

Rugosa O17

<https://starwars.fandom.com/wiki/Rugosa/Legends>



Sullust M17

<https://starwars.fandom.com/wiki/Sullust>



Clak'dor VII M18 (https://starwars.fandom.com/wiki/Clak%27dor_VII)



Master Vhimanb



Sullustan

Lady Phull Inni



Neimoidian

Medtech Vit Pevord

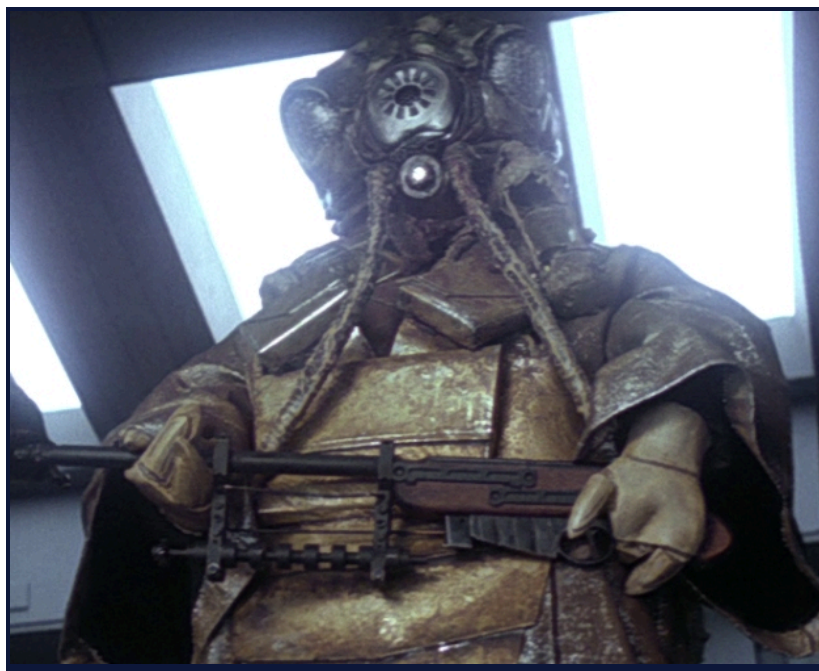


Muun



Trill the Hutt

Arms dealer



Kass the Gand

Middle man



TER

YKL-37R NOVA COURIER

and The last ship produced by Gallofree Yards before its
is a bankruptcy, the YKL-37R Nova Courier was a last ditch
nol- effort to save the struggling starship manufacturer.
gns, Intended to compete with Corellian Engineering's
usi- series of light freighters, few Nova Couriers were sold
act prior to Gallofree Yards' closure. Bankers overseeing
dili the company's liquidation auctioned off its vast stock
dif- of YKL-37Rs for bargain prices, many ending up in the
ct, hands of free traders, smugglers, and pirates. Unlike
sel several of Gallofree's previous freighters, which were
plagued by problems, the Nova Courier is a reliable
he and well-armed vessel, something appreciated too
en late to save the troubled shipmaker. Though lacking
th the cargo capacity of other light freighters, the Nova
on Courier's speed, handling, excellent stock armaments,
er and ease of maintenance and modification more than
p make up for that shortcoming.

4	3	+0	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	3
			HT THRESHOLD	SS THRESHOLD
			24	18

Hull Type/Class: Freighter/YKL-37R Nova Courier.

Manufacturer: Gallofree Yards, Inc.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 100.

Passenger Capacity: 6.

Consumables: Two months.

Price/Rarity: 130,000 credits/6.

Customization Hard Points: 5.

Weapons: One dorsal and one ventral turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

One forward and one aft concussion missile launcher (Fire Arc Forward or Aft; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 6, Slow-Firing 1).



