

Star Wars

The Great Hunt

GAME SUMMARY

Game Premise

During the “Dark Times”, the newly risen Empire controls the galaxy with an iron fist. You and your team live on the fringes of galactic society, out of reach of the Empire, and make your living carrying out dangerous missions and illegal operations for the most powerful figures of the galactic underworld. You have accepted a dangerous assignment to confront an old and mysterious beast, which legend dubs, *Gurag M’alag*.

This notoriously fierce creature is rumored to possess strange powers and colossal size and strength. Some grizzled spacers even tell tales of its enormous jaws and teeth, and a cult of deranged beings from many worlds that has grown to worship the beast, moving it from system to system.

The powerful crime lord and trophy collector, Ragalla the Hutt, seeks the head of the *Gurag M’alag* for his collection – and is willing to reward you handsomely for it. Ragalla has recently received intelligence on where the beast can be found: a remote and uncharted moon in the unknown reaches of the galaxy...

Game Structure

The Great Hunt is a “bounty” style encounter challenge, played with the award-winning Star Wars: Saga Edition rule set. It is designed for a group of 4 to 6 players, and must be completed within 2 hours. Your party must survive the encounter, destroying or incapacitating all foes.

If the party fails to survive (or complete the encounter before the 2 hour time limit), they are only awarded 10 Reaper Bucks per player – but if this happens, another 10 Reaper Bucks per player will be added to the total outstanding bounty for The Great Hunt. The outstanding bounty will continually accrue until a group successfully defeats the encounter – winning 20 Reaper Bucks per player PLUS the total outstanding bounty (to be divided equally among all players). Once this happens, the outstanding bounty resets for the next group.

Should members of your party fall during a Great Hunt, the remaining party may still be successful. In this case, all players will still receive the reward bounty.

Playing in The Great Hunt

You don’t need to create a character to play the game. You are welcome to select from a group of pre-generated characters your GM will have on-hand. However, the pre-generated characters may not be modified. Their abilities and equipment are set by the GM.

You may also come to the table with a pre-made character of your own (a wise strategy to claim the bounty), but such characters must be created following a specific set of character creation guidelines, detailed further on. Character sheets must be presented to the GM for review prior to the start of the game. Character sheets will be initialed, dated, and time stamped by the GM granting approval.

In-Game Effects

As a player, you are responsible for tracking any temporary benefits or penalties your character gains from ally or enemy effects during the game. Once play has passed to the next player or foe in initiative, you may not retroactively apply missed bonuses (to attack, damage, Defenses, etc.). You are also responsible for tracking your character’s hit points and condition track movement.

Player Courtesy

The number one rule in a roleplaying game is to have fun. Players are expected to help the GM build a good gaming experience with positive actions and friendly rapport. You are also expected to be courteous to your fellow players at the table, and to the GM. Offensive language or actions may prompt the GM to remove you from the game, forfeiting any Reaper Bucks you may win.

In strategic roleplaying encounters, players often like to pontificate and devote serious thought to their next action – as well as attempt to dictate the actions of fellow players. You are expected to be sensitive to your other players, respect their right to play their own characters, and on your own turn, to not bog down the action with extensive delays or looking something up in the rulebook. Remember, this is a timed game.

Should you leave the table without GM approval, you may not be allowed to re-join the group.

CHARACTER BUILDING GUIDELINES

Character Basics

All Great Hunters entering the game must be created as 4th level heroic characters, following a specific set of guidelines detailed below. If your character participates in Great Hunts, the character does not gain experience or level up.

Character Creation

Character creation follows the rules presented in the core rulebook, except where noted below.

Ability Scores

Instead of rolling your ability scores, characters for The Great Hunt use the planned generation method as described on pg. 18, except you build a character with 28 points. Each ability score starts at 8. Use the chart below as a guide to determine how many points a specific ability score costs.

Ability Score	Point Cost	Ability Score	Point Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

Choosing a Species

You may choose any player character species presented within one of the officially sanctioned and published Star Wars Saga Edition Roleplaying Books, with the exception of the Yuuzhan Vong, which are not available for play. GMPC species (those that are only present outside of the player character chapters of a book, such as in a side-bar) are not available for play.

Droid Characters

Playing a droid hero is allowed in The Great Hunt. Droid characters use *Option 3: Using a Stock Droid Chassis* presented on pg. 10 of *Scavenger's Guide to Droids*. You cannot play a custom droid model (Option 1) or a standard droid model (Option 2) in the game. Droids have 23 points available for ability scores.

Heroic Classes and Class Features

All heroic classes presented in the core rulebook are available for play. Talents and feats may be taken from any of the officially sanctioned and published Star Wars Saga Edition Roleplaying Books, but must be pursuant to the appropriate class level in which the character

attains them. The exception to this is talents from a Force Tradition (such as the Zeison Sha or Jansaari Talent Trees). A character may belong to an alternative Force Tradition, but only one. In other words, a character may not take talents from different Force Tradition Talent Trees. Characters with the Force Sensitivity feat who choose to take Force Talents in place of their normal class talents may only select from the Sense, Alter, and Control Talent Trees.

