

# Bounty Postings 1

## Oorn Noth: Racer on the Run

Eric Cagle

Hey, bounty hunter -- need some quick credits? Bounty Postings is a new regular series of articles giving you a variety of targets to use in your [Star Wars Roleplaying Game Saga Edition](#) adventures. Some of these marks are relatively easy pickings, though a few will definitely test your tracking skills.

### History

The youngest son of a powerful nobleman from Iridia, Oorn Noth was often considered a spoiled brat among the tough-minded, practical Zabrak. Despite his upbringing and a bevy of opportunities available to him, Oorn was interested in only two things -- racing and the fame that came with it. Fortunately for Oorn, he was a talented pilot. He used his father's money to purchase his first starship and his winnings to continually upgrade it.

Eventually, Oorn's good graces with his father ran out, and he was on his own. He traveled from system to system, looking for races where he could enter his starship, the *Five Coins*. During one race in an asteroid system in the Sullust system, his ship was struck by an errant rock, knocking out its thrusters. After losing the race, Oorn became desperate and did what he swore he would never do -- seek corporate sponsorship.

Turning to certain unsavory types in the SoroSuub Corporation, Oorn was given money to repair and upgrade his ship to race on behalf of the company in a variety of dangerous runs. Of course, 75% of his winnings went back to the company for "research and maintenance."



For a time, Oorn was satisfied with the arrangement, winning a series of races by huge margins. The money started pouring in, and he gained quite a reputation. However, as his renown grew, so did the caution of his investors, and they kept him out of the most dangerous races more and more frequently. Frustrated, Oorn began to throw races in hopes of getting out of his contract. But his sponsors eventually caught wind of his plan and threatened him with more than simply losing his contract if he didn't start winning again.

That pushed Oorn past the edge. He played the role of the chastised servant and prepared to race once more, all the while planning his escape. Piloting a new, cutting-edge ship -- the equivalent of an Eta-2 *Actis*-class Interceptor -- Oorn rapidly outpaced and outmaneuvered his competition. As he zoomed past the finishing point, winning the race and enthraling the observers, he turned his ship and went into hyperspace, never to return.

Oorn's former patrons became his enemies. They hired several bounty hunters to find the Zabrak and return the stolen vessel, which he has since renamed the *Last Laugh*. Today, Oorn is constantly on the run, bouncing through the seedier systems to find races that will provide enough credits to keep his ship in order -- and, of course, for the sheer thrill of competition. He knows that it's only a matter of time before he gets caught, but he's determined to lead his pursuers on quite a chase first. Oorn supplements his race winnings with a little smuggling on the side, adding to his list of crimes for which a bounty hunter might try to bring him to justice.

## Psych Profile

Oorn is young, brash, and arrogant. His privileged upbringing led him to believe that the galaxy exists to serve him. Oorn is a thrill-seeker and lives life on the edge, preferably while going very, very fast. Although estranged from his family's fortune, he remains the heir to its vast wealth and power and could possibly be lured back to defend or reclaim it.

## Adventure Seeds

Here are some ways to incorporate Oorn Noth into your adventures.

- If the heroes ever become involved in a starship race, Oorn is sure to be there. Anyone who follows the racing circuit knows that a substantial bounty has been placed on both him and the ship he pilots.
- Desperate for cash, Oorn offers his services as a pilot for the heroes. Once deep in space, however, he sabotages the life-support system of the ship in hopes of killing off the crew, ejecting them out the airlock, and selling their ship for more credits to support his racing addiction.
- Another bounty of sorts is placed on Oorn's head -- this time, by his father, Donloor Noth. The elder Zabrak hires the heroes to find his son and bring him home to Iridia, alive and well, before any other bounty hunters get him first.

## Saga Edition Statistics

**Oorn Noth**      **CL 11**

Medium Zabrak scoundrel 4/noble 3/ace pilot 4

**Force** 2; **Dark Side** 4

**Init** +13; **Senses** Perception +9

**Languages** Basic, Durese, Huttese, Quarrenese, Rodese, Sullustese, Zabrak

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**Defenses** Ref 29 (flat-footed 26), Fort 25, Will 23; Dodge, Mobility  
**hp** 68; **Threshold** 25

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**Speed** 6 squares

**Melee** unarmed +8 (1d4+5)

**Ranged** blaster pistol +11 (3d6+5) or

**Ranged** blaster pistol +6/+6 (3d6+5) with Double Attack

**Base Atk** +8; **Grp** +11

**Atk Options** Double Attack, Point Blank Shot

**Special Actions** Vehicular Combat

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**Abilities** Str 10, Dex 17, Con 12, Int 14, Wis 8, Cha 15

**Special Qualities** Vehicle Dodge +2

**Talents** Connections, Full Throttle, Hyperdriven, Juke, Spacehound, Wealth

**Feats** Dodge, Double Attack, Linguist, Mobility, Point Blank Shot, Skill Focus (Pilot), Vehicular Combat, Weapon Focus (heavy weapons), Weapon Proficiency (heavy weapons, pistols, simple weapons)

**Skills** Deception +12, Gather Information +12, Initiative +13, Knowledge (galactic lore) +7, Perception +9 (may reroll), Persuasion +7, Pilot +18, Use Computer +12

**Possessions** blaster pistol, stolen starship (see below)

### Starship Modifications

If you have a copy of *Starships of the Galaxy*, you can modify Oorn's statistics to take advantage of the feats, talents, and, of course, spaceship designs in that book. Make the following changes:

**Feats:** Replace Weapon Focus (heavy weapons) with Starship Tactics (and the starship maneuver *afterburn*).

**Starship:** Replace Oorn's ship with a SoroSuub Patrol Fighter that has the following modifications:

- Remove weapons.
- Replace Hyperdrive x2 with Hyperdrive x3.
- Upgrade Sublight drive to Sublight Drive (Speed 6).

