

ROGUES' GALLERY (VERSION 1.1)

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NPC GALLERY

This document is a collection of various scoundrels, ranging from loveable rogues to dastardly villains. All of these NPCs are designed for the Core Command RPG.

Smugglers & Freebooters

Pirates, loveable scoundrels, and other shady people the PCs might encounter. They are not likely to be the main opponents of the PCs but can very well be distractions or hired goons.

Gravon Dephygo

Gravon is a very rare Muran, who has turned his back on the secretive society he stems from to live as a buccaneer hiring his services, crew, and ship to the highest bidder. Gravon is not so much evil as he is amoral - he will work for almost anybody but tries to avoid bloodshed and things that will get him into major trouble. His vessel is a modified cargo ship that has been fitted with powerful engines and an exotic alien beam weapon. Most of his crew are Kabayans and Grobs.

The pirate captain looks just like all other Murans but wears a very flamboyant red cape that constantly floats in an unseen wind thanks to tractor beam projectors worn on a belt. He wears a special armoured space suit underneath that is completely black.

Gravon treats others in a very condescending way but many people suspect that he is actually joking when he does so as his assertions of superiority are so exaggerated that they are completely ridiculous.

Little is known about the pirate captain's past but many suspect that he is on the run from his racial government. Other claim that he is searching for some powerful artefact as he is

frequently attracted by tales of ancient sites of power. (30 CP, 50 SP)

Statistics

Agility	+1	App.	+1
Build	-3	Crea.	0
Fitness	0	Inf.	+2
Kno.	+1	Per.	0
Psyche	0	Will.	+2
Strength	-1	Health	0
Stamina	10		
UD	1	AD	1

Skills

Name	Level	Cpx
Business	2	2
Combat Sense	2	2
Defence	2	1
Etiquette	1	1
Interrogation	3	1
Language (Grob)	1	1
Leadership	2	1
Negotiation	3	1
Notice	2	1
Streetwise	1	1
Small Arms	1	1

Typical Equipment

- Blazer Handgun (Acc 0, DM x25, Br 10m, ROF 0, Ammo 100, Wt 0.5)
- Custom Armoured Space Suit (Duraplast, AR: 25)
- Force Shield (DM x20, Shield)
- High End Communicator
- Datapad with historical information

Gustav Kolonski

A legend among gamblers, Gustav Kolonski is an infamous man who is rumoured to have won a palace in a poker game with an alien monarch. Many are willing to test his

legendary luck but few can boast to have won against him.

Kolonski is a fat and bulky guy who towers most of his peers and is so impressive in his girth that few are willing to stand up to him. He has a beaver-like face with a tiny curled mustachio and a bald head covered with freckles.

Kolonski is usually well-dressed, if a bit on the flashy side with silken shirts, elegant bow ties, and tailored suits. He also wears a very descent makeup, giving him a very elegant appearance despite his obesity.

The gambler usually hangs out in disreputable places, looking to make some money by gambling, stealing, or information brokering. Those who do not know him are usually not very impressed by him - in fact he seems very dumb to most as he is completely incapable to understand the concept of irony. What he lacks in social skills, however, he makes up in pure luck and gambling skills. (30 CP, 50 SP)

Statistics

Agility	+1	App.	-1
Build	+3	Crea.	0
Fitness	-3	Inf.	-1
Kno.	-1	Per.	+1
Psyche	+2	Will.	0
Strength	+0	Health	+0
Stamina	40		
UD	6	AD	6

Skills

Name	Level	Cpx
Gambling	4	2
Interrogation	2	1
Investigation	2	1
Notice	3	1
Sleight-Of-Hands	2	1
Streetwise	2	1
Trivia	2	1
Small Arms	1	1

Typical Equipment

- 6mm Revolver (Acc 0, DM x7, Br 5m, ROF 0, Ammo 6, Wt 0.5)
- Deck of Cards
- Datapad w/ Integrated Cell Phone

Dieten Eldrech

After a dreadful youth in the undercity of a remote world in some morally corrupt human empire, Dieten Eldrech finally escaped the squalor of his former life, when he managed to get hired by a rogue trader. Eldrech quickly picked up all kinds of technical skill and became a trusted member of the crew. After several years of service he chose to part with his former comrades and became a freelance tech for enterprises with low moral standards.

