

LANCE VEGA

TEMPLATE: Gambler, smuggler, con man, scoundrel, reluctant gunslinger

DEXTERITY 3D+2

Blaster 5D+1, blaster: sporting blaster 8D, blaster: heavy blaster: 7D+1, brawling parry 5D, dodge 6D, dodge: energy weapons 7D, melee combat 4D+2, melee parry 4D, running 5D+2, running: through crowds 7D

KNOWLEDGE 3D

Alien species 4D+1, bureaucracy 6D+2, business 5D, business: casinos 8D, business: smuggling 6D+2, intimidation 4D+2, languages 5D+2, streetwise 5D, streetwise: Lady Valarian's organization 7D+1, streetwise: Jabba's organization 7D, streetwise: Teeg Syndicate 8D, streetwise: Nar Shaddaa 6D+2, value 4D, willpower 6D

MECHANICAL 2D+1

Astrogation 5D, communications 4D, repulsorlift operation 4D+2, sensors 4D+2, space transports 6D, space transports: YT-1300 7D+1, starship gunnery 5D+1, starship shields 5D

PERCEPTION 4D

Bargain 6D+2, con 7D, con: bluffing 10D, forgery 5D+2, gambling 8D+1, gambling: sabacc 12D, persuasion 6D, persuasion: crime bosses 7D, persuasion: loan sharks 7D+2, persuasion: seduction 8D, sneak 6D, sneak: crowds 7D

STRENGTH 2D+2

Brawling 5D+1, climbing/jumping 4D+2, lifting 4D, stamina 6D, swimming 5D

TECHNICAL 2D+1

Armor repair 4D, blaster repair 4D+1, Computer programming/repair 5D+2, droid programming 4D+1, droid repair 4D+2, first aid 4D+1, repulsorlift repair 5D, space transport repair 6D, space transport repair: YT-1300 7D+1, starship weaponry repair 4D+2

SPECIAL ABILITIES: None, unless you consider his ability to attract beautiful and exotic women to his side as a "special ability." Keep in mind that female aliens may not always be equally "attractive" in Lance's eyes... Lance also has this thing for being in the right place at the wrong time whenever trouble comes around.

FORCE POINTS: 1

CHARACTER POINTS: 15

MOVE: 10

AGE: 28 (6 years ASW4)

HEIGHT: 5 ft. 10 in.

WEIGHT: 175 lbs.

HAIR: Black

EYES: Blue

EQUIPMENT: Modified Koromondain half-vest (+2D physical, +1D energy, covers torso front and back), modified heavy blaster pistol (6D), modified sporting blaster (4D+1), 2 modified hold-out blasters (4D, one concealed in each sleeve), quick draw holsters (+2D to speed draw skill, pg. 122 of *Han Solo and the Corporate Sector Sourcebook* for details; one holster for each heavy and sporting blaster), "snap-quick" forearm holsters (+2D to speed draw hold-out blasters in sleeves, requires an Easy *Dexterity* roll to catch and fire in one action), datapad with notes on every known



game of chance, chronometer, comlink, deck of sabacc cards, 2 medpacs, 24,000 credits, piloting licenses and permits, the *Miss Fortune* (modified YT-1300 freighter)

DESCRIPTION: Lance is a handsome man, and once turned down a photo shoot from a Core World model agency. Women tend to get lost in his iridescent blue eyes, and swoon helplessly before his enviously perfect smile. He keeps his long dark hair tied back in a shoulder length tail, and a few commas of hair sweep across his forehead, for a roguishly handsome appearance. Lance dresses in dark, well-kept and clean clothes, always keeping up with the latest fashions and coolest styles. A Corellian bloodstripe is always seen along the length of his trousers, as are a holstered heavy blaster pistol and a sporting blaster. Typically, he wears a black leather spacer's half-trench coat over a heavier vest.

