



Coyn

Coyn

Type: Terrestrial forest
Temperature: Temperate
Atmosphere: Type I (breathable)
Hydrosphere: Moderate
Gravity: Standard
Terrain: Forest, plains, mountains, marshes
Length of Day: 20 standard hours
Length of Year: 380 local days
Sapient Species: Coynites (N)
Starport: 5 stellar class
Population: 800 million
Planet Function: Homeworld, trade
Government: Feudal garrison-state
Tech Level: Space
Major Exports: Lumber, weaponry, mercenaries
Major Imports: Foodstuffs, high tech, metals

System: Coyn
Star Name: Coynek (orange star)
Orbital Bodies:

Name	Planet Type	Moons
D'Skar	searing rock	0
Coyn	terrestrial forest	1
Sat'Skar	barren rock	0
Ba'Har	gas giant	5
Tro'Har	ice ball	0

World Summary

Coyn ("land of conflict and blood") is a relatively flat, temperate planet covered with large tracts of woodland. Coyn has regular seasons, including a hot summer and a moist and cool winter. The poles are cold, with moderate ice caps. The equatorial regions are warm and humid.

System Datafile

Coyn system, star: Coynek, orange star. Five planets in system—second planet, Coyn, is inhabited. Coyn is a major trade crossroads system in Elrood Sector.

From the Coyn Bureau of Tourism:

You are approaching the planet Coyn, Gateway of Elrood Sector, and homeworld of the proud and noble Coynite people.

Coyn is famous for its weaponry and is also home to the Mercenary Guild of Coyn, which boasts the mightiest warriors of this world. Our mercenary activities are famous throughout the galaxy.

As our guests, you are expected to honor and obey the En'Tra'Sol, the King-Law. It is a legal system that has provided for our needs for thousands of years, and it is the standard of conduct by which *all* are judged.

As you approach our world, keep in mind the following things:

- We are a warrior culture and value honor, valor, and loyalty. Cowardice and weakness are despised.
- A weapon drawn must be used for a warrior to retain honor.

- Warriors who have shown bravery in combat are respected, kindred spirits.

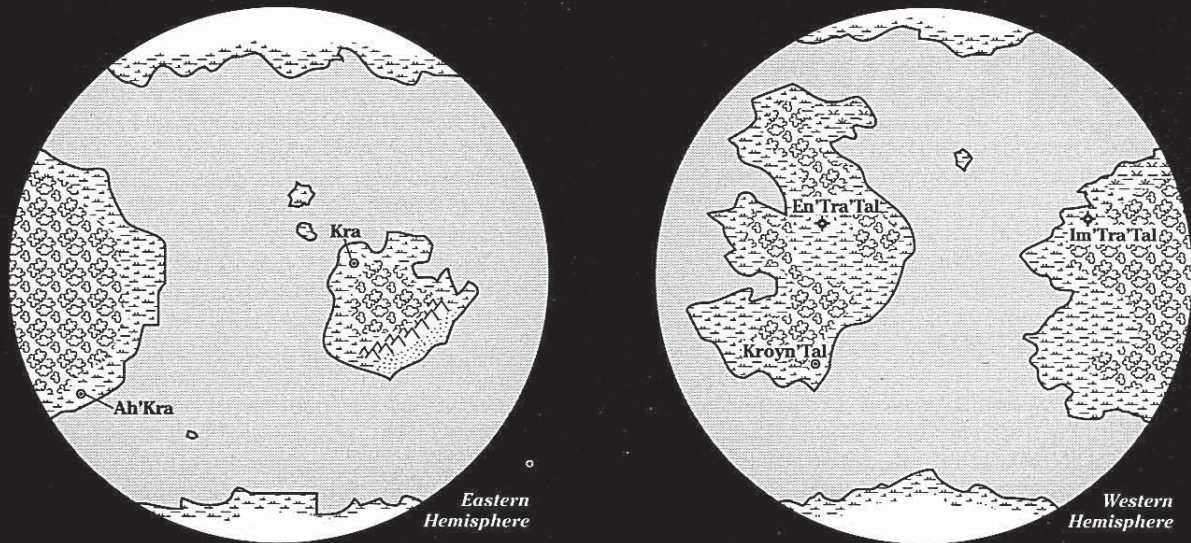
- Never touch a Coynite with your bare hands unless that person has granted permission. This is a punishable crime.

- Hollow threats, failure to defend oneself, falsely preparing one's weapon for combat, deception, thievery and dishonesty are punishable crimes. One who displays these traits or acts in such a manner is branded af'harl, or "cowardly deceiver." af'harl are "unseeable" in the eyes of the Coynites, and have no legal rights. They may be enslaved, beaten, murdered or dealt with in any way that a Coynite citizen sees fit. af'harl who have been enslaved are property of that Coynite's estate and thus are protected by and answerable to that Coynite. Coynites are responsible for the actions of their af'harl.

- Allowing an opponent to surrender in combat is only permissible if that opponent swears tracc'sorr, or fealty.

Enjoy your stay.

World Map of Coyne



Cathleen Hunter

Coyne is ruled by a militaristic sovereignty. The absolute ruler is the En'Tra ("King-Master"), whose formal title is En'Tra'Sol'Tais'Tra ("King-Master of Law, Land and Cities"). The En'Tra, in turn, parcels out land to various noble families, called En'Tra'Ag'Tra ("King-Master's highest-servants").

Most of the nobility comes from families with a lasting martial tradition — the Coyneites are a species of warriors and thus respect and follow those who prove themselves formidable warriors. This system has lasted for thousands of years. The capital is in the city of En'Tra'Tal, or "King-City."

The world bustles with trade, as it is the first world that most ships visit upon entering Elrood Sector. However, the rather brutal warrior culture makes the world a dangerous place — experienced spacers are normally very careful when dealing with the Coyneites and their unique perceptions of justice.

