

Padawannabes

**Episode I of the Jedi Code Trilogy
A One-Round LIVING FORCE Tournament**

by Ron Heintz

Edited by Margaret van Poelgeest-Heintz and Jae Walker

When Jedi groupies reveal a dangerous secret, can the heroes prevent a disaster and save Cularin's future? An adventure for LIVING FORCE heroes levels 1-12. Best played before "*The Way of the Force*" and "*The Dark Side Beckons*", episodes II and III of "*Jedi Code*" trilogy. This scenario is suitable for all hero classes. It has some concepts that particularly pertain to the Jedi, but Jedi heroes are not absolutely required.

Padawannabes is an RPGA adventure. A four-hour time slot has been set aside for this event but the actual playing time should 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.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM should provide a form to the GM for this purpose. Both the GM and the players need to list their name and RPGA number on the form.

GMs of RPGA tournaments are expected to be familiar with the RPGA General Rules and Penalty Guideline documents. These are available as downloads from the RPGA web site at www.wizards.com/rpga.

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 intended for the players is 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 player characters.

House Rules

There are a large number of players throughout the world playing LIVING FORCE, and it's impossible to supervise them the way one might in a home campaign. As a result, we have a few house rules. These are outlined here for you.

Atoning for Dark Side Points

Heroes may, at the discretion of the GM, atone for Dark Side Points acquired during play by spending one Force Point to atone for one Dark Side Point. Heroes may only atone for one DSP per scenario played, and only if, in the judgment of the GM, the hero shows proper remorse and understanding of the dangers of the dark side. Players are required to keep a running total on their log sheets of all Dark Side Points ever acquired, even if the hero has atoned for them.

Dissipate Energy

Dissipate energy only works against energy damage to Wounds. It has no effect against vitality damage or stun weapon attacks. Also, the DC for the Fortitude saving throw should be "10 + damage dealt," not just "damage dealt".

Illusion

Use of the Illusion skill allows a save when the hero views or otherwise interacts with the illusion. If the player succeeds at the save, the illusion is seen as an outline only, and anything that might have otherwise been hidden inside or behind the illusion is visible. Illusion cannot be utilized to create "an illusion of nothing"; it cannot make something invisible.

Stun

If a hero hit by a stun attack makes his or her Fortitude save, the hero is unaffected by the stun attack and takes no damage. A hero who fails the Fortitude saving throw is unconscious for 1d4+1 rounds. This ruling includes heroes in the area of effect of a stun grenade. This house rule supersedes the rules in the *SWRPG-RCR*.

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. Heroes may not have more than one employer. Heroes 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, you may issue a Force Point. 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 is 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 *Star Wars Roleplaying Game Dark Side Sourcebook*... “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 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 mechanical 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.

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that’s fine. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for all levels of LIVING FORCE heroes. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions)

GM Overview

The Thaereians have ostensibly sent a negotiator, Gavid Lermyn, to try to avert hostilities between Cularin and Thaere. In actuality, the Thaereians wish to be rid of the pacifist, dissident Lermyn, who has been stirring up trouble back home and publicly declaiming against further Thaereian aggression towards the Cularin system. He is a noteworthy and public figure, and any overt move against him would result in very bad publicity for the government and the military.

A bright light in the faction that wants to have Thaere take over Cularin came up with an idea. Send Lermyn to act as a peace negotiator and to try to get some trade concessions from Cularin. This is a ruse, but Lermyn himself is unaware of it. He genuinely wants to negotiate friendly relations between Thaere and Cularin. The negotiations are to occur in a secret venue, at a Tarasin village in Cularin’s jungle. Unfortunately, since it is his own people who wish Lermyn dead, it’s not much of a secret to them.

The Thaereian conspirators have hired an assassin (Jariss Vollrath) to kill Lermyn. As far as the assassin knows, an intermediary acting for Osten Dal’Nay hired him. He is to leave a piece of evidence at the scene and then leave the planet. His employer indicated that it would implicate someone other than Dal’Nay, who didn’t wish the Militia’s reputation to become dirtied. In reality, the torn piece of cloth is from one of Dal’Nay’s old Thaereian uniforms, left behind when he defected. It has a few hairs attached to it, which forensic analysis can incontrovertibly identify as his.

The conspirators also got to the assassin’s ship,

and, unbeknownst to the assassin, have planted a bomb on it. They plan to murder the assassin once he makes good his escape. They have one spy watching on the planet, near where the ship is berthed, and a Thaereian patrol ship waits out in space, to destroy him.

In the final, wrap-up encounter, it is determined whether the assassin is captured or escapes, and whether the false information left at the site can implicate Osten Dal'Nay.

Encounter 1: A Turn of Phrase

The heroes stop a group of thugs who are chasing after some young people in Bayonard. One of the thugs reports to his contacts, on a comlink unit. Once they rescue the innocents, the heroes discover that the thugs were chasing them because they had overheard a simple phrase, a clue to a sinister plot.

Encounter 2: Can We Throw Them Back, Now?

The heroes need to determine what exactly they have gotten into, and where to go from here. While they are deciding, the groupies, who are sticking to them like baris burrs, pester them with questions about their heroic lives.

Encounter 3: Spend A Little Time With Me

Thaereian agents attempt to detain the heroes and the padawannabes, using force if they are unwilling to surrender and “just sit in a room for a few hours”. The time sensitivity of the knowledge they possess, if it was not yet obvious, becomes so. This is potentially the most dangerous fight of the scenario, and should be scaled accordingly by the GM. The encounter is tiered, but there is always variation in a group of characters.

If the heroes have been unable to determine the location of the negotiations meeting, they can get it from one of the attackers.

Also, in this encounter, an agent of the Black Queen spots the heroes. His report causes the Queen to take an interest in the heroes’ exploits. This becomes more important later in this trilogy.

Encounter 4: Shooting Off To The Shooting

The heroes speed off to the Tarasin village, to try to avert disaster. In transit, the padawannabes have an opportunity to find out just what being a hero is all about.

Encounter 5: A Shot at Heroism

The heroes arrive at the meeting site and must get in nonviolently. They cannot bring in any powerful weapons. Once inside, just in the nick of time, they have to try to stop the assassination of Gavid Lermyn,

during a diversion arranged by the assassin.

