

STAR WARS

ROLEPLAYING GAME



THE NETGUIDE TO

SPLEENS

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*"The most gripping NetGuide since
the NetGuide to Chikin Sandwich"*

NETGUIDE TO SPLEENS

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CHAPTER 1 NEARLY ALL YOU NEED TO KNOW ABOUT SPLEENS

Spleen Overview in the Galaxy

The spleen is an internal organ, found in most humanoid, mammalian sapient species in the galaxy; although they do not all serve the same function, display the same color, not do they taste the same. The human spleen lies in the left hypochondriac region of the abdominal cavity between the fundus of the stomach and below the diaphragm. Twi'lek spleens are green, dry, shriveled cluster of prune-like growths that also regulate *nuggaline* which if secreted in excess causes brain stutter. Duros spleens, with its floral fragrance are located deep within their *clavicus majorus*. Bothan spleens, also called *chichibutooloo*, are sometimes surgically removed and sold by destitute Bothans to speeder manufacturers and mechanics to obtain oil used for degreasing engines.

For both D6 and d20

Human Spleens

The human spleen weighs about 200 grams and resembles a closed fist. The common factor in all spleens of various species in the galaxy is that the spleen produces, regulates, monitors and disposes of blood cells. Most types of spleens, like the human spleen, are also part of the overall body immune system.

Using a Freshly Removed Spleen as a Thrown Weapon

Throwing a freshly removed spleen, using the thrown weapons: spleen skill at a target causes **2D character-scale damage**, or a **2d8 damage for d20**. The target also have to **roll a Moderate willpower skill** check or **roll a DC10 Willpower** to prevent from being incapacitated for a single combat round for bazooka barfing.

Author's Note: Contrary to popular belief I was neither drunk nor snorting dandelions when I came up with this. Although the *NetGuide to Spleens* seems like a trivial and whimsical throwaway humorous manuscript for GMs and Players to read once forget, I have included material such as optional rules and stats that can actually be used in your campaigns. With a spectacular GM, you can even incorporate a sub-campaign using the materials here if any of your PC lose a spleen. What an incentive to lose spleens, eh?

Because of the graphic nature of this manuscript, it has been given a PG-13 rating by me. Which is sort of a good news for some people. Yeah, I'm looking at you, Freeland.

- Hisham



CAUSING HURT TO SPLEENS

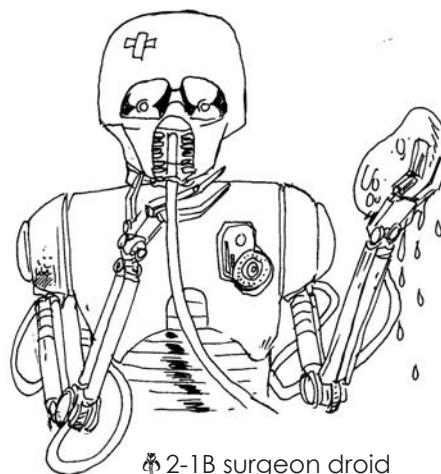
Spleen Called Shots

With Ranged Weapons and Melee Weapons such as blasters, slugthrowers, vibroaxe, vibroblade, and vibroshurikens, wrist-mounted trout launchers, increase difficulty by one level; unless you have surprise your opponent. Upon a successful spleen hit, increase damage by +1D or by +5.

Using Laughter to Break an Opponent's Spleen

Use the *humor* skill under the **PER** attribute or **INT** ability. Humor is relative. Therefore, someone with a lower **PER** or **INT** is more susceptible to bad puns, elementary school riddles and slapstick comedy. An NPC with a higher **PER** or **INT** will catch on and appreciate smarter jokes which invoke current issues/ historical events. Use the table below to determine if you are able to get an NPC to laugh uncontrollably.

If your humor roll is successful then roll 5D or 3d10 damage to characters. Apply analogous damage; etc. Stun = Stunned spleen; wound = wounded spleen; incapacitated = incapacitated spleen; mortally wounded = feed spleen to nearest vornskr when time permits



⌘ 2-1B surgeon droid ponders over a disembodied spleen.