System Summary

Coynek ("light of land of conflict and blood") is an orange star that gives the skies of Coyne a pink and orange cast. D'Skar ("dagger"), the planet closest to the sun, is a small, nightmarish planet with frequent earth tremors and volcanic activity.

Sat'Skar ("sword") is a "sister planet" to Coyne, with a comparable mass. The world is extremely hot (due to increased levels of "greenhouse gases") with a type III atmosphere. The only life

forms are primitive fungi, bacteria and microbes.

Ba'Har ("battle blade") is a multi-colored gas giant with five moons. Ba'Har has a small band of rings, the remains of a moon torn apart by gravitational stresses thousands of years ago.

Tro'Har ("farthest blade") is the outermost planet in the system and is an inhospitable ice ball. The Coyneites have placed an automated navigational beacon here to direct incoming traffic.

Gateway to Elrood Sector

Coyne is the crossroads of the E-D Run and the Coyne Route, the route leading to other major trade routes in the galaxy. Since the occupation of Derilyn, the Coyne Route has become the major passageway to other sections of the galaxy, and thus Coyne is called the "Gateway to Elrood Sector."

Coyne's starports, both orbiting and planetary, are popular stop-offs for fueling and supplies prior to leaving the sector. Ships coming into the sector often stop here because of the many cargo storage facilities. Often, galactic freighters simply dump their cargoes here. Then, regional cargo lines pick up the cargo and deliver it to the other worlds along the E-D Run.

Of course, there is much more than trade going through Coyne. Elrood's backwater status is an invitation to those who want to disappear for a while. Accordingly, many bounty hunters (Gree included) and Imperial officials frequent Coyne. Violence is a major problem in the spaceports, due largely to the Coyneites' system of law.

Coyne Starports

To handle the great volume of traffic passing through the system, Coyne has five stellar class starports. The prime starport is Skraj'Tais, "Skyland." It is an orbiting space station capable of hosting hundreds of ships at a time. It is similar in design to Kwenn Space Station and is the major starport for those who have no business on Coyne itself.

The other four stellar class starports are on the surface of the planet. They are En'Tra'Tais ("Kingland"), Im'Tra'Tais ("Princeland"), Ah'Kra'Tais ("Common-craftersland"), and Kroyn'Tais, "Warriorland." There is also a one standard class starport, Kra'Tais ("Craftersland"), which is a common destination for those purchasing goods from Coyne. Each of these starports is within major cities: En'Tra'Tal, Im'Tra'Tal, Ah'Kra, Kroyn'Tal and Kra.

Characters may be sent to any of the starports, although if they make it clear that they are just passing through, they will almost certainly dock at Skraj'Tais. The main Imperial base on Coyne is at Kroyn'Tais, although there is a minimal presence in the system.

The starports are similar in design, but En'Tra'Tais starport is the largest. The city of Ah'Kra has excellent medical, repair and resupply services. Im'Tra'Tais is the most luxurious starport. Each starport has two *Prosperity*-class defense ships, purchased from Elrood.

Visiting ships are hailed by the Coyne'Skraj'Har

("Coyne-sky-blade," or Coyne's space fleet). The new arrival must declare what cargo is carried, intended business and requested length of stay. If the ship is here to pick up a specific cargo, this will be verified. Berthing fees are 50 credits a day, regardless of the starport.

One good thing about Coynite starports is that once a ship berths, the Coynites take it upon themselves to be fully responsible for the ship's security. Starport security patrols the pads, making sure that no ship is broken into.

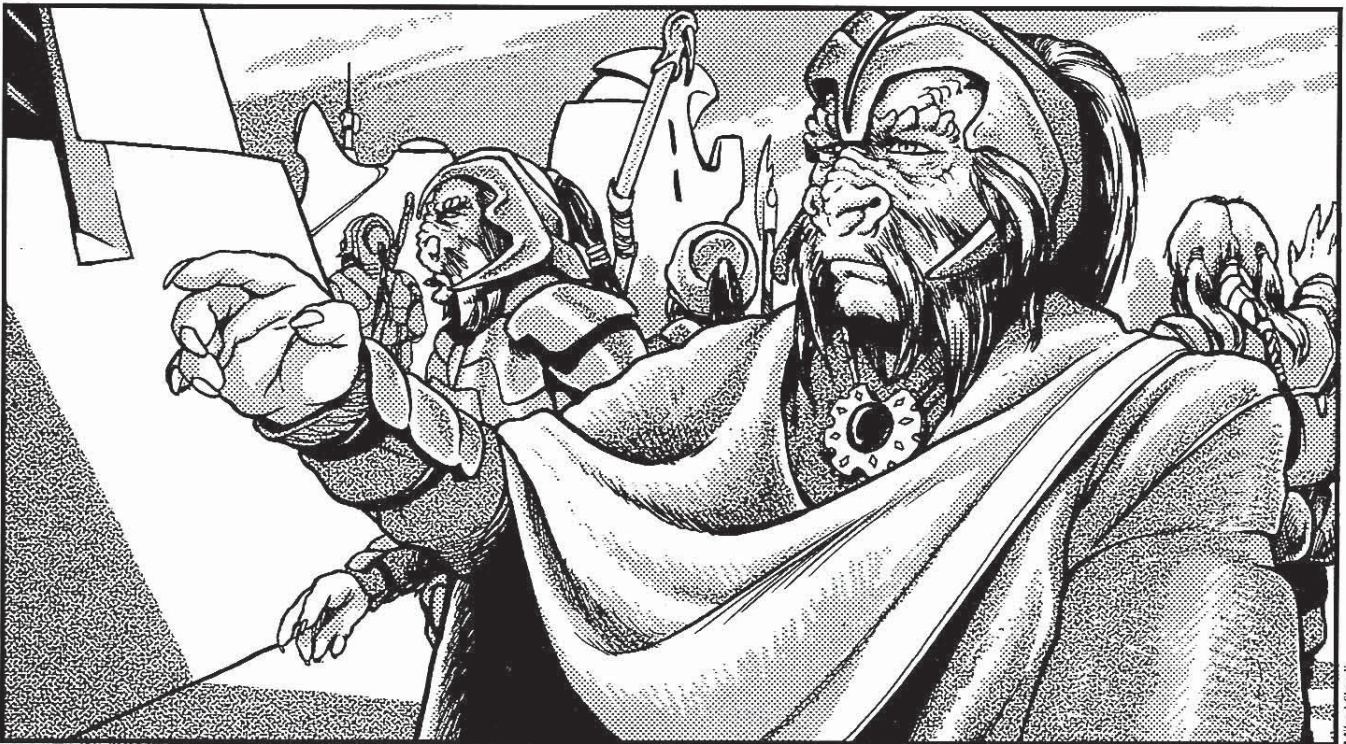
Starport Security Guards. *Dexterity 3D, blaster: blaster pistol 5D, Knowledge 1D, Mechanical 1D, Perception 3D, Strength 3D, brawling 5D, Technical 1D.* Move: 12. Blaster rifle (5D), coyne'skar (STR+2D), blast vest (+1D physical, +1 energy).

