



FARSCAPE COMPANION

95 NPCs

A book of common and uncommon Non-Player Characters
For the Farscape D20 role-playing game.



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SPECIAL THANKS TO

All the fans that kept bringing new ideas to the game.
And to AEG for making the RPG in the first place!

Help keep the Farscape RPG alive, join us at <http://www.frelled.net>.

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BANIK

JELEK

4th level Warrior / 3rd level Priest –
Freedom Fighter

Init: +3

D: 19

WP: 50

Atk: +6 melee, +9 ranged

CP: 83

Str: 11 **Dex:** 16 **Con:** 11

Wis: 17 **Int:** 13 **Cha:** 18

Fort: +5 **Ref:** +6 **Wil:** +10

Skills: Concentrate: +9 Craft (Weaponsmith): +10 First Aid: +4 Knowledge (Streetwise): +6 Sense Motive: +8 Computer: +5 Demolitions: +6 Intimidate: +9 Pilot: +5 Security Systems: +7 Spot: +6 Survival: +5

Feats: WGP (melee, 1-h ranged, 2-h ranged), Iron Will, Point Blank Shot, Rapid Shot, Burstfire, Expertise, Sense Weakness

Powers: Combat Enhancement, Bolt of Fury, Increase Speed

Description: Jelek began his adult life as an acolyte in the peaceful Banik Priesthood. The Peacekeeper destruction of the Banik homeworld changed all that. Fortunate enough to survive the bombardment and unfortunate enough to be taken as a slave, Jelek lived for three years under the Peacekeeper yoke before he shocked his masters by leading one of the very few successful slave revolts in Banik history. Though only a fraction of the Baniks involved in the revolt lived to fight again, Jelek organized some of them into a small but effective resistance force. Driven, violent and possessing a magnetic personality, Jelek is steadily gaining followers to his cause, but his sanity is eroding. His combat skills, coupled with his mystic talents, make him a deadly and unpredictable adversary.

RAS THALA

3rd level Priest / 7th level Scientist –
Doctor

Init: +1

D: 20

WP: 64

Atk: +4 melee, +6 ranged

CP: 113

Str: 9 **Dex:** 12 **Con:** 14

Wis: 16 **Int:** 18 **Cha:** 12

Fort: +7 **Ref:** +6 **Wil:** +12

Skills: Computer: +12 Concentration: +13 First Aid: +10 Knowledge (medical sciences): +24 (alien biology): +22 (chemistry): +18 (mysticism): +20 (DNA studies): +14 Spot: +12

Feats: Iron Will, Alertness, Great Fortitude

Powers: Deaden Pain, Empathy, Heal Other

Background: By happenstance, Ras Thala was studying offworld when the Peacekeepers annihilated her home. Virtually everyone she knew was dead and she had nowhere to turn. Such a situation would have broken the resolve or sanity of most, as it did to many Baniks, but Ras Thala decided to immerse herself in what she did best...healing others. Thala is now regarded one of the finest physicians in the Uncharted Territories. Her knowledge of alien physiology (regardless of race) and pharmacology is virtually unmatched. She is a caring soul, often donating her services to the needy.

TARRANT

6th level Rogue, 3rd level Mystic –
Crime Boss

Init: +1

D: 18

WP: 44

Atk: +4 meelee, +6 ranged

CP: 66

Str: 10 **Dex:** 13 **Con:** 12

Wis: 16 **Cha:** 14 **Int:** 16

Fort: +3 **Ref:** +4 **Wil:** +4

Skills: Appraise: +11 Bluff: +10 Climb: +8 Concentrate: +9 Disguise: +8 Forgery: +9 Gather Information: +11 Hide: +9 Intimidate: +12 Knowledge (underworld): +12 Listen: +10 Move Silently: +8 Negotiate: +10 Search: +8 Sense Motive: +12 Spot: +9

Feats: Dodge, Persuasive, Weapon Group Proficiency (melee and 1-h ranged), Evasion, Point Blank Shot, Rapid Shot

Powers: Bolt of Fury, Sense Danger, Affect Mind

Background: Tarrant is a novice Banik Mystic gone tragically bad. Driven insane by Peacekeeper torture and experimentation, he made his escape, now driven by a seething hatred for Sebaceans. He has made his living as a low-level crime boss, using his mystic powers to enhance his already fear-inspiring personality.

PARIAH

4th level Pirate - Manservant

Init: +2

D: 16

WP: 33

Atk: +7 melee, +6 ranged

CP: 27

Str: 16 **Dex:** 15 **Con:** 14

Int: 13 **Wis:** 10 **Cha:** 16

Fort: +6 **Ref:** +4 **Will:** 2

Skills: Appraise: +3 Bluff: +6 Demolitions: +8

Gather Information: +8 Intimidate: +6 Listen: +5 Pilot: +4 Security Systems: +6 Survival: +3

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Nimble, Skill Mastery (Demolitions), Point Blank Shot, Rapid Shot, Burstfire

Description: Pariah while a Banik is a very unstable individual, he prefers the last word in an argument, and that word is usually "BOOM". He came into the service of Armak Rhed after being included as part payment for a business deal. Working formerly with pirates Pariah is now the "manservant" of Armak, but "hit man" and "muscle" are just as often appropriate terms. Pariah has a loyalty to Armak for whatever reason, and anyone who wants to get to Rhed has to go through Pariah first. He is rarely out of his leather armor and always has a pulse pistol stashed somewhere, despite his love of explosions.

DELUVIAN

DARILEEN

7th level Mystic – Pharmacologist

Init: +3

D: 19

WP: 43

Atk: N/A

CP: 100

Str: 12 **Dex:** 16 **Con:** 13

Wis: 19 **Int:** 16 **Cha:** 16

Fort: +3 **Ref:** +7 **Will:** +11

Skills: Computer: +5 First Aid: +10 Knowledge (Herbal Drugs): +14 (Chemistry): +12 (Mysticism): +12 (Cultures and Customs): +11 (Alien Biology): +12 Negotiate: +10 Gather Information: +10 Spot: +5 Listen: +5 Concentration: +13

Feats: WGP (1-h ranged), Dodge, Evasion, Iron Will

Powers: Aura of Peace, Deflect Energies, Enhance Senses, Increase Speed, Sense Danger

Background: Darileen is a dealer in herbal goods and various chemical remedies. Operating on a relatively lawless commerce planet, she seems very out of place, but her formidable defensive powers combined with a thorough

knowledge of the street keeps her very much alive. She is a pleasant and even-tempered sort...beautiful in mind and body...but she has a keen business sense and drives a hard, but fair bargain.

SALANNA

1st level Aristocrat, 1st level Mystic – Outcast

Init: +2

D: 16

WP: 16

Atk: +0 melee, +2 ranged

CP: 32

Str: 8 **Dex:** 14 **Con:** 11

Wis: 17 **Cha:** 12 **Int:** 14

Fort: +0 **Ref:** +3 **Will:** +5

Skills: Bluff: +6 Concentration: +6 Disguise: +3 First Aid: +3 Forgery: +2 Gather Information: +3 Knowledge (mysticism): +4 Listen: +3 Sense Motive: +5 Sleight of Hand: +4 Spot: +4 Knowledge (culture and etiquette): +3 Negotiate: +3

Feats: WGP (melee and 1-h ranged),

Persuasive

Powers: Non-Detection, Sense Danger

Background: Salanna is the young daughter of a Delvian nobleman who fell out of favor when it was discovered that he was involved with the resistance. Salanna and her father fled to the Uncharted Territories and tried to start a new life on a commerce planet, but that ended when a Peacekeeper Special Ops team tracked them down. Salanna's father was assassinated and she took to the streets. Terrified, alone and unprepared for her new harsh life, Salanna's mystic disciplines and engaging personality have kept her alive thus far, but without help, she'll probably be dead in less than a cycle.

TAHLEEN

10th level Priest / 3rd level Aristocrat –
10th Level Pa'u

Init: +4

D: 20

WP: 96

Atk: +8/+3 melee, +11/+6 ranged

CP: 188

Str: 9 **Dex:** 13 **Con:** 12

Wis: 20 **Int:** 14 **Cha:** 16

Fort: +5 **Ref:** +5 **Wil:** +15

Skills: Bluff: +9 Diplomacy: +16 Gather Information: +9 Intimidate: +9 Negotiate: +9 Sense Motive: +18 Concentrate: +18 First Aid: +8 Knowledge (History-Delvian): +10 (Mysticism): +15 (Psychology): +12 (Politics): +8 Listen: +12 Spot: +12

Feats: WGP (melee, 1-h ranged), Dodge, Evasion, Alertness, Improved Initiative, Iron Will

Powers: Affect Mind, Bolt of Fury, Chameleon, Telepathy, Deflect Energies, Empathy

Description: Tahleen is the victim of a phenomena that is simply alien to the Delvian psyche- war. Obsessed with liberating her people from the Peacekeepers, Tahleen has waged an endless battle against the madness of her darker nature. Once, she tried to uphold the higher principles of the Seek, but this has eroded after cycles of bloodshed. Now, she is bent on throwing off the Peacekeeper yoke by any means necessary. The Elder Pa'u, Tuzak, disapproves of her radical course, but she is undeterred. Indeed, she is willing to take action against Tuzak and give him a helping shove into madness if he gets in her way.

PA'U TAL 'SAU

9th Level Missionary (Priest)

Init: +1

D: 17

WP: 63

Atk: +6/+1 melee, +7/+2 ranged

CP: 127

Str: 10 **Dex:** 12 **Con:** 11

Int: 10 **Wis:** 18 **Cha:** 14

Fort: +5 **Ref:** +4 **Wil:** +10

Skills: Concentration: +13 Craft (Drums): +8 Diplomacy: +10 First Aid: +8 Knowledge (cultures and customs): +10 Knowledge (Seek): +11 Negotiate: +8 Read/Write (Tavlek and Zenetian) Sense Motive: +12 Survival: +7 Swim: +7

Feats: WGP (1-h ranged and meelee), Endurance, Great Fortitude, Iron Will

Powers: Deaden Pain, Heal Self, Empathy, Deflect Energies, Heal Other, Telepathy

Background: Tal' Sav is a dedicated follower of the Delvian Seek. Once a respected priest on Delvia, Tal' Sav left his homeworld after the Peacekeeper takeover. He couldn't bear the tragedy and strife of Delvia's subjugation and went to the Uncharted Territories where the need for peace and balance was great.

TAMIANE

5th level Priest / 2nd level Warrior –
Freedom Fighter

Init: +5

D: 20

WP: 56

Atk: +5 melee, +10 ranged

CP: 87

Str: 11 **Dex:** 20 **Con:** 10

Wis: 17 **Int:** 13 **Cha:** 18

Fort: +4 **Ref:** +8 **Wil:** +5

Skills: Bluff: +8 Disable Device: +10 Disguise: +10 Escape Artist: +10 Hide: +13 Listen: +8 Move **Silently:** +12 Sense Motive: +10 Spot: +8 Tumble: +9 Pilot: +7

Feats: WGP (1-h ranged, melee, 2-h ranged), Point Blank Shot, Rapid Shot, Burstfire, Dodge

Powers: Combat Enhancement, Deaden Pain, Physical Ability Boost, Non Detection

Description: Tamlane is a young Delvian who began life as a Pa'u and will probably end it as a bloodthirsty avenger. As a young girl, she was sent to the remote colony of Fazia to pursue the Seek in a place far removed from the turmoil of her homeworld. However, the Peacekeeper takeover on Delvia forever changed her life when her entire family was murdered by the new conquerors. She continued her priestly studies in spite of this, but she focused her efforts on disciplines that would make her into a deadly warrior. She now commands a Delvian commando squad, leading daring raids into Peacekeeper territory and wreaking as much havoc as she is able. Stunningly beautiful, graceful and charismatic, she is extremely popular with her soldiers and superiors, but this will not save her from an inevitable plunge into madness. She has already lost the Seek, and every Sebacean she kills fuels her downward spiral into darkness.

TUZAK

12th level Priest/5th Level Aristocrat – Elder Pa'u of Fazia

Init: +1

D: 22

WP: 73

Atk: +13/+8 melee, +13/+8 ranged

CP: 252

Str: 12 **Dex:** 12 **Con:** 9

Wis: 22 **Int:** 15 **Cha:** 18

Fort: +4 **Ref:** +7 **Wil:** +16

Skills: Diplomacy: +22 Gather Information: +12 Negotiate: +12 Sense Motive: +21 Concentrate: +21 First Aid: +14 Knowledge (History-Delvian): +16 (Mysticism): +17 (Botany): +20 (Politics): +10 (Medical Sciences): +14 Craft (Woodcarving): +16

Feats: WGP (melee, 1-h ranged), Blind Fighting, Persuasive, Track, Expertise, Improved Disarm, Heroic Effort

Powers: Affect Mind, Deaden Pain, Deflect Energies, Heal Other, Heal Self, Telepathy
Description: Tuzak is one of the oldest and most respected Pa'u in the Seek. He leads the renegade colony of Fazia, and is deeply loved by nearly all of its inhabitants. Kind and caring by nature, he has taken it upon himself to explore the darkest nature of the Delvian spirit, hoping that his deep inner peace will protect him from the ravages of violent thought. But the process is

taking a terrible toll, and in his deepest of hearts, Tuzak knows that he is doomed to fail. He also knows that Tahleen may plot against him if he does not produce results soon, but he is too fond of the young woman to move against her. He spends his idle time tending the gardens on the surface, hoping to lose himself in the peaceful simplicity of gardening.

DELVIAN WARRIOR CLERIC

3rd Level Priest / 2nd Level Warrior

Init: +2

D: 17

WP: 43

Atk: +5 melee, +7 ranged

CP: 50

Str: 12 **Dex:** 16 **Con:** 10

Int: 14 **Wis:** 16 **Cha:** 12

Fort: +4 **Ref:** +6 **Wil:** +5

Skills: Concentrate: +8 First Aid: +5 Knowledge (Mysticism): +8 Demolitions: +7 Pilot: +5 Spot: +8 Survival: +7 Hide: +6 Move Silent: +6 Listen: +6

Feats: AP (all), WGP (all), Point Blank Shot, Rapid Shot, Burstfire, Heroic Effort

Powers: Combat Enhancement, Deaden Pain, Increase Speed

Description: Before the Peacekeepers came, Delvian Pa'u could spend their lives in peaceful contemplation, following the pacifistic tenets of The Seek. Tragically, Delvian acolytes are now finding themselves pressed into a grim combat role. Even more tragic is the fact that they are becoming quite skilled in the art of violent death. Wielding fell powers that enhance their speed, accuracy and resistance to pain, a squad of Warrior Clerics is a frightening sight to behold. There are tales of Delvian Pa'u, stained white with their own blood, continuing to fight with missing limbs and even parts of their skulls sheared away, killing with reckless abandon as their red eyes burn with searing hatred. An entire generation of Delvians is in danger of succumbing to madness as more and more young ones volunteer to fight the Peacekeepers. Indeed, even if they win their war of resistance, the Delvian people may never be the same again.

Special Rules: Every Delvian squad has a healer who fits the above template with the following exceptions – replace Combat Enhancement and Deaden Pain with Heal Self and Heal Other. Also, increase First Aid to +7

and replace Demolitions with Knowledge

(Medical Sciences).

