

KLAAV

PRISON PLANET AND DROID SANCTUARY

Klaav is a inhospitable world with a wealth of mineral resources under it's surface. Hard and mountainous, it is covered in a dense a poisonous mist, making surface travel nearly impossible. Only droids operate for any length of time on the surface.

The planet is also almost surrounded by a series of thick "rings" made of ice.

It currently serves as a prison planet, using the convicts to mine the precious resources. The planet is ruled by a local Baron, who reports to the Imperial Authorities. He rules the small settlement that has formed around the ore's exportation, Sambran Station.

Elsewhere on the world is K2. Founded by malfunctioning droids from the prison colony, it is a safe-haven for droids. It is run by the ruthlessly efficient "F5," who has developed a lucrative business siphoning ore from the mining colony and selling them off-world at a competitive rate. A small town has formed around the 4 docking platforms where the smugglers looking to move F5's ore land. The site is located in a hard to reach canyon, surrounded by high mountains, and an especially dense area of mist. It is nearly impossible to find without precise directions. These directions have traditionally been a closely held secret to a select group of smugglers, but the operation has become so successful that the secret is spreading.

GOVERNMENT

Imperial Governor

TERRAIN

Mountainous. Poisonous atmosphere

IMPORTS

Foodstuffs, Electronics, Mechanical Engineers

EXPORTS

Ore, (now manufactured goods)

ISSUES

K2 has become a victim of it's own success. As trade of the ore has grown, so has word of the town and scoundrels come from all around to get a cut of the action. When the 4 docks are full, eager traders land outside the settlement, setting down in easier and easier to find places, threatening the town's secrecy.

The Empire has been drawing more and more ore for a special (and secret) project. Quotas are high, and the droids' ability to steal ore has become limited. Officials are starting to suspect their accounting is being compromised.

Some enterprising droids are looking to cut out the middle-man of sending ore to outlying planets and are starting to manufacture components themselves. These operations often exist a short distance outside K2, and sell to the travelers who frequent the town. They are becoming successful enough for F5 to notice and want a cut.

IMPORTANT SETTLEMENTS

Sobran Station

Klaav Mines

K2

Outlying droid manufacturing plants

TRAVEL TIMES (NEED WORK)

Bespin —

Sorocco —

FACES

R4-F5, “F5”

Droid, Crimelord

An astromech droid who runs the illegal settlement K2. It is cold and calculating (literally), running it's empire strictly by cost analysis. Every action either earns or costs F5 money, and F5 acts accordingly. Nothing is ever personal, it's always only money. This makes it both soothingly reliable, and deathly frightening. F5 will never hold a grudge, but will also never grant mercy.

LOCATION

“The Mainframe” – K2

SUPPORTS THE STATUS QUO BY:

Keeping business running smoothly

WHAT CAN IT DO FOR PEOPLE?

Anything at K2 is available, for the right cost.

WHAT DOES IT NEED?

Profit is all that matters.

WHAT MAKES YOU FEAR IT?

It is ruled only by the bottom line

EV-3LO

Droid, ambassador for F5

A supervisor droid who acts as the mouthpiece of F5 in the Errant Sun. He considers his position menial, and looks to supplant V5-M-3PO, who operates Meet Alley.

LOCATION

The Errant Sun – Outside K2

THREATENS THE STATUS QUO BY:

Looking for a way to subvert the associates for his own gain.

WHAT CAN IT DO FOR PEOPLE?

Supply information. Relay information to F5.

WHAT DOES IT NEED?

A leg up on V5-M-3PO.

WHAT MAKES YOU FEAR IT?

He carries the weight of F5 ... at least he hopes he does.

SERGEANT RAMI JANSEN

Human Female, Imperial Agent

Clean cut, conservative, stoic, official, and humorless. Her only concern is upholding the law. She is authoritative though not respected by her colleagues.

LOCATION

Miniscule office in the stardock of Sobran Station

THREATENS THE STATUS QUO BY:

She has heard rumors of K2, but does not believe them ... yet.

WHAT CAN SHE DO FOR PEOPLE?

Not much. She has access to records, but her disgrace has lost her much trust from her companions, and she's dismissed as incompetent.

WHAT DOES SHE NEED?

Information on criminal activity. Respect from her peers for her abilities.

WHAT MAKES YOU FEAR HER?

She can gather files, and threaten with alerting her office, even if it mostly an empty threat.

