

CRIME LORD

Crime Lord

CL 12

Medium noble 7/scoundrel 2/crime lord 3

Force 2; Dark Side 14

Init +7; Senses Perception +18

Languages Basic, High Galactic, Rodese, 6 others

Defenses Ref 26 (flat-footed 25), Fort 22, Will 29

hp 47; Threshold 29

Speed 6 squares

Melee vibroblade +9 (2d6+6)

Ranged sporting blaster +9 (3d4+6)

Base Atk +8; Grp +9

Atk Options Improved Disarm, Melee Defense, Point Blank Shot, Sneak Attack +1d6

Special Actions Born Leader

Abilities Str 10, Dex 12, Con 8, Int 16, Wis 14, Cha 18

Special Qualities command cover

Talents Attract Minion, Born Leader, Connections, Distant Command, Educated, Inspire Fear I, Notorious, Sneak Attack +1d6

Feats Improved Defenses, Improved Disarm, Linguist, Melee Defense, Point Blank Shot, Skill Focus (Deception), Skill Focus (Gather Information), Skill Focus (Perception), Skill Focus (Persuasion), Weapon Focus (advanced melee weapons), Weapon Proficiency (advanced melee weapons, pistols, simple weapons)

Skills Deception +20, Gather Information +20, Knowledge (bureaucracy) +14, Knowledge (galactic lore) +14, Perception +18, Pilot +12, Persuasion +20 (can reroll when intimidating, must take second result), Ride +12, Use Computer +14

Possessions sporting blaster, antique vibroblade, datapad, encrypted comlink, enforcers (including several thugs and an 8th-level minion), fine quality clothing, 5,000 credits

Not all crime lords are brutish thugs who crack heads to get things done. The crime lord described here is a well-educated, cosmopolitan individual raised in the upper crust of society. Blessed with a sense of refinement and class, this crime lord also has an overwhelming ego and a sense of entitlement that drives him to acquire wealth through underhanded methods, especially techniques that humiliate the victim as well as ruin him financially. On the surface, this crime lord is sophisticated, witty, and charming, but underneath, he is cold, calculating, and cruel. Surrounded by beautiful objects and attractive people, he craves the new, exotic, and dangerous, going to great lengths to acquire anything that catches his fancy.

Although trained in ranged weapons, this crime lord carries an exquisite antique vibroblade and finds great pleasure in dueling with worthy opponents



or gutting lowly minions to test his skills. Because of his twisted sense of honor, he enjoys using dirty tactics to catch his adversary off guard before delivering the killing stroke.

CRIME LORD ENCOUNTERS

This crime lord is likely to be encountered in the upper echelons of society, playing sabacc in fine casinos, fraternizing with holoivid stars, or dining in top-notch restaurants—all the while wheeling and dealing with various contacts. In these types of locales, the crime lord is likely to be surrounded by hordes of sycophants and hangers-on, making combat a risky (and highly visible) prospect. Considering himself a “respected businessman,” the crime lord is likely to use legal methods first, augmented by his considerable connections and influence, to bring the law to bear on anyone that causes him even an inkling of trouble. If that fails, the crime lord unleashes his goons and hired personnel, trashing the heroes’ base of operations, setting them up for blackmail, and wrecking their reputation.

This crime lord could also be a patron of sorts, calling upon the heroes to acquire some rare, hard-to-get art object or to do other “favors.” Ever on the lookout for capable individuals, he might even try to recruit the heroes into his organization, offering them generous amounts of wealth and privilege—all for a price, of course.