



Setting Bible

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A Time of Change...

You hear that things are changing in the galaxy.

Even in remote Nar Shaddaa, you've got the official word that the Republic is now the Empire. Doesn't much matter to you – you still have to worry more about your debt to Zulara than you do about some new-minted Imperial Governor that still has the shiny on him. Yeah, he *says* he's going to reform the way things work here, but



he's only got one real ship and a single platoon of troopers.

No, the big change seems to be that there are a few more... let's call them *discrete jobs*, okay? A few more discrete jobs available for the independent crew who can get them done. And keep their mouths shut.



The other big change? Well, you've got that Imperial frigate stationed here to watch over the shipyards, but a lot of other places – especially in the Outer Rim – have seen a lessening of official presence. With the Clone Wars over, the odds of running into a military ship have gone down. The Republic patrols are

now Imperial patrols, and they've been pulled back in towards the Core Worlds for consolidation. Even the blockade around the Soort Cloud has been redeployed. Mostly, anyway.



All of that's good for you. You need to make some credits and keep Zulara happy about the cash coming in, so that he can keep Vogga happy. And that's gotten easier in among all the shifts of power and attention.

There's a fortune out there, just waiting for you...



...if you're willing to take the risks.

Issues:

Current Issue: Going Broke

Running a ship – even the *Sundog* – takes credits. Fuel, parts, docking fees, consumables, it all adds up. And that's not even including the debt you owe to Zulara. You need to take the jobs that come your way, but you're also always keeping an eye out for an opportunity to make a little extra cash. And you keep dreaming of that one big score that you know is waiting out there for you...



Aspect: Chasing the Big Score

Face: Zulara Froud, Qurzit Rayley

Current Issue: Increasing Imperial Reach and Control

There's a reason you liked Nar Shaddaa – it was pretty much free of regulation, as long as you paid off the right Hutts. You had no worries about customs searches, registrations, contraband... none of that. Now, though, there's this new Imperial Governor, along with his squads of troopers and his system patrol boats. Things are starting to get a little tight.

