

# Adventure on Haruun Kal

## Preparation

This adventure is designed for 4 heroes of average level 8-12. Level 8-9 characters may find it challenging, but there's a chance to rest between the two most difficult challenges.

## Background

The heroes are heading to the mysterious planet of Haruun Kal in search of some object. This is purposely left vague so that it can fit into any campaign. One example is that they are in search of an idol on which are inscribed symbols that match those on a holocron in the heroes' possession. The idol could provide the clue necessary to unlock the holocron. Whatever the item, the heroes' only clue as to its whereabouts is that a volcano has something to do with finding the item.

Unfortunately, the heroes will soon learn that this is not much of a clue, as there are dozens of volcanoes on Haruun Kal. But the heroes must find the item!

## Landing

As the heroes pull out of hyperspace they see a world that from here looks like an oceanic world. If any of the heroes pass a Knowledge(galactic lore) check however (see below), they know better. The "ocean" is actually a sea of toxic gases, brought to the surface by volcanic activity. As the heroes approach the planet, they receive the following message from the spaceport:

"DUE TO AN OVERCROWDED SPACEPORT, YOU WILL BE REQUIRED TO DOCK OUTSIDE THE CAPITAL'S CITY LIMITS, IN AN OPEN AIR LANDING PAD. IF YOU ARE LARGER THAN A TRANSPORT YOU WILL NOT BE ABLE TO LAND. OTHERWISE IF THIS IS ACCEPTABLE, RESPOND TO THIS TRANSMISSION AND WE WILL TRANSMIT YOU COORDINATES TO THE LANDING PAD."

This may seem like a fishy message, as if the heroes are being led into a trap. However, since this is an automated message, any attempt to use Perception to sense deception automatically fails. Force sensitive heroes may try to make a Use the Force check to search their feelings, but again there is no immediate negative impact. In reality, the message is true and the spaceport really is full. Really this is a setup for when the heroes try to return to their ship: a bounty hunter will take shots at them with a sniper rifle.

If the heroes respond to the transmission, the coordinates they are given lead them to a rock outcropping with an area laser-blasted flat so a ship up to Colossal size can land. As the heroes exit, if nobody passed the Knowledge(galactic lore) to know that in some areas the air is toxic, a DC 15 Survival check tells the heroes that they should probably bring their breath masks along.

As you exit your ship a landspeeder pulls up about 10 meters away. A female Human in tan docking authority garb gets out and approaches you. She is in her 30's and has her long, brown hair pulled back into a pony tail. As she approaches she doesn't really pay attention to you. Instead, she is looking at a datapad she is carrying. "50 credits per day to dock here," she says, without looking up. "50 credits due now, the rest will be due on the day you leave. Just stop by the spaceport before heading back out here. If you try to leave without paying, docking authority officers will meet you out here with drawn blasters." She finally looks up, and holds out her hand, waiting for the first payment.

If the heroes protest the amount of the fee (the average docking fee is 20 credits per day; see SotG, pg. 14), the docking authority officer explains that the

## Haruun Kal

**Region:** Mid Rim

**Climate:** Temperate (toxic sea in lowlands)

**Gravity:** 0.98 standard

**Moons:** Moon belt

**Length of Day:** 25.5 standard hours

**Length of Year:** 383 local days

**Sapient Species:** Natives (Korunnai, near-human), Immigrants (Balawai: 96% human, 4% other)

**Government:** Local

**Capital:** Pelek Baw

**Major Exports:** None

**Major Imports:** High technology

### Knowledge(social sciences)

#### DC Result

15 The natives are called Korunnai, or Koruns. Immigrants are called Balawai. There is lots of confrontation between these two groups.

20 All the natives are Force Sensitive.

### Knowledge(galactic lore)

#### DC Result

15 A sea of toxic gases covers most of the world (the lowland areas), so that only the mountains and plateaus areas are inhabited.

