

# Outward Bound

Episode I of the *Looking In* Trilogy  
A One-Round LIVING FORCE Tournament

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Renna— of Renna's Transport Services— is in need of some help. One of her freighters has disappeared carrying a valuable cargo. She suspects the notorious pirate gang known as the Brotherhood may be involved. A LIVING FORCE scenario for Heroes levels 4 to 12. It is strongly recommended that this scenario be played before "*The Air Up Thaere*" and "*Memories*" (Episodes 2 and 3 of the "*Looking In*" trilogy) **Note:** If you have not played "*Philology*", third of the "*Below the Belt*" trilogy, this scenario contains significant spoilers.

*Outward Bound* is a standard RPGA Network tournament. A four-hour time block has been set aside for this event but the actual playing time will be about three and a half hours.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom and the hero's name, species and gender at the top. This makes it easier for players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. No-vote scoring: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player-voting sheet, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually require advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

A note about the text: Some of the text in the module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the heroes.

### **Hero Earnings**

At the beginning of the round, if the heroes are

employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have Entertain, Gamble, or Profession skills may roll against those skills to see how much they have earned in the last week. Rather than using the method in the core rules for Entertain or Gamble, however, use the method described for the Profession skill on page 96; that is, roll the check, and then multiply the result by 100 credits to determine the amount you made that week. Note that heroes may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

### **Issuing Force and Dark Side Points**

*Issuing Force Points:* When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism.

If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

Not everything will be that extreme, and you don't have to jump from a moving speeder to earn a Force Point, but if a hero does something that makes you, the judge, say, 'Wow,' then they should probably get a FP.

The core rules (pg 178) define "Dramatic Heroism" as follows:

To qualify as an act of dramatic heroism, an action must fulfill three criteria:

- It must accomplish a significant task in the defense of good or the defeat of evil;
- It must occur at a dramatically appropriate time (usually the climax of the adventure); and
- It should require significant risk on the part of the hero.

*Issuing Dark Side Points:* Unfortunately, it is impossible to produce an exhaustive list of all the possible ways people can get Dark Side points. There are just too many ways that the beginnings of "evil" can manifest themselves.

To quote the Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue.

Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

“When a Gamemaster (GM) is in doubt about whether to award a Dark Side Point to a character, he or she should consider the character’s motives: Did the character act out of anger? Hatred? Cruelty? Vengeance? Pride? Did the character choose an option simply because it would allow her to spill an enemy’s blood? Was greed or envy involved? Jealousy?” (Great section, beginning on page 41, which illustrates the problem fairly precisely.) The GM must assess the motivations of the character, and if those motivations derive from the base emotions that are the path to the dark side, then a DSP is appropriate.

**Wookiees, Rage and Dark Side Points:** Per the sidebar on page 182 of the *Star Wars Roleplaying Game Revised Core Rule Book*, Wookiee Force users do not gain Dark Side Points for following their natural tendencies and using the Wookiee rage species ability. They do receive a Dark Side Point, however, if they incorporate Wookiee rage with any of their Force skills.

In addition, while in a Wookiee rage, a Wookiee Force user can’t call upon the Force (except for calling upon the Dark Side when using a Force point). All other uses of the Force require more calm and peace than the Wookiee can manage while in the natural frenzy.

### **General Notes to the GM**

When running this adventure, or any *Star Wars* adventure, keep in mind the *Star Wars* adventures should seem like the *Star Wars* movies. The action should flow quickly and the players should not get caught up in too many details of what they are doing. Describe things in sweeping statements, and recall scenes from the movies when necessary to help players visualize what is going on. More than anything else, have fun.

This is an adventure for mid- to high-level LIVING FORCE characters, and therefore characters levels 4 through 12 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event— or only receive half the awarded experience at the end of the scenario. If a player brings a lower level hero to your table, explain the dangers involved in doing so. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

## **GM Overview**

The Galaxy is at war. The first battle of the Clone Wars was fought several months ago on the Outer Rim planet

of Geonosis. Since then, the Republic has continued to build its military forces and deploy them in response to Separatist incursions.

The system of Cularin has reappeared after almost 10 years of being “missing.” Activity in the system—both legal and otherwise—has increased dramatically. A large number of Thaereian forces have entered the system and bolstered the current deployment to “ensure the safety of the system.” A small delegation of Jedi has been sent from Coruscant to help the Almas Academy investigate what happened—and bring them up to date on the state of the Galaxy.

Trade is booming. Almost ten years of absence from the civilized galaxy has left enormous demand for current fashions, merchandise, equipment and such. Cularin’s exports have not been available for just as long, and the consuming galaxy has rediscovered Cularin’s unique products.

Not surprisingly, the citizens of Cularin are devouring all information they can get on events that occurred while they were “out” and the volatile political state of the Republic. The holonets, newsnets and cantinas are buzzing with speculation on what may come.

In the midst of all this chaos, on the planet of Cularin, in the dirtside city of Gadrin, a merchant needs the services of a few competent heroes. Renna, well-known proprietor of trade house Renna’s Transport Service, finds her business booming. Literally. She has lost a freighter carrying a precious cargo of explosives from Naesorcomm to a pirate attack just outside of Cularin system. Her client is anxiously awaiting this delivery, so the Rodian merchant contacts the heroes to take a replacement cargo to her client, located on Druckenwell, and to recover the stolen shipment.

Renna does not know that the “lost” freighter—the *First Light*—was not attacked and destroyed. Its crew is in league with the pirates, a particularly nasty band known as the Brotherhood. Once out of the Cularin system, the crew sent a distress signal and dumped some scrap metal before jumping a short distance to join the pirates. A subsequent investigation by the Thaereian navy concluded that the ship had been destroyed.

The cargo of explosives was quickly moved to their new buyer, Than Droë, on Druckenwell. Than Droë is the leader of a Separatist-aligned cell on the Corporate-controlled planet. While many on Druckenwell share his anti-Republic views, few do so with such loathing and desire for violence. Than plans to smuggle the explosives deep into the interior of an *Acclamator*-class assault ship and detonate them. This would destroy the mighty warship and cause extensive damage around it. Republic operations would certainly be crippled with such a successful strike.

Through an inside source at Renna’s, the pirates

have learned of plans to ship another high-credit cargo, just like the previous one. And so the pirates and their allies continue to scheme, and further plans are made ...

### **Encounter 1: Renna and an Offer**

A harried Renna contacts the heroes—she needs personnel she can trust to deliver a replacement cargo and locate the stolen shipment it is replacing. The *First Light*, bound for Druckenwell, carried a highly valuable shipment of components used by Naesorcomm in the manufacture of thermal detonators and other explosive devices. Renna has put together a second shipment, containing most of the parts from the first one. However, several of the components could not be obtained and she needs the original shipment recovered to get those parts.

### **Encounter 2: Thaereian Inspection**

Due to the unpredictable hyperspace shadows cast by Cularin's asteroid belt and comet cloud, ships must hyperjump into the system at its edge and travel inward at sublight speed, and vice versa. On their way to the jump point, the heroes get a firsthand look at the increased presence of the Thaereian military in Cularin. They are stopped and boarded by a customs corvette for inspection. Barely within legitimacy, the Thaereians throw their weight around and harass the heroes. In addition, one of the soldiers attempts to place a tracking beacon on the heroes' ship.

### **Encounter 3: Welcome to Druckenwell**

The heroes arrive at the Mid Rim planet of Druckenwell just in time to encounter Republic starfighters pursuing a fleeing freighter. The high-speed chase runs right through a commercial flight corridor, causing all sorts of chaos. The heroes have an opportunity to shine here by choosing to help with various problems caused by this chase.

### **Encounter 4: Jedi Knights and Clone Troopers**

The chase ended, mop-up crews doing their jobs, the heroes are asked to land on the Republic space station to make a statement. They meet Jedi Knight Renij Jaa, who proceeds to take their statements. Upon finishing their interview, the heroes are allowed to return to their original assignment and depart for Druckenwell's surface.

### **Encounter 5: Dropping Off the Goods**

Upon landing, the heroes are approached by a transport crew claiming to work for House D'Vail. Actually, these individuals are part of the Brotherhood, including some crewmembers from the missing freighter *First*

*Light*, and they want the heroes' cargo. A fight is likely, in three dimensions.

### **Encounter 6: Searching for a Needle ...**

The heroes interview a colorful "infochant", and if they take the right approach (roleplaying, drinks and dataries) they get information that the shipment and ship are about to be used by Separatists to strike a blow against the Army of the Republic.

### **Encounter 7: To Strike Where Least Expected ...**

As an explosive-laden shuttle makes its way to a Republic warship with the goal of destroying it, and another more sinister plot is initiated, the heroes must act.

### **Important Notes to Judges:**

Find out, before you begin, if Renna's Transport Service employs any of the heroes. If any have played "A Cularin Presence" (the first LIVING FORCE scenario), but aren't employed by Renna, find out how they interacted with her and if they were helpful to her in the past. You need this information to play Renna when the heroes meet her to open the scenario.

This scenario is likely to run long. Please pace the adventure accordingly. If the players seem more interested in the roleplaying aspect, make the combat cinematic and quick moving. Note that the combat in Encounter 7 (see maps) is designed to make use of cover in 3 dimensions, so take time to study and prepare it.

Any hero with a Reputation score of +4 or better is at least known of by most residents of the system. The higher their score, the more notoriety they have.

**Clarification regarding tiering notation:** when you see something like "DC 25/30/35", use the lowest DC for the lowest tier, the middle for mid-tier and the highest for high tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10-12.

## **Opening Crawl**

*Cularin has returned. It has been almost 10 years since the system disappeared from the Galaxy, and in that time, much has changed.*

*The Galaxy is a different place now. The Clone Wars have begun ... wars unlike anything seen in the Republic in millennia.*

*In Cularin, life continues. Trade is picking up for this tiny system. Even though Cularin is small and out of the way, it has resources needed by a galaxy at war.*

*There are plenty of credits to be made in shipping goods - both legitimate and illegal—and, among*

*others, Cularin's trade houses have risen to the occasion. Wherever there is profit to be made, though, there are those who would steal it away, and there is a need for heroes to bring them to justice...*

## Encounter 1: Renna and an Offer

*Key ideas of this encounter: Renna, owner and operator of Renna's Transport Service, is in dire need of some help in getting a shipment to a client. Provide setup and basic information to begin unraveling a mystery.*

The heroes are all in Gadrin, for whatever reasons their players deem appropriate. (Hand out Player Handout 1 and Player Handout 2. The first gives the players an idea of what their hero knows about the current events of the galaxy. The second offers some suggestions on why heroes of each class may be in Gadrin right now.)

Heroes employed by Renna (certed employment) receive a call from the office recalling them to Renna's compound immediately. No further information is given and the protocol droid making the comm call promptly disconnects the transmission.

Heroes not employed by Renna are contacted by any variety of means you feel appropriate: comm call, messenger droid, or other reasonable methods. This is an opportunity to personalize the experience for your players, but the basics are the same, regardless. Renna, owner of Renna's Transport Services, has heard good things about the hero (addressed by name) and would like to speak with her/him about a possible job. She asks they come to her warehouse compound in Gadrin as soon as they can. Any hero who played in "*A Cularin Presence*" and helped Renna should receive a more personalized message. Jedi should be told that she's already checked with E1-6RA at the Academy, and they have permission to accept the assignment and pay for it.

Should any hero not wish to pursue this opportunity, the player may change to a hero who would accept the message, or leave the table. Jedi heroes may question whether they should accept an employment opportunity—if they do, assure them Renna does a great deal of work with the Academy, and work for her is acceptable as long as it doesn't interfere with their studies or supersede their commitment to the Jedi Order. They are also permitted to accept pay from Renna.

*Cularin feels ... different. It's hard to describe exactly how it's different, but as you make your way through the streets of Gadrin, it is there. The galaxy has forged*

*ahead without Cularin and now the tiny system is struggling to catch up. Beings you pass on the street seem preoccupied, as if with concerns about what happens next.*

Upon arriving at Renna's, the heroes are admitted to the compound by the guards once they give their names. The place bustles with activity, beings of various species scurrying around with an appearance of great purpose. Skiffs and cargo speeders are being loaded and unloaded, and a lifter is placing a large stack of crates aboard a YT-1300 freighter.

A harried-looking Sullustan, dressed in a wrinkled navy flight suit, approaches the heroes. She introduces herself as Bernil, one of Renna's supervisors. She greets each hero by name, asking that they please follow her. Renna is most anxious to speak with them. (Heroes employed by Renna are not treated as formally as non-employees; she is more business-like with these individuals. They work for the company, after all.)