Aspect: Staying Under the Radar

Face: Kea Govan

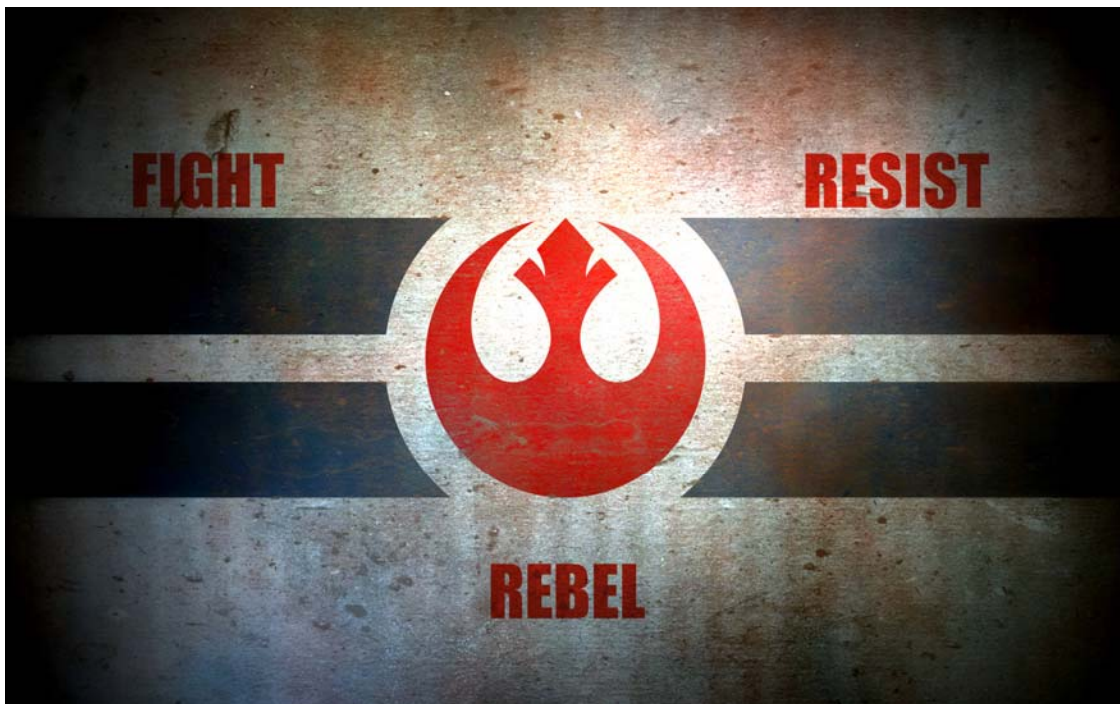


Impending Issue: Rising Tensions Between the Empire and the Nascent Rebellion

The Empire is in power. No one's questioning that. You can try and avoid them, but they've got the biggest guns, the political power, and the largest fleets. You don't have to join them, but you certainly can't fight them. Except, of course, there are some people who want to try. They're willing to pay for you to haul stuff for them, just like the Empire, and their credits spend just as well. They keep wanting you to join up, though, and run their errands for free. But you know that, once the Empire catches on to them, they're done. So, you'll take money from both sides, and keep your head down.

Aspect: Not My Fight

Face: Gyra Sundar



Locations

Astro Mac's

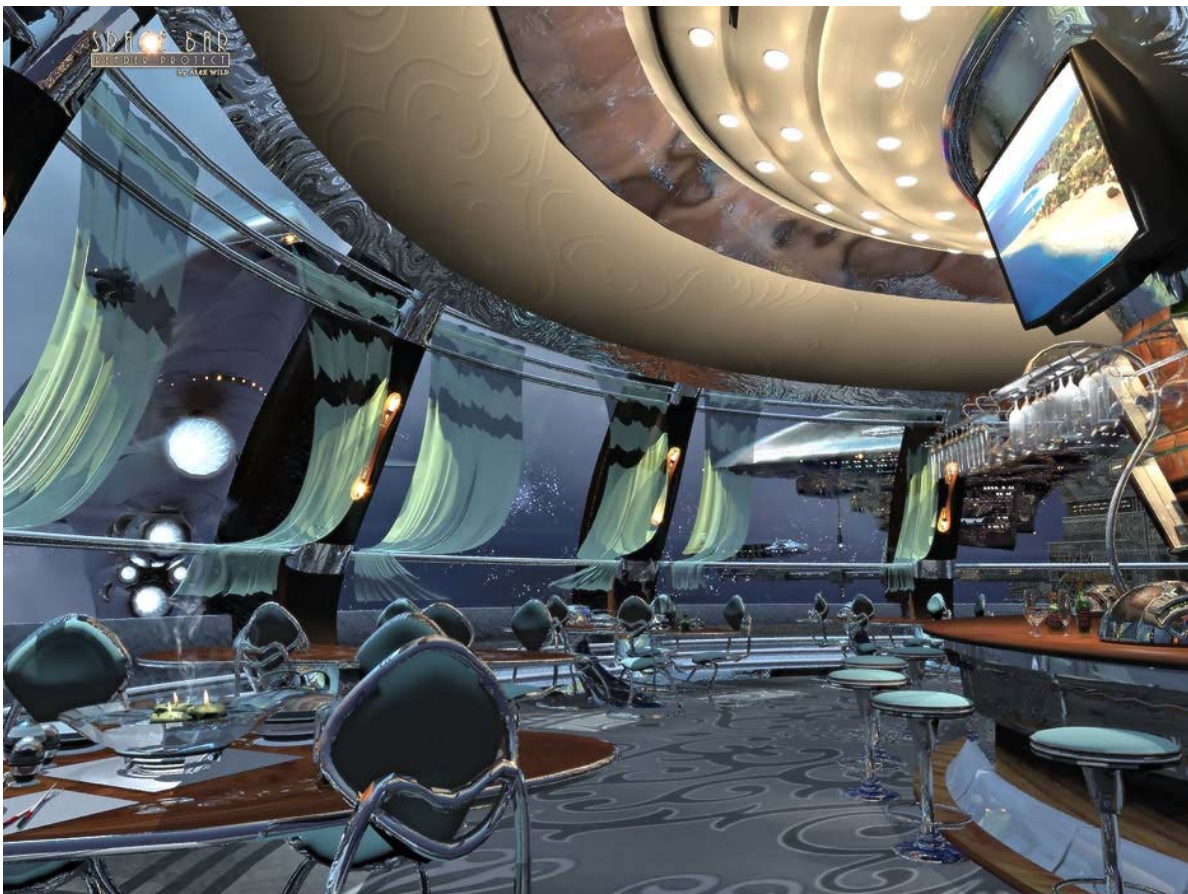
The social and cultural centre of Kyra's Wheel is Astro Mac's cantina. It's a large place, spread out along the edge of the wheel. Everyone comes to Astro Mac's when they're stopped at Kyra's Wheel, and house rules (and some large droid and non-droid bouncers) make sure that no one starts any trouble, no matter who they are or what politics they espouse. It's neutral ground and a rich source of gossip and rumour.