Perception	Intelligence	Bad Joke Diff/DC	Smart Joke Diff/DC
0-1D+2	1-3	Very Easy/5	Heroic/20
2D-2D+2	4-7	Easy/8	Very Difficult/15
3D-3D+2	8-11	Moderate/10	Difficult/12
4D-4D+2	12-15	Difficult/12	Moderate/10
5D-5D+2	16-19	Very Difficult/15	Easy/8
6D and above	20 and above	Heroic/20	Very Easy/5

CHAPTER 3

SPLEEN-RELATED VIRAL INFECTIONS

Mantellian Spleen Fever

This strain of spleen fever was the cause of 100,000 deaths of peoples of various species on Ord Mantell 352 years BBY. The virus infects most carbon-based, oxygen breathing lifeforms and travels to the spleen (or the closest analogous organ) and starts reproducing at an immense rate. The infected person would experience extreme high fever for three days rambling incoherent nonsense. If on the fourth day the infectee still lives, he would be safe and immune from further infections.

The only natural material known to reduce the effects of Mantellian spleen fever is the slip-chakroot which only grows in the jungle regions surrounding Dulcimer City on Ord Mantell.

Game Notes:

Roll damage for each day being infected by virus:

Slip-chakroot Game Effects:

If the infectee is given boiled slip-chakroot, roll **4D+1** or **2d10** damage for the first day only. To find slip-chakroot in the wilds outside Dulcimer City, roll a Difficult *search* skill or a Moderate *survival* skill. To grab hold of slip-chakroot, roll **DEX > 12** or **DC 10 to Reflex** to avoid slipping your hands on the natural mucous secretions of the root.

Day	D6 Damage	d20 Damage
1	3D	2d8
2	4D	2d10
3	6D+2	3d12
4	If no death occurs, do a jig.	



CHAPTER 4 SPLEEN DAMAGE AND MEDICAL TREATMENT

Some Words About Damaged Spleens

Spleens will be damaged if they are more than *wounded twice* by directed attacks or called shots to the spleen. A spleen that is *mortally wounded* or above is damaged beyond repair.

In the event of a damaged spleen, roll **1D** or **1d6**. On a 1, both **blood management system** and **immune system** are affected. On a 2 or 3, only the former is affected. On a 4 or 5, only the latter system. If your destiny is to roll a 6, then you only receive regular body damage without damages to the spleen. Keep in mind that if even you use first aid to do away with the wounded status, your spleens are still damaged.

If a spleen is destroyed, it has to be surgically removed and replaced at a proper medical hospital. In this case, both system damage are applied to the wounded PC.

Note: In real life there is no way that both these systems managed by the spleen can be affected separately. It's either both or neither. So if you want the game rules to reflect this, in the event of a damaged spleen, roll **1D** or **1d6**. On a 1-4 both systems are affected as per the rules below. On a 5 or 6, the spleen is fine. These new rules replace the one at the top of this column.

Blood management system damage

The hemoglobin in your blood cannot properly deliver oxygen from your respiratory system to the rest of your body. You get tired pretty quick. When you make any sort of physical exertion such as running at normal speed, or climbing a tree, or jumping over a narrow ditch, you feel a degree of exhaustion. In this case, roll a **Moderate stamina skill** or a **DC 10 Fortitude save**, or else you get normal wound damage, a **-1D** or **-5** to all skills and attribute rolls, except **STR** when taking damage. This exhaustion-caused damage is cumulative.

Additionally, the spleen also acts as a reservoir for blood supply in times of trauma. So if a spleen is damaged or removed a person may not have as much resistance to internal hemorrhaging. If a character with a damaged or removed spleen is dealt this sort of ungodly damage, **roll stamina over 10** or **DC 10 Fortitude save** every 1 game minute of hemorrhaging. If you fail your roll, then you receive **5D** or **3d6** damage. Roll a Very Difficult **first aid** or **Treat Injury** skill to stop the internal bleeding.



Immune system damage

When your spleen is damage as such, you are more susceptible to bacterial infection. In game terms this can be executed in two ways: **general infection** and **directed infections**.