Conclusion:

The loose ends are tied up and the heroes can examine the evidence and try to help people sort out what happened. The heroes are thanked and rewarded. Presuming things turned out well, they learn a little more about the political situation of the last few years and the present.

Important Note to Judges:

The main conflict and goal of this scenario is, of course, averting the assassination. However, the main *theme* of this scenario is the discovery of the meaning of heroism and the discovery of the hero within. The padawannabes are mirrors with which the characters may examine themselves, if they so choose. Of course, it wouldn’t seem like *Star Wars* without some edge-of-the-seat action, so there are two fights and the final assassination diversion.

Clarification regarding tiering notation: when you see something like “DC 15/20/25/30”, use the lowest DC for the lowest tier, the middle for mid-tier and so on. In this scenario, tiers are for character levels: 1-3 (low), 4-6 (medium), 7-9 (high) and 10-12 (upper).

Opening Crawl

The Cularin system seems headed for dark times. Relations between Cularin and the Thaereian system have broken down. Worse, the Thaereians are still at least nominally the contracted Republic policing force for this system.

Fortunately, there is a rumor that a negotiator has arrived from Thae to meet with Senator Wren. Perhaps there is still hope for a peaceful settlement. The question still remains: after all that’s happened, do the people of Cularin want a peaceful settlement?

Encounter 1: A Turn of Phrase

Key ideas of this encounter: While out on the town, the heroes run across some young folk being chased by armed thugs. After rescuing them, it is discovered that they may have stumbled onto a serious plot.

Have the players can get things like income rolls and purchases out of the way. Their adventure begins on Bayonard, a platform city high above the Cularin jungle. Bayonard is a very large platform city,

hundreds of meters up, above the trees, introduced in the scenario *Find the Lady*. All traffic to and from the city is by air and controlled from a landing area. The baron administrator has arranged for the transplantation and nurturing of various indigenous trees to the city, making Bayonard a cosmopolitan reflection of the jungle below.

A note: if the heroes were played in *Find the Lady*, some of them may have acquired a certificate that allows them to legally bear restricted blaster weapons (only) in Bayonard. If that is so, then it is still good.

It is easiest to start the heroes together, on a weekend or other non-work day, simply out on the town to have a pleasant afternoon. If the heroes don't know each other, now is the time for descriptions and introductions.

No, sorry, it never gets to stay that simple, does it?

The afternoon is still young, and that's good, because Bayonard still has a lot of pleasures to sample and sights to see. The city is a strange admixture of the natural and the technological. Artfully landscaped, transplanted trees tower over large areas of the platform city, while speeders and droids zoom around and above and beings of all sorts conduct their daily business and lives.

It's good that you have a couple of days free now, between work cycles, to take in the sights and spend a few credits on just relaxing. After all: what's the point of being a famous adventurer, the hottest star pilot this side of Coruscant, an intrepid investigator, a devoted Jedi or a golden-hearted procurer of useful items — or whatever flavor of hero you happen to be—if you can't relax and enjoy the hard-earned fruits of your labors, now and then?

Well, it doesn't look like you're about to figure that out just yet, not if those running feet and harsh voices calling out, "Stop, or we'll fire!" mean what they usually mean.

Four young people, a mix of species and genders, are running up the service road you just crossed, with four older Human males behind them. The youngsters are weaponless, while the pursuers seem to be armed...

Important Note to the GM about weapons in this scenario: First, note that the heroes are in a civilized place. It is possible, through their actions in "*Find the Lady*", that some of the heroes have permits to carry restricted blasters in this town. If so, and if they own such a pistol, the permit is still good. Technically, in addition to heavy blaster pistols, the certificate permits a wide range of blaster weapons, up to and including automatic weaponry! However, remind them that grenades, military-level repeating blasters, and the like

are not permitted to ordinary citizens (even to Militia members, if they are off-duty), in inhabited areas. Even stun grenades are considered military and peace force weapons and citizens are not allowed to take a six-pack into town. Of course, the heroes may ignore this, but do so at peril of legal action.

If you, the GM, ever feel that the heroes have used an unjustifiable weapon, in a way that would get them caught doing so, the "warning" level of legal action is confiscation of the weapon and a fine equal to its book cost. Even a permit to own and carry the weapon (real or forged) does not make it legal to *use* the weapon to commit an illegal act. Also, heroes who commit illegal acts involving the harm of others are often candidates for Dark Side Points: warn them, and if necessary, assign the DSPs.

Having said that, it would be possible for a hero to have a blaster rifle or similar weapon at their disposal if they have the certificate and if they are *clever* about arranging it— they simply cannot be lugging obvious military-level hardware into restaurants and theatres.

Stats for the thugs can be found in GM Aid 1, and those for the "padawannabes" in GM Aid #2. Their physical and philosophical descriptions are there, also. A brief summary:

- Naja Delan, the leader of the friends. Male Duros.
- Oora, a female Chagrin (same species as the male, horned Bureaucrat in Episodes 1 and 2. She doesn't have the upper horns.)
- Biko, a male Rodian.
- Meera, a female Human.

The teenaged groupies, similarly to the heroes, are out on the town, but they took a wrong turn. Naja Delan, ever the conspiracy theorist and seeker of plots and villains, decided that two men he spotted looked like "*smugglers or death stick dealers or worse*", and persuaded his friends to trail them, to listen in on their nefarious schemes.

Well, for the first time in three years, he was right. The two men walked into a speeder repair garage and proceeded to gab with the owner. Hidden around a corner, the group had time only to hear one phrase, delivered by someone with a sneering tone of voice: "Lermyn won't speak for five minutes. He'll never stop there." Then, a mechanic came out a side door, surprised the young people, and ordered them off.

Disappointed that they hadn't overheard anything exciting, they almost managed to blithely walk off. However, one of the men to whom they'd been listening looked around the corner at the noise, and drew a blaster.

The chase began.

