

## The Story So Far...

(20-some years ago)

Gael and Kaede are friends as children, growing up on Carida. Natsumi is Kaede's sister. She followed behind the older boys, tagging along on their adventures. They part ways when Kaede is accepted into the Imperial Academy. Shortly after, Gael got a ticket off-planet and a job on a freighter. Natsumi...

...

(10ish years ago)

Gael works as both a legitimate freighter pilot and a member of a smuggler's crew for some years, learning a wide variety of skills.

...

(7 years ago)

Chuba comes across a grounded ship on the forest moon of Endor. His unbridled curiosity results in him stowing away when the ship has been repaired. Later found by the captain, Aaron Kinkirk, Chuba is at first considered a pet. Kinkirk teaches Chuba Basic, and the Ewok voraciously learns all he can about piloting and the starships that enable one to travel the galaxy.

...

(5 years ago)

Vaclav Ygar, a Togorian thug-for-hire, marries Metrodora, a Lillioid of "good bearing" and esteemed doctor in the core worlds. She leaves her "perfect life" treating unlucky fools that "fell down the stairs" for the rough and tumble ways of a spacer and mercenary, drawn by the great cat's unique charms.

...

(5 years ago)

Gael gains ownership of his own ship - a piece of junk, but *his* piece of junk. He plans to restore her to fine condition in short order.

...

(3-4 years ago)

A year or two later the ship is still a piece of junk. Gael is perpetually low on cash, and starts taking smuggling jobs in order to pay off debts. He still fails to be particularly profitable.

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(3 years ago)

Aaron Kinkirk is killed after running afoul of an Imperial patrol. Chuba is captured by an Imperial officer.

After a few months in captivity, Chuba makes a daring escape. He ends up crashing a stolen TIE fighter just across the clearing from where Gael has landed his ship. Gael refuses to leave the Ewok to the tender mercies of the Imperials. Pursuing TIE fighters force Gael to perform makeshift repairs - Chuba takes over from the autopilot, proving himself extremely skilled. Gael offers him a job as soon as they hit lightspeed.

...

(2 years ago)

Gael has tried assembling a crew to take on bigger jobs in a gamble to make more money, but after a long period of attempted respectability his funds run low and two crewmembers abandon him. Kaede reaches out, looking for a job after leaving Imperial service. Gael hires him to fill his hole in manpower.

...

(8 months ago)

Kaede receives a mysterious call from his sister Natsume, indicating she is in trouble. Gael agrees to help his friend and after Natsume proves to be a skilled mechanic and burglar, he offers her a place on the crew.

...

(3-6 months ago)

After spectacularly winning a game of sabacc, Gael is accused of cheating by sore losers. In the process of grabbing him, the angry (and exceptionally burly) gamblers knock over Vaclav's table, upsetting the Togorian. After the ensuing fracas, Gael hires the out-of-work Togorian out of gratefulness. Vaclav of course insists his bride Metrodora come along, and as she is a skilled doctor, she fills a much needed role on board the Morningwalker.

## The Ship

### Morningwalker (Ghtroc Industries Class 720 Freighter)

Colossal space transport

**Init** -8; **Chuba: Init** +8 **Senses** Perception +0 **Gael: Perception** +9

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**Defense** Ref 14 (flat-footed 12), Fort 25; +12 armour, -10 size

**hp** 110; **DR** 15; **SR** 15; **Threshold** 75

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**Speed** fly 12 squares (max. velocity 750 kph), fly 2 squares (starship scale)

**Ranged** double laser cannons +1 (see below)

**Fighting Space** 12x12 or 1 square (starship scale); **Cover** total

**Base Atk** by character; **Grp** +35

**Atk Options** autofire (double laser cannons)

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**Abilities** Str 40, Dex 14, Con --, Int 13

**Skills** **Chuba: Pilot** +8, **Stealth** +16 **Gael: Use Computer** +9 (+14 for astrogation)

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**Crew** 4 (hero) **Passengers** 10