Qux Cim - Aqualish (m)



Tenga Donnall



Pheloo K'sir



Derra Inzlem



Quarter Master, Elroi Kratze



Xu Waaja, headmaster



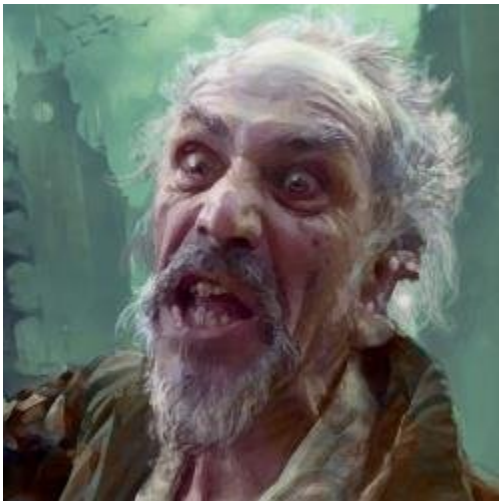
Thubbam the younger



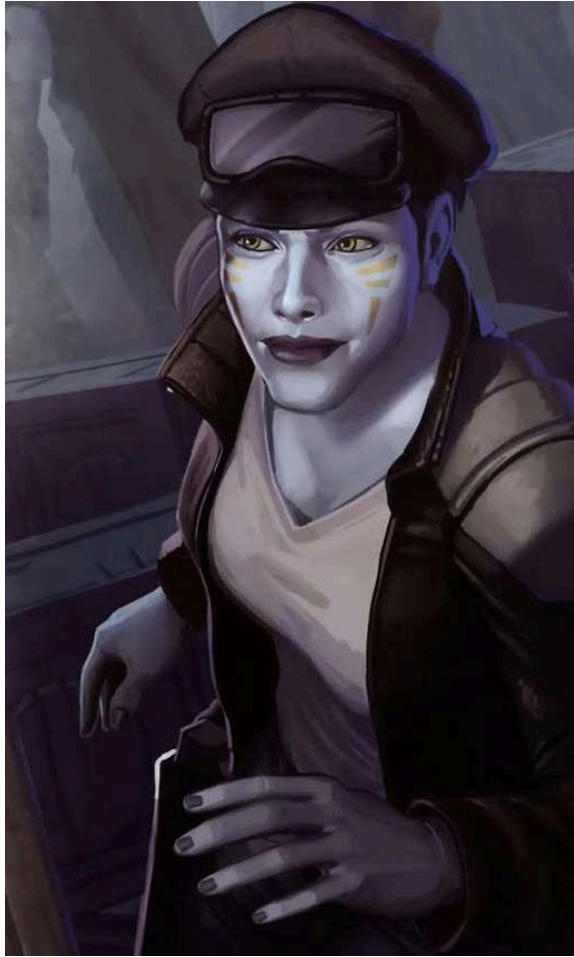
Voice coms
Master Petapi
Master **Jasu**



