

# Bounty Postings 2

## Harno: Rogue Big Game Hunter

*Eric Cagle*

Hey, bounty hunter -- need some quick credits? Bounty Postings is a new regular series of articles giving you a variety of targets to use in your **Star Wars Roleplaying Game** Saga Edition adventures. Some of these marks are relatively easy pickings, though a few will definitely test your tracking skills.

Check out the Bounty Postings archives!

[Bounty Postings 1 -- Oorn Noth: Racer on the Run](#)

### History

Harno came from a prominent clan on Rodia renowned for its large preserves well stocked with huge and dangerous creatures. As he grew, his peers were amazed by his skill with blasters and his utter focus when in the field. They were sure that he would become a legend.

His aspirations were cut short, however, when a rival began spreading rumors that Harno (or his associates) drugged his prey before a hunt, making the kill much easier. Infuriated, Harno confronted the other hunter, a Rodian named Neevat. A fight broke out, and Harno accidentally killed Neevat. He fled the planet, vowing to return with his honor and reputation as a mighty hunter restored.

Harno eventually made his way to Trandosha and quickly discovered that his skills were in demand by Trandoshaans who prized the pelts and horns of the fierce fauna native to Kashyyyk, the Wookiee homeworld. Harno made dozens of hunting expeditions to Kashyyyk, poaching the rarest species and shipping the remains back to his clients on Trandosha. Eventually, the Wookiees caught wind of what he was doing and placed a bounty on his head to stop the wanton slaughter of their most precious creatures. To avoid being associated with Harno, his clients on Trandosha also placed a bounty on him -- primarily to shut him up and keep their own involvement secret. And so the hunter became the hunted.

Although he's now on the run, Harno wears his fugitive status as a badge of honor. He continues to sneak onto Kashyyyk and other planets in search of dangerous game to poach. He's able to keep finding work because the various animals he hunts are still in high demand. Indeed, some of his clients are drawn to his notorious reputation.

### Psych Profile

Harno embodies many of the traits of a Rodian and is utterly dedicated to the concept of the hunt. He stands up to any challenge and takes offense that many of his kin consider hunting "mere animals" to be beneath the station of any self-respecting Rodian.



When actively hunting in the field, Harno is quiet, thoughtful, and focused on the task at hand. However, when back among civilization, he's a loud braggart, itching for a fight and prone to violent outbursts. If he suspects that someone is on his trail, he uses his skills as a hunter to turn the tables on his pursuer, playing a game of cat and mouse to humiliate, then destroy, his opponent.

Harno keeps the best trophies from his hunts for himself so that he can bring them back to Rodia and restore his reputation as a mighty hunter. Constantly drawn to bigger and meaner game, he pushes himself to the edge, feeling that he has a long way to go before his honor and name can be reclaimed.

## Adventure Seeds

Here are some ways to incorporate Harno into your adventures.

- Harno can be found on planets that are known for large, dangerous game with a high resale value. When the heroes find themselves in the wilderness of one of these worlds, they could run across Harno out on the prowl.
- If the heroes take up the bounty to find Harno, they're just as likely to run into rivals from Kashyyyk or Trandosha. These other bounty hunters can throw a serious kink in the heroes' plans.
- The heroes, unaware of Harno's renegade status or profession, might be hired by the Rodian to haul some of his prizes to a certain destination. Along the way, they discover that they're transporting illegal cargo. As soon as Harno realizes that the heroes have figured it out, he places them on his list of "fair game."

## Saga Edition Statistics

**Harno**

**CL 7**

Medium Rodian scout 5/soldier 2

**Force** 1; **Dark Side** 6

**Init** +12; **Senses** low-light vision, Perception +9

**Languages** Basic, Gamorrean, Rodese, Shyriiwook

**Defenses** Ref 23 (flat-footed 19), Fort 21, Will 18

**hp** 70; **Threshold** 21

**Speed** 6 squares

**Melee** unarmed +4 (1d4+2) or

**Melee** bayonet +4 (1d8+2)

**Ranged** heavy blaster rifle +10 (3d10+5) or

**Ranged** stun grenade +9 (4d6+3 stun)

**Base Atk** +5; **Grp** +9

**Atk Options** Deadeye, Point Blank Shot, Precise Shot, Sniper

**Special Actions** Shake It Off

**Abilities** Str 8, Dex 18, Con 14, Int 12, Wis 12, Cha 8

**Special Qualities** heightened awareness

**Talents** Expert Tracker, Keen Shot, Improved Stealth, Weapon Specialization (rifles)

**Feats** Armor Proficiency (light), Deadeye, Point Blank Shot, Precise Shot, Shake It Off, Skill Focus (Survival),

Skill Training (Pilot), Sniper, Weapon Focus (rifles), Weapon Proficiency (pistols, rifles, simple weapons)

**Skills** Climb +2, Endurance +10, Initiative +12, Perception +9 (may reroll), Pilot +12, Stealth +12 (may reroll),

Survival +14

**Possessions** heavy blaster rifle (with standard targeting scope and bayonet), 3 stun grenades

## About the Author

Eric Cagle cut his teeth at Wizards of the Coast but now lives the extravagant freelancer lifestyle. Look for his name on everything from **Dungeons & Dragons** to **d20 Modern** and *Star Wars* products. Recent credits include the *Grimm* roleplaying game, *Tome of Salvation*, and *Hollow Earth Expedition*. Eric is currently the Managing Editor for *No Quarter Magazine*. He lives in Seattle, where the coffee is dark and bitter -- like his goddesses.

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