Dieten is a tall and skinny guy with a long, gaunt face, greasy hair combed to the side and a puckered up mouth. While he is taller almost everybody else, he radiates an aura of meekness, emphasised by him wrapping his arms around himself and a constant rocking motion. His voice is almost a whisper and he is hard to understand.

Dieten is a shy person and easily intimidated by others. He is somewhat neurotic, being afraid of darkness, blood, and naked skin. However, he is obsessed with technology and has a desire to get even with society and this coupled with his impressive technological skills have made him a thought after lock-breaker in criminal circles. (30 CP, 50 SP)

Statistics

Agility	-2	App.	-1
Build	-1	Crea.	+3
Fitness	-2	Inf.	-2
Kno.	+2	Per.	+2
Psyche	-2	Will.	-1
Strength	-1	Health	-1
Stamina	15		
UD	1	AD	1

Skills

Name	Level	Cpx
Defense	1	1
Demolition/Traps	3	1
Forgery	1	2
Information Warfare	2	1
Small Arms	1	1
Techn. Sciences (Electronics)	3	2
Techn. Sciences (Computer)	2	2
Tinker	2	2

Typical Equipment

- Hold out laser pistol (Acc 0, DM x7, Br 15m, ROF 0, Ammo 6, Wt 0.5)
- Portable Computer
- Electronics Tool Kit
- Explosives (4 charges)

Thugs

These are people who might oppose the PCs, either by themselves, or leading a group of Cannon Fodder NPCs. Their focus is on combat, even though they might be encountered under other circumstances as well.

Anne Gratiano

Anne is not a beautiful woman but certainly has an appeal due to her personal aura. She has medium-length black hair, usually worn in an austere pony tail, a very androgynous face. She has a creamy complexion and light brown eyes under dense and slightly broad eyebrows. Her body is very skinny but very athletic and she moves rather gracefully. She usually wears sporty outfits and when on a mission she dresses in a black high-tech ninja suit.

Anne seems absent and almost hostile but still has a very special aura. Those who know her longer are aware that she is somewhat devoid of feelings and lives only to be the best in the business. Sometimes she becomes attached to others but after a

while feels that this is a weakness and will sever any close ties pretty quickly.

The PCs are most likely to meet her as a special operative of some criminal cartel. She picks her jobs not for the money or for a cause but rather for the thrill of the action involved. Therefore it is likely to meet her on very dangerous assignments, sometimes even as an ally, since the government is largely unaware of her darker sides and knows her only by her former job as a SWAT team member. (30 CP, 50 SP)

Statistics

Agility	+2	App.	+1
Build	0	Crea.	0
Fitness	+2	Inf.	0
Kno.	0	Per.	+1
Psyche	-3	Will.	+1
Strength	+1	Health	0
Stamina	25		
UD	5	AD	6

Skills

Name	Level	Cpx
Athletics	2	1
Combat Sense	2	2
Defence	3	1
Hand-to-Hand	1	1
Interrogation	1	1
Melee	2	1
Negotiation	1	1
Notice	2	1
Small Arms	3	2
Stealth	1	1
Streetwise	1	1

Typical Equipment

- Armoured Stealth Suit (Duraplast Mail AR: 24)
- Sniper Rifle (Cpx2, Acc +1, Dm x40, BR 100m, ROF 0, Ammo 5, Wt 6kg)
- Sliver Knife (Acc 0, DM AD+5)
- Shoulder Harness with Repeating Blaster (Acc 0, Dm x25, Br 35m, ROF +1, Ammo 500 (once per round may

deal Dm x50 by using 20 rounds of ammo)

- 4 Sniper Rifle Spare Clips
- 2 Blaster Spare Clips
- 20m Rope with Unfolding Hook

John Blacksaw

John Blacksaw lost his family during a D'Vor attack on his home colony. Formerly a history teacher, Blacksaw snapped and started his personal crusade against all kinds of aliens whom he sees as agents of evil.