HANJI

THE ORACLE

8th level Rogue –Information Broker

Init: +2

D: 20

WP: 72

Atk: +6/+1 melee, +8/+3 ranged

CP: 15

Str: 10 **Dex:** 15 **Con:** 16

Wis: 10 **Int:** 22 **Cha:** 16

Fort: +4 **Ref:** +6 **Wil:** +4

Skills: Appraise: +17 Bluff: +14 Diplomacy: +10 Disable Device: +13 Escape Artist: +13 Forgery: +13 Gather Information: +14 Hide: +9 Move Silently: +9 Search: +19 Security Systems: +12 Sense Motive: +13 Sleight of Hand: +6 Spot: +11

Feats: WGP (melee, 1-h ranged), Iron Will, Point Blank Shot, Quick Witted

Description: “The Oracle”, like all Hanji, is a mysterious and private individual. Living deep in the duracrete bowels of a bustling commerce planet, The Oracle likes to believe that he knows everything about anyone who comes and goes. He literally has eyes in many sensitive areas throughout the city, including a hidden Peacekeeper listening post, and he has a network of spies who report to him as well. His fees are extremely high; 10,000 cps minimum for the simplest inquiry, with really useful information going for a million or more. His motives and goals (aside from currency) are as mysterious as the Hanji themselves. Only those experienced in History: Lore will be able to identify him as a Hanji (DC 20), and he doesn’t volunteer the information. The less a client knows about him, the better.

HYNERIAN

MAGNUS

8th Level Pirate

Init: +2

D: 18

WP: 59

Atk: +10 / +5 ranged...he avoids melee

CP: 27

Str: 8 **Dex:** 15 **Con:** 12

Int: 14 **Wis:** 14 **Cha:** 18

Fort: +7 **Ref:** +6 **Wil:** +4

Skills: Computer: +8 Demolitions: +10 Gather Information: +11

Intimidate: +7 Bluff: +11 Pilot (Space): +12 Security Systems: +8

Survival: +9 Swim: +6 Appraise: +10

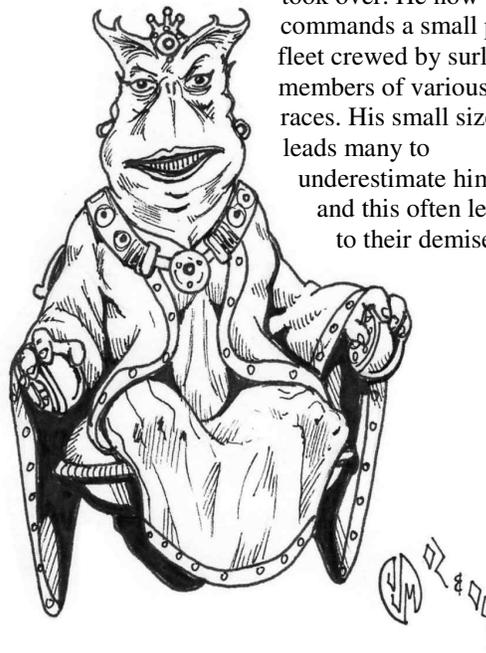
Diplomacy: +10 Hide: +9

Feats: WGP (1-H Ranged, 2-H Ranged), Armor Prof (Light), Dodge, Evasion, Point Blank Shot, Rapid Shot, Shoot on the Run

Background: Magnus was the pilot of a Hynerian merchant vessel that was captured by pirates. Born from an unremarkable family, Magnus had little hope of advancement amongst

his own people, but became indispensable to his pirate captors, and saw a chance to better his fortunes. Working his way up the ranks, he instigated a mutiny against the pirate captain and

took over. He now commands a small pirate fleet crewed by surly members of various races. His small size leads many to underestimate him, and this often leads to their demise.



PHAROS

3rd level Rogue – Guide

Init: +3

D: 19

WP: 26

Atk: +1 melee, +5 ranged

CP: 10

Str: 8 **Dex:** 17 **Con:** 15

Int: 12 **Wis:** 11 **Cha:** 20

Fort: +3 **Ref:** +5 **Wil:** +1

Skills: Appraise: +6 Bluff: +12 Disable Device: +6 Escape Artist: +8 Forgery: +9 Gather Information: +11 Hide: +12 Listen: +8 Move Silently: +7 Search: +8 Sense Motive: +8 Spot: +8

Feats: Evasion, AP (light), WGP (melee, 1-h ranged), Quick Witted, Alertness

Description: Pharos is a guide on a particularly dangerous commerce world. Lacking the nefarious instincts necessary to be a criminal and the combat skills to fight crime, Pharos has decided to help visitors avoid trouble...for a price, of course. He has amassed a significant amount of knowledge about the underworld without becoming indebted to anyone save low-level contacts. This may change, however, as his business becomes more successful as the local crime lords come to recognize his potential usefulness as a spy.

PROCEEON

9th level Diplomat – Ambassador

Init: +1

D: 20

WP: 53

Atk: +3 melee, +5 ranged

CP: 63

Str: 9 **Dex:** 13 **Con:** 14

Wis: 16 **Int:** 17 **Cha:** 20

Fort: +5 **Ref:** +5 **Wil:** +9

Skills: Bluff: +18 Computer: +12 Concentration: +10 Diplomacy: +18 Gather Information: +14 Knowledge (Business): +10 (Bureaucracy): +12 (Cultures and Customs): +12 (Streetwise): +10 Listen: +12 Negotiate: +14 Read Write (Sebacean, Scarran, Luxan) Sense Motive: +13 Spot: +12 Hide: +8

Feats: WGP (1-h ranged), Dodge, Evasion, Persuasive, Alertness

Background: Proceeon is the chief Hynerian ambassador on Nezia. Exceedingly charismatic, very well connected and despicably self serving, Proceeon is more of a broker of secrets than a loyal servant of the Hynerian Empire. Using an extensive network of spies, together with his own impressive information-gathering talents, Proceeon is familiar with nearly everything that happens on Nezia, and has dirt on virtually everyone who lives there. He sometimes sells his knowledge to the highest bidder, but more frequently takes hefty bribes from those who wish their secrets to remain such. Cagey and well-protected, he has survived at least five assassination attempts. An excellent source of information, if you have lots of money.

SPYCA

6th level Rogue – Hynerian Guide/Informant

Init: +4

D: 22

WP: 37

Atk: +2 melee, +8 ranged

CP: 42

Str: 7 **Dex:** 18 **Con:** 10

Wis: 18 **Int:** 13 **Cha:** 16

Fort: +4 **Ref:** +7 **Wil:** +6

Skills: Appraise: +7 Bluff: +14 Disable Device: +10 Escape Artist: +10 Gather Information: +12 Hide: +14

Listen: +13 Move Silently: +10 Security Systems: +7 Sense Motive: +13 Sleight of Hand: +7 Spot: +10

Feats: WGP (Melee, 1-h ranged), AP (light), Evasion, Point Blank Shot, Rapid Shot, Expertise

Description: Spyca is an extremely charming and persuasive Hynerian who stalks the spaceport of a bustling commerce planet. She has a direct link to the bounty hunter postings and keeps her eyes and ears open, looking for anyone who might bring a decent paycheck. She then offers her services as a guide to her mark, assisting the unwitting target in finding lodging, merchants, entertainment, and whatever else he might be looking for. She even helps her victims to avoid dangerous neighborhoods, and even goes so far as to tell her clients about some of the hunters who might be looking for them. Once she's earned their trust, she leads her clients into an ambush, or simply notifies her contacts of

their whereabouts. If you don't have a price on your head, however, Spyca can be a very useful guide, if you pay her enough. She has an excellent reputation with law-abiding travelers, and few suspect her of more nefarious activities.

THALZI

2nd level Rogue – Con Artist

Init: +2

D: 18

WP: 17

Atk: -1 melee, +3 ranged

CP: 8

Str: 7 **Dex:** 15 **Con:** 12

Wis: 10 **Int:** 13 **Cha:** 16

Fort: +1 **Ref:** +4 **Wil:** +0

Skills: Appraise: +6 Bluff: +12 Disable Device: +5 Escape Artist: +4 Forgery: +4 Gather Information: +6 **Listen:** +2 Move Silently: +5 Negotiate: +5 Spot: +2 Sense Motive: +4 Sleight of Hand: +4 Hide: +8

Feats: AP (light), WGP (melee and 1-h ranged), Evasion, Persuasive

Background: Theuzi is a young, ambitious, and decidedly underhanded Hynerian who poses as an information broker on a bustling commerce planet. In reality, she is a spy for a powerful crime lord. She has promoted herself well, and has a reputation on the street as a reliable source of information and black market contacts. She charges an unusually low fee (usually 50 cps), but also demands a useful piece of information in return for her services. This information is then immediately funneled to her sinister employer.

HYNERIAN SOLDIER

3rd Level Warrior

Init: +2

D: 20

WP: 31

Atk: +5 melee, +5 ranged

CP: 10

Str: 10 **Dex:** 14 **Con:** 12

Int: 12 **Wis:** 10 **Cha:** 12

Fort: +6 **Ref:** +4 **Wil:** +1

Skills: Computer: +3 Demolitions: +4 First Aid: +3 Pilot (Hoversled): +7 Spot: +3 Survival: +3 Swim: +3 Hide: +7

Feats: AP (all), WGP (all), Point Blank Shot, Rapid Shot, Burstfire, Weapon Finesse

Description: Everyone in the galaxy, Hynerians included, tend to look down on the Dominar's military. It is widely believed that the diminutive Hynerians are unsuited for combat and have built their empire on the backs of mercenaries. This is a huge misconception. Hynerian soldiers, clad in assault armor and riding heavily armed hoversleds, are actually a force to be reckoned with. Their sleds usually mount pulse rifles and grenade launchers, and larger versions are equipped with heavy pulse blasters. Close combat with the little amphibians can be risky also, as many of them are armed with shatter daggers. But soldiers occupy a decidedly inferior social position in Hynerian society, with merchants, politicians and bureaucrats enjoying much better status. Indeed, the soldier caste is often scoffed at and derided, despite the vital role that they play in the empire. Consequently, many ambitious females pursue a martial career, as their gender prevents them from rising very high on the Hynerian social ladder.

ILANIC

Wis: 13 **Cha:** 16 **Int:** 16

Fort: +8 **Ref:** +6 **Wil:** +5

Skills: Appraise: +12 Bluff: +12 Computer: +10 Disable Device: +6 Gather Information: +5 Listen: +5 Negotiate: +11 Pilot (space and surface vehicles): +6 Search: +12 Spot: +8 Survival: +6 Knowledge (Uncharted Territories): +10 (Galactic History): +10 (Archaeology): +11 (Astronomy): +11 Sense Motive: +8

LAITEERETH

8th level Scavenger – Merchant Queen

Int: 0

D: 14

WP: 73

Atk: +7/+2 melee, +6/+1 ranged

CP: 47

Str: 12 **Dex:** 10 **Con:** 14

Feats: WGP (light, melee and 1-h ranged), Quick Witted, Persuasive, Expertise

Background: Laiteereth commands a small fleet of Ilanic merchant and scavenger vessels that play the Uncharted Territories. Ostensibly, they are dealers in salvage, stripping wrecks and ruins of their valuables and hardware and selling their finds on the nearest commerce planet. In reality, Laiteereth is a collector of unique artifacts and archaeological treasures, possessing an insatiable lust for knowledge and a keen desire to unlock the secrets of the ancients. She is beautiful and charismatic for an Ilanic, making her a formidable dealer and negotiator. Her business has turned an excellent profit, but the money matters little to her. She is convinced that items of arcane knowledge and power lie hidden in the Uncharted Territories, and she is bent on recovering them, whatever the cost.

MATORA

3rd level Scavenger / 4th level Scientist – Mad Scavenger

Init: +1

D: 18

WP: 49

Atk: +3 melee, +5 ranged

CP: 53

Str: 9 **Dex:** 12 **Con:** 16

Wis: 14 **Int:** 20 **Cha:** 10

Fort: +7 **Ref:** +6 **Wil:** +6

Skills: Computer: +8 Knowledge (Dimensional Applications): +20 (Energy Theory): +22 (Mathematics): +25 (Physics): +20 (Time/Space Theory): +20 (Labyrinth): +15 Hide: +7 Listen: +10 Search: +11 Spot: +10 Survival: +8

Feats: WGP (1-h ranged), Alertness, Skill Emphasis (math), Skill Emphasis (Labyrinth)

Description: Matora is the last survivor of an Ilanic scientific expedition to Labyrinth. The Ilanic scientific council, convinced that the surreal conditions on the planet were being caused by some new type of dimensional technology, sent a team of theoretical physicists and mathematicians to delve into Labyrinth's mysteries. All of them are dead now, save for their most brilliant math and energy theorist, Matora. And she is insane. She now wanders the ever changing halls of Labyrinth, surviving off

the supplies of other failed expeditions while muttering darkly to herself and scrawling incomprehensible formulae on the walls. The fact that she is still alive after all this time suggests that she may have unlocked the mystery of this bizarre world, but if that is the case, those secrets are now imprisoned in her deeply disturbed mind.



THUGASIAN

2nd level Diplomat – Ambassador's Attache'

Init: -1

D: 14

WP: 16

Atk: +1 melee, +0 ranged

CP: 21

Str: 11 **Dex:** 9 **Con:** 12

Int: 18 **Wis:** 18 **Cha:** 17

Fort: +1 **Ref:** +1 **Wil:** +7

Skills: Bluff: +12 Computer: +9 Concentration: +6 Diplomacy: +14 Gather Information: +10 Listen: +9 Negotiate: +6 Sense Motive: +11 Spot: +9

Feats: *Noble Born, *Politician, WGP (1-h ranged), Persuasive

Description: Thugasian is a very young and exceptionally gifted assistant to an aged Ilanic ambassador.

His master is a conservative and un-ambitious fellow who is simply waiting to retire, but Thugasian is his antithesis. Extremely charming and already a master of diplomacy, Thugasian has reduced the ambassador to little more than a figurehead, and often speaks on behalf of the Ilanic delegation himself. But he hasn't abused his newfound power, and has the best interests of the Ilanic people in his heart. In addition, he will not hesitate to come to the aid of any Luxans or Ilanics that he encounters, especially if they've fallen on hard times, and he'll use his influence and considerable charm to help their cause.

TUVALL

9th level Warrior – Mercenary
Commander

Init: +3

D: 18

WP: 108

Atk: +10/+5 melee, +12/+7 ranged

CP: 47

Str: 12 **Dex:** 16 **Con:** 16

Wis: 9 **Int:** 14 **Cha:** 12

Fort: +9 **Ref:** +7 **Wil:** +4

Skills: Climb: +6 Computer: +7 Demolitions:
+11 Gather Information: +7 Intimidate: +8 Jump:
+5 Pilot (space and surface): +8 Security

Systems: +5 Survival: +5 Swim: +5 Craft
(Weaponsmith): +10

Feats: AP (All), Track, WGP (All), Point
Blank Shot, Rapid Shot, Burstfire, Autofire,
Dodge, Iron Will, Precise Shot, Quick Draw

Background: Tuvall was an officer in the
Ilanic army during the Scorvian war. After years
of wading through mud and gore for minimal
pay, he mustered out and decided to put his
fighting skills to more profitable use. Cold,
emotionless and very professional, Tuvall now
commands a motley band of mercenaries.
Haunted by his memories of the Scorvian
conflict, he suffers from intense nightmares; he
refuses to discuss the war – ever.

INTERION

BOOREEL

3rd level Scientist / 1st level Pirate –
Pirate

Init: +3

D: 18

WP: 22

Atk: +1 melee, +5 ranged

CP: 17

Str: 8 **Dex:** 16 **Con:** 10

Wis: 11 **Int:** 18 **Cha:** 18

Fort: +3 **Ref:** +6 **Wil:** +2

Skills: Computer: +9 Craft (Starship
Engineering): +7 Knowledge (Astronomy): +12
(Chemistry): +8 (Dimensional Applications):
+12 (Energy Theory): +12 (Gravitational
Forces): +12 (Mathematics): +12 (Medicine):
+10 (Physics): +12 (Time/Space Theory): +12
Pilot: +6 Read/Write (Zenetan and Hynerian)
Bluff: +6 Security Systems: +8

Feats: WGP (1-h ranged), Dodge, Evasion

Background: Booreel was once a respected
young scientist aboard an Interior research
vessel studying spatial dynamics and phenomena
in the Uncharted Territories. Unfortunately, her
ship fell prey to a ferocious band of pirates. They
looted her vessel and killed everyone aboard
save Booreel herself, for her sleek curves and
stunning eyes immediately caught the eye of the
pirate chieftain. She suffered terrible abuses at
his hands for half a cycle until she was
approached by a Hynerian pirate named Magnus.
He offered her safety and a respected position if

she would help him kill her brutal lover and take
over. Though frightened, she agreed, and with
her assistance, Magnus staged a successful coup.
True to his word, Magnus made Booreel his
science officer and ensures that none of his
fellow rogues harass her. Now a vital part of the
pirate crew, Booreel has regained some of her
poise and has started to enjoy her new life.