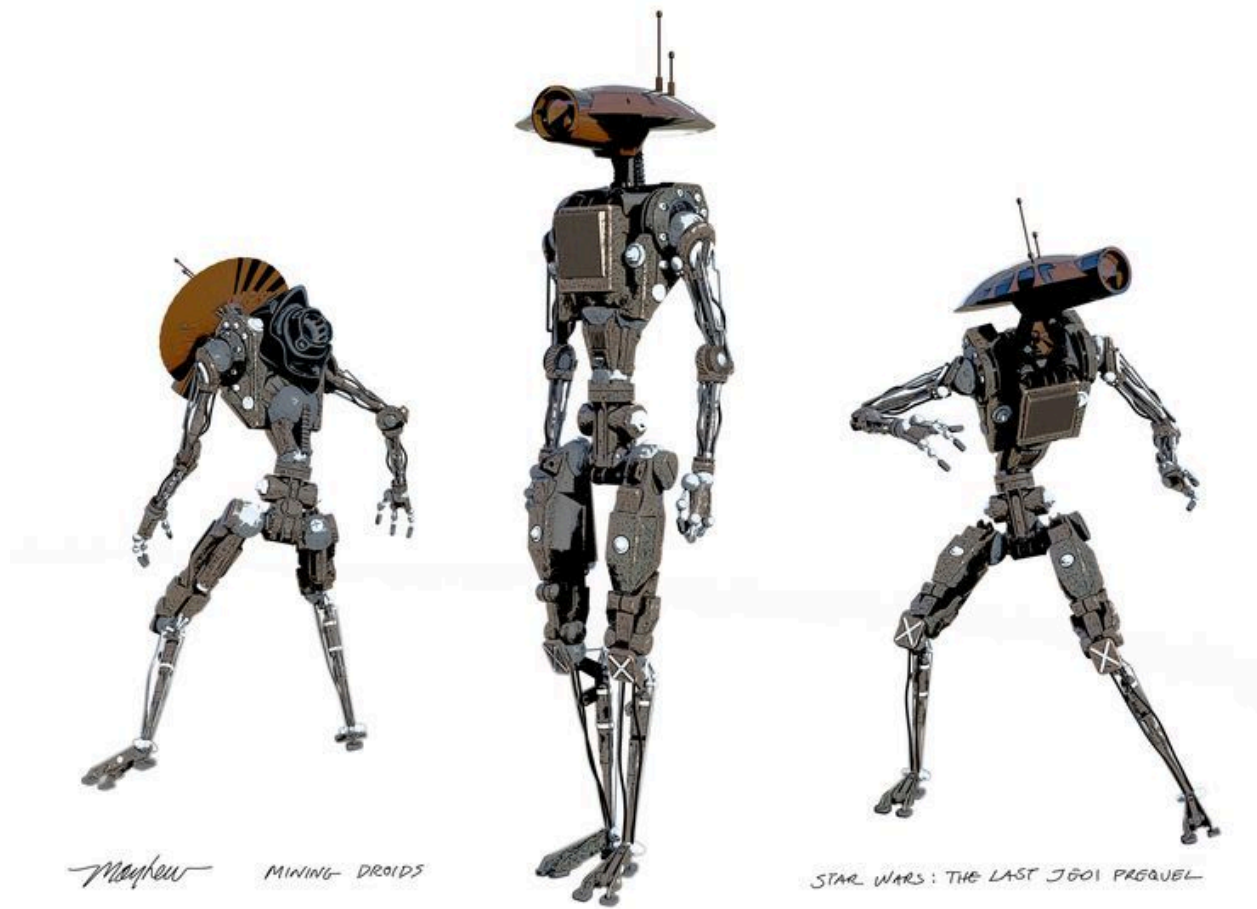
Master Oniadam



Master Ragul Shibo



Aris Shen - wheel



0n-t4-rg-3t gunner droid

Bidding on the holocron



KALTHO THE HUTT



SHREY A ORDASSA



POS PODURA



Vorse Tabarith



MIL MIKKIR



Box owner
Vorsa Tabarith

Holocron
Master Ragul Shibo

The ship information:
Ship name: The Void Spanner
Captain: Larrkel Meibol
1st officer: Rameze Radusel

Zompal corporation

-Located on Sullust, <places>

the Blessed Lady Ohntiubl orphanage

-Located on Sullust

https://starwars.fandom.com/wiki/The_Wheel/Legends

5 factions

Qux Cim - jedi researcher Aqualish (m)

Timeline

32 BBY Invasion of Naboo https://starwars.fandom.com/wiki/Invasion_of_Naboo

26 BBY Trip to Rugosa

22 BBY clone wars begin https://clonewars.fandom.com/wiki/Timeline_of_the_Clone_Wars

21 BBY Campaign start

20 BBY Battle of Sullust https://starwars.fandom.com/wiki/Battle_of_Sullust

19 BBY Order 66

Rules

Age of rebellion careers; force rating 1, you may spend 20 exp on at most one force power. No force careers accessible, and a one time respec after the first adventure.