For **general infection** which is normal everyday exposure to any sort of microbial organisms as you carry on with your normal routine, roll **Moderate stamina skill** or **DC 10 Fortitude save** every several hours (as per GM's discretion, every game morning if you're a sane GM, or every 10 game minutes if you're the Marquis de Sade) if you're not confined to a clean room. If you fail the *stamina* roll, you are affected by a bacterial infection and you are wounded. **This type of wound is cumulative** and you are subjected to **-1D to all skills** each time you fail the roll. Therefore, if you fail the roll three times, all your **skill rolls are -3D**. Unlucky you.

For **directed infection**, such as the specific effects of bio-warfare agents, or a high-risk contagion area, **+10 to stamina skill difficulty number** or **DC 15 Fortitude save** to roll against infection to prevent ending up as, for example say, a glob of mucus on the wall. Of course, the effect of directed infection depends on the bacterial or viral or mycological contagion.

Treating Spleen Injuries

First Aid Treatment of Spleens

The *first aid skill* or the **Treat Injury skill without proper medical facilities and trained personnel** is unable to repair any damage to the spleen. Face it. The only way GMs would allow this if you've bribed them beforehand.

Doctors and Hospitals

Proper medical personnel, such as a 2-1B surgeon droid or a medical doctor, can effectively repair or replace a damaged spleen with a *Medicine (Advanced)* skill or the **Treat Injury** skill. To repair a spleen it would take **1D** or **1d6** hours in the operating table. The difficulty number to repair a wounded spleen is **10** or **DC 15** To replace a destroyed spleen, the difficulty number is **15** or **DC 20**.

If the doctor succeeds, you can "rest for the night so we can observe you. Tomorrow morning, you're free to leave," usually say the doctors on the holonet dramas. Your PC's stats will be back to normal. If the doctor fails the roll and makes a break for the unknown regions to avoid a lawsuit, the effects of your damage remain. After another doctor (or the same one, if you're good with your intimidation skills) repairs or replaces your spleens successfully, your damage effects will linger on for **1D** or **1d6** days. For more information on replacement spleens, please turn to Chapter 6.



CHAPTER 5

PERSONALITIES IN THE WORLD OF SPLEENS

Dr. Sandblasto McXu Master Spleen Surgeon

Dr. McXu is a human surgeon who made the study of spleen medicine his life when his entire family died of a deadly and mysterious spleen disease. The tragedy also left a peculiar mark on his psyche: he has a split personality. Usually he is a meek character who runs and hides at the first sign of trouble. Those in need of his help have to comb the entire Outer Rim Territories in search of Dr. McXu as he is constantly on the run; from what no one knows, not even the good doctor himself. His alternate personality emerges when he is under stress during any spleen surgery. Roll a **Moderate** or a **DC 15 willpower** roll to see if during surgery his personality changes.)

If he transforms, he becomes a sadistic, gung-ho braggart that will charge blindly into any battle using his surgical blades to slice open any adversary that gets in his way.

McXu can be found wandering in the shadows of worlds like Nar Shaddaa, Bonadan and Ord Mantell at random always looking over his shoulder, keeping his immense knowledge of spleen medicine close to him. If you are ever in need of his services not only would Dr. McXu needs to be persuaded and compensated with money, you would also need to deal with his split personality which emerges at sometimes the most inappropriate of times.

Dr. Sandblasto McXu (D6) Spleen Maestro

DEX 2D Blaster 4D+2, Dodge 5D+2, Melee Combat 5D, Melee Parry 4D, Thrown Weapons 4D

KNO 3D Bureaucracy 5D, Human anatomy 6D, Human anatomy: Spleens 10D+2, Intimidation 4D, Planetary systems 4D+2

MEC 1D+2 Astrogation 3D, Communications 4D+2, Repulsorlift Ops 3D+2

STR 3D Brawling 4D+2, Jump 4D, Climb 4D+2

PER 2D Con 4D, Hide 5D+2, Sneak 4D, Willpower 3D+2

TEC 3D+1 Computer Ops & Repair 5D+2, First Aid 7D, Medicine (A) 6D+2, Security 4D+2

Move: 10

Character Points: 33

Force Points: 3

Dark Side Points: 5

This character is not Force Sensitive

Equipment: Datapad, 4,000 credits, non-descript clothes, goggles, 5 cm-diameter ball of twine in pocket.