20 All electronics on the planet are destroyed by various metal- and silicate-eating fungi unless rubbed down with portaak amber (even with the amber, electronics are somewhat vulnerable).

high fee is to discourage people from landing during overcrowding. The officer is unable and unwilling to change the fee because if she does, it will come out of her pocket. After receiving the fee from the heroes, the officer turns and leaves, speeding off and leaving the heroes to walk the 1.35 km (15 minutes) into town.

Don't forget that since they exited their ship, the heroes' weapons (and electronics) have been exposed to the metal- and silicate-eating fungi of Haruun Kal. For every hour the heroes are on Haruun Kal, the fungi make an attack on any energy weapon, including lightsabers (or at your discretion any other piece of electronic equipment) with an attack bonus of +5 (see "Attack an Object", SECR, pg. 151-152, including Table 9-1). The fungi ignore damage reduction and holding, carrying or wearing the object does not help. If the weapon is a slugthrower the attack bonus is reduced to +2, and the fungi

do not attack simple weapons or vibroweapons. If the attack succeeds, the fungi do 2d6 damage to the object. Later the heroes will have an opportunity to get some portaak amber (see planet sidebar above) that will make it more difficult for the fungi to destroy their equipment.

### Pelek Baw

As the heroes head into town they should try to use Gather Information to learn more about how to find their item. A DC 10 success (with 1d6 hours of asking around) will only let them know that there are dozens of volcanoes on Haruun Kal. A DC 20 success (with 50 credits and 1d6 hours of asking around) will let them know that the volcano is most likely in the Pelekotan area. A DC 25 success (with 5000 credits and 1d6 hours of asking around) will let them hear of a strange and powerful warrior guarding a specific volcano in the Pelekotan area.

After the heroes learn this information, they may wish to find someone to help them get to the volcano. There are a few people they can meet. They are described below. The heroes can encounter them in almost any order, except as stated otherwise.

### Moaning Korun

This Korun was caught stealing food for his starving family by a Balawai. The Balawai, in a "generous" vein, offered to let the Korun go if the Korun could bring him the club tail of an adult ankkox. Of course the



Ankkox

Balawai is hoping that this will be impossible, and that he can then enslave the Korun and his family.

The Korun pleads with the heroes to get an adult ankkox club tail for him. This will have to be done later, on the heroes' return from the volcano to Pelek Baw.

### The Kid

There is a teenager hanging around the marketplace of Pelek Baw. If the heroes talk to him, or are nearby him and look like they are heading out to the jungle, the teenager approaches them and offers to be a guide for them, for free (well, sort of.)

A teenage boy with dark skin and dark hair (clearly a Korun) approaches you. "I'll be a guide for you, for free!"

Of course, the teenager does not actually mean completely free. He introduces himself as Timm Dakas (for his background and stats, see pg. 9). He would like the heroes to do one favor for him in exchange for his free service. Timm wants the heroes to buy him 2 slug throwers (slug throwers are more popular on Haruun Kal than blasters, because they are less

susceptible to the metal-eating and silicate-eating fungi): a pistol and a sniper rifle.

Timm quickly reassures the heroes that he has the money for the weapons himself, he just can't buy them for two reasons. The first is that he's only 17 and you have to be 18 to get a weapons license on Haruun Kal. Second, the best gun dealer in town (and Timm will only take the best) is a Balawai who won't sell any Korunnai weapons because he's paranoid they'll use them against him.

### A Guide

If the heroes want a guide to lead them to the volcano (and haven't already encountered Timm Dakas, see "The Kid" above), they can find one in the marketplace. It is easy to tell who the guides are (there are only a few): they all have hiking gear and maps. The most distinctive feature of the guides however is a dog-like creature that accompanies each of them. The creatures are called akk dogs. They have triangular teeth set in strong jaws, large black tongues and scaly hides. They have long, armored tails, and armored, lidless eyes. They also have four vestigial horns on their head.