Bernil escorts the heroes into the main building and to Renna's office. Along the way, the heroes can see that there is as much activity inside as outside. Administrative-types hurry back and forth, bristling with sheets of flimsy (the *Star Wars* equivalent of paper) and datapads.

The group stops in front of a door as the Sullustan pauses for a moment, knocks, and then enters. Inside the small, utilitarian office is a female Rodian of average height. Renna wears a dark blue flight suit with a patch of her business' emblem (Player Handout 3) on each shoulder. She stands as the group enters and greets each hero by name in Basic before introducing herself to any she hasn't met.

*"Thank you all for coming. I am in dire need of some reliable, professional help. A freighter of mine has disappeared. It's presumed destroyed or captured by pirates.*

*"The cargo aboard was valuable and very important to my client. This was a priority cargo, bound for Druckenwell. My assignment for you is twofold. First, deliver your shipment to my client. Second, find the stolen shipment. I have reason to believe it may also be somewhere on Druckenwell. "*

This is a statement to any hero employees. Make sure they understand this. For heroes not employed by Renna, this is an offer. She is willing to pay non-employees 2,000 credits apiece for successful delivery of the cargo. (Employees get a 1,000-credit bonus.) If the stolen cargo is found and returned, an additional bonus may be available.

The trip should take around five or six days. If one or more of the heroes has a ship, they may use it. Renna offers to refuel one ship only. If the group has a pilot

but no ship, she makes one of hers available to use. If there is no pilot and no ship, she can provide a droid-piloted ship.

Renna has the following information:

- Who attacked your freighter? *I am not sure. The Thaereians haven't provided more than sketchy details. They believe it is a band of pirates known as the Brotherhood. (Renna looks like someone trying to swallow past a bad taste when she refers to the Thaereian investigation— she clearly doesn't think they did a very good job.)*
- Where did the ship disappear/attack occur? *I am not exactly sure. The First Light reported in just before hypering out of the system. She never made it to her destination. Subsequent searches, by the Thaereian military as well as by my own people, have turned up nothing but some debris.*
- Maybe the crew took the ship? *(Renna looks shocked by the suggestion.) Definitely not. The crew of the First Light has worked for me for over three years. They were one of my best— and most trusted.*
- Maybe the ship malfunctioned? *Possible— but unlikely. My ships are all kept in top shape.*
- What type of cargo was the freighter carrying? **Components for thermal detonators and commercial-grade explosive devices.**
- Who is the client? *That is confidential. The shipment is entirely legal, and I have the documentation proving it for you.*
- Where on Druckenwell is the shipment going? *D'Vails -- a merchant house similar to mine. I have known Amir D'Vail for many years and consider him a friend. His comm number is on the datapad— please call him when you arrive and he will arrange for a crew to unload the cargo.*
- Do you want us to look for the cargo? *Yes. After you deliver the replacement shipment, please try to find out what happened and trace the other shipment. I wasn't able to find replacements for all of the cargo, as some of the components are difficult to find now. (Renna shakes her head with a pained look.) With a war going on, everything that might have military applications is getting scarce.*
- Why hire us to transport a simple cargo? *Because you are good. I need top-notch talent right now. I have lost one cargo already and cannot afford to lose another. I need the best.*
- If I am so good, why not put me on your payroll ... permanently? *If you're successful in finding my other cargo, we can discuss such things later.*
- What/where is Druckenwell? *Druckentwell is a*

*Mid Rim system and planet located on the Corellian Trade Spine, just coreward of us. It is a heavily industrialized world, with numerous corporate facilities. Currently, the Republic military is using Druckenwell as a staging area for deployments to the Outer Rim. Politically, Druckenwell is aligned with the Republic, but there is an undercurrent of Separatist support on the planet.*

- Why do you think the cargo is on Druckenwell? *Druckenwell is the closest location that such a shipment could easily disappear into. Information I have received from several sources points to this. They have not been positively identified, but this is where I think it is.*
- I hear that they're cracking down on restricted equipment— I have a [fill in the blank restricted item] and I think it will be useful if we run into the Brotherhood. Can you get me a permit? *I have limited power over such things, but I can provide documentation that you have permission to carry that item while on this mission for me, since I'm essentially employing you as security personnel. I can authorize vibro-axes, heavy blaster pistols, blaster carbines, blaster rifles, light repeating blasters and security kits.*

If the heroes are going to use their own ship, Renna asks them to bring it here as soon as possible. She has it fully fueled and the cargo loaded. Renna does warn that the cargo occupies pretty much an entire light freighter's capacity.

If the heroes need to use one of Renna's ships, or a ship and pilot, the Rodian instructs them to gather whatever belongings they feel they may need and return to her compound.

The heroes should not tarry in gathering their belongings. Renna is on a schedule and wants this shipment delivered as quickly as possible.

If the players bring their own ship, a service and loading crew begins their work as soon as the freighter touches the pad. The fuel is topped off and loaders pack the hold of the ship. If the players use Renna's freighter, the *Second Breath*, they find it ready to go when they get back. If the group has no pilot and no ship, Renna provides them with the *Second Breath* and a R2 Astromech droid pilot.

Regardless, the heroes should be ready to lift off shortly after getting back to Renna's. She provides one of the heroes (use your judgment—first would be a reliable employee, next would be someone who communicates well and respectfully, and if all else fails you can go with the hero with the highest Reputation) with a datapad containing all the necessary documentation for the flight and for the cargo.

Once they are ready, they can lift off and head out

for the jump point, which lies just beyond the comet cloud on the edge of the system.

## Encounter 2: Thaereian Inspection

*Key ideas of this encounter: Introduce the heroes to the heavier Thaereian presence in the Cularin system. On their way out of system, the heroes' ship is stopped and inspected by a Thaereian corvette.*

Once the heroes break out of the atmosphere, they can begin their astrogation calculations. They are traveling from a Mid Rim system to a Mid Rim system, and the information on Druckenwell is a couple of days old. The *Second Breath* has a nav computer to help with calculations. The Astrogate DC is 12.

The base travel time, once in hyperspace, is 36 hours multiplied by the hyperdrive modifier of the ship. This time can be reduced based on the result of the Astrogate check (Table 11-3, pg. 206 of the *Star Wars Roleplaying Game Revised Core Rulebook*).

It takes about eight hours to get to the comet cloud, so the heroes have plenty of time to roleplay with each other during this time. Keep an eye on the time and don't spend too much time on this portion of the scenario.

As the heroes pass through the system, they may wish to make a few sensor checks as they go. (Or, you can just assume they take 20 on the roll.) There seems to be more activity than they remember. No pirate attacks light up the sensor boards. Odd indeed.

Just before reaching the comet cloud, the heroes are hailed by a vessel at extreme sensor range (40 squares away).

***"Attention, <Heroes ship name>. This is the Thaereian naval ship Thaere Runner. By Republic charter and customs mandate 142-R4 you are ordered to power down and prepare for inspection."***

The Thaereian ship is legitimate. It is a Thaereian military vessel on customs duty, and they have chosen the heroes to inspect. Lucky, huh?

So, what do the heroes do? Well, they should power down as told, but they do not have to.

Running away: Their freighter is easily faster than the customs vessel—a Corellian Corvette—and could outrun it with no problem. However, there are four Thaereian Z-95's "hiding" on the opposite side of the corvette. A successful DC 25/30/35 Computer Use check using the sensors allows the heroes to detect these fighters. Regardless, once the Thaereian forces are 25 squares away, the Z-95's peel away from the

corvette's shadow and reveal themselves. Sensor scans show all ships are "hot" (targeting on and weapon systems powered up) and their shields are activated. If they try to run for it, the Z-95's accelerate and pursue, seeking to disable the heroes' sublight engines before they can jump to hyperspace. The heroes have to make it to the cloud (6 rounds) and through it (4 rounds) before being they can hyper out of the system.

Shooting it out: Another option is for the heroes to shoot it out with the Thaereians. Not exactly a smart move, but it's possible. If the heroes open fire on the Thaereians, the Thaereian ships immediately move into offensive mode and seek to destroy the heroes' ship. They are within their rights to inspect vessels entering and leaving the system. Firing on them—no matter how the heroes feel about the Thaereians—is illegal. Should they go down this road, do not hold back. However, make sure to warn the players that the Thaereian *do* have every right to inspect ships, under the Republic charter to protect Cularin. If, knowing this, they choose to attempt a dogfight... well, let us know where in the system we need to send the clean-up crew!

The stats for the Thaereian ships are located in GM Aid 1. The piloting bonuses are already figured into the stat blocks.

**Important note:** Both running away and shooting it out have consequences when the heroes return to the system, as the Thaereians await them with a large force. If they ran, they face fines; if they shot and destroyed any of the Thaereian ships they face imprisonment, assuming they survive the fight. See the final encounter for more details. Feel free to warn the heroes that either fleeing or fighting is likely to bring consequences later.

Heave to and be boarded: The third and best (if least palatable) option is to power down and do as told. If they do so, the fighters peel off as the Corvette docks with the heroes' ship. A lot of clanking can be heard then as the docking tube is extended and attaches (think of the sounds heard as Vader's star destroyer docked with Leia's corvette in *Star Wars: A New Hope*).

Since they have notice, the heroes may want to try to conceal items for which they lack permits. If they thought to ask, Renna provided temporary permits for vibro-axes, heavy blaster pistols, blaster carbines, blaster rifles, light repeating blasters and security kits. Have the heroes make their Hide rolls before the Thaereians board.

When the heroes are ready to receive the Thaereians, continue with the following.

***Red to green. The atmosphere indicator on the control panel beside the airlock changes as the docking tube pressurizes. You touch a button on the panel and the***

*door slides open, allowing a burst of cold, recycled air to wash over you.*

*Standing in front of you is a large group of armed—and armored— individuals. The lead figure is a Bothan, dressed in an officer's uniform. One eyebrow raised, he steps into your ship.*

The Bothan is Lieutenant Toric Bisilt. He wears a dark blue combat jumpsuit, the golden insignia of the Thaereian navy emblazoned on the upper portion of each arm. A heavy blaster rides on his left thigh, counterbalanced by a breath mask on the right. A comlink is clipped to his collar, and a datapad is in his right hand.

The other soldiers behind him are dressed in blast vests and helmets, also displaying the Thaereian navy insignia. They are each armed with a blaster carbine (in hand) and look like they mean business. There are seven soldiers, (three Humans, two Bothans and two Sullustans). They do not speak to the heroes unless told to— or if the heroes give them lip. They are confident in their training, armament and charter from the Republic, and more than a little arrogant.

Assuming the heroes allow the Thaereians on board their ship, the soldiers form a loose semi-circle (as best as possible) and keep the heroes covered. A successful DC 16/20/24 Spot check reveals the Thaereians' weapons are set to stun.

Lieutenant Bisilt introduces himself. He is all business and expects the heroes to defer to him, as due someone of his rank. He "requests" the captain of the ship identify himself/herself and produce the proper documents (the datapad provided by Renna covers the cargo, and freighter if it was borrowed from her. Otherwise the hero captain must produce their own documents for the ship, which they do have. After all, they own the ship, or will once the finance company has enough credits.).

Bisilt queries the heroes on the following topics. If one or more of the heroes is being quiet through all of this, Bisilt focuses questions on them. They must be remaining quiet for a reason, right? (Use this to draw any quiet player into the game and give them a chance to interact with the NPCs.)

- What is your destination?
- What are you carrying?
- Who are you working for?
- How long have you worked for this being?
- Do you plan on bringing anything back into Cularin?

Bisilt is just fishing for slip-up answers here. Honest answers confound and irritate the Bothan. Diplomacy can soften his attitude somewhat (DC 20/25/30), but he's determined to find contraband. He nit-picks at everything, and finally orders three of his soldiers to

search the ship for contraband. No heroes are allowed to accompany the Thaereians while they are performing this search. To emphasize his point, the remaining soldiers grip their blaster carbines a bit more menacingly.

The point of this is to provide one of the Sullustan soldiers a chance to plant a tracking beacon near the ship's hyperdrive. Corporal Malboan is a member of Thaereian Intelligence and under orders to do this to all inspected ships. This way the Thaereians not only know where the ship is while in system, but when it leaves or returns to Cularin. He places the beacon near the hyperdrive to better hide it from visual searches and sensor scans. Just to save you the time, we have rolled Corporal Malboan's Hide check to secret the tracking beacon in a hard to find spot. He used his only Force Point on this roll, and rolled a total of 28/32/36 (depending on tier) to hide the device.