What they actually heard was "Lermyn won't speak for five minutes. He'll never stop there." The

padawannabes think someone was commenting upon how long-winded some speechmaker might be. Of course, what the two local conspirators thought had been overheard was an admission that Lermyn is to be killed. They mean to grab the young people and interrogate them, at least detain them until after the conference. Then, they could always disappear out of the system and be sold into slavery, or be otherwise disposed of, if need be. Or, they could be deliberately misinformed and released to further implicate the Cularin Militia in the killing.

Either way, they couldn't be allowed to escape.

The Thaereian spies were in the shop because the owner-mechanic is a traitor who receives shipments of equipment for the Cularin-based spies. He also repairs and modifies their equipment, and had just finished the set-up protocols for a floating spy drone (think of something like Darth Maul's in *Star Wars: Episode I – The Phantom Menace*), which follows the chase from some distance away. In the busy city, with noise, people and other droids all over the place, it is virtually impossible for the heroes to spot the drone at this point in the story. The drone ensures that Encounter Three can take place without too much of a “coincidence crowbar” needed, or without forcing the escape of a thug.

All this happened a scant minute ago and the youngsters have been racing down a service road to get away from the thugs.

Fortunately for the would-be heroes, they've just run into some real ones.

The map for this encounter is given in Player Handout #1. There is no GM version; it really is that simple.

There are only four thugs (Jax, Garee, Kowen and Yurge) running after the kids and their guns are set to stun, though they have illegal, heavy blasters. One of the thugs (Yurge) drops back and doesn't approach closely. When they see the heroes, they call out: **“Stop them, they stole something.”** Their story is unlikely to hold up long and it's doubtful that the heroes are going to let them take the young people. The thugs don't want to deal with BPS (Bayonard Peace and Security). If the heroes are obviously armed, or if they resist intimidation by the armed thugs, the thugs try to back off and get away. If the heroes attempt to detain them, the thugs open fire, still on stun. As soon as a fracas breaks out, the thug further back disappears back around a corner, runs off and com-calls another member of the cell. If you have a Jedi or Force Adept with Burst of Speed in the group, they could likely run him down. This is not a huge problem, as the floating spy-drone is hovering at the edge of a rooftop a couple of buildings away, to record the going's-on and provide a means of tailing the heroes.

Note: Remember stun has a 4-meter limit to the

range.

So, there may be only three thugs to fight. Although they are competent, they retreat at any sign of determined resistance, or the moment that one of them is either stunned or takes a wound. They back off and say: **“Hey, we thought one of them had stolen something from our speeder; we don't want no trouble,”** and try to get away, retrieving any unconscious comrades if possible.

They have a landspeeder and two speeder bikes back at the garage. One of the bikes may have departed earlier, if one of the people got away and used it. The owner of the facility has a clean record and it would be almost impossible to prove that he is a Thaereian sympathizer and quisling.

Note that all of these Thaereian spies, and any later ones in this scenario, have taken a pill that makes them immune (for a short time) to the mental effects of Force Skills. (That does *not* include either the shop owner or the assassin in Encounter 5.) This is the same item that was used by some Thaereian soldiery who guarded a secret base in a previous scenario (*Tilnes Rising*). They do not have any more of the pills on them. The effect is exactly as if the target had made a successful Will save; there is no special, detectable resistance. Thus, if captured, they simply stick to their stories of a mistake being made and allow themselves to be turned over to BPS officers, confident that they'll be released before long. They tell BPS that they only used stun to defend themselves against a larger group of assailants. It likely won't wash, but it is good enough to make BPS decide to simply put them in a cell pending a proper inquiry. If they are called in, BPS does not allow the heroes to further interrogate the thugs.

If the young folk are questioned by BPS officers, it comes out that, yes, they were snooping around after these people because they “looked suspicious”, but Naja Delan asks to speak with one of the officers. He produces his identification and gets the padawannabes' group off with a warning, since they actually had done nothing wrong. This is also an opportunity to saddle the heroes with the group of four youngsters, especially if any tactic more harmful than “stun” was used. Naja can easily get the heroes off by hiring them as his **“bodyguards, until after the hearing for those slimos”**. He actually does this, for 500 credits apiece, per day, first day's pay in advance. See “Keeping the Padawannabes with the heroes”, in Encounter 2.

Encounter 2: Can We Throw Them Back, Now?

Key ideas of this encounter: The heroes need to decide what to do and where to go. As well, they get to know

the young people they have rescued, who are all “Jedi groupies”. Any Jedi in the group is asked questions incessantly. Any members of the group who know Jedi, or who have adventured with them, or who are simply well known heroes of Cularin, also become the foci of the group’s attention.

This section is primarily intended for planning and role-play, after BPS leaves with the thugs. It can occur on the street, or Naja Delan can ask to buy the heroes something to eat and drink at a nearby restaurant. After that, they’d really appreciate it if the heroes would walk them to the parking lot where they have parked their speeder bikes. The restaurant is on the way. Of course, if Naja hired them in Encounter 1, then the heroes are at his disposal.

There is also the possibility that the heroes want to nose around at the repair shop. If so, see the appropriate section, below.

Note that, whatever the situation, you want to use up at least fifteen minutes of *game universe* time (not necessarily real playing time) with the heroes, to make the response by the Thaereian ambush team plausible in Encounter Three. If the heroes go to inspect the speeder repair shop, or the restaurant, that should easily occupy 15 minutes to an hour of game universe time. Even simply speaking with the “groupies” on the street should do that. Real passage of time is a good indicator of conversation time in the game universe, and any actions beyond conversation add to the time taken. Feel free to let them use up more game time. The critical moment at the end is actually timed to their arrival, so you are building up a sense of urgency, but for literary purposes, and player satisfaction, they get there in time to do something.

How can the heroes determine what is going on?

It should be fairly obvious that the group of teens overheard something significant, once the heroes have a chance to talk with them. The opening crawl represents information that they have, plus they now have the name “Lermyn” to work with. Possible avenues for investigation, rated by usefulness, include:

- Public holonet news services. (Type B source.)
- Computer “Who’s Who”-type cyclopedias, but they would need to go to out of system archives. (Type C source.)
- Knowledge (Thaereian System, or Important Thaereians, or similar). (Type A source.)
- Knowledge associated with trade and interstellar finance (not smuggling, etc.) (Type B source.)
- Any sort of Diplomatic lore or affiliation, or pacifist affiliation, or related profession, or class (Noble, Jedi Consular). (Type C source.)