Speed fly 16 squares (max. velocity 1,300 km/h), fly 6 squares (starship scale)

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## About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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# Bounty Postings 2

## Harno: Rogue Big Game Hunter

*Eric Cagle*

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Hey, bounty hunter -- need some quick credits? Bounty Postings is a new regular series of articles giving you a variety of targets to use in your **Star Wars Roleplaying Game** Saga Edition adventures. Some of these marks are relatively easy pickings, though a few will definitely test your tracking skills.

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## History

Harno came from a prominent clan on Rodia renowned for its large preserves well stocked with huge and dangerous creatures. As he grew, his peers were amazed by his skill with blasters and his utter focus when in the field. They were sure that he would become a legend.

His aspirations were cut short, however, when a rival began spreading rumors that Harno (or his associates) drugged his prey before a hunt, making the kill much easier. Infuriated, Harno confronted the other hunter, a Rodian named Neevat. A fight broke out, and Harno accidentally killed Neevat. He fled the planet, vowing to return with his honor and reputation as a mighty hunter restored.

Harno eventually made his way to Trandosha and quickly discovered that his skills were in demand by Trandoshaans who prized the pelts and horns of the fierce fauna native to Kashyyyk, the Wookiee homeworld. Harno made dozens of hunting expeditions to Kashyyyk, poaching the rarest species and shipping the remains back to his clients on Trandosha. Eventually, the Wookiees caught wind of what he was doing and placed a bounty on his head to stop the wanton slaughter of their most precious creatures. To avoid being associated with Harno, his clients on Trandosha also placed a bounty on him -- primarily to shut him up and keep their own involvement secret. And so the hunter became the hunted.

Although he's now on the run, Harno wears his fugitive status as a badge of honor. He continues to sneak onto Kashyyyk and other planets in search of dangerous game to poach. He's able to keep finding work because the various animals he hunts are still in high demand. Indeed, some of his clients are drawn to his notorious reputation.

## Psych Profile

Harno embodies many of the traits of a Rodian and is utterly dedicated to the concept of the hunt. He stands up to any challenge and takes offense that many of his kin consider hunting "mere animals" to be beneath the station of any self-respecting Rodian.



When actively hunting in the field, Harno is quiet, thoughtful, and focused on the task at hand. However, when back among civilization, he's a loud braggart, itching for a fight and prone to violent outbursts. If he suspects that someone is on his trail, he uses his skills as a hunter to turn the tables on his pursuer, playing a game of cat and mouse to humiliate, then destroy, his opponent.

Harno keeps the best trophies from his hunts for himself so that he can bring them back to Rodia and restore his reputation as a mighty hunter. Constantly drawn to bigger and meaner game, he pushes himself to the edge, feeling that he has a long way to go before his honor and name can be reclaimed.

## Adventure Seeds

Here are some ways to incorporate Harno into your adventures.

- Harno can be found on planets that are known for large, dangerous game with a high resale value. When the heroes find themselves in the wilderness of one of these worlds, they could run across Harno out on the prowl.
- If the heroes take up the bounty to find Harno, they're just as likely to run into rivals from Kashyyyk or Trandosha. These other bounty hunters can throw a serious kink in the heroes' plans.
- The heroes, unaware of Harno's renegade status or profession, might be hired by the Rodian to haul some of his prizes to a certain destination. Along the way, they discover that they're transporting illegal cargo. As soon as Harno realizes that the heroes have figured it out, he places them on his list of "fair game."

## Saga Edition Statistics

**Harno**      **CL 7**

Medium Rodian scout 5/soldier 2

**Force** 1; **Dark Side** 6

**Init** +12; **Senses** low-light vision, Perception +9

**Languages** Basic, Gamorrean, Rodese, Shyriiwook

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**Defenses** Ref 23 (flat-footed 19), Fort 21, Will 18

**hp** 70; **Threshold** 21

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**Speed** 6 squares

**Melee** unarmed +4 (1d4+2) or

**Melee** bayonet +4 (1d8+2)

**Ranged** heavy blaster rifle +10 (3d10+5) or

**Ranged** stun grenade +9 (4d6+3 stun)

**Base Atk** +5; **Grp** +9

**Atk Options** Deadeye, Point Blank Shot, Precise Shot, Sniper

**Special Actions** Shake It Off

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**Abilities** Str 8, Dex 18, Con 14, Int 12, Wis 12, Cha 8

**Special Qualities** heightened awareness

**Talents** Expert Tracker, Keen Shot, Improved Stealth, Weapon Specialization (rifles)

**Feats** Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Survival), Skill Training (Pilot), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Climb +2, Endurance +10, Initiative +12, Perception +9 (may reroll), Pilot +12, Stealth +12 (may reroll), Survival +14

**Possessions** heavy blaster rifle (with standard targeting scope and bayonet), 3 stun grenades

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## About the Author

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# Bounty Postings 3

## Tyrnia Masak: Pit Fighter

*Eric Cagle*

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[Bounty Postings 2 -- Harno: Rogue Big Game Hunter](#)

## History

In the rough and tumble world of illegal arena combat, Tyrnia Masak has become something of a legend. She grew up in the slums of Nar Shaddaa (of which there are many), and her mother worked as a servant for a small-time crime boss. A big and aggressive child, Tyrnia took on fights for money to help her family.