John is a small but wiry man with a small head and short neck. Due to his low-tech background he actually wears glasses. He dresses rather shabbily with cheap and worn stuff but is very clean and always well-shaven. When out to strike at those he perceives as threats, he usually dresses up as a tech as the toolkit allows him to hide his weapons.

John used to be a loner to begin with but now he has turned into a really creepy sociopath. He is always alone and stays in very cheap places, always on the run. However, he is not very creative and has a clear modus operandi which he never changes. In fact, his whole life is highly ritualised and those who want to track him down, will probably have an easy time doing so.

Blacksaw can be helpful to the PCs if they are in the claws of Kabayans but his racist dogma makes him a liability and an uneasy ally at best. (30 CP, 49 SP)

Statistics

Agility	0	App.	0
Build	+2	Crea.	-3
Fitness	+2	Inf.	0
Kno.	+1	Per.	+1
Psyche	0	Will.	+1
Strength	+2	Health	+1
Stamina	40		
UD	9	AD	10

Skills

Name	Level	Cpx
Athletics	1	1
Combat Sense	1	1
Defence	3	1
Hand-to-Hand	2	1
Interrogation	1	1
Melee	3	2
Social Science (History)	2	1
Notice	2	1
Small Arms	2	1
Stealth	2	1
Streetwise	1	1

Typical Equipment

- Hummer Machete (DM x25)
- Hydrosnapper (DM x15)
- Toolkit
- Coverall w/ Corporate Logo (AR 3)
- Plastic Helmet (AR 10)

Blotak

Blotak is a Kabayan scout for the D'Vor fleets lurking near the Hydra Front. While Kabayans usually do not work directly for these aliens, Blotak hears the "Song" more clearly in his head than all others and to him it carries orders in a way that borders to a religious experience. He is a well-trained loner who is very good at surviving on his own in the wilds and far behind enemy lines. Physically impressive, Blotak is a true combat machine with little social graces and few friends. The Kabayan is violent, yet patient with a tendency to sadism. This unpleasant personality makes him a loner and few are willing to help him without being forced to do so. Blotak is an avid collector of trinkets which he stores in a special pocket on his belt. Should he ever be captured or killed, these tiny miniatures, glass animals, and memorial coins from all over the galaxy will most likely confuse the PCs a lot. (45 CP, 37 SP)

Statistics

Agility	+0	App.	+0
Build	+4	Crea.	+0
Fitness	+2	Inf.	+0
Kno.	+0	Per.	+0
Psyche	+0	Will.	+1
Strength	+3	Health	+1
Stamina	50		
UD	11	AD	13

Skills

Name	Level	Cpx
Combat Sense	1	1
Defence	3	1
Hand-to-Hand	1	1
Melee	3	1
Notice	2	1
Small Arms	2	1
Stealth	1	1
Survival (Winter, Jungle)	2	2

Typical Equipment

- Natural Armour (AR: 5)
- Duraplast Mail (AR: 24)
- Sliver Knife (Acc 0, DM AD+5)
- Firesheet Lance (Acc 0 (+1 ranged), DM AD+20 (-1 per meter of range), BR 12m, ROF +0, Ammo 18, gives +1 to parry)
- Shoulder Harness with Smart Shotgun (Acc 0, Dm x20, Br 35m, ROF +0, Ammo 10)
- 2 Shotgun Spare Clips
- 4 Lance Spare Clips
- Survival Kit

Masterminds

Masterminds are those NPCs who are *behind* the troubles that befall the PCs. Rarely encountered directly, these people nevertheless leave their mark on the universe.