While the trio is away "searching" the ship, the remaining soldiers contain our heroes. Heroes who are members of the Cularin militia are watched with extra vigilance and derided by Lt. Bisilt. The Thaereians seem a little nervous around Jedi, but are not likely to verbally abuse them in any way unless provoked by the Jedi hero. Lieutenant Bisilt does "request" that all Jedi heroes refrain from using any "mind tricks" while the Thaereians are aboard. They wouldn't want to provoke an "incident," after all. (This can also be used as a warning to other Force-using heroes.)

The Thaereians inspect the ship for all manner of illegal and unregistered goods, but they are doomed to disappointment. The cargo being carried for Renna is legitimate.

The heroes' personal weapons and equipment are also subject to inspection. If the heroes thought to ask, Renna has provided them with temporary permits, valid only while they are on this mission for her. The list below is what the Thaereians consider illegal. The penalties for possession of these items without a permit are confiscation of the weapon, and a fine equal to its value (price in the RCRB). *Illegal weapons:* vibro-ax, blaster rifle, light repeating blaster, ion rifle, thermal detonator, slug thrower rifle, heavy repeating blaster, blaster cannon and E-Web blaster. Battleframe armor is also considered illegal.

The Thaereians *do not* accept bribes to "look the other way" and not notice the weapons. The heroes may attempt to hide any illegal weapon they may have, if they wish. (An opposed Hide check versus a Spot check by the Thaereian.)

Should one or more of the heroes use Illusion in an attempt to hide personal contraband, resolve per the skill description in the errata for the *Star Wars Roleplaying Game Revised Core Rulebook*.

The search team is gone for several minutes. Upon their return they report the cargo is in proper order, and

bring attention to any discovered illegal weapons. If any are found, fines are levied at this time, and must be paid immediately. Once everything is taken care of, Bisilt hands the datapad back to the pilot and leaves the ship with his troops.

The heroes are free to jump to hyperspace and continue their trip to Druckenwell.

## Encounter 3: Welcome to Druckenwell

*Key ideas of this encounter: The heroes arrive at Druckenwell right in the midst of a chase. They must decide what to do about the situation.*

The rest of the journey to Druckenwell is uneventful. The heroes can spend some time meditating, resting or tinkering - whatever they want. If they are suspicious of the Thaereians, they may have searched for and found the tracking device hidden near the hyperdrive (see previous encounter for DCs).

When you're ready to move them into the encounter, read or paraphrase the following.

*The arrival indicator chirps, interrupting your contemplation (or your Sabbacc game). Druckenwell awaits just outside of hyperspace. Everyone squeezes into the cockpit for the initial view of the famous industrial system.*

*The pilot pulls back on the level, shutting down the hyperdrives. The tunnel of hyperspace disappears. Star elongate, and then turn to points of lights as you return to ... SHIP! COLLISION IMMINENT!!!*

Have the hero flying the ship make a DC 25/30/35 Pilot check to avoid hitting a fast moving ship, followed immediately by several others. (The R2 pilot automatically makes the check, but barely— make your description cinematic.) The heroes reverted from hyperspace right into the middle of a chase. A freighter— *Dessin's Dagger* - is fleeing a trio of Republic Z-95s. The pursuit originally began in a military-ship only corridor and has moved into the one designated for commercial traffic.

Choose/modify the text below depending on whether the pilot managed to avoid colliding with the freighter.

*A laser-scored freighter spins by you so close you can count the bolts in the plating. You brace for what looks like an unavoidable collision—and somehow your pilot manages to wrench your ship just far enough down to miss the freighter. Three Z-95*

*Headhunters scream past in hot pursuit— below and to either side of you.*

Or, if the pilot failed the check:

*A laser-scored freighter spins by you so close you can count the bolts in the plating. There's a bone-jarring crunch as one side of the freighter scrapes your ship, and you listen for the hiss of escaping atmosphere. Nothing—so far, so good! Three Z-95 Headhunters scream past in hot pursuit—below and to either side of you.*

Either way, we continue...

*Comm chatter erupts across most every channel. "Attention Dessin's Dagger— power down and surrender or we will have to destroy you!"*

*As the starfighters jockey for position, laser fire from the freighter slashes across the one to starboard, and it explodes into a spectacular ball of flame of debris. A large piece - it looks like tail-section— spins off at an angle, colliding with a different freighter, one that was only trying to get out of the way.*

*"Blue Leader, Blue Leader, Blue 3 is vaped. Repeat, Blue 3 is vaped!"*

*"Anyone, anyone, Mayday! This is the Third Time Lucky— we have lost engine control. Our power core is out, life support is fading fast. Someone please help, we are drifting into the flight path!"*

The heroes can do several things here. They may assist the Republic fighters in stopping the fleeing freighter. They can try to help out the damaged freighter. Or they can do nothing and continue towards Druckenwell.

Lets help the Republic! The two remaining Republic Z-95s are in hot pursuit of the fleeing *Dessin's Dagger*. Unfortunately, they are outmatched. The freighter crew is scared and they simply want to escape the system.

They fired on the Republic ships hoping to slow them down. That plan backfired. The crew knows they will stand trial if caught, and that would not be a good thing. Now they are getting reckless, and open fire on everyone and everything in an attempt to lose their pursuers.

If the party is using the droid pilot, it doesn't volunteer to chase *Dessin's Dagger*. It can be "programmed" to obey the order to do so with a successful Computer Use check DC 15/20/25. Stats for the freighter and the droid pilot are in the NPC appendix.

The crew fights until their ship is disabled or destroyed. Keep this fast and cinematic should the players choose this option. This is not meant to be a long-lasting battle. A few opposed Pilot checks and several attack rolls should bring an end to it quickly.

*Freighter in distress.* If the heroes choose to help the damaged civilian freighter, *Third Time Lucky*, they may do so. Its power and controls are failing fast, and the vessel has no maneuverability. Its current drift is carrying it across the flight path of other starships. While these other ships are trying to dodge around the freighter, it is only a matter of time before someone collides with it.

The heroes may try to slow the ship down if they have a tractor beam mounted on their ship. (The *Second Breath* has one, as do the Gun Tug and Firespray if heroes own either of these ship types.) The hero operating the tractor beam makes a ranged attack roll (DC 20). Success indicates the heroes have latched onto the damaged freighter and can bring it under their control.

Alternatively, they may attempt to slow the freighter's spin by nudging it with their ship. This is very dangerous, as the heroes' ship could suffer serious damage if it fails. The droid pilot is unable to perform this maneuver. A successful DC 30/35/40 Pilot check is required to slow the damaged freighter. The heroes' freighter still takes 4d6 hull damage with a successful check (You can only cushion this type of contact so much!). Failure not only means that the freighter is still spinning out of control, but the heroes' ship suffers 8d6 hull damage from the "contact" and loses power to a major system (weapons, sensors, etc.; but not their sublights). (This method, if successful, should definitely warrant a Force point award to the hero pilot.)

*Watch the show.* This is the least heroic choice. It is a fairly spectacular show, if you are in to chaotic death and destruction. *Dessin's Dagger* escapes. One of the two remaining Republic fighters is destroyed. A dozen or so civilian vessels are destroyed or severely damaged before rescue crews show up. Choosing this option results in repercussions in the next encounter.

Regardless of which option the heroes' chose above, once the situation has been resolved and is under control their ship is hailed.

***"Hail, freighter <heroes ship name>. Please proceed to landing bay Besh-9 on Republic space station New Dawn. Please acknowledge."***

If the heroes did nothing to help the Republic Z-95's or damaged freighter, they are ordered to proceed to the Republic space station.

Should the heroes ask why they must land on the station, the controller replies "by the orders of Renij Jaa, the Jedi Knight who commands the station". The controller is pleasant to the heroes if they provided

assistance in some way. He is very curt otherwise. Also, if the heroes helped capture *Dessin's Dagger* or rescue *Third Time Lucky*, the controller signs off with a "Thanks for the assist!"

## Encounter 4: Jedi Knights and Clone Troopers

*Key ideas of this encounter: The heroes get a first hand glimpse at the might of the new Republic army. They meet the Jedi Knight in charge of this system, Renij Jaa.*

Read or paraphrase the following as the heroes approach the Republic space station. This is flavor text, but it's also the heroes' first view of just a small portion of the Grand Army of the Republic.

*Now that the chase and resulting turmoil have ended, you are able to better study Druckenwell and the space around it. Impressive. Awesome. Massive. Organized chaos. Those are the words that immediately come to mind.*

*From space, you can tell that, much like Coruscant, the enormous continents of Druckenwell are mostly covered by cities. Scores of space stations and platforms hang in orbit above the plane, trans-atmospheric craft zipping to and fro. Incoming and outbound starcraft are divided into separate corridors and further segregated into civilian and military traffic. Tiny starfighters dance through the buffer zones between military and civilian ship lanes.*

*A small hole widens for the your ship in the military corridor as you are directed by Republic military traffic control. You float into an opening between a Corvette and a heavily armed Republic Space Cruiser for the remainder of your travel in the corridor.*

*Following instructions, you peel away from the rest of the traffic about 1 kilometer from the station and approach your designated hangar. A set of tractor beams takes control of your flight as soon as you pass through the magnetic shielding.*

*As your ship drifts through the hangar, you witness—first-hand—the might of the new Republic military. Towers of cargo containers are stacked in precise, orderly rows. The massive ground troop carriers, AT-TE's, rise like graceful leviathans as they are prepped for transport to the Acclamator warships. Service crews, as elegantly efficient as any dance troupe, swarm about Republic gunships.*

*Your ship passes between two large ships and out into an open area. Spread before you is the might of the Republic, the backbone of the army. Rows and rows of the white armor-clad troopers you have seen*

*so often of late in the HoloNews. Hundreds of faceless soldiers move with uncanny precision as they maneuver through complex drills.*

*Your ship gently touches down on the deck of the hangar. From the cockpit view port, you spot a squad of troopers approaching your ship. They march in precise formation; massive blaster rifles carried tightly across their armor encased chests.*

*You watch as they get closer to your ship and disappear underneath it. Silence. Then a sharp rapping on the hull at the boarding ramp.*

The squad is led by a sergeant, identified by green stripes on the helmet and sides of the arms and legs, and green dot on the left breast. The heroes probably do not know what rank this signifies, but we thought you'd want to know.

(Modify the following as appropriate for your party.)

*"You will come with us." The voice is emotionless, mechanized and a little chilling. "Leave all weapons aboard your ship. The Jedi may keep their lightsabers."*

The clone troopers treat all the heroes respectfully unless given a reason not to. The soldiers seem particularly respectful of any Jedi in the party (as long as they are not rude or abusive—such behavior is ignored). If the heroes assisted in helping either the fighters or the damaged freighter, they are even more respectful. These troopers are in the company of true patriots of the Republic and know it. If the heroes just watched the events unfold, then the clone troopers are respectful, but curt and direct. In any case, they do not engage in small talk.

The clone troopers lead the heroes through the hangar, giving them a close-up view of what they saw from their ship.

The heroes are led into a turbolift for a short trip up, then into a spartan conference room. A large table occupies most of the room. It has twelve chairs around it and a holoprojector in the middle. There are various connections for datapads, should anyone look. If, however, any of the heroes wish to slice the Republic military network, they face security with a starting DC of 50. Please note any hero who attempts this on the critical event summary. Such attempts are logged. The room's only view port looks out over the busy military ship corridor.

Several minutes later (add 10 if a hero tried to slice the network), an individual in brown robes walks in. He is about Human height and size, but has two large horns growing down out of the sides of his head. A DC10 Knowledge (alien species) check to know this is an Iktotchi (the species of Jedi Master Saesee Tiin; picture on p. 80 of Alien Anthology).

If the heroes helped in the previous encounter: *"I am Jedi Knight Renij Jaa. Thank you for your*

*assistance. It is greatly appreciated. Now if you do not mind, I have some questions for you. Sit. Please."*

If the heroes did not help out in any way:

*"I am Jedi Knight Renij Jaa. You were witness to the events involving our fighters and a rogue freighter. I have some questions for you."*

Renij Jaa is the chief coordinator for the Republic forces here, and this irritates him. He is a Jedi, a protector of the Republic, and he wishes to be out there doing so, not stuck here. He is struggling to master his impatience and frustration, but his ill mood makes him abrupt and so he is to the point during the interview.

Renij's questions are rather basic, meant mainly just to collect the necessary information to file a report.

- Who are you?
- Where are you inbound from?
- What did you see?
- Etc. Keep the questions relevant to the topic.