If the heroes propose another method, use the above to

rate it as A, B, or C. Results for rolls follow. The rolls are not tiered. As heroes get better at what they do, it becomes easier to do this sort of thing really well. *The DCs are shown for a Type A source of information.* DCs are 5 higher (more difficult) for Type B and 10 higher for Type C sources. Each higher result also gets the information of the preceding lower results.

Type “A” DC	Information Gathered
10	Gavid Lermyn is some sort of Thaereian peace activist and negotiator.
15	He’s actually on Cularin at the moment, for some reason.
20	He’s here for a secret meeting, to discuss the fallout from the events of the last few months. (GM: as seen in Season 3 and especially the <i>Night Eyes</i> , <i>Who Goes Thaere?</i> and, earlier, <i>Tilnes Rising</i> scenarios.)
25	The location of the meeting is a heavily guarded secret. It’s rumored that the Militia, or OPS, are providing security. Nobody knows much more, not even their own people who are not directly involved.
30	Rumor has it that a number of very important people from around the Cularin system are going to be at the meeting, including a few one might not expect. Sorry, no details.

Determining the actual location of the negotiations.

The heroes need to get in touch with those in charge, of course. By now, some of them may have built up a fairly large list of contacts, friends, and people that they have helped, perhaps up to and including Senator Wren.

They are free to comcall whomever they wish in the government or Militia, or to arrange meetings (the padawannabes, of course, tagging along). The results are much the same. Yes, people believe them that there might be some sort of whacko or group that would like to disrupt the negotiations. Isn’t there always? However, there is heavy security there, and the best point in its favor is that the meeting place is not one which adversaries would be likely to figure out. No, that means that the contact is not about to reveal it to the heroes either. Thanks, anyway.

The heroes can learn the location in a number of ways:

- A Noble could call in a favor high up in the Cularin government. After at least an hour, they are given the location: the Hiironi Irstat in the jungle near Gadrin, home of the largest Tarasin settlement on Cularin.
- The heroes may check out the location where the

padawannabes got into trouble (the speeder repair shop). It is possible to find a clue there, in a speeder parked in front, if the Encounter 1 people didn't use it to get away.

- If the first two options are not available, or are not exercised by the players, then do the roleplaying portion of this encounter and then slide into Encounter 3. By the end of that, the heroes should have a map that shows the location.

Important scenario flow note: The flow from this point becomes important. Our intent is for the heroes to discover the location, not that they simply have it handed to them. We also intend that the heroes have to deal with Encounter 3, which is likely to be a fight. Note that the heroes *can* avoid the fight, although that has probable repercussions elsewhere in the trilogy. The “choke point” to get the heroes to Encounter 3 is the parking lot where the padawannabes have their speeder bikes. If this becomes awkward for some reason, then you may also use the Bayonard Landing Area access point. All traffic must go through there, on and off the platform city. Finally, you may simply improvise. Since the Thareian spies have a spy drone following them at a distance, with telescopic monitoring, they could set up the ambush of the heroes and the young folk just about anywhere. However, they would try to avoid really populous areas, obviously. Other than that Bayonard is suspended up above the jungle canopy, consider it to be about like any other small city, and pick the spot. A map is included for the Parking lot, but it could likely be adapted.

If the heroes wish to check out the speeder repair shop:

They can certainly do so, and the padawannabes accompany them. The teens only stay out of sight if they get an absolute promise from the heroes not to dump them until they can talk. If that is agreed, the teens watch the shop from hiding and definitely rejoin the heroes when they are done there.

The shop is large enough to work on two ground cars or landspeeders, or several bikes, at one time. Currently, there is one airspeeder there (or two, if the thugs did not get back to theirs). The Human owner-mechanic (Varas Hoorst) and his two assistant mechanics (Rroggerr, a male Wookiee, and Vinda, a female Zabrak) are working on two speeder bikes in the shop, and one bike out front (or two, if Thug 4 didn't get away on it). Anyone making a Repair check (DC 10/13/15/15) can determine that they are reasonably competent at what they seem to be doing. The Zabrak mechanic is the one who spotted the “nosy kids”. Note that the mechanics are *not* Thareian quislings and do not know that the owner is one.

If the thugs' landspeeder is still out in front of the shop, a tow vehicle, commed by BPS, shows up to take it

away in ten minutes, or just before the heroes are about to leave, if they don't spend much time there. The driver can produce identification and his authority for the shop owner, who would hasten to investigate.

The heroes are not authorized to be poking around in it, although someone with the appropriate social skills might be able to convince the tow driver (DC 15/18/20/20, minus 5 for a bribe of at least 20 credits). The vehicle is locked, but the driver has the card for it, picked up from BPS. A Search check (DC 25, taking 20 is allowed and makes it take a total of 4 minutes) reveals a clue: a small capsule. Inside is a tiny, nonstandard data crystal. Any hero with tech specialist levels can identify it as Thareian manufacture. Appropriate Knowledge skills (not just Repair or Computer) might also identify it.

A successful Repair check (DC 15/20/25/25) is required to interface the capsule with any sort of standard data reader and Computer Use (DC 20/25/30/30) to decrypt the tiny bit of data on it. Up to two people may assist the primary, but no more: it's finicky work. Note that the padawannabes have some relevant skills, if the heroes need help. The data are simply two sets of numbers, very short. Knowledge (Geography or Planetology or Planetary Systems), or any sort of scouting or guiding profession or skill, or the Scout class, allows them to be recognized as coordinates on the surface of Cularin. It is then an easy task to determine that they are the coordinates of the Hiironi Irstat (the largest Tarasin settlement on Cularin, near Gadrin).

The clue is not essential, but that way the heroes have found the negotiation site, rather than having to get the location from bad guys in Encounter Three.

If the heroes try to search the landspeeder immediately upon arrival at the shop (note that they have no real way of identifying it as belonging to the thugs, but that one of the mechanics could tell them it did), the owner of the shop notices them trying to break in [Disable Device (DC 15) should do it] and the Hoorst objects. He cannot be bribed to let them get into it. He simply claims: **“I don't want no trouble from BPS”**. In reality, of course, he's an associate of the spies.