PERSONALITY: Lance is a man who enjoys the good things in life... good whiskey, fine women, and lots of credits to spend. Gambling is his main love, and means of support; were he not as good as he is at the game, he'd be in the poorhouse or floating out of an airlock by now. Lance always seems to be having a good time, no matter what is going on around him. Even the bounty hunters who have come after him have to admit that Vega has a sense of humor about being an acquisition. In typical Corellian style, Lance Vega loves adventure, and will go anywhere and do anything as long as its fun, dangerous, risky, and exciting.

OBJECTIVES: Lance would one day like to own his own successful chain of hotel-casinos, and live out the rest of his life in luxury and style. That's why he gambles, and his planned smuggling runs are going to help him get even closer to fulfilling that dream. Unless, of course, some bounty hunter gets lucky and takes him out first.

QUOTES: "I've got a good feeling about this!"

"Of course it'll work - trust me!"

"Oh, come on! It'll be fun! What could *possibly* go wrong?"

CAPSULE: How much do you want to know? Lance doesn't talk too much about his past; something about not paying enough attention to current interests. He was born into a wealthy Corellian family, his parents expecting him to join the Academy, but Lance's destiny lay along the same path as the countless trader captains, smugglers, gamblers, and pirates that filled Corellia's starport cantinas and lounges.

After his 18th birthday, Lance Vega left his home on a luxury gambling star cruiser headed for the Outer Rim, where he planned to fulfill his dreams. Lance traveled extensively to as many worlds as he could, particularly those resort and entertainment worlds. He enjoyed every minute of it, the glamour, the lights, the excitement... he never wanted it to end. Lance became a popular figure at many casino tables, and his success at the table made him a lot of friends, as well as enemies. More than a few times, Lance became involved in a few brawls and shoot outs over a lost game, all of which he was fortunate enough to some out of in one piece. Having learned how to take care of himself from his boyhood Corellian idols really came in handy. Some casino owners, however, soon came to realize that they would always lose money to this "Vega" character, and would cut him off from the tables whenever he came close to taking in nearly 10,000 credits a night. A few even barred him from playing altogether. In order to avoid any unnecessary hostilities, Lance Vega would eventually move on to more lucrative and unwitting markets.

Several years later he found himself on Nar Shaddaa, the Smugglers' Moon. Lance quickly gained a reputation as a very skilled gambler and even as a gunman (which he never really saw himself as). Many tried to be the one who beat the infamous "kid gambler" at his own game, but all of them

wound up losing more than they had gained. After several incidents in which Lance was forced to gun down some angered sabacc losers, he was invited to a private, high stakes sabacc game by a gangster known as Chubba the Hutt. Chubba, Lance discovered, was not a Hutt at all; he was a nearly 1,000 pound obese human that used a hoverchair for mobility. The Hutts backed Chubba, and at the time was one of the more powerful crimelords in the Corellian Sector. Lance was cordially accepted, and sat down to play with several other minor crime bosses, thugs, and professional gamblers. After several hours of intense gambling, Vega had come out on top, at least 50,000 credits ahead of everyone, most of which was Chubba's money. Being professionals, no one else seemed to mind too much, except for Chubba. He accused Lance of cheating, and refused to pay. The other gamblers knew to keep their mouths shut, but Lance didn't like being cheated out of his money. Chubba's goons tried to gun him down, but Vega's luck pulled through for him again. He managed to get away, but without his winnings of 50,000 credits and he had to leave Nar Shaddaa.

Lance soon wandered further into the Outer Rim, and eventually landed on the desert world of Tatooine. In Mos Eisley, Lance won a protocol droid named SB-R1N, or "Sabrina," from someone who had no more money to gamble with. Sabrina came with problems of her own, however. The droid once belonged to a syndicate boss named Irinia Teeg. Sabrina had been stolen from her, and unknown to the thief, the droid contained a secreted compartment that held some vital datafiles for Irinia. Those files were worth millions of credits to Irinia, and because of the theft, she was now out several million credits. Eventually, her goons caught up with Sabrina, but Lance tried to stop them from taking back "his" droid. Lance didn't get away from these goons, and he was brought before Irinia for questioning.