Images: Mix of aliens and humans, lots of droids, long room dotted with tables and bars, three stages with musicians and dancers, furtive discussions between Imperial troops and civilians, harried serving personnel, dice game in the back.

Aspect: Don't Start None...

Aspect: Gossip House

Aspect: Everyone's Off Duty Here



Dantooine



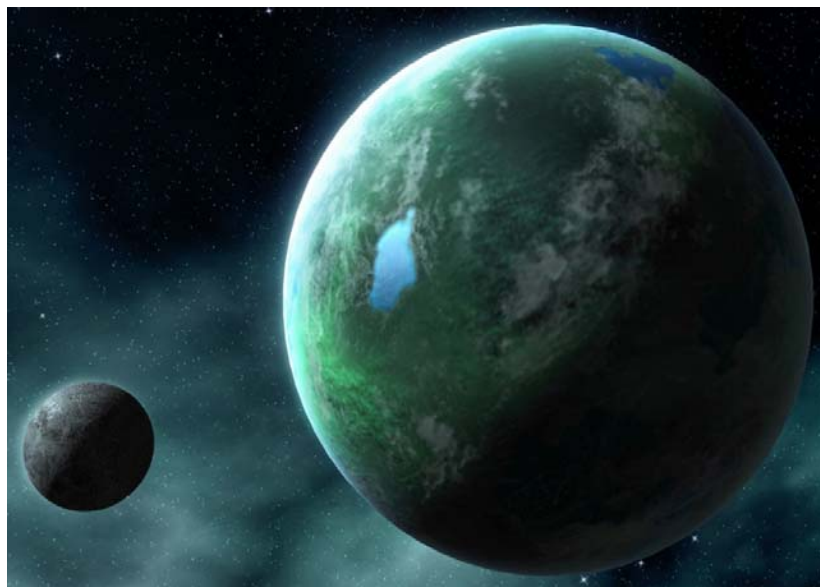
Dantooine is a planet in the the Outer Rim predominated by rolling hills and spiky forests. Through most of galactic history, it was sparsely settled, with agricultural estates scattered through the arable land, and small villages serving local

spaceports for trade. The Dantari, indigenous near-human inhabitants, travel the largest continent in nomadic bands. The height of Dantooine's fame came in the time of the Old Republic, when a Jedi enclave was established here.

Now, the planet is mostly ignored. Recently, the Dantooine Development Consortium has arrived, setting up three settlements to take advantage of the rich land and valuable minerals here on the planet.