If the heroes are clever enough to divert the owner somehow, after determining that they want to look the landspeeder over, then use the values above to determine results of the search. A Jedi or Force Adept might also deem that the situation warrants Affect Mind: this could make the owner decide that a search poses no problem, but he would not reveal his allegiance under the effect. In this case, the tow driver arrives after the search is over.

Questioning the shop owner and employees:

Unfortunately, this is somewhat fruitless. The two employees who are here are assistant mechanics: a male Wookiee (Rroggerr) and a female Zabrak (Vinda). They

really have no time for chitchat, but either could be persuaded with about 5 credits. If the owner were around he'd order them back to work. All they can tell, in any event, is that the owner had been talking with the people who owned the recently repaired landspeeder, out front. Vinda was the one who noticed the kids snooping around. Her story: *"I told them to boost off; they started to go. Then the guys who own that speeder got the jellies and ran after them, telling them to stop. The kids started running. That's it."*

Either tech can confirm that the people with the speeder bring it in regularly for servicing.

Questioning the owner simply brings gruff assertions that, *"I want no trouble"* and that, *"You should leave"*. He'll accept a 20-credit bribe to tell them that the people do *"bring the speeder in to be serviced regularly"* and that *"everyone should do that"*. He has no records of their addresses or such; he deals in cash. He is surly and no-nonsense. Affecting his mind can get him not to interfere, but cannot get him to tell much more, for the simple reason that he does not know more. Also, he may end up feeling friendlier towards someone, but that doesn't make him a mindless zombie. You might not even tell your mate that you were a criminal, if you were one. The only really incriminating thing that he might reveal if influenced (not just bribed) is that he occasionally gets packages from or for them and passes them on. Also, he is a competent Computer, Droid and Electronics Tech, and occasionally performs little "tasks" for them. The details, he wouldn't even tell a friend, if he had any. He is also a person who thinks that Cularin could benefit from firm Thaereian policing, but that's not a very popular attitude right now and he is not likely to share that unless mind-influenced. He thinks that the Wren government is incompetent and that the Militia is fancy-boys and -girls in uniform.

Questioning the padawannabes—and right back at you: Doubtless, the heroes want to question the young people. The feeling is mutual. Here are some typical responses. Some are given from the point of view of more than one of the young folks, to help you set the tone. Also, make sure to look over the notes in GM Aid 2; each of the padawannabes has a distinct personality and agenda. Their philosophies and ideas and questions are given in great detail there. You may wish to keep those sheets separate from others, for ready reference throughout the scenario.

How did you get into trouble?

- Naja: *We spotted two guys that looked suspicious and trailed them. I have a nose for this sort of thing.*
- Biko, laughing: *Yeah, for the first time in two years you manage to get us chased.*
- Meera: *Naja knows what he's doing. He's been*

around. I have, too.

Why were they chasing you?

- Biko: *There needs to be a reason? We were nosy and they like to hunt?*
- Oora: *They claimed that they thought we'd stolen something from their speeder, but we never got near it.*
- Naja: *We were eavesdropping on them, but we didn't hear anything important, just some stuff about a long-winded lecturer.*
- Meera: *They gave me a creepy feeling. They wanted to hurt us. I'm sure of it.*

What was that about what you overheard?

- Naja: *Something about a guy named Lemon who talks too long.*
- Biko: *No. That's not it. His name was Lermyn and they said something about him not holding to five minutes.*

Can you try really, really hard to remember the exact words?

- Biko: *Let me think. Yes. It was this. "Lermyn won't speak for five minutes. He'll never stop there." I guess this Lermyn talks too much?*
- Naja: *Maybe, but that makes no sense. Why chase us about that?*

Questions that the padawannabes have for the heroes.

For non-Jedi (including Force Adepts. Sorry, these are Jedi groupies). Paraphrase, if the heroes at your table are all very new to Cularin. In that case, they have just finished acting heroic, so the padawannabes will presume that they are adventurers and "heroic types".

- *"I've heard of you. You've done all sorts of things for Cularin. Please, tell me how you got into doing stuff like that."*
- Likely from Oora: *"How can you find time to go off saving people and planets and hold down a day job?"*
- *"You really took care of those nullbits back there, in no time flat. Guess they recognized you, too. Was it exciting? You've been in a lot of fights, I bet."*
- *"What's the best thing to remember in a fire-fight?"*
- Likely from Naja: *"How do you decide when to fight honorably and when to just cut loose?" "How can you tell when you have a truly dangerous opponent and when it's just vapors like those ones who chased us?"*
- *"Could you use an assistant?"*
- *"I want to learn how to be like you. Cularin needs heroes and you're a hero."*

- Likely from Biko: ***“So, how many opponents have you hunted?” “Killed many?”***

For Jedi heroes, the list is endless. Think of these kids like really obsessive Trekkers and substitute the Jedi as their obsession du jour. Actually, think of them pretty much like most of us are, after seeing a cool lightsaber fight or the Obi-Wan or Yoda sequences in Episodes 1 or 2; then multiply it by 100. They want to hear the Jedi Code and what it means to the hero(es). They want to hear about life at the Academy. They want to see the lightsaber on. Well, come on, they want to see it chop through something. Meera would gladly let a Jedi slice a fruit off the top of her head— in fact any of them but Biko likely would. They want to know about the proscription on marriage, when it’s known that several Jedi, like the Coruscant Temple’s Ki-Adi-Mundi have married, sometimes more than once. They want to know what the Jedi think of the Almas Academy tradition of letting in older students. They *really* want to know if it’s true that anyone can potentially learn to use the Force, and if that means that they might have a chance at training.

See GM Aid #2 for more details.

Keeping the Padawannabes with the heroes:

Sensible heroes are likely to want to be rid of these teens as quickly as possible. But, it is imperative for the scenario theme that the padawannabes stay with the heroes. Here follow a number of suggestions for doing so; adapt these to your group and situation as works best to retain a *Star Wars* feel.

It’s possible that the heroes do not wish to leave the kids for possible further attacks, until matters have been resolved. Great, no further troubleshooting needed.

