

NEELA ROSSI

TEMPLATE: Blockade Runner

DEXTERITY 3D

Blaster 6D, brawling parry 6D+2, dodge 5D, melee combat 4D+2, melee parry 4D+2, running 5D

KNOWLEDGE 2D+2

Alien species 3D, bureaucracy 4D+2, business 5D, languages 6D+2, planetary systems 7D+2, streetwise 6D, streetwise: Nar Shaddaa 8D, value 5D, willpower 6D+2

MECHANICAL 4D

Astrogation 6D, communications 5D+1, repulsorlift operation 6D+2, sensors 6D+1, space transports 5D, space transports: YT-2400 7D+1, starship gunnery 6D+2, starship shields 7D+2

PERCEPTION 2D+1

Bargain 5D+2, command 5D, command: *Blockbuster* crew 7D+2, forgery 4D, forgery: starship documents 5D+2, gambling 7D+2, hide 5D+1, persuasion 4D+2, search 5D+2, sneak 6D

STRENGTH 2D+2

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

TECHNICAL 4D

Computer programming/repair 4D+2, droid programming 5D, droid repair 5D+2, repulsorlift repair 6D, security 6D+2, space transports repair 4D+2, space transports repair: YT-2400 8D, starship weapon repair 7D+2

FORCE POINTS: 1

CHARACTER POINTS: 15

MOVE: 10

AGE: 27 (6 years ASW4)

HEIGHT: 5 ft. 10 in.

WEIGHT: 120 lbs.

HAIR: Black

EYES: Brown

DESCRIPTION: Neela is a tall, dark skinned woman, with tightly braided locks of hair. She wears spacer's leathers and loosely flowing shirts that don't restrict her movement. Being in a dangerous occupation, she is never without her heavy blaster, and she often wears a heavy vest when she is not aboard her ship.

PERSONALITY: Neela used to be a lot happier, but ever since her husband was killed, she has become quite morose. She takes on every blockade run as if it is her last mission, defying all the odds and taking on any risk. Her shipmates believe she is suicidal, more than any other blockade-runner in the business. When she isn't planning a run through a picket line, or negotiating a delivery for the Rebellion, she often retires to her cabin alone, with a bottle of brandy.

QUOTE: "Yeah, I can get your cargo past the picket fleet, but its gonna cost you... say, one million in mixed Imperial, New Republic, and various other sector and system scrips..."

EQUIPMENT: Modified heavy blaster (6D), modified blaster rifle (6D), modified hold-out blaster



(4D), heavy vest (+2D physical, +1D energy, torso front and back), 3 medkits, comlink, chronometer, macrobinoculars, datapad, the *Blockbuster* (modified YT-2400 light freighter)

CAPSULE: Neela Rossi doesn't talk much about her past at all... those memories are for her alone. What is known is that she is the widow of the late Jordan Rossi, the infamous blockade-runner and smuggler who was recently killed by Imperial bounty hunters on Nar Shadda. Although those hunters claimed the large bounty on Jordan's head, the rest of his crew managed to get away. Neela still blames herself for her husband's death... there was just something about that job offer on the Smugglers' Moon that she didn't like, but she said nothing, trusting her husband's judgment and experience. She was right, for it had been a carefully planned trap by the bounty hunters. Her silence got the one man she ever loved killed...

A year has passed since Jordan's death, and Neela has since been the Commander of the *Blockbuster*, a radically modified YT-2400 freighter that consists of two such freighters joined into one ship. Neela's crew, which consists of 11 other blockade runners and a "mascot" R2 unit named Arcee Flat, faithfully and loyal accept follow Neela as Commander, but they are concerned with her emotional state at times. Neela has recently taken to drinking to cope with her loss, and has begun to take on even greater risks. Instead of just punching through a planetary blockade of Star Destroyers as quickly as she can get the *Blockbuster* through, Neela seems to look forward to taking on the capital-scale ships and TIE Interceptors as well. Although her crew is hardened to combat, action, and the risk of a fiery death with every run, Neela brings them several steps forward with each successive run. The crew feels that she is suicidal, and despite the nature of their job, they just aren't ready to retire anytime soon. She needs to calm down...