SONOMA TORA

8th level Aristocrat – Dilettante

Init: +3

D: 19

WP: 56

Atk: +5/+0 melee, +9/+4 ranged

CP: 40

Str: 8 **Dex:** 17 **Con:** 16

Wis: 12 **Int:** 17 **Cha:** 18

Fort: +5 **Ref:** +7 **Wil:** +7

Skills: Appraise: +11 Bluff: +14 Disguise: +14
Gather Information: +14 Intimidate: +10
Knowledge (Cultures and Customs): +12
(Streetwise): +10 Negotiate: +11 Sense Motive:
+9 Hide: +10 Survival: +7

Feats: WGP (melee, 1-h ranged), Run, Point
Blank Shot, Expertise

Description: Sonoma Tora is an arrogant,
privileged member of the Interior elite who
simply couldn't abide staying on her home
planet. Driven by an insatiable wanderlust and a
hunger for new distractions, she traveled into the
Uncharted Territories with a squad of Zenetan

mercenaries in tow (all attractive males). She is a sensual and corrupt woman who lives for her next thrill, most of which involve getting lost in crime-ridden areas, hopping from seedy bar to seedy bar, sampling the local liquors and pharmacology, and having sex with anyone who strikes her fancy. Needless to say, her mercenary squad has much to occupy them, and they quit

quite frequently. She has developed excellent street skills, however. Using her considerable talent with disguises, she can mix freely with many races. Her favorite trick is to infiltrate Nebari officer's clubs and take the best-looking fellow home with her...and vanish before he wakes in the morning.

KALISH

KAROUTH

2nd level Scientist – Bio-warfare
Researcher

Init: +2

D: 17

WP: 13

Atk: +1 melee, +3 ranged

CP: 13

Str: 10 **Dex:** 14 **Con:** 12

Wis: 12 **Int:** 20 **Cha:** 16

Fort: +1 **Ref:** +4 **Wil:** +3

Skills: Computer: +12 Knowledge (Alien Biology): +17 (Medical Sciences): +15 (Viral Engineering): +20 Craft (Sculpting): +10 Pilot: +5 Security Systems: +12 Bluff: +8

Feats: Skill Emphasis (Viral Engineering)

Description: Karouthi is a genius, even by Kalish standards. Barely old enough to be considered a woman, she is one of the foremost experts in germ warfare and engineering in the Scarran Empire. Her Scarran masters, recognizing her extraordinary talents, have made her chief researcher at a secret base deep in the Uncharted Territories. Her mission: develop new and insidious ways to kill and test them on unsuspecting worlds. Karouthi privately despises what she does. Her fascination with the microbial world is reflected in beautiful sculptures that she creates, as she tries to capture the subtle beauty found in a universe contained in a single grain of sand. Her Scarran superiors have tried to purge these tendencies, even prohibiting her from creating these sculptures, but her talent with security systems and charming deceptions have often foiled their efforts, and she continues to create in secret. The Scarrans still try to break her independent streak, even going so far as to temporarily tear off a limb or two when they get especially annoyed.

But Karouthi knows that she is useless to them dead, and continues her silent resistance in her own way. Given a chance, she would gladly flee the base, though she'd like to take her Kalish staff with her, if possible.

MICHIKU

7th level Rogue / 3rd level Aristocrat –
Spy

Init: +5

D: 24

WP: 55

Atk: +7/+2 melee, +12/+7 ranged

CP: 45

Str: 10 **Dex:** 20 **Con:** 10

Wis: 14 **Cha:** 18 **Int:** 18

Fort: +3 **Ref:** +10 **Wil:** +5

Skills: Bluff: +14 Climb: +13 Disable Device: +15 Disguise: +10 Escape Artist: +12 Forgery: +12 Gather Information: +14 Hide: +13 Listen: +8 Move Silently: +13 Search: +10 Sense Motive: +12 Sleight of Hand: +13 Spot: +10 Security Systems: +14, Pilot: +6

Feats: AP (light), WGP (melee), WGP (1-h ranged), Point Blank Shot, Rapid Shot, Dodge, Evasion, Shoot on the Run

Background: Michiku is a spy in service to the Scarran Empire. An elite operative with finely honed skills and devastating good looks, Michiku has been physically altered to appear Sebacean. She is equally at home posing as a Peacekeeper officer, rich dilettante, or lowly street dweller, depending on the nature of her assignment. Her uncaring Scarran masters have kept her in the field for years without letup, however, burning the young Kalish out and destroying her sense of identity. Her sanity is slowly eroding, and she may soon become a dangerous liability.

RUYSA MAIDENN

7th level Rogue – Con Artist

Init: +2

D: 19

WP: 49

Atk: +4 melee, +7 ranged

CP: 20

Str: 9 **Dex:** 14 **Int:** 18

Con: 12 **Wis:** 11 **Cha:** 18

Fort: +3 **Ref:** +6 **Wil:** +2

Skills: Appraise: +10 Bluff: +19 Diplomacy: +13 Disguise: +14 Forgery: +14 Gather

Information: +10 **Listen:** +7 Sense Motive: +8 Spot: +7 Knowledge: (Alien Biology): +10 (Bureaucracy): +12 (Business): +10 (Cultures and Customs): +14 (History – Lore): +10 (Medical Sciences): +10 (Psychology): +12 (Archaeology): +10 (Physics): +10 (Extra-Dimensional): +10

Feats: Persuasive, Skill Emphasis, Expertise, Evasion

Description: Ruysa is a young Kalish woman who has an uncanny knack for posing as someone she isn't. Talented, highly intelligent and possessing a burning (if somewhat scattered) desire to learn, the Scarrans tried to mold her into a researcher. But that was entirely too boring. Escaping from Scarran space, she has been making a fine living as a con artist. She's been a doctor, psychologist, historian, scientist, theoretical physicist, government bureaucrat...indeed, she has been able to pose as an amazing variety of educated people, often bluffing her way into very high paying consultant jobs. She even uses her formidable disguise skills to pose as other races. Alas, she quickly tires of every persona she adopts and moves on to a different profession. She's fooled hundreds and has yet to be caught...thus far.

VAD PROVINE

10th level Pirate – Smuggler / Gun

Runner

Init: +5

D: 20

WP: 89

Atk: +10/+5 melee, +15/+10 ranged

CP: 38

Str: 10 **Dex:** 20 **Con:** 13

Wis: 12 **Int:** 16 **Cha:** 16

Fort: +8 **Ref:** +10 **Wil:** +4

Skills: Appraise: +12 Bluff: +13 Demolitions: +10 Gather Information: +12 Intimidate: +10 Listen: +6 Pilot: +18 Security Systems: +11 Survival: +7 Hide: +6 Move Silently: +6 Spot: +5 Escape Artist: +7

Feats: AP (light), WGP (1-h ranged, 2-h ranged, melee), Born Pilot, Evasive Maneuvers, Point Blank Shot, Rapid Shot, Burstfire, Dodge, Evasion

Background: Vad Provine is regarded by some as the finest pilot in the galaxy. At one point, he was a courier pilot for the Scarran Imperium, but after the Scarrans discovered his lover's involvement in the Kalish resistance, they executed her and threw him into prison. It took him four cycles to escape, and those cycles of brutal treatment at the hands of the Scarrans scarred him for life. Outwardly, he is a cheerful, fun-loving daredevil, but this is only masks a dark, empty heart. He runs daring missions deep into Scarran territory, running weapons to the resistance and returning with shiploads of stolen Scarran goods, often leaving a lot of blood in his wake. He'll do other smuggling missions as well, but his price is high, befitting a man of his skills. Provine is a man waiting for death...taking on jobs that get riskier and riskier. One day, his luck will run out, and the Uncharted Territories will claim another lost soul.

LUXAN

DEK MAC'DRO

6th level Tech – Repair Technician

Init: +1

D: 16

WP: 69

Atk: +9 melee, +5 ranged

CP: 37

Str: 20 **Dex:** 12 **Con:** 16

Wis: 11 **Cha:** 11 **Int:** 17

Fort: +7 **Ref:** +4 **Wil:** +3

Skills: Computer: +10 Concentrate: +6 Craft

(computer tech): +10 (electronics): +10
(mechanic): +11 Disable Device: +6 Knowledge
(engineering): +9 Pilot: +5 Repair: +13 Security
Systems: +6

Feats: Power Attack, Tech Mind, The Touch

Background: Mag'Dro was a promising young repair tech aboard a Luxan Assault Piercer when a tragedy cut short his career. A hopeless alcoholic, Mag'Dro was called into action two years after a drinking binge and managed to trigger a massive power overload in the ship's hetch drive. The resulting explosion killed fifteen crew members and crippled the vessel.

Mag'Dro's otherwise exemplary record saved him from execution or imprisonment, but he was banished from Luxan space. He now runs a modest repair facility in the Uncharted Territories. A fair and honorable businessman, Mag'Dro has given up the drink, but he is a grim and melancholy individual, haunted by the deadly mistakes of his past.

KUR DUPRAX

3rd level Aristocrat / 2nd level Warrior –
Luxan Wanderer

Init: +1

D: 16

WP: 53

Atk: +7 melee, +5 ranged

CP: 28

Str: 16 **Dex:** 13 **Con:** 16

Wis: 10 **Int:** 14 **Cha:** 11

Fort: +5 **Ref:** +5 **Wil:** +4

Skills: Appraise: +3 Craft (woodworking): +7
Gather Information: +6 Intimidate: +7 Climb: +7
Computer: +4 Demolitions: +5 First Aid: +6
Jump: +6 Pilot: +5 Spot: +4 Survival: +6

Feats: WGP (all), AP (all), Tongue Sting, Point
Blank Shot, Rapid Shot, Improved Unarmed
Strike

Description: Kur Duprax comes from an honored and distinguished Luxan family, which makes his identity as a sho'luxan especially humiliating. Dishonored for engaging in an illicit affair with his elder brother's bride, and further disgraced for fleeing a duel of honor with his sibling, Duprax is a broken man; without purpose, without hope. He wanders the Uncharted Territories, hiring on with various mercenary companies in the hopes that he might die on the battlefield and regain a tiny scrap of his honor. He is likable, in spite of himself, and

possesses a commanding presence that could make him a noteworthy leader one day. But, thus far, he has ignored the encouragements of his mercenary commanders and considers himself unworthy of even an NCO position. He enjoys woodcarving, however, and painstakingly creates lovely sculptures, silently hoping that their beauty will outlive his disgraceful legacy once he's gone.

LA DRUUNIM

8th level Diplomat – Ambassador

Init: +1

D: 21

WP: 79

Atk: +7 melee (+8 Qualta), +7 ranged

CP: 50

Str: 16 **Dex:** 16 **Con:** 12

Wis: 13 **Int:** 18 **Cha:** 16

Fort: +4 **Ref:** +5 **Wil:** +7

Skills: Bluff: +13 Craft (Bladesmith): +12
Computer: +10 Concentration: +8 Diplomacy:
+15 Gather Information: +11 Knowledge
(Bureaucracy): +10 (Cultures and Customs): +11
(History - lore): +10 (Politics): +12 (Streetwise):
+10 Listen: +7 Negotiate: +9 Sense Motive: +11
Spot: +7 Disguise: +11

Feats: WGP (melee), Power Attack, Weapon
Focus (Qualta Blade), Expertise, Combat
Instincts

Background: La Druunim is the eldest daughter of Nal'Cha Druunim Qualt'Ko, a revered maker of bladed weapons, including the honored Qualta. Her father naturally wanted her to follow in his footsteps and she obediently began her training as a Luxan warrior, that she might learn to wield Luxan blades before she dared to craft them. However, her commander took notice of her engaging personality and stunning good looks and referred her to the Diplomatic Corps. Disgusted, Druunim begrudgingly accepted the non-combat post, but was surprised to find that she excelled at the art of negotiation. Forty cycles later, she now serves as the ambassador to Nezia, using her voluptuous looks and unusual charms to achieve Luxan goals in the Uncharted Territories. She still pursues her love of Luxan blades, however, and crafts one Qualta every three cycles (taking a 20) giving them to family members, or to Luxans who have served her well. She wields her father's finest Qualta (+1 to hit and damage)

with considerable skill and will die before she surrenders it.

LUCRIISS

13th level Mystic/3rd level Aristocrat – Renegade Orican Overlord

Init: +0

D: 21

WP: 126

Atk: +10/+5 melee, +8/+3 ranged

CP: 174

Str: 14 **Dex:** 11 **Int:** 14

Con: 15 **Wis:** 16 **Cha:** 16

Fort: +8 **Ref:** +8 **Wil:** +15

Skills: Concentration: +20 Craft (Bone Engraving): +21 First Aid: +16 Knowledge (Mysticism): +21 (Medical Sciences): +15 Sense Motive: +20 Bluff: +18 Diplomacy: +9 Intimidate: +14 Survival: +8

Feats: WGP (melee, 1-h ranged), Power Attack, Combat Instincts, Track, Weapon Focus (Qualta), Blind Fighting, Cleave

Powers: Affect Mind, Bolt of Fury, Deflect Energies, Drain Liferorce, Enhance Senses, Shapeshift, Telekinetic Push, Suspend Time

Description: Lucriiss is the most evil and twisted being that the Orican order has ever produced. Her crimes are without number and her villainy is without end. The Orican Sisterhood did their utmost to curb her ambition during her cycles of training, but Lucriiss could not resist the potential corruption that went with her increasing power. Her mother recognized her daughter's disturbing development, and tried to remove her from the Sisterhood, but it was too late. Lucriiss slew her mother and most of her immediate relatives before stealing the family Qualta blade and fleeing the planet. 200 cycles later, Lucriiss now rules a planet of savage Sebacean offshoots in a far corner of the Uncharted Territories. They worship her as a deity, dubbing her "The Bone Goddess", and she lives up to the title. She demands living sacrifices, draining their life essence to maintain her own eternal youth. She then takes the bones of her victims and painstakingly carves intricate and strangely beautiful patterns on them. Woe to any who stumble into her domain!

OFFICER

6th Level Warrior/1st Level Aristocrat

Init: +3

D: 18

WP: 93

Atk: +10/+5 melee, +9/+4 ranged

CP: 42

Str: 18 **Dex:** 16 **Con:** 16

Wis: 12 **Int:** 14 **Cha:** 12

Fort: +9 **Ref:** +7 **Wil:** +8

Skills: Climb: +7 Computer: +5 Demolitions: +8 First Aid: +5 Intimidate: +10 Jump: +6 Spot: +7 Survival: +7 Knowledge (Military History): +5 Sense Motive: +5 Diplomacy: +3

Feats: WGP (all), AP (all), Tongue Sting, Power Attack, Point Blank Shot, Rapid Shot, Sense Weakness, Combat Instincts, Iron Will

Description: Except in extraordinary circumstances, such as battlefield promotion, the Luxan officer corps is usually restricted to Vak'Ru Luxans. Although many young Luxans can distinguish themselves in times of war and become NCOs, only experienced, mature warriors who have mastered many of their animal instincts are considered fit to lead large combat units. These respected warriors are unusually calm and charismatic, controlling their savage rage until it is needed. But once embroiled in a heated action, Luxan officers are every bit as bestial as their soldiers, using their howling presence to whip their troops into a terrifying frenzy.