After her mother fell into severe debt, the crime lord, a vile Quarren named Durrrsk, took the girl as "payment" after witnessing her fighting prowess in the streets. Durrrsk saw the potential of the muscular, ferocious Human girl and handed her over to his fighting master to prepare for life as a gladiator in the dueling pits. The trainer, a Force Adept, also recognized Tyrnia's own potential for utilizing the Force. She honed both her fighting skills and Force powers in record time and became a formidable opponent in the gladiator pits.

Tyrnia grew to love the roar of the crowd and the bloodshed on the floor of the pit. She became well known not so much for her offensive ability but for her sheer stubbornness and seeming indestructibility. Her foes would expend their energy trying to defeat Tyrnia, only to utterly exhaust themselves and succumb to her massive fists.



All of this came to an end when Durrrsk killed Tyrnia's aged mother in a fit of pique. Tyrnia got her revenge the next time that she took to the ring, leaping from the fighting pit and murdering both the Quarren and a young Hutt who was there to watch the bout. With the aid of her mentor, Tyrnia managed to escape. A bounty was quickly placed on her head, both by the Hutts and by Durrrsk's family on Nar Shaddaa.

Tyrnia has kept on the move, traveling from system to system on old freighters and pirate vessels. She has tried to keep a low profile, but her only appreciable talent -- fighting -- means that she is a frequent contestant in the various illegal fighting circuits that abound on the Rim. Tyrnia has just barely managed to tap her Force powers

and could easily be swayed even farther toward the dark side by all manner of unsavory Force users. Indeed, several interested parties have gleaned this information from watching her in combat and are hot on her trail, hoping to bring her in for training in the way of the dark side.

## Psych Profile

Quiet and laconic, Tyrnia comes alive only in combat. The roar of the crowd and the excitement of an audience turn her into a berserker of sorts, diving into melee with a relish. She enjoys nothing more than taking and giving hits to show off her toughness. Despite (or because) of this, Tyrnia has a remarkably low self-esteem and loathes what she has become. She offsets her ugliness by being stronger and tougher than anyone around her, which has the effect of causing more trouble and drawing more attention to her than she wishes.

## Adventure Seeds

Here are some ways to incorporate Masak into your adventures.

- Anywhere there is an illegal fighting match, there is a good chance that Tyrnia will be one of the participants. Heroes who follow the world of gladiatorial combat are likely to recognize her.
- Lacking work as a gladiator, Tyrnia hires herself out as a bodyguard for a Rodian crime lord on a backwater planet. The heroes are sent to confront the crime lord but find themselves face to face with Tyrnia just as bounty hunters catch up to her.
- Tyrnia has fallen prey to a Sith apprentice or evil Force adept and now is bent on using her fledgling powers for the dark side. Although she is bitter, angry, and dangerous, she has not yet crossed over fully and still could be redeemed.

## Saga Edition Statistics

**Tyrnia Masak**      **CL 6**

Medium Human soldier 6

**Force** 3; **Dark Side** 10

**Init** +7; **Senses** Perception +5

**Languages** Basic

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**Defenses** Ref 18 (flat-footed 16), Fort 22, Will 18  
**hp** 86; **Threshold** 27

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**Speed** 6 squares

**Melee** unarmed +10 (1d6+7)

**Ranged** blaster pistol +5 (3d6+3)

**Base Atk** +6; **Grp** +9

**Force Powers Known** (Use the Force +7): *battle strike*, *dark rage* (2)

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**Abilities** Str 16, Dex 8, Con 18, Int 10, Wis 14, Cha 8

**Talents** Damage Reduction 10, Power of the Dark Side, Tough as Nails

**Feats** Armor Proficiency (light, medium), Extra Second Wind, Force Sensitivity, Force Training, Improved Damage Threshold, Martial Arts I, Martial Arts II, Weapon Focus (unarmed), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Endurance +12, Initiative +7, Jump +11, Use the Force +7

**Possessions** combat gloves, blaster pistol

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## About the Author

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# Bounty Postings 4

## Dool Pundar: Pirate Lord

*Eric Cagle*

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[Bounty Postings 2: Harno: Rogue Big Game Hunter](#)

[Bounty Postings 3: Tynria Masak: Pit Fighter](#)

## History

Before the blockade of Naboo that preceded the Clone Wars, Dool Pundar served as a captain for one of the many battleships of the Trade Federation fleet. Unknown to the leaders of that group, Dool's ambition and greed percolated deep within him, and he saw the upcoming conflict as a way to make a grab for power. As ships moved into position around Naboo, Dool and a few key allies among his crew sent out a distress signal to the fleet, then made an unscheduled course correction that dropped their ship deep within a nebula far from Trade Federation control. Using reprogrammed battle droids, the mutineers captured the loyalists and pushed them out the airlock. Armed with a powerful ship, a huge number of smaller vessels, and a veritable army of droids, Dool set out to carve out his own niche as a pirate lord.