After listening to Vega's pleas of ignorance of the files, Irinia agreed that killing him would be pointless. Instead, she asked (or, more properly, "coerced") Lance into joining her entourage as a hired gambler. He could then win back for her all of the money she had lost due to the theft. Not having much choice, Lance agreed, even if the guards assigned to him were a bit too watchful. Irinia took Lance to many private games similar to the ones he attended on Nar Shaddaa. These games were high-stakes gambling at its best, with no limits. It was during these games that Lance discovered just how much of a talent he had at the game... within a year he had won back the millions Irinia needed, from the accounts of criminals, professional gamblers, Imperial nobles and officers, politicians, and corporate executives from all across the galaxy. Lance remembers that year fondly, but with a touch of sadness. All that money was turned over to someone else at blaster point.

In time, Irinia decided to let Lance go. She wouldn't be able to bring him to any more of those private games, since Vega's reputation had spread to the point that he would no longer be accepted at certain tables. Irinia also knew that Lance would also be in considerable danger from sore losers and vengeful gamblers, and as long as he was with her, she'd be in danger too. Irinia didn't decide to kill Lance off herself. Instead, from aboard her luxury cruiser the *Starlight Ball*, she gave him a kiss goodbye, had her goons strip him down naked for that touch of humility, and cast him out of the ship in an escape pod. Someone else would certainly take care of Lance Vega.

Lance was eventually discovered, an event he won't talk about, but needless to say, it hasn't kept him down. He was soon back into business, slowly raking in the fortune he literally had. This time,

however, there were some added dangers. Bounty hunters came to collect on "debts" that Vega owed to those he had beaten at gambling. He wasn't able to stay in one place for too long because of this, so Lance would hop from world to world just to stay ahead of these hunters.

Making his way back to Mos Eisley, Lance was eventually found by a Rodian bounty hunter, who Lance was forced to gun down inside of Chalmun's cantina. Although this incident would have otherwise gone unnoticed in such a seedy starport, Lance was brought before Jabba the Hutt, who was now in need of a new gunman. Explaining the situation to Jabba amused the Hutt, and actually worked to Lance's favor. Jabba offered to protect Lance from future bounty hunters as long as he would gamble for Jabba as he did for Irinia. Lance decided that he needed a break from blasting away bounty hunters, and accepted Jabba's offer. Lance Vega soon became a colorful member of Jabba's entourage.

When the bounty hunter Boba Fett brought the famous smuggler Han Solo before Jabba, Lance knew that there would soon be trouble. Even though Solo was encased in carbonite, he still had some powerful friends that would come for him. When those two droids showed up with a message from the Jedi Luke Skywalker, Lance's suspicions were confirmed. Then there was the Ubese bounty hunter who came in with Chewbacca, and the event that led to Solo being released from the carbonite by the Ubese-disguised Princess Leia Organa. All the players were at the table, Lance thought, and the game is about to begin.

One of Jabba's new dancers, a woman named Arica, had intrigued Lance. She seemed too alert for a dancer, determined. Lance could tell that she had a purpose behind her presence at Jabba's Palace. He discovered what she was up to when the Jedi came. Lance saw her reach for a palace guardsman's blaster, but another guard, a dancer named Melina, quietly prevented Arica from using the blaster... against the Jedi? Curious, Lance followed behind Melina and Arica down a series of corridors. He heard blaster fire, and Melina screaming above the furious grunts of Gamorrean guards. Catching up to the scene, Lance saw what was left of Melina by the axes of the Gamorreans... and Arica was gone. By this time, a ruckus was echoing throughout the palace. The Jedi had killed the rancor, and Jabba was ordering the executions of his newest prisoners at the Pit of Carkoon.

Lance caught up with Arica after she had pleaded to Jabba to come along on the sail barge. She wanted the Jedi dead, that was sure, and she was no ordinary dancer... Lance had discovered several dead Gamorreans back in the corridors Arica had fled down. After the sail barge left a few hours later, Lance approached Arica, and quietly asked her how things were on Coruscant... the brief shock in her eyes was replaced with a bluff. Lance was good at noticing that. Arica went along with the questioning, but dodged all involvement with Melina and the Gamorreans. Not that Lance cared, really, except perhaps for Melina, whom he had had an eye for. Lance bet Arica 1,000 credits on 100 to 1 odds that the Jedi and the Rebels would escape... Arica snorted and walked away, with Lance claiming that the Emperor could pick up the bill.

