said you needed to get away; I'm taking you away. Far away."

The Nothoiin narrowed his eyes and cast a cold look at the old Lutrillian scout. "How far?"

"Back to the Javin."

"Are you crazy? That's the first place they'd look—"

"—for a Nothoiin? Let 'em try. Imperials can't tell your people apart, Covah. It's the best place for you to go."

"But I can't go home."

"Don't worry, there are plenty of places to hide out. You don't have to go planetside."

"What'd you have in mind?"

The thrusters of the Corellian freighter kicked up the Mos Espa sand in the warm pre-dawn glow, and Solomahal guided her gently over the squat desert buildings. "Maybe the Mataou fuel station . . . they'd never look for you there. Or Hoth, if you—"

"No thanks."

Solomahal smiled. "Pull up the charts and pick one, then. Like I said, the Javin's got plenty of places to hide . . ."

Hoth. Bespin. Key worlds in galactic affairs, they nonetheless reside in a relatively backwater region of space, known collectively as the Greater Javin. Long a haven for smugglers, pirates, and those looking to avoid any entanglements (Imperial or otherwise), this region boasts scores of exacting locations, is home to a number of sentient species, and offers worlds of every clime for the ready traveler.

You're about to explore a region of space that runs the gamut from Echo Base's frozen corridors to Darlyn Boda's seedy alleys to the secluded Anoat System (where there's more than a certain princess thought). Welcome to the Greater Javin!

The Far End of the Spine

As with all of the great star lanes, no single date marks the founding of the Corellian Trade Spine. Generations of spacers forged the individual links between star systems that make up the Spine, seeking efficient hyperspace routes between civilized systems, or sometimes between a familiar system and an unknown star winking in the darkness a few light years away.

The history of much of the Spine, however, is measured in mere centuries. Large portions of the "outer" Spine—defined as that portion lying Rimward of the intersection with the Rimma Trade Route at Yag'Dhul—have been heavily traveled for only a few hundred years. Not every world along that portion of the Spine is a new discovery; spacers have visited a handful of them for millennia. But until the Spine opened, such worlds could be reached only by round-about routes, or by secret star lanes known only to a few.

The outer Spine has always been relatively independent from the galaxy's central authority. The region has long been divided into sectors, of course, and many a pirate has found to his regret that battle fleets move swiftly from the Core to the Rim. But those who make their living along the outer precincts of the Spine have always been much more concerned with local politics than galactic issues. The Alliance did eventually make its way to the outer Spine, establishing one of its principal bases on an ice world a few hours off the great route. The discovery and fall of the Hoth Rebel base marked one of the darkest episodes for the Rebellion during the Galactic Civil War.

The Javin Sector

A thousand years ago—a mere heartbeat in the history of the galaxy—the light years beyond the Republic outpost on the planet Javin at the edge of the Mid Rim were considered part of Wild Space, imperfectly surveyed and visited only by scouts and the most daring traders. Javin itself fell within Mugaari Space, a semi-independent pocket of eleven star systems ruled for millennia by gray-skinned humanoids suspicious of the Republic.

While the Spine formally ended at Javin, brave traders pushed on across the frontier to the outer Mugaari worlds of Aztubek, High Chunah, and sometimes beyond. The traders were lured by the relative nearness of a pair of other alien civilizations—Lutrillia and Nothoiin—that had traded with the Republic off and on for centuries. But Lutrillia and Nothoiin could only be reached by taking expensive, round-about routes and giving up an unhealthy share of any profits to the Mugaari. Despite the efforts of countless hyperspace explorers, the dream of a shorter route remained unfulfilled.

The chief impediment to navigation were the Twin Nebulae, vast clouds of glittering gas and dust left over from the explosion of a star eons ago. (The star itself has decayed into a black dwarf surrounded by highly ionized, radioactive green gas known locally as "the Ring.") The Twin Nebulae is properly a single irregular nebula, whose two halves—dubbed Kiax and Ivax after two ancient Corellian trickster gods—hamper navigation between the

Spine and Lutrillia (Kiax, the spinward half of the nebula) and Nothoiin (Ivax, the trailing half).

Following a brief and one-sided war between the Republic and the Mugaari, Republic cartographers established the sprawling Javin Sector in the Outer Rim. Republic traders, staging from a host of newly settled worlds (including Mexcluine, Gerrenthum, Indellian, Bendeluum, Ione, Daryn Boda, Orn Kios, and Isde Naha), continued to plumb the Twin Nebulae for a shortcut, but it was centuries before Lord Ecclessis Figg succeeded where so many had failed.

The Twin Nebulae Sectors (Yarith and Anoat)

Figg's scout ships launched from Gerrenthum and probed the unexplored space on either side of the Spine, blazing star lanes straight through the Twin Nebulae to Lutrillia and Nothoiin. The Lutrillian Cross through Kiax connected the Spine with the existing route between Lutrillia and the Mid Rim, while the Nothoiin Corridor through Ivax linked the Spine with the Eriadu Way, an older trade route (now considered part of the Hydian Way) running thousands of light years to the Rimma. Gerrenthum, now located at the nexus of three profitable trade routes, grew from a sleepy Rimworld to a bustling planet with dozens of thriving spaceports; its neighbors Kirtarkin, Mexcluine, Indellian, and Bendeluum followed suit.

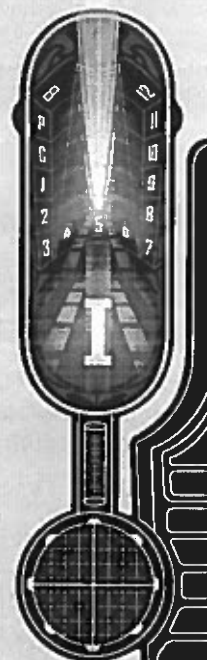
Figg scouts ensured even more monies would flow into the Twin Nebulae region when they blazed new routes

ECCLESSIS FIGG

Lord Ecclessis Figg is a footnote at best to historians in the Core, but in the Spine's Rimward precincts, he remains a legend nearly four centuries after his death. Figg spent his youth working odd jobs along the Spine, dreaming of founding a company of surveyors and traders that would open up the star systems off the Spine's outer precincts. Figg's big break came during a stint as a steward on a Spine luxury liner, when he saved the life of a lesser noble from Alderaan. The two married, and the new Lady Figg, Yarith, devoted her private fortune to Ecclessis' Outer Javin Company. From his adopted home on the outpost world of Gerrenthum, the self-styled "Master Trader of the Outer Javin" sent scout ships into the soup known as the Twin Nebulae and miraculously opened new hyperspace shortcuts to Lutrillia and Nothoiin.

The resulting economic boom made Figg almost unimaginably rich and turned the Twin Nebulae region into an economic powerhouse. Aware that strife between the natives would hurt trade and bring unwanted attention from the Republic, Figg ensured that both the Lutrillians and the Nothoiin benefited from the opening of the region. He also became a familiar face on Coruscant and a key benefactor of powerful senators. Figg created the Cloud City mining outpost/casino on Beshin and lived long enough to see the Anoat sector established in the outer Javin.