After the blockade of Naboo ended, a search went out for Dool's ship, with little success. The Neimoidian laid low for several months and then began to strike, hitting the busiest and best-patrolled hyperspace lanes in lightning raids, capturing other ships and bringing on crew as needed. When word came back to the Trade Federation, a bounty was immediately placed to bring Dool in for the crimes that he had committed.



Numerous bounty hunters and several small fleets -- both Republic forces and those of the Trade Federation -- have tried to capture the pirate lord. All have failed.

Dool commands the equivalent of a Corellian Corvette and has several Corellian YT-1300 Transports and over a hundred Vulture Droid Starfighters in his fleet.

## Psych Profile

Dool has a brilliant tactical mind and is a consummate captain and crime lord. Although just as greedy as most Neimoidians, Dool is surprisingly brave and willing to take risks that would cause his kin to blanch in terror. He knows that he can never return to the fold of the Trade Federation and styles himself as true entrepreneur, exemplifying the best traits of his race.

Dool is utterly ruthless in his quest for power and wealth, tempered with a sense of style. In any given situation, he constantly works to find the angle that gives him long-term gain, and his movements and machinations can appear random, even contradictory at times, making him a difficult target to pinpoint.

## Adventure Seeds

Here are some ways to incorporate Dool Pundar into your adventures.

- Although battered and beaten, Dool's battleship, the *Profit*, sometimes appears in Trade Federation space for a short time, using stolen ID codes. He uses this ruse to allow ships and personnel to dock, letting them think they're getting on board another Trade Federation vessel.
- The heroes are working on behalf of the Republic when they encounter the *Profit* above a planet that doesn't appear to have any strategic value. They watch in disbelief when the ship ambushes a Trade Federation convoy that enters the system. Do they help destroy the convoy or aid them in bringing the fugitive to justice?

### Starship Modifications

If you have a copy of *Starships of the Galaxy*, you can modify Dool's statistics to take advantage of the feats, talents, and, of course, spaceship designs in that book. Make the following changes:

**Feats:** Replace Skill Training (Gather Information) with Tactical Genius, and replace Weapon Focus (pistol) with Starship Tactics. In addition, Dool gains the following starship maneuvers: *attack formation zeta nine*, *howlrunner formation*, *overwhelming assault*, and *strike formation*.

**Starship:** Dool commands a Trade Federation Battleship, numerous smaller capital class ships, and over a hundred Vulture Droid Starfighters.

## Saga Edition Statistics

**Dool Pundar**      **CL 16**

Medium Neimoidian noble 7/officer 5/crime lord 4

**Force** 2; **Dark Side** 12

**Init** +18; **Senses** Perception +21

**Languages** Basic, Bocce, Bothese, Durese, High Galactic, Huttese, Neimoidian, Pak Pak, Quarrenese, Shyriiwook, Sullestese, Zabrak

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**Defenses** Ref 28 (flat-footed 28), Fort 27, Will 33  
**hp** 99; **Threshold** 27

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**Speed** 6 squares

**Melee** stun baton +12 (1d6+7/2d6+7 stun)

**Ranged** heavy blaster pistol +14 (3d8+8) or

**Ranged** heavy blaster pistol +9/+9 (3d8+8) with Double Attack or

**Ranged** hold-out blaster pistol +14 (3d4+8) or

**Ranged** hold-out blaster pistol +9/+9 with Double Attack (3d4+8)

**Base Atk** +13; **Grp** +13

**Atk Options** Coordinated Attack, Double Attack, Point Blank Shot

**Special Actions** Assault Tactics, Born Leader, Demand Surrender, Deployment Tactics, Inspire Fear III, Outmaneuver, Vehicular Combat

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**Abilities** Str 8, Dex 10, Con 12, Int 19, Wis 16, Cha 18

**Special Qualities** command cover, share talent (assault tactics, outmaneuver)

**Talents** Assault Tactics, Born Leader, Demand Surrender, Deployment Tactics, Distant Command, Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious, Outmaneuver, Presence

**Feats** Linguist, Point Blank Shot, Coordinated Attack, Double Attack (pistols), Skill Focus (Deception, Initiative, Knowledge [tactics], Perception, Persuasion, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +22, Gather Information +17, Initiative +18, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (tactics) +22, Perception +21, Persuasion +22, Pilot +18, Use Computer +17

**Possessions** heavy blaster pistol, hold-out blaster, stun baton, code cylinder, comlink (encrypted), datapad, concealed holster, small fleet of pirate ships

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## About the Author

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# Bounty Postings 5 Scum and Villainy

## Meekah Hozard, Leader of the Blood Tachs

[Scum and Villainy](#) brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else who lives outside the law. Our latest series of articles gives you a variety of targets from that walk of life to use in your adventures. You can work them into your game as scum, as villains, or as unfortunates who happen to be on the run from such types.