Life has not been easy for you, **Sullust** is not known for an easy life. A planet of billions even though it is a barren, obsidian world of lava streams and turquoise lakes. The planet's atmosphere was highly toxic, native Sullustans lived in technologically advanced subterranean cities that were highly regarded for their beauty. But that is not the life you had, you were an orphan, in the levels near the surface. Sometimes there would be seal breaks and you could smell it in the air. When the lucky would commute to work by lifts and shuttles that carried them to the factories on the planet's surface you learned what abandoned shafts were safe enough to travel. That was the life of an orphan, even with the support of **the Blessed Lady Ohntiubl orphanage** you still had to rely on your wits and friends to survive.

The orphanage is a strange melting pot, there are kids that have ended up here from every species and world. Kids just end up here, when profits are more valued than people orphans happen, and in the corporate sector orphans happen a lot. The orphanage is run by a number of masters that are, well, everything they can be, father, teacher, administrator. One of those was **Master Vhimanb**, who cared more than the rest and tried to show you more of what the world could hold.

And one day in (26 BBY) this even brought you to **Rugosa** off-planet, in another system even. You along with some of the other kids from the orphanage won a trip sponsored by **Zompal corporation**. A Smaller outfit that operated on a few planets you were told, but who cares, a different planet. Air you could breathe, a sky, a surface covered in massive corals in many colors and shapes. Everything is new, colorful, fragrant, and enormous. I mean a Sky, for the first time in your life.

Although **Rugosa** is far more hospitable than **Sullust** it was not without dangers. While you were playing in the hollow of one of the corals someone must have stepped on something. Something bad, you recall green gas, shooting, and have some flashes of **Master Vhimanb** looking concerned over you and holding your hand.

When you come to you are in the medical bay of a station. A **Zompal** research outpost. They rushed all of you there, it was the closest place with medical facilities. The green gas wasn't gas, it was spores, tiny coral seedlings looking to hatch, and they had aggressively conquered the rich nutrient-rich bodies that they found a home in. They showed you the images, well, diagrams, of how much has been eaten away.

It was months before you were able to move your limbs, you could feel the scars on the back of your head where they had rebuild your nervous and tissue damage. It was partially cybernetics and bacta that had saved your lives. Later you were able to walk, and it was a year before you left the station.

The station was not set up to be a trauma center, let alone one for kids. They did the best with what they had and that meant that each of the surviving kids was repaired with what was on hand and small enough to do the trick. You are repeatedly warned that this might be a problem

later on, one of a kind cybernetics sounds amazing, but it is not what you want to tell a doctor on some random planet. If you are unlucky they will fuck it up, if you are less lucky they will see it as a way to make a few extra bucks on the black market.

The station chief, you never really saw him, was against the idea. Even if some kids survived the security risk was unacceptable to him. But apparently he was overruled and spend a year sulking as deadlines were missed as his jewel of research became a daycare. But Lady **Phull Inni** had overruled him. Apparently she was the daughter of an executive and the sponsor of the field trip. She personally had made visits to you to make sure you were take care of. After that there was **Master Vhimanb** whos recovery and reconstructive surgery you saw first hand. He had dragged you out and stayed with you. He recovered faster, well he was mobile faster, and stayed with you. He needs a cane to move about and never recovered fully.

The cybernetics did have some extra side effects, you could sense the other kids, a near field communication effect, and it even gave you some slight enhanced abilities. It wasn't until these started to appear that the researches shifted from worried to curious. Asking how the "interface" was and other questions that didn't make much sense.

After the recovery **Zompal corporation** provided training and a career, there were strings pulled, and the group of survivors got to stay together. Doing odd jobs and shipping runs. There were frequent checkups, and the abilities had strengthened a bit over the years. It seemed that the research in the subject had died down a bit with the war going on and most of the medical crew you had come to know had been reassigned to other tasks.

While you were in your personal recovery the world outside had deteriorated and you now found yourself in what was called the clone wars. The central government had sent forces towards your systems and battles were fought. The forces were led by their unstoppable super soldiers, Jedi Knights. The Republic was slow to fight, until a surprise army appeared to crush the demands for greater representation in the senate. Rather they had given the gungan deadbeats more power.

