

# Bounty Postings 4

## Dool Pundar: Pirate Lord

*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.

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## History

Before the blockade of Naboo that preceded the Clone Wars, Dool Pundar served as a captain for one of the many battleships of the Trade Federation fleet. Unknown to the leaders of that group, Dool's ambition and greed percolated deep within him, and he saw the upcoming conflict as a way to make a grab for power. As ships moved into position around Naboo, Dool and a few key allies among his crew sent out a distress signal to the fleet, then made an unscheduled course correction that dropped their ship deep within a nebula far from Trade Federation control. Using reprogrammed battle droids, the mutineers captured the loyalists and pushed them out the airlock. Armed with a powerful ship, a huge number of smaller vessels, and a veritable army of droids, Dool set out to carve out his own niche as a pirate lord.

After the blockade of Naboo ended, a search went out for Dool's ship, with little success. The Neimoidian laid low for several months and then began to strike, hitting the busiest and best-patrolled hyperspace lanes in lightning raids, capturing other ships and bringing on crew as needed. When word came back to the Trade Federation, a bounty was immediately placed to bring Dool in for the crimes that he had committed.

Numerous bounty hunters and several small fleets -- both Republic forces and those of the Trade Federation -- have tried to capture the pirate lord. All have failed.

Dool commands the equivalent of a Corellian Corvette and has several Corellian YT-1300 Transports and over a hundred Vulture Droid Starfighters in his fleet.

## Psych Profile

Dool has a brilliant tactical mind and is a consummate captain and crime lord. Although just as greedy as most



Neimoidians, Dool is surprisingly brave and willing to take risks that would cause his kin to blanch in terror. He knows that he can never return to the fold of the Trade Federation and styles himself as true entrepreneur, exemplifying the best traits of his race.

Dool is utterly ruthless in his quest for power and wealth, tempered with a sense of style. In any given situation, he constantly works to find the angle that gives him long-term gain, and his movements and machinations can appear random, even contradictory at times, making him a difficult target to pinpoint.

## Adventure Seeds

Here are some ways to incorporate Dool Pundar into your adventures.

- Although battered and beaten, Dool's battleship, the *Profit*, sometimes appears in Trade Federation space for a short time, using stolen ID codes. He uses this ruse to allow ships and personnel to dock, letting them think they're getting on board another Trade Federation vessel.
- The heroes are working on behalf of the Republic when they encounter the *Profit* above a planet that doesn't appear to have any strategic value. They watch in disbelief when the ship ambushes a Trade Federation convoy that enters the system. Do they help destroy the convoy or aid them in bringing the fugitive to justice?

### Starship Modifications

If you have a copy of *Starships of the Galaxy*, you can modify Dool's statistics to take advantage of the feats, talents, and, of course, spaceship designs in that book. Make the following changes:

**Feats:** Replace Skill Training (Gather Information) with Tactical Genius, and replace Weapon Focus (pistol) with Starship Tactics. In addition, Dool gains the following starship maneuvers: *attack formation zeta nine*, *howrunner formation*, *overwhelming assault*, and *strike formation*.

**Starship:** Dool commands a Trade Federation Battleship, numerous smaller capital class ships, and over a hundred Vulture Droid Starfighters.

## Saga Edition Statistics

### Dool Pundar

CL 16

Medium Neimoidian noble 7/officer 5/crime lord 4

**Force** 2; **Dark Side** 12

**Init** +18; **Senses** Perception +21

**Languages** Basic, Bocce, Bothese, Durese, High Galactic, Huttese, Neimoidian, Pak Pak, Quarrenese, Shyriiwook, Sullestese, Zabrak

**Defenses** Ref 28 (flat-footed 28), Fort 27, Will 33

**hp** 99; **Threshold** 27

**Speed** 6 squares

**Melee** stun baton +12 (1d6+7/2d6+7 stun)

**Ranged** heavy blaster pistol +14 (3d8+8) or

**Ranged** heavy blaster pistol +9/+9 (3d8+8) with Double Attack or

**Ranged** hold-out blaster pistol +14 (3d4+8) or

**Ranged** hold-out blaster pistol +9/+9 with Double Attack (3d4+8)

**Base Atk** +13; **Grp** +13

**Atk Options** Coordinated Attack, Double Attack, Point Blank Shot

**Special Actions** Assault Tactics, Born Leader, Demand Surrender, Deployment Tactics, Inspire Fear III, Outmaneuver, Vehicular Combat

**Abilities** Str 8, Dex 10, Con 12, Int 19, Wis 16, Cha 18

**Special Qualities** command cover, share talent (assault tactics, outmaneuver)

**Talents** Assault Tactics, Born Leader, Demand Surrender, Deployment Tactics, Distant Command, Inspire Fear I, Inspire Fear II, Inspire Fear III, Notorious, Outmaneuver, Presence

**Feats** Linguist, Point Blank Shot, Coordinated Attack, Double Attack (pistols), Skill Focus (Deception, Initiative, Knowledge [tactics], Perception, Persuasion, Pilot), Vehicular Combat, Weapon Focus (pistols), Weapon Proficiency (pistols, simple weapons)

**Skills** Deception +22, Gather Information +17, Initiative +18, Knowledge (bureaucracy) +17, Knowledge (galactic lore) +17, Knowledge (tactics) +22, Perception +21, Persuasion +22, Pilot +18, Use Computer +17

**Possessions** heavy blaster pistol, hold-out blaster, stun baton, code cylinder, comlink (encrypted), datapad, concealed holster, small fleet of pirate ships

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## 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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