Each character must meet the prerequisites for any Talent or Feat they take.

Starting Credits

Characters begin play with the maximum credits available at 1st level, for their 1st level class, as detailed in the core rulebook. A noble with the Wealth talent may have more credits, as appropriate. Credits may not be shared among players, and are only used to purchase starting equipment during character creation. Players may not purchase equipment for others.

Force Points, Destiny Points, and Hit Points

Your character will have 4 Force Points at the start of each game of The Great Hunt and 0 Destiny Points. Character hit points are calculated as follows:

Gain your normal 1st level starting hit points based on your 1st level class, as presented on pg. 37 of the Core Rulebook:

Class	Starting Hit Points
Noble, Scoundrel	18 + Constitution Modifier
Scout	24 + Constitution Modifier
Jedi, Soldier	30 + Constitution Modifier

For your additional levels, your character gains hit points based on each level's class, as noted below:

Class	Hit Points After 1 st Level
Noble, Scoundrel	4 + Constitution Modifier
Scout	5 + Constitution Modifier
Jedi, Soldier	7 + Constitution Modifier

Force Powers

Characters with the Force Sensitivity feat and Force Training feat may add Force Powers to their Force Power Suite. It is a dark time in the galaxy, and Force-users have very limited resources and training to draw from. For a Great Hunt, only the following Force Powers are available:

Battle Strike, Energy Resistance, Force Blast, Force Disarm, Force Shield, Force Slam, Force Stun, Force

Thrust, Inspire, Intercept, Malacia, Move Object, Negate Energy, Obscure, Prescience, Rebuke, Repulse, Surge, Valor, and Vital Transfer.

Character Equipment

All equipment purchases must be made with the starting credits possessed by your character, as detailed above. Equipment guidelines are detailed below.

Equipping Your Character

All equipment with a military or illegal rating is unavailable for purchase at character creation, with the following exceptions: heavy blaster pistol and hold-out blaster pistol. You must pay the additional license fee for any available equipment that has a restriction rating (see pg. 118 of the core rulebook). You need not make any skill checks to obtain an available item or item license with a restriction rating; simply pay the additional license fee, and add the item to your inventory.

Lightsabers

A character who takes his 1st level in the Jedi class receives either a standard lightsaber or a short lightsaber (shoto) for free at 1st level. You do not need to pay a licensing fee for this lightsaber.

A character who gains a level in Jedi after 1st level must pay for a lightsaber normally. Only lightsabers, short lightsabers, and double sabers (all from the Core Rulebook) are available for purchase.

Specialized lightsaber crystals (such as those found on pg. 55 of the Jedi Academy Training Manual) are unavailable for purchase or use in your lightsaber.

Equipment Modifications and Upgrades

If your character possesses the Tech Specialist feat, you may use it to modify any piece of equipment you possess, as appropriate. You must still pay for the modification cost out of your starting credits, but no checks need to be made.

Installing upgrades to your equipment (such as those found in Chapter 2 of Scum and Villainy) is allowed, provided you pay for the upgrade from your starting credits, and do not exceed the upgrade slot limit of the item (you may not strip equipment to gain additional upgrade slots, though the Tech Specialist feat may be used to grant an extra slot). No checks need to be made to install an upgrade.

Upgrades cannot be given to other players, nor can one character modify another character's equipment prior to the start of the game.

The Equipment Shop

Prior to beginning a Great Hunt, you may ask your Gamemaster to visit the Equipment Shop, where you may purchase additional equipment and items for use in the coming game, outside of your starting equipment. This is your chance to get a hold of military or illegal items. *These character items are purchased using your own Reaper Bucks.*

Some of these items (such as grenades) are one-time-use items; others are permanent pieces of equipment (such as weapons and armor) that can be used throughout the game, and can carry over into other Great Hunts you play with that character. But when a character participates in a successful Great Hunt, these pieces of purchased equipment are lost.

You will receive a Reaper Equipment License (REL) for any item you purchase from the equipment shop. The REL will be signed by your GM and have your name and character name on it. RELs must be presented to any Gamemaster running a Great Hunt prior to including that equipment for your character during the game. If a one-time-use item is used at any time, its REL is destroyed.

A full inventory of items available at the Equipment Shop, and their cost in Reaper Bucks, will be available at any time from a GM. Some items in the Equipment Shop inventory replenish after a player purchases them, and others do not.

RELs may not be given or traded to other players.

Vehicles and Owned Droids

Vehicles are not available for purchase in The Great Hunt, nor are PC-controlled droids that serve your heroic character.