YOUNG WARRIOR

3rd Level Warrior

Init: +1

D: 15

WP: 40

Atk: +6 melee, +4 ranged

CP: 13

Str: 17 **Dex:** 12 **Con:** 15

Wis: 9 **Int:** 10 **Cha:** 8

Fort: +7 **Ref:** +3 **Wil:** +1

Skills: Climb: +5 Demolitions: +3 Intimidate: +5 Jump: +4 Pilot: +4 Survival: +2

Feats: WGP (all), AP (all), Tongue Sting, Power Attack, Point Blank Shot, Rapid Shot

Description: Luxan warriors are renowned throughout the civilized galaxy. Their reputation as fearless, determined and highly skilled fighters is legendary. Luxans are trained from a very young age in the honored arts of deadly combat, and those who show promise may find a

place in the vast ranks of the Luxan military. The stats above reflect a young Luxan with perhaps a single battle campaign to his credit. The few who live to an old age can become heroes of epic proportions.

VETERAN WARRIOR

6th Level Warrior

Init: +3

D: 17

WP: 81

Atk: +10/+5 melee, +9/+4 ranged

CP: 36

Str: 18 **Dex:** 16 **Con:** 16

Wis: 12 **Int:** 12 **Cha:** 10

Fort: +9 **Ref:** +6 **Wil:** +4

Skills: Climb: +7 Computer: +3 Demolitions: +8 First Aid: +5 Intimidate: +8 Jump: +6 Pilot: +7 Spot: +6 Survival: +7

Feats: WGP (all), AP (all), Tongue Sting, Power Attack, Point Blank Shot, Rapid Shot, Sense Weakness, Combat Instincts, Cleave

Description: When a Luxan warrior reaches the age of seventy-five, or completes his eighteenth complete battle campaign, he is presented with the title of Vak'Ru Luxan, or "honored Luxan." Those who achieve this distinction have reached the peak of their physical power, but also display the intelligence and wisdom necessary to survive decades of war.

NEBARI

DOCCHOLI

2nd level Tech – Technician

Init: +1

D: 15

WP: 17

Atk: +1 melee, +2 ranged

CP: 15

Str: 10 **Dex:** 12 **Int:** 18

Con: 12 **Wis:** 14 **Cha:** 15

Fort: +3 **Ref:** +3 **Wil:** +2

Skills: Bluff: +5 Computer: +11 Concentrate: +4 Craft (Computer Tech): +9 (Electronics): +9 Disable Device: +10 Knowledge (Engineering): +11 Pilot: +3 Repair: +11 Security Systems: +11
Feats: Gadgeteer, Technically Gifted, The Touch

Description: Young and gifted, Doccholi is already a senior Tech aboard a Scarran Dreadnought. A charming and good natured fellow, he is constantly horrified by the brutal nature of his Scarran masters, and does his utmost to simply do his job and stay out of their way. He does chafe under their harsh rule, however, and is beginning to think that his talents are being wasted in the Empire. He's contemplated fleeing, or perhaps even seeking out a contact in the Kalish resistance, but thus far he's been too frightened to proceed in any meaningful way.

LALANI

3rd level Rogue / 4th level Pirate – Pirate

Init: +5

D: 21

WP: 64

Atk: +5 melee, +11 ranged

CP: 48

Str: 9 **Dex:** 20 **Int:** 13

Con: 15 **Wis:** 14 **Cha:** 18

Fort: +7 **Ref:** +10 **Wil:** +4

Skills: Bluff: +14 Disguise: +10 Escape Artist: +11 Gather Information: +12 Hide: +11 Listen: +8 Move Silently: +11 Sense Motive: +8 Tumble: +11 Spot: +8 Demolitions: +8 Pilot: +6

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Evasion, Point Blank Shot, Rapid Shot, Burstfire, Weapon Focus (pulse rifle)

Description: Lalani is another example of a Nebari who could really use some thorough mental cleansing. Selfish, lovely, sensual and bloodthirsty, she has become the mistress of Drashik, a Zenetan pirate chieftain, and helps him lure unsuspecting merchants to their deaths. Posing as a courtesan on commerce worlds, Lalani "inspires" various lusty merchant captains to carry her off. She then uses her respectable knowledge of demolitions to disable her new host's ship and it falls prey to her ruthless pirate lover. Once the vessel is in Drashik's hands, he

allows Lalani to personally execute her former paramour.

L'WIA

6th level Rogue/3rd level Aristocrat – Entrepreneur / Resistance Leader

Init: +4

D: 23

WP: 62

Atk: +7/+2 melee, +10/+5 ranged

CP: 37

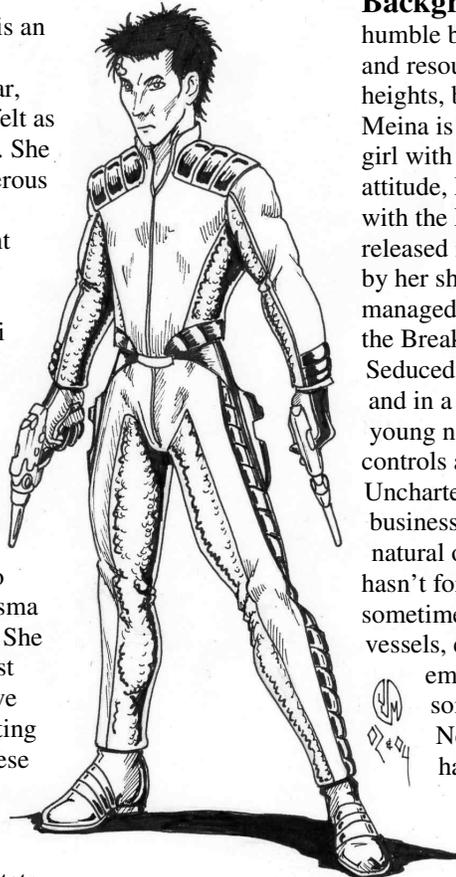
Str: 12 **Dex:** 18 **Con:** 13

Wis: 12 **Int:** 14 **Cha:** 18

Fort: +4 **Ref:** +10 **Wil:** +6

Skills: Appraise: +9 Bluff: +13 Craft (Painting): +7 Diplomacy: +8 Disguise: +12 Gather Information: +13 **Intimidate:** +8 Knowledge (Business): +10 Negotiate: +12 Sense Motive: +10 Escape Artist: +7 Forgery: +10 Hide: +10 Listen: +8 Move Silently: +10 Spot: +8 Security Systems: +12 Feats: AP (light), WGP (melee and 1-h ranged), Point Blank Shot, Dodge, Evasion, Shoot on the Run

Background: L'wia is an inhabitant of the bleak twilight world of Siakwar, though her influence is felt as far away as Q'alyth Nor. She owns and operates numerous shadow-businesses, providing an assortment of less than legal goods and services. She also leads a cell of the Nebari Resistance. Though some distance from Nebari space, she is able to gather significant intelligence to pass to the Resistance. L'wia is a stunning beauty who uses her looks and charisma to maximum advantage. She fell into disfavor amongst her people due to her love of painting...erotic painting is particular; many of these provocative works of art, including some painted by herself, adorn the walls of her estate.



LADY MEINA

1st level Rogue/8th level Aristocrat – Noble

Init: +5

D: 23

WP: 64

Atk: +6/+1 melee, +11/+6 ranged

CP: 78

Str: 10 **Dex:** 20 **Con:** 16

Wis: 16 **Int:** 18 **Cha:** 18

Fort: +6 **Ref:** +10 **Wil:** +9

Skills: Appraise: +13 Bluff: +16 Craft (Clothing Design): +12 Diplomacy: +15 Disguise: +12 Gather Information: +12 Intimidate: +10 Knowledge (Business): +13 (Politics): +10 (Streetwise): +11 Negotiate: +13 Sense Motive: +14 Computer: +6 Hide: +7 Move Silently: +7 Spot: +6 Listen: +6

Feats: AP (light), WGP (melee), WGP (1-h ranged), Point Blank Shot, Rapid Shot, Dodge, Persuasive

Background: There are a few people of humble beginnings, who through beauty, charm and resourcefulness have risen to astonishing heights, both socially and spiritually. The lady Meina is one of those people. A low-born Nebari girl with a headstrong disposition and rebellious attitude, Meina was one of the first to be infected with the Establishment's control virus and released into the Uncharted Territories. Living by her sharp wits and stunning good lucks, she managed to scrape by until a Sebacean noble in the Breakaway colonies took notice of her. Seduced by her sensual charms, he married her and in a single stroke, she became a wealthy young noblewoman. Ten cycles later, she now controls a powerful merchant house in the Uncharted Territories, having inherited the business from her late husband (his death was a natural one). Accustomed to the good life, she hasn't forgotten her simple origins and sometimes goes incognito aboard her merchant vessels, ensuring that even the lowest of her employees is treated with respect. She sometimes provides assistance to the Nebari resistance, in return for their having cured the disease she once carried.

MELRI

4th level Rogue / 2nd level Aristocrat –
Spy

Init: +3

D: 21

WP: 39

Atk: +4 melee, +7 ranged

CP: 38

Str: 11 **Dex:** 16 **Con:** 12

Wis: 12 **Int:** 14 **Cha:** 17

Fort: +2 **Ref:** +7 **Wil:** +5

Skills: Bluff: +13 Diplomacy: +6 Disguise: +16
Gather Information: +13 Intimidate: +12
Negotiate: +6 Sense Motive: +10 Hide: +10
Move Silently: +10 Listen: +7 Spot: +7

Feats: WGP (1-h ranged, melee), AP (light),
Point Blank Shot, Rapid Shot, Skill Emphasis,
Shoot on the Run

Description: Melri is an operative for the Establishment in the Uncharted Territories. Unlike many of his counterparts, his mission does not involve capturing or terminating Nebari renegades. Rather, he makes contact with these fugitives and recruits them as spies, threatening to take them back to Nebari Prime if they fail to do his bidding. He is a master of disguise and deception, often posing as a Sebacean offshoot while operating on commerce planets. Charming and deceptively easy-going, Melri is a calculating and heartless soul who looks upon his charges as useful tools to the Establishment... expendable tools.

NARIBETH

8th level Assassin

Init: +3

D: 17

WP: 63

Atk: +9 / +3 melee and ranged

CP: 32

Fort: +5 **Ref:** +10 **Wil:** +2

Str: 10 **Dex:** 16 **Con:** 11

Wis: 10 **Cha:** 16 **Int:** 13

Skills: Climb: +11 Demolitions: +10 Disable
Device: +10 Hide: +10 Jump: +9 Listen: +9
Move Silently: +12 Security Systems: +11 Spot:
+9 Tumble: +9

Feats: Improved Unarmed Strike, Track, All
Weapon and Armor Proficiencies, Expertise,
Far Shot, Point Blank Shot, Martial Artist

Background: Naribeth is the sort of Nebari who would be better off with mental cleansing. A vicious killer who longs for the thrill of the chase and murder, Naribeth now works as a paid assassin. Her sensual good looks often make it easy for her to get close to her victims.

NEBARI EXPLORER

3rd Level Commando / 3rd Level Rogue

Init: +4

D: 19

WP: 56

Atk: +8 melee, +8 ranged

CP: 34

Str: 12 **Dex:** 18 **Con:** 14

Int: 14 **Wis:** 12 **Cha:** 12

Fort: +5 **Ref:** +10 **Wil:** +3

Skills: Bluff: +6 Diplomacy: +6 Disable
Device: +7 Escape Artist: +7 Gather
Information: +6 Hide: +10 Listen: +7 Move
Silently: +10 Search: +5 Security Systems: +7
Sense Motive: +7 Spot: +7 Tumble: +8
Demolitions: +5 Survival: +4 Pilot: +7
Intimidate: +5

Feats: AP (light, medium, heavy), WGP
(melee, 1-h ranged, 2-h ranged), Improved
Unarmed Strike, Evasion, Point Blank Shot,
Rapid Shot, Burstfire, Weapon Finesse, Sense
Weakness

Description: The Nebari “Explorer Division” is yet another example of Nebari propagandists putting an innocuous spin on a sinister group of people. If one is unfortunate enough to encounter an Establishment operative beyond Nebari borders, they will more than likely be “explorers.” These highly trained spies, saboteurs, assassins and retrieval specialists do the Establishment’s dirty work on unsuspecting alien worlds. Polite, even tempered and duplicitous, few regard them as a threat, until it’s too late.

Special Rules: Explorer officers are 3rd level Commando / 3rd level Rogue / 1st level Aristocrat and have a Cha of 14 and Int of 16. Increase WP to 60, CP to 41 and add 1 to all skills except Hide and Move Silently

NEBARI SECURITY

3rd level Commando

Init: +2

D: 17

WP: 30

Atk: +3 melee, +4 ranged

CP: 16

Str: 12 **Dex:** 14 **Con:** 12

Int: 10 **Wis:** 10 **Cha:** 10

Fort: +3 **Ref:** +6 **Wil:** +1

Skills: Demolitions: +3 Hide: +5 Listen: +5
Move Silently: +5 Security Systems: +3 Spot: +5
Intimidate: +5 Sense Motive: +5

Feats: AP (light, medium, heavy), WGP (melee,
1-h ranged, 2-h ranged), Improved Unarmed
Strike, Point Blank Shot, Rapid Shot, Burstfire,
Combat Instincts

Description: Nebari security troops have a

more diverse skillset than the average soldier, as they are expected to serve as police and counterinsurgency forces as well as grunts in the field. Indeed, Nebari soldiers spend more time rooting out dissenters and perceived threats within their own population than fighting other races. They are trained in stealth and ambush techniques and are quite adept at interrogation as well. Their equipment consists of the usual assortment of pulse weapons, together with stun nets and disruptors.

Special Rules: Nebari officers are 3rd level Commando / 1st level Aristocrat and have a Cha of 12 and Int of 14. Increase WP to 35, CP to 22 and add 2 to all skills except Demolitions.

PEACEKEEPER

CAPTAIN AURELIAN CHATT

6th level Warrior / 2nd level Aristocrat –
Officer

Init: +1

D: 17

WP: 73

Atk: +8/+3 melee, +10/+5 ranged

CP: 33

Str: 12 **Dex:** 16 **Con:** 12

Wis: 12 **Int:** 16 **Cha:** 10

Fort: +6 **Ref:** +6 **Wil:** +6

Skills: Computer: +6 Demolitions: +8 First
Aid: +5 Intimidate: +9 Jump: +5 Pilot: +11
Security Systems: +8 Spot: +5 Survival: +5
Knowledge (Uncharted Territories): +10
(Military History): +8 (Tactics): +8 Sense
Motive: +5

Feats: WGP (all), AP (all), Point Blank Shot,
Far Shot, Precise Shot, Weapon Focus (pulse
pistol), Improved Unarmed Strike, Rapid Shot,
Quick Draw

Description: Captain Chatt is the commander
of a Peacekeeper Vigilante class cruiser
operating as a deep space probe in the Uncharted
Territories. Cold, grim and generally
emotionless, Chatt is not a very inspiring leader
and is not held in high regard by his crew. He is
competent and highly skilled, however, and
comes to life when given a chance to fight. He
detests his present assignment, far preferring
combat duty to all this tedious charting and
exploration work. He is a dead shot with a pulse

pistol and a good pilot as well...a dangerous and
bored adversary who is just waiting for a chance
to blow something away.

LT. FURIA KRELL

8th level Commando / 1st level
Aristocrat – SSD Officer

Init: +3

D: 19

WP: 78

Atk: +10/+5 melee, +10/+5 ranged

CP: 35

Str: 14 **Dex:** 18 **Con:** 14

Wis: 13 **Int:** 16 **Cha:** 16

Fort: +6 **Ref:** +11 **Wil:** +5

Skills: Climb: +8 Demolitions: +9 Intimidate:
+10 Jump: +8 Knowledge (Peacekeeper
Protocols): +10 (Military History): +10 Pilot:
+12 Security Systems: +8 Spot: +8 Listen: +6
Move Silent: +10 Hide: +10 Computer: +5
Survival: +5 Tumble: +9 Sense Motive: +11
Gather Information: +6

Feats: WGP (all), AP (all), Improved Unarmed
Strike, Martial Artist, Martial Master, Point
Blank Shot, Rapid Shot, Sense Weakness,
Weapon Finesse (Unarmed)

Description: Captain Krell is the epitome of
an elite Peacekeeper soldier; intelligent,
determined, loyal and utterly dedicated. Driven
by a lifelong rivalry with her twin sister, Tavia,
Furia chose the more prestigious Special
Services Directorate for her career path.