Coynites

The Coynites are a tall, heavily muscled species of bipeds. Their bodies are covered with a fine golden, white or black to brown fur, and their heads are crowned with a shaggy mane.

They are natural born warriors with a highly disciplined code of warfare. A Coynite is rarely seen without armor and a weapon. These proud warriors are ready to die at any time, and indeed would rather die than be branded a'harl.

Coynites could conceivably live up to 250 standard years, but their warrior culture results in an average life span of a mere 53 years. Coynites reach physical maturity in their early twenties.



Coynite children are born in var'sairk (capitalized when referring to noble families; means "birth-group" or litter) of two to six children, and all children of a litter are of the same sex.

Coynite appearance and conduct are tied to a rigid social code, the En'Tra'Sol. The length of a Coynite's mane is directly related to social status — the more respected and successful a warrior, the longer the mane and the more intricate the braids of that mane. The type of braid used is also an indication of the Coynite's family and the Ag'Tra (ruling noble) that the Coynite swears loyalty to.

■ Coynites

Attribute Dice: 13D

DEXTERITY 2D/5D

KNOWLEDGE 1D/3D+2

MECHANICAL 1D/4D

PERCEPTION 1D/4D+2

STRENGTH 2D/5D+1

TECHNICAL 1D/3D

Special Skills:

Mechanical skills:

Beast riding: tris. All Coynites raised in traditional Coynite society have this *beast riding* specialization. Beginning Coynite player characters must allocate a minimum of 1D to this skill.

Special Abilities:

Sneak: Coynites get +1D when using *sneak*.

Claws: Coynites have sharp claws that do STR+1D+2 damage and add +1D to their *brawling* skill.

Intimidation: Coynites gain a +1D when using *intimidation* due to their fearsome presence.

Story Factors:

Honor: To a Coynite, honor is life. The strict code of the Coynite law, the En'Tra'Sol, must always be followed. Any Coynite who fails to follow this law will be branded af'harl ("cowardly deceiver") and loses all rights in Coynite society. Other Coynites will feel obligated to maintain the honor of their species and will hunt down this Coynite. Because an af'harl has no standing, he or she may be murdered, enslaved or otherwise mistreated in any way that other Coynites see fit.

Ferocity: The Coynites have a deserved reputation for ferocity (hence their bonus to *intimidation*).

Move: 11/15

Size: 2.0–3.0 meters tall

Coynite Society

The Coynites have a militaristic, feudal society. Warfare and aggression are considered essential to Coyn society.

The planet is ruled by King Im'Toral XV and Queen, Em'Tora VIII. Below them are the 29 Ag'Tra ("Nobles"), heads of the noble families of the world. Each noble family runs a Sarrh'Tais ("lawland"), so that the entire world is under control of the Ag'Tra, who are loyal to the king.

Each Ag'Tra has at least 58 Kroyn, elite warriors of exceptional honor and status. Each Ag'Tra sends one Kroyn to serve as the En'Tra's bodyguard for one year. Thus, the En'Tra always has 30 Kroyn as a personal elite guard (one from each noble's holdings and one from the king's own

family or territory).

The vast majority of noble families were so appointed thousands of years ago, although every few centuries, a new family will be added to the noble bloodlines by the En'Tra's decree. It is possible that a family may have its noble status stripped by decree of the En'Tra, but this has never happened. This is probably due to the likelihood that the dishonored family would attempt to unite disgruntled factions and lead a revolution — very few En'tras have felt secure enough in their power that they would risk a full-scale civil war.

Coynites value bravery, loyalty, honesty, and duty. Coynites save displays of affection for their own families in private surroundings.

Curses in the Coynite language include zee'tah (fear), mora'ga (weakness), kzah (poison), fa'tar (peace), and the worst of all: af'harl (cowardly deceiver).

There are several greetings used in Coynite society, including "Sat'skars Kabar'Rattar" ("Swords together, blunted in friendship"), "Sat'skars Kabar'Ba" ("Swords together, joined in battle"), a challenge to battle or a warning that animosity exists and great care should be taken or a challenge to combat will be made, "Sat'skars Fas'Tawws'Rattar" ("Swords ended in honor and friendship," which means all conflicts have been satisfactorily resolved, thus we are friends) and "Sat'skars Fas'Ba" ("Swords ended in battle," meaning that there remain unresolved differences that will not be forgotten).

Coynites value long hair, since in their culture long hair is a sign of great combat ability and honor. Aliens with long hair or shaggy coats (such as Wookiees) are treated with respect. Beings who are bald (or hairless) are shunned as deformed beings.