Mr. Granith

Granith is a Sanrok cleric of an obscure splinter faith that had a brief zenith about 400 years ago but is practically unknown on most civilised worlds nowadays. However, there are still a few reclusive monasteries on worlds with hostile environments where the monks of the Crimson Dawn still practise their rites. The basic beliefs centre around rebirth and mental perfection and are in itself benevolent.

Granith is a tall and imposing figure with many scars, wearing simple pants in bright red and holding a steel staff. Granith has lost one eye and had it replaced by a bright red implant.

The cleric is a benevolent man with strict morals and high discipline. He is somewhat conservative but is also intelligent and willing to learn. However, he is a mortal enemy of the D'Vor whom he sees as the antithesis of all he believes in. While this in itself is not a bad thing, he is very radical about his methods, willing to use whole planetary populations as bait for elaborate traps or killing those who might he thinks are potential allies for the D'Vor. He has a special hatred for Kabayans and Grob and has masterminded several terrorist attacks on Grob targets, making him a wanted man for Core. (30 CP, 50 SP)

Statistics

Agility	+1	App.	0
Build	+2	Crea.	+1
Fitness	0	Inf.	+1
Kno.	0	Per.	0
Psyche	-3	Will.	+2
Strength	+1	Health	0
Stamina	35		
UD	6	AD	6

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	1	1
Demolition	2	1
Etiquette	2	1

Leadership	3	2
Negotiation	3	1
Notice	2	1
Quantek Interface	1	1
Social Science (Theology)	2	2
Teaching	1	1
Trivia	1	1

Typical Equipment

- Steel Staff
- Book of the Dawn
- Prayer Beads
- Quantek Eye Replacement (acts as Sensor Goggles)

Resources

- almost no money
- 50 fanatical followers (all Sanroks), mostly on his home world. Many are trained in terrorist tactics
- 2 old freighters

Senson Wallbat

A tall and skinny Muran with a reddish glow instead of the normal blue one, Senson sticks out in any crowd. It prefers to wear lavish robes and uses hologram projectors to create the illusion of little insects slowly circling around its body.

Senson is a driven individual, ever since it got infected by a D'Vor parasite about 25 years ago. Then, Senson was one of the most capable CORE agents, known for his outgoing nature and very un-Muran-like sense of humour. After his infection during a boarding action on a Star Devourer, Wallbat cut his ties to the CORE Command and stole a destroyer along with several combat drones. His whereabouts are unknown and he did not show himself for several years.

Today, Wallbat is on a quest to find as much information about the D'Vor as possible. He sponsors expeditions to abandoned worlds or uses drones to capture D'Vor bio constructs. However, what makes him a

threat to CORE is the fact that he will also raid CORE facilities and abduct scientists, if he feels that they might help him. A bitter and driven individual, it nevertheless refrains from killing his former allies if it can be avoided and has sometimes even given CORE information if it felt that this would benefit its cause.

Wallbat is a very focused person with little use for jokes or luxury. Over the years, he has almost become like a machine, efficient and emotionless. (30 CP, 50 SP)

Statistics

Agility	+1	App.	+0
Build	-3	Crea.	+2
Fitness	0	Inf.	+1
Kno.	+1	Per.	0
Psyche	+0	Will.	+2
Strength	-1	Health	0
Stamina	10		
UD	1	AD	1

Skills

Name	Level	Cpx
Combat Sense	2	2
Defence	2	1
Etiquette	1	1
Interrogation	1	1
Negotiation	3	1
Notice	2	1
Quantek Interface	1	1
Small Arms	3	1
Streetwise	2	1
Technical Science (Biotechnology)	2	2
Trivia	1	1

Special

Senson experiences flashbacks if under extreme stress, requiring a PSY check vs. 4 to avoid a complete breakdown for 1d6 combat rounds.