Arrogant to an extreme and a firm believer in the purity of Sebacean culture, Furia dislikes her sister and the Black Ghosts in general, believing that they flirt with contamination far too much to be true Peacekeepers. She now commands a vital secret monitoring station on a small asteroid in the Herut system, keeping tabs on Scarran fleet deployment near the Uncharted Territories. Her squad provides protection for the techs and codebreakers there, quietly eliminating any wandering scavengers or prospectors that venture too close to the station.

CAPTAIN MELE-ON-GRAYZA

4th Level Aristocrat/6th Level
Commando – Special Ops

Init: +3

D: 19

WP: 84

Atk: +7 / +2 melee, +10 / +5 ranged

CP: 41

Str: 11 **Dex:** 16 **Con:** 12

Int: 17 **Wis:** 12 **Cha:** 20

Fort: +6 **Ref:** +10 **Wil:** +9

Skills: Demolitions: +8 Hide: +12 Listen: +11 Move Silently: +12 Pilot: +9 Security Systems: +10 Spot: +11 Survival: +8 Swim: +6 Appraise: +9 Bluff: +15 Diplomacy: +12 Gather Information: +11 Intimidate: +11 Knowledge (Military History): +7 Knowledge (Tactics): +9 Knowledge (Seduction Technique): +12 Negotiate: +10 Sense Motive: +7

Feats: AP (all) WGP (melee, 1-h ranged, 2-h ranged) Improved Unarmed Strike, Expertise, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Sense Weakness, Persuasive

Description: This is my interpretation of Grayza earlier in her career. She has recently received a Heppel Oil implant from an unfortunate Dellos concubine, and is beginning to use this new weapon to enhance her already formidable seductive powers. She has embarked on a campaign to sleep her way into High Command. She is a promising officer and excellent Black Ghost, possessing the unique combination of military skills and street smarts that define this branch of the service. However, she prefers to avoid combat when possible and gets what she wants through far less destructive (and far more manipulative) methods.

NORBRIN

4th level Commando – Peacekeeper
Disruptor

Init: +3

D: 16

WP: 43

Atk: +6 melee and ranged

CP: 15

Str: 16 **Dex:** 16 **Con:** 13

Wis: 12 **Int:** 17 **Cha:** 18

Fort: +3 **Ref:** +7 **Wil:** +2

Skills: Climb: +8 Demolitions: +7 Disable Device: +8 Hide: +10 Jump: +5 Listen: +5 Move Silently: +10 Security Systems: +7 Spot: +5 Tumble: +6 Gather Information: +6, Diplomacy: +10, Bluff: +10

Feats: AP (light and medium), WGP (melee, 1-h ranged, 2-h ranged), Improved Unarmed Strike, Martial Artist, Point Blank Shot, Rapid Shot

Background: Norbrin is a young, talented Peacekeeper disruptor who has managed to land himself a position as an aide to the head of a powerful merchant house in the Uncharted Territories. Unfortunately, his superior officer on planet met with a fatal accident and Norbrin is now on his own. Inexperienced and isolated, Norbrin is doing his best to complete his mission, using his good looks and engaging personality to maximum advantage, but he is quite out of his depth.

LT. TALBRINN

5th level Rogue / 5th level Commando –
Peacekeeper Retrieval Specialist

Init: +4 **D:** 21 **WP:** 90 **Atk:** +9 / +4 melee,
+10 / +5 ranged **CP:** 38

Str: 16 **Dex:** 18 **Con:** 13

Wis: 13 **Int:** 16 **Cha:** 12

Fort: +5 **Ref:** +11 **Wil:** +5

Skills: Climb: +13 Demolitions: +8 Disable Device: +15 Hide: +16 Jump: +13 Listen: +12 Move Silently: +15 Security Systems: +13 Spot: +12 Survival: +8 Swim: +8 Tumble: +12 Pilot: +11

Feats: WGP (all), AP (all), Evasion, Improved Unarmed Strike, Martial Artist, Martial Master, Panthac Master, Weapon Focus (Unarmed), Iron Will, Track

Description: Lt. Brinn is an extraordinarily talented hunter who was immediately slated for the Peacekeeper Retrieval Directorate. He could have increased his rank long ago, but his passion for the hunt is so powerful that he could never be happy as a rank and file captain. Cunning, fearless, and a superlative hand to hand expert, he works with a fiercely loyal clan of Vorcarian Blood Trackers. His preferred method of attack is to allow the Vorcarians to distract his prey with a hail of pulse fire while he flanks his mark and disables her with a precise Panthac strike.

LT. TAVIA KRELL

9th level Commando – Peacekeeper
Special Ops

Init: +4

D: 19

WP: 82

Atk: +10/+5 melee, +10/+5 ranged

CP: 25

Str: 12 **Dex:** 18 **Con:** 12

Wis: 11 **Cha:** 14 **Int:** 16

Fort: +5 **Ref:** +10 **Wil:** +3

Skills: Climb: +12 Demolitions: +10 Disable Device: +10 Hide: +12 Jump: +6 Listen: +10 Move Silently: +12 Security Systems: +11 Spot: +10 Tumble: +12 Pilot: +10 Gather Information: +10 Intimidate: +9

Feats: All WGP and Armor, Point Blank Shot, Expertise, Improved Unarmed Strike, Weapon Finesse (unarmed), Rapid Shot, Burstfire, Martial Artist

Background: Officer Krell is the epitome of an elite Peacekeeper Black Ghost. Confident, dedicated, intelligent and ruthless, she and the squad she commands carry out their missions with brutal efficiency. Unlike most Peacekeepers, Krell is at home while mingling with other races and is very street smart, though she still unconditionally subscribes to the notion of Sebacean superiority. She's popular with her troops, allowing them to indulge their baser needs from time to time. Krell can often be found on commerce worlds in the Uncharted Territories, engaged in various clandestine activities.

MARAUDER TROOPER

5th Level Warrior

Init: +3

D: 18

WP: 50

Atk: +7 melee, +8 ranged

CP: 15

Str: 14 **Dex:** 16 **Con:** 14

Wis: 10 **Int:** 14 **Cha:** 10

Fort: +6 **Ref:** +6 **Wil:** +1

Skills: Climb: +6 Demolitions: +5 Intimidate: +6 Jump: +6 Knowledge (Peacekeeper Protocols): +6 Pilot (Space Vehicles): +6 Security Systems: +5 Spot: +4 Move Silent: +6 Hide: +6 Computer: +5

Feats: AP (All), WGP (All), Improved Unarmed Strike, Combat Instincts, Point Blank Shot, Rapid Shot, Burstfire

Description: Marauder detail is a highly coveted position in the Peacekeeper military. Elite soldiers trained to capture enemy vessels and exterminate their crew, Marauder troopers are superb fighters, especially in point-blank marksmanship, and possess a more diverse skill set than the average soldier. Highly feared, the Marauders measure their success by one factor – body count.

Special Rules: Marauder officers are 5th level Warrior/ 1st level Aristocrat and have a Cha of 14. Increase WP to 55, CP to 18, and add 1 to all skills except Pilot, Jump and Climb. Also, add Expertise feat. Marauder Pilots have a +8 Pilot skill.

SPECIAL OPS TROOPER

2nd Level Rogue/4th Level Commando

Init: +3

D: 20

WP: 67

Atk: +7 melee, +8 ranged

CP: 30

Str: 16 **Dex:** 18 **Con:** 16

Wis: 12 **Int:** 16 **Cha:** 12

Fort: +5 **Ref:** +10 **Wil:** +2

Skills: Bluff: +6 Climb: +7 Demolitions: +7 Intimidate: +6 Jump: +7 Knowledge (Peacekeeper Protocols): +4 Pilot (Space or Ground Vehicles): +7 Disable Device: +10 Security Systems: +8 Spot: +8 Listen: +8 Gather Information: +7 Move Silent: +9 Hide: +9 Computer: +5 Survival: +5 Tumble: +7

Feats: AP (lt. med. hvy.), WGP (1-H ranged, 2-

H Ranged), Improved Unarmed Strike, Evasion, Point Blank Shot, Rapid Shot, Burstfire, Sense Weakness, Martial Artist

Description: The Special Ops Division (or Black Ghosts) is the most shadowy and mysterious branch of the Peacekeeper military. Most Peacekeepers are forbidden from mixing with alien races and cultures; the Black Ghosts are specifically trained to do so. Highly skilled in the arts of subterfuge and espionage, and fearsome combatants to boot, the Special Ops soldiers are treated with both awe and suspicion by their more conventional counterparts. The missions given to these elite soldiers are too many and varied to be fully covered here; extraction, assassination, theft of unusual technology, retrieval of escaped fugitives from commerce planets; anything the rest of the military is unable or unwilling to do usually falls to the Black Ghosts.

Special Rules: Special Ops officers are 5th level Commando/2nd level Rogue and have a Cha of 16. Increase WP to 83, CP to 34 and add 1 to 9 skills of your choice. Also, add WGP (melee). There are also specialists within a Black Ghost squad – Close Combat, Sniper, and Heavy Weapons experts. Close Combat Specs add WGP Melee, Two Weapon Combat and Power Attack in place of Martial Artist, Sense Weakness and Burstfire (Switch Str and Dex stats). Sniper Specs add Stealth and Far Shot in place of Burstfire and Martial Artist. Heavy Weapons Specs add WGP Heavy Weapons and Autofire in place of Sense Weakness and Martial Artist.

SSD COMMANDO

6th Level Commando

Init: +3

D: 18

WP: 71

Atk: +7 melee, +8 ranged

RELGAR IAN

JAN • FIR

1st level Scientist – Young Researcher

Init: +1

D: 15

WP: 10

Atk: -1 melee, +1 ranged

CP: 24

Str: 16 **Dex:** 18 **Con:** 16

Wis: 12 **Int:** 14 **Cha:** 10

Fort: +7 **Ref:** +6 **Wil:** +3

Skills: Climb: +8 Demolitions: +9 Intimidate: +7 Jump: +8 Knowledge (Peacekeeper Protocols): +7 Pilot (Space or Ground Vehicles): +7 Security Systems: +8 Spot: +8 Listen: +6 Move Silent: +9 Hide: +9 Computer: +5 Survival: +5

Feats: AP (all), WGP (1-H Ranged, 2-H Ranged, Heavy Weapons), Improved Unarmed Strike, Point Blank Shot, Rapid Shot, Burstfire, Precise Shot, Combat Instincts

Description: The Special Services Directorate is the most prestigious department that a young Peacekeeper soldier can aspire to serve in. While not enjoying the same flexibility and diverse experience of the Black Ghosts, the SSDs are the best trained and equipped soldiers in the Peacekeeper military. Unlike the Special Ops division, the SSDs do not operate with subtlety. Their job is to destroy enemy targets deep in hostile territory with precision and shocking savagery and then with fade before the enemy has a chance to recover. They also serve as elite bodyguards for high ranking officers and diplomats. Most despise their counterparts in Special Ops, regarding them as secretive, unreliable, and corrupted by their close contact with other races.

Special Rules: SSD officers are 6th level Commando/1st level Aristocrat and have a Cha of 14. Increase WP to 80, CP to 29, and add 1 to all skills except Pilot, Jump and Climb.

CP: 12

Str: 7 **Dex:** 12 **Con:** 12

Wis: 20 **Int:** 20 **Cha:** 17

Fort: +1

Ref: +2

Wil: +6

Skills: Computer: +11 Craft (Engineering): +9 (Electronics): +9 (Computer Tech): +12 Knowledge (Alien Biology): +11 Knowledge (Leviathan Behavior): +13 Pilot: +5 Repair: +11

Feats: Intuitive Operator, Gadgeteer, Technically Gifted, Skill Emphasis

Description: Jan'Fir is the young son of a Relgarian exobiology researcher in the Uncharted Territories. His mother heads up a field research team assigned to identify and categorize poorly documented species in this largely unexplored region of space. Jan'Fir was

fortunate enough to be allowed to accompany her. But Jan'Fir, though sharing his mother's knowledge of alien biology, prefers technical matters, designing and testing all sorts of gadgets, especially portable computers. He's built his own computer companion that, although not sentient, serves as a good play companion when things get especially boring. But Leviathans are his greatest passion. He longs to go aboard one someday, that he might learn the secret of bio-technology and design his own portable bio-computer. Insatiably curious, he is a bit of a troublemaker for his poor mother

SEBACEAN

DEVINNA KERR

6th level Tech – Peacekeeper Fugitive

Init: +2

D: 17

WP: 50

Atk: +4 melee, +6 ranged

CP: 37

Str: 11 **Dex:** 14 **Con:** 12

Wis: 14 **Int:** 18 **Cha:** 14

Fort: +4 **Ref:** +5 **Wil:** +4

Skills: Bluff: +7 Computer: +10 Concentrate: +7 Craft (Electronics): +10 (Engineering): +11 (Mechanic): +6 (Starship Construction): +12 (Weaponsmith): +8 (Computer Tech): +10 Disable Device: +12 Knowledge (Hyperspace): +16 Pilot: +5 Repair: +11 Security Systems: +8 Negotiate: +7

Feats: WGP (1-h ranged), Skill Emphasis, Point Blank Shot, Rapid Shot

Background: Officer Kerr was regarded as the Gamlay Regiment's most promising Tech. She was especially adept at starship construction and engineering and was well on her way to climbing the Peacekeeper ranks. Unfortunately, her true passion was in the theoretical sciences and she felt unfulfilled in her tedious, repetitive duties as a Tech officer. She tried for a transfer, but her superiors were adamant. She became the butt of many soldier's cruel jokes and soon became known as "that dreaming Tech bitch." Frustrated, she sabotaged her ships' sensors and docking bay and escaped in a Prowler. She was later captured by a Vorcarian pack and would

have been returned to her harsh masters had she not befriended an equally dissatisfied Vorcarian named Mak'rru. Devinna now runs a repair facility with her Vorcarian partner and uses some of the profits to pursue her Hyperspace research. She enjoys her new found freedom and is starting to develop feelings for Mak'rru, though she has yet to act on them for fear of damaging their friendship.

KAUI

2nd level Rogue – Street Magician

Init: +3

D: 18

WP: 20

Atk: +1 melee, +4 ranged

CP: 11

Str: 11 **Dex:** 16 **Con:** 13

Wis: 14 **Int:** 14 **Cha:** 16

Fort: +1 **Ref:** +5 **Wil:** +2

Skills: Appraise: +3 Bluff: +8 Disable Device: +5 Disguise: +10 Escape Artist: +8 Gather Information: +8 Hide: +5 Listen: +5 Move Silently: +5 Search: +6 Sense Motive: +5 Sleight of Hand: +12 Spot: +5 Tumble: +8

Feats: Nimble

Background: Kavi is a lovely teenage orphan who could easily have been trapped in a life of drugs and prostitution in the dark duracrete canyons of the commerce planet she lives on, if it were not for her ability to dazzle an audience. A red-headed beauty with eyes like newborn

stars, she is a highly skilled street performer wielding a variety of amazing sleight of hand tricks. She also keeps her ear to the street and can be an excellent source of information. A friendly and charming contact in a galaxy full of dregs and cutthroats, Kavi is a useful ally but a dangerous person to cross or threaten as her admirers include some of the deadliest rogues on the planet.