Jedi Knights are a source of fascination to the Coynites. On one hand, there is little doubt that the Jedi are formidable warriors with a code. However, Jedi are not supposed to simply rush into fights or provoke them; peaceful methods of resolving a conflict are preferred, and violence is a last resort. This code mystifies the Coynites, but they greatly respect their abilities and their adherence to their own strict code.

Coynite names are more than "mere" words — they are stories. By literally translating the meaning of the phrases, it is often possible to know the history of an item, or a person, or a location. The longer a name, the more honored a being is or more noble his family. However, Coynites seldom use their full names except when first establishing who has higher standing, such as upon first meeting. As a concession to off-world customs, Coynites will allow aliens to use shortened versions of names, but only if the alien confers

the appropriate level of respect upon the Coynite. To deride an object of great importance or be disrespectful is an unforgivable offense.

When all syllables of a Coynite name are capitalized, it means that the object, place or person is worthy of great respect. All things associated with the En'Tra are always capitalized. Likewise, proper names are capitalized. Some phrases or names are *never* capitalized — this indicates a relationship with af'harl (“cowardly deceivers”).

When creating gamemaster characters, these traditions should be remembered. Many Coynite warriors of noble birth have very long names, which might be translated as “Trel'tak, honorable warrior who defeated a noble of higher standing, of Clan Muls'rak, leaders of the War of Unification.”

The En'Tra'Sol (King-Law)

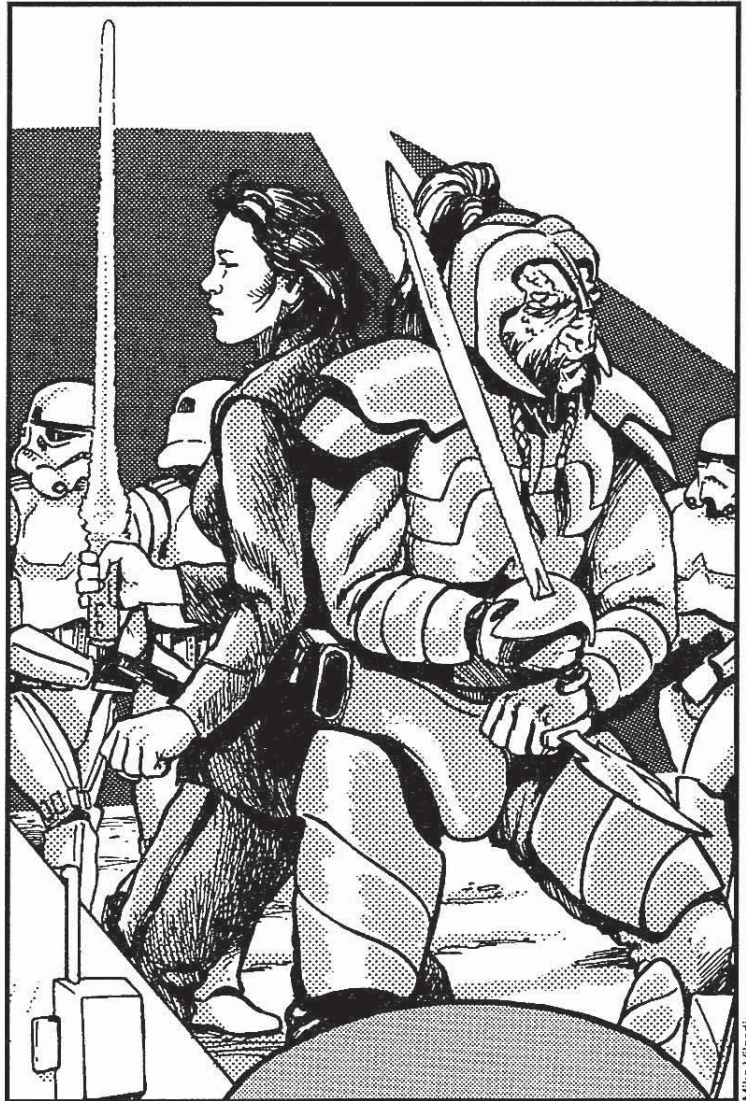
Many thousands of years ago, the Coynites were divided into numerous warring clans. This, combined with their rapid technological development, resulted in a species that not only fought well, but excelled in weapon design and manufacture.

Eventually, one Coynite clan learned how to manufacture biological weapons. Whether the action was accidental or intentional is not known, but a dangerous toxin was eventually released. The microbe spread across Coyn, uncontrolled. The toxin was passed by physical contact — anything as simple as a touch of hands could spread the deadly organism. The plague killed over half of the planet's population.

Toral, chief of the strongest clan, realized that the Coynite species was heading towards extinction. He began a series of reforms with his allies and eventually succeeded in not only banishing biological weapons, but also instituted a code of law for the warrior society. Toral's leadership and wisdom united the warring clans under one law (the En'Tra'Sol) and one leader. During this time, the Coynites established the tradition of no personal contact without express permission first. The effect of the biological toxin was so pronounced that the ban on contact became part of the En'Tra'Sol.

Under this law, clan infighting was not eliminated, but the scale of the conflict was greatly reduced. Toral's son, Arl'Toral managed to bring peace to the planet. Arl'Toral channeled his people's natural aggressiveness into a rigid code of conduct by revising the En'Tra'Sol.

Shortly thereafter, settlers from Elrood first discovered Coyn. During these exchanges with the strangers from space, Arl'Toral realized that the best way to ensure peace on Coyn was to channel these aggressive energies to other pursuits. In short order, the first Coynite mercenary units were formed.



What follows is a summary of the En'Tra'Sol.