Today, Lord Figg's descendants still command a vast income from their holdings in the Outer Javin Company (and its privately held corporate cousin, Figg & Associates).



around the Klox to Lutrillia and back across uncharted reaches of what had been Mugaari Space to the Mid Rim. Decades later, Figg capped his legacy with two fresh triumphs: a new Rimward route to Lutrillia from Darlyn Boda, and a trade route connecting the Nothoin Corridor with the Spine at Isde Naha that opened up the backwaters of the Javin Sector.

In the last year of his life, Lord Figg presided over a ceremony on Gerenthum that marked the establishment of a new sector in what had been the outer reaches of the Javin Sector. Figg backed the name "Ecclessis" for the territory, but Core bureaucrats dubbed the sector Anoat after an ancient surveying note.

Generations later, the Republic split the Anoat Sector in two in order to check ambitions in the Twin Nebulae region. The powerful Figg heirs failed to thwart the move, but they did get some long-overdue respect: the new sector received the name Yarith, after Lord Figg's wife.

The Ison Corridor

A sidetrack to the Corellian Trade Spine, the Ison Corridor contains just five systems—Varonat, Bespin, Anoat, Hoth, and Ison. For much of its history, this mini-route and its worlds have offered a distorted mirror of the systems along the nearby Spine: obscure and without potential, where its neighbors were well traveled and intriguing.

For centuries, the Ison possessed only one real commodity, namely the labor provided by the short, piglike Ugnaughts native to Gentes in the Anoat system, who suffered cruelly under the depredations of slavers. Elsewhere, one could find even less of interest. Varonat's

lone habitable world turned out to have poor soil; Bespin offered no surface for a colony to take root; Hoth's key features were a frozen world and a spectacularly dangerous asteroid belt; and Ison itself had no proper planets at all. Hoth and Varonat were used now and again as pirate nests, and both worlds occasionally saw visits from poachers hunting wampas and Morodin. But for the most part, on the rare occasions when anyone spoke of the Ison Corridor, it was with a sneer of disgust. Scouts saw it as a dead end that had refused to yield a jumping-off point to the Lutrillian systems, while the Javin Sector authorities grudgingly sent warships to clean out Hoth and Varonat's smugglers every generation or so.

At first, it seemed the Ison would resist even Ecclessis Figg's magic touch. But Bespin's rose-colored clouds entranced Lord Figg. After years of study, one of Figg's survey teams made a crucial discovery: Bespin's atmosphere boasted great quantities of valuable Tibanna gas. What's more, Bespin's ecosystem produced Tibanna gas in "spin-sealed" form, a rare prize for arms manufacturers who would pay a fortune to use it in their blaster weapons. Eventually, the Tibanna economy led to the construction of Cloud City and a new asset for the Ison: tourism.

Hoth

Anchored by a small, blue-white sun, the Hoth system consists of six planets and a wildly erratic asteroid field. The first five worlds are barren, inhabitable balls of rock that have yielded minimal mineral prospects.

The Asteroid Field

The wide Hoth Asteroid Field, the remains of what were once the system's outer planets, is a maelstrom of flying rock and debris. Prospectors chance its hazards from time to time, in hopes of finding mineral deposits there.

During the Rise of the Empire, the noted Mugaari pirate Icanis Tsur and his crew of 30 were lost in the field aboard the *80-Vag*. For years, the *Vag*'s wreckage swirled among the asteroids, pilfered by Squib teams and rogue scavengers (many of whom were destroyed in the process, thereby contributing to the flotsam they were attempting to retrieve). The asteroid field is also suspected to have housed a number of major pirate strongholds over the decades, including that of the notorious pirate Clabburn, scourge of the Anoat system. Rumors abound of treasure and pirate lairs hidden deep within the field.

Hoth: The Cold Facts

Though devoid of any true permanent settlements, the sixth planet of the Hoth system has had a storied history in galactic affairs. For centuries, the frozen world has served as a base for transient smugglers, fugitives, and other unsavory types of the Republic's and Empire's underbelly. The world's brutal climate, remote location, and frequent meteor showers make detection nearly impossible, and therefore a perfect hideaway. Outlaw techs converted the massive caverns into their chopdens and docking bays, spice runners braved the perils of the equatorial rifts for lumni-spice, and—perhaps most important of all—the frozen plains of the northern hemisphere housed Echo Base, the Rebels'

THE HOTH SYSTEM

Star: Hoth (blue)

Orbital Bodies: 6 plus asteroid field

Name	Type	Moons	Known Settlements
Shron	Volcanic	0	None
Biosh	Barren rock	0	None
Nushk	Methane oceans	4	None
Jhas	Gas giant	24	None
Ordaj	Gas giant	17	None known; possible pirate base on moon (Ordaj Besh)
Hoth	Terrestrial	3	Echo Base (Rebellion Era); various pirate and smuggler hideouts during other eras

THE PLANET HOTH

Type: Terrestrial; **Temperature:** Frozen; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Ice caves, frozen plains, mountain ranges; **Length of Day:** 23 standard hours; **Length of Year:** 549 local days; **Sentient Species:** Varies; **Starports:** Limited Services (number varies); **Population:** Varies, no permanent population; **Planet Function:** Rebel base, smuggler/pirate hideout; **Government:** None; **Tech Level:** Space (when occupied); **Major Exports:** None; **Major Imports:** None.

temporary headquarters after the Battle of Yavin. Hoth's tenure as the Rebellion's headquarters guaranteed the world's place in history datatexts, as the crucial Battle of Hoth nearly crippled the Alliance.

The entire world is covered in ice, with an average daily high of approximately -30 degrees standard, and night lows of -60 degrees common. The northern hemisphere consists primarily of rocky subsurface with some exposed terrain, and a great deal of terrain depressed by several hundred meters of ice shelves and massive snowdrifts. Still tectonically active, the world is littered by steam vents and patches of rocks and minerals spewed forth from the bowels of roiling magma fields. Several ranges of knife ridges cut across the vast ice plains.

At the equator runs a deep fissure that averages between 10 and 100 meters in width, and runs several hundred meters deep. At the base of the fissure is an ever-changing and unstable network of steam-blown caverns and slick, glacially depressed platforms large enough to berth a handful of light freighters. Those who know of the vaunted equatorial rift of the world do not regard it for its ice formations, but rather its valuable cache of lumni-spice. A number of pirates have attempted to harvest significant shipments of the spice, and have largely met with failure. Perhaps best documented was the Human pirate Raskar's attempt to profit from the lumni-spice, only to be foiled by the rift's indigenous predators.

In the southern hemisphere floats a massive ocean "contained" beneath the planet's enormous ice sheets. Though they cause nowhere near the tidal pull of Yag'Dhul's moons, Hoth's three nameless satellites cause fissures in the ice sheets that allow great geysers of warmer salt water to shoot into the Hoth air. The intense cold of Hoth's air temperature freezes the jets, and the water forms into huge ice spires and arches. The phenomenon causes primitive ocean-dwelling algae to be caught in these tall columns. A species of annelids simply known as ice worms carve their way through the ice to feed on the algae, and the worms' paths are marked by oddly shaped holes and microtunnels.

Why Hoth?

As Han Solo once said, there isn't enough life on Hoth to fill a star cruiser. It's a cold, dangerous world, crippling to both men and machinery, and officially devoid of Human settlement.