## History

Meekah Hozard, a Duros, grew up in the desperate slums of the planet Taris, where daily life was a struggle. The toxic environment, grinding poverty, and roving bands of street thugs meant that only the toughest, smartest, or quickest could survive. Meekah fell into the latter category, with highly tuned reflexes that allowed him to avoid the worst the Undercity could offer. The Humans of Taris were cruel and domineering, and the wealthiest of them would often come to the Undercity to harass, beat, and even murder the other species found there.

Although he avoided such encounters where possible, Meekah was discovered by a pack of rich Human adolescents who chased him through the urban maze on their speeder bikes. Cornered, Meekah feigned being hurt and leaped on the leader of the group, killing him with a makeshift knife that he had kept hidden. The rest of the pack ran, but Meekah grabbed the leader's speeder and chased after the survivors, killing three more. Meekah gathered up the abandoned speeders and created his own gang -- the Blood Tachs -- made up of tough, violent non-Human youths.

Over the years, the Blood Tachs grew in size and notoriety until they were easily the most feared gang around. At first they focused their ire on Humans who dared to enter the Undercity, but eventually they took their banditry to the upper levels, terrorizing civilians, hijacking expensive airspeeders, and stealing parts from workshops. After a while, various authority figures grew tired of the numerous raids and high body count, and a bounty was placed on Meekah's head. If security personnel couldn't bring down the swoop gang leader, then maybe other professional hunters could take him out.



## Psych Profile

Meekah is cunning and wily, with a keen predatory instinct for survival. He has a notoriously bad temper that quickly flares into violence when he is provoked, threatened, or even insulted (whether the insult is real or imagined). After years of oppression and abuse at the hands of Humans, Meekah saves the worst of his depravations for them. His wanton killing and pillaging has put him beyond redemption, and he sees himself as a bandit king, bringing death and destruction down on the rich and/or innocent alike.

# Meekah Hozard by Era

Depending on when your campaign takes place, you can include Meekah Hozard in your adventures in a number of ways.

**Knights of the Old Republic:** Meekah fits right into this era and could come from any planet with a large urban sprawl, such as Coruscant, Nar Shaddaa, or Taris. Although not particularly interested in competing for fame or glory, Meekah could be found working the swoop racing circuit, along with his gang, taking on young blood looking for their break.

**Rise of the Empire:** The Separatists hire Meekah and the Blood Tachs to raid Republic facilities and supply convoys, murder targets, and otherwise be a thorn in the side of the Republic.

**Rebellion Era:** In this era, Meekah changes little, attacking members of the Empire or Rebellion at his leisure. For the right price, he'll do dirty work for either group, but he's just as likely to turn on the person making the bribe if he feels that he could get a better deal.

**The New Jedi Order:** Meekah thrives in the turmoil of this era, and his swoop gang could grow to a veritable army if located on a planet with a weak government or low security presence. On the upside, Meekah probably spends as much time fighting or avoiding the Yuuzhan Vong as the heroes do.

## Adventure Seeds

Here are some ways to incorporate Meekah Hozard into your adventures.

Swoop gangs can be found on almost any planet, and so can Meekah. It's not too much of a stretch to have Meekah and his gang living as bandits on a desert planet or scouting the trade lanes of other backwater worlds, looking for easy prey. His hatred of Humans means that he's drawn to cities and planets with large populations of this species -- the more prey, the better.

The heroes are hired as bodyguards for a Human ambassador who must travel into the depths of the Undercity on a mission. They come across a huge accident involving a derailed maglev train. As they try to navigate this hazard, Meekah and his crew attack, having caused the accident to lure unsuspecting victims and block traffic to make their assault easier.

Hired to infiltrate the Blood Tachs, the heroes pose as potential members to gain Meekah's trust. Always cautious, the Duros leader is rarely without an overwhelming number of his gang around, making a straight attack suicide. The heroes must pass several tests to prove their skill on speeder bikes and their willingness to perform violence and thuggery. If they put up a clever ruse and turn a blind eye to the acts they are ordered to perform, they might be able to get Meekah alone just long enough to capture him.

## Saga Edition Statistics

**Meekah Hozard**      **CL 10**

Medium Duros scout 3/scoundrel 7  
**Force** 2; **Dark Side** 10  
**Init** +19; **Senses** Perception +10  
**Languages** Basic, Durese, Bothese

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**Defenses** Ref 26 (flat-footed 22), Fort 22, Will 21  
**hp** 74; **Threshold** 22

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**Speed** 6 squares

**Melee** stun baton +7 (1d6+5)  
**Ranged** heavy blaster pistol +11 (3d8+5)  
**Base Atk** +7; **Grp** +11  
**Atk Options** Point Blank Shot, Skirmisher, Sneak Attack +2d6  
**Special Actions** Fool's Luck

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**Abilities** Str 11, Dex 18, Con 13, Int 13, Wis 10, Cha 15  
**Talents** Acute Senses, Fool's Luck, Improved Initiative, Skirmisher, Sneak Attack +2d6  
**Feats** Dodge, Point Blank Shot, Skill Focus (Initiative, Persuasion, Pilot), Skill Training (Deception, Persuasion, Stealth), Vehicular Combat, Weapon Proficiency (pistols, rifles, simple weapons)  
**Skills** Deception +12, Gather Information +12, Initiative +19, Mechanics +11, Perception +10, Persuasion +17, Pilot +19 (may reroll), Stealth +14, Survival +10  
**Possessions** heavy blaster pistol, stun baton, Aratech 74-Z speeder bike\*, comlink (encrypted)

\* If you have *Threats of the Galaxy*, you can give Meekah a modified R-2000 Raptor speeder bike (page 98) instead.

