



SWURPG STAT REFERENCE

The Smuggler's Moon Contract

STAT REFERENCE

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Scene 1.1 – The Broker's Table

NPC NEYLA SABB — Twi'lek Guild Broker — Patron (House Salaktori)

Abilities: STR 9 (−1) · DEX 12 (+1) · CON 11 (+0) · INT 15 (+2) · WIS 15 (+2) · CHA 15 (+2)

Stats: TR 2 · AC 13 · HP 30 · Persuasion +6 · Deception +6 · Insight +6 · Knowledge: Galactic Lore +5 · Hold-Out Blaster +4 (1d8 energy, 20 ft)

Scene 1.2 – The Duros Quarter

✂ **COMBAT** PYKE SHAKEDOWN (TEACHING COMBAT)

TR	AC	HP	SPEED
2	15	30	30 ft

Attack: Blaster Pistol +4 (1d10 energy, stun setting) · Vibroknife +4 (1d6 slashing)

Saves: DEX +4 · CON +3

Abilities: STR 11 (+0) · DEX 15 (+2) · CON 13 (+1) · INT 10 (+0) · WIS 11 (+0) · CHA 10 (+0)

Skills (proficient): Intimidation +4 · Stealth +5 · Perception +3

GM TACTICS

As the party works the second lead, a Pyke collection crew decides the newcomers are muscling in on their turf. They open with a demand for a 'tax,' not a kill — this is a teaching fight, and a party that pays 500 credits or wins an Intimidation contest (DC 15 vs the leader) can skip it entirely. If it goes loud: they use the walkways for cover, fire from range, and break and run at half strength — they're extortionists, not martyrs. Play it to teach initiative and cover, not to threaten a wipe.

Default count: 3 Pyke foot-soldiers (as above) led by 1 Pyke Sentinel (TR 4, AC 16, HP 60, +6 to hit). See the [Pyke Syndicate](#) bestiary for the full blocks.

Scaling: 2-3 PCs → drop the Sentinel. 5-6 PCs → add 2 foot-soldiers.

Loot: ~600 credits in mixed scrip, 2 vibroknives, a stolen **Comlink (Long-Range)** still logged to a Pyke frequency (a lead the party can exploit later — the Pykes have been *paid* to watch for Sera too, by Draven).

Scene 2.2 – The Corner

NPC SERA VANTEL — The Mark — runaway Imperial logistics analyst

Abilities: STR 9 (−1) · DEX 11 (+0) · CON 10 (+0) · INT 16 (+3) · WIS 14 (+2) · CHA 12 (+1)

Stats: TR 1 · AC 11 · HP 20 · Use Computer +7 · Investigation +6 · Knowledge: Sciences +6 · Deception +4

Scene 2.4 – Draven Koss

NPC DRAVEN KOSS — Rival Bounty Hunter — the party's mirror

Abilities: STR 13 (+1) · DEX 16 (+3) · CON 14 (+2) · INT 13 (+1) · WIS 15 (+2) · CHA 13 (+1)

Stats: TR 5 · AC 17 · HP 82 · Perception +6 · Stealth +7 · Survival +6 · Intimidation +5 · EE-3 Carbine +8 (2d8 energy) · Wrist Whipcord +8 (Restrained, STR save DC 15)

⚔ COMBAT DRAVEN KOSS AND CREW (RIVAL-HUNTER SET-PIECE)

TR	AC	HP	SPEED
5	17	82	30 ft

Attack: EE-3 Blaster Carbine +8 (2d8 energy, stun setting) · Wrist Whipcord +8 (Large or smaller; STR save DC 15 or Restrained)

Saves: DEX +6 · CON +5 · WIS +5

Abilities: STR 13 (+1) · DEX 16 (+3) · CON 14 (+2) · INT 13 (+1) · WIS 15 (+2) · CHA 13 (+1)

Skills (proficient): Perception +6 · Stealth +7 · Survival +6 · Intimidation +5

GM TACTICS

Draven fights like a hunter, not a soldier: he opens by whipcording the party's biggest threat to pin it, then works the edges with the carbine, never committing to a position he can't leave. He targets whoever is protecting Sera, trying to create a clean lane to grab her. Crucially, he will NOT fire on Sera unless she's fleeing his grasp — a dead mark is his fallback, not his plan. He has one Heroic-Surge-equivalent: once per fight he can Dash + attack as a single action (Relentless Pursuit). He breaks off at ≤ 20 HP if the party has Sera secured — a live hunter collects next week; a dead one collects nothing. This is a hard fight, not a lethal one; let the party feel they beat a professional.

Default crew: Draven (above) + **Wex** (slicer/spotter, TR 3, AC 15, HP 42, Blaster Pistol +5, marks a target so Draven has advantage) + **Brakk** (heavy, TR 4, AC 16, HP 68, Heavy Blaster +6 2d8, soaks hits). Model Wex and Brakk on the [underworld](#) elite-mercenary and gang-enforcer blocks.

Scaling: 2-3 PCs → drop Wex. 5-6 PCs → Brakk gets a second heavy, or add a 2nd spotter.

Loot: Draven's **EE-3 Blaster Carbine** (Lv 6 — just above the party's tier: a signature carbine to grow into, or to sell for a small fortune), his tracking fob still keyed to Sera, and ~2,000 credits. If Draven dies, his puck's ISB proxy contact is on his comlink — a thread into the real story. If he lives and withdraws, he keeps his gear and becomes the Act III wildcard.

Scene 3.1 – The Handoff Window

NPC AGENT CORRIDEN — ISB Handler — the Imperial face of the contract

Abilities: STR 10 (+0) · DEX 13 (+1) · CON 12 (+1) · INT 15 (+2) · WIS 15 (+2) · CHA 15 (+2)

Stats: TR 5 · AC 16 · HP 76 · Persuasion +7 · Insight +7 · Intimidation +6 · Deception +7 · Blaster Pistol +5 (1d10 energy)

Scene 3.3 – The Climax

✖ COMBAT ISB CLEANUP (CLIMAX – THE 'CLEAN' HANDOFF GOES WRONG)

TR	AC	HP	SPEED
5	16	76	30 ft

Attack: Blaster Pistol +5 (1d10 energy) · issues orders (allies within 30 ft get +2 to hit for 1 round)

Saves: INT +5 · WIS +5 · CHA +5

Abilities: STR 10 (+0) · DEX 13 (+1) · CON 12 (+1) · INT 15 (+2) · WIS 15 (+2) · CHA 15 (+2)

Skills (proficient): Insight +7 · Deception +7 · Intimidation +6

GM TACTICS

Corriden fights like a manager: she stays back, hands out +2-to-hit orders, and spends her escort like a budget. The escort (4 stormtroopers, TR 3) use the shuttle ramp and cargo as cover and lay down disciplined fire. Corriden's goal is not to win the fight but to lift off with Sera and leave the party dead behind her; if the party threatens the shuttle, she cuts losses and boards. She surrenders nothing and flees at ≤ 25 HP with whatever she can carry.

Default: Agent Corriden (above) + 4 stormtroopers (TR 3, AC 16, HP 45, Blaster Rifle +5). See [Imperial Forces](#). If Draven is alive and unpaid, add him (TR 5, above) as a third faction — he fights everyone for the mark.

Scaling: 2-3 PCs → 2 stormtroopers. 5-6 PCs → 6 stormtroopers + a heavy.

Loot: the contract balance (10,000 cr) if the handoff completed before it turned; Corriden's code cylinder (an ISB clearance — a campaign-length asset); stormtrooper kit (scrap-tier for the party, but the armor sells).