V5-M-3PO (NEEDS WORK)

Protocol Droid, favored mouthpiece for F5

LOCATIONS

MEET (“MEAT”) ALLEY

A gambling alley in K2. It once was a connecting hallway between structures, but became a popular gambling location for both droids and humanoids. It is a great place to gain a great deal of information and work and lose a great deal of money.

PLANET

Klaav – K2

FACES

V5-M-3PO

WHY COME HERE?

Gambling. Information. Contacts.

WHAT IS A COMMON SMELL OR SOUND HERE?

Voices, beeps and ammonia

BONUS TO THESE ACTIONS

Find information. Theft.

PENALTY TO THESE ACTIONS

Perception. Vigilance.

WHO BELONGS HERE: TO SOCIAL?

Gamblers

WHO DOESN'T BELONG HERE: TO SOCIAL?

Imperial authorities

THE ERRANT SUN

A crashed Wayfarer embedded in a cave 10 minutes outside of K2, that has been sealed off and turned into a bar. It caters to humanoids who want away from the watchful gaze of F5.

PLANET

Klaav – Outside K2

FACES

EV-3L0

WHY COME HERE?

Information. Connections. Get away from droids

WHAT IS A COMMON SMELL OR SOUND HERE?

Stale sweat, liquor, and leaking fuel

BONUS TO THESE ACTIONS

Negotiating deals.

WHO BELONGS HERE: TO SOCIAL?

Humanoids

WHO DOESN'T BELONG HERE: TO SOCIAL?

Droids

SOBRAN STATION SPACEPORT

Ships are unable to land directly at the prison base, so they dock at the nearby outpost.

PLANET

Klaav – Sobran Station

FACES

Sergeant Rami Jansen

Landing staff/landing tower staff

WHY COME HERE

Trade with prison. Moving prisoners.

WHAT IS A COMMON SMELL OR SOUND HERE?

Smoke, oil burning, slight ammonia

BONUS TO THESE ACTIONS

Repairing ships.

PENALTY ■ ■ TO THESE ACTIONS

Lying. Hiding things.

WHO BELONGS HERE: ■ TO SOCIAL?

Imperial agents. Traders.

WHO DOESN'T BELONG HERE: ■ TO SOCIAL?

Anyone with a criminal record (or suspected of such)

THE MAINFRAME (NEEDS WORK)

Central computer/office of R4-F5

**OUTLYING MANUFACTURING CAMP
(NEEDS WORK)**

One of the manufacturing camps outside K2

BESPIN

TOURIST RESORT HIDING ROGUE GAS MINING

In a universe full of rarities, Bespin still manages to stand apart. With no livable surface area, gas giants are rarely worth colonizing. Bespin, however, contains a resource so valuable it makes any expense in colonization viable: Tibanna gas. Tibanna gas serves several purposes in galactic technology. One refined version is a potent hyperdrive coolant, while another version can be used with weaponry.

This fortune in Bespin's clouds led to a host of repulsorlift cities inhabiting the "Life Zone," a band of breathable atmosphere 30 kilometers deep. The zone is also home to immense beldons which graze on clouds of phosphorescent algae, packs of velkers which prey on the beldons, and rawwk bats which scavenge anything that remains.

Bespin's capital, Cloud City, was constructed by the entrepreneur Ecclessis Figg, who planned to conceal his illegal mining operation of Tibanna for blaster weapons with a veneer of legitimate business. To this end he touted his city as a luxury resort and coolant mining operation. Years later, under the control of Baron Administrator Lando Calrissian, the "cover" became a reality; tourism is one of Cloud City's major industries. Under Calrissian's rule, Cloud City has risen in prosperity to remain as Bespin's undisputed capital.

Although Cloud City is Bespin's largest city, there are communities making credits mining Tibanna gas. One such city, Horizon, has seen better days. This once boom town saw its fortunes rise with a combination of a rich tibanna find, as well as a thriving refining industry. By the end of the Clone Wars, it was set to rival Cloud City. That ended when their tibanna extraction began to slow down to a trickle.

The last 15 years has seen most large industry abandon the city for more stable cities, leaving Horizon nearly deserted. Most see it as a dying city, if not one that is dead already. Others see the opportunity to rebuild and restore the city to its former glory.



Horizon was once a great boomtown, but is now in decline.

GOVERNMENT

Guild

TERRAIN

Gas giant

IMPORTS

Consumables, Industrial goods

EXPORTS

Tourism, Tibanna gas, Cloud cars

ISSUES

There is some organization buying and threatening their way into Cloud City's neighbors. They seem to have their sites on Cloud City itself.

The people of Horizon have a hard time importing the goods they need to survive. If the community is going to survive, they will need more regular trade.