Armor: Flak vest hidden under clothes (+1D to STR damage resistance)

Weapons: BlasTech DL-18 blaster pistol (4D damage), 2 surgical blades (Skill: melee weapons; STR+1 regular damage; upon successful moderate Medicine roll STR+2D doctor's damage; obviously this only works on organics and not droids)



♣ Sandblasto McXu



Dr. Sandblasto McXu (D20)**Spleen Maestro**

Human surgeon, Scoundrel 2/Expert 8; Init +0; Defense 18(+1/+5 class, +2 Dex); Spd 10m; VP/WP /14; Atk +7/+2 melee (1d10+STR, surgical knife), +8/+3 ranged (2d10, blaster pistol); SV Fort +1, Ref +6, Will +8; SZ M; FP 3; DSP 5; Rep 5; Str 14, Dex 11, Con 14, Int 15, Wis 11, Cha 13.

Equipment: Datapad, 4,000 credits, non-descript clothes, goggles, 5 cm-diameter ball of twine in pocket.

Armor: Flak vest hidden under clothes (DR 8).

Skills: Astrogate +4, Bluff + 6, Climb +5, Computer Use +11, Disable Device +4, Hide +11, Intimidation +3, Jump +3, Knowledge (bureaucrat) +6, Knowledge (human anatomy) +24, Move Silently +6, Repair +6, Pilot +6, Treat Injury +14.

SQ: Illicit Barter +5, Better Lucky than Good x1.

Feats: Endurance, Martial Artist, Skill Emphasis (Treat Injury), Skill Emphasis (knowledge: medicine), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons).



♣ Skvam Skrakatoom

Qell Huba-Pfuut**High Priest of the Cult of Gipple-Gapple a.k.a. the Eater of Spleens****History and Overview of The Cult of Gipple-Gapple**

The illegal Cult of Gipple-Gapple was founded on a sunny summer morning in the outskirts of Hanna City on Chandrila 220 years BBY. A writer of pulp stories was challenged by his peers to create a religion that the masses would subscribe to, so he came up with the idea of a cult that reveres human spleens by eating them. It would have been a failure if it had not been for the religion registration incident that following afternoon.

The writer, Skvam Skrakatoom, had waited for 5 hours in line at the registration counter. Then, as he reached the clerk, the clerk closed the counter to go home 30 minutes early. Skvam (already heavily affected by a keg of daranu from the previous night) snapped, attacked the clerk and ate his spleen there and then, and then registered the cult manually on the dead clerk's terminal, smeared in blood. (Actually the clerk hadn't died then yet, but that's another funny story that would not be repeated here.)

Naturally, 53 seconds later security personnel put several smoking holes in his chest. But by then, the Cult of Gipple-Gapple and the news of the registration incident had propagated in the planetary datanet, and by 2 hours had been transmitted offworld. 6 hours later the Cult of Gipple-Gapple had 75 registered members on the Holonet.

All trying to eat human spleens.

And almost half gets shot soon after.

During the year of the Battle of Yavin, there are exactly 530 members of the Cult of Gipple-Gapple across the galaxy. 450 can be found on Nar Shaddaa, led by Qell Huba-Phuut the High Priest of Gipple-Gapple.



Qell Huba-Pfuut

Qell Huba-Phuut was born Weenir Dorque of Fondor. Failing every academic test that he had taken throughout his life, fell into a depression of sorts in his early twenties. Then after a boarding a wrong transport and finding himself buck naked and hunted by lispig Gank Killers on Nar Shaddaa, he discovered the Cult of the Gipple-Gapple.