On the bright side you are not directly involved in the war, although it affects all parts of life. One checkup you brought **Master Vhimanb** along for his checkup. As you are to leave a priority request to help at a dig site on **Clak'dor VII**. A ruined planet destroyed by conflict, not inter galactic but all of their own making in times long past. You got the order from Lady **Phull Inni** personally an archaeological dig had suffered a disaster and some of the team were lost in a cave in. The medical technician **Vit Pervot** that had just done the checkup are send with you can you'll drop off **Master Vhimanb** on **Sullust** after you are done.

4 tombs





session 8



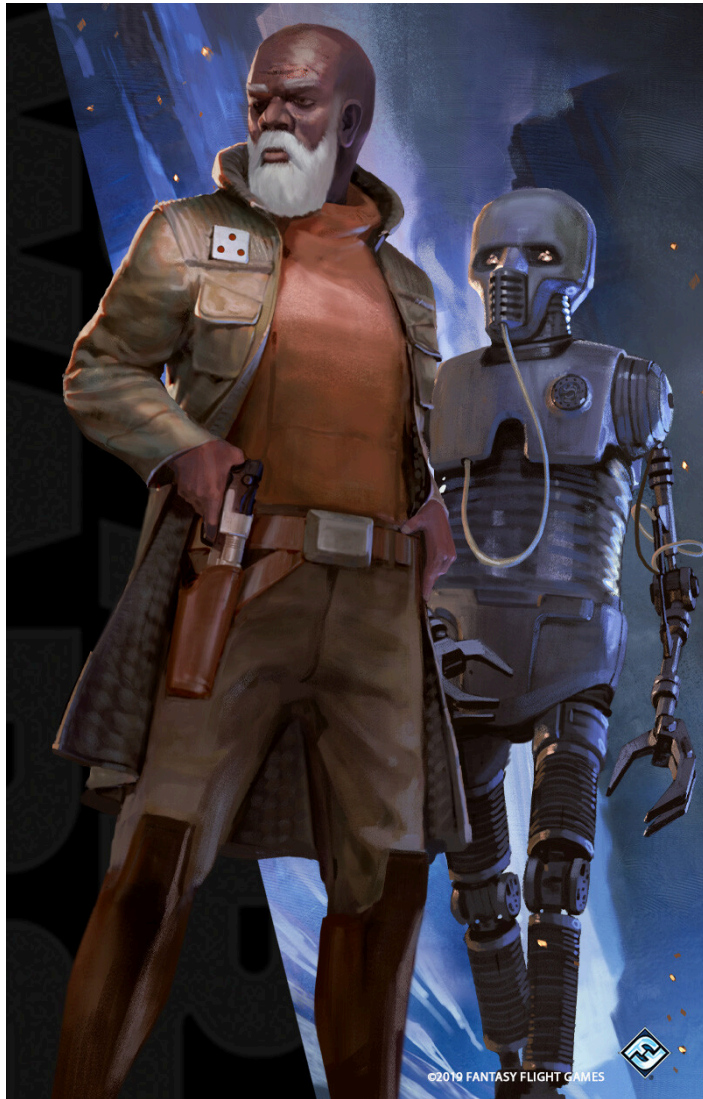


Jerber Newswi

Mister **Estaid Walwen**



Nosey



Frakenn Sarcov

Arcob's Scrap

Trogal





Cunn Koja - mandelorian commander

Antilles - dead mandalorian



Cik - appraiser

Ba-el - aspiring mechanic

Hise - Communications guy





Master Bonlund

6 crates

1- Unlisted