IMPORTANT SETTLEMENTS

Cloud City

Horizon

TRAVEL TIMES (NEED WORK)

Klaav –

Sorocco –

FACES

TREX SAUL

Twilek Male, Entrepreneur

Trex is a man with a vision. He recently purchased a rundown Casino/hotel, the Starlight, with the hopes of turning it into a thriving resort. To this end, he is looking for investors who can share in his dream of a revitalized Horizon.

LOCATION

The Starlight – Horizon

THREATENS THE STATUS QUO BY:

Building a tourist location to rival Cloud City

WHAT CAN HE DO FOR PEOPLE?

He has some friends in high places.

WHAT DOES HE NEED?

Investors.

WHAT MAKES YOU FEAR HIM?

His associate, Rallyrkk

RARLLYRKK

Wookiee Male, Enforcer

Trex Saul's bodyguard and business associate. He works for someone who is not local, but no one really knows who. If Saul knows, he's not saying anything.

LOCATION

The Starlight – Horizon

THREATENS THE STATUS QUO BY:

Helping others hurt Cloud City

WHAT CAN HE DO FOR PEOPLE?

He can hurt people, and can provide high end gear.

WHAT DOES HE NEED?

Whatever his bosses tell him.

WHAT MAKES YOU FEAR HIM?

He's a quietly violent Wookiee

ELARA DAMAR

Neimoidian Female, Bartender

Bartender at the Long Eye Lounge. If you need to contact the middleman, Brith, she can tell you where to meet him.

LOCATION

The Long Eye Lounge – Horizon

SUPPORTS THE STATUS QUO BY:

Helping Brith's network

WHAT CAN SHE DO FOR PEOPLE?

She can get information, as well as coordinate meetings with Brith.

WHAT DOES SHE NEED?

WHAT MAKES YOU FEAR HER?

BRITH NA-MERRAIN

Gand Male, Information and Favor Broker

Brith is a middleman, able to connect people looking for something with those who have it. He is heavily cloaked and mysterious seemingly never operating in the same place twice. He uses a vocabulator to translate his speech to common, but it has issues at times.

LOCATION

Wherever he tells you to meet – Horizon

SUPPORTS THE STATUS QUO BY:

Providing the powers that be with information and goods.

WHAT CAN HE DO FOR PEOPLE?

Find items and information they need.

WHAT DOES HE NEED?

Favors and rare goods

WHAT MAKES YOU FEAR HIM?

He always appears out of nowhere, and disappears after a meeting. He seems to have info that he shouldn't.

LOCATIONS

THE STARLIGHT RESORT AND CASINO

A resort in Horizon that, like the city, has seen better days. It has recently been purchased by Trex Saul, who has plans to rebuild it into a tourist destination to rival Cloud City. In the meantime, it is a mostly empty shell of its former glory.

PLANET

Bespin – Horizon

FACES

Trex Saul
Rarlyrkk

WHY COME HERE?

Gambling (low stakes). To not be bothered by anyone.

WHAT IS A COMMON SMELL OR SOUND HERE?

Echoing sounds of the few people there. Every loss and win can be overheard.

BONUS TO THESE ACTIONS

PENALTY TO THESE ACTIONS

Hiding. Carousing.

WHO BELONGS HERE: TO SOCIAL?

Anyone willing to spend money

WHO DOESN'T BELONG HERE: TO SOCIAL?

THE LONG EYE LOUNGE

A small bar, near the Starlight. Most of the clientele has their own business to attend to and doesn't want to be bothered. The rest of the patrons are regulars, mostly gas miners, who don't appreciate any trouble in their bar.

PLANET

Bespin – Horizon

FACES

Elara Damar
Brith (though contacts)

WHY COME HERE?

For information. To contact Brith. Discuss business alone.

WHAT IS A COMMON SMELL OR SOUND HERE?

Rich spices, liquor and sweat. Murmuring voices that can't be overheard.

BONUS TO THESE ACTIONS

Laying low.

PENALTY TO THESE ACTIONS

WHO BELONGS HERE: TO SOCIAL?

Miners.

WHO DOESN'T BELONG HERE: TO SOCIAL?

Anyone causing a commotion. Upstanding citizens.

SOCORRO

Smuggler's Desert Paradise

Socorro is a hot, arid world, with vast tracts of desert that are home to several tribes of nomads: Ibhaan'i, Bharhulai, Ndowi, and Asilyr. Descendants from several colony ships and a large Corellian smuggler community account for over 95 percent of the urban population on this world.