After devouring 10 human spleens (including the previous high priest's) he is now the High Priest of the Nar Shaddaa Chapter of the Cult of Gipple-Gapple. Apart from spleens his main love in life is shipspotting. He has a datapad in which he catalogs new classes of starships he sees in the skies of the Corellian sector of Nar Shaddaa. He can be considerably distracted if a type of ship he hasn't seen before catches his eye.

His preferred method of spleen removal is by using his trusty vibroaxe (named "Speevo") that is hidden in his robes obtained from a fallen Gank Killer.

Qell Huba-Phuut High Priest of the Cult of Gipple-Gapple

DEX 3D+1

Blaster 4D, Dodge 6D+2, Melee Combat 6D+1, Melee Parry 4D

KNO 2D+2

Bureaucracy 4D, Human anatomy: Spleens 7D+2, Intimidation 5D, Planetary systems 4D+2, Starship Types 7D

MEC 2D+2

Beast Riding 5D, Repulsorlift Ops 3D+2, Space Transports Piloting 4D

STR 3D

Brawling 4D+2, Jump 4D, Climb 4D, Swim 5D

PER 4D

Command: Cult of Gipple-Gapple 8D+2, Con 4D+2, Hide 6D+2, Sneak 4D+2, Willpower 5D+2

TEC 2D+1

First Aid 5D, Security 4D

Move: 10

Force Point: 3

Dark Side Points: 5

This character is not Force Sensitive

Equipment: Datapad with starship catalog, 6,000 credits, gaudy and colorful robes, comlink.

Weapon: Merr-Sonn Quick-6 blaster pistol (4D damage), vibroaxe strapped to back within robes (STR+2D damage).

Qell Huba-Phuut High Priest of the Cult of Gipple Gapple

Fondorian cult leader, Scoundrel 5/ Noble 2/ Crimelord 1; Init +2 (Dex); Defense 21 (+9 class, +2 Dex); Spd 10m; VP/WP 25/14; Atk +6 melee (3d8, vibroaxe), +6 ranged (3d8, blaster pistol); SV Fort +2, Ref +8, Will +7; SZ M; FP 3; DSP 5; Rep 5; Str 14, Dex 15, Con 14, Int 13, Wis 13, Cha 15.

Equipment: Datapad with starship catalog, 6,000 credits, gaudy and colorful robes, comlink, Merr-Sonn Quick-6 blaster pistol, vibroaxe strapped to back within robes.

Skills: Appraise, Computer Use +5, Diplomacy, Bluff +2, Forgery, Gather Information, Hide +8, Intimidate 7, Knowledge (bureaucrat) +4, Knowledge (human anatomy) +15, Knowledge (starships) +13, Listen, Move Silently +2, Pilot 5, Ride +4, Search, Sense Motive, Spot, Swim +3, Treat Injury +8.

SQ: Illicit Barter +5, Better Lucky than Good x1, Call In a Favor x1, Inspire Confidence +1, Sneak Attack +2d6

Feats: Alertness, Great Fortitude, Infamy, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons).



♣ Qell Huba-Phuut



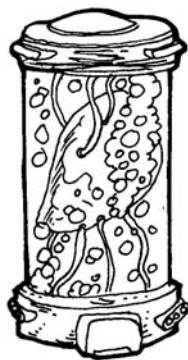
NEEDING NEW SPLEENS

Spleen Transplants

When a spleen is destroyed by physical trauma, or if it is eaten by a spleen-eating virus, the injured person has to surgically replace the bad spleen with a new one. The new spleen is sometimes harvested from another human. Most of the times, the spleen is taken from a person who is recently dead, and has allowed his spleen to be transplanted to another in need with his permission and blessing. Once in a while, you do get spleens that were ripped out from a person kicking and screaming. If the guy is still alive afterward, he might want it back.

Cost of Spleen Transplant

Base Cost	2000 credits
Location:	
Core Worlds	+0
Colonies	+500
Inner Rim	+800
Expansion Region	+1000
Mid Rim	+1500
Outer Rim	+4000
Illegal Medical Operations	X2



☞ Spleen Transplant Vat

Cybernetic Spleens

Name: BioTech Corporation BTH-1900 Standard Synthespleen

Cost to purchase: 3000 credits

Cost to implant: 3000 credits

Description: A basic model from BioTech, the BTH-1900 Synthespleen does everything a natural human spleen can do. BioTech's engineers, technicians and overpaid contract consultants have also designed the synthflesh-polymer exterior to look and feel like a real spleen. When implanted, the BTH-1900 has a lifetime guarantee and BioTech surgeons will gladly replace a damaged model with a new one for free.