Those conditions made for a perfect Rebel hideout. After the destruction of the first Death Star, the Alliance sorely needed a new world from which to coordinate its efforts. A number of capable Rebel operatives, Luke Skywalker among them, were dispatched to locate possible sites for the new HQ base while the Alliance evacuated the Yavin temples and other prominent outposts such as Thila. Naturally, it was the fledgling Jedi who discovered the world that would ultimately house Echo Base.

While patrolling the Outer Rim for possible sites, Skywalker and his protocol droid C-3PO were forced to maneuver into the slipstream of a hypercomet in order to escape a group of Imperial TIE fighters and the fighters' support ships. Though the pair survived the bold move, they crash-landed on Hoth. Both he and his droid were ill

prepared for the unrelenting cold. The young Rebel's flight suit, though designed to protect against limited environmental exposure, was little help in combating the planet's nighttime temperature.

Fortunately, young Frija Turlock rescued both Skywalker and C-3PO from certain doom and led them back to the fortress she shared with her father, Imperial Governor Turlock of Corulag. While Frija was intent on keeping Luke alive and the droid functioning, her father had every intention of keeping his and his daughter's location a secret, and to that end wanted Skywalker left for dead and the droid dismantled.

Frija and Luke were able to subdue the elder Turlock, and ultimately the two succeeded in cobbling together a rudimentary communicator so that Skywalker could contact the Alliance and arrange for transport off the world. As it turns out, both Frija and Governor Turlock were impostors—droids sent to Hoth by the genuine Governor Turlock as a decoy to foil Rebel or Imperial attempts on his life. (Given young Skywalker's undeveloped Force skills at the time of the encounter, it seems likely that he was unable to sense that the two were not living beings. An older *Master* Skywalker would never have been so easily duped. The Turlock droids are believed by some to have been designed for the governor by Massad Thrumble, the infamous droid designer also believed to have developed the Black Sun enforcer Guri. Such claims have not been confirmed.)

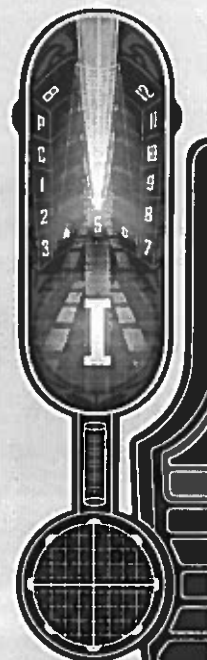
The Ison Corridor's obscurity and Hoth's inhospitable climes turned Skywalker's accident into a terrific find: The Alliance liked what they saw. Hoth lay extraordinarily close to a well-traveled trade route, allowing Rebel ships easy access to the rest of the galaxy, yet it was so rarely visited that some charts omitted its name altogether. Furthermore, the system had a history of periodic use by smugglers and schemers—another attribute of the world of which Captain Solo had knowledge. Unless a patrol stumbled across an entire Alliance battlegroup, stray Rebel ships observed near Hoth would probably be dismissed as motley pirates who'd soon be moving along. Much the same was true of the Ison Corridor—Bespin was the only common destination on it, but it was almost invariably reached from the Spine. Using the Ison Corridor, in fact, added days of travel time to any journey.

The Alliance settled in on Hoth, and if not for exceptionally bad luck, the mobilization of a vast battle fleet sent to find them, and the uncanny intuition of Lord Vader, the base might never have been found.

Echo Base

The Alliance had agonized over where to establish the next major base and whom to put in charge, but once Hoth was agreed upon and Carlist Rieekan given command, the entire process was rather quick. Working with Hoth's extant topography, the Alliance of Corps of Engineers, led by Major Monnon, located the remains of facilities once used by the Mon Calamari pirate Salmakk. There, they worked with the natural network of caves by excavating and expanding the ice and snow with laser cutters and heavy materials such as gravitonic lifters and massdroids.

The base proper was buried in a primeval glacial floe, with a cutting-edge command center, full medical bay, and



two primary hangars accessible through north and south entrances. Complemented by an energy shield and accompanying power generator and protected by an awesomely powerful KDY v-150 "Planet Defender" anti-orbital ion cannon, the base was—despite all its contents and value—designed to be evacuated on a moment's notice.

At its peak, Echo Base was staffed by approximately 8,000 Alliance personnel, with sometimes half that number consisting of Rebel SpecForce troops assigned to the base's defense. Also stationed at Echo Base were a number of the Alliance's most valuable personnel, including Princess Leia, Skywalker, Solo, Chiffonage, and Antilles.

Most of those assigned to ground or scout patrol were commonly cycled through the various outposts, or "Echo Stations." While X-wing and patrol pilots usually converged at the south slope's landing zones, the Echo Station soldiers were posted along the narrow valley that cut north from the base between the two local mountain ranges. Positioned amid trenches and antivehicle and antipersonnel weapons emplacements, they were the troops charged with defending Echo Base from a ground assault, and therefore suffered the greatest losses during the Battle of Hoth.

Creatures of Hoth

Notable native creatures on the ice planet include the savage wampas, the malodorous tauntauns, and the scavenging ice scabblers.

Wampa

Fearsome, thick-furred beasts, wampas are fierce predators that feed on tauntauns and other creatures of the iceswept Hoth plains. Nearly 3 meters tall, the powerful monsters possess razor-sharp claws and a crushing jaw full of ragged, brutal fangs. A wampa is known to have nearly killed Lieutenant Commander Skywalker on Hoth, and a number of the beasts ransacked parts of Echo Base in the days before the Imperial attack.

SALMAKK

Hoth is just about the last place you'd expect to find a Mon Calamari smuggler better suited to coral reefs and kelp beds than frozen tundra and blizzard conditions. That was one of the reasons Salmakk made his base there for a time, as no law enforcement would think to look for him there. Given the number of CorSec, Imperial, CSA, and private agents looking for the Mon Cal pirate captain, Hoth was as good a place as any to lay low for a while.

Though he was maintaining a fairly low profile, Salmakk kept abreast of galactic events. His occasional forays into Imperial space kept him and his crew of nearly two dozen well fed and well informed. He learned of the price Jabba had put on Solo's head, the destruction of Alderaan, and of the Rebel victory at Yavin. Imagine his surprise when Solo himself appeared on Hoth a short time later!

After his encounter with the Rebels, Salmakk and his crew spent nearly two standard days digging themselves out of the cave in the Solo and Skywalker created to trap them. Once free, he and his crew fled the Hoth system for good, but not the sector. Rumors abound that Salmakk is planning his most ambitious venture yet.

Wampa: Arctic predator 3; Init +0; Defense 19 (+10 natural, -1 size); Spd 10 m; VP/WP 28/20; Atk +6 melee (2d4+4, 2 claws) and +1 melee (2d6+2, bite) or +2 ranged; SQ Camouflage (+2 species bonus on Hide checks in snowy conditions), +4 species bonus on Survival checks; SV Fort +8, Ref +3, Will +1, SZ L; Face/Reach 2 m by 2 m/4 m; Str 19, Dex 10, Con 20, Int 6, Wis 10, Cha 12. Challenge Code: C.

Skills: Hide +4, Listen +4, Move Silently +4, Survival +6.

Feats: Power Attack, Track.

Tauntaun

Omnivorous and foul-smelling, the tauntauns proved a great tool to Alliance patrols when the brutal Hoth cold wreaked havoc on Rebel T-47 speeder drives. Encouraged by the success Rebel patrols on various other worlds had recorded with pack animals such as the Cracian thumper, the Rebels worked quickly to domesticate a number of the ornery tauntauns for use as mounts.