Renij asks each hero what they saw and does not accept "what he/she said" as an answer. Hero Jedi are queried about where they are being trained, who their masters/mentors are, and so on. Renij wonders why these Jedi get to fly around the galaxy doing something while he is here babysitting war material, but is too professional to flat-out ask that question.

If the heroes were helpful, then Renij tells them the Republic will pay for any damage their ship may have sustained. They just need to have the bill sent to him.

Should any hero have attempted to slice the Republic network, Renij reminds them such an offense is considered treason and punishable by imprisonment on Kessel. This is their one-time warning.

Once all the heroes have been interviewed, Renij thanks them and signals for the clone trooper sergeant to escort the heroes back to their ship.

He is willing to answer questions from the heroes, but only as they pertain to the chase.

- *Why was the freighter trying to get away? They planted a device aboard a luxury liner. We are still analyzing exactly what its purpose was.*
- *Were they aligned with the Separatists? Possibly, but I doubt it. They appear more like independent operators. The fact they were willing to fight to the death does not look good. Whatever they had planned was bad. Very bad.*

The clone troopers escort the heroes back to their ship and a pair of Z-95s escorts the heroes back to the civilian flight corridor. If the heroes helped out in the chase, they peel off with a friendly waggle of the wings.

## Encounter 5: Dropping Off the Goods

*Key idea of this encounter: While delivering their cargo, the heroes are attacked by the Brotherhood. They must find out why the attack happened and where the pirates are based.*

*There's likely to be a fight here at some point—there are two maps, one for a warehouse and the other for a street. Please review the maps and do some planning before the fight, as both have cover and multiple levels— we thought taking combat into three dimensions might make it more interesting, both for you and the players.*

Almost all of the Druckenwell's land mass is covered by sprawling industrial metroplexes. The little land not taken up by buildings is protected natural area. Large, blue oceans separate the planet's continents from one another, and are undeveloped. Remarkably, the atmosphere is kept clean. The citizens living here, and their leaders, believe very much in not polluting and destroying their planet. Druckenwell has a population of 9.3 billion beings. (Yes, billion.) It is governed by a council of representatives from the major corporations quartered on the planet. Think of it as a cleaner Coruscant, with oceans.

Druckenwell lies on the Corellian Run in the Mid Rim. Its heavy industry and enormous starship facilities (on planet and in orbit) make it an ideal spot for the Republic military to use as a staging area. Druckenwell is one of the few planets that can handle this type of operation.

The presence of the Republic military has only slightly disrupted life here. The planetary government has loaned— under pressure from the Galactic Senate - a number of space stations and platforms, as well as ground facilities, for the Republic to use. Space lanes were created for the military ships to use, unhindered by civilian pilots.

Remember the “lanes” of traffic on Coruscant? Well, it is much the same here. Everyone flying above the planet and in its atmosphere is designated a lane to fly in.

Since Druckenwell is largely a planet of business, the Separatists have some sympathizers here. The Republic military presence keeps such support very quiet and almost invisible. But it is present.

***You begin your descent into Druckenwell's atmosphere. The planet below you is a wonder. Like Coruscant, buildings cover much of this planet's surface. However, unlike the galactic capital, Druckenwell also boasts several large oceans, and a***

***number of preserved natural sites.***

***The flight down is pleasant. Highly efficient flight controllers manage the swarm of starships and atmospheric craft traveling from orbit to the surface and vice versa. Traffic corridors merge and split smoothly.***

***You are guided to a landing pad on the coast of the southern continent. Crystal blue ocean sparkles beneath your craft as you approach Taggon, the city that is home to the TaggeCo Corporation and to House D'Vails.***

***The smooth lines of Taggons buildings give way to the functional shape of factories and warehouses as you arrive at docking bay 1138. The private, walled bay is clean. A repulsor skiff floats against one wall, silently awaiting a cargo to transport.***

Pad 1138 is a walled landing bay, much like Docking Bay 94 in Mos Eisley. As soon as the heroes shut down and exit their ship, a small group enters the landing bay. They appear to be laborers of some sort, and several skiffs can be seen just outside the entrance. A Human male steps forward and greets the heroes.

***“Howdy! You're ship's the <heroes ship name>, right? This the stuff for D'Vails?”***

These beings are part of the Brotherhood. They are here to acquire the heroes' cargo, by whatever means necessary. Their leader, the Human, is Lan Crish. He is nice in a greasy sort of way. Lan attempts to con the heroes into turning the cargo over to his men, saying they are a delivery company contracted by House D'Vails. If the heroes contact House D'Vails, they learn that no delivery service has been contracted to bring the cargo to them. The heroes are supposed to comm House D'Vails to arrange for pickup. (Should the heroes talk with House D'Vails openly in front of the Brotherhood, the pirates attack immediately.)

Options for dealing with the Brotherhood:

1. *Refuse to turn over the cargo.* Lan is expecting this, and he and his boyos are ready to rock. Weapons come out and blaster bolts erupt. The pirates' weapons are set to kill. The landing bay/warehouse (combat map#1) has multiple levels, crates and barrels, and the heroes' ship and the skiff provide cover.
2. *Agree to their request, turn over the cargo, and accompany the pirates.* The heroes are suspicious enough at least to want to travel with the pirates when they deliver the cargo to D'Vails. Since the pirates have no intention of delivering the material to House D'Vails, a fight is likely to ensue. You can allow the groups to get out of the bay before springing this on them (combat map #2). The

Brotherhood will steer the skiffs into vacated, back thoroughfares and attack. Cover on the street is limited, but there are multiple levels and the pirates are familiar with the area. They take full advantage of three-dimensional tactics.

3. *Agree to their request, turn the cargo over to them, and let them leave.* Well, this could happen, but is unlikely. If it does, the pirates quickly load the cargo and haul jets. Plenty of chuckles can be heard as the Brotherhood leaves, should this option be used.

If, or when, a fight breaks out, the Brotherhood tries to stay out of melee. They like blasters. They also like cover, and do their best to get behind it.

The number of pirates present depends on the tier. They fight until half their number is either dead or unconscious, or until Lan Crish falls. If possible, one pirate needs to survive the fight for questioning.

What does the Brotherhood know?

- *What Lan Crish knows.* The Brotherhood was hired to grab the heroes' cargo. His boss, Dacr Vrolm, told him when and where the heroes' ship would arrive. He gave Lan a group of pirates and sent him to fetch. Once they had possession of the cargo, the pirates were to contact Dacr for directions to the delivery point. Lan can tell the heroes where the old hideout was, and lead them there if they insist. The warehouse is empty, as it was deserted almost four hours ago.
- *What the other pirates know.* Their name and Lan Crish is the gang leader. They are muscle only and not privy to any useful information.

Ten rounds after the fight erupts, Druckenwell's Corporate Reaction Force, the local law enforcement, arrives on scene. If the groups are still fighting, the CRF starts using stun blasters and stun grenades until everyone is unconscious or has surrendered. Otherwise, they take statements about what has happened and collect any surviving Brotherhood. Holo recorders have taped the brawl, so the heroes are in the clear (as long as the Brotherhood did in fact start the fight). The CRF strongly *requests* any carbines or rifles the heroes have in hand be stored aboard their ship for the duration of their stay on Druckenwell. Make it clear that the heroes are being cut a break here.

Well, what to do now?

- *Finish the delivery to House D'Vails.* This goes without any hitch. When they call House D'Vail, they are greeted courteously. House employees unload the craft while Amir D'Vail meets with the heroes. He thanks them for their efficiency and hopes they can successfully recover the first

shipment. Lost explosives in that quantity can cause lots of harm. Amir knows nothing of where they are, or where they may be. There is much underworld activity on Druckenwell, as well as some rumored sympathy for the Separatists.

- *Call Renna.* The Rodian is somewhat surprised the Brotherhood would be so bold as to attack on Druckenwell. She still wants the first cargo found, and advises the heroes to get their cargo delivered quickly. The local underworld may be a good starting place.
- *Look for the stolen cargo.* A couple of different approaches can be taken here. These include hitting the streets and using Gather Information, or trying to make contact with the local underworld.

## Encounter 6: Searching for a Needle

*Key ideas of this encounter: The heroes search for Renna's stolen cargo. In the process, they discover a secret that puts the Republic military in grave danger.*

This encounter begins when the heroes start searching for the stolen cargo. It is a roleplaying encounter, so adjust the time taken based on how long you have left.

Should the heroes start making inquiries about the local underworld, have them roll a Knowledge (streetwise) check, DC 15/20/25. Success indicates they have found a contact that can get them a meeting with a local "entrepreneur."

This individual's name is Fenix. He is an info merchant (infochant), living in the shadows of Druckenwell's underworld. He knows something about everything, and has contacts in rather surprising places. Fenix's usual hangout is a bar, Botcha's, in one of the factory districts.

Druckenwell's streets—on all levels—throng with beings of every stripe and species. Botcha's is at the center of a teeming swirl of activity. The neon lights in front have suffered from abuse and neglect, and currently advertise "Bo-c—s".

Inside is definitely a working class place. A number of different beings are present here, regardless of the time of day. Everything must be viewed through the required layer of haze and mixed odor of alcohol, sweat and "other stuff". If you visualize the bar from *Star Wars: Episode II Attack of the Clones*, you will have a good base.

The heroes may split up and look around. Drinks at the bar range from 2 credits to 10 credits. Unless the buyer is a female, ordering a "girly" drink earns you an insulting comment and stare from one of the three Ugnaught bartenders. They scramble around behind the bar on a raised walkway, allowing them easy reach of

both drinks and patrons. Their outfits are so stained that the original color is hard to determine.

Beings all variety and occupation are present. While most are not interested in talking with the heroes, a few will. This is a chance to give the heroes—and players—a little personal perspective on what's going on around the galaxy.

After a few minutes, and some interacting/roleplaying, the heroes spot Fenix. Holding court at a table near the back of the bar is a large, four armed being. (Remember Dexter Jettster from *Star Wars: Episode II Attack of the Clones*? Fenix is a member of the same species, the Ojom.) Two other beings share the table with Fenix: a Rodian male and a Gran female. They are talking amongst themselves, Fenix in a rather animated fashion. He also seems to have spilled most of his drink, either on himself or the table and floor. (This is a good chance for a hero to get on his good side quickly—bring Fenix another drink.) Allow one of the more quiet players to spot him first and give that person a chance to initiate the conversation with the Ojom.

A jovial, good-natured (and somewhat intoxicated) being, Fenix stands and gives a mighty, four-armed rancor hug to anyone bringing him a drink. He declares any such benefactor a friend immediately—and for as long as the alcohol comes. The mighty Ojom dismisses his other guests and tells the hero(es) to sit.

***“What is it Fenix can do for you, my friend(s)? What may Fenix provide for you?”***

***The Ojom’s alcohol-soaked breath hits you in the face like a charging bantha. Grabbing his drink, Fenix gulps it down in one swallow. At least, some of it. A significant portion runs down his face and onto his already soaked clothing.***

While Fenix has had a bit to drink, he is not at all drunk. Most of the drinks are on his shirt for a reason. If the heroes want information, the price is drinks plus dataries. Fenix is a savvy business being and he loves to bargain. He starts at 5000 dataries, but he’s open to the persuasions of drinks, a lively barter session and any useful or interesting information the heroes might have to share with him. His lowest acceptable bid is 1000 dataries (and drinks).

This should be a roleplaying opportunity. Use of Force powers, Intimidate, etc., is inappropriate and should be discouraged.

Fenix knows a great deal—feed these bits out as part of the role playing if at all possible, rather than simply listing off the information.

- A freighter crew brought in a load of explosives a couple days ago. They disappeared real quick—quicker than’s nat’ral.
- Currently, you cou’dn’t buy a bomb if you sold

your sister. Everything’s been bought up. Gets bought almost before it comes on the market.

- Things’s been quiet, late—too quiet. I think something big is going on, just under the surface. I can’t put my finger on it, but mark me—there’s something heatin’ up.
- There’s a group of them Separatist sympathizers that have gotten some strong creds. They been doing stirring the pot, rumbling ‘bout how the Senate got no right to have an army, how the Republic is sinking like a bantha in a swamp.
- Hah—that caught ya, did it? I’m guessin’, from your reaction, that you’d just as soon not see a buncha them Republic soldiers die? My sources say that they’ve got ‘em a ship, packed it with explosives & programmed a droid to ram it into one o’ them big *Acclamator*-class ships.
- It so happens I might know where you might find that ship. Name’s the *First Light*, and you can find it on landing platform IIB8. Might want to hurry, though...