The padawannabes ask to be escorted to their vehicles, during and/or after the Encounter Two discussion session. Encounter Three can take place in the parking lot, which is down a side street where there is little pedestrian or vehicular traffic.

Naja may have hired the heroes at the end of Encounter 1, in which case you have no problem. Have a chat in the restaurant and then he can ask the heroes to take him and his friends to the parking lot, preparatory to an evening out. Cue ambush.

If the heroes just don’t want to associate with the young people at all, then Naja Delan offers to hire the heroes as his bodyguards *now*. He can offer them 1000 credits apiece for one day’s work. He offers the maximum right away; he cannot afford more, even on his large stipend. If they accept, this gets them to the parking lot and Encounter Three.

Bottom line: keep the Padawannabes with the heroes. If the above does not work, improvise within reason.

Players with a sense of the cinematic are likely to play ball, anyway.

Encounter 3: Spend A Little Time With Me

Key ideas of this encounter: A Thaereian hit squad tries to take the heroes and padawannabes into custody until after the assassination takes place. If they cannot be captured, then the Thaereians are perfectly content to ruthlessly try to kill them.

Try not to make an obvious “encounter transition” when heading to this. It should flow seamlessly from the last encounter, as if the two were one.

Do not artificially shorten this encounter unless you are, somehow, already pressed for time. Encounter 4 can be tuned to take whatever amount of time you wish and the final encounter should not take a very long time, either. For Encounters 4 and 5, an hour should suffice.

By the time that the heroes get to the parking lot, the Thaereians have had time to bring in some serious firepower. High or Upper tier heroes are likely known to the Thaereians by now, and for that level of competency the Thaereians have brought out of hiding one of their top “troubleshooter” squads on the planet. Even less well-known heroes are worthy of a competent team of pros, sent to pick up them and the padawannabes.

There is really no chance that the heroes could have spotted the reconnaissance drone that the Thaereians used to keep track of them. In a busy *Star Wars* city or town, there are always messenger drones and delivery droids and all manner of other things buzzing around. Moreover, this spy drone has a decent set of lenses and doesn’t have to be all that close. There are plenty of places to skulk, up among the tree branches.

This is potentially a very lethal encounter, especially if the Thaereians get the drop on the heroes. Feel free to scale it to your player group, assigning the bad guys a slightly lower to hit chance, or whatever seems correct, if the heroes look to be getting into a fight and are heavily outclassed. You could also reduce the number of attackers by one or two, if the heroes’ group does not include many combat oriented classes. Spread the damage around a bit; don’t concentrate on downing one hero. Of course, you can make an exception for a belligerent hero toting a significant weapon, especially an illegal longarm or grenades. These spies also consider Jedi a significant threat and they both fear and hate Jedi. They do not ignore everyone else, but they are glad to see any Jedi go down

first.

The bad guys are detailed in GM Aid 1, along with tactics. The parking lot is mapped out in Player Handout 2 and GM Aid 3.

As the heroes arrive with the young folks, Naja points and says, ***“Our bikes are right over there.”***

Once the heroes and the kids are in the parking lot, the ambush squad rises in position, armed, flanking them. That’s the ideal, as far as the Thaereians are concerned. Suspicious heroes who enacted some clever plan, or ones who make Spot (DC 15/18/21/24) or Listen (DC 17/20/23/26), or the standard DC 20 Wisdom check for anyone who is Force Sensitive, may get enough warning of the “something’s wrong” sort to arm themselves. This encounter is fairly loosely set up: if you, the GM, believe that the heroes have done something that would give them an idea that something is amiss here, that is fine.

If the heroes are armed and show threat immediately, the Thaereians abandon their intended parlay and attack. The cars and other cover in the lot give people using them +4 to their defense. The padawannabes take cover immediately.

If the Thaereians get the drop on the heroes, or the heroes do not seem to be readying to attack, one of the armed Humans calls out:

“We’re Cularin Militia. Stand still; draw no weapons. You have gotten into something way over your heads. We can do this the easy way, or the hard way. You can drop all weapons and come with us to a house. You will be sitting in that house for a very short while, two to three hours. You can watch holo, if you like.

“At the end of that time, you will be released.

“This is important Cularin Militia business, and you can’t be allowed to foul it up. Sorry.”

Sense Motive (DC 15/18/21/24) determines that this fellow does not sound trustworthy. Note that he automatically makes his save (due to the drug) against any Force skill used to try to get mental information or to influence his mind.

The heroes can also try parlaying and questioning the man to try to satisfy themselves that they are real Militia members. The simplest thing would be to ask for I.D. Here are some possible questions and responses.

“What’s going on?” “Sorry, need to know basis. You don’t need to know.”

“No, really, I do.” “Get used to disappointment. Now drop your weapons and come along.”

“I’m a member of the Militia and I don’t recognize you.” “I don’t recognize you, either. Guess there must be more than twenty of us, eh?”

“Let me see some identification.” “Sure. After you all drop all weapons.”

If the heroes fall for this lame line, the Thaereians move to take them into custody. One has a forged Militia I.D., but it’s not a good one. Spot (DC 15/18/21/24) or Forgery (DC 10/13/15/17) detects flaws. However, the heroes now have to draw or pick up and ready weapons.

If the heroes actually do decide to do what the Thaereians want, the men confiscate all weapons and cover everyone while one of them pats the heroes down, one at a time. Any hero with a small, concealed item may make a Hide check against the Thaereian’s Search result of (17/20/23/26) to retain it. It could not be larger than a holdout blaster.

The “Militia” men then try to herd them towards a large airspeeder truck, intending to put them in the back. If the heroes haven’t gotten wise to them by now, Biko protests, ***“Hey we have rights, you know.”***

One of the men with a blaster rifle clubs him and knocks him out (1 point of wound damage, Biko failed his save).

If nothing happens, they lock the heroes and padawannabes up in the speeder-truck and take them to a warehouse area. They back the rear of the truck against a wall and then they intend to stand guard until three game hours pass, by which time Lermyn should have been assassinated. Then the heroes are released, but no guns or gear are returned. Of course, if the heroes come up with an amazingly clever plan to get out of the truck and defeat the Thaereians, by all means allow it. However, the Thaereians do *not* open the truck before the time is up. No, they don’t care if someone is sick, dying, or having a baby. They really wouldn’t mind killing the heroes right now, but that isn’t part of their orders unless the heroes resist.