VARN

5th level Rogue – Thug/Fence

Init: +3

D: 20

WP: 47

Atk: +6 melee, +7 ranged

CP: 15

Str: 16 **Dex:** 18 **Con:** 15

Wis: 10 **Int:** 14 **Cha:** 11

Fort: +3 **Ref:** +7 **Wil:** +1

Skills: Appraise: +8 Bluff: +5 Disable Device:

+7 Escape Artist: +6 Forgery: +8 Gather Information: +6 Hide: +7 Jump: +5 Listen: +3 Move Silently: +7 Search: +6 Security Systems: +6 Sense Motive: +4 Spot: +3 Negotiate: +5

Feats: AP (light), WGP (melee and 1-h ranged), Improved Unarmed Strike, Martial Artist

Background: Varn is a gruff and brutal thug who runs a fairly successful merchant operation dealing in stolen goods. He has a small gang of youths running the streets for him, targeting strangers and tourists and depriving them of their valuables. Varn later “finds” these goods and often sells them back to their original owners. Varn will also buy stolen goods at a fraction of their real value, but he’s not a good negotiator and often runs his clients off with an obscene tirade. He has a violent temper and often takes his frustration out on the children who work for him. Consequently, his gang have dubbed themselves the “Whipped Crags” (whipped rats).

SCARRAN

GRATH

8th level Warrior/2nd level Aristocrat – Low Caste Commander

Init: +2

D: 20

WP: 113

Atk: +14/+9 melee, +10/+5 ranged

CP: 58

Str: 20 **Dex:** 14 **Con:** 14

Wis: 10 **Int:** 12 **Cha:** 12

Fort: +10 **Ref:** +8 **Wil:** +4

Skills: Climb: +8 Computer: +4 Demolitions: +6 First Aid: +5 Intimidate: +10 Jump: +8 Pilot: +8 Security Systems: +8 Spot: +7 Survival: +7 Listen: +6 Knowledge (Military Protocol): +5

Feats: WGP (all), Improved Unarmed Strike, Martial Artist, Martial Master, Panthac Master, Run, Sense Weakness, Expertise

Description: Grath has been in service to Ambassador Vaska since she graduated from Pathal training. When Vaska began her ascent to power, she decided to take the loyal Grath with her, using her influence to land him promotions and commendations until he commanded his

own modified Scarran Striker. Grath is not particularly intelligent, charismatic or ambitious for a Scarran of his rank, and that’s just what Vaska prefers. He is a ferocious hand to hand combatant, however, having personally stopped four assassination attempts on Vaska’s life. He is extremely cruel and given to particularly twisted forms of entertainment, which Vaska indulges from time to time in order to secure his undying loyalty.

SHAL’SAG

11th level Mystic / 1st level Rogue – Elite Scarran Pathal

Init: +1

D: 22

WP: 110

Atk: +12/+7 melee, +7/+2 ranged

CP: 162

Str: 22 **Dex:** 12 **Int:** 15

Con: 16 **Wis:** 18 **Cha:** 9

Fort: +8 **Ref:** +7 **Wil:** +11

Skills: Climb: +10 Disable Device: +6 Hide: +10 Listen: +8 Move Silently: +10 Search: +6

Security Systems: +6 Sense Motive: +16 Spot:
+8 Concentration: +15 First Aid: +10 Pilot: +5
Survival: +8 Intimidate: +12 Computer: +12

Feats: WGP (melee, 1-h ranged), Improved
Unarmed Strike, Martial Artist, Martial Master,
Panthac Master, Combat Instincts

Powers: Chameleon, Deflect Energies, Non-
Detection, Phase, Enhance Senses, Scarran Heat
Probe

Description: Shal'Saq is a highly experienced
and extremely deadly member of the Scarran
Pathal. His specialty is infiltration, extraction
and/or assassination, and he excels at all three.
His training and powers are designed to bypass
all forms of security, and even the most secure
installations have fallen prey to his extraordinary
talents. Cold and aloof, shunning the association
of even his own kind, Shal'Saq is not the sort of
creature you want stalking your trail.

STAKK

2nd level Warrior – Low-Caste Scarran
Thug

Init: +1

D: 15

WP: 32

Atk: +6 melee, +3 ranged

CP: 14

Str: 18 **Dex:** 13 **Con:** 15

Wis: 10 **Int:** 9 **Cha:** 12

Fort: +7 **Ref:** +3 **Wil:** -1

Skills: Climb: +6 Intimidate: +9 Pilot: +3 Spot:
+3 Survival: +3

Feats: WGP (all), Improved Unarmed Strike,
Berserk

Description: Unable to pass the entrance
exams for the military, the young and somewhat
dull Stakk has managed to find a position aboard
a Scarran merchant vessel as an enforcer. The
captain uses the high strung Stakk as an
intimidation factor during tense negotiations, and
is quite good at extracting payment from
delinquent customers. The hulking Scarran is not
nearly as good as he thinks he is, however, and
the time will soon come when he tries to
intimidate someone out of his league.

VASKA

8th level Mystic / 4th level Aristocrat –
High Caste Ambassador

Init: +1

D: 20

WP: 71

Atk: +7/+2 melee, +8/+3 ranged

CP: 173

Str: 10 **Dex:** 14 **Con:** 12

Wis: 18 **Int:** 17 **Cha:** 17

Fort: +6 **Ref:** +7 **Wil:** +15

Skills: Concentration: +15 First Aid: +6
Knowledge: (Bureaucracy): +10 (Cultures and
Customs): +10 (History-Lore): +15 (History –
Ancients): +16 (Mysticism): +14 (Politics): +12
Read/Write: +8 Sense Motive: +13 Bluff: +10
Diplomacy: +8 Gather Information: +10
Intimidate: +10 Negotiate: +9 Spot: +7 Listen:
+6

Feats: WGP(1-h ranged), Dodge, Evasion,
Point Blank Shot, Precise Shot, Rapid Shot

Powers: Affect Mind, Deflect Energies,
Detection, Increase Speed, Chameleon

Background: Vaska is an formidable Scarran
Pathal with a burning ambition that goes far
beyond her devotion to the Empire. During her
mystical studies, she became more and more
intrigued with the secrets of the Ancients, and
became obsessed with acquiring their artifacts
and technology. She first gathered as much
knowledge as the confines of the Empire
permitted, then took her quest to the Uncharted
Territories, using her influence to land her a
position as the Scarran Ambassador to Nezia.
She is not a devoted ambassador, being far more
consumed with her obsession than her job.
Though extremely charismatic, she is arrogant
and domineering, which often puts her at odds
with other diplomats on planet. To make matters
worse, she is often off-planet, scouring ancient
ruins and ordering her troops to loot archives. In
time, she knows, the Empire will take notice of
her shortcomings and recall her. But it scarcely
matters. The powers of the Ancients are within
her grasp, and they will make her and her people
invincible. She just needs a little more time...

ZATH

7th level Scavenger – Weapons Dealer

Init: -1

D: 15

WP: 79

Atk: +9 melee, +4 ranged

CP: 43

Str: 18 **Dex:** 8 **Con:** 16

Wis: 9 **Cha:** 11 **Int:** 14

Fort: +10 **Ref:** +4 **Wil:** +3

Skills: Appraise: +8 Bluff: +6 Computer: +8
Disable Device: +6 Gather Information: +7
Listen: +2 Negotiate: +6 Pilot (space and surface
vehicles): +5 Repair: +10 Search: +7 Spot: +4
Survival: +5 Knowledge (Uncharted Territories):
+7

Feats: WGP (melee and 1-h ranged), Power
Attack, Cleave, Berserk

Background: Zath's violent temper led to his
rapid expulsion from the ranks of the Scarren
Imperium. He simply did not have the
temperament to succeed in a structured society.
Striking out on his own in an ancient starship, he
has made a passable living as an arms scavenger
and merchant. He is familiar with the Uncharted
Territories' various salvage worlds and can be a
good source of information and equipment. He
drives a hard, uncompromising bargain and woe
to the rude merchant who agitates or insults him!
His favorite weapon is a two-handed Scarren
Maul (2D6 damage).

HIGH-CASTE OFFICER

3rd Level Warrior/3rd Level Aristocrat

Init: +2

D: 17

WP: 56

Atk: +8 melee, +7 ranged

CP: 60

Str: 16 **Dex:** 15 **Con:** 14

Wis: 14 **Int:** 15 **Cha:** 14

Fort: +7 **Ref:** +6 **Wil:** +7

Skills: Bluff: +7 Craft (any one): +6
Diplomacy: +7 Gather Information: +5
Intimidate: +6 Knowledge (Military History): +8
Negotiate: +5 Sense Motive: +7 Climb: +4
Computer: +5 First Aid: +3 Jump: +4 Pilot
(Space or Surface Vehicles): +5 Security
Systems: +6 Spot: +5 Survival: +2

Feats: WGP (all), Expertise, Improved
Unarmed Strike, Point Blank Shot, Precise Shot,
Sense Weakness

Description: The elite commanders and
power brokers of the Scarran military are almost
exclusively high-caste. Occasionally, an
exceptional low-caste officer may rise through
the ranks and rival his high-born counterparts,
but this is extremely rare. High caste warriors

receive the finest and most intensive training
available to the Imperium, together with
advanced armor and top of the line equipment.
Unlike most Scarran warriors, they are trained to
lead from the back ranks and utilize a more
defensive combat style. Usually, only the most
talented of the high-caste breed are accepted into
the officer program, but, politics being what it is,
influential but incompetent Scarrans can
sometimes bribe their way into positions of
authority and their skills do not approach those
listed above.

LOW-CASTE OFFICER

4th Level Warrior/1st Level Aristocrat

Init: +2

D: 18

WP: 59

Atk: +8 melee, +6 ranged

CP: 41

Str: 18 **Dex:** 14 **Con:** 14

Wis: 12 **Int:** 12 **Cha:** 12

Fort: +8 **Ref:** +5 **Wil:** +4

Skills: Bluff: +3 Climb: +5 Diplomacy: +2
Gather Information: +2 Intimidate: +8 Jump: +5
Knowledge (Military History): +3 Negotiate: +2
Security Systems: +3 Sense Motive: +2 Survival:
+5 Pilot (Surface or Space Vehicles): +4 Spot:
+5

Feats: WGP (all), Improved Unarmed Strike,
Martial Artist, Point Blank Shot, Rapid Shot,
Burstfire

Description: Low-caste Scarrans can
occasionally aspire to high-ranking command
positions, but usually a talented low-caste can
only rise to a front-line officer who wades
through mud and pulse blasts with the troops.
Though low-caste commanders share the risks
with their charges, they seldom fraternize with
them, occupying a curious sub-caste of their
own. This behavior stems from the fact that
officer candidates are selected very early on and
trained separately from the grunts.

SHOCK TROOPER

5th Level Warrior

Init: +2

D: 17

WP: 68

Atk: +10 melee, +7 ranged

CP: 35

Str: 20 **Dex:** 14 **Con:** 16

Wis: 10 **Int:** 10 **Cha:** 8

Fort: +9 **Ref:** +5 **Wil:** +1

Skills: Climb: +9 Intimidate: +9 Jump: +9 Pilot (Surface Vehicles): +5 Security Systems: +2 Spot: +4 Survival: +4
Feats: WGP (all), Improved Unarmed Strike, Martial Artist, Martial Master, Berserk, Point Blank Shot

Description: The mere sight of these hideous, raging monsters is often enough to make even a battle hardened soldier consider running. Fiendishly strong and driven by bestial bloodlust, the Shock Troops are the elite killers of the Scarran military. Their skill set is limited, as they have little purpose save that of ripping the enemies of the Imperium limb from limb. A Shock Troop unit will charge into battle, covered by a withering fire from support units, shrugging off pulse blasts in their mad rush to come to grips with the enemy. Once embroiled hand to hand combat, they are virtually unstoppable, sinking into a berserker rage that will not cease until their last enemy is lying mutilated at their feet.

SOLDIER

3rd Level Warrior

Init: +1

D: 16

WP: 40

Atk: +7 melee, +4 ranged

CP: 22

Str: 18 **Dex:** 12 **Con:** 15

Wis: 10 **Int:** 10 **Cha:** 8

Fort: +7 **Ref:** +3 **Wil:** +1

Skills: Climb: +5 Demolitions: +2 Intimidate: +5 Jump: +5 Pilot (Surface Vehicles): +2 Security Systems: +1 Spot: +2 Survival: +2

Feats: WGP (all), Improved Unarmed Strike, Martial Artist, Point Blank Shot, Rapid Shot

Description: Scarran warriors, even raw recruits, are frightening foes. As ferocious as they are strong, they can absorb a remarkable amount of damage and are daunting opponents in melee.

SHEYANG

BOOROG

6th level Priest – Witch Doctor

Init: +4

D: 15

WP: 47

Atk: +5 melee, +4 ranged

CP: 42

Str: 12 **Dex:** 10 **Con:** 13

Wis: 17 **Int:** 13 **Cha:** 10

Fort: +5 **Ref:** +1 **Will:** +6

Skills: Concentration: +10, Craft (Herbal Pharmaceutical): +8, Craft (Totem): +6, First Aid: +10, Knowledge (religion): +8, Knowledge (Herbal Medicines): +10, Knowledge (Mysticism): +6, Diplomacy: +5, Sense Motive: +7

Feats: WGP (melee, one-hand ranged), Blind Fighting, Discipline (+1 modifier per 2 control for powers), Improved Initiative, Weapon Focus (Club), Medical Expert (+2 Craft Pharmaceutical and Injury Treatment checks)

Powers: Heal Other, Heal Self, Combat Enhancement, Deflect Energies

Description: Boorog despite using “primitive methods” is actually a very skilled doctor. Relying on the tribal ways of the Seyang to heal and treat he is never the less very effective. He and his order travel with many of the Sheyang crews on their voyages to treat their physical and spiritual injuries. While some things Boorog does seem silly superstition it often still works very well. However Boorog’s “bed-side manner” could definitely use some work.

CRASSUS

Bartender/Spy 1st Level Rogue, 4th Level Pirate

Init: +0

D: 15

WP: 61

Atk: +8 melee, +4 ranged

CP: 14

Str: 18 **Dex:** 10 **Con:** 14

Int: 12 **Wis:** 8 **Cha:** 10

Fort: +9 **Ref:** +2 **Wil:** 0

Skills: Appraise: +4 Bluff: +7 Disable Device: +4 Forgery: +5 Gather Information: +5 Pilot (Spacecraft): +4 Security Systems: +5 Sense Motive: +3 Spot: +3 Intimidate: +10

Feats: WGP (melee, 1-h ranged, 2-h ranged, light armor) Power Attack, Cleave, Persuasive

Background: Carssus is a bartender at the Blue Pulse... a popular bar for traveling merchants. He is also a spy for Lucal, a local Sheyang pirate lord. He listens in on merchants' conversations, sometimes loosening their tongues with drugged spirits, and passes on the information to Lucal. He is a huge, scaly monster with a 2-handed war club (2d6 damage) and is capable of stopping most bar fights cold.

LUCAL

Pirate Lord – 8th level Warrior

Init: +1

D: 15

WP: 106

Atk: +13 / +8 melee, +9 / +4 ranged

CP: 22

Str: 20 **Dex:** 12 **Con:** 16

Int: 13 **Wis:** 8 **Cha:** 7

Fort: +11 **Ref:** +5 **Wil:** +1

Skills: Appraise: +10 Gather Information: +6 Intimidate: +15 Listen: +7 Pilot: +9 Security Systems: +3 Survival: +5

Feats: Armor (light), WGP (melee, 1-h ranged, 2-h ranged), Improved Unarmed Strike, Martial Artist, Martial Master, Expertise, Blind Fighting

Background: Lucal is a tribal chieftain and pirate lord who rules through two principles, brutality and intimidation. Fiendishly strong, cruel to an extreme, frightening in demeanor and appearance, Lucal scares the dren out of friend and foe alike.