- A Coynite's sratt (“word” or “promise”) is his life. All speech, action and story are sratt; once given, it is eternally binding. One who breaks sratt may be branded af'harl.
- Combat is the natural order of life. Conflicts and disagreements must be settled openly in combat.
- An unsheathed or drawn weapon must be used. If a weapon is drawn in anger, it must be used. To not respond to a challenge, or to challenge or threaten idly is to be branded af'harl.
- It is forbidden to show mercy in combat. It eliminates the honor of victory in combat and removes the honor of he who is shown mercy, making them af'harl. Combat is to the death unless one swears tracc'sorr (“submission and blood-loyalty” or “fealty”) to the other, in which

case they become part of that Coynite's family. At the beginning and end of each combat, all survivors must acknowledge and salute the opponent's honor.

- af'tah ("deception") or harl'tah ("cowardice") are unforgivable sins. Use of kzah ("poison") is deception and cowardice. Challenging the injured or weak to combat is cowardice and is unforgivable. Those who deceive or show cowardice are branded af'harl.
- One must unquestioningly obey all to whom he has sworn tracc'sorr. All superior clan members, Ag'Tra and En'Tra are to be obeyed without reluctance or hesitation. Not to do this is to be branded af'harl.
- One may only break tracc'sorr by publicly declaring fas'tracc'sorr, or "end of submission and blood-loyalty." Superior clan members, nobles and, of course, the En'Tra, may challenge anyone doing this to combat.
- Pain, sadness, guilt, regret, reluctance, or fear are emotions of af'harl and may not be expressed without losing all honor.
- It is forbidden to touch another without first receiving permission. The penalty for this is death.
- af'harl are no longer Coynites. af'harl have no rights, no property, no meaning. They are to be murdered, enslaved, or dealt with as any Coynites see fit. A Coynite may take responsibility for af'harl, but all actions of that af'harl are that Coynite's responsibility.

The Assembly of the Ag'Tra

There are 29 Ag'Tra (nobles) who answer directly to the En'Tra. Of these 29, nine are sympathetic to the Empire, five are sympathetic to the Rebellion, and the remaining 15 are neutral. While subterfuges and behind the scenes skulking are not a permissible part of Coyn life, nobles are permitted to indulge in a little political wrangling, and some of this involves setting up unfavorable circumstances for rival nobles, or even large battles with lopsided odds. Even so, if any hard evidence of such behind the scenes planning comes to light, the noble will be branded af'harl. In an extreme case, the entire noble family may be branded af'harl, in which case a new family from within that territory will be selected to be the new noble bloodline.

Unique Coynite Items

These items are available to off-worlders. Ekkar Arms of Coyn is the chief manufacturer and seller of these items. These weapons are hand-crafted by individual weapons' masters, which explains their cost.

■ Coyn'skar

Model: Ekkar arms coyn'skar

Type: Coynite bladed pole

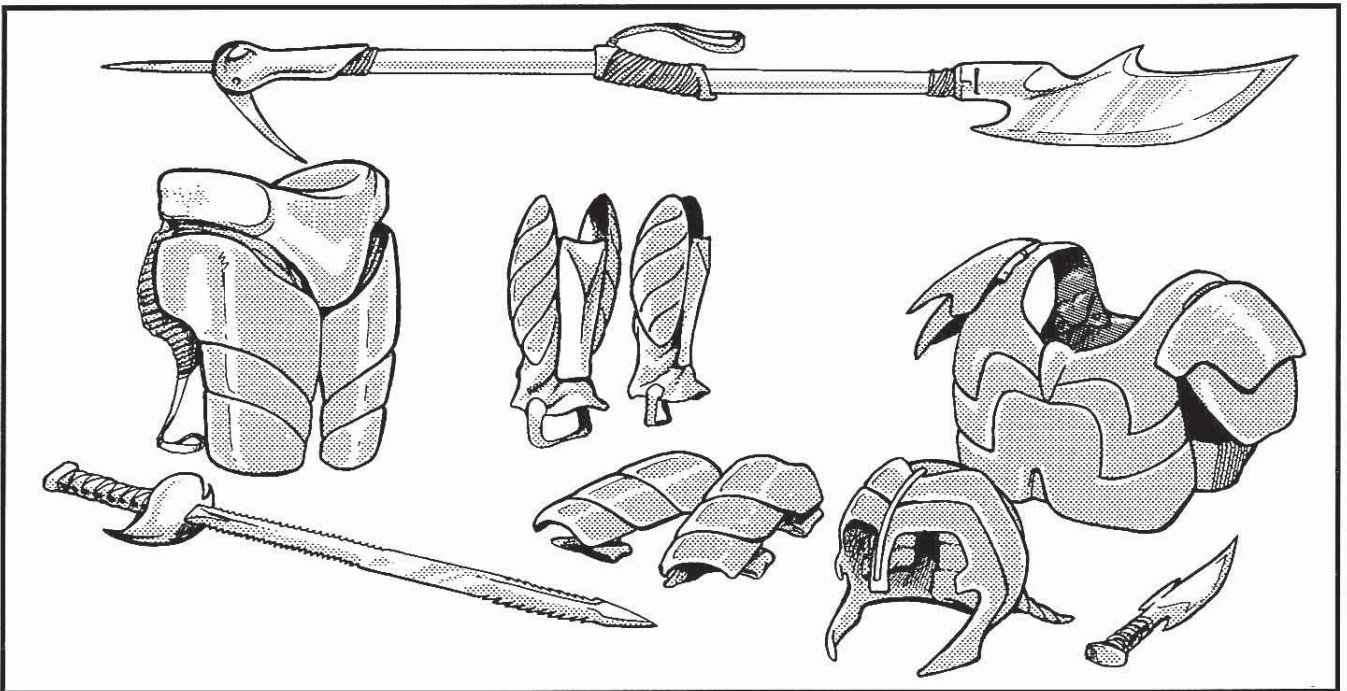
Skill: Melee combat

Cost: 400

Availability: 3

Difficulty: Moderate (blade), Very Difficult (disarm with hook)

Damage: STR+2D (blade), STR+2 (hook)



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■ Top: coyn'skar. Middle: Coynite battle armor. Bottom left: sat'skar. Bottom right: d'skar.