If the heroes are stumped, help comes from a very unanticipated source. After one hour, there will be the sound of chaos and screaming and blaster fire outside the truck. If anyone can make a Listen check (DC 25), they hear, faintly, the unmistakable whine of a lightsaber. There is one last, faint, strangled cry—and anyone who is Force Sensitive feels a momentary, chill pang of the Dark Side. Unknown to them, the Black Queen has just taken another step towards the Dark Side, this time on their behalf.

A brilliant, *emerald-green* lightsaber blade lances through the side of the truck, narrowly missing. It carves three sides of a rectangle in the wall, then extinguishes, and the sound of rapidly retreating feet is heard.

By the time the prisoners get out, their “benefactor” is nowhere to be seen (at least not in this scenario, GM. She’s back later in this trilogy). Outside is a scene of carnage. The captors are all dead, very obviously from lightsaber wounds. The heroes and padawannabes’ belongings are all in the cab of the

truck.

Naja can call for some transportation to pick them up, if the heroes cannot. If none of the heroes has twigged to the timeframe, Oora remarks that it was odd that they had a very specific amount of time in mind. One hopes that the heroes arrange transportation quickly. Unless they call in BPS, who would impound the truck as evidence, they can find the "keys" on one of the bodies. Once they can, get to Encounter 4. They really don't want to spend an hour with the authorities right now.

If the heroes have not yet found any clues as to the location of the negotiations and had no way of determining it before now, there is a map hidden in the lining of the lead (your pick) Thaereian's coat. As it has been cut open by a lightsaber, it is not hard to spot the flimsy plastic, if any attempt at a search is made at all. Search (DC 12/15/15/15) finds it. Taking 20 in a general search would take too long. If the whole group simply bombs the dice or isn't thinking too hard, allow everyone (even the padawannabes) Spot check (DC 15/20/25/25) to see it. If they still blow it, Biko (if alive, he's recovered) or your choice of padawannabe notices it.

It is a plastic map-flimsy of a large Tarasin community that some of the heroes may recognize: the dwellings of the Hiironi Irstat (LFCG, p. 13). That is about an hour away by speeder. There is no annotation, but it's all that they have.

If the heroes decide to fight, at any time before they are locked up:

Refer to GM Aid 1 for all of the stats and tactics. If the Thaereians can catch the heroes in a flanking crossfire, they will. The cars and other cover in the lot give people using them +4 to their defense. The padawannabes take cover immediately, but help if they can, unless ordered not to (Biko doesn't listen and the others take convincing with an appropriate skill, opposed by their Will saves.)

Ordinary people in the near area scatter and vanish when — sorry, if — the shooting starts. BPS takes about two minutes to arrive, but the battle, if any, is likely to be long over by then. However, one of the bystanders in the area actually is not here randomly. He is a spy for the Black Queen (featured in the third scenario of this trilogy). He learned of the heroes' presence after Encounter 1, reported in and was told to watch from a distance. When the fight breaks out, he runs off like other people, but takes up a vantage point on a nearby rooftop and takes a holo of the proceedings. He then leaves off his tail and exits the city and this scenario.

After the heroes are victorious, they can find on one of their assailants the map-flimsy from above. (Or it can be found in their speeder-truck, if they got away,

or, if they *and* the truck got away, dropped in the commotion and one of the padawannabes picked it up.)

Encounter 4: Shooting Off To The Shooting

Key ideas of this encounter: The heroes' path is clear. They have to crash the negotiations and foil the assassination of Gavid Lermyn.

The Cularin jungle streaks by you, a phantasmagoria of greens, yellows, reds, oranges, browns. You do your best to maintain a breakneck pace towards the Hiironi Irstat. There are few predators in these jungles that could keep up, and you are staying fairly closely to the clearer main trading paths. Not only a life hangs in the balance, but possibly the fate of a system balanced on the precipice of war.

By all means, allow Trailblazing or the like, to let the heroes "make up some time". However, this is really a cinematic transition scene, so time is not crucial. They get there just in the nick of time—but you don't have to tell them that.

This encounter may be played fairly loosely. You simply have to get them to the site, and the rest of the time can be used for any planning and roleplaying desired. After the extreme violence of the encounter just past, the padawannabes have a lot of questions...

Refer to GM Aid 2 again, to see what sort of things they want to know. In addition, the recent violence has prompted more questions, like:

"There was a lot of damage to people's cars and bikes back at the lot. Aren't we, um, responsible?"

If any padawannabe died, or was seriously hurt: ***"I've always wanted to be a hero, to be like the Jedi. I think that maybe I could die for a good cause. But how can you do something that might get your friends killed?"***

"This is crazy. They were trying to kill us. How can people take life so lightly?"

"But you walk around armed all the time, don't you? Isn't that going to make it more likely that people will start shooting? That innocents will die?"

To Jedi, if any: ***"I've always believed that the Jedi way was supposed to preserve life at all costs. I don't understand. You have the deadliest hand weapon in the galaxy."***

Between the above and the suggestions with the NPC descriptions, your goal, while they head for the meeting site, is to try to draw the heroes out about what they feel, if any, is the justification for violence. The padawannabes are a little bit shocked, as they should be.

Is violence for the sake of a good cause acceptable? What if innocents die or are hurt, while heroes try to bring the guilty to justice? What sort of price do those around heroes have to pay? Do heroes care about such things? How can they do so and not be paralyzed?

For Jedi heroes, the padawannabes—especially Meera, if she is still with them—have other questions:

“So, is that why you don’t marry, or have relationships? Because you’re afraid that your loved ones would be killed? How terrible.”

“But— you must have friends, mentors, followers. They could be killed just as easily. So, why draw apart from the rest of us?”

Try to leave at least 30-45 minutes left to play your upcoming finale, in addition to the required administrative time at the end.

Encounter 5: A Shot at Heroism

Key ideas of this encounter: The heroes arrive at the site of the negotiations, but they cannot force their way in. They must figure out how to convince or deceive the guards, so that they may enter. Once inside, they are just in time to foil the assassin—or are they?