### Bounty Postings/Scum and Villainy Archive

[Bounty Postings 1: Oorn Noth: Racer on the Run](#)  
[Bounty Postings 2: Harno: Rogue Big Game Hunter](#)  
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## About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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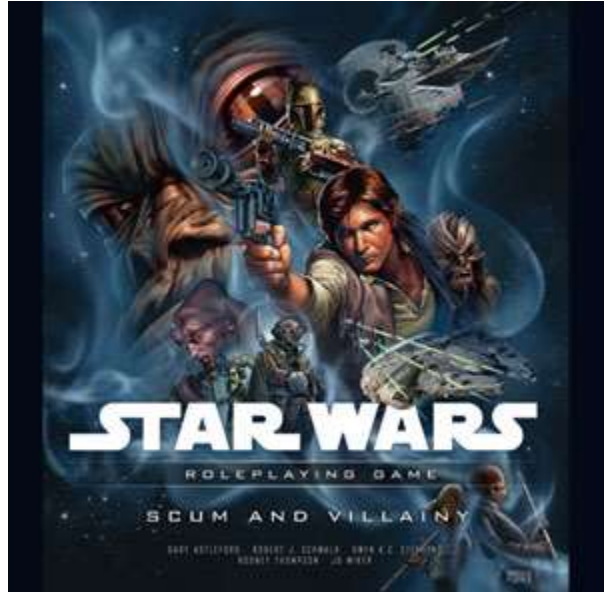
# Bounty Postings 6: Scum and Villainy

## Regera Girawn, Force Witch

[Scum and Villainy](#) brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else who lives outside the law. Our latest series of articles gives you a variety of targets from that walk of life to use in your adventures. You can work them into your game as scum, as villains, or as unfortunates who happen to be on the run from such types.

### History

Regera Girawn began life as a noblewoman on the backwater planet of Kruskan, located on the far Outer Rim. Long forgotten by the rest of the Galactic Republic, the inhabitants lived in ignorance of anything beyond their meager little planet. However, three thousand years before the Battle of Yavin, Sith acolytes traveled to Kruskan and hid a powerful Sith holocron in a mountain stronghold not far from what later became the capital city of the planet.



One day, Regera's servants arrived at her palace, presenting a strange artifact -- the holocron -- that they had discovered while unearthing some ruins. When Regera handled the pulsing sphere, it released a terrible blast of purplish light, burning her hands and face and destroying the holocron in the process. The holocron activated her Force potential, filling her mind with visions of the past, present, and future, in which she saw herself leading an army of dark disciples. She became overwhelmed with fits of madness and was quickly deposed by her terrified subjects.

Regera fled her land and traveled to the other side of the planet, where she disguised herself and survived by her wits and blossoming Force powers. Several years later, she received a vision of visitors arriving from the stars and traveled to the location, where a Republic exploration ship made contact with her kind. She used her powers to convince the crew to take her on board, and she quickly dominated them into submission.

Regera roamed the galaxy, heeding her visions, which told her to locate other Force-sensitive people to bring into her flock. She has been to dozens of planets and left a wake of corpses in her search for new blood. Her visions also direct her to dark side locations, where she seems to feed from their power. She has slain two Jedi and their Padawans, marking her a target of the Council. In addition, several local planetary governments and the Galactic Republic seek her capture or elimination.

### Psych Profile

Despite the power of the holocron that infused her, Regera does not claim allegiance to the Sith. She has a regal bearing and commanding presence, which can cow most individuals even without her having to use the Force.

She once was a beauty, but the damage from the exploding holocron left both her face and her mind scarred and warped. She is driven by persistent visions granted by the dark side that can overtake her at any time. Every time she receives such prophecy, she is driven to action, single-minded in her desire to achieve her goals.

Although she has been marked as a target by bounty hunters, Regera does not seem to care and takes delight in facing them in combat, often luring them in with clever traps and ruses. She surrounds herself with acolytes and bodyguards who pamper her and tend to her every need.

## Regera Girawn by Era

Depending on when your campaign takes place, you can include Regera Girawn in your adventures in a number of ways.

**Knights of the Old Republic:** Regera Girawn fits right in during this era, when all manner of individuals associated with the dark side roamed the galaxy freely. Most likely, she can be found on planets with a strong tie to the dark side, such as Korriban, seeking ways to take more of the power that she has come to crave.

**Rise of the Empire:** During this era, Regera has contacts with the Separatists, hoping to spread discontent and discord among the Republic. With the Jedi Order distracted by the Clone Wars, she gathers up Force-sensitive younglings that otherwise would have been accepted into the Order.

**Rebellion Era:** During the Rebellion Era, Regera works on the fringes, taking advantage of the chaos caused by the war between the Empire and the Rebels. While impressed with the power of the Emperor and Darth Vader, she has a different agenda that often runs up against that of the Empire.