Though often ill-tempered and rowdy in the presence of other tauntauns, the creatures are hardy and stable-footed.

Tauntaun, Adult Male: Arctic herd animal 2; Init +1 (Dex); Defense +17 (+7 natural, +1 Dex, -1 size); Spd 20 m; VP/WP 11/16; Atk +4 melee (1d4+6, claw) or +4 melee (1d6+6, bite) or +1 ranged; SQ +4 species bonus on Survival checks; SV Fort +6, Ref +1, Will -1, SZ L; Face/Reach 2 m by 4 m/2 m; Str 18; Dex 12, Con 16, Int 2, Wis 8, Cha 6. Challenge Code: B.

Skills: Listen +4, Spot +2, Survival +6.

Ice Scabbler

A small, scavenging vermin with exceptionally acute olfactory senses, the ice scabbler eventually becomes a nuisance to any sentient who spends much time on Hoth. The little creatures can sniff food out no matter how well the packages are sealed. During their relatively brief stay at Echo Base, Alliance staffers were constantly besieged by the pests, as the scabblers got into nearly every foodstore and storage bin on the base. A favorite snack of the terrible wampa, the tenacious little scavengers are believed to have been what caused the predators to converge on the Rebel base as they did.

Ice Scabbler: Arctic vermin 2; Init +4; Defense 16 (+2 size, +4 Dex); Spd 8 m, burrow 6 m; VP/WP 4/3; Atk +7 melee (1d3 bite) or +7 ranged; SQ Burrow, targeted olfactory sense, scent, +4 damage on bite attacks; SV Fort -3, Ref +7, Will +0; SZ T; Face/Reach 25 cm by 50 cm/15 cm; Str 2, Dex 18, Con 5, Int 2, Wis 10, Cha 2. Challenge Code: A.

Skills: Climb +5, Hide +6, Listen +5, Survival +4.

Outer-System Creatures

As with most asteroid fields, the two species documented in the Hoth field are the ubiquitous mynock and space slug. The legends of Clabburn maintain that the pirate kept huge space slugs as guard beasts, but aside from wild spacer legends and the claims of dubious sources (an Alderaanian princess notwithstanding), the reputed "900-meter monster" has yet to be documented.

Mynocks are also known to inhabit the wreckage of several skeleton ships on Hiroth Besh. The turbulent electri-rock storms of the moon have prevented extensive hunts for

further life, but several probe-droid surveys have largely discounted the possibility.

Notable Greater Javin Worlds and Features

The planets most relevant to Greater Javin adventures have been identified in uppercase on the sector map.

The Spine

Worlds of the Spine include Javin, Aztubek, High Chunah, Kirtarkin, Mexeluine, Gerrenthum, Indellian, Bendelum, Zhanox, Ione, Mataou, Anantapar, Shuxl, Ertegaz, Darlyn Boda, Orn Kios, Ozu, Isde Naha, and Togominda.

Javin

One of the eleven worlds inhabited by the Mugaari, Javin was once the most populous Mugaari world behind Mugaar itself. That changed with the arrival of Republic scouts many centuries ago, who made Javin the terminus of the Corellian Trade Spine and covered the world with mapping centers and supply depots. Eventually, the Trade Spine extended past Javin, and the world became an urbanized governmental hub. Most Mugaari left the planet following their species' brief war with the Republic, though they still make up a third of the population. During the Galactic Civil War, the planet became the only Imperial stronghold in the Greater Javin, and a space platform designated D-34 scrutinized all Spine traffic for military violations.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Urban, desert, mountains; **Length of Day:** 25 standard hours; **Length of Year:** 310 local days; **Starports:** 1 stellar, 3 standard; **Population:** 1 billion Humans, 500 million Mugaari; **Planet Function:** Republic/Imperial governmental center; **Government:** Governorship; **Tech Level:** Space; **Major Exports:** Tech; **Major Imports:** Foodstuffs.

Aztubek

A wealthy but little-developed planet, Aztubek has many corporate complexes located in its snowy forest valleys but few permanent residents. Most workers shuttle in from Javin on week-long rotations.

High Chunah

Once an outlying Mugaari colony, High Chunah is now a profitable speeder-manufacturing planet. The rocks of High Chunah are phosphorescent, and glow pale green for up to six hours past sunset.

Kirtarkin

Kirtarkin is the customs world for the Twin Nebulae sectors. It is a smoky planet of machines and oil slicks that siphons billions of credits annually from import/export taxes. During the Empire's rule, the Imperial Star Destroyer *Desolator* staged from Kirtarkin on its patrols of the Greater Javin.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type II (breath mask suggested); **Gravity:**

Standard; **Terrain:** Polluted urban; **Length of Day:** 30 standard hours; **Length of Year:** 450 local days; **Starports:** 1 stellar, 2 standard; **Population:** 2 billion Humans, Lutrillians, Nothoiins, and Mugaari; **Planet Function:** Customs world; **Government:** Appointed councils; **Tech Level:** Space; **Major Exports:** Fuel, tech; **Major Imports:** Foodstuffs.

Mexeluine

Mexeluine got fat and happy off the money brought into the sector by Figg & Associates. It competes with Gerrenthum by offering cheaper starport rates.

Gerrenthum

Gerrenthum is a megaworld. This modern, mechanized planet sits at the fortuitous junction of the Nothoin Corridor, the Corellian Trade Spine, and the Lutrillian Cross. Thousands of starships pass through Gerrenthum every hour—nav beacons outlining the flight corridors extend from the planet in luminous tentacles of white, yellow, and green. Gerrenthum is also the headquarters of the various Figg corporations, including Figg & Associates, Figg Excavations, and the Outer Javin Company. Security on the planet is tight, though the local police forces are all on the Figg payroll. Anyone with a friend in the Figg family can practically operate with impunity.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Urban; **Length of Day:** 24 standard hours; **Length of Year:** 370 local days; **Starports:** 3 stellar, 8 standard; **Population:** 5 billion Humans, Lutrillians, Nothoiins, and Mugaari; **Planet Function:** Trading world, corporate HQ; **Government:** Corporate; **Tech Level:** Space; **Major Exports:** Tech, labor; **Major Imports:** Tech, foodstuffs.

Indellian

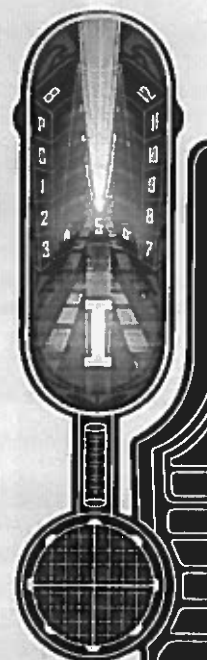
The low-gravity planetoid of Indellian sits on the Yarith side of the zigzagging Yarith/Ison border, which was intentionally drawn by the Republic in a meandering line to cut off neighboring worlds politically and minimize local power.