## Encounter 7: To Strike Where Least Expected ...

*Key ideas of this encounter: The mood of this encounter should be one of tension and mystery. The heroes have discovered that the Separatist sympathizers intend to attack the Republic military. They must move to warn the Republic and prevent the tragedy from occurring.*

If the heroes try to warn the authorities, they are told “it’ll be taken care of” without inspiring much confidence that it would be. Attempts to reach Renij Jaa are unsuccessful, but a helpful aide recommends they confirm the rumor while he tries to find the Jedi. Our hope is that the heroes will, well, take the heroic option and try to stop it themselves!

***Racing frantically through Druckenwell’s heavy traffic, you arrive at landing platform IIB8 to find the First Light loaded and ready to take off. The engines are whining in pre-flight power up, and the ramp is rising. You have mere moments to make your choice—do you let it go, to possibly destroy one of the Republic’s ships and hundreds of lives, or do you board and try to stop it?***

The heroes have only seconds to make a decision and leap aboard. There is no one visible to stop them, and they can all make it if they are quick. The landing ramp thuds closed behind the last hero to board—anyone who hesitates is left behind on the platform. The ship is unsettlingly quiet, and investigation reveals that every

possible space in the initial cargo bay is crammed with explosives. These are not loose explosives that the party can collect for future use— they're packed and wired into the ship. Essentially, the entire ship is a bomb.

#### Contacting the Republic forces

The heroes may attempt to contact Republic forces once on-board. While not incredibly hard, it is much more difficult to convince them of this danger. A Jedi hero can contact Renij with some effort. A successful Diplomacy check DC 12/17/22 gets a voice line with the Iktochi Jedi. While he is skeptical, Renij will post all Republic ships on alert, and put a freeze on replenishing ships stores. The heroes receive permission to join the search for the Separatist freighter.

If no Jedi are present, or someone else in the party wishes to do the talking, they may use Bluff or Intimidate to get in touch with Renij. (Regardless of whom they ask for, the heroes wind up talking with the Jedi Knight.) A successful Bluff or Diplomacy check DC 15/20/25 convinces the Republic staff that this is above their head, and the hero needs to talk to Renij. An exasperated Renij greets the heroes.

In either case, Renij tells them that they should be acting, not talking, and to see what else they can learn about the ship they're on. He orders forces scrambled to aid them.

#### Searching the rest of the ship

A Spot check (DC 10/15/20) reveals that there are security cameras in the hold, and they're active. The heroes need to disable those, or the pirates (who are still aboard the ship) may notice them. Checking the nature of the feeds from the cameras and learning that they are purely internal— that they're feeding to somewhere else in the ship— requires a DC 13/18/23 *computer use* check. Disabling the security system requires a DC 15/20/25 *disable device* check. The heroes can, conceivably, reroute other security cameras to their own locale and scout the ship, to find out where the pirates are. This is more difficult, requiring a DC 25/30/35 *computer use* check to accomplish.

Actually searching the remainder of the ship requires stealth. Have each hero tell you his or her move silently bonus, and then roll their checks for them and record the results. If anyone does miserably, allow other heroes listen checks to pick out who's making the most noise.

The pirates (stat blocks are included in the GM Aid) are in another of the cargo holds, getting ready to launch escape pods. These pods have been modified to be more easily navigated through space, and their plan is to launch the pods, attach to the outside of the *New Dawn* space station, and infiltrate it in the confusion that surrounds the explosion of their programmed ship. Their goal is to take control of it, send a holovid to the galaxy

of their conquest, and then blow it up, all under the cover of the exploding ship.

The heroes come upon them from a corridor that's not very well lit, and is five meters wide. The cargo area with the modified escape pods is 40 meters square, and the pirates are positioned throughout it. Two of the thug pirates are near enough to the doors where the heroes enter that they get listen checks against the move silently rolls of the heroes. Since neither of them has any RANKS in listen, it's relatively unlikely that they'll notice the heroes approaching, and the party can attack from ambush. Even if the pirates notice and shout something about intruders, they won't have time to coordinate an attack. They want to escape, so they can put their plan into action, but the escape pods are 3 rounds from finishing their programming when the heroes arrive. After 3 rounds, the hatch doors slide open and the pirates run for the pods. If the party has a resident slicer, he or she can attempt to override the pod programming (DC 20/25/30 *computer use*) and keep the pods from launching. This should make the pirates grumpy, since if they can't get out, they're now trapped inside a bomb. Realizing this, Denma and Tazzik (the functional leaders of the group) weigh the odds and decide on the best plan of action. If they still have a majority of their thugs, they order a charge on the heroes. If things look bad, they surrender, and offer to testify against Beshgrun. This is especially likely to be their plan if Beshgrun has been killed; they then can testify that he was a rogue Jedi out to destroy the Order, and he was controlling their minds. (Complete lies, but hey— these aren't nice people!) If they have to die, they want to die on their own terms, though, in a grand display— not shot down in a firefight. If it looks like they're going to be captured, before surrendering, one of them "accidentally" shoots Beshgrun, killing him, so that they can still tell their story and try to escape. (The story won't hold up under scrutiny, but they like it, and are sticking to it.)

Once the heroes have secured the ship (either by killing the pirates, if they wouldn't surrender, or by capturing the pirates), it is relatively simple to deprogram the astromech that's piloting the ship toward its doom. If you have time, play up the tension of portion of the event— however, having heroically jumped onto a ship they were told was on a suicide run and having taken out its pirate crew, there's no reason to blow them up at the end! Have them roll some dice, let Renij thank them, and move on to the conclusion.

## Conclusion

*A decade gone between one heartbeat and the next -- and so much changed. The rest of the galaxy forged ahead while Cularin blinked, awaking to find herself*

*thrust into the affairs of a larger galaxy. Larger, but not necessarily better.*

*War has broken out and outside of Cularin, it seems as if everyone has been swept up into it. In times like these, no one can remain untouched.*

*How long before the war touches Cularin? Certainly not much longer; it may already be too late. The time is coming, soon, when choices must be made— and the Force alone knows which choice is the right one ...*

If the heroes ran the Thaereian Customs stop, they find a full-scale strike force awaiting their return to the Cularin system. If they killed any of the Thaereians (by blowing up their ships), they are all fined 10,000 dataries and imprisoned. (In game terms, they are out for the rest of the trilogy. Please note this on their log sheets.) Renna does not offer these heroes employment; if Renna's Transport Service employed them, they are dismissed.

If they only outran the Thaereians, they are each subject to a 3,000 credit fine and released with a warning. Renna does not offer these heroes employment; if Renna's Transport Service employed them, they keep their jobs but are not offered promotion.

Heroes who succeeded in delivering their cargo, finding out what happened to the First Light and preventing the attack on the Republic are not only rewarded by the Army of the Republic (Gratitude of the Army of the Republic), but also by Renna. Renna offers employment to any heroes who wish to accept (see Loot summary for details), and promotion to any heroes already on her staff.

## Here Ends *Outward Bound*

## Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do *not* automatically award max roleplaying XP; consider carefully how well the players stayed in character. This is your opportunity to reward appropriately cinematic behavior, so use it!

## Adventure Experience Award:

Did the heroes deliver the cargo as requested by Renna, plus track down and recover the stolen one? If so, each hero who survived receives 600 xp.

Adventure Experience: 600 xp

Roleplaying Experience: 0-400 xp

**Total Possible Experience: 1,000 xp**

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in delivering their cargo, but did not recover the stolen shipment, award them ¾ adventure experience.

## Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule, and overrides what they may actually acquire in the scenario.

### Encounter 1: Renna and an Offer

*Non-employees* - 2,500 dataries offered by Renna (500 up front and 2,000 upon completion).

*Employees*— 1,500 datary bonus upon successful completion of the job.

### Encounter 5: Dropping Off the Goods

*Brotherhood Pirates* - blaster pistols, datapads, comlinks and vibrodaggers (number varies depending upon tier).

### Conclusion:

*Renna* - Balance of payment from encounter 1, plus a 500 credit bonus (total of 3,000 for non-employees, 2,000 for employees above their regular pay).

Also, any non-Jedi hero not employed by Renna (and not disqualified per the text in the conclusion) is offered a job. Current employees are offered a promotion.

*Renna's Transport Service Employment/Promotion* [one per hero]: [Hero name] is gainfully employed at Renna's Transport Service, as a member of her security detail. The hours are flexible, and do not interfere with "other commitments" the hero may have. One of the following "specialties" must be selected upon gaining employment and defines the hero's responsibilities for RTS: ☐ Pilot ☐ Co-Pilot/Sensors ☐ Gunner ☐ Security/General Troubleshooter. The hero earns 1,500 credits salary at the start of each scenario (replacing a skill check for income). Also, the hero gains some notoriety (a +2 to their Reputation while employed at RTS) and is permitted to carry a heavy blaster pistol

and/or a security kit. This certificate may be considered to be a permit for these items. Renna provides all her staff with housing and the work hours are flexible. (NOTE: Heroes who gained employment with Renna at Winter Fantasy 2001 may "upgrade" their employment status to this cert. The pay increase reflects excellence in job performance and a desire by Renna to keep the hero on staff.)

*Gratitude of the Army of the Republic:* The Army of the Republic is grateful for the assistance of the hero named above, and will offer whatever consideration they can (and find appropriate) in the future. (Collect three of these and staple them together to serve as a permit to carry one of the restricted items listed below. When three are collected, check the item the permit is for.) \_\_\_ Heavy blaster pistol \_\_\_ Blaster carbine \_\_\_ Blaster rifle \_\_\_ Vibro-ax \_\_\_ Security Kit

## Player Handout 1: The Galaxy Today

Cularin has been gone from the galaxy for nearly 10 years. In that time, much has happened. Below are items of interest concerning current events in the galaxy outside of Cularin.

- A faction, composed of individuals, organizations, planets and system, has come in to existence. Known as the Separatists, they feel the Republic government has become too efficient to function properly. Led by an ex-Jedi Master, Count Dooku, the Separatists have managed to sow chaos in the Republic. The Techno Union, Trade Federation, Intergalactic Banking Clan, Commerce Guild and Corporate Alliance are all major players among the Separatists. A number of planets have joined as well, officially pulling their delegations from the Republic Senate and withdrawing from the Republic. The Aquash home world of Ando Prime and its senator, Po Nudo, is but one example.
- Gathered around Supreme Chancellor Palpatine is a group of senators who fully support the Republic and who are fighting to keep it intact. Senator Padme Amidala of Naboo, Senator Bail Organa of Alderaan, Senator Ask Aak of Malastare, Senator Onaconda Farr of Rodia, Senator Lexi Dio of Uuyter, Senator Ronet Coorr of Iseño, Senator Ister Paddie of Sermeria, and Senator Tundra Dowmeia of Mon Calamari, are all members of the “Loyalists.”
- Corellia withdrew her senatorial delegation from the Republic Senate, and then withdrew from the Republic. They have elected to remain neutral, joining neither the Separatists nor the Republic. Their borders are currently sealed except for a small amount of trading.
- An assassination attempt on Senator Amidala began a chain of events that ultimately led to the first battle of the Clone Wars, on Geonosis. Republic forces, led by members of the Jedi Council including Masters Yoda and Mace Windu, defeated the droid armies of the Separatists and sent them retreating from the planet.
- The Jedi Council has called many of the Jedi to serve with, and lead, the Army of the Republic. A number of systems have lost their resident Jedi Masters and Knights to the army. Cularin has seen most of her “Masters” be called away to service.

## Player Handout 2: Why Am I on Cularin?

The planet of Cularin is the most active of all the planets in the system. The planet has much to offer those who travel to it— or decide to live on it. The platform cities that rise above the jungles are run by any number of different factions: corporations, independent baron administrators, criminals, the military, etc. Much of the actual business on Cularin is carried out from these cities. But not all.

Located on the planet itself, nestled amongst the jungle, are the two original colony settlements: Gadrin and Hedrett. These two small cities are not viewed as unimportant by the platform cities that sit on stilts above them. Over the past year or so, however, much of significance has happened in these two cities. They are beginning to figure much more prominently in the events unfolding around Cularin.

So why would any heroes be here right now? Below are some suggestions for reasons you may currently be in Gadrin or Hedrett currently:

*Jedi:* Padawans and Knights have been sent to deliver a package or message to the enclave in Gadrin, or perhaps you are here to conduct some research or perform a study in the jungle. Gadrin (and its sister city Hedrett) are vital communities and often there is much a Jedi can do to aid others.

