

New Crimelord: Rufus Trammel

Dorumaa Scenario Supplement

By Morrie Mullins, Living Force Plot Director

The Living Force campaign's plot director launches a new monthly series of supplements to each of the RPGA's newest scenarios. This month it's Rufus Trammel, a crimelord from the moon of Dorumaa. Familiarity with this new Gamemaster character is not required to play in the Dorumaa, scenario -- the first episode in the Broken Orbits trilogy -- but it never hurts to be prepared!

The resort moon of Dorumaa enjoys one of the safest positions any satellite could desire -- an orbit above the Jedi Academy on Almas. With its artificial atmosphere and its core-heated oceans, Dorumaa has gradually become one of the terraformed wonders of the Cularin system, and a major draw for tourists from across the galaxy.

Life on Dorumaa is not simple, though. The mere presence of the Jedi Academy has served for years to keep the garden-variety ruffian away. However, lately some "enterprising individuals" have noted the Jedi policy of non-involvement here, and various seedy types have begun setting up floating bases of operation in the vast expanses of ocean covering the moon's surface.

Enter Rufus Trammel, "procurer of all things exotic." Trammel has spent the last 10 years of his life building a reputation as a fairly unpleasant man who can get just about anything for his clientele. Of late, he has been focused on exotic wildlife, and the waters of Dorumaa have attracted his attention, along with that of dozens of other poachers. He has been seen making business inquiries throughout Cularin. It's said that he's even met with Velin Wir himself -- though the Metatheran Cartel remains officially silent on all matters of business at this time.

Interestingly, Nirama's organization has actively denied any dealings with Trammel, going so far as to publicly castigate Trammel for his dealings on Blathar III. After Trammel left the moon, non-native viruses wiped out much of the indigenous plant life, making the specimens Trammel harvested on his visit some of the last in the galaxy. While he sold multiple samples of each back to the government of Blathar III, details of the arrangement were never made public. Many speculate that Trammel may have made as much as 3 million credits off the deal.

Trammel recently put in a bid on a private platform on Tolea Biqua, but withdrew it when the bid became public knowledge (a leak that was not at all covert on the part of Nirama's organization), retreating to a yacht skiff he uses to travel Dorumaa. While he rarely pilots the skiff himself, often he can be seen in the ship's bow, resting his elbows on the railing and letting the cool, tangy breeze blow through his thinning hair. On occasion, he ventures into the tourist communities to drink and gather information. It's whispered that he has individuals on every staff on the moon on his payroll - just in case anything interesting comes up. Trammel clearly thinks there's something worthwhile lurking beneath the beautiful blue waters of Dorumaa, but as yet, no one is quite certain what that would be.



Dorumaa Adventure Summary

Dorumaa is placid and beautiful, and when things go wrong, people hear about it. With the amount of money vacationers pay to spend a week on the moon, they are understandably upset when bits of metal begin falling through the roofs of their villas and splashing down beside their swimming children. Strangest of all is a large rock that should never have been in orbit around Dorumaa, which landed just off Greentree Pointe and stirred up some trouble in the waters, which the heroes will need to investigate. Episode 1 of the *Broken Orbits* trilogy. An adventure for **Living Force** heroes level 1-6. Premieres September 2001. It's strongly recommended that this be played before *Uffel* and *Tilnes*. By Michael Webster.

Rufus Trammel, Human Scoundrel 8/Noble 1/Crimelord 4; IM. +6; Def 20; Spd 10 m; VP/WP 65/13; Atk +7/+2 melee (1d3-1, fist), +10/+5 ranged (3d6, blaster pistol); SQ Illicit Barter, Better Lucky Than Good, Sneak Attack +2d6, Call in Favor, Resource Access; SV Fort +4, Ref +8, Will +10; SZ M; FP 1; DSP 6; Rep 13; Str 8, Dex 14, Con 13, Int 14, Wis 10, Cha 16.

Equipment: custom-made blaster pistol, skiff yacht Mine Mine Mine.

Skills: Bluff +22, Computer Use +5, Escape Artist +9, Forgery +8, Gather Information +13, Knowledge (Alien Species) +7, Knowledge (Markets) +13, Knowledge (Aquatic animals) +15, Listen +6, Diplomacy +17, Move Silently +10, Profession (Poacher) +4, Sleight of Hand +17, Spot +10, Sense Motive +12, Intimidate +13, Speak Basic, R/W Basic, Speak Neimoidian, Speak Ryl, Speak Rodese, Speak Caarite.

Feats: Weapons (simple, blaster pistols), Improved Initiative, Trustworthy, Skill Emphasis: Bluff, Infamy, Skill Emphasis: Sleight of Hand, Persuasive, Dodge.

Trammel is a skinny Human with sandy hair that exists primarily around the fringes of his head. He looks small and frail, but he possesses a friendly, ready smile and a warm handshake that he always holds a half-second longer than you might expect.