Capsule: The coyn'skar is a pole weapon with a lengthy, sharp blade on one end and a hook at the base. The shaft is tooled in such a way as to offer maximum grip. The hook can be used to trip or disarm an opponent.

■ **Sat'skar**

Model: Ekkar Arms sat'skar
Type: Coynite sword
Skill: Melee combat
Cost: 700
Availability: 3
Difficulty: Difficult
Damage: STR+3D+1

Capsule: A Coynite sword, it must be used with both hands (if swung one-handed, damage is only STR+1D and the difficulty increases to Very Difficult). The blade has grooves in it that cause terrible wounds.

■ **D'skar**

Model: Ekkar Arms d'skar
Type: Coynite dagger
Skill: Melee combat
Cost: 150
Availability: 3
Difficulty: Moderate
Damage: STR+1D+1

Capsule: A Coynite dagger, this is the most common weapon among Coynites. These weapons are known for their fine craftsmanship and deadly blades.

■ **Coynite Battle Armor**

Model: Ekkar Arms Coynite battle armor
Type: Coynite personal battle armor
Cost: 3,000
Availability: 3
Game Notes: Adds +2D protection from all physical and energy attacks. All *Dexterity* skills are penalized -1D.

Capsule: This bulky yet functional suit includes a helmet and is made from the stands of walt'sor plants, found only on Coyn. Despite the suit's rather humble origins, it provides excellent protection against physical and energy attacks.

Coynite Companies

Ekkar Arms: This is Coyn's chief manufacturer of arms and armor. Whether it is Coynite native weaponry or blaster rifles, thermal detonators and vibro-axes, Ekkar's products are of the highest quality. As a result, all of Ekkar's merchandise costs 10 percent more than average prices. However, in return, weapons such as blasters are easier to repair (one level of difficulty lower) and can withstand more punishment (consider +1D over normal body).

Mercenary Guild of Coyn: This is the main Coynite mercenary organization, and it is officially affiliated with the En'Tra. Each noble family is required to contribute a specific number of soldiers for mercenary service, and individuals are allowed to join at their discretion. The Mercenary Guild of Coyn hires out its services to all legal organizations seeking military forces for

legal activities. In other words, the mercenary guild may hire out soldiers to serve for the Empire, or to serve for a corporation, but the guild will not hire out soldiers to the Rebel Alliance. As Coyn is within the Empire, it will not risk a full invasion by the Empire — a hopeless fight isn't honorable.

Warriors always have the option of rejecting mercenary missions, but no warrior has ever used this option, since it would result in lost honor. All warriors have sworn to defend Coyn and Coyn's interests in the event of attack.

Guild entry fee is 100 credits and annual dues are 50 credits. The Guild gets 15 percent of the mercenary's pay. Weapons and armor can be purchased from the guild at a 10 percent discount.

The Mercenary Guild is a venerable, trustworthy operation with a reputation above reproach. Mercenaries who violate their contracts, flee from a battle, turn on their employer, or otherwise commit treason or show cowardice are branded af'harl. In some cases, such as desertion, the guild will send other mercs to hunt down and execute the coward. The Mercenary Guild has offices on Elrood, Torina, Derilyn, and Lanthrym.

Average Coynite Mercenary. *Dexterity 3D+2, blaster 5D, brawling parry 4D, melee combat 5D, Knowledge 1D, survival 4D, Mechanical 1D, Perception 2D, Strength 5D+1, brawling 6D+2, Technical 1D.* Move: 10. Character Points: 3. Blaster rifle (5D), Coynite battle armor (+2D to all attacks), coyn'skar STR+2D (blade), STR+2 (hook).

Rols'Kus ("Arena of the Games")

The Rols'Kus ("arena of the games") is a 250,000-seat amphitheater located in the capital, En'Tra'Tal. It is the site of the immensely popular kus'nar gladiatorial games of the Coynites. Since Coynites view these combats as sport, they are not to the death unless the loser is unwilling to submit to his opponent. Of course, most combats do last until one of the recipients receives a very serious injury, so most "cultured" beings view these combats as barbaric.

There are games every night, and during holidays, day-long contests and championships are held. As a rule, off-worlders are not usually featured in these combats. Coynites view participation in these games as an honor, and many young warriors focus their dreams on being named Tawws'Kroyn, "Most Honorable Champion Warrior."

Most of the contests are brawling or melee combats, though there is a target shooting contest for archaic guns, blasters, and bows. Each game is played in a series of elimination rounds. The arena itself is climate controlled and equipped



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Zal Tuag Th'Trar, Junior Zal'Tra

Type: Security Force Member
DEXTERITY 4D
 Blaster 5D, brawling parry 6D+1, dodge 5D, melee combat 6D, melee parry 6D
KNOWLEDGE 2D+2
 Alien species: Humans 4D, cultures 7D, intimidation 4D+2, survival 5D, willpower 5D+2
MECHANICAL 2D
 Beast riding: tris 6D
PERCEPTION 4D+1
 Command 5D+1, persuasion 5D+1, search 6D+2
STRENGTH 5D
 Brawling 7D+1
TECHNICAL 1D
 First aid 2D, security 2D
Special Abilities:
Sneak: +1D to *sneak*.
Claws: STR+1D+2 damage, +1D to *brawling*.
Intimidation: +1D to *intimidation*.
Character Points: 8
Move: 12
Equipment: Sat'skar (STR+3D+1), blaster pistol (4D), Coynite armor (+2D to all attacks, -1D to all *Dexterity* actions)
Capsule: Zal Tuag Th'Trar is a 2.7-meter-tall robust youth of pure white coloring and a deep dark brown mane that he wears in an elaborately braided ponytail down his spine. A member of the Th'Trar clan, his father is a noble who is quietly sympathetic to the Rebels. Zal has chosen to acquaint himself with off-worlders who stand out from the normal rabble, learn their ways, and report the findings back to his father. Since Zal is young, he is not yet ingrained in the ways of his people, and thus is a bit more flexible around non-Coynites, although he is characteristically self-righteous about his heritage. He is cocky, and enjoys pointing out how superior Coynite culture is over others. Young Zal is an enthusiastic warrior, an outgoing sort, who has a great natural curiosity about off-worlders. Despite this, he is a friendly sort, and the perfect guide for characters.