Aspect: Everything Looks Peaceful



Droid Town

About half of Kyrá's Wheel is Droid Town – the places where the free droids on the station make their homes. Much of this area is sealed off, having no atmosphere or life support. Most of the droids work as hard-vacuum mechanics, servicing ships without needing to dock them. They are very insular, and cautious around non-droids; they've had too many "owners" coming to look for their runaways.

Images: Spartan corridors, heavy airlock doors, small chambers with strange collections of knickknacks, silent stares from droids, cobbled-together droids, racks of parts and tools

Aspect: Made of Mettle



Kyra's Wheel



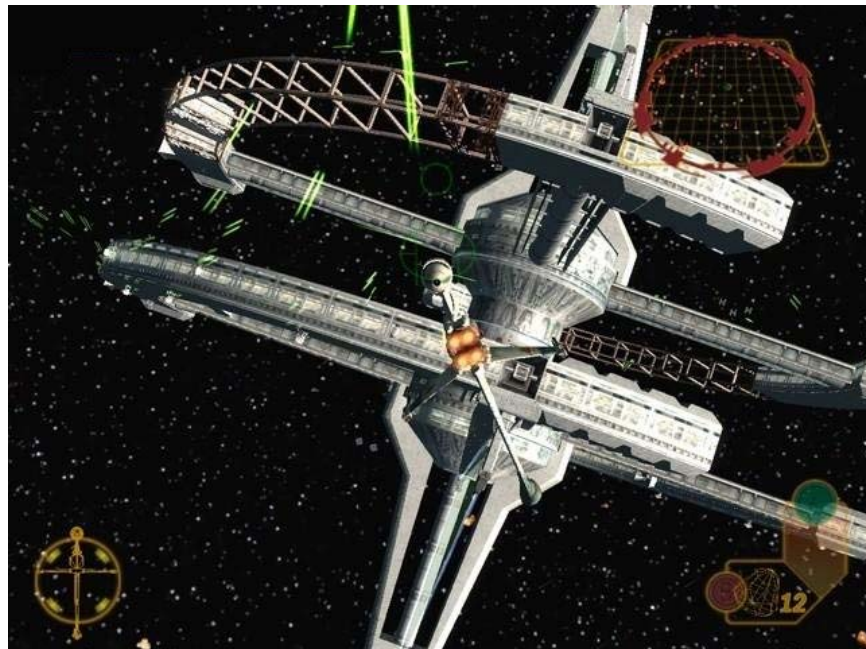
Kyra's Wheel was an ancient, abandoned station on the edge of the Outer Rim. It became a refuge for droids looking to exist independently of their makers. Some were free droids, and some were runaways, but they all came here to Droid Town. When newly discovered hyperspace routes turned this lost corner of the galaxy into an important crossroads, the droids started to offer their services as hard vacuum mechanics, for the right price. Other races soon came, and Kyra's Wheel has become the jumping-off point for most travelers headed to the Outer Rim, though it is still run as an anarcho-syndicalist collective under the direction of the droids.

Images: Old radial-style space station, AG on the outer rim because grav used to be produced by spin, vacuum doors leading to Droid Town, wide variety of ships nearby, scruffy but well-maintained corridors and shops, droids everywhere

Aspect: Hard-Won Freedom

Aspect: Delicate Balancing Act

Aspect: Gateway to the Outer Rim



Nar Shaddaa



The largest moon of Nal Hutta, Nar Shaddaa is as covered by cities as Coruscant. But where Coruscant is clean and safe, Nar Shaddaa is filthy and crime-ridden – just the way the Hutts like it. There was a month-long celebration when the Empire took power, with the various Hutt crimelords thinking that they now had free rein to run things the way they wanted. That all started to change when Kea Govan, the new Imperial Governor, arrived to ensure the safety of the Imperial shipyards in orbit. Still, the Imperial hand doesn't reach very far into the shadows, and much of the planet continues to recognize no law but the Hutt syndicates.