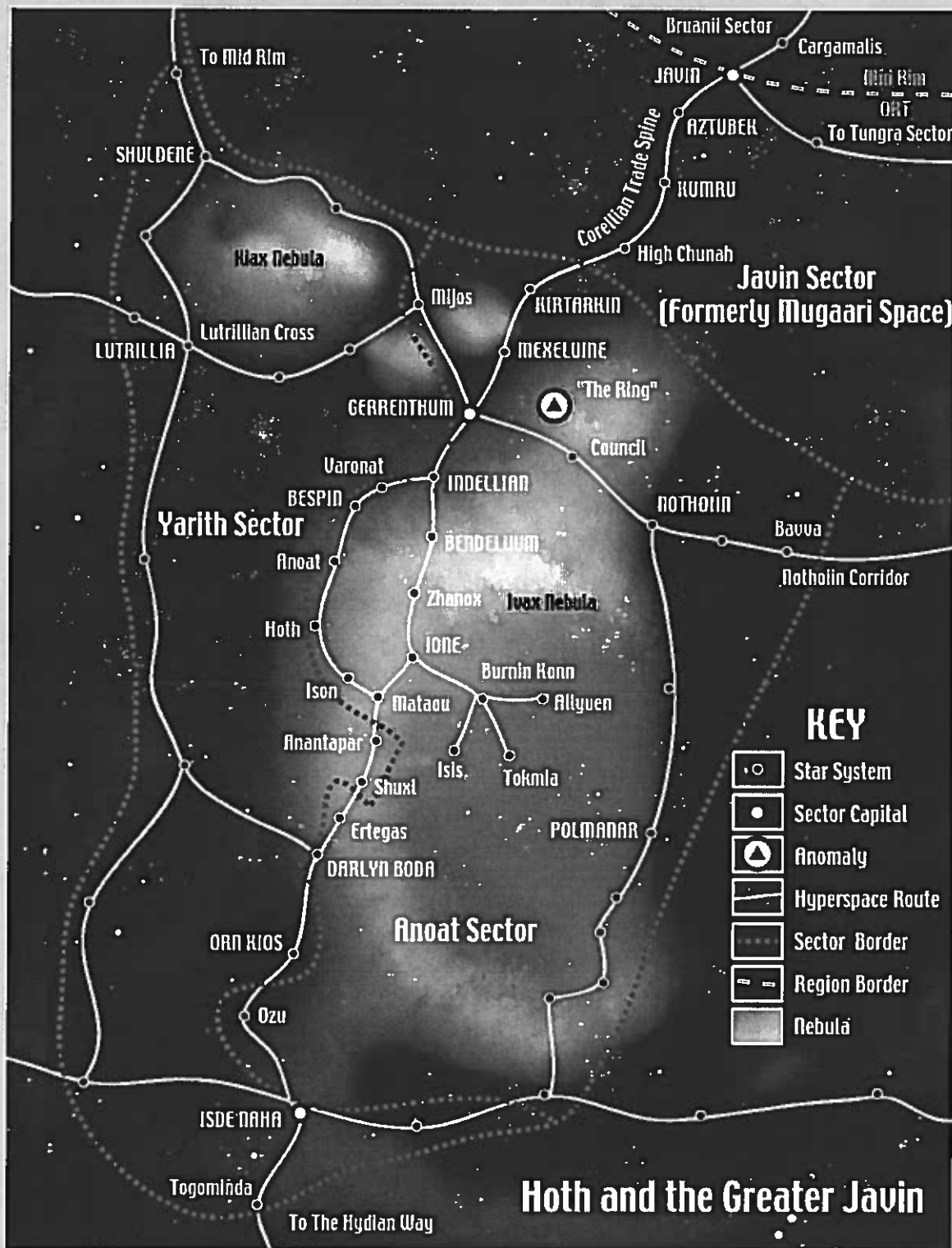
Bandelum

In many respects a dialed-down version of Gerrenthum, Bendelum's slightly less profitable trading markets allow lawlessness to fester in society's underbelly. Visitors need not fear for their lives on Bendelum, but local crime syndicates—many of them Nothoin in origin—have their fingers in every aspect of commerce.

Zhanox

The mining world of Zhanox resembles a pincushion, with stony spires covering every square kilometer of surface area. Human colonists have settled in the valleys, where toppled spires have created a floor of rubble. Zhanox's mines are overseen by Ugnaughts, and the planet is not often visited by ships from outside the Twin Nebulae.





Ione

Ione is a thriving spaceport world used by Figg Excavations as an entry point for mining operations throughout the Ivaax Nebula. It is the sole link between the Spine and the Mining Worlds, and a once-secret hyperroute also connects Ione

with the former Rebel safeworld of Isis. Figg Excavations is part of the Mining Guild—though not a particularly loyal member—and represents the public face of the Figg conglomerate in this area. Ione has a mixed population of Humans, Ugnaughts, Lutrillians, and Notholins.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Urban, seas, plateaus; **Length of Day:** 23 standard hours; **Length of Year:** 390 local days; **Starports:** 2 stellar, 3 standard; **Population:** 1 billion (mix of Humans, Lutrillians, Notions, and Ugnaughts); **Planet Function:** Mining headquarters; **Government:** Corporate; **Tech Level:** Space; **Major Exports:** Ores, gems; **Major Imports:** Tech, foodstuffs.

Mataou

Found throughout the Greater Javin, the ro hypa resembles a fat red snake with four black tentacles that work as legs. It is also one of the most venomous animals in the Rim. One bite transforms the victim's blood from liquid to gas, bringing about an agonizing and swift death. But ro hypa venom has medicinal value, and the ro hypa homeworld of Mataou supports a desert colony of snake milkers who boast that they are the toughest people in the galaxy. Mataou is also the Rimward jumping-off point for the Ison Corridor, and is chiefly used as a refueling point. Orbiting safely above Mataou's ferocious desert is a fuel station and a drydock.

Type: Terrestrial; **Temperature:** Hot; **Atmosphere:** Type I (breathable for Humans); **Gravity:** 110% Standard; **Terrain:** Desert; **Length of Day:** 20 standard hours; **Length of Year:** 440 local days; **Starports:** 1 standard; **Population:** 5,000 Humans; **Planet Function:** Venom-collecting colony; **Government:** None; **Tech Level:** Space; **Major Exports:** Ro hypa venom; **Major Imports:** Foodstuffs.

Anantapar

Located on the edge of the Yarith sector, tropical Anantapar has a primitive ecosystem that appears to be evolving around shellfish. The largest sea creature on the planet could fit inside a Human's palm.

Shuxl

The planetless Shuxl system doesn't even have asteroids—just rings of powder. A hyperspace nav buoy helps reorient ships traveling down the Spine.

Ertegas

Ertegas is an agriworld that is almost entirely automated. Some say the agri-droids took over long ago and that the resident Humans are masters of Ertegas only in name.

Darlyn Boda

A devil-may-care world at the juncture of the Trade Spine and the Rimward route to Lutrillia, Darlyn Boda is known for its tangled jungles, bubbling mud pots, and hanging clouds of steam. In Darlyn Boda, money is king and the law secondary, though violence is considered only a last resort for those who have failed the art of the deal. During the Galactic Civil War, agents representing the Rebellion, the Empire, Black Sun, and the Bounty Hunters Guild mingled freely on the planet, eyeing one another with mutual suspicion. Entrail-reading is a booming grassroots industry on Darlyn Boda. Those who present a freshly killed toccat to a

local haruspex will receive a prophetic reading that is highly specific and uncannily accurate.