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Zal Afreg Kt'Aya, Junior Zal'Tra

Type: Security Force Member
DEXTERITY 5D
 Blaster 6D+1, brawling parry 6D+1, dodge 6D+1, melee combat 7D+2, melee parry 6D+2
KNOWLEDGE 2D+2
 Intimidation 5D, survival 5D, willpower 4D
MECHANICAL 2D
 Beast riding: tris 6D
PERCEPTION 3D
 Command 5D, hide 5D, search 6D, sneak 7D
STRENGTH 5D+1
 Brawling 7D+2
TECHNICAL 1D
 First aid 2D+1, security 3D
Special Abilities:
Sneak: +1D to *sneak*.
Claws: STR+1D+2 damage, +1D to *brawling*.
Intimidation: +1D to *intimidation*.
Character Points: 6
Move: 11
Equipment: Sat'skar (STR+3D+1), blaster pistol (4D), Coynite armor (+2D to all attacks, -1D to all *Dexterity* actions)
Capsule: Zal Afreg is a 2.8-meter-tall Coynite, with soft gray fur and a black and white streaked mane in two ponytails. Despite his soft color, Afreg is a muscular, towering specimen with steel blue eyes.
 Zal Afreg is of the Kt'Aya clan, whose head noble favors neutrality in the galactic civil war. Zal Afreg is the favored son of the oldest Var'Sairk. Zal Afreg is Zal Tuag's chief rival, as opposed to enemy, though he comes dangerously close to being one. Arrogant, smug, and somewhat of a bully, Afreg adheres to the En'Tra'Sol code so strictly that he has learned how to bend it just enough to torment others and get away with it. He lacks personal honor, but this has yet to be revealed.



Tamaron Pol

Type: Con Artist

DEXTERITY 2D

Blaster 3D, dodge 4D+1, melee parry 3D+2, pick pocket 6D+2, running 2D+1

KNOWLEDGE 2D

Alien species: Coynites 7D, bureaucracy 2D+1, languages 3D+1, streetwise 4D+2, value 2D+1

MECHANICAL 2D

Beast riding 3D, hover vehicle operation 4D

PERCEPTION 2D

Bargain 4D+1, con 5D+2, forgery 2D+2, gambling 3D, hide 3D+2, persuasion 3D+1, search 4D, sneak 3D+2

STRENGTH 2D

Climbing/jumping 3D+1

TECHNICAL 2D

Computer programming/repair 3D, droid programming 2D+2, security 3D+1

Character Points: 8

Move: 10

Equipment: Hold-out blaster (3D), comlink, glow rod, recording wand, dice, cards, other gambling implements

Capsule: Tamaron is a Human in his late 20s. He wears a "lost-puppy" look on his face. He has sandy brown hair with a cowlick, which makes him look younger than he is. Tamaron was born on Lanthrym, and left as a teenager to serve on a freighter, lying about his age to get work. He has since settled on Coyn, where he enjoys the sport of dodging Coynite security forces.

Having been born on the frigid iceball known as Lanthrym, Tamaron has sworn not only never to be cold and poor again, but also not to do an honest day's hard work in his life. Tamaron is not a cocky, swaggering con man. On the contrary, he appears to be just the sort of person others would take advantage of, and here is where his genius lies. Beings see Tamaron and feel they have nothing to fear, and grow overconfident. Tamaron then proceeds to bilk them of their savings.

Tamaron has found that the busier Coynite spaceports have many innocent dupes who have just arrived from outside Elrood Sector. Usually, he represents himself as a guide to the planet or the sector, and will offer to show people around for a respectable fee.

Although Tamaron is not above a little flirting with females, he has no interest in even a superficial relationship. To him, first he must make his fortune, then he will think of other things, such as women. Tamaron abhors violence and would rather run than fight.

with a holo projection system so that each patron has a perfect view of the action.

Arquas'Tais ("Land of Fallen Ones of Valor")

Located outside the capital, this is a vast cemetery. An honor guard of four Coynites in full battle regalia always watches over the field.

Here are buried all Coynites who have fallen in battle. Additionally, members of other species who have fought for Coyn or died in service to the Mercenary Guild are buried here.

Noted Personalities

Listed above and on the previous page are descriptions of some of the more interesting Coynites characters might encounter.

Creatures of Coyn

■ Tris

Type: Domesticated riding animal

DEXTERITY 4D

Running 5D

KNOWLEDGE 0D

Intimidation 5D

PERCEPTION 3D

Search: tracking 5D

STRENGTH 5D

Stamina 7D

Special Abilities:

Hooves: Do STR+1D damage

Teeth: Do STR+2D damage

Move: 16

Size: 2.0 meters tall at the shoulder, up to 3.5 meters long

Scale: Creature

Orneriness: 5D+1 (1D for Coynite soulrider)

Capsule: The tris is a huge, dun-colored, muscular, six-legged steed favored by the Coynites. From childhood, each Coynite is taught how to ride a single young tris, which becomes the Coynite's companion. The Coynite who rides the tris is called its kars'asruul ("soulrider"). From this point on, Coynite and tris are bonded spiritually.