Typical Equipment

- Modified Blazer Handgun (Acc 0, DM x25, Br 10m, ROF +1, Ammo 200, Wt 0.5)
- Supersilk Robes (AR: 10)
- Force Shield (DM x20, Shield)
- Quantek Implant (Drone Rig)

Resources

- 7 Home Worlds Type Destroyer
- 20 Combat Drones
- 10 Worker Drones
- Asteroid Base

Cannon Fodder

The unfortunate souls found in this category, are cannon fodder you throw at the PCs. Some are pretty generic, others will correspond to the major NPCs described in the other sections.

Grob Pirate - Marine

This is a typical Grob pirate, ready for combat. The pirate goes for maximum fire power as befits his heritage. With his heavy armour and high firepower, he will try to stay in cover and fire a 'steel storm' (at ROF +2, failure chance 1d6+2 vs. 7) at his opponents. Movement is used more likely to retreat than to advance, unless all visible opposition is blown away and even then only at a very cautious rate. (10 CP, 22 SP)

Statistics

Agility	+0 / -1	App.	+0
Build	+0	Crea.	+0
Fitness	+0 / -1	Inf.	+0
Kno.	+0	Per.	+0
Psyche	+0	Will.	+0
Strength	+0	Health	+0
Stamina	25		
UD	4	AD	5

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1

Demolition	1	1
Hand-to-Hand	1	1
Heavy Wpns. (Sp: Chaingun)	2	1
Melee	2	1
Notice	1	1
Stealth	2	1
Zero-G	1	1

Typical Equipment

- Grob Chain Gun (Acc 0, DM x25, BR 15m, ROF +2, Ammo 100, Wt. 4 kg)
- Machete (DM x13)
- Heavy Composite Armour Space Suit (AR 32, Encumbrance -1, Wt. 6 kg)
- Zero-G Jetpack (4 kg, use zero-g skill)
- 2 Packs of Explosives
- Load-Balancing Gear for Loot
- 2 Sets of Handcuffs

Variants

- The *gun master* of a Grob pirate clan will have combat sense 3/2, heavy weapons 3/1, and small arms 3/1. Also, he often has an influence of +1.

Grob Pirate - Sailor

Most Grob pirates are not very well prepared for combat against organised resistance. Usually, the "marines" will take the vanguard, followed by these less well-armed and armoured "sailors". In combat, these poor sods also have the "honour" to carry a spare drum of ammo for the marines. (10 CP, 22 SP)

Statistics

Agility	+0	App.	-1
Build	-1	Crea.	+1
Fitness	+0	Inf.	-1
Kno.	+0	Per.	+0
Psyche	+0	Will.	+0
Strength	+0	Health	+0
Stamina	25		
UD	3	AD	4

Skills

Name	Level	Cpx
Combat Sense	1	1
Defence	2	1
Hand-to-Hand	1	1
Melee	1	1
Notice	1	1
Small Arms (Sp: Bustergun)	2	1
Streetwise	2	1
Tinker	2	1
Zero-G	2	1

Typical Equipment

- Grob Bustergun (Acc 0, DM x25, BR 15m, ROF +0, Ammo 10, Wt. 2 kg)
- 2 clips
- sometimes 1 Drum of Spare Ammo for a Grob Chain Gun for a marine
- Poor Machete (DM x12)
- Armoured Space Suit (AR 15, Wt. 2 kg)
- Zero-G Jetpack (6 kg, use zero-g skill)
- Load-Balancing Gear for Loot
- Tools incl. Hull Patches (3 kg)

Variants

- Some specialists have their main skill at level two, cpx at one. There are different types of technicians, pilots, gunners, cooks etc.
- The *senior tech* will have level 3 cpx 2 in all relevant technical skills as well as tinker.