Type: Terrestrial; **Temperature:** Hot; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Jungles, mud pits; **Length of Day:** 24 standard hours; **Length of Year:** 503 local days; **Starports:** 3 standard; **Population:** 200 million (mixed species); **Planet Function:** Criminal trading world; **Government:** None; **Tech Level:** Space; **Major Exports:** None; **Major Imports:** None.

Om Kios

The settlements on Om Kios are lightweight wood-and-canvas structures built atop colossal lily pads. The planet's residents support themselves through fishing.

Ozu

A quiet world of sustenance farmers, Ozu receives few visitors outside of those who frequent a small fuel station built on a mountaintop.

Isde Naha

Capital of the Yarith sector, the industrialized world of Isde Naha sits at a hyperspace intersection and has a heavy Figg presence in its finance and engineering sectors. Isde Naha is an extremely rigid, buttoned-up planet that exhibits zero tolerance for smugglers.

Togominda

Known for its salt geysers, Togominda is the last Greater Javin stopover for those venturing into the far Rim.

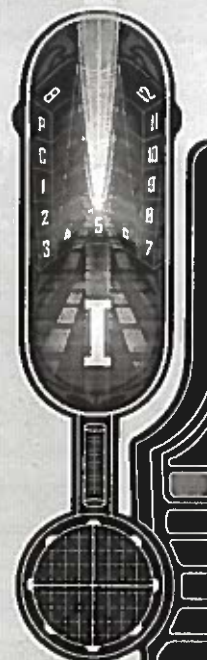
The Ison Corridor

Worlds of the Ison Corridor include Varonat, Bepin, Anoat, and Ison.

Varonat

Varonat is a jungle hothouse inhabited by Morodin, intelligent 15-meter lizard-slugs often mistaken for animals. It is believed that the Morodin brought themselves to the planet in the pre-Republic era aboard organic starships, and then lost the technology over the ensuing millennia. Two hundred and fifty years before the Galactic Civil War, Human colonists from Salliche came to Varonat and founded two settlements, Tropis-on-Varonat and Edgefields-on-Varonat, though neither community's population ever grew to more than a few thousand. After the Battle of Endor, a band of Krish came to harvest aleudrupe berries, realizing the fermented juice could be used to power blaster weapons. They started a Morodin-hunting safari to cover their operation, but the smuggler Talon Karrde left it in ruins a few years later.

Type: Terrestrial; **Temperature:** Warm; **Atmosphere:** Type I (breathable for Humans); **Gravity:** 95% standard; **Terrain:** Jungles, mountains; **Length of Day:** 24 standard hours; **Length of Year:** 400 local days; **Starports:** 1 standard; **Population:** 50,000 Morodins, 3,000 Humans, assorted Krish; **Planet Function:** Agricultural colony; **Government:** None; **Tech Level:** Space; **Major Exports:** Aleudrupe berries; **Major Imports:** None.



Bespin

In gambling circles, Bespin is the best-known planet in the Greater Javin. Despite its location on the rarely traveled Ison Corridor, Bespin can also be reached via a short hyperjump directly off the Trade Spine. (For more on Bespin, see the *Star Wars Roleplaying Game* accessory *Geonosis and the Outer Rim Worlds*.)

Type: Gas giant; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans) at proper altitude; **Gravity:** Standard; **Terrain:** Clouds; **Length of Day:** 12 standard hours; **Length of Year:** 10,220 local days; **Starports:** 1 standard; **Population:** 6 million Humans, Ugnaughts, and other; **Planet Function:** Tibanna mining, gambling resort; **Government:** Guild; **Tech Level:** Space; **Major Exports:** Tibanna gas, cloud cars; **Major Imports:** Foodstuffs, tech.

The Anoat System

The Anoat system has three habitable planets but nothing of value on any of them. Anoat is a toxic planet whose only settlement, Anoat City, is now a vacant, rusting pile of durasteel girders soaking in sludge. Deyer is a waterworld that once supported a raft city of political dissidents until Imperial stormtroopers rubbed it out following the Battle of Yavin. Gentes, birthworld of the Ugnaught species, is a quiet wasteland now that most Ugnaughts live elsewhere.

Anoat: **Type:** Terrestrial; **Temperature:** Hot; **Atmosphere:** Type II (breath mask suggested); **Gravity:** 85% standard; **Terrain:** Polluted sludge; **Length of Day:** 17 standard hours; **Length of Year:** 220 local days; **Starports:** 1 landing field; **Population:** None; **Planet Function:** Former colony world; **Government:** None; **Tech Level:** NA; **Major Exports:** None; **Major Imports:** None.

Deyer: **Type:** Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Oceans, lakes, raft cities; **Length of Day:** 20 standard hours; **Length of Year:** 300 local days; **Starports:** 1 limited; **Population:** 5,000 Humans; **Planet Function:** Colony world; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** None; **Major Imports:** None.

Gentes: **Type:** Terrestrial; **Temperature:** Cool; **Atmosphere:** Type II (breath mask suggested); **Gravity:** 90% standard; **Terrain:** Wastelands; **Length of Day:** 22 standard hours; **Length of Year:** 200 local days; **Starports:** 1 standard; **Population:** 1 million Ugnaughts, 5,000 Humans; **Planet Function:** Alien homeworld; **Government:** Tribal councils; **Tech Level:** Space; **Major Exports:** Ugnaughts (as laborers); **Major Imports:** Foodstuffs.

Ison

An airless rubble field surrounding a white dwarf, the Ison system is enclosed by nebula wisps that make hyperspace navigation through the vicinity a risky venture. Rebel ships routinely approached their Hoth base from the direction of

Ison rather than Anoat to minimize any chance of detection. The Southern Rim NavHaz agency has reported that the drifting wisps of gas will effectively close the Ison Corridor at its Rimward end within a few centuries, making the Corridor, if possible, even more of a backwater.

Type: Asteroid belt; **Temperature:** N/A; **Atmosphere:** None; **Gravity:** None; **Terrain:** Barren; **Length of Day:** N/A; **Length of Year:** N/A; **Starports:** None; **Population:** None; **System Function:** Waypoint on Ison Corridor; **Government:** N/A; **Tech Level:** N/A; **Major Exports:** None; **Major Imports:** None.

The Lutrillian Cross and "The Loop"

These worlds include Mijos, Lutrillia, and Shuldene.

Mijos

Mijos is a swampy planet with a number of Lutrillian-operated spaceports. Poor structural planning has caused many of the settlements to sink into the muck.

Lutrillia

The homeworld of the walrus-faced Lutrillians is a dry, cold world with endless continents as flat as tabletops. Over millennia, the planet's shallow seas have dried up, leaving behind only a few life-giving oases. The Lutrillians evolved as nomads to frequent these watering holes and avoid the slow-moving predators that burrowed up from below. After the introduction of higher technology to their homeworld, the Lutrillians became nomads with motors. Today, Lutrillia has more than a hundred wheeled platform-cities rolling across the planet's equator, half heading east and half heading west. Tens of thousands of smaller vehicles continually zoom between the moving cities, carrying passengers and freight. Mechanical parts are a vital import on Lutrillia, for stalled vehicles will fall prey to nippers, chompers, and other subterranean carnivores.