Images: Neglected tunnels, towering but rundown buildings, shadowy figures, gang tags and colours everywhere, shady businesses, litter, Hutt palanquins parading amid their guards.

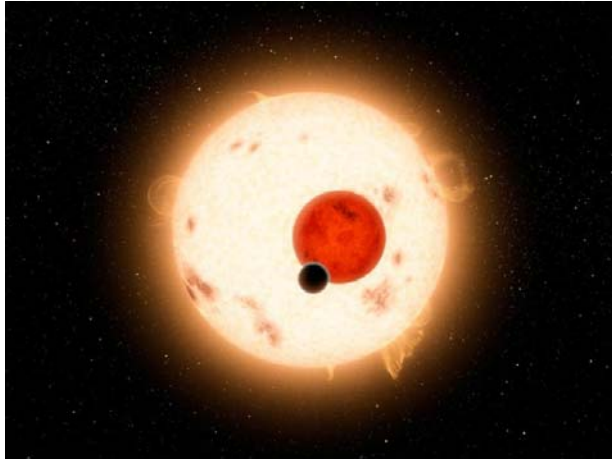


Aspect: Smuggler's Moon

Aspect: Something For Everyone

Face: Vogga the Hutt

The Outer Rim



The farthest edge of the galaxy, where even the Republic never really held sway. It's full of abandoned bases, lost worlds, forgotten colonies, shipwrecks, unexplored planets, alien civilizations, and new hyperspace routes. It's the frontier, beyond the edge of civilization, and is a real draw to explorers, smugglers, and treasure hunters. Everyone thinks they can strike it big in the Outer Rim.

Images: Rustic planets, strange aliens, forgotten worlds, strange new astronomical phenomena, ancient distress signals, alien ruins, pirates, smugglers, slavers, outlaws, navigational hazards.

Aspect: Wild Frontier

Aspect: The Great Unknown



The Soort Cloud



Over a thousand years ago, a three-way battle between the forces of the Republic, the Mandalorians, and the Sith tore through a sector of space near the Outer Rim. Terrible weapons were unleashed, and the entire Soort Cloud

was ravaged. Massive fields of debris, unstable hyperspace routes, spatial distortions, and ancient self-aware war machines make the area hard to enter, and harder to escape. But rumours of great treasures lost within the Cloud still draw in some explorers.

Images: Space storms, twisted nebulae, vast fields of debris, blasted planets, derelict capitol ships, swarms of autonomous killer drones, vast planet-smashers, broken moons, dying suns.

Aspect: Here There Be Dragons



Faces

Captain Kea Govan



Captain of the *Pride of Selonja* and Imperial Governor of Nar Shaddaa, Govan's job is primarily to see the security and functionality of the extensive shipyards in orbit around the planet. A prime example of the new Imperial officer class, he is self-assured, arrogant, and completely certain about the supremacy of the human race. Initially inclined to ignore things on the planet surface, the graft and corruption have disgusted him so much that he has decided to reform the Nar Shaddaa.

Aspect: Papers, Please

Drago Noshey



Rodian captain of the *Maker's Mark*, Drago is a constant thorn in the sides of our heroes. He's got deep pockets, a newer (and faster) ship, and manages to land more jobs through his family connections. Drago's family, you see, is high in Vogga the Hutt's organization, and has the prestige – and money – that entails. And Drago never lets anyone forget it.

Aspect: Smug Snake

Gyra Sundar



The bothan broker for the Dantooine Development Consortium, Sundar is a smiling liar and probable Rebel spy. He is also charming, playful, friendly, teasing, and willing to pay outrageous prices for traders to bring in basic supplies (which don't contain much contraband at all) to the settlements on Dantooine. While it may be fairly obvious that he is playing a deeper game than simply seeing to the needs of the DDC, he smoothly and grinningly deflects any questions in that direction.