All of the guides look about the same (middle-aged, no distinctive features), so it doesn't really matter which one the heroes decide upon. Any guide that is approached of course agrees to take the heroes to their destination, but for an outrageous price (slightly more than the heroes have). If asked why the price is so high, the guide

will claim that the jungles, and especially the Pelekotan area, are very dangerous. If the heroes try to use Perception to sense deception, they sense that the guide is telling the truth.

If the heroes attempt to use Persuasion to reduce the price (the guides have a Will Defense of 14), the guide will agree to reduce the price slightly, but never enough that the heroes can afford it. When the heroes are frustrated with the guide, have Timm Dakas (see "The Kid" above) run up to them. Have him use the same dialogue in his flavor text.

The guide that the heroes were talking to will scoff at this kid.

"Don't be ridiculous," the guide you were originally talking to says. "He's just a kid. And besides that, he doesn't even have an akk dog."

If asked why an akk dog is needed, the guide repeats that the jungle is dangerous. He also informs you that akk dogs are bonded to a Korun from childhood and each bonded pair have a slight telepathic link, making it easier to navigate the jungle and its dangers together (thus you can't just buy an akk dog and have it work to the same effect). The teenager insists that he can lead you to your destination despite the lack of an akk dog.

If the heroes take the teenager's offer, have their interactions with him continue as described in "The Kid" above.

### **The Gun Dealer**

If the heroes agreed to buy the slugthrowers for Timm Dakas, they will find themselves heading to the gun dealer's shop. Timm suggests that he wait outside, so the gun dealer won't think the weapons are for him. As you enter the gun dealer greets you and invites you to look around. The pistols are easily available and as the heroes pick out the weapon, the gun dealer comments:

"Ah, yes a very nice weapon," the gun dealer comments. "I assume you are staying in town for a while," he adds, "since of course slug throwers last longer here than energy weapons."

The gun dealer is testing the heroes to see if they are really purchasing the weapons for themselves. A successful Deception check, opposed by the dealer's Perception check (+4) will convince him that the heroes are legit and he will sell them the pistol (for 500 credits). Alternatively if the heroes can use Persuasion to make the dealer friendly (his Will Defense is 16) he will sell them the pistol as well. If the heroes didn't bring Timm in with them, the dealer starts as indifferent towards the heroes. However if the heroes made Timm accompany them, or they mention him at all, the gun dealer becomes unfriendly automatically, even if he was previously moved to a higher step.

If the heroes mention a sniper rifle (which they should probably have to, since there is none readily apparent), the dealer now strongly suspects that this purchase is for Timm and unless the heroes can deceive him (he now gets a +2 circumstance bonus to his Perception check to sense deception), he refuses to sell them the sniper rifle and asks them to leave.

If the heroes are able to keep the dealer friendly, he also reminds them that they will need portaak amber to keep their weapons from getting eaten by the fungi. He will gladly sell them portaak amber at 10 credits a bottle. One bottle can cover two pistols or one rifle. It lasts for 25 hours (about a local day). This reduces the attack bonus of the fungi to +2 for energy weapons and electronic equipment and to +0 for slugthrowers.

If the heroes get both the pistol and the sniper rifle from the gun dealer, reward them with XP as though they had defeated a CL 4 opponent.



## Into the Jungle

If the heroes only learned the area in which they should look, Timm leads you to the area (if they found out the specific volcano, Timm leads you to that specific volcano). It takes a few hours to get there.

If the heroes only knew what area to go to, they will have to search for the correct volcano (DC 15 Perception, 2 hours). Now that you're here, Timm will say:

"So now what?" your guide asks.  
"We've found the volcano, but where is this item you're looking for? Is it in a tree nearby or in the volcano itself. There are caves in a lot of these volcanoes."

If the heroes decide to search for a cave, it takes a DC 15 Perception check and 32.5 minutes to find it. However, before the heroes can enter the cave, a large male Korun jumps out of the jungle and blocks their way.

A large, well-muscled, dark-skinned bald human male jumps out of the trees and stands between you and the cave. "I am Rav Kelnor, the last Akk warrior," he announces as silvery shields that cover his arms from wrist to triceps glint in the sunlight coming through the jungle trees.