*Soldiers:* Members of the Cularin Militia are spreading through the system, trying to promote their organization and convince beings of its value, while keeping an eye out for new dangers. Mercenaries could be looking for looking around for the next job, taking a little jungle combat refresher course dealing with Cularin's wide range of dangerous fauna or simply taking some time off.

*Fringers:* Dirtside on Cularin is like home to you. Sure, the actual environment may be different — but it is still unsettled enough to get that home feeling. It also offers a variety of job opportunities, from guard, to speeder repair, to guide, and so forth. Cularin is at once remote and convenient, and is ideal for your nature.

*Scoundrels:* Though not as seedy or dark as Tolea Biqua or Varna Biqua, Cularin does have offerings for those of your questionable nature. There is a thriving market here for all sorts of goods and services. One must just know where to look, right?

*Scouts:* Forays into the jungles are almost constant. From guide to trade convoy escort, jobs are plentiful for scouts. The pay is good, the planet is beautiful and the jungle is — well— alive.

*Force Adepts:* Cularin is very strong in the Force. Maybe it's the bountiful life on the planet that causes this or maybe it's something else, but you feel very much at ease here.

*Tech Specialists:* Your profession is in high demand here. Equipment, droids, speeders, - all need repairs and modifications. The various clinics and hospitals need capable medical professionals to care for the sick and injured. Crafters are needed to make the items that allow the citizens to get through each day.

Whatever your hero's reason is for being on Cularin, he or she must be, or they'd miss the adventure. It is up to each player to decide exactly why his or her hero is on Cularin.

## Player Handout 3— Renna's Transport Service Logo



## Player Handout 4: The *Second Breath*

**Second Breath:** Craft: Modified CEC YT-1300 Transport; Class: Transport; Cost: Not available for sale; Size: Small (26.7m long); Crew: Hero pilot (skill varies); Passengers: 6; Cargo Capacity: 100 metric tons; Consumables: 2 months; Hyperdrive: x2 (backup x16); Initiative: +1 + special (+1 size, plus Hero pilot); Maneuver: +1 + special (+1 size, plus Hero pilot), Maximum Speed in Space: Attack (8 squares/action); Maximum Speed in Atmosphere: 800km/h (13 squares/action); Defense: 21 (+1 size, +10 armor); Hull Points: 120 (DR: 10).

Weapon: Laser cannon (2); Fire Arc: Turret (dorsal and ventral); Attack Bonus: +5 (+1 size, +4 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

Weapon: Tractor beam projector; Fire Arc: Front; Attack Bonus: +5 (+1 size, +4 fire control); Damage: special; Range Modifiers: PB +0, S +0, M/L n/a.

**R2-W3**— Tracked Astromech droid, Expert 4; Init + 4 (Dex); Defense 16 (+1 size, +1 class, +4 Dex); Spd 8m; VP/WP -/13; Atk +3 Melee (1d3, claw) or +3 melee (2d6 saw) or +3 melee (2d6, arc welder); or +7 ranged; SV Fort +1, Ref+5, Will +3; Sz S; Rep 2; Str 10, Dex 18, Con 13, Int 15, Wis 8, Cha 8

**Equipment:** Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (x4), telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg), fire extinguisher

**Feats:** Starship Operation (Space Transport), Skill Emphasis (Pilot)

**Skills:** Astrogate +9, Computer Use +9, Disable Device +9, Knowledge (Astronomy) +9, Pilot +13, Read/Write Basic, Rodese, Shriiwook, Repair +9, Speak/Read/Write (native) Binary, Speak (understand only) Basic, Duros, Rodese, Shriiwook, Twi'lek, Spot +6, Treat Injury +3

**Personality:** Temperamental, Sarcastic, Loquacious. Sometimes the universe just gets on R2-W3's fragile logic circuits. It finds that humans are more than often unreasonable and flighty, always wanting a million things done five parsecs ago! R2-W3 feels put upon and isn't shy about expressing its dissatisfaction. When dealing with R2-W3, one will definitely get "service with a sneer". R2-W3 has navy blue plating and Renna's logo enameled on one side panel.

## GM Aid #1: NPCs

### Encounter 1: Renna and an Offer

**Renna:** Female Rodian Fringer 5/Noble 2; IM +3; Def 19 (+6 class, +3 Dex); Spd 10m; VP/WP 52/14; Atk +7 melee (2d4, vibrodagger) or +7 ranged (3d6 or DC 12 stun, blaster pistol); SQ Bonus Fringer Class Skill (*Repair, Diplomacy*), Barter, Jury-rig +2, Survival +2, Bonus Noble Class Skill (*Survival*), Favor +1, Inspire Confidence; SV Fort +6, Ref +8, Will +4; SZ M; FP 5; Rep +5; Str 10, Dex 16, Con 14, Int 12, Wis 10, Cha 14.

Equipment: Flight suit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Diplomacy +10, Knowledge (*Galactic Trade Policies*) +10, Listen +8, Pilot +7, Profession (*Mercantile Transport*) +9, Repair +8, Search +9, Sense Motive +8, Spot +12, Survival +10; Read/Write Basic, Read/Write Caarite, Read/Write Rodese, Speak Basic, Speak Caarite, Speak Rodese.

Feats: Alertness, Fame, Sharp-eyed, Track, Weapon Group Proficiency (*blaster pistols, simple weapons, vibroweapons*).

### Encounter 2: Thaereian Inspection

**Thaereian Customs Corvette:** Craft: CEC Corvette; Class: Capital ship; Cost: Not available for sale; Size: Large (150m long); Crew: 30-165 (Normal +2); Passengers: 600; Cargo Capacity: 3,000 metric tons; Consumables: 1 year; Hyperdrive: x2; Initiative: +1 (-1 size, +2 crew); Maneuver: +1 (-1 size, +2 crew), Maximum Speed in Space: Attack (5 squares/action); Maximum Speed in Atmosphere: 950km/h (16 squares/action); Defense: 19 (-1 size, +10 armor); Shields: 200 (DR: 20); Hull Points: 300 (DR: 20).

Weapon: Double turbolaser cannons (6); Fire Arc: 3 front, 1 right, 1 left, 1 rear; Attack Bonus: +5 (-1 size, +0 crew, +6 fire control); Range Modifiers PB -2, S/M +0, L -2.

**Thaereian Z-95 Starfighter (2):** Craft: Incom Z-95 Headhunter; Class: Starfighter; Cost: Not available for sale; Size: Tiny (11.8m long); Crew: 1 (Pilot, Expert +8); Passengers: None; Cargo Capacity: 85kg; Consumables: 1 day; None; Initiative: +10 (+2 size, +8 crew); Maneuver: +10 (+2 size, +8 crew); Maximum Speed in Space: Ramming (9 squares/action); Maximum Speed in Atmosphere: 1,150 km/h (19 squares/action); Defense: 22 (+2 size, +10 armor); Shields: 30; Hull Points: 120; DR: 10.

Weapon: Triple Blasters (2 fire-linked); Fire Arc: Front; Att Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 3d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Concussion Missile Launcher (6 missiles); Fire Arc: Front; Att Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 7d10x2; Range Modifiers: PB -2, S/M/L n/a.

**Lieutenant Toric Bisilt, Thaereian Customs Officer:** Male Bothan Soldier 8; IM +3 (Dex); Def 19 (+6 class, +3 Dex); Spd 10m; VP/WP 66/10; Atk +8/+3 melee (1d3, unarmed) or +11/+6 ranged (3d8, stun DC 18, heavy blaster pistol); SQ DR 3 (armor); SV Fort +6, Ref +5, Will +3; SZ M; FP 2; Rep +2; Str 10, Dex 16, Con 10, Int 14, Wis 11, Cha 16.

Equipment: Heavy blaster pistol, combat jumpsuit, breath mask, comlink, datapad.

Skills: Astrogate +9, Computer Use +8, Diplomacy +11, Intimidate +14, Knowledge (*Republic Law*) +12, Knowledge (*Thaereian Navy Regulations*) +12, Sense Motive +8; Read/Write Basic, Read/Write Bothan, Speak Basic, Speak Bothan, Speak Caarite, Speak Huttese, Speak Shyriiwook, Speak Sullustan.

Feats: Armor Proficiency (*light*), Dodge, Headstrong, Heroic Surge (2/day), Point Blank Shot, Skill Emphasis (*Diplomacy*), Skill Emphasis (*Sense Motive*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

**Thaereian Customs Soldiers (6):** Male Various Thug 3; IM +2 (Dex); Def 13 (+1 class, +2 Dex); Spd 10m; VP/WP -14; Atk +5 melee (1d3+2, unarmed) or +5 ranged (3d8, stun DC 15, crit 19-20, blaster carbine); SQ DR 2 (armor); SV Fort +5, Ref +3, Will +1; SZ M; Rep +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Equipment: Blaster carbine, blast vest and helmet, breath mask.

Skills: Intimidate +6, Profession (*Thaereian Navy*) +6; Read/Write Basic, Speak Basic.

Feats: Armor Proficiency (*light*), Point Blank Shot, Weapon Group Proficiency (*blaster pistols, blaster rifles, simple weapons*).

**Corporal Desic Malboan, Thaereian Intelligence Officer:** Male Sullustan Thug 1/Scoundrel 6; IM +3 (Dex); Def 18 (+5 class, +3 Dex); Spd 10m; VP/WP 26/10; Atk +5 melee (1d3, unarmed) or +8 ranged (3d8, stun DC 15, crit

19-20, blaster carbine); SQ Darkvision 20m, DR 2 (armor), Illicit barter, Lucky (2/day), Skill Emphasis (*Sleight of Hand*); SV Fort +4, Ref +8, Will +3; SZ M; FP 2; Rep +1; Str 10, Dex 16, Con 10, Int 14, Wis 12, Cha 15.

Equipment: Blaster carbine, blast vest and helmet, breath mask, security kit, tracking beacon (3).

Skills: Bluff +10, Computer Use +8, Disable Device +12, Hide +15, Intimidate +6, Knowledge (*Republic Law*) +6, Knowledge (*Starship Systems*) +10, Listen +7, Repair +14, Sleight of Hand +15, Spot +3; Read/Write Basic, Read/Write Sullustan, Speak Basic, Speak Bothan, Speak Rodian, Speak Sullustan.

Feats: Alertness, Armor Proficiency (*light*), Skill Emphasis (*Hide*), Skill Emphasis (*Repair*), Weapon Group Proficiency (*blaster pistols, simple weapons*).

### **Encounter 3: Welcome to Druckenwell**

**Dessin's Dagger:** Craft: Modified CEC YT-1300 Transport; Class: Transport; Cost: Not available for sale; Size: Small (26.7m long); Crew: NPC pilot (skill varies); Passengers: 6; Cargo Capacity: 100 metric tons; Consumables: 2 months; Hyperdrive: x2 (backup x16); Initiative: +1 + special (+1 size, plus NPC pilot); Maneuver: +1 + special (+1 size, plus NPC pilot), Maximum Speed in Space: Attack (8 squares/action); Maximum Speed in Atmosphere: 800km/h (13 squares/action); Defense: 21 (+1 size, +10 armor); Hull Points: 120 (DR: 10).

Weapon: 2 Laser cannons; Fire Arc: Turret (dorsal and ventral); Attack Bonus: +5 (+1 size, +4 fire control); Damage: 4d10x2; Range Modifiers: PB +0, S +0, M/L n/a.

**Republic Z-95 Headhunter (3):** Craft: Incom Z-95 Headhunter; Class: Starfighter; Cost: Not available for sale; Size: Tiny (11.8m long); Crew: 1 (Pilot, Expert +8); Passengers: None; Cargo Capacity: 85kg; Consumables: 1 day; None; Initiative: +10 (+2 size, +8 crew); Maneuver: +10 (+2 size, +8 crew); Maximum Speed in Space: Ramming (9 squares/action); Maximum Speed in Atmosphere: 1,150 km/h (19 squares/action); Defense: 22 (+2 size, +10 armor); Shields: 30; Hull Points: 120; DR: 10.

Weapon: Triple Blasters (2 fire-linked); Fire Arc: Front; Att Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 3d10x2; Range Modifiers: PB +0, S -2, M/L n/a.

Weapon: Concussion Missile Launcher (6 missiles); Fire Arc: Front; Att Bonus: +8 (+2 size, +4 crew, +2 fire control); Damage: 7d10x2; Range Modifiers: PB -2, S/M/L n/a.