Aspect: Totally Legitimate Businessman

Qurzit Rayley



Coruscant Antiquities is a small company that deals in strange and interesting artifacts. Many free traders – and not a few scavengers and smugglers – bring their best finds to them, because they pay top credit. And Qurzit Rayley, one of the owners, seems to have a soft spot for our heroes. She has often sought them out for special jobs, and the CA jobs have often meant the difference between solvency and bankruptcy.

Aspect: I Have a Little Job For You

Vogga The Hutt



Vogga is a stereotypical Hutt. She runs her section of Nar Shaddaa with a benign, impersonal ruthlessness that is driven more by whim and mood than by strategic concerns. That said, she has a keen eye for the main chance and rewards her faithful servants well.

Aspect: What Have You Done For Me Lately?

Zulara Froud



Zulara and our heroes came up together in Nar Shaddaa's streets and shadows. When they needed a little extra credit to get the *Sundog* up and running, Zulara provided the a loan against the title to the ship. Zulara is a neighbourhood boss in Vogga the Hutt's cartel, and is willing to look on his old friends leniently, but he does need to show a profit on the books to maintain his position. And his friends don't want to disappoint him.

Aspect: We Came Up Together

Organizations

Coruscant Antiquities

A small company, with a select clientele, Coruscant Antiquities is renowned for providing the rarest and most unusual relics from the past ages of the galaxy. They employ freelance crews to follow up leads and track down the items they need. The most trusted of these crews are sometimes given co-ordinates for unexplored ruins and told that CA will buy anything interesting they find at premium prices. Such missions are, of course, fairly high-risk.



Aspect: Price of the Past

Crew of the Maker's Mark

The crew of the *Maker's Mark* is a collection of thugs and mercenaries hired by Drago Noshey to help him run his ship and complete his commissions. The makeup of the crew changes frequently as they fall out of favour with Drago, but they usually number between three and six experienced spacers, ready for trouble and cocky because of their association with Drago.

Aspect: Always in Our Face

Aspect: Deeper Pockets



Dantooine Development Consortium

On paper, the DDC is a collective working to reclaim the mostly abandoned world of Dantooine. They have three small settlements, where the residents work to revitalize the soil, cultivate crops, and search for useful minerals. In reality, while the DDC does do



all the work it claims to, a small core of the inner circle of DDC knows that it's secret objective is to uncover lost Jedi artifacts from the days when Dantooine was the centre of Jedi training in the

Old Republic. This secret goal means that the DDC is eager to avoid Imperial attentions, which makes deliveries to Dantooine a good cover for freelancers looking to exploit Dantooine's ruins.

Plus, the DDC settlements love any excuse to throw a party. And they throw great parties.

Aspect: Mutual Cover

Vogga's Cartel



The organization run by Vogga the Hutt is one of five that split control of Nar Shaddaa – now under the watchful eye of Empire. It serves as both a criminal enterprise and a local government, with Vogga at its head, and a network of captains, lieutenants, and neighbourhood bosses each seeing to a particular geographic area or type of business. They tend to be fairly benevolent to those under in their purview who follow the rules, and efficiently brutal with those who don't.

Aspect: We Run Things Around Here

Ships

Maker's Mark

A slightly older YV-929 armed freighter, *Maker's Mark* has been carefully restored and returned to pristine condition. Drago Noshey, her owner and captain, crews her with the best thugs his money can buy, and has made a few special modifications to boost her firepower and maneuverability.



Aspect: Overcharged Weapons

Aspect: After-Market Maneuvering Thrusters

Pride of Selonia

A *Lancer*-class frigate, *Pride of Selonia* has been sent to guard the shipyards around Nar Shaddaa. Her captain, Kea Govan, is the new Imperial Governor. *Selonia* has a pair of



armed shuttles used for picket duty and patrol, as well as a squad of forty troopers and a crew of nearly 900. While lacking the starfighter squadrons of the larger star destroyers, *Selonia* carries almost as many

weapons, and is easily the most powerful single ship in Nar Shaddaa space.

Aspect: Orbital Dominance

Sundog

Master Aspect List

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