

BIG JAK TARGRIM [NEMESIS]

Pho Phèahian male; Riders of the Maelstrom Pirate Chief

The Riders of the Maelstrom are a large band of pirates that operating in and around the Maelstrom Nebula, which stretches across the Albarrio and Relgim sectors. The band was led by the notorious pirate Big Jak Targrim - an extremely large humanoid with four arms, rumored to have undergone genetic modification. Under Big Jak's leadership, the pirates run a profitable business plundering passing vessels which are forced to drop out of hyperspace and use their sublight engines while passing through the hazardous nebula.



Skills: Brawl 4, Coercion 4, Deception 2, Gunnery 2, Knowledge (Underworld) 2, Leadership 2, Melee 4, Piloting (Space) 2, Ranged (Light) 3, Resilience 3, Streetwise 3, Vigilance 2.

Talents: Adversary 2 (upgrade all combat checks against Big Jak twice), Fearsome (When an enemy becomes Engaged with Big Jak, they must make an Average [◆◆] Fear check), Feral Strength (+2 damage to Melee and Brawl damage).

Abilities: Pirate Leader (may spend a maneuver shouting orders to pirate allies in medium range, granting them to their next action), Additional Limbs (gain an additional maneuver per turn, though still may not perform more than two maneuvers per turn).

Equipment: Padded armor (+2 Soak), comlink.

Equipment:

- » Heavy blaster pistol (Ranged (Light); Damage: 7, Critical 3, Range [Medium]; Stun-setting)
- » Leu-sang (Melee; Damage: 8, Critical: 2, Range [Engaged]; Sunder, Vicious 3)
- » Magnabolos (Ranged (Light); Damage: 4, Critical -, Range [Short]; Ensnare 5, Knockdown, Limited Ammo: 1, Stun Damage)
- » Morturian Energy Discs (Ranged (Light); Damage: 6, Critical 3, Range [Short]; Pierce 2, Limited Ammo: 5, Vicious 2)

CRAXTET REDHAND [RIVAL]

Human male; Pirate First Mate

Big Jak's first mate, Craxtet "Redhand" gets his name from his illegally modified cyberarm, which he uses to deadly effect in personal combat. He is a capable first mate, but is more of a thug than a real leader. He often pilots the *Stormchaser* during combat and leads the boarding teams while Big Jak coordinates from the *Targrim's Blade*.



Skills: Brawl 2, Coercion 3, Gunnery 2, Piloting (Space) 3, Ranged (Light) 3, Vigilance 2.

Talents: Adversary 1.

Equipment: Padded armor (+2 Soak), comlink.

Equipment:

- » "Redhand" Mod V Cyberarm (Brawl; Damage: 7, Critical 3, Range [Engaged]; Disorient 3, Knockdown)
- » Heavy blaster pistol (Ranged (Light); Damage: 7, Critical 3, Range [Medium]; Stun-setting)
- » Stun grenade (Ranged (Light); Damage: 8, Critical -, Range [Short]; Disorient 3, Blast 8, Limited Ammo: 1)

RIDERS OF THE MAELSTROM PIRATE

The hundreds of pirates that make up Targrim's band are mean, ruthless outlaws who are driven by a reckless craving for freedom of living on the fringe of society. The Riders are made up of dozens of species, wearing a motley of tattered clothes that were once stylish and expensive.



Group Skills: Brawl, Coercion, Melee, Ranged (Light) OR Brawl, Gunnery, Piloting (Space) [Crew/Pilots]

Talents: None.

Equipment: Heavy clothing (+1 soak), comlink.

Weapons:

- » Blaster pistol (Ranged (Light); Damage: 6, Critical 3, Range [Medium]; Stun setting)
- » [Boarders] Corellian Cutlass (Melee; Damage: 5, Critical: 3, Range [Engaged]; Defensive 1, Vicious 1)