If any of the heroes is a Force Sensitive (whether a Jedi or not), he also says:

"And I challenge you Jedi to a duel, to avenge Kar Vastor."

Rav is interested in a one-on-one duel with the Force Sensitive. See Rav's tactics below for what happens depending on whether or not the Force Sensitive accepts his challenge.



Otherwise he simply adds:

"I am afraid I cannot allow anyone to enter this cave."

For Rav Kelnor's stats and background as well as for the stats of his akk dog, see pg. 9-10.

### Rav Kelnor's Tactics

Rav has a readied action to activate his Dark Rage Force power as a swift action as soon as the Force Sensitive accepts his challenge (or for any other condition that starts battle). Rav focuses his Dodge on the Force Sensitive, or the most combat-oriented character if there is no Force Sensitive. He uses another swift action to activate his vibroshields. He uses Running Attack and Mobility to try and wear down the aforementioned target. If he can knock that hero down the condition track or get rid of a good amount of hp, he'll move in close and use both his vibroshields as a full attack.

Whenever Rav is 3 steps down on the condition track or worse, he tries to use Shake It Off to recover. Also once he is reduced to one-half or less of his hp he uses his Second Wind (see SECR, pg. 146) to recover some hp. During either of these times he fights defensively (see SECR, pg.

152), choosing not to attack to give him +5 to his Reflex Defense.

### **Akk Dog's Tactics**

Rav's akk dog is much more sinister looking than the akk dogs in the Pelek Baw market. This is probably due to it being linked to a Dark Side mind.



If the Force Sensitive accepts Rav's challenge, Rav's akk dog remains hidden among the trees until Rav drops down 1 step on the condition track or loses one-quarter of his hp. When this happens the akk dog jumps at the Force Sensitive. If the challenge is not accepted, the akk dog jumps at the Force Sensitive right away. If anybody in the party noticed the akk dog approaching (Perception check, opposed by the akk dog's Stealth check; the akk dog has concealment, see SECR, pg. 156-157), they may attack it before it leaps. The leap itself provokes an attack of opportunity for anybody who is in a square through which the akk dog jumps. If anyone manages to make a successful attack against the akk dog, it is enough to knock it off course, preventing it from attacking the Force Sensitive.

This creature only vaguely resembles the akk dogs you saw in the Pelek Baw market earlier. This version seems as though it was spawned from the Dark Side, with a black armored hide and larger horns and teeth.

After the akk dog lands on the ground, it first uses Powerful Charge to make a grab attack. If successful, on its next turn it attacks with all its natural weapons. If unsuccessful, it attempts to use Powerful Charge to attack with its claws.

### **The Volcano**

Once Rav Kelnor and his akk dog are defeated, the heroes can enter the cave to retrieve the item they've come for. (If the heroes want to take Rav's vibroshields, feel free to let them; this is a good reward for what was probably a tough challenge.) The first tunnel is relatively long (after one move action there are low-light conditions, after two darkness (use blindness rules, SECR pg. 254) if the heroes don't have a light source), but has no branches. After a few rounds in the dark a light appears up ahead. As the light appears the heroes should feel lots of heat as well. The tunnel opens up and ends at a ledge over a lava pit. Use extreme heat conditions (SECR, pg. 254) for this entire chamber.

The wave of heat from the lava pit you see below hits you like a stampeding bantha. Before you lies a very narrow bridge that leads over the lava pit. On the other side of the lava pit you can see the opening to another tunnel.

The bridge over the lava pit is 12 meters long, requiring 4 DC 10 Acrobatics checks to balance. If the heroes decide they want to try to jump over the lava pit, the DC is 36.

After the heroes make it over the lava pit they reach the tunnel on the other side. They only have to make one move action (so low light conditions again) before they suddenly come to what seems like a dead end.