Most tris have a mane, and it is grown and braided to match that of its owner. Many Coynites also decorate their tris with painted runes telling of the rider's accomplishments. Tris are intelligent, ferocious, and headstrong. They are very difficult to ride,

except by its kars'asruul.

Tris are carnivores, as evidenced by their fangs. These huge teeth, coupled with the shaggy manes and blood red pupil-less eyes, make for a very fearsome appearance.

Breaking a tris takes six months and is a Heroic *beast riding* task. The task can be spread out over two years, requiring two Moderate *beast riding* tasks. The trouble is worth it, for the result is a loyal, bonded mount, more friend and companion than pet or beast of burden.

■ Tangak

Type: Carnivorous predator

DEXTERITY 4D

Dodge 6D

KNOWLEDGE 0D

Intimidation 6D

PERCEPTION 3D

Hide 6D, sneak 5D

STRENGTH 5D

Brawling 7D, lifting 6D, stamina 7D

Special Abilities:

Claws: Do STR+3D damage

Teeth: Do STR+2D damage

Camouflage: Tangaks can effectively blend in with their surroundings. Tangaks gain a +2D bonus to their *sneak* dice if the terrain has buildings, trees and bushes, or large piles of rock to hide near.

Move: 13

Size: 3.0–3.5 meters tall

Scale: Creature

Capsule: Tangaks are huge, shaggy, bipedal predators. These crafty carnivores are the worst enemy (and thus the favorite hunting sport) of the Coynites. While lacking true intelligence, they are cunning and dangerous; in fact, some tangaks use elaborate traps to capture prey. Despite their huge bulk, these beasts can move very quietly and surprise their prey. This, coupled with their camouflage ability, makes them very dangerous to hunt.

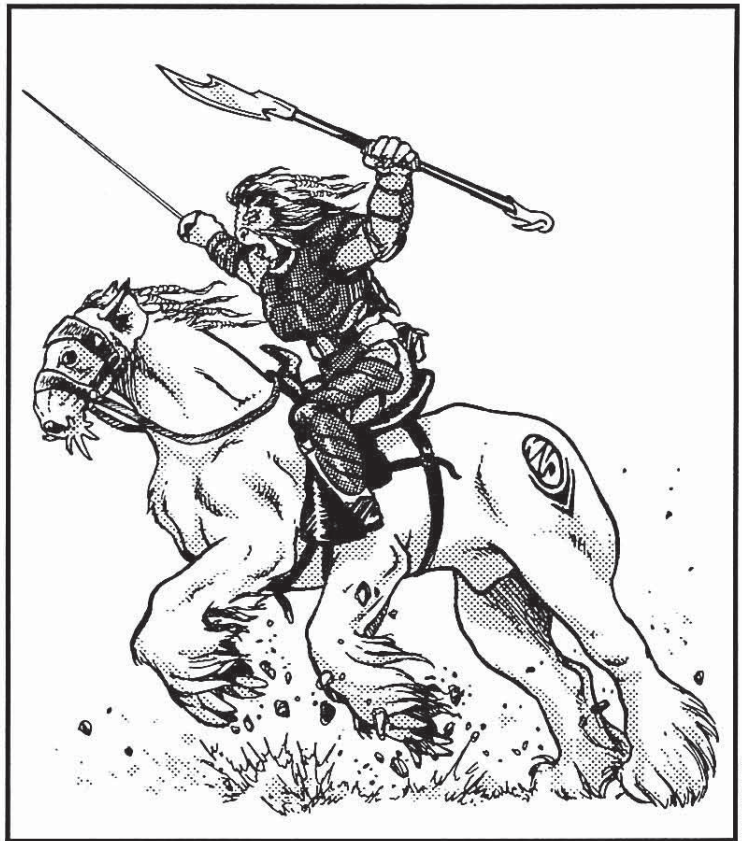
The favored food of tangaks is tris. Considering that tris are fearsome animals in their own right, a fight between a tris and a tangak is a terrible thing to behold. Though tangaks shun cities as a rule, some of the older and more confident tangaks will creep into cities at night and stalk Coynite prey through the artificial canyons made by the tall buildings.

Adventure Idea

While at the starport, the characters' ship is broken into. A young Coynite, who was responsible for the characters' ship's security, will be branded af'harl due to loss of honor; the youngster is so distraught that he will commit suicide rather than be branded af'harl. The only way this can be halted is if the property is recovered or the perpetrator is caught.

Naturally, the characters' sense of morality should motivate them to prevent this. The young Coynite will accompany the characters. He will be a good source of information about Coyn, and is the perfect way to teach the characters the customs of Coyn.

The thief, a Coynite of great skill, is hiding in Im'Tra'Tal, where he is trying to fence the stolen



Mike Vilardi

goods. The thief will be in a rough section of the city, backed up by his larcenous friends. Of course, if the characters can find evidence proving that the Coynite is a thief, he will be branded af'harl, many other Coynites will join up to capture and execute or enslave him.

Adventure Idea

The characters are invited to an Ag'Tra's mansion for a party and to spend the weekend. Perhaps this is due to their connections — this is easy to justify if the characters include a New Republic bureaucrat, well-connected gambler or arrogant noble. They learn that an Imperial delegation is also here. The delegation's mission is to secure weapons and a platoon of Coynite mercenaries.

There is opportunity here to show how rough and tumble a Coynite party can be, as well as giving the characters a chance to actually *talk* to an Imperial representative rather than just shooting her (the shooting part comes later). This is an excellent opportunity to show the Imperial mindset. From an Imperial's perspective, the Empire is perfectly justifiable, bringing order to the galaxy and holding together a society that was just a few steps from slipping into anarchy and warfare.

The characters must discredit the delegation. Of course, the Imperials will not be pleased at this and will take vengeance once the characters have left Coyn.