Kabayans Scavenger

These Kabayans usually operate in small teams, raiding remote outposts, worlds currently preoccupied by some disaster, or refugee camps. The typical scavengers is not so much a fighter as an all-round talent, doing his best to pick what is most precious without getting killed. Like all Kabayans, these guys prefer close combat and are still a match for most humans in physical strength. (24 CP, 10 SP)

Statistics

Agility	+1	App.	+0
Build	+2	Crea.	+0
Fitness	+0	Inf.	+0
Kno.	+0	Per.	+1
Psyche	+0	Will.	+0
Strength	+1	Health	+0
Stamina	35		
UD	7	AD	8

Skills

Name	Level	Cpx
Combat Sense	1	1
Defence	1	1
Hand-to-Hand	1	1
Melee	2	1
Small Arms	1	1
Streetwise	1	1
Technical Science (Electronics)	1	1

Typical Equipment

- Natural Armour (AR: 5)
- Light Composite Armour (AR: 16)
- Sliver Knife (Acc 0, DM AD+5)
- Firesheet Sword (Acc 0 (+1 ranged), DM AD+12 (-1 per meter of range), BR 12m, ROF +0, Ammo 12, gives +1 to parry)
- Shoulder Harness with Smart Shotgun (Acc 0, Dm x20, Br 35m, ROF +0, Ammo 10)
- 2 Shotgun Spare Clips
- 4 Sword Spare Clips
- Load-Balancing Gear

Kabayan Death Head Warrior

While secretly despised by most Kabayans, the Death Head Warriors are fierce melee fighters with little brains but lots of attitude. Their sub-culture is entirely focused on fighting and physical prowess. Dangerous combat drugs or enhancement tools are a trademark of these beings who are often hired by less combat capable scavengers to

cover them during their raids. (24 CP, 21 SP)

Statistics

Agility	+2	App.	-1
Build	+2	Crea.	-1
Fitness	+1	Inf.	-1
Kno.	-1	Per.	-1
Psyche	+0	Will.	+0
Strength	+1	Health	+0
Stamina	35		
UD	6	AD	9

Skills

Name	Level	Cpx
Combat Sense	2	1
Defence	2	1
Melee	3	2

Typical Equipment

- Natural Armour (AR: 5)
- Duraplast Mail (AR: 24)
- Sliver Knife (Acc 0, DM AD+5)
- Firesheet Lance (Acc 0 (+1 ranged), DM AD+20 (-1 per meter of range), BR 12m, ROF +0, Ammo 18, gives +1 to parry)
- Shoulder Harness with Smart Flaming Lance (Acc 0, Dm x15, Br 5m, ROF +0, Incendiary, Persistent, Ammo 12, skill level 2)
- 2 Flaming Lance Spare Clips
- 4 Firesheet Lance Spare Clips
- Neuronal Booster - Nerve Stimulator
- 4 Doses of Pain Killer

ORGANISATIONS

This section covers organisations rather than individuals, even though some of the cannon fodder of other NPCs may have connections to these groups.

Ambivalent Groups

This section describes organisations which have non-evil intent but which are not automatically allies of the PCs. They

represent interest groups of alien governments, merchants, and others who do not plan to come into conflict with the CORE but who do not hesitate to stand up for what they believe are their rights.

Guardians of the Pathway

Overview

The pathway originally was a network of roads on some primitive world inhabited by humans but has become an almost religious concept for the Guardians of the Pathway. The Guardians are a loose organisation of highly trained warriors who have pledged to protect travellers from harm and to keep the interstellar connection free from bandits and pirates. They have no official funding and are often poorly equipped, relying on rewards and the charity of others to finance their work. While their protection is generally for free, rich merchants often equip them with new weapons to maximise their protective value.

Organisation

The Guardians usually operate alone or in small groups but have many safe-houses along the more travelled routes in the vicinity of their home world. The members of this order belong to a strict hierarchy but the spread-out nature makes this a rather unimportant fact. Coming from a wide variety of cultural backgrounds ranging from low tech barbarian head hunters to cybered-up soldier-philosophers, the Guardians share their mutual values and simple cammo-pattern robes.