Name: Kovat-Bhraai Zapinator-series Combat Shockspleen

Cost to purchase: 5000 credits for the Zapinator-1 and 7000 credits for the Zapinator-2.

Cost to implant: 4000 credits

Description: During the Clone Wars, the techno-artisans of the little-known Kovat-Bhraai Manufacturing, spread across 14 major offices, factories and stock-houses across the Arkanis Sector, have created a synthetic spleen that not only mimics the function of a natural spleen, but it also stores electrical energy within its micro-cells and discharges through a subdermal mesh in the implanted person's hands for the purpose of combat. Unfortunately Kovat-Bhraai has long since gone out of business because of the large quantity of malfunctioning spleens, which for technical reasons electrocute the implanted person himself instead of his opponent.

Game Notes: Touching and zapping an opponent requires a *brawling skill* or an **Attack Roll + BAB** if the opponent is uncooperative. Damages dealt against opponents STR are **4D+1** or **3d6 to Vitality** with the Zapinator-1 and **5D+2** or **3d10** with the Zapinator-2. When rolling for damage and you have the pleasure of rolling a **Wild Die** or **rolling a 1 on a 1d6**, attacker inflicts damage to self much to the amusement of everyone present.

Cloned Spleens

Spleens can also be cloned at certain medical facilities. Some facilities are of course better at it than others. The high end cloned spleens which sometimes cost up to 200,000 credits are created using bio-canisters with dedicated DNA matrix formatting and accelerated growth employing alien radiation & chemical applications. This takes any amount of time from 2 days to 2 months, and then the spleen is removed from the canister and is prepared to be transplanted into a human body.

What can be a problem are the cheaper cloned spleens that are marketed by low-end medical institutions, like Prof. Chaba-Joo's Discount Medical Emporium on Nar Shaddaa. Although the procedure for the patient is virtually identical as the expensive one, there might be two differences. The treatment is cheaper, between 2,000 and 10,000 credits; and the spleen is grown in a fully cloned human after which the spleen is harvested and the clone body, bereft of flash learning and sentience, is destroyed. Once in a while, the clone gains sentience and escape after having his spleen harvested. When that happens the clone either dies quickly because of a malfunctioning blood and immune system, or if it gets a new spleen, it comes after the person transplanted with its spleen.



☞ Spleen Zombie-clone

Spleenaggis

Not to be confused with *sleenaggis*, which uses the lizard-like spleens as its main ingredients, spleenaggis is made from ground up spleens (human preferably), Bothan liver, stuffed in to a bantha intestine casing, and seasoned with Tatooine sand peppers and a dash of glitterstim. It is a delicacy of Tusken Raiders. If you whip up a dish of spleenaggis for Tuskens before any interaction with them, you'll find that dealing with them would be easier in tandem with interaction skills such as *bargain, command, con, or persuasion*; or *Bluff, Diplomacy, Intimidate*). For some reason or other, Barabels, Trandoshans and Ewoks also known to love spleenaggis with a passion.

Game Stats (Works for both D6 and d20):

Skill: *Cuisine* under KNO; or *Knowledge (Cuisine)* or *Profession (Chef)*

Description:

Cuisine Roll Effect

Below 5	Tastes like crap. -10 to all interaction skill rolls.
6-10	Below average, like sand tick juice. -5 to rolls.
11-15	Mediocre, the Tuskens might or might not skin you alive. No modifiers.
16-20	Tasty. +5 to rolls
21	Magnificent! +10 to all rolls. Plus you have to roll a moderate persuasion skill to persuade the Tuskens not to keep you as their tribal chef. Upon failure of roll, blast your way out of there.

Spleen Juice

Nuff said.