Neela and the crew of the *Blockbuster* have consistently made supply runs of medicines, food, weapons, and much needed technical and mechanical supplies for Rebels and other resistance groups throughout the galaxy. Like her husband she is a wanted felon, but Neela and her crew have been quite successful at evading bounty hunters, except for that time on Nar Shaddaa... Her services and her ship are in demand by those who are desperate for assistance and aid against the Empire, and Neela as well as her crew have become millionaires several times over in the past few years. Neela and Jordan were going to retire after that job on Nar Shaddaa, but after Jordan's death Neela sees no point in retiring now. Her crew has stuck with her, more out of helping her to cope with her loss than in making their next run.

THE BLOCKBUSTER

CRAFT: Corellian YT-2400 Transport

TYPE: Modified light freighter

SCALE: Starfighter

LENGTH: 50 meters

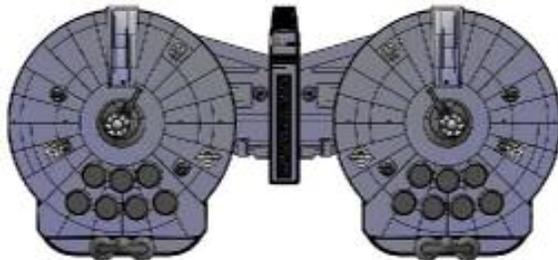
SKILL: Space transports: YT-2400

CREW: 2, gunners: 4, skeleton: 1/+10 (see The Blockbuster's Crew for details)

PASSENGERS: 12

CARGO CAPACITY: 200 metric tons (100 metric tons are disguised strap-on cargo pods that look like part of the hull)

CONSUMABLES: 1 month



COST: Not available for sale

HYPERDRIVE MULTIPLIER: x1/2 (+3 mishap modifier)

HYPERDRIVE BACKUP: x4

NAV COMPUTER: Yes, plus a replacement computer

MANEUVERABILITY: 1D (+1 mishap modifier)

SPACE: 13 (from a Starscream-9 Military Ion Drive and supplemental ship armor; see below)

ATMOSPHERE: 470; 1,350 KMH

HULL: 6D+2 front, 6D+1 sides, 6D rear (+1 mishap modifier on all arcs)

SHIELDS: 3D (capital scale; see below)

SENSORS:

Passive: 10/0D

Scan: 25/1D

Search: 40/2D

Focus: 2/3D

WEAPONS:

4 Quad Turbolaser Cannons

Fire Arc: Two dorsal turrets, two ventral turrets

Crew: 1

Skill: Starship gunnery: turbolaser

Fire Control: 3D

Space Range: 3-15/35/75

Atmosphere Range: 300-1.5 KM/3.5 KM/7.5 KM

Damage: 10D (starfighter scale)

2 Triple-Linked Proton Torpedo Launchers

Fire Arc: Front

Crew: 1 (fired from the cockpit)

Skill: Starship gunnery: proton torpedo

Fire Control: 2D

Space Range: 1/3/7

Atmosphere Range: 100/300/700

Damage: 11D

2 Triple-Linked Concussion Missile Tubes

Fire Arc: Front

Crew: 1 (fired from the cockpit)

Skill: Starship gunnery: concussion missile

Fire Control: 1D

Space Range: 1-2/8/15

Atmosphere Range: 100-200/800/1.5 KM

Damage: 10D

Enemy Targeting Jammer

Fire Arc: All

Skill: Sensors; works against all starfighters within range

Fire Control: 0D

Space Range: 1-3/7/15

Atmosphere Range: 100-300/700/1.5 KM

Damage: -2D from fire control

CAPSULE: Blockade-runners are perhaps among the most rugged group of individuals in the galaxy, and their ships are a testament to that fact. The *Blockbuster* is one such ship, a beat up, battered, carbon-scored freighter that can take a wallop and keep on going. She's heavily armed and equally armored, and the *Blockbuster* has an antimatter power system similar to those found on many capital scale ships, allowing the turbolasers to fire every round and increasing the power of the shields to rival those of other ships.

The *Blockbuster* is not designed for stealth and smuggling, but the crew has installed 4 scanner-resistant secret cargo compartments just in case they ever decide to make a career change. Up to 12 persons can fit in these compartments, or 4 metric tons of cargo. If they ever need to hide, these compartments will come in handy, being equipped with deadbolt locks from inside the compartments that will enable them to only be opened from the inside.