Values & Goals

For the Guardians of the Pathway, travelling is an almost religious act, furthering cultural interchange and conflict of ideas for the ultimate evolutionary contest among races and societies. For them, harming this travel, harms the order of the universe and they work to protect travellers, whatever their morals or intentions may be.

Special Notes

The Guardians have a wide variety of equipment and tools, often a mix originating from the different places they have been to during their journeys. Thus, any kind of technology can be found in the hands of these people.

Involvement

The PCs might find an ally in a Guardian when travelling through dangerous space. On the other hand, should they sabotage the space ship of some scoundrel, a member of this order might decide to track them down and prevent them from doing any further harm.

Muran Collectors' Club

Overview

Murans are not a very well understood race and their secretive nature makes most of their organisations appear to have at least some hidden purpose. The Collectors' Club is a group of about 20,000 Murans who claim to share the hobby of collecting artwork from around the universe. For this purpose, they travel around the five galaxies, buying art, leading expeditions to lost ruins, and meeting with experts.

As the Collectors are unwilling to share much information with others, some rumours surround their club. For example, some people claim that the club is really the front for an intelligence operation and that its members are spies. This theory gains some substance by the fact that many of the places the Collectors go to are rather dangerous and sometimes even under interdiction.

Others believe that the club tries to rediscover the pieces of some ancient device in order to gain godlike powers. Indeed, the Murans seem to be particularly interested in the artefacts of the long gone race of the Hassadi.

Organisation

The Muran Collectors' Club is a rather loose network of art collectors who are organised into planetary chapters under the rule of a so-called "Art Dictator" who wields more authority than the nature of this club would warrant among humans. The "Great Collector" is the president of the club, elected for life by the drawing of lots.

The club members have normal jobs besides their hobby, even though some have chosen fields of work which help them pursue their leisure time activities.

Values & Goals

While bad rumours persist and the Collectors do nothing to debunk them (in fact, they seem to enjoy them), the Collector's Club is just that what it claims to be. However, its members vary widely in ethical outlook and some are willing to bend the rules somewhat to get their hands on rare pieces of art, even though criminal action is frowned upon and might result in the expulsion from the Club.

Special Notes

The Murans have access to very high technology and many of them are rich enough to mount well-equipped expeditions. Common equipment are vast data bases of art information, holo projectors, and powerful scanners.

Involvement

The Collectors' Club might help the PCs with information or hire them to recover a piece of art. On the other hand, some of the less ethical members might want to steal some artefact that belongs to the PCs. If the PCs happen to operate in the same area as a Collector, the Muran might get into their way and become an annoying distraction.

Archetypical Groups

The organisations described here are not unique but rather represent a typical pirate

crew, mercenary unit etc. with varying names, rituals etc. However, they might be useful to set up an encounter for the PCs without much preparation.

Grob Pirate Clan

Many Grob clans decide to make their money by becoming pirates and some of them have considerable success if they manage to avoid the attention of CORE or other high powered authorities.

A Grob pirate clan is usually under the command of a charismatic individual, often a bit older than his followers and with a lot of experience to fall back on. He or she is usually assisted by a senior tech, a gun master, and several 'marines'. The crew mostly consists of 'sailors', the common grunts in the pirate clan.

Grob pirates are usually a disorganised lot and only those within shouting range of the captain or the gun master will act with any form of co-ordination. All others will prefer to fire as much as they can and stick to cover unless forced to retreat.

- 1 captain
- 2 senior techs
- 1 gun master
- 15 marines
- 30 sailors

Kabayan Plunderers

These lightning fast strike teams attack and plunder worlds that are just in the progress of being evacuated because of a D'Vor attack. Their vehicles are designed to avoid detection by the CORE fleet but their ground troops care little for stealth.

The equipment sported by this groups is an odd mix from various backgrounds and in various shapes. Most is stolen or has been built by slaves.

- Vessel: Kabayan Stealth Fighter
- 1 Captain
- 5 scavengers
- 3 death head warriors