After moving less than 10 meters down the tunnel you come to a dead end: a wall that goes straight up. And there were no branches off the tunnel.

The heroes may be tempted to turn around, but if they make a DC 15 Perception check they can notice a very faint light source coming from above. If they do, read the following:

As you look around, you notice a very faint light source above you. There's definitely only one way to reach it: straight up the wall you're now facing.

The rock wall is 18 meters up. This would require a ridiculous Jump DC (216), but feel free to let them Jump as far up the rock wall as they can before making them climb. If the climb the whole way, this will require 6 DC 15 Climb checks.

When the heroes reach the top, read the following:

As you pull yourself up to at the top of the rock wall, you find yourself on a large, circular ledge 5 meters in diameter. On the other side of the ledge from you, you can see another short tunnel that opens into a dimly lit, natural rock chamber. This tunnel and chamber were probably hollowed out by the lava long ago. You can't tell where the light is coming from, but it seems like a natural light—a very light blue.

As the heroes approach the chamber, the light gets brighter. As they enter the chamber the heroes will see that the light is coming from an opening in the ceiling of the chamber that leads to the outside (the opening is too small for anyone size Small or bigger to fit through). The light from the opening is directed onto a cylindrical stand

made of stone in the middle of the chamber. The stone that the stand is made of is not like any of the other stone the heroes have seen in the volcano thus far, so it must have been placed there. On the top of the stone, right where the light is shining, is the object the heroes are seeking.

The way out is the same as the way in. The only slight difference might be that the heroes might want to jump down the rock wall instead of climb down. Allow them to do this with normal Jump rules (see SECR pg. 68).

If the heroes talked to the moaning Korun in Pelek Baw, as they head back to Pelek Baw, read the following:

Timm walks slightly ahead of you, guiding you back through the jungle to Pelek Baw. As he enters a clearing he stops suddenly and exclaims "No blinking way!" As you enter the clearing after him, you see an adult ankkox lying dead in the middle of it.

The heroes may want to check out the ankkox to see what caused its death. If they do, allow them to make a Perception, Knowledge(life sciences), or Survival check. No matter what the result, let them discover that the creature has no wounds. However, from the coloring of the animal and from the wear upon it, they can tell that the creature most likely died of old age. They can cut the tail off to give to the moaning Korun in Pelek Baw. When the heroes bring the Korun the ankkox tail, read the following:

As you approach Pelek Baw, you see the Korun who needed the ankkox tail waiting at the entrance to the city. When he sees you coming, his face lights up and he leaps for joy. He runs out to meet you, thanking you profusely. He accepts the tail from you and drags it away, happy as can be.

## Back to the Ship

If the heroes are worn down from the fight with the Akk Warrior, Timm offers to let them rest at his place for as long as they need. They may need this rest as there is one more encounter that may cause a party death if the heroes are not at close to full strength.

From the outside Timm's place looks like 4 slabs of permacrete with another slab on top for the roof. Inside it is just one room, with a sleeping bag in the corner for Timm to sleep in and a small cooking station in another corner. No other furniture adorns the room.

When the heroes get about halfway back to their ship, a sniper shoots at them. It is bounty hunter Aurra Sing (if she is era inappropriate, or the group does not have a Force Sensitive in it, feel free to substitute another CL 12 bounty hunter, but make sure they are trained in Stealth, have the Careful Shot, Deadeye and Far Shot feats, and the Dastardly Strike, Hunter's Mark, Hunter's Target, and Relentless talents, and a rifle (slugthrower or blaster) with a targeting scope).

For Aurra Sing's stats, see pg. 10.

### Aurra Sing's Tactics

Aurra uses her Far Shot feat and targeting scope to stay 150 squares away for the first shot. Use all her feats and talents (Careful Shot, Deadeye, Far Shot, Dastardly Strike, Hunter's Mark, Hunter's Target, Relentless) and her Battlestrike Force power to help her do the most damage. Have her mainly focus on the Force Sensitive of the group. After her first shot, she moves closer using her move action (using Stealth to avoid detection), then fires again. If she continues to be successful with her attacks on the Force Sensitive, she will move in closer to use her lightsaber (with Dark Rage) on the Force Sensitive. If she drops 3 steps on the condition track, or to less than half her hp, she uses Force thrust to push anyone nearby away from her, then runs away.