Although blockade-runners typically don't plan to abandon their ships (they often go down in a blaze of turbolaser fire...), there are 4 escape pods onboard the *Blockbuster*, although these pods are not your average life pod. Jordan Rossi managed to acquire these pods from some *Starwind*-class Pleasure Yachts, and they are capable of jettisoning while within hyperspace. Equipped with hyperdrives themselves, an onboard navcomputer performs random jumps along the nearest well-traveled space lane, while a subspace transceiver broadcasts automatically on both civilian distress channels and select military frequencies. This allows rescue ships to easily locate the pods, which are commonly used on wealthier ships.

The *Blockbuster* is a pretty unique looking ship, but it does have several additional transponder codes. She is also registered as the *Oseon Queen*, *Bespin Princess*, *Lady of Brentaal*, *Socorron Moon*, and the *Mantell Mistress*. Although the crew can typically only land at shadow ports and other locations where the Empire has no presence, their eyes and ears are everywhere, so these false transponder codes often come in handy. Of course, the turbolasers are illegal for civilians to own in most systems, which further restrict the number of ports the *Blockbuster* can land in, but Neela and her crew have no need to land in civilized systems. They know of more places they can land at to find whatever they need.

Below are some additional modifications that have been made to the *Blockbuster*:

AUTOMATIC CARGO JETTISONING

Used to quickly dump off a cargo at its destination after a blockade has been successfully breached. The escape can then be quickly made. Weight: 1 metric ton

ENGINE AND POWER SYSTEM MODIFICATIONS: SLAM MODULE

This device effectively doubles the ship's Space movement by using all laser power. The SLAM module in the *Blockbuster* can provide this increased movement rate for 5 rounds per 2D in laser power (totaling 100 rounds). No laser weapons may fire during SLAM operation, or for 5 rounds after it is deactivated. The SLAM does not have to be used for the entire duration, and may be turned off prematurely. Typically, all passengers must buckle into a seat or bench while the SLAM is operational. **Weight:** 0.5 metric tons

SENSOR PACKAGE:

Electro-Photo Receptors (EPR's)
Full-Spectrum Transceivers (FST's)
Dedicated Energy Receptors (DER's)
Life-Form Indicators (LFI's)

TERRAIN-FOLLOWING SENSORS (TFS'S)

These sensors add 1D to all piloting rolls in an atmosphere as long as the ship is below 50 meters in altitude. If the pilot does not make a Moderate difficulty check, he or she crashes the ship.

SENSOR JAMMER (FABRITECH NIGHTBLIND 472)

Once the ship is detected, the crew can try to prevent themselves from being identified. This system adds +1D to the difficulty to identify the ship, but makes it -2D easier to detect while in operation. **Weight:** 1 metric ton

SENSOR BAFFLER (ARAKYD NIGHTSHADOW) AND JAMMER (INTELSTAR BLINDSIDE)

These combined systems add a minimum of 1D to another ship's sensors roll to detect the Blockbuster from the baffling system; the crew can also actively jam the scanning ship's sensors, adding the Blockbuster's own sensors rating to the difficulty of detecting the ship. **Weight:** 2 metric tons total

COMM JAMMER (INTELSTAR SILENCER)

The crew makes an opposed communications roll with ships caught in a fire arc. If the Blockbuster jams in all arcs, she receives 0D to her roll. Three arcs grants 1D, two arcs grants 2D, one arc grants 3D, and jamming a single ship (focused jam) grants 4D to her roll. Duration is 10 rounds, -1 round per arc covered, but a focused jam only lasts 5 rounds. The system takes 10 rounds to recharge. **Weight:** 1 metric ton

STARSHIP SECURITY MEASURES:

SIENAR SHIP SECURITY SYSTEM

Contains a 10 meter early warning alarm system, and 2 fire-linked speeder scale cannons (8D damage, 2D fire control) to deal with anyone tampering with the ship. These cannons can also be fired from the cockpit, using a gunner's vehicle blasters skill. **Weight:** 1 metric ton

ELECTRONIC COMBINATION HATCH LOCK

This security lock requires a Difficult *security* roll to bypass.

CONSOLE DEAD LOCK

This lock will disable the ship's controls, and requires a Very Difficult *security* roll to bypass.