Type: Terrestrial; **Temperature:** Hot; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Barren plains, oases; **Length of Day:** 21 standard hours; **Length of Year:** 380 local days; **Starports:** 7 standard (mobile), 25 limited (mobile); **Population:** 800 million Lutrillians; **Planet Function:** Alien homeworld; **Government:** City councils; **Tech Level:** Space; **Major Exports:** Ochroid dust; **Major Imports:** Drive equipment.

Shuldene

The Shuldene system once boasted a water-covered world with abundant aquatic life, until an orbital shift froze the planet solid. Shuldene is now as smooth as glass, except where the carcasses of sea creatures poke up through the ice.

"Nothoin Corridor and Route"

These worlds include Council, Nothoin, Bavva, and Polmanar.

Council

The governmental world called Council got its name from the Nothoin Colony representatives who met on its surface

to make decisions affecting their people. Council has no jurisdiction over non-Nothoin affairs.

Nothoin

Nothoin is on fire. This sparsely developed world of rolling grass plains has recorded record annual droughts for more than fifty consecutive years. All the water the Nothoin government could afford to import went to private citizens and designated irrigation projects, leaving the countryside a tinderbox. The first plains fire occurred prior to the Clone Wars; every year since then, at least three major fires have burned out of control somewhere on the planet. Nothoin efforts to end the blazes have failed. The major starports are surrounded by kilometers-wide burn rings to prevent any wildfires from advancing on the cities, and a pall of ash and smoke darkens the Nothoin sky even at midday. Nothoin ur-diamonds, mined on the planet's crystalline moon, are the system's main export.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Burnt-out grasslands; **Length of Day:** 30 standard hours; **Length of Year:** 511 local days; **Starports:** 1 stellar, 3 standard; **Population:** 1 billion Nothoins; **Planet Function:** Alien homeworld; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** Ur-diamonds; **Major Imports:** Water.

Bavva

A mossy Nothoin colony world, Bavva has seen a recent influx of Nothoins fleeing the wildfires on their homeworld. It exports a foul-tasting ale distilled from moss.

Polmanar

A textile-manufacturing planet with a substantial Nothoin population, Polmanar attracted the attention of the Empire due to reedug, a popular sector narcotic grown in Polmanar's hills. The reedug farmers, resenting the new Imperial tariffs, enlisted local guerrillas to strike at the Empire's small occupation force. Their efforts attracted the attention of the Rebel Alliance, who armed the Polmanar resistance despite an Imperial blockade. Shortly after the Battle of Yavin, the Empire decided Polmanar wasn't worth the effort and withdrew, a decision pointed to by the Rebel Alliance as evidence of the Empire's weakness.

Type: Terrestrial; **Temperature:** Warm; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Marshes, mountains; **Length of Day:** 22 standard hours; **Length of Year:** 333 local days; **Starports:** 2 standard, 1 limited; **Population:** 200 million Humans, 150 million Nothoins; **Planet Function:** Manufacturing center, farming world; **Government:** Democracy; **Tech Level:** Space; **Major Exports:** Textiles, reedug narcotic; **Major Imports:** Fertilizer.

The Mining Worlds

These worlds include Burnin Konn, Allyuen, Tokmia, and Isis.

Burnin Konn

Dolovite and kammris are two of the minerals found on this ore-rich planet, which was stripped of all native flora long ago.

Allyuen

A subzero world supporting a barely profitable chromite mine.

Tokmia

A snow-covered planet supporting a primitive white-furred alien species called Oku, Tokmia was once a huge money-maker for Figg Excavations. When its crystal mines played themselves out, FiggEx picked up stakes, leaving behind a bizarre cargo cult among the Oku. Remembering the hand-outs they received from Figg employees, they burn fires in patterns resembling landing lights and prophesize that one day the magical ships will return.

Type: Terrestrial; **Temperature:** Frigid; **Atmosphere:** Type I (breathable for Humans); **Gravity:** 90% standard; **Terrain:** Snow fields; **Length of Day:** 18 standard hours; **Length of Year:** 220 local days; **Starports:** 1 limited; **Population:** 400,000 Oku; **Planet Function:** Alien homeworld, former mining colony; **Government:** Tribal councils; **Tech Level:** Primitive; **Major Exports:** None (formerly crystals); **Major Imports:** None.

Isis

Buried in the tangles of the Ivax Nebula, the crystalline world of Isis didn't appear on any map until the New Republic era. Conventional wisdom held that hyperspace travel to Isis's star was impossible, and the planet's rocklike lifeforms, the Guttretees, lived in perfect isolation until Alderaan scouts stumbled across an obscure "backdoor" hyperoute leading out from Ione. Befriending the Guttretees, Alderaanians opponents of Emperor Palpatine colonized the city of Neskroff on Isis under the direction of Bail Organa. Soon Isis boasted starfighter construction facilities, and its location became a closely guarded Alliance secret. Just after the Battle of Yavin, Rebel agents prevented a team of Imperial scouts from revealing the Isis coordinates to their superiors.

Type: Terrestrial; **Temperature:** Temperate; **Atmosphere:** Type I (breathable for Humans); **Gravity:** Standard; **Terrain:** Crystal valleys; **Length of Day:** 24 standard hours; **Length of Year:** 400 local days; **Starports:** 1 standard; **Population:** 2 million Guttretees, 100,000 Humans; **Planet Function:** Alien homeworld,

IS THAT IT?

Just because a world isn't mentioned in this article doesn't mean it's not out there. As a GM, it's your job to help build the universe your players' characters inhabit. Need a Hutt-controlled moon in a remote system so you can hide those spice shipments? Need some more detail about the planets that are listed here? Go for it—there's plenty of room in the Greater Javin!



Rebel Alliance safeworld; **Government:** Local councils;
Tech Level: Space; **Major Exports:** Starfighters;
Major Imports: Foodstuffs.

Lifeforms of the Greater Javin

Note: for more information about the Mugaari, refer to the *Star Wars Roleplaying Game* accessory *Coruscant and the Core Worlds*.

Sentient Species

The sentient species of the Greater Javin include the Gutretees, the Morodins, and the Nothoiins.

Gutretees

Hulking, crystalline bipeds, the friendly Gutretees inhabit the Alliance safeworld Isis. Immune to blaster fire, they are honorable beings with a tradition of challenging newcomers to a duel to determine if they are "worthy of life." This challenge is often misconstrued as a death match, but rather the victor earns the right to hear the history of the losing tribe. In the decades since Bail Organa arranged colonization of the world, most Gutretees have learned Basic, but they speak it with a thick, halting accent.

Gutretee Commoner: Init -1; Defense 14 (-1 Dex); Spd 10 m; VP/WP -/11; Atk +0 melee (1d8+2, spear) or +0 ranged; SQ +5 natural defense, +2 species bonus on Fortitude saves; SV Fort +2, Ref -1, Will +0; SZ M; FP 0; Rep 0; Str 12; Dex 9, Con 10, Int 9, Wis 7, Cha 7.

Equipment: Crystal spear (bastaska).

Skills: Craft (varies) +2, Profession (varies) +2, Knowledge (varies) +2, Read/Write Gutretee, Speak Basic, Speak Gutretee.

Species Features: +2 Str, -1 Dex, +1 Int, -1 Cha.

Automatic Languages: Basic and Gutretee.