As Aurra shoots at the heroes, if she misses, describe the slugs pinging off of the rocks nearby the heroes to keep the tension high.

Once the heroes spot Aurra or when she reveals herself as she moves closer to engage in melee, read the following:

Your attacker emerges from the rocky terrain, a terrible sight. Her skin is milky white; her hair, done in a topknot, is red, as are her clothes.



After the heroes defeat Aurra Sing (or cause her to flee) allow them to proceed to their ship in peace.

If the heroes forgot to pay any extra docking fees they might owe before leaving Pelek Baw, one docking authority officer per hero is waiting at the heroes' ship with blasters drawn as promised. The heroes can simply pay them the owed amount and the docking authority officers will allow them to leave. If the heroes decide they want to fight the docking authority officers, treat them as Thugs (see SECR, pg. 284). However, you might consider giving the heroes a Dark Side point for such an action, as the officers don't want to fight, and they are just doing their job.

### Wrap Up

The heroes should have retrieved the item that they came for, and can leave Pelek Baw for it. Reward the heroes with the appropriate XP for the CL of each encounter, as described in SECR, pg. 248, including



Table 14-1. In addition the heroes may have gained a new weapon: the vibroshields from the Akk Warrior.

### **Timm Dakas CL 8**

Raised by an ex-Imperial assassin (who left the Imperial Army because of discrimination and disregard for life, and had to hide on Haruun Kal so he couldn't be found) for the first 12 years of his life. When Tim was 12 the ex-assassin was tortured and killed by the Empire because "he knew too much". Timm saw the whole encounter from a hiding place.

#### **Medium Korun Scout 8**

**Force** 9; **Dark Side** 1

**Init** +7; **Senses** Perception +10

**Languages** Basic, Ryl

**Defenses** Ref 23 (flat-footed 20), Fort 20, Will 19

**hp** 54; **Threshold** 20

**Speed** 6 squares

**Melee** Unarmed +7 (1d4+5)

**Ranged** Slugthrower pistol or slugthrower rifle +9 (2d8+4) or

**Ranged** Slugthrower pistol or slugthrower rifle +10 (2d8+5) w/ Point Blank Shot or

**Ranged** Slugthrower pistol or slugthrower rifle +10 (2d8+4) w/ Careful Shot or

**Ranged** Slugthrower pistol or slugthrower rifle +11 (2d8+5) w/ Point Blank Shot & Careful Shot

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

**Atk Options** Careful Shot, Far Shot, Point Blank Shot, Precise Shot, Sniper

**Special Actions** Hidden Movement, Total Concealment

**Abilities** Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 12

**Talents** Acute Senses, Hidden Movement, Improved Stealth, Total Concealment

**Feats** Careful Shot, Far Shot, Force Sensitive, Point Blank Shot, Precise Shot, Skill Focus (Stealth), Sniper, Weapon Focus(rifles), Weapon Proficiency(pistols, rifles, simple)

**Skills** Endurance +10, Knowledge(galactic lore) +10, Knowledge(social sciences) +10, Mechanics +10, Perception +10, Stealth +17, Survival +10

**Possessions** Slugthrower pistol, slugthrower rifle, breath mask, 2 filters, bandolier, standard targeting scope

### **Rav Kelnor CL 12**

Akk Warrior. Last trainee of Kar Vastor (from "Shatterpoint"). Guards the entrance to a volcano containing the item the heroes seek.