The palace was in chaos within hours of Jabba's death, and Lance made the best of the situation he could. He had spent the past few hours carousing with some of Jabba's dancers when he heard the news. Everyone immediately scrambled for his or her freedom or for whatever loot they could grab. Personal vendettas and rivalries were pursued and executed, and the Anzati assassin

Dannik Jerriko made one such attempt on Lance. The Anzati had lost a considerable amount of credits to the Corellian, and again Lance had another sore loser after him. Thinking that Lance was unarmed, Dannik attacked, but Lance used his concealed holdout blaster to wound his would-be killer in the shoulder. Lance still wondered why Bib Fortuna had secretly given him back at least this weapon despite Jabba's orders. It had been enough to make Dannik reconsider for the time being. That blaster saved him again when some B'omarr monks approached Lance with their surgery tools in an attempt to enlighten the "sinful gambler." Lance didn't kill the monks, but he did blast away their tool cart.

With several thousand credits he had looted from the palace, Lance left Jabba's Palace with two friends he had made during his time there; a Devaronian dancer named Shella Doran, and a Duros technician named Nomun Delos. Lance decided that he would need a ship of his own to get around the galaxy with. Since those who would be looking for him probably expected Lance to travel in luxury, he instead went to a starship salvage yard, purchasing a junked YT-1300 light freighter at a discount price. The ship was a beauty - a rusting hull, stripped wiring, leaking coolant pipes, unsettling noises; everything that a freighter captain could want in his ship. The *Miss Fortune*, as she was called, was repaired and made spaceworthy again with the help of Lance's friend Tess Greer and her crew of technicians.

Lance then approached Lady Valarian, the second largest crime boss on Tatooine, who was quickly moving to pick up the remaining pieces of Jabba's now chaotic and crumbling power base on the planet. Lance offered his services to her as a smuggler, in exchange for her helping to keep those pesky bounty hunters off his back. Lady Valarian gladly accepted Vega as a part of her operation, and actually seemed to really enjoy the charming human's company. Now, Lance Vega makes occasional smuggling runs for "Lady V," in between his gambling trips to spaceports throughout the galaxy. Pretty soon, Lance reasons, he will be well on his way to setting up that chain of luxury hotel-casinos he's always dreamed about.

THE MISS FORTUNE

CRAFT: Corellian YT-1300 Transport

TYPE: Modified light freighter

SCALE: Starfighter

LENGTH: 26.7 meters

SKILL: Space transports: YT-1300

CREW: 2, gunners: 2, skeleton: 1/+15

CREW SKILL: See Lance Vega

PASSENGERS: 6

CARGO CAPACITY: 150 metric tons (100 metric tons are in strap-on cargo pods)

CONSUMABLES: 2 months

COST: Not available for sale

HYPERDRIVE MULTIPLIER: x½ (+3 mishap modifier, refer to Galaxy Guide 6: Tramp Freighters for details)

HYPERDRIVE BACKUP: x4

NAV COMPUTER: Yes, plus a replacement nav computer

MANEUVERABILITY: 1D (+1 mishap modifier)



SPACE: 8

ATMOSPHERE: 365; 1,050 KMH

HULL: 5D+1 (+2 mishap modifier)

SHIELDS: 3D

SENSORS:

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1

WEAPONS:

2 Triple-Linked Heavy Laser Cannons

Fire Arc: 1 dorsal turret, 1 ventral turret

Crew: 1 each

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 7D

2 Proton Torpedo Launchers (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 50-100/300/700

Damage: 10D

2 Concussion Missile Tubes (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 1D

Space Range: 1-2/7/15

Atmosphere Range: 100-200/700/1.5 KM

Damage: 9D