### **Encounter 4: Jedi Knights and Clone Troopers**

**Clone troopers:** Human Male Thug 6; IM +1; Def 13 (+2 class, +1 Dex); Spd 8m; VP/WP -/12; Atk +7/+2 melee (1d3, unarmed) or +7/+2 ranged (3d8 or DC 18 stun, crit 19-20, blaster rifle); SQ DR 5 (armor), Immunities (cannot be bribed, blackmailed, or seduced); SV Fort +6, Ref +3, Will +1; SZ M; Rep +1; Str 12, Dex 13, Con 12, Int 10, Wis 8, Cha 9.

Equipment: Clone trooper armor, blaster rifle, comlink.

Skills: Intimidate +3, Profession (*clone trooper*) +3, search +2, Spot +2; Read/Write Basic, Speak Basic.

Feats: Armor proficiency (*light, medium, powered*), Point Blank Shot, Weapon Group Proficiency (*blaster pistols, blaster rifles, simple weapons*).

**Renij Jaa:** Male Iktotchi Jedi Guardian 9; IM +1; Def 18 (+7 class, +1 Dex); Spd 10m; VP/WP 92/14; Atk +13/+8 melee (3d8+3, crit 19-20, lightsaber\*) or +10/+5 ranged; SQ Precognition, a +2 Pilot and a situational +2 Repair bonus associated with their species bonus Starship Operation feat, Force training, Deflect (defense +2, attack—4, extend defense and attack), Jedi Knight; SV Fort +8, Ref +7, Will +4; SZ M; FP 5; Rep +3; Str 16, Dex 12, Con 14, Int 13, Wis 11, Cha 10.

Renij has constructed his own lightsaber.

Equipment: Jedi robes, lightsaber, comlink, datapad.

Skills: Intimidate +2, Jump +5, Knowledge (*Jedi lore*) +3, Pilot +10, Tumble +7; Read/Write Iktotchese, Speak Basic, Speak Iktotchese.

Force Skills: Affect Mind +8, Battlemind +12, Enhance Ability +7, Farseeing +5, Force Defense +2, Heal Self +5, Move Object +11.

Feats: Combat Expertise, Exotic Weapon Proficiency (*lightsaber*), Force Sensitive, Heroic Surge (3/day), Power Attack, Starship Operation (*starfighter*), Weapon Group Proficiency (*blaster pistols, simple weapons*).

Force Feats: Alter, Burst of Speed, Control, Knight Defense, Lightsaber Defense, Mettle, Sense.

## **Encounter 5: Dropping off the Goods**

### ***Tier 1 (average Hero level 4-6):***

**Lan Crish:** Male Human Pirate (Scoundrel 3/Soldier 1); Init +6 (+2 Dex, +4 Improved Initiative); Defense 16 (+4 Class, +2 Dex); Spd 10 m; VP/WP 23/11; Atk +4 melee (2d4+1, vibrodagger) or +5 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +3, Ref +5, Will +0; FP 1; DSP 1; Rep +1; Str 12, Dex 15, Con 11, Int 14, Wis 8, Cha 13.

Equipment: Jumpsuit, blaster pistol, datapad, comlink, vibrodagger

Skills: Bluff +7, Computer Use +8, Disable Device +8, Gather Information +7, Intimidate +7, Pilot +9, Profession (Pirate) +6, Repair +9, Search +8, Spot +5

Feats: armor proficiency (light), Improved Initiative, Quick Draw, Weapon Group Proficiencies (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*)

**Brotherhood Pirates (6):** Male Thug 3; IM +2; Def 13 (+1 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +5 melee (2d4+2, vibrodagger) or +5 ranged (3d6 or DC 12 stun, blaster pistol); SQ none; SV Fort +5, Ref +3, Will +1; SZ M; Rep +0; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Jumpsuit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Climb +5, Intimidate +7, Jump +5, Profession (*pirate*) +6.

Feats: Armor Proficiency (*light*), Heroic Surge (1/day), Point Blank Shot, Weapon Group Proficiency (*blaster pistols, vibro weapons*).

### ***Tier 2 (average Hero levels 7-9):***

**Lan Crish:** Male Human Pirate (Scoundrel 5/Soldier 3); Init +6 (+2 Dex, +4 Improved Initiative); Defense 18 (+6 Class, +2 Dex); Spd 10 m; VP/WP 52/12; Atk +7/+2 melee (2d4+1, vibrodagger) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (1/day), precise attack +1; SV Fort +5, Ref +7, Will +1; FP 2; DSP 2; Rep +5; Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 13.

Equipment: Jumpsuit, blaster pistol, datapad, comlink, vibrodagger

Skills: Bluff +10, Computer Use +12, Disable Device +10, Gather Information +9, Intimidate +13, Pilot +13, Profession (Pirate) +10, Repair +12, Search +9, Spot +7

Feats: armor proficiency (light, medium), Improved Initiative, Infamy, Quick Draw, Skill Emphasis (Intimidate), Starship Poweration (space transport), Weapon Group Proficiencies (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*)

**Brotherhood Pirates (8):** Male Thug 6; IM +2; Def 14 (+2 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +8/+3 melee (2d4+2, vibrodagger) or +9/+4 ranged (3d6 or DC 12 stun, blaster pistol); SQ none; SV Fort +6, Ref +4, Will +2; SZ M; Rep +0; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Jumpsuit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Climb +5, Intimidate +10, Jump +8, Profession (*pirate*) +9.

Feats: Armor Proficiency (*light*), Heroic Surge (2/day), Point Blank Shot, Weapon Focus (blaster pistol), Weapon Group Proficiency (*blaster pistols, vibro weapons*).

### ***Tier 3 (average Hero levels 10-12):***

**Lan Crish:** Male Human Pirate (Scoundrel 8/Soldier 4); Init +6 (+2 Dex, +4 Improved Initiative); Defense 19 (+7 Class, +2 Dex); Spd 10 m; VP/WP 77/12; Atk +11/+6 melee (2d4+1, vibrodagger) or +12/+7 ranged (3d6 or DC 15 stun, blaster pistol); SQ Illicit barter, lucky (2/day), precise attack +1; SV Fort +7, Ref +9, Will +3; FP 3; DSP 3; Rep +6; Str 12, Dex 15, Con 12, Int 14, Wis 8, Cha 14.

Equipment: Jumpsuit, blaster pistol, datapad, comlink, vibrodagger

Skills: Bluff +11, Computer Use +12, Disable Device +10, Gather Information +10, Intimidate +14, Pilot +13, Profession (Pirate) +10, Repair +12, Search +9, Spot +7

Feats: armor proficiency (light, medium), Improved Initiative, Infamy, Quick Draw, Skill Emphasis (Intimidate), Starship Poweration (space transport), Weapon Group Proficiencies (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*)

**Brotherhood Pirates (9):** Male Thug 9; IM +6; Def 15 (+3 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +12/+7 melee (2d4+3, vibrodagger) or +12/+7 ranged (3d6 or DC 12 stun, blaster pistol); SQ none; SV Fort +7, Ref +4,

Will +3; SZ M; Rep +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Jumpsuit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Climb +11, Intimidate +13, Jump +10, Profession (*pirate*) +9.

Feats: Armor Proficiency (*light*), Heroic Surge (*3/day*), Point Blank Shot, Improved Initiative, Weapon Focus (blaster pistol), Weapon Group Proficiency (*blaster pistols, vibro weapons*).

### **Encounter 6: Searching for a Needle**

**Fenix:** Male Ojom Scoundrel 4; IM +0; Def 13 (+3 class); Spd 10m; VP/WP 30/14; Atk +6 melee (1d4+3, crit 20, unarmed) or +3 ranged; SQ +2 species bonus to cold-weather survival checks, Illicit barter, Lucky (1/day), Precise attack +1, Skill emphasis (*Appraise*); SV Fort +3, Ref +4, Will +2; SZ M; FP 1; Rep +1; Str 16, Dex 10, Con 14, Int 12, Wis 12, Cha 14.

Equipment: Jumpsuit, datapad, comlink.

Skills: Appraise +11, Bluff +9, Diplomacy +4, Gamble +8, Intimidate +3, Knowledge (*Druckenwell*) +4, Knowledge (*streetwise*) +8, Listen +10, Profession (*cargo handler*) +7, Search +8, Spot +10; Read/Write Basic, Read/Write Ojom, Speak Basic, Speak Gamorrese, Speak Ojom.

Feats: Alertness, Martial Arts, Weapon Group Proficiency (*blaster pistols, simple weapons*).

### **Encounter 7: To Strike Where Least Expected**

#### ***Tier 1 (average Hero level 4-6):***

**Denma & Tazzik:** Male Rodian Soldier 1/Scout 5; IM +4; Def 19 (+5 class, +4 Dex); Spd 10m; VP/WP 52/14; Atk +5 melee (2d6+1, vibroblade) or +8 ranged (3d8 or DC 15 stun, crit 19-20, blaster carbine); SQ +2 species bonus on Listen, Search, and Spot checks, Trailblazing, Heart +1, Uncanny dodge, Skill mastery (*Hide*), Extreme effort; SV Fort +7, Ref +7, Will +3; SZ M; FP 2; Rep +1; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 6.

Equipment: Blaster carbine, vibroblade.

Skills: Climb +3, Hide +14, Intimidate +2, Listen +8, Move Silently +14, Search +7, Spot +9, Survival +11; Read/Write Basic, Read/Write Rodese, Speak Basic, Speak Rodese.

Feats: Armor Proficiency (*light*), Heroic Surge (*2/day*), Skill Emphasis (*Survival*), Stealthy, Track, Weapon Focus (*blaster carbine*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

**Brotherhood Pirates (9):** Male Thug 3; IM +2; Def 13 (+1 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +5 melee (2d4+2, vibrodagger) or +5 ranged (3d6 or DC 12 stun, blaster pistol); SQ none; SV Fort +5, Ref +3, Will +1; SZ M; Rep +0; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Jumpsuit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Climb +5, Intimidate +7, Jump +5, Profession (*pirate*) +6.

Feats: Armor Proficiency (*light*), Heroic Surge (*1/day*), Point Blank Shot, Weapon Group Proficiency (*blaster pistols, vibro weapons*).

**Beshgrun:** Male Aqualish Diplomat 4; IM +1; Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -/18; Atk +4 melee (1d3+2, unarmed) or +3 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Fins, amphibious; SV Fort +3, Ref +2, Will +4; SZ M; Rep +1; Str 14, Dex 12, Con 18, Int 12, Wis 10, Cha 14.

Equipment: Clothes, hold-out blaster.

Skills: Appraise +11, Bluff +9, Diplomacy +14, Knowledge (*streetwise*) +8, Sense Motive +7; Read/Write Aqualish, Read/Write Basic, Speak Aqualish, Speak Basic, Speak Rodese.

Feats: Skill Emphasis (*Appraise*), Skill Emphasis (*Diplomacy*), Trustworthy, Weapon Group Proficiency (*blaster pistols*).

#### ***Tier 2 (average Hero levels 7-9):***

**Denma & Tazzik:** Male Rodian Soldier 1/Scout 8; IM +4; Def 20 (+6 class, +4 Dex); Spd 10m; VP/WP 76/14; Atk +8/+3 melee (2d6+1, vibroblade) or +11/+6 ranged (3d8 or DC 15 stun, crit 19-20, blaster carbine); SQ +2 species bonus on Listen, Search, and Spot checks, Trailblazing, Heart +1, Uncanny dodge, Skill mastery (*Hide*), Extreme effort, Evasion; SV Fort +8, Ref +8, Will +5; SZ M; FP 3; Rep +2; Str 12, Dex 19, Con 14, Int 12, Wis 10, Cha 6.

Equipment: Blaster carbine, vibroblade.

Skills: Climb +4, Hide +18, Intimidate +2, Listen +13, Move Silently +17, Search +8, Spot +13, Survival +16;

Read/Write Basic, Read/Write Rodese, Speak Basic, Speak Rodese.

Feats: Armor Proficiency (*light*), Heroic Surge (*3/day*), Point Blank Shot, Rugged, Skill Emphasis (*Survival*), Stealthy, Track, Weapon Focus (*blaster carbine*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

**Brotherhood Pirates (9):** Male Thug 6; IM +2; Def 14 (+2 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +8/+3 melee (2d4+2, vibrodagger) or +9/+4 ranged (3d6 or DC 12 stun, blaster pistol); SQ none; SV Fort +6, Ref +4, Will +2; SZ M; Rep +0; Str 15, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Jumpsuit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Climb +5, Intimidate +10, Jump +8, Profession (*pirate*) +9.