**Cargo** 135 tons (1 ton smuggling compartments); **Consumables** 2 months; **Carried Craft** none

**Hyperdrive** x2 (backup x15), navicomputer

**Double laser cannons** (gunner)

**Atk** +1 (-4 autofire), **Dmg** 4d10x2

Vaclav: **Atk** +5 (0 autofire), **Dmg** 4d10x2

### Modifications

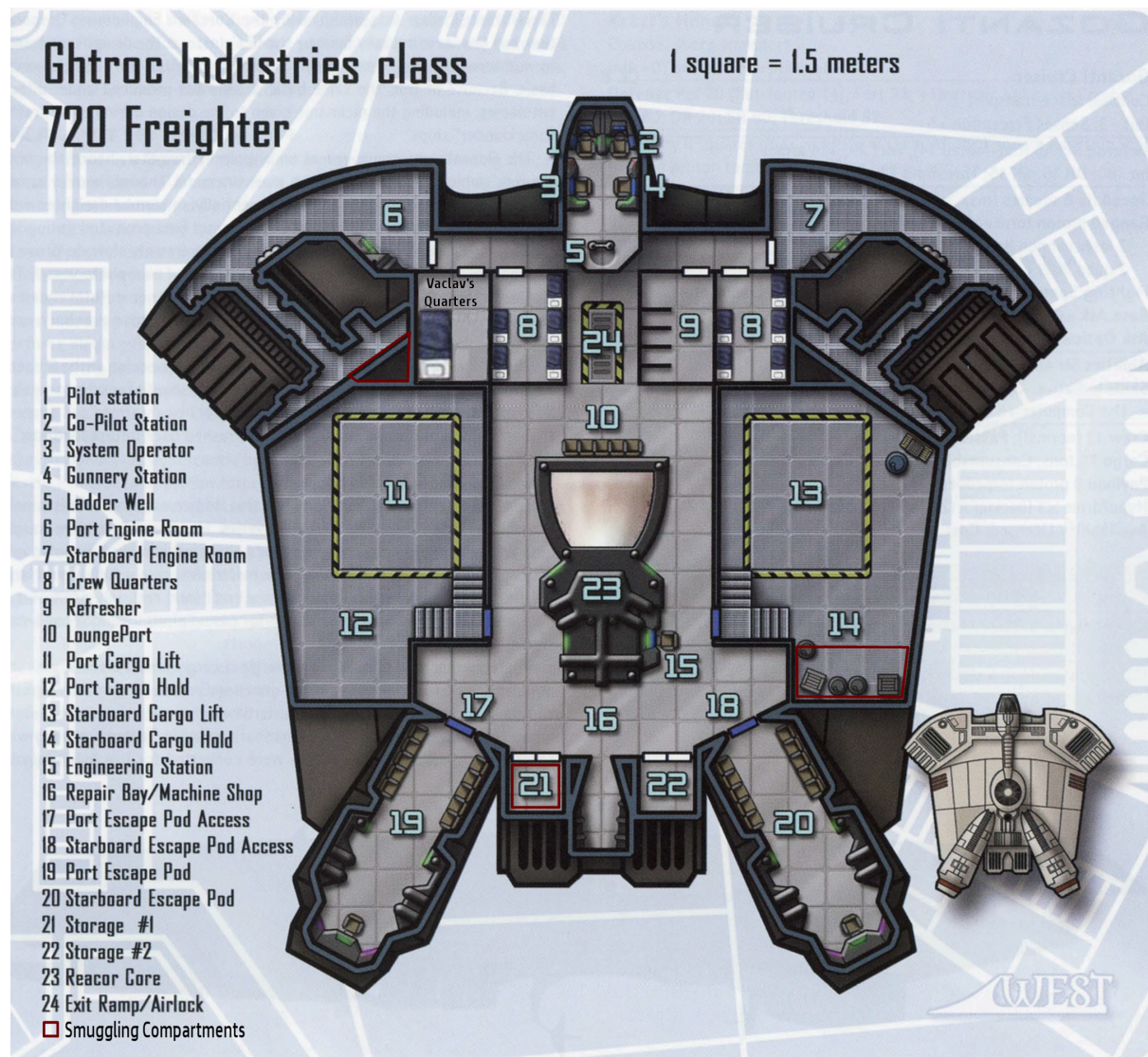
2 empty emplacement points, cost modifier x5

**Smuggling Compartments** (1 ep)

Holds up to 1 tonne (1000 kg) of cargo. Requires detailed inspection and a DC 30 Perception check to find.

**Used:** When at -5 on the condition track, the ship's condition becomes persistent. Until the ship receives repairs (using the repair object application of the Mechanics skill), it cannot move up the condition track by means of the reroute power action (although other means, such as jury-rigging, can still be used).

Floorplan: [Editable Map](#)



Possible upgrades:

Combat thrusters: **10,000** credits

Transponders, disguised (1): **2,500** credits + **1,250** (Illegal) = **3,750**

Laser Cannon, Medium (4d10x2): **20,000** credits + **2,000** (restricted) = **22,000**

Shields, SR 55: **30,000** credits

Medical Suite: **15,000** credits



## Assets

### Weaponry:

#### Gael

Heavy blaster pistol  
Hold-out blaster pistol

#### Kaede

Combat gloves  
Camouflage Poncho  
Side-arm pistol

#### Vaclav

Medium Battle armor

#### Chuba

Sling  
6 frag grenades

#### Natsume

#### Metrodora

### Communal

Blaster Carbines x 4

### Finances:

Gael: 2000 cr  
Kaede: ?? cr  
Chuba: ?? cr  
Vaclav: ?? cr

### *Morningwalker*

Cargo: 333 000 cr, ??/135 tonnes

50 refrigerated crates of exotic foodstuffs, contracted to deliver to Eepu Narga on Nar Kuuna

### Ammunition:

None

### Misc. equipment

- Comlinks
- Utility belts
- Flight suits