

TABLE 1-1: BOUNTY HUNTER OBLIGATIONS

d100	Obligation Type
01–08	<b>Thrill Seeker:</b> Some people are addicted to alcohol or chems, others to gambling or other seedy vices. This character, however, is a confirmed adrenaline junkie, and chooses bounties not by their challenge or price, but by how exciting or dangerous they are. Avoiding the Obligation—perhaps by being a responsible business operator and considering every job's cost/benefit analysis—results in an almost immediate case of excitement withdrawal. When inactive, the character is edgy, moody, easily distracted, and generally unpleasant to be around.
9–16	<b>Vigilante:</b> The character has seen the wheels of justice grind up the innocent and let the guilty walk free. The character has sworn to take the law—or a version of it, at any rate—and bring justice to those who deserve it. When taking on contracts, this character tends to pursue the most hardened criminals.
17–24	<b>Blackmail:</b> Some group or individual has dirt on the character, and is using it to the greatest advantage possible. Perhaps she killed another hunter and claimed the bounty, or maybe she is operating in the Core Worlds without the required Imperial Peace-Keeping Certificate. Whatever the case may be, the blackmailer wields an inordinate amount of power over the character. However this power is leveraged—money, favors, services rendered—the character is subject to the blackmailer's moods and whims, lest the dirty secret become common knowledge.
25–32	<b>Contract:</b> A powerful and strict contract binds the character to a specific employer. This could be a crime boss, an Imperial courtier, or a wealthy corporate CEO. Whomever holds the character's contract has nearly total control over the character's future career. All bounties are furnished by the contract holder, and deviating from the terms of the contract can lead to a number of potentially harsh fines and punishments.
33–40	<b>Rule Breaker:</b> Either the character very publicly and flagrantly broke one of the rules laid down in the bounty hunter's code, or everyone wrongly believes she did. Whatever the case, this breach of the rules of the code affects the character's personal and professional life in a very real way. Contracts dry up, colleagues refuse to speak to or help the character, or the character is treated in a condescending or irritatingly sympathetic manner.
41–48	<b>Debt:</b> The character owes quite a bit of money to one or more individuals. This could be money owed to a shipyard for some expensive modifications done to the character's ship on credit, or funds put forth by a patron who backed the character's entry into the bounty hunters' guild and expects to be repaid or services rendered.
49–56	<b>Betrayal:</b> In the course of the job, the character has either suffered some kind of deep personal betrayal at the hands of another bounty hunter, or is the perpetrator of such a betrayal. The betrayal affects the character's day-to-day life, whether through physical reminders, emotional scars, or some combination of the two. If the character was the betrayer, the victim may come looking for answers, compensation, or revenge at any moment.
57–64	<b>Family:</b> This hunter's family holds an incredible influence over the character. Perhaps the PC comes from a long line of bounty hunters, whose honor must be upheld. Alternately, the bounty hunter could also be supporting a struggling family, and is always eager to pick up contracts to send money home.
65–72	<b>Favor:</b> The character owes a favor to someone in a position of power. However this favor came about, whether personally or professionally, repayment of that favor is coming due with interest. This favor may be called in all at once, or a little at a time, prolonging the character's Obligation.
73–80	<b>Criminal:</b> The character has been accused of committing a crime during the collection of a legal bounty. This could be anything from stealing a speeder in order to chase a fleeing fugitive, or interference with bonded law enforcement to killing innocents during a shootout. Whatever the case, the constant threat of discovery and incarceration hovers over the character. Whether the accusations are true is irrelevant; the character has been accused and there is an outstanding warrant that makes the PC an appealing target to other bounty hunters.
81–88	<b>Keeper of the Faith:</b> Much to many other freelancers' amusement, this character has sworn to faithfully uphold both the spirit and the letter of some code of honor. The PC believes very strongly in these edicts and adheres to them with an almost religious fervor. The character never knowingly breaks any of the rules laid down in the code, and may turn on colleagues who do so.
89–96	<b>Fame:</b> The character's reputation casts a long shadow. Perhaps the PC took a famous and difficult bounty, or owns a recognizable and deadly ship, or has beaten another well-known hunter to the punch in the past. Whatever the case, it is hard for the character to move unnoticed throughout the galaxy. This makes covert operations more difficult, but also means that informants are more likely to spill what they know when the PC arrives.
97–100	Roll twice on this chart. Starting Obligation is split into two different origins. (This does not increase the Obligation's magnitude; divide starting Obligation into two equal parts, each with a different type.)