#### **Medium Korun Scout 12**

**Force** 11; **Dark Side** 6

**Init** +18; **Senses** Perception +12

**Languages** Basic

**Defenses** Ref 25 (flat-footed 24), Fort 25, Will 23

**hp** 107; **Threshold** 25

**Speed** 6 squares

**Melee** Vibroshields +12 (2d10+8) or

**Melee** Vibroshields +10/+10 (2d10+8/2d10+8) w/ Dual Weapon Mastery II

**Base Atk** +9; **Grp** +11

**Atk Options** Block, Deflect, Dark Rage, Running Attack

**Special Actions** Charm Beast, Hidden Movement, Surge

**Force Powers Known** (Use the Force +17): *dark rage, surge*

**Abilities** Str 14, Dex15, Con 14, Int 12, Wis 12, Cha 12

**Talents** Block, Charm Beast, Deflect, Hidden Movement, Improved Stealth, Pelekotan

**Feats** Dodge, Dual Weapon Mastery I, Dual Weapon Mastery II, Exotic Weapon

Proficiency(vibroshields), Force Sensitivity, Force Training, Mobility, Running Attack, Shake It off, Skill Focus(Initiative, Stealth, Use the Force), Weapon Focus(vibroshields), Weapon Proficiency(pistols, rifles, simple)

**Skills** Climb +13, Endurance +13, Initiative +18, Perception +12, Ride +13, Stealth +18 (may reroll, must keep re-roll), Use the Force +17

**Possessions** Vibroshields (2)

### **Rav Kelnor's Akk Dog CL 8**

Medium Beast 9

**Init** +7; **Senses** Perception +11

**Defenses** Ref 20 (flat-footed 17), Fort 16, Will 12

**hp** 85; **Threshold** 16

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**Speed** 6 squares

**Melee** Claws +12 (1d6+10) or

**Melee** Bite +12 (1d8+10) or

**Melee** Gore +12 (1d8+10) or

**Melee** Slam +12 (1d6+10)

**Base Atk** +6; **Grp** +17

**Atk Options** Powerful Charge

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**Abilities** Str 23, Dex 16, Con 22, Int 2, Wis 14, Cha 13

**Feats** Powerful Charge, Skill

Training(Perception, Stealth)

**Skills** Perception +11, Stealth +12, Survival +11

### **Aurra Sing CL 12**

Medium near-Human Jedi 1/Scout

5/Scoundrel 1/Bounty Hunter 5

**Destiny** 1; **Force** 6; **Dark Side** 16

**Init** +14; **Senses** Perception +14

**Languages** Basic, Huttese, Trandoshan

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**Defenses** Ref 29 (flat-footed 26), Fort 25, Will 26

Deflect

**hp** 107; **Threshold** 25 *Relentless*

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**Speed** 6 squares

**Melee** lightsaber +13 (2d8+6)

**Ranged** slugthrower rifle +13 (2d8+6) or  
blaster pistol +12 (3d6+6)

**Base Atk** +9; **Grp** +10

**Atk Options** Careful Shot, Deadeye, Hunter's Mark, Dastardly Strike, Acrobatic Strike

**Special Actions** Hunter's Target

**Force Powers Known** (Use the Force +12): *battle strike, dark rage, force thrust, move object*

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**Abilities** Str 10, Dex 18, Con 14, Int 16, Wis 16, Cha 12

**Talents** Acute Senses, Dastardly Strike, Deflect, Expert Tracker, Hunter's Mark, Hunter's Target, Relentless

**Feats** Acrobatic Strike, Careful Shot, Deadeye, Far Shot, Precise Shot, Skill Training (Stealth), Sniper, Weapon Finesse

**Skills** Acrobatics +14, Endurance +13, Initiative +14, Perception +14, Stealth +14, Survival +14, Use the Force +12

**Possessions** Lightsabers (several), slugthrower rifle with enhanced low-light targeting scope, blaster pistols (2), utility vest and bodysuit, Rhen-Orm biocomputer, ion-repulsorlift swoop, Corellian blockade runner, jumpsuit

### **Rhen-Orm Biocomputer**

The number of Force points an individual has acts as a bonus to Aurra Sing's ability to track the individual with a Survival check.