PRAMA

4th level Scavenger / 3rd level Rogue – Junk Merchant

Init: 0

D: 14

WP: 65

Atk: +8 melee, +5 ranged

CP: 20

Str: 16 **Dex:** 10 **Con:** 12

Wis: 10 **Int:** 16 **Cha:** 13

Fort: +8 **Ref:** +6 **Wil:** +3

Skills: Appraise: +12 Bluff: +10 Computer: +8 Disable Device: +7 Gather Information: +8 Listen: +7 Negotiate: +9 Pilot: +6 Repair: +12 Search: +10 Security Systems: +10 Spot: +7 Survival: +8

Feats: AP (light), WGP (melee, 1-h ranged), Improved Unarmed Strike, Martial Artist, Martial Master

Description: Prama is an unusually intelligent Sheyang who makes a decent living by selling the ill-gotten spoils of her piratical clan mates. Though Sheyang make excellent pirates, they seldom fully appreciate (or understand) the value of what they steal and often throw away what they can't use or weld onto their ramshackle vessels. Prama, being very familiar with the numerous Sheyang hideouts throughout the Uncharted Territories, purchases valuables and technology for a fraction of their value and scavenges the discarded items as well. She then sets up shop at the nearest commerce planet. Unusually charismatic and a good negotiator, Prama has been quite successful thus far and now commands a sizable merchant vessel crewed by Sheyang who have tired

RAMUS

2nd level Tech – Sheyang Repair Tech

Init: +1

D: 15

WP: 27

Atk: +3 melee, +2 ranged

CP: 15

Str: 14 **Dex:** 12 **Con:** 17

Wis: 14 **Int:** 16 **Cha:** 8

Fort: +8 **Ref:** +3 **Wil:** +2

Skills: Computer: +9 Concentrate: +5 Craft (Electronics): +8 (Engineering): +8 (Starship Construction): +8 Disable Device: +8 Pilot: +3 Repair: +12

Feats: *(Gadeteer, Intuitive Operator, Technically Gifted), WGP (1-h ranged), Tech Mind

Description: Ramus is an unusual Sheyang. She possesses a burning desire to learn and has been gifted with an extremely sharp intellect. Though extremely young and inexperienced, she

has recently ascended to the position of chief tech aboard her ship, partly because of her natural talent, but mostly because her captain has executed everyone above her for incompetence. Though she often fears for her life, Ramus has done an excellent job of keeping the cobbled together piece of Sheyang dren together. But she yearns for more than simply repairing burned out circuits and disintegrating cable. She longs to design her own ship, and would go so far as to kidnap anyone who might be able to instruct her further.

TEYTUS

2nd level Pirate – Young Raider

Init: +2

D: 17

WP: 30

Atk: +6 melee, +4 ranged

CP: 7

Str: 18 **Dex:** 15 **Con:** 15

Wis: 9 **Int:** 8 **Cha:** 9

Fort: +8 **Ref:** +4 **Wil:** -1

Skills: Appraise: +1 Demolitions: +1 Gather Information: +1 Intimidate: +7 Pilot: +3 Security Systems: +1 Survival: +1

Feats: AP (light, medium), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot

Description: Teytus is the eldest son of a Sheyang tribal chieftain. Strong as a Mannk and just as smart, Teytus was clearly not leader material, so his pragmatic father placed him aboard a Sheyang raider in the hope that he might get killed before he could inherit his father's position. Teytus has been his captain's bane ever since, making one bone-headed decision after another, especially in combat. He also fancies himself a jack of all trades, learning the bare minimum about various professions before moving on to something else; learning just enough, in fact, to be extremely dangerous. Sample quote: "I can disarm that Shatter Mine. I'm an expert."

BERSERKER

2nd Level Pirate/2nd Level Warrior

Init: +1

D: 16

WP: 64

Atk: +8 melee, +5 ranged

CP: 12

Str: 18 **Dex:** 12 **Con:** 20

Int: 8 **Wis:** 8 **Cha:** 8

Fort: +12 **Ref:** +3 **Wil:** 0

Skills: Climb: +7 Intimidate: +6 Jump: +7 Survival: +2 Listen: +2 Spot: +2

Feats: WGP (all), Improved Unarmed Strike, Run, Martial Artist, Martial Master, Berserk

Description: The sight of a Sheyang warrior will make any raw recruit nervous. The sight of a Sheyang Berserker may make him run. Sheyang are a cagey lot, engaging enemies only when they are confident of victory, but once engaged, these reptilian monsters are ferocious adversaries. If they have any Berserkers in their midst, they are nearly impossible to stop. These bloodthirsty warriors are handpicked by tribal chieftains based on their strength, stamina, and lust for battle. They have only one goal in life – incinerate or dismember as many enemy warriors as they can before their spirits depart the field. None of them expects to live a long life, but their respected and feared position in the tribe makes up for this, at least in their opinion. As mentioned above, they are all too willing to carry out an explosive suicide charge, killing themselves and inflicting 6d6+4 damage to any unfortunates within a 4 meter radius.

CAPTAIN

4th Level Pirate/1st Level Aristocrat

Init: +1

D: 16

WP: 69

Atk: +7 melee, +5 ranged

CP: 17

Str: 16 **Dex:** 12 **Con:** 18

Int: 12 **Wis:** 11 **Cha:** 12

Fort: +11 **Ref:** +4 **Wil:** +3

Skills: Appraise: +4, Bluff: +5 Diplomacy: +4 Gather Information: +5 Intimidate: +7 Negotiate: +4 Sense Motive: +3 Demolitions: +4 Pilot: +5 Survival: +3 Listen: +2 Spot: +3

Feats: (WGP 1-h ranged, 2-h ranged, melee), Point Blank Shot, Improved Unarmed Strike, Martial Artist

Description: Sheyang captains and officers, although theoretically the strongest warriors in the tribe, usually achieve and maintain their status through deception and guile. Most

Sheyang commanders are far more intelligent than their subordinates, and more charismatic as well, using their presence to manipulate and intimidate their crew.

RAIDER

2nd Level Pirate/1st Level Scavenger

Init: +1

D: 16

WP: 44

Atk: +6 melee, +4 ranged

CP: 10

Str: 16 **Dex:** 13 **Con:** 18

Int: 8 **Wis:** 10 **Cha:** 8

Fort: +10 **Ref:** +3 **Wil:** +1

Skills: Demolitions: +2 Gather Information: +2

Intimidate: +6

Listen: +2 Spot: +2 Search: +4 Survival: +3

Climb: +4 Jump: +4

Feats: WGP (1-h ranged, 2-h ranged, melee), Improved Unarmed Strike, Run, Martial Artist

Description: Sheyang warriors are neither intelligent nor subtle, but they are extremely frightening. Resilient and relentless, their favored combat method is to charge an enemy position until they reach flame-spitting range. Once they've exhausted the contents of their kalack glands, they lumber into close combat, tearing their remaining opponents to bits. Sometimes, a Sheyang Bezerker (see below) will rush into the ranks of a determined enemy and blow himself up; the resulting fireball throwing the enemy into disarray, allowing his comrades to mop up the opposition.

TAVLEK

BALTOVEK

3rd level Warrior – Mercenary

Init: +1

D: 19 / 26*

WP: 36

Atk: +7 melee, +4 ranged

CP: 10

Str: 18 **Dex:** 13 **Con:** 15

Wis: 11 **Int:** 13 **Cha:** 5

Fort: +7 **Ref:** +3 **Wil:** +1

Skills: Climb: +5 Demolitions: +7 Intimidate: +9 Jump: +5 Pilot: +4 (Ground) Spot: +3 Survival: +3

Feats: AP (all), WGP (all), Power Attack, Point Blank Shot, Combat Instincts

Background: Baltovek is a young Tavlek warrior who disliked the chieftain of her clan and decided to strike out on her own. Before she left, however, the spiteful chieftain, Tyruk, brutally mutilated her face, making her particularly hideous, even by Tavlek standards. Though inexperienced, Baltovek's gauntlet and heavy assault armor make her a formidable adversary.

Cold and brooding, she longs to lead a mercenary army of her own; an army she'll use to destroy every last member of her former clan after she personally kills Tyruk...slowly.

REXAR

4th level Priest – Missionary

Init: +1

D: 15

WP: 31

Atk: +5 melee, +4 ranged

CP: 40

Str: 14 **Dex:** 12 **Con:** 16

Wis: 16 **Int:** 10 **Cha:** 10

Fort: +4 **Ref:** +2 **Wil:** +5

Skills: Concentration: +7 Craft (Carving): +5 First Aid: +5 Knowledge (religion): +5 Diplomacy: +5 Sense Motive: +6

Feats: WGP (melee), Power Attack, Two Weapon Fighting

Powers: Heal Other, Heal Self, Combat Enhancement

Background: Rexar is a young Tavlek follower of the Ma'Kai. Born on Jo'Ra, he has never experienced the violent, drug addicted nature of mainstream Tavlek society, but he's heard the stories and means to do something about it. Traveling the Uncharted Territories, he teaches the Tale of the Ma'Kai to anyone who will listen, but he will make a special effort to minister to any Tavleks he sees. This practice has resulted in some savage beatings for poor Rexar, but he is a skilled melee combatant and often gives as good as he gets. But he will only fight as a last resort, using a pair of stun batons.

CLAN CHIEF

2nd Level Warrior/3rd Level Pirate

Init: +2

D: 17 / 24

WP: 57

Atk: +7 melee, +7 ranged

CP: 20

Str: 14 **Dex:** 15 **Con:** 14

Int: 12 **Wis:** 12 **Cha:** 9

Fort: +8 **Ref:** +5 **Wil:** +2

Skills: Appraise: +5 Bluff: +6 Demolitions: +4 Gather Information: +2 Intimidate: +6 Listen: +3 Pilot: +5 Security Systems: +4 Survival: +3 Computer: +4 First Aid: +2 Spot: +4

Feats: WGP (all), AP (all), Point Blank Shot, Rapid Shot, Combat Instincts, Sense Weakness

Description: Tavlek chiefs must hold their position through a mixture of cunning and brutality. Commanding a pack of violent, drug addicted borderline psychotics, only the toughest and brightest Tavleks can hope to maintain a position of leadership for long.

WARRIOR

2nd Level Warrior/1st Level Pirate

Init: +1

D: 16 / 23

WP: 36

Atk: +5 melee, +4 ranged

CP: 10

Str: 14 **Dex:** 12 **Con:** 14

Int: 10 **Wis:** 10 **Cha:** 6

Fort: +7 **Ref:** +3 **Wil:** +1

Skills: Computer: +2 Demolitions: +3 Intimidate: +4 Spot: +2 Survival: +2 Appraise: +2 Security Systems: +2

Feats: WGP (all), AP (all), Point Blank Shot, Rapid Shot, Power Attack, Combat Instincts

Description: A squad of Gauntlet-equipped Tavleks is the most unstoppable military unit in the galaxy. Sheathed in heavy combat armor, further protected by their Gauntlet shields and pumped full of krycel, these battle scarred warriors can overrun nearly any defensive position. Their Defense scores reflect their AC without and with their Gauntlets, respectively.

VORCARIAN

KIEL SARR

6th level Rogue/3rd level Aristocrat – Crime Lord

Init: +2

D: 20

WP: 89

Atk: +11 / +5 melee, +9 / +4 ranged

CP: 30

Str: 18 **Dex:** 14 **Con:** 16

Wis: 9 **Int:** 12 **Cha:** 10

Fort: +6 **Ref:** +7 **Wil:** +2

Skills: Appraise: +8 Bluff: +6 Climb: +10 Diplomacy: +8 Forgery: +9 Gather Information: +11 Hide: +10 Intimidate: +12 Knowledge (underworld): +10 Listen: +8 Move Silently: +10 Negotiate: +6 Search: +8 Sense Motive: +10

Spot: +8

Feats: AP (light), Dodge, Power Attack, Two Weapon Fighting, Track

Background: Kiel Sarr was among the first to be taken as a blood tracker by the Peacekeepers. Cagey and ambitious, he learned as much as he could before staging a revolt and escaping with a small pack of fellow Vorcarians. Sarr now runs a Vorcarian crime ring, recruiting escaped blood trackers and finding places for them in his "family". Ruthless, intimidating and extremely dangerous, Sarr will try his hand at nearly any nefarious scheme including kidnapping and assassination. His organization is well-known and highly feared.

KURR'SAK

7th level Rogue

Init: +3

D: 20

WP: 57

Atk: +5 melee, +8 ranged

CP: 23

Str: 11 **Dex:** 16 **Con:** 12

Wis: 10 **Cha:** 14 **Int:** 14

Fort: +3 **Ref:** +7 **Wil:** +3

Skills: Appraise: +10 Bluff: +12 Climb: +7
Disable Device: +8 Escape Artist: +7 Forgery:
+8 Gather Information: +12 Listen: +7 Move
Silently: +8 Negotiate: +8 Search: +10 Sense
Motive: +11 Sleight of Hand: +9

Feats: Quick Witted, Weapon Group
Proficiency (melee and 1-h ranged), Evasion,
Exceptional Dodge, Run, Track

Background: Kurr'Sak is a social outcast.
Weak and diminutive for a Vorcarian, his
chances for advancement in his pack were slim
to none. Captured by a Peacekeeper raid,
Kurr'Sak managed to escape and now makes his
living as an information broker, thief and con
artist.

MAK'RRU

1st level Warrior/4th level Tech – Tech

Init: +2 **D:** 17 **WP:** 49 **Atk:** +5 melee, +6
ranged **CP:** 35

Str: 12 **Dex:** 14 **Con:** 14

Wis: 16 **Int:** 16 **Cha:** 10

Fort: +5 **Ref:** +5 **Wil:** +4

Skills: Computer: +8 Concentrate: +6 Craft
(Electronics): +9 (Engineering): +8 (Mechanic):
+8 (Starship Construction): +6 (Weaponsmith):
+10 Disable Device: +5 Pilot: +5 Repair: +10
Security Systems: +8 Survival: +6 Swim: +6
Spot: +7 Gadeteer

Feats: WGP (all), AP (all), Point Blank Shot,
Rapid Shot

Background: Mak'rru was a young
Vorcarian warrior who hated life as a hunter.
Ever since the Peacekeepers captured him and
his family fifteen cycles ago, he's had a burning
fascination with high-tech gadgets. This
fascination grew when his pack captured a
runaway Peacekeeper tech officer named
Devinna Kerr. His family wanted the bounty on
the young Sebacean woman, but Mak'rru saw an
opportunity to unlock the technical secrets that
he so yearned to explore, so he helped her to
escape. The two fugitives set up a modest repair

facility on a faraway commerce planet and
Mak'rru has soaked up his Sebacean partner's
knowledge like a sponge. He treats Devinna like
a sister and is fiercely protective of her.

VAG'NURR'A

5th level Scavenger – Junk Dealer

Init: +5

D: 18

WP: 37

Atk: +3 melee, +8 ranged

CP: 30

Str: 11 **Dex:** 20 **Con:** 11

Wis: 16 **Int:** 16 **Cha:** 15

Fort: +4 **Ref:** +9 **Wil:** +6

Skills: Appraise: +8 Bluff: +6 Computer: +4
Disable Device: +10 Gather Information: +8
Hide: +10 Listen: +10 Negotiate: +7 Repair: +5
Search: +12 Spot: +10 Survival: +8 Sense
Motive: +7

Feats: AP (light), WGP (melee and 1-h
ranged), Run, Dodge

Background: Vag'Nurr'a is a rare
commodity in the galaxy; a Vorcarian female
without a pack. Small and frail for one of her
species, she nonetheless possesses a fierce
independent streak and refused to live her life as
the valuable property of some burly male who
wished to mate with her. Faking her death in a
fiery transport accident, Vag'Nurr'a disappeared
into the morass of species on a heavily populated
commerce planet. She now makes her living as a
scavenger, using her keen senses to uncover
valuable items amongst the mounds of refuse.
Cagey, cautious, and unusually charismatic for
one of her race, she is an excellent source of
information and a shrewd merchant with an
impressive collection of valuables.