Despite first impressions, high technology is widespread on Socorro, both in urban areas and among the indigenous, nomadic populace. Visitors are cautioned against open field landings, which may violate territorial dictates.

Socorro is currently ruled by the "Duke" Argon Sayul. Shortly after the end of the Clone Wars, a young Sayul aided the Empire in their destruction of the Jedi Academy, who was being aided by his family. His betrayal earned him his title and the support of the Empire as ruler of the planet. He fashions himself a true governor, but in actuality he is little more than a warlord. Ruling through force and fear, his levy of taxes is closer to a protection racket, those who fail to pay are handed off to the small Imperial contingent stationed in the capital.

Duke Sayul's relationship with the Empire —along with its relative disinterest in the details of rulership — has allowed the planet to remain a lucrative shadowport ... as long as everyone pays their share to the Duke.

GOVERNMENT

Imperial Governor/Warlord

TERRAIN

Black Sand Desert/Volcanic

IMPORTS

Foodstuffs, High Technology

EXPORTS

Nether Ice, Technical Skill

ISSUES

The small Imperial contingent on the planet has heard some rumors of a rebel contact operating in the city. Though there are always rumors of this sort that turn out to be false, but if this one continues to be told it will be worth investigating.

Jaspar Seer is making inroads into businesses that have lasted for decades. If he does not stop, then either he or his rivals will have to go.

IMPORTANT SETTLEMENTS/LOCATIONS

Vakeyya

The hidden Oasis

TRAVEL TIMES (NEED WORK)

Bespin —

Klaav —

FACES

DUKE ARGON SAYUL

Human Male, Noble Warlord

Argon Sayul claims the title of Duke, but though the Empire recognizes his claim, few outside his planet would. He gained his status by betraying his family who were aiding the Jedi from the academy during the Purge. To hear him tell it, he gunned down one of the masters who tried to escape Lord Vader's wrath. Regardless of how he obtained it, he carries that master's lightsaber as a trophy and reminder of his prowess.

LOCATION

Sayul Palace – Outside Vakeyya

SUPPORTS THE STATUS QUO BY:

Maintaining his rule and placating the Empire.

WHAT CAN HE DO FOR PEOPLE?

He has great wealth and influence on Socorro.

WHAT DOES HE NEED?

Praise. Recognition of his greatness.

WHAT MAKES YOU FEAR HIM?

He will send Imperial troops to apprehend you.

THE ILLUSTRATED MAN

Human Male, Mechanic

A brawny, hardened man in his 50's, with long grey hair and covered in tattoos. (no one knows his real name is Beaufort)

LOCATION

Docking Bay 118 – Vakeyya

SUPPORTS THE STATUS QUO BY:

He is part of the established order of things.

WHAT CAN HE DO FOR PEOPLE?

He can fix nearly anything.

WHAT DOES HE NEED?

Not money. He needs favors.

WHAT MAKES YOU FEAR HIM?

He is physically intimidating.

MEEDA

Rodinian Female, Spice Dealer and Rebel Agent

Meeda is a spice dealer at the Sands. She is popular with the regular spectators, who like to partake of some "refreshment" after (or even during) the fights. What few know is that she is an agent for the rebellion. Much of the profit she makes goes to the war effort. She also keeps an ear out for information that could help her cause.

LOCATION

The Sands – Vakeyya

THREATENS THE STATUS QUO BY:

Working against the Empire (and by extension, the Duke).

WHAT CAN SHE DO FOR PEOPLE?

She can hook you up with spice or information.

WHAT DOES SHE NEED?

Information. Money. Arms.

WHAT MAKES YOU FEAR HER?

It is rumored that she is deadly with a knife. A rival who crossed her was found in an alley, artfully carved in a manner that spoke volumes to her enemies.

MANNIS HYDE

Bothan Male, Pirate and Scoundrel

Mannis is charming, charismatic, and personable. He is also a villain, who will do anything to get his way. Always willing to speak to his enemies or targets, he promises the world. The moment it suits him, though, all deals are off and he is there to take what he wants.

LOCATION

A secret base in the Sokor system

THREATENS THE STATUS QUO BY:

Disrupting trade (even illegal trade).

WHAT CAN HE DO FOR PEOPLE?

He can supply you with any number of ill gotten goods.

WHAT DOES HE NEED?

More loot. Ship parts/repairs. Relaxation of planetary patrols.

WHAT MAKES YOU FEAR HIM?

He only acts when he has the advantage, and when he has the advantage he never gives mercy. What is worse is that he will make you believe that this time he will.