**The New Jedi Order Era:** During this era, Regera could be the leader of one of the many dark side groups vying for control in the power vacuum left by the disintegration of the Empire and the subsequent rebirth of the Jedi. She actively hunts for the same potential candidates for her own black school of the Force that those of The New Jedi Order seek.



## Adventure Seeds

Here are some ways to incorporate Regera Girawn into your adventures.

Regera has received a vision that one of the heroes will become one of her acolytes. She arranges a trap in which the heroes are supposed to collect a bounty on a reclusive hermit (one of her minions in disguise) who lives on the edge of an enormous forest. When they arrive, the trap is sprung with the intention of capturing everyone alive.

The heroes receive a tip that Regera is back on her home planet, where she believes that more holocrons are hidden in the mountain tomb that held the one that initially triggered her power. Though the heroes know where Regera is, she's protected by a large number of minions. They quickly discover that the tomb is a dark side site that fuels her powers and makes her stronger.

## Saga Edition Statistics

**Regera Girawn**      **CL 14**

Medium near-Human noble 2/scoundrel 5/Force adept 5/Force disciple 2

**Force 8; Dark Side 16**  
**Init +9; Senses** low-light vision, Perception +20  
**Languages** Basic, Bocce, Huttese, Ryl, Sith, Sullustese, Zabrak

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**Defenses** Ref 29 (flat-footed 27), Fort 27, Will 33  
**hp** 85; **Threshold** 27  
**Immune** mind-affecting effects

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**Speed** 6 squares  
**Melee** lightsaber +11 (2d8+6)  
**Ranged** by weapon +10  
**Base Atk +8; Grp +10**  
**Atk Options** Channel Aggression, Crippling Strike  
**Special Actions** Dark Presence, Presence  
**Force Powers Known** (Use the Force +20): *farseeing, Force grip, Force lightning (2), Force slam, mind trick, negate energy, rebuke*  
**Force Secrets** Devastating Power  
**Force Techniques** Improved Sense Force, Improved Telepathy

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**Abilities** Str 9, Dex 14, Con 10, Int 15, Wis 16, Cha 17  
**Special Qualities** indomitable, prophet  
**Talents** Channel Aggression, Crippling Strike, Dark Presence, Force Perception, Force Talisman, Power of the Dark Side, Presence, Visions  
**Feats** Force Sensitivity, Force Training (2), Linguist, Point Blank Shot, Skill Focus (Deception, Perception, Use the Force), Strong in the Force, Weapon Finesse, Weapon Focus (lightsabers), Weapon Proficiency (pistols, lightsabers, simple weapons)  
**Skills** Deception +20, Knowledge (galactic lore) +14, Knowledge (social sciences) +14, Perception +20, Persuasion +15, Ride +14, Treat Injury +15, Use the Force +20 (may substitute for Perception checks)  
**Possessions** lightsaber (Force talisman), dark robes, comlink (encrypted), Corellian corvette (the *Awakened Eye*)\*

\* If you have *Starships of the Galaxy*, Regera and her acolytes travel in a *Citadel*-class cruiser (p. 70).

## Bounty Postings/Scum and Villainy Archive

- [1: Oorn Noth, Racer on the Run](#)
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# Bounty Postings 7: Scum and Villainy

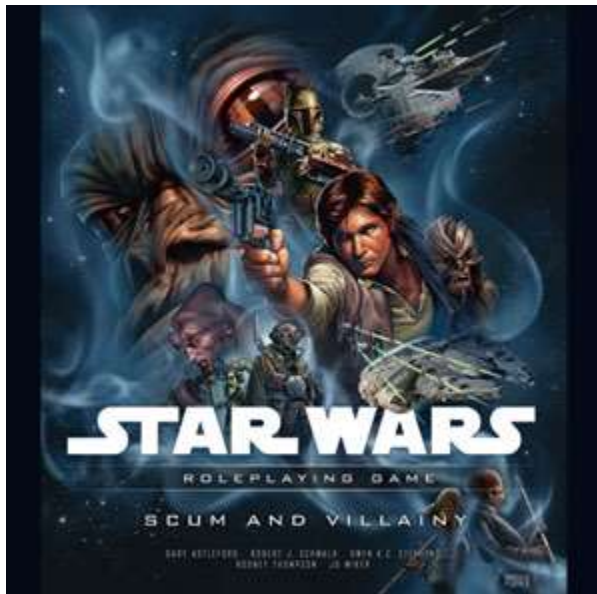
## Eldewn and Elsa Sarvool, Twin Runaways

[Scum and Villainy](#) brings the Saga Edition rules to the fringes of society, introducing new rules and information on smugglers, bounty hunters, crime lords, and anyone else who lives outside the law. Our latest series of articles gives you a variety of targets from that walk of life to use in your adventures. You can work them into your game as scum, as villains, or as unfortunates who happen to be on the run from such types.

**BOUNTY NOTICE:** This bounty is for “capture without harm” only.

## History

Eldewn and Elsa Sarvool are the children of a wealthy Human merchant who lived on the planet Romin, located in the Mid Rim. The impoverished planet was divided into two parts -- one for the rich who hid behind thick durasteel walls, and one for the rest of the planet. As twins, the Sarvool children showed more than the usual “twin thought” common among those types of siblings.