VORCARIAN HUNTER (MALE)

3rd Level Pirate / 1st Level Rogue

Init: +2 **D:** 17 **WP:** 48 **Atk:** +6 melee, +5
ranged **CP:** 17

Str: 16 **Dex:** 14 **Con:** 12

Int: 9 **Wis:** 12 **Cha:** 8

Fort: +4 **Ref:** +5 **Wil:** +2

Skills: Demolitions: +2 Intimidate: +7 Listen:
+5 Survival: +5 Spot: +6 Move Silent: +5 Hide:
+5 Search: +3

Feats: Endurance, Run, Track (racial feats),

WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Power Attack

Description: The Peacekeepers cull the best blood trackers for their recovery teams, and only the best of these escape their masters and become independent. Vorcarians usually travel in family packs, the males usually engaging in close action while the valuable females tend to snipe from a distance or attack the flanks. Vorcarians are not especially bright, but they are skilled and dangerous fighters who will follow their prey to the end of the galaxy, if need be.

VORCARIAN HUNTER (FEMALE)

3rd Level Rogue / 1st Level Pirate

Init: +3

D: 18

WP: 42

Atk: +4 melee, +6 ranged

CP: 21

Str: 12 **Dex:** 16 **Con:** 12

Int: 9 **Wis:** 14 **Cha:** 8

Fort: +3 **Ref:** +6 **Wil:** +3

Skills: Intimidate: +4 Listen: +6 Survival: +7 Spot: +6 Move Silent: +7 Hide: +7 Search: +3 Sense Motive: +6 Gather Information: +4

Feats: Endurance, Run, Track (racial feats), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Precise Shot, Evasion

Description: Vorcarian females, being rare and highly prized, seldom engage in close action. But that doesn't mean they stay home tending the fire. Vorcarian females deadly fighters in their own right, preferring to pick off opponents from a distance while their male counterparts keep the enemy occupied. They are also quite

skilled in the art of lethal sneak attack. The Vorcarians have a proverb: "Love your mate, keep her in subjection and never turn your back on her."

VORCARIAN PACK LEADER

4th Level Pirate / 2nd Level Rogue

Init: +3

D: 19

WP: 64

Atk: +8 melee, +7 ranged

CP: 24

Str: 18 **Dex:** 16 **Con:** 14

Int: 10 **Wis:** 12 **Cha:** 10

Fort: +6 **Ref:** +7 **Wil:** +2

Skills: Intimidate: +8 Appraise: +1

Demolitions: +4 Gather Information: +5 Listen: +6 Pilot: +5 Survival: +6 Spot: +7 Hide: +7 Move Silent: +7 Sense Motive: +6 Search: +5

Feats: Endurance, Run, Track (racial feats), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Burstfire, Evasion, Power Attack

Description: The pack leaders of Vorcarians clans rule through two principles, strength and intimidation. However, when this fails they must be cagey as well, ever on watch against young males who might steal their position through trickery. Consequently, Vorcarian chiefs tend to be ferocious and deadly warriors; extremely strong, impressively skilled, and determined to the point of obsession. There is no hole in the galaxy deep enough to hide you from these creatures once they're on your trail.

ZENE TAN

ARMAK RHED

6th level Aristocrat - Business Man

Init: +0

D: 15

WP: 43

Atk: +3 melee, +4 ranged

CP: 36

Str: 9 **Dex:** 10 **Con:** 12

Wis: 10 **Int:** 13 **Cha:** 15

Fort: +3 **Ref:** +3 **Will:** +5

Skills: Appraise: +10, Bluff: +10, Diplomacy: +6, Gather Information: +9 Intimidate: +7, Knowledge (Business) +7, Knowledge (Bureaucracy) +7, Negotiate: +10, Sense Motive: +9

Feats: WGP (1-h ranged, melee), Persuasive +3, Quick Witted, Skill Emphasis (Appraise), Point Blank Shot, Rapid Shot.

Description: Armak is one of the up and coming businessmen of Zenet. Having ties in both the planetary government and the industrial production, Armak is interested only in two things: money and power. He is both cunning and cut throat in his negotiations for trade coming in and out of the planet. While Armak is not above violence he often leaves the dirty work to his Banik manservant Pariah.

DRASHIK

8th level Pirate / 2nd level Aristocrat

Init: +3

D: 19

WP: 92

Atk: +12 / +7 melee, +12 / +7 ranged

CP: 60

Str: 16 **Dex:** 16 **Int:** 12

Con: 12 **Wis:** 12 **Cha:** 18

Fort: +7 **Ref:** +9 **Wil:** +6

Skills: Appraise: +7 Bluff: +16 Demolitions: +5 Gather Information: +12 Intimidate: +16 Listen: +6 Pilot: +12 Survival: +6 Diplomacy: +11 Knowledge (History – Uncharted Territories): +5 Sense Motive: +8

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Burstfire, Two Weapon Fighting, Power Attack, Expertise, Persuasive

Description: Drashik was the fifth child of a wealthy Zenetan merchant who swiftly realized that he would not be getting by on his inheritance. After a brief stint in the military, Drashik decided to make his career as a gentleman of fortune. Gathering a motley band of pirates under his banner, Drashik has gone on to be an extremely successful freebooter. He has the manner and bearing of a noble, treating his captives with the utmost civility...but this is all a sham. Drashik also realizes that pirates must have a chance to indulge their baser natures and lets his bloodthirsty minions do as they please with captives, sometimes after lulling them into a false sense of security with his charming demeanor. His relationship with Lalani, a

beautiful but psychotic Nebari, is a strange one. He won't engage in murders or torture himself, but seems to enjoy her brutal treatment of captives. Anyone unfortunate enough to fall into this pirate's hands are in for a horrifying, albeit genteel experience.

DRASK

4th level Rogue – Street Urchin

Init: +3

D: 19

WP: 34

Atk: +2 melee, +6 ranged

CP: 26

Str: 8 **Dex:** 16 **Con:** 12

Wis: 15 **Cha:** 15 **Int:** 15

Fort: +2 **Ref:** +5 **Wil:** +3

Skills: Appraise: +6 Bluff: +8 Climb: +9 Disable Device: +6 Escape Artist: +7 Gather Information: +7 Listen: +5 Move Silently: +11 Negotiate: +6 Search: +3 Sense Motive: +6 Sleight of Hand: +8 Hide: +10

Feats: AP (light), WGP (melee and 1-h ranged), Point Blank Shot, Stealth

Background: A cagy and talented teenage street thief, Drask has been living in the gutter from a very young age. His destitute parents took a loan from the wrong crime boss and were murdered when they tried to skip out on the payments. Seven years later, Drask is still surviving by his wits, using his nimble fingers and engaging personality to survive. His exploits have managed to net him an impressive collection of goods, and he can be an excellent source of unique items and street knowledge as well

L'SARR

9th Level Scientist (Doctor)

Init: +0

D: 18

WP: 47

Atk: +4 melee and ranged

CP: 72

Str: 11 **Dex:** 10 **Con:** 11

Int: 18 **Wis:** 16 **Cha:** 12

Fort: +3 **Ref:** +4 **Wil:** +9

Skills: Computer: +14 Concentration: +10 First Aid: +14

Knowledge (Medical): +16 (Alien Biology): +14

(Chemistry): +10
(Biology): +14 Read/Write – Delvian and Sebacean Spot: +9
Survival: +6 Gather Information: +9 Sense Motive: +11

Feats: Quick Witted, WGP (ranged), Iron Will

Background: L'Sarr was once a brilliant and respected young Zenetan surgeon. However, a bungled prescription during the bloody aftermath of a transport crash led to the deaths of 37 patients. Blacklisted, L'Sarr now works as a back alley surgeon on a commerce planet, trying to atone for past sins.

MARKA

2nd level Zenetan Raider

Init: +3

D: 16

WP: 20

Atk: +3 melee, +5 ranged

CP: 11

Str: 12 **Dex:** 16 **Con:** 11

Int: 10 **Wis:** 10 **Cha:** 14

Fort: +3 **Ref:** +5 **Wil:** 0

Skills: Appraise: +3 Bluff: +5 Gather Information: +5 Listen: +3 Pilot: +4 Security Systems: +4 Survival: +3

Feats: AP (light), Quick Draw, WGP (melee, 1-h ranged, 2-h ranged)

Background: Marka was just a boy of thirteen when his father's trading ship was taken by pirates. His father was killed during the boarding action and the pirate captain took pity on the lad, conscripting him into the crew. Five years later, Marka has adapted to his new life, but remains horrified by the atrocities committed by his shipmates. He tries to temper their bloodthirsty habits, with little success. He'd like to abandon the pirates, but has lacked the courage and opportunity, thus far.

NEDROS

2nd level Rogue / 3rd level Pirate – Smuggler

Init: +4

D: 20

WP: 47

Atk: +6 melee, +8 ranged

CP: 25

Str: 14 **Dex:** 18 **Con:** 13

Wis: 10 **Int:** 16 **Cha:** 18

Fort: +4 **Ref:** +9 **Wil:** +1

Skills: Appraise: +11 Bluff: +12 Gather Information: +11 Intimidate: +10 Pilot: +15 Survival: +5 Diplomacy: +10 Disguise: +11 Escape Artist: +12 Hide: +10 Move Silently: +10 Spot: +6

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Skill Emphasis, Evasive Maneuvers, Point Blank Shot, Evasion

Description: Nedros is a brash young Zenetan smuggler who spends much of his time running contraband and the rest in dive bars on commerce planets. Charming and good natured, Nedros is also a fantastic pilot for his age and has a reputation for accepting extremely dangerous cargo runs, among other things. He also has developed an unusual taste for alien females, especially Delvians. But despite his talents, Nedros is still very young and inexperienced and the time will soon come that he gets himself into a jam that even he cannot talk or charm his way out of.

STENNZ THE SLAVER

9th level Pirate – Slaver / Pirate

Init: +3

D: 18

WP: 108

Atk: +13 / +7 melee, +12/+6 ranged

CP: 34

Str: 18 **Dex:** 16 **Con:** 16

Wis: 9 **Int:** 13 **Cha:** 14

Fort: +9 **Ref:** +7 **Wil:** +2

Skills: Appraise: +10 Bluff: +10 Demolitions: +5 Gather Information: +10 Intimidate: +12 Pilot: +13 Security Systems: +9 Survival: +6 Negotiate: +7

Feats: AP (light), WGP (1-h ranged, 2-h ranged, melee), Improved Unarmed Strike, Martial Artist, Martial Master, Point Blank Shot, Rapid Shot, Burstfire

Description: Stennz is a huge, intimidating and brutal man who, given his experience, should be commanding a pirate fleet. However, his gambling obsession and lack of common sense has led to one bad decision after another, and he only commands a single slaving vessel. He rules with an iron fist and is nearly as abusive to his crew as he is to the slaves who are unfortunate enough to end up in his hold. Recently, he's decided to pursue more

challenging game...Leviathans! Possessing a pair of small Flax generators and a control collar, he is searching for his first capture.

RAACHIK THE HUNTER

5th level Pirate / 4th level Warrior –
Bounty Hunter

Init: +4

D: 18

WP: 90

Atk: +12/+7 melee, +13/+8 ranged

CP: 69

Str: 16 **Dex:** 18 **Con:** 12

Wis: 17 **Int:** 15 **Cha:** 10

Fort: +9 **Ref:** +9 **Wil:** +5

Skills: Demolitions: +10 Gather Information: +9 Intimidate: +11 Listen: +10 Pilot: +10 Security Systems: +10 Survival: +7 Climb: +7 Computer: +6 First Aid: +4 Jump: +7 Spot: +10 Hide: +12

Feats: WGP (all), AP (all), Point Blank Shot, Far Shot, Precise Shot, Rapid Shot, Track, Power Attack

Description: Raachik is a highly experienced and very feared bounty hunter. Handsome, but cold and detached, he prefers to work alone, researching his mark thoroughly and observing his movements before setting up a capture. Extremely patient and perceptive, he will pick an ambush spot and remain there, for days if necessary, until the target's guard is down. Raachik uses a variety of paralytic poisons fired from a masterwork Plokavian sniper rifle (+1 to hit) and also uses a Luxan Qualta Blade that he took from one of his captures. He also makes use of gas, flash and smoke grenades to mask his escape should something go wrong. A survivor, Raachik eschews prolonged firefights and will withdraw if faced with a noisy and messy combat. In his opinion, a capture that doesn't end in the first few microts is a failed capture, and this philosophy has kept him alive and successful, thus far.

ZENETAN PIRATE

3rd Level Pirate

Init: +2

D: 16

WP: 33

Atk: +4 melee, +5 ranged

CP: 16

Str: 12 **Dex:** 14 **Con:** 12

Int: 10 **Wis:** 10 **Cha:** 12

Fort: +4 **Ref:** +4 **Wil:** 0

Skills: Appraise: +3 Bluff: +5 Demolitions: +3 Gather Information: +4 Intimidate: +4 Listen: +2 Pilot: +4 Security Systems: +3 Survival: +3 Move Silently: +3 Hide: +4

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Burstfire

Description: The scourge of the Uncharted Territories, Zenetan pirates are a varied bunch with a diverse range of skills. Cagey combatants who are often boarding crippled vessels stuck in The Flax, Zenetans choose their victims carefully and tend to avoid bloody combats with professional soldiers. However, it would be foolish to underestimate the Zenetan freebooters, as they can be ferocious and cunning enemies, especially when cornered.

ZENETAN PIRATE CHIEF

4th Level Pirate / 2nd Level Rogue

Init: +3

D: 19

WP: 58

Atk: +7 melee, +8 ranged

CP: 36

Str: 14 **Dex:** 16 **Con:** 12

Int: 14 **Wis:** 12 **Cha:** 14

Fort: +5 **Ref:** +7 **Wil:** +2

Skills: Appraise: +9 Bluff: +9 Diplomacy: +5 Gather Information: +8 Hide: +8 Listen: +6 Move Silently: +8 Search: +5 Sense Motive: +6 Spot: +6 Pilot: +8 Disable Device: +5 Security Systems: +5 Survival: +5 Intimidate: +8

Feats: AP (light), WGP (melee, 1-h ranged, 2-h ranged), Point Blank Shot, Rapid Shot, Precise Shot, Evasion, Heroic Effort

Description: Zenetan pirate captains and chieftains are a cut above their roguish minions. Facing plots and potential rebellion every waking (and sleeping) hour, pirate leaders cannot survive by strength alone, and usually possess a diverse array of underworld skills. Cunning, imaginative and unconventional, a Zenetan pirate chief can be an unpredictable and dangerous adversary. He doesn't fight for honor or glory...he simply fights to win, by any means necessary.

FEATS AND POWERS

SCARRAN HEAT PROBE

Power

Base Level: 5th (Scarrans only)

Difficulty: Difficult

Use Time: Full Action

Range: 6 meters

Target: One creature

Duration: 5 rounds

Saving Throw: Will for half damage, plus negates Affect Mind.

Cost: 4 control points per round.

This unique power combines the searing pain of the Scarrans' natural heat attack and a unique version of Affect Mind. In a single full action, the Scarran may deliver an Inflict Pain attack and an Affect Mind power on one unfortunate target. The Affect Mind, if successful, hold the target stationary (as he writhes in pain) and forces the target to provide one truthful response, per round, to every question asked. This is, of course, an extremely potent power, but conforms to the way that the probe is depicted in the series. GMs may want to restrict Scarrans to NPCs if this optional rule is used.

SUSPEND TIME

Power

Base Level: 12th

Difficulty: Demanding

Use Time: Full Action

Range: 10 meters + 5 meters per level of user

Target: Up to four adjacent targets

Duration: 1 round per level

Saving Throw: Will to negate

Cost: 10 control points per target

This extremely potent power (used by Nilaam in Vitas Mortis) allows the Priest or Mystic to manipulate the space/time fabric itself. When employed, the power creates a dimensional field around up to four adjacent hexes and whoever may be contained in them. Time is frozen in these hexes; they essentially no longer exist in our dimension, being trapped in a tiny pocket dimension of their own. Those within the affected hexes can take no action, nor can they be affected by anything in normal space/time. This is a very taxing power, and cannot be maintained for long.



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