FUEL CONVERTERS AND POWER CELLS:

SOLAR POWER CONVERTERS

These solar panels allow the ship to refuel in 15 days in-system, or in 60 days out of a system. **Weight:** 10 metric tons

SOLID FUEL CONVERTERS

Allows bulky, low energy materials to be used as fuel. Cuts restocking fees at starports by ½.

Weight: 5 metric tons

SCOOPS

These scoops allow natural resources from a planet to be gathered and stored for conversion in the fuel converters. **Weight:** 15 metric tons.

BACKUP BATTERIES

Each backup battery provides 1 standard hour of energy to keep the life-support systems going.

Weight: 1 metric ton each (total: 24)

SUPPLEMENTAL STARSHIP ARMOR

PlateWorx SSA Mark 2 Armor "Dancer"

Fire Arcs Covered: Front

Hull Bonus: +2 pips front arc only

Maneuverability Bonus: +2 pips

PlateWorx SSA Mark 4 Armor "Sprinter"

Fire Arcs Covered: Left and Right (-1 Maneuverability for a third arc)

Hull Bonus: +1 pip on each covered arc

Space Bonus: +2 Space movement

PlateWorx SSA Mark 5a Armor "EMP Lord"

Fire Arcs Covered: Rear (-1 Space and Maneuverability for being the fourth arc) *Hull Bonus:* +3D against EMP, Mag Pulse, and ionization damage only, covers the entire ship (not just the rear arc).

THE BLOCKBUSTER'S CREW

In order to keep the *Blockbuster* operating at peak performance, a dozen individuals make up the entire crew complement. These beings, along with a brief description of their duties, are listed below.

COMMANDER NEELA ROSSI

She is in charge of the crew and decides which runs they will take. Neela is the primary pilot.

CAPTAIN GRAWALKA (Wookie)

Grawalka is the First Mate onboard the *Blockbuster*, and a close friend of Neela's. She is the second-in-command. Grawalka owed a life-debt to Neela's husband Jordan, and since his death, which has also been traumatic to the Wookie, she has transferred that debt to Neela. Grawalka feels disgraced that Jordan had died, and has sworn that should she ever fail to protect Neela, she will take her own life.

TOOKLA (Klatooinan)

Tookla is one of the ship's gunners for the turbolasers, and a decent technician. His rough demeanor suits him well as a guard for the ship while it is in port.

DEVON VIL (Devaronian)

Devon is a turbolaser gunner and a technician. He also serves as the security chief, often guarding the ship with Tookla.

IX'TIK'IK (Verpine)

"Tik" serves a technician onboard the *Blockbuster*.

VIN GAVIN (Givin)

Givin is the astrogator for the ship. His ability to precisely calculate astrogation coordinates in his head is a great asset to the crew. He has successfully flown the *Blockbuster*, while still in hyperspace, right through a picket line and past *Interdictor* Star Destroyers that were projecting gravity wells. He does this by turning off the hyperdrive's emergency cut-off switch that would normally drop a ship out of hyperspace when a gravity well is detected. Once the ship reaches his pre-calculated destination, he drops out of hyperspace, with the blockade far behind him.

LIEUTENANT MONIA MAGGE (Anomid)

Monia is the ship's chief engineer, in charge of overseeing all of the repairs and modifications to the *Blockbuster*. Should any new parts be required, she is in charge of obtaining them.

ROSS SORDE (Duros)

Ross is a co-pilot for the *Blockbuster*, in charge of operating the ship's sensors and shields. He is also a gifted mechanic and technician.

KEENA (Bith)

Keena is quite knowledgeable on planetary systems, and serves as a co-pilot. She operates the proton torpedoes and the concussion missiles from her station in the cockpit.

RIA LAFAN (Lafrarian)

Ria is perhaps the best pilot onboard the *Blockbuster*, and she takes over the controls should Neela have to oversee some other duties. Otherwise, she is the communications officer.

ANNI TAWN (Trianni)

Anni is a skilled turbolaser gunner, and a great starship technician.

BENN BOLLO (Sullustan)

Benn is a turbolaser gunner and a technician onboard the ship.

RC-2D ("Arcee Flat")

Arcee is the "mascot" onboard the *Blockbuster*, and he assists in a wide array of duties. He has a droid socket within the cockpit, and from there he can access and operate all of the ship's systems except for the turbolasers. Arcee is also good at technical and repair work, lending a hand for the crew when the ship is in port.