2- Senator - jewelry / credits / bounty

3- Separatist General

4- Diva

5- Corp executive

6- Deceased Noble



Temple of Eedit on Devaron



Morsil Daalyai. chagrian



Scrap Droid x0.00

**Usable in 3 encounters before needing more parts,
Still needs to be repaired.**



Dreruant Geerp



The Den of Trill



6 crates

1- Unlisted - Guild Contracts

-Ledgers

2- Senator - jewelry / credits / bounty

3- Seperatist General

1. Memoires, securities 5k credits, (treasure) maps, blaster pistol, (fake) id

4- Diva

1. NFTs for song ownership

5- Corp executive

1. Plans, security footage videos (some scandalous), ledgers

6- Deceased Noble

1. Deeds & Trusts for lands



Hech Wadun



Meld - f - Mirialan

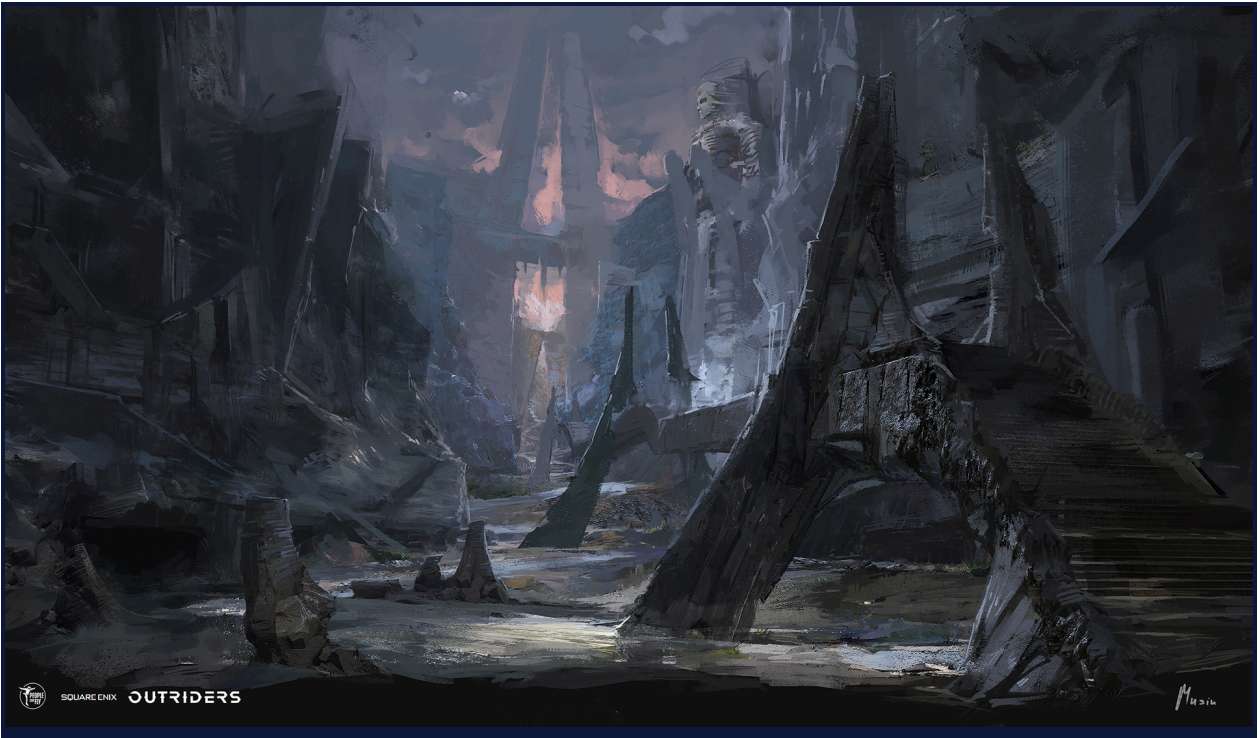


Ettekk Jasu
Jedi Commander
Mon Calamari (m)

Meet at Onderon

Dagri moon







SOLARWENIX

OUTRIDERS

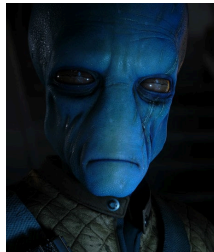
MUSH



Nemor-Jelak - M - *Yarkora*



Vusi - F - Mirialan



Ger To - M - Duros



Ozinbale - F - Twilek (**nfts**)