JASPAR SEER

Twilek Male, Manager of the Sands and Fence

Jaspar Seer runs the Sands gladiatorial pit. From there he runs a fairly successful fencing operation. He is a reliable source of illegal goods for buyers or sellers. His hallmark is that he is always just a little less expensive than his competitors in the area, and that has made him both very popular and very hated. It is only a matter of time that his actions get him in trouble with the other local operators. Despite this, he always projects confidence, saying his business partner Illuna Solaris will take care of him, whoever she is.

LOCATION

The Sands – Vakeyya

THREATENS THE STATUS QUO BY:

Putting other fences out of business.

WHAT CAN HE DO FOR PEOPLE?

Illegal goods cheaper than anywhere else.

WHAT DOES HE NEED?

Rivals eliminated.

WHAT MAKES YOU FEAR HIM?

He employs his gladiators as muscle.

THE HERMIT

Droid (unknown), Hermit and Prophet

The being known as The Hermit is a malfunctioning droid, living in the oasis near the abandoned Jedi Academy. His rants are almost gibberish, but those who listen closely have found that what he says reveals insight into the future.

LOCATION

The Sands – Vakeyya

THREATENS THE STATUS QUO BY:

His more apocalyptic proclamations have led the few who seek him to reject Socorro's materialism.

WHAT CAN HE DO FOR PEOPLE?

He provides wisdom for those willing to seek it in his words.

WHAT DOES HE NEED?

Aid in maintaining the Oasis.

WHAT MAKES YOU FEAR HIM?

His knowledge of the oasis is so complete, it borders on prescience. At times, it is unclear whether he knows the beasts who lurk there, or controls them.

LOCATIONS

SAYUL PALACE

The opulent palace of Duke Sayul. He is often found here, entertaining associates and siphocants. Being invited to the palace is a sign of making it in Sorocco society. Most of these parties are endless debauches, with many participants looking for whatever will fulfil their shifting desires. Those who keep their wits find that there are lucrative contacts and deals to be made here.

PLANET

Outside Vakeyya – Socorro

FACES

Duke Sayul

WHY COME HERE?

Make high powered connections. Party.

WHAT IS A COMMON SMELL OR SOUND HERE?

Spice and perfume. The sounds of pleasure.

BONUS TO THESE ACTIONS

Socialize

PENALTY TO THESE ACTIONS

Scholarship.

WHO BELONGS HERE: TO SOCIAL?

Movers and shakers of Socorro. Siphocants.

WHO DOESN'T BELONG HERE: TO SOCIAL?

Lower Class. Those who defy or upset the Duke.

DOCKING BAY-118

A small docking bay in Vakeyya, able to hold one large ship or two smaller ones. Word in the city is that there is no better place in the sector to get seemingly impossible modifications or repairs done.

PLANET

Vakeyya – Socorro

FACES

The Illustrated Man

Two lazy droids

WHY COME HERE?

Repairs or upgrades that no one else can do.

WHAT IS A COMMON SMELL OR SOUND HERE?

Fuel and oil.

BONUS TO THESE ACTIONS

Ship repairs or upgrades

PENALTY TO THESE ACTIONS

Medicine.

WHO BELONGS HERE: TO SOCIAL?

Droids. Fellow mechanics

WHO DOESN'T BELONG HERE: TO SOCIAL?

Bothans.

THE HIDDEN OASIS

A crashed ship in the badlands carrying a wealthy noble's exotic menagerie ten years ago produced a lasting oddity. In the crevasse surrounding the ship, the released animals have thrived, and the surrounding area has become a jungle. How it is sustained is a mystery to the few who know of it. Recently, word has spread of a lone hermit who has lives there despite the dangerous creatures that prowl in the shadows of the trees. It is said by some that the Hermit holds great wisdom for those who brave the wilds to see him. Others speak rumors of rare plants and jungle remedies, that may turn to great profit for those willing to hunt for them.

PLANET

Near the abandoned Jedi Academy – Socorro

FACES

The Hermit

WHY COME HERE?

Speak to the Hermit. Look for rare herbs/plants. Hunt dangerous beasts.

WHAT IS A COMMON SMELL OR SOUND HERE?

Constant buzz of insects. Rustle of leaves in the wind. Smell of pollen in the humid air.

BONUS TO THESE ACTIONS

Medicine (if you spend the time looking). Hiding.

PENALTY TO THESE ACTIONS

Survival.

WHO BELONGS HERE: TO SOCIAL?

Penitent seekers of the Hermit.

WHO DOESN'T BELONG HERE: TO SOCIAL?

Nonbelievers.