Morodins

Often mistaken for lumbering, wild beasts, the Morodins are actually giant herbivorous sentients with extensive knowledge of biochemical agriculture. They colonized Varonat before even the time of the Republic in hopes of feeding their homeworld's population. Averaging 15 meters in length, they possess six short legs and a spoon-shaped snout filled with flat grinding teeth. They maintain no "signs" of civilization (such as structures, technology, and so on.), but are quite intelligent.

Morodin Commoner: Init -1; Defense 13 (-3 Dex, +5 Natural, +1 Size); Spd 6 m; VP/WP -/20; Atk +3 melee (1d6+4, bite); SV Fort +5, Ref -1, Will -1; SZ L; FP 0; Rep 0; Str 17; Dex 8, Con 12, Int 12, Wis 12, Cha 8.

Equipment: None.

Skills: Profession (varies) +2, Knowledge (varies) +2, Speak Morodin.

Species Features: +4 Str, -3 Dex, +2 Con, +1 Int, -3 Cha.

Automatic Languages: Morodin.

Nothoiins

Near-Humans with flaky, gold-colored skin, Nothoiins are a species commonly encountered in the Javin and Corporate

Sectors. With a number of colonies and communities through the Greater Javin, many engage in criminal endeavors or gain employment as pilots and navigators. One of their sub-species, the Cogennan Nothoiins, are especially regarded for their piloting savvy (nearly all Nothoiins are born with the innate abilities; the Cogennan culture simply fosters it to a greater extent).

Though capable of audible speech (such as Basic), most "Goldskins," as they are commonly called, use Notho, a hunter's hand language developed on the plains of Nothoiin.

Nothoiin Commoner: Init +0; Defense 10; Spd 10m; VP/WP -/8; Atk -1 melee (1d3-1, punch), -1 melee (by weapon) or +1 ranged (by weapon); SQ Species class skills SV Fort -1, Ref +1, Will +0; SZ M; FP 0; Rep 0; Str 8; Dex 12, Con 8, Int 12, Wis 10, Cha 10.

Equipment: Variety of personal belongings.

Skills: Astrogate +2 or Pilot +3, Profession (varies) +2, Knowledge (varies) +2, Read Notho, Read/Write Basic, Sign Notho, Speak Basic.

Species Features: -2 Str, +2 Dex, -2 Con, +2 Int.

Automatic Languages: Notho (signed) and Basic.

Nonsentient Species

The nonsentient species of the Greater Javin include the ro hypa and the toccat.

Ro Hypa

The ro hypa is best described as a snake with tentacles. It writhes across the deserts of Mataou (and the arid regions of other Greater Javin planets) on its four boneless limbs, inducing panic in those who glimpse its red and black scales. Ro hypa venom breaks down the molecular cohesion of blood, converting it to gas in an indescribably painful transmutation.

Ro hypa: Predator 6; Init +8 (+4 Dex, +4 Improved Initiative); Defense 15 (+1 size, +4 Dex); Spd 15 m; VP/WP 30/12; Atk +6 melee (1d6-1, bite) or +6 ranged; SQ Poison; SV Fort +2, Ref +5, Will +0; SZ S; Face/Reach 50 cm by 1 m/1 m; Str 6, Dex 18, Con 12, Int 2, Wis 12, Cha 10; Challenge Code E.

Skills: Hide +8, Intimidate +6, Move Silently +8.

Feats: Dodge, Improved Initiative, Track.

Special Qualities: Poison—Anyone bitten by a ro hypa must make a DC 18 Fortitude check or take 1d6 points of Con damage. Five rounds later, the character must make a second save (DC 20) or take 2d6 additional points of Con damage. Characters cannot restore lost ability points unless treated with bacta or by the skills Treat Injury, Heal Another, or Heal Self. If the afflicted character does not restore any ability points within 1d4 hours, he will die.

Toccat

Found in the sweaty jungles of Darlyn Boda, the toccat is an ugly beast with four hooves, a long pink snout, and a barrel-shaped body covered with black bristly hair. Reading toccat entrails to predict the future is big business among Darlyn Boda haruspexes.

Toccat: Predator 4; Init +2 (Dex); Defense 16 (+4 natural, +2 Dex); Spd 15 m; VP/WP 20/15; Atk +4 melee (1d8+3, bite) or +4 melee (1d6+3, gore) or +4 ranged; SV Fort +4, Ref +2, Will +0; SZ M; Face/Reach 2 m by 3 m/2 m; Str 16, Dex 14, Con 15, Int 2, Wis 8, Cha 6; Challenge Code C.

Skills: Hide +6, Listen +6, Spot +6.

Feats: Power Attack, Track.

Adventures in the Greater Javin

If you're looking for ideas for scenarios set in the Rebellion or New Republic eras, check out the following sources.

Rebellion Era Sources

Han Solo's Revenge (1980). Villainous "goldskins" mentioned in this Brian Daley novel became the basis for the Nothoiin species inhabiting the Ivax Nebula.

Classic Star Wars: Escape to Hoth, trade paperback collection (1996). Occurring after the Battle of Yavin, Archie Goodwin's tales of the Rebels' exploration of Hoth introduced such characters as Frija and pitted Han Solo against a fire-breathing dragon-slug.

The Isis Coordinates (1990). This old-school roleplaying supplement allowed gamers to defend the secret of a Rebel safehouse.

Decipher's Customizable Card Game: Cloud City expansion set (1997). Though not technically an adventure, this card set was the first to introduce the Lutrillians into official *Star Wars* lore.

Star Wars 3-D issue 2 (1988). Almost impossible to find today, this long out-of-print comic from Blackthorne told how the story of how the Rebels obtained the Echo Base real estate from a Mon Calamari pirate named Salmakk.

The Empire Strikes Back National Public Radio

Dramatizations (1983). It's a short reference, but listen

for Darth Vader's order to send probe droids to "Allyuen, Tokmia, and Hoth" in his hunt for the hidden Rebel base.

"Of Possible Futures: The Tale of Zuckuss and 4-LOM," *Tales of the Bounty Hunters* (1996). The two mercenaries deliver a shipload of Echo Base refugees to steamy Darlyn Boda in order to get in the Alliance's good graces.

TIE Fighter computer game (1994). You fly for the Emperor in this classic flight simulator set after the Battle of Hoth, and your missions include punishing the Mugaari aliens inhabiting the Javin sector.

New Republic Era Adventures

"First Contact," *Tales from the Empire* (1997). This story, originally appearing in the *Star Wars Adventure Journal*, takes place on Varonat among the sluglike Morodin. It also features Talon Karrde's introduction to former Emperor's Hand Mara Jade.

Jedi Search (1994). The Empire's suppression of the Deyer colony in the Anoat system forms part of the backstory for future Jedi Kyp Durrion in this first volume of the Jedi Academy trilogy.

Dark Forces computer game (1995). As blaster-toting commando Kyle Katarn, you must abduct Moff Rebus from his stronghold on Anoat—if the hungry dianogas don't get you first.

Darksaber (1995). Set some 12 years after *A New Hope*, this novel details the machinations of Durga the Hutt, who aims to build a new Death Star battle station amid the Hoth asteroid field. Luke Skywalker and his love Callista also venture to the frozen wastes of Hoth.

Trouble on Cloud City (1998). The thirteenth book in the Young Jedi Knights series, this novel chronicles the Solo children and their adventures on Cloud City during what was *supposed* to be a restful vacation.