Trisken - f - human **dead**



Padawan Aalemil



Hohi



Ettekk Jasu

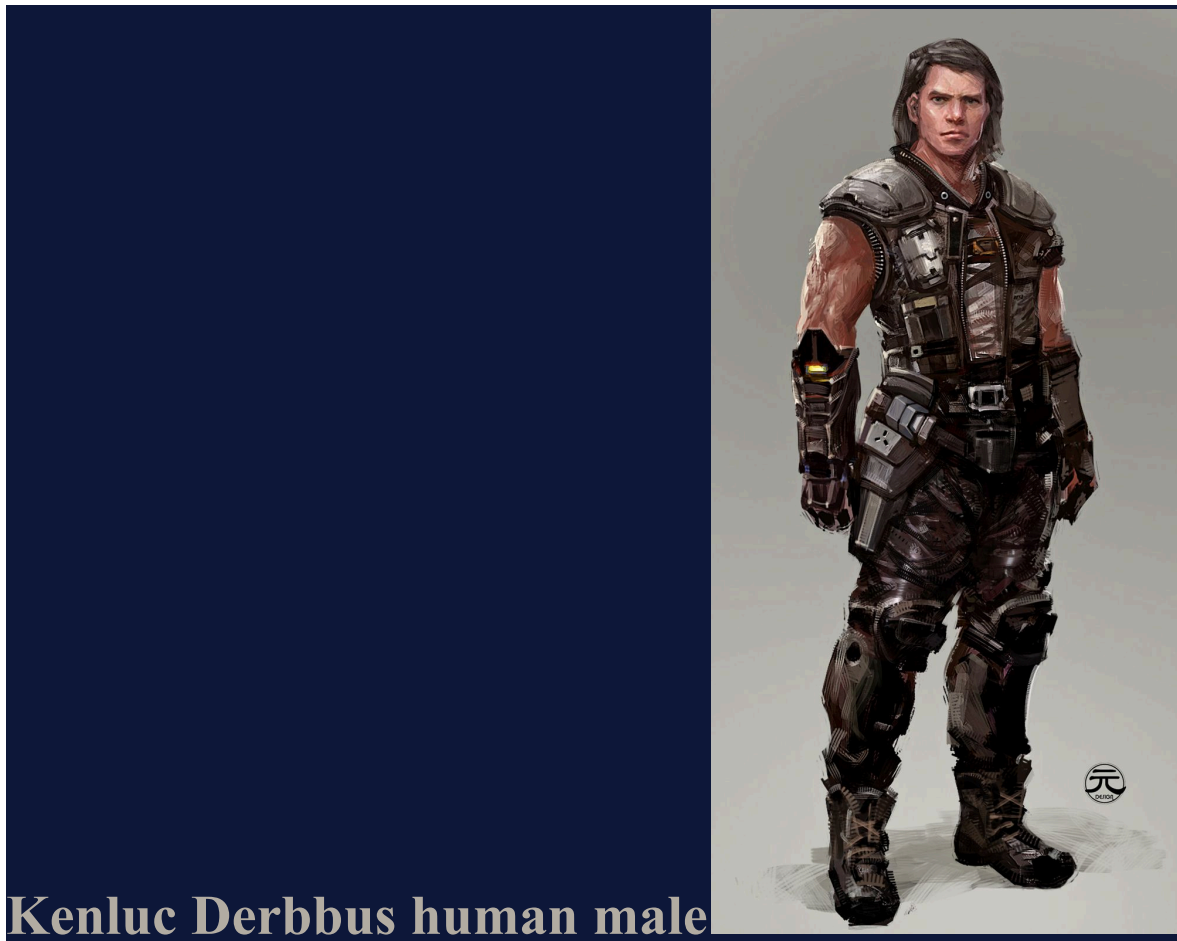
Hianki Thesem





Sadis Zeriis (F Togruta) Coruscant Black Sun





Kenluc Derbbus human male