Feats: Armor Proficiency (*light*), Heroic Surge (*2/day*), Point Blank Shot, Weapon Focus (blaster pistol), Weapon Group Proficiency (*blaster pistols, vibro weapons*).

**Beshgrun:** Male Aqualish Diplomat 4; IM +1; Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -/18; Atk +4 melee (1d3+2, unarmed) or +3 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Fins, amphibious; SV Fort +3, Ref +2, Will +4; SZ M; Rep +1; Str 14, Dex 12, Con 18, Int 12, Wis 10, Cha 14.

Equipment: Clothes, hold-out blaster.

Skills: Appraise +11, Bluff +9, Diplomacy +14, Knowledge (*streetwise*) +8, Sense Motive +7; Read/Write Aqualish, Read/Write Basic, Speak Aqualish, Speak Basic, Speak Rodese.

Feats: Skill Emphasis (*Appraise*), Skill Emphasis (*Diplomacy*), Trustworthy, Weapon Group Proficiency (*blaster pistols*).

### **Tier 3 (average Hero levels 10-12):**

**Denma & Tazzik:** Male Rodian Soldier 1/Scout 12; IM +6; Def 24 (+8 class, +6 Dex); Spd 10m; VP/WP 108/14; Atk +10/+5 melee (2d6+1, vibroblade) or +15/+10 ranged (3d8 or DC 15 stun, crit 19-20, blaster carbine); SQ +2 species bonus on Listen, Search, and Spot checks, Trailblazing, Heart +2, Uncanny dodge, Skill mastery (*Hide*), Skill mastery (*Move Silently*), Extreme effort, Evasion; SV Fort +10, Ref +12, Will +7; SZ M; FP 3; Rep +2; Str 12, Dex 22, Con 14, Int 12, Wis 10, Cha 6.

Equipment: Blaster carbine, vibroblade.

Skills: Climb +4, Hide +18, Intimidate +2, Listen +13, Move Silently +17, Search +8, Spot +13, Survival +16; Read/Write Basic, Read/Write Rodese, Speak Basic, Speak Rodese.

Feats: Armor Proficiency (*light*), Heroic Surge (*4/day*), Point Blank Shot, Rugged, Combat Reflexes, Great Fortitude, Skill Emphasis (*Survival*), Stealthy, Track, Weapon Focus (*blaster carbine*), Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

**Brotherhood Pirates (9):** Male Thug 9; IM +6; Def 15 (+3 class, +2 Dex); Spd 10m; VP/WP -/14; Atk +12/+7 melee (2d4+3, vibrodagger) or +12/+7 ranged (3d6 or DC 12 stun, blaster pistol); SQ none; SV Fort +7, Ref +4, Will +3; SZ M; Rep +0; Str 16, Dex 14, Con 14, Int 12, Wis 10, Cha 12.

Equipment: Jumpsuit, vibrodagger, blaster pistol, datapad, comlink.

Skills: Climb +11, Intimidate +13, Jump +10, Profession (*pirate*) +9.

Feats: Armor Proficiency (*light*), Heroic Surge (*3/day*), Point Blank Shot, Improved Initiative, Weapon Focus (blaster pistol), Weapon Group Proficiency (*blaster pistols, vibro weapons*).

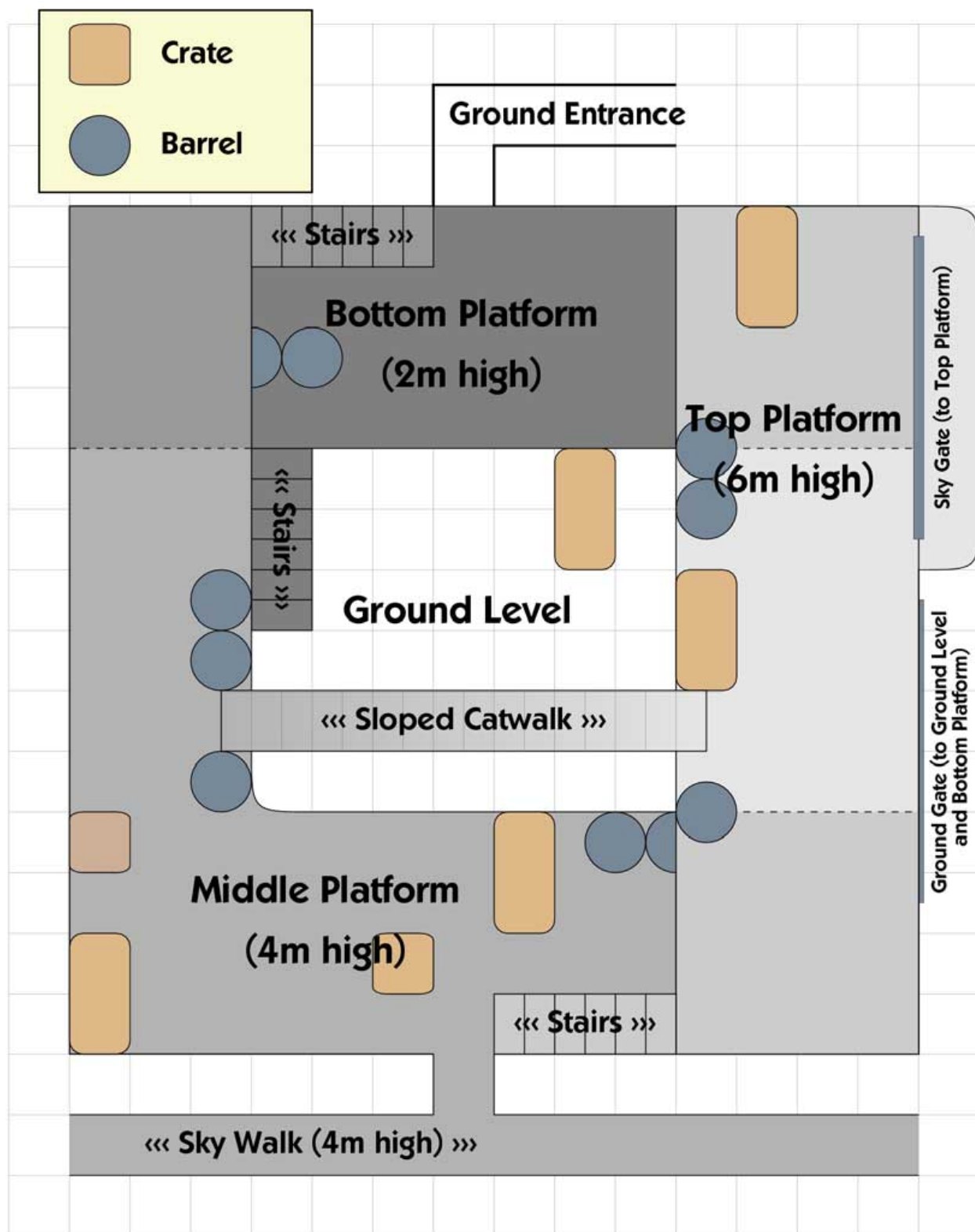
**Beshgrun:** Male Aqualish Diplomat 4; IM +1; Def 12 (+1 class, +1 Dex); Spd 10m; VP/WP -/18; Atk +4 melee (1d3+2, unarmed) or +3 ranged (3d4 or DC 10 stun, hold-out blaster); SQ Fins, amphibious; SV Fort +3, Ref +2, Will +4; SZ M; Rep +1; Str 14, Dex 12, Con 18, Int 12, Wis 10, Cha 14.

Equipment: Clothes, hold-out blaster.

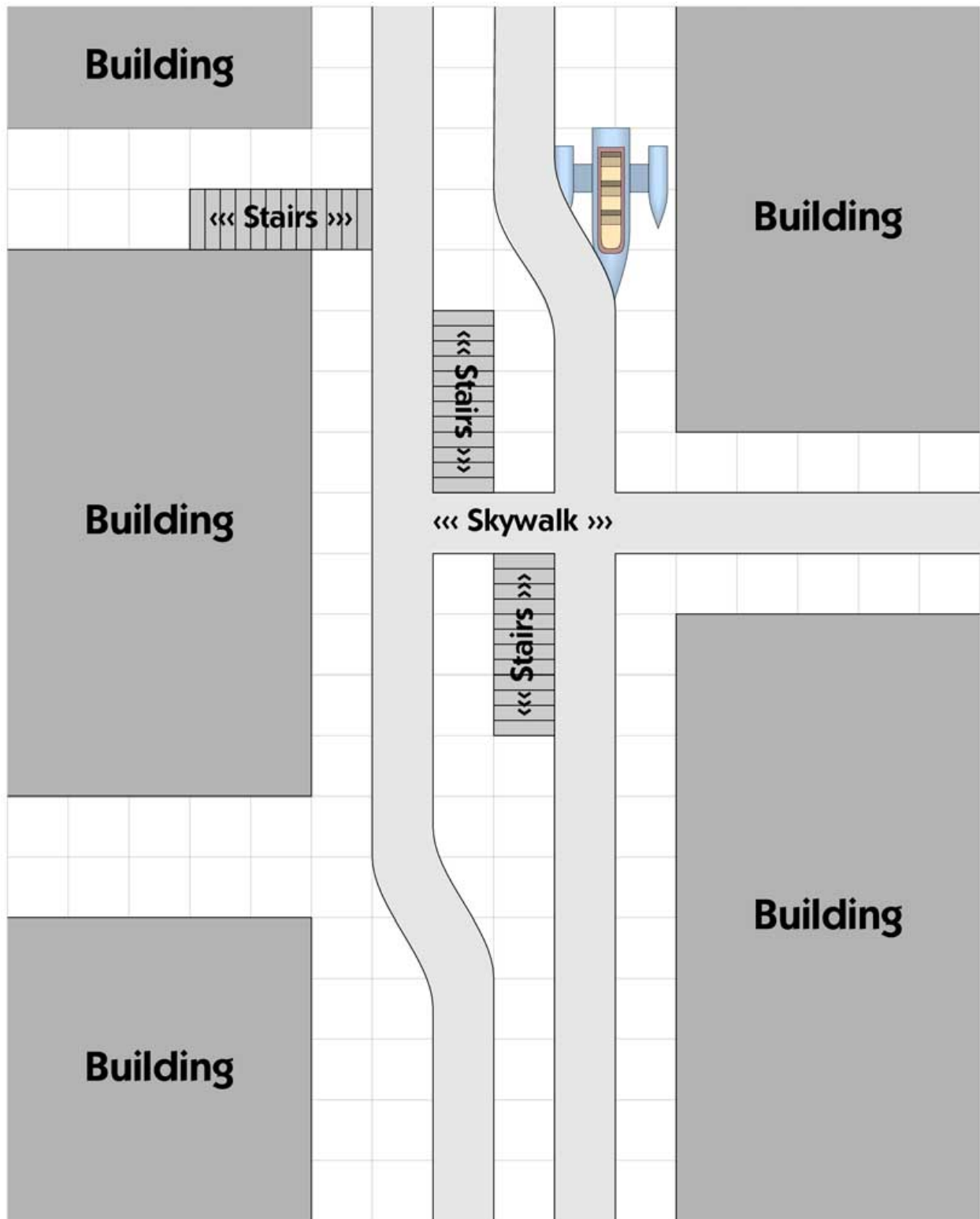
Skills: Appraise +11, Bluff +9, Diplomacy +14, Knowledge (*streetwise*) +8, Sense Motive +7; Read/Write Aqualish, Read/Write Basic, Speak Aqualish, Speak Basic, Speak Rodese.

Feats: Skill Emphasis (*Appraise*), Skill Emphasis (*Diplomacy*), Trustworthy, Weapon Group Proficiency (*blaster pistols*).

## GM Map#1— Dropping off the Goods



## GM Map#2— Dropping off the Goods



## Critical Event Summary

### *Outward Bound*

1. Did the heroes successfully deliver their cargo?  
Yes                      No
2. Did the heroes prevent the destruction of the Republic military space station?  
Yes                      No
3. Did the heroes discover the Thaereian tracking beacon?  
Yes                      No
4. If the tracking beacon was not found, and it was placed on a hero's ship, please list the player name, character name, RPGA # and e-mail address below.

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5. Did any of the heroes antagonize Renij Jaa or the Republic forces? If so, list player name, character name, and RPGA # below.

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6. Were any heroes imprisoned for killing Thaereian forces? If so, list player name, character name, and RPGA # below.

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### Convention Coordinator:

To report these results (for events during the month of September, 2002 only), you may US mail them to:

RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: [LFPlots@living-force.net](mailto:LFPlots@living-force.net)

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

Check <http://www.living-force.net> for other methods.