During a mission to help bring down a crime lord, a Jedi named Ofar Tan-Doov discovered that the children were extremely powerful in the Force. He made an arrangement with their parents to take them back to Coruscant for induction into the Order. Failing to capture the crime lord, Tan-Doov left the system to bring the children back to the temple on Coruscant. As his ship left the planet, an explosion from a hidden thermal detonator rocked the bridge, killing the Jedi. Eldewn and Elsa managed to get into escape pods, sending them hurtling back to the planet's surface. The twins survived and tried to make their way back home, but they soon discovered that their dwelling had been burned to the ground and their parents killed.

The two quickly realized that the crime lord that the Jedi was sent to bring to justice had instigated the sabotage of the ship and their parents' murder. Knowing that there was no one else to trust, Eldewn and Elsa hid in the slums of Romin and blended into the populace. Living like street urchins, their anger grew, blaming both the Jedi for taking them away from their parents and the criminal organization that was responsible for their death. Meanwhile, the crime boss created his own bounty to capture the children and use them as weight against other merchants on the planet. However, it's unclear whether he knew that the twins had such a powerful command of the Force.

Now nine years old, Eldewn and Elsaë are surprisingly tough and savvy individuals who constantly keep on the move, both to survive and to keep out of the clutches of anyone looking for them. The Jedi have vowed to find the twins and bring them into the safety of the Order for training. The reports sent back by Tan-Doov before his death made it clear that their powers were truly potent and dangerous if not monitored.



## Psych Profile

Although still very young, Eldewn and Elsaë are smart for their age and possess incredible knowledge of the Force. However, their fugitive lifestyle means that they spend most of their time living in the moment and keeping one step ahead of those who hunt them. They are suspicious, distrusting, and manipulative of others, doing what they can to get what they need and then moving on. Although they desperately want to find a safe place to stay, they know that they can't remain still, so they make no close ties. Eldewn and Elsaë have been lying for so long that it's become second nature, and it's difficult to get a true story out of them.

## Eldewn and Elsaë by Era

Depending on when your campaign takes place, you can include Eldewn and Elsaë in your adventures in a number of ways.

**Knights of the Old Republic:** In this era, Eldewn and Elsaë are running from two different groups -- the Jedi who abandoned them and the Sith, who want to bring them back to their academy on Korriban for indoctrination.

**Rise of the Empire:** Eldewn and Elsaë can be found on any of the numerous planets devastated by war, hiding in the throngs of refugees and war victims fleeing from the conflict between the Separatists and the Republic. Count Dooku (or another Sith Lord) could be one of the many people who have placed a bounty on their heads in hopes of capturing the twins for their own nefarious plans.

**Rebellion Era:** With the destruction of the Jedi Order, Eldewn and Elsaë are in even more danger, as the Empire scours the galaxy for all kinds of Force-sensitive beings. Their young age makes them especially appealing to adherents of the dark side, who would like to turn the twins into powerful minions.

**The New Jedi Order:** Left to their own devices, Eldewn and Elsaë could eventually become a destabilizing factor in the delicate reconstruction of the Republic. Their backstory fits nicely with the goals and methods of The New Jedi Order, and Luke Skywalker himself could send bounty hunters (as well as his own students) to bring the children back to safety for training.

## Adventure Seeds

Here are some ways to incorporate Eldewn and Elsaë into your adventures.

The twins board a tramp freighter or other starship leaving Romin and catch a ride to another planet. Regardless of where they go, they keep a low profile, blending in as much as possible, stealing food when necessary, and using their powers to stay alive.

The heroes are hired to investigate a Romin uprising of young orphans, street toughs, and other wretches who have banded together to create a huge gang. Someone has put a bounty on the leaders -- a brother and sister who fit the description of Eldewn and Elsaë. However, to collect the bounty, the heroes must bring in the twins unharmed.



# Saga Edition Statistics

Eldewn and Elsaе Sarvool      CL 2

As twins, Eldewn and Elsaе effectively have the same statistics. They are always found together.

Medium Human nonheroic 3/scoundrel 2  
**Destiny** 1; **Force** 3, Strong in the Force; **Dark Side** 4  
**Init** +5; **Senses** Perception +9  
**Languages** Basic, Bocce

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**Defenses** Ref 17 (flat-footed 14), Fort 12, Will 15  
**hp** 20; **Threshold** 12

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**Speed** 6 squares  
**Melee** knife +1 (1d4–1)  
**Ranged** blaster pistol +6 (3d6+1)  
**Ranged** knife +6 (1d4–1)  
**Base Atk** +3; **Grp** +6  
**Force Powers Known** (Use the Force +15): *Force thrust, mind trick, move object*

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**Abilities** Str 6, Dex 16, Con 10, Int 12, Wis 14, Cha 16  
**Talents** Telekinetic Savant  
**Feats** Force Sensitivity, Force Training, Skill Focus (Use the Force), Skill Training (Deception), Strong in the Force, Weapon Proficiency (pistols, simple weapons)  
**Skills** Deception +10, Perception +9, Stealth +10, Use the Force +15  
**Possessions** blaster pistol, knife, stolen and sliced credit chip (300 credits remaining)

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