As the Hiironi Irstat looms up through the jungle, you see that they have set up their traditional defenses against large predators and, especially, flying ones. A huge, interlocking series of nets have been hung from the ch’hala and other immense trees. They effectively interdict approach to the city to a heavily guarded choke point. Awaiting traffic are twenty men and women in the white and emerald uniform of the Cularin Militia.

Short of trying to blast or cut their way through the nets, there is no way in except past the checkpoint. If they contemplate doing that, allow Not Being Stupid (DC 10) rolls to figure out that it would be a very, very dumb idea. Any reasonable skill would do. Tarasin Lore, Law, Local Knowledge, Cooking (they’d be toast)— well, maybe not cooking, but just about anything else applicable.

The checkpoint encounter is essentially a way for the negotiators, Mind Trick/Friendship artists, con artists and so forth to shine. Note that experienced characters with good reputations are recognized by some of the Militia. Yes, these have real I.D. and if any heroes are Militia members, they are welcomed. Even so, they are not assigned to this special, secret detail. Other factors that may come into play are that the heroes may have certs or stories about other times that they have aided the Militia, Osten Dal’Nay himself, or

Cularin. If they do, and if they are willing to role-play even a little bit convincingly that there is a serious situation here and that they have to be let in, there is no roll needed. The guards elect to trust them. Under no circumstances, however, can they be allowed to take guns into the village. They can take unarmed speeder bikes in.

Points of information:

- ***Yes, there is an important meeting going on here.***
- ***It was supposed to be secret, in this out of the way place, a spot hard to approach from the air due to the jungle canopy, and well protected from ground attack by the Militia.***
- ***There are more Militiamen around the perimeter, about two companies. Sorry, no more details available. Secret, you know?***
- ***They do not believe that there could be an assassin here.***
- ***Security has been very, very tight since this place was picked and they moved in.***

That’s the problem, of course. The Thaeireians, pretending to debate for a few hours as to whether they’d agree to the site, secretly flagged their hired assassin, and he got into place *before* the security net literally and figuratively descended. He has a vantage point, a rifle, a couple of diversionary droids and an explosive exit planned.

Anyway, according to the guards, there’s been no sign of trouble, ***“And the meeting’s just about to start anyway.”***

Allow the heroes in, either by convincing role-play or by use of skills. Pick targets that seem reasonable and have them roll if you like, but get them and the padawannabes in. If they dump the youngsters at the checkpoint, Naja cons them in right after the heroes go through. If he is dead, one of the others can manage it.

As said, the meeting is about to start (of course). The cinematic set-up is detailed below, after these technical details. See Player Handout 3 and GM Aid 4 for a map of the meeting platform and surrounding area.

The assassin, Jaris Vollrath, is hidden atop a building about 200 meters away. His sniper rifle is customized to reduce his range penalty to zero, and it has a lot of other irrelevant bells and whistles. Beneath him, in the commandeered hut, which also houses a dead Tarasin, is his custom speeder bike. He has two explosive charges planted at the security perimeter. One is on the side nearest Gadrin. It is a ruse. Immediately after he shoots his target, he plans to blow it, bringing down several large ch’hala branches and a lot of netting. He then plans to flee, on his bike, in the opposite direction towards the deep jungle, where he has his small ship hidden. He only blows that section of netting, a much smaller one, as he is about to go through it.

As well, he has two standard Baktoid B2 battle droids (RCR page 373) powered down and clamped

underneath the platform on which the historic negotiation is to take place. The signal which detonates the first charge also activates them, and one round later they pop up around the edge of the platform, blazing away ineffectually with blaster rifles set on stun, buying him time to get away. Yes, stun: he hasn't been paid for any extras. They have been programmed to recognize the target, Gavid Lermyn. Him, they shoot to kill, if given the chance, but no one else. If they do see a living Lermyn, as they prepare to shoot, they are programmed to say, *"For the sake of a free Cularin, die."* More red herrings. The droids' important stats are right here: **Init +0, Defense 12, DR3, Spd 10, VP/WP 10/10 (as Soldier 1), Atk +2 (melee 1d4+1 hand, or ranged 3d8 blaster file), SV Fort +2, Ref +0, Wil -1, SZ M.**

GM Aid 1 details the assassin's tactics. If he gets a good lead on heroes with no transportation, he gets away. If they can get to bikes or other transport at the same time he does, or very soon after, they may be able to catch up with opposed Pilot checks. That is your call as GM. If you have the time, make it dramatic. If not, just decide whether they would have been able to catch up and allow a confrontation to play out. Note that the assassin has an armed bike, but the cannon is useless unless he turns around. He does so if it is obvious that he is about to be caught. A hero shooting from a speeder bike at speed is at -4 for a pilot with a handgun. A passenger could use a handgun or rifle at -2. The assassin has the feat necessary to use his bike cannon at full effect.

The dramatic set-up for the assassination attempt.

See Player Handout 3 and GM Aid 4 for a map of the meeting platform and surrounding area.

As the heroes get to the platform, Gavid Lermyn is just walking up to the lectern. There are about thirty representatives of the Cularin system here. These include Senator Wren, E1-6RA and four Tarasin leaders from various irstats, including the Hiironi. Mother Dariana is not here, but Cryalira, the Iirstat-Kes (essentially the headwoman) is. Amazingly, Nirama is seated among the audience, along with a couple of "associates". The balance of the audience is composed of members of the Spacer's Union, the Trade Alliance, the Gadrin/Hedrett Office of Peace and Security, and various other Cularin system organizations.

The heroes are at the edge of the platform and eyes are beginning to turn towards them. Gavid gets ready to start his address, and the assassin lines up his first shots from the hut roof. As if on cue, the sun breaks through the canopy in places, seeming to presage a golden moment of peace.

Any hero making a DC 10 Spot check also sees it glinting off the assassin's rifle barrel, presaging a black moment of death. All the padawannabes succeed.

Read this to the heroes.

After all this, you are out of time. It doesn't seem fair. Gavid Lermyn is only about 10 meters away and you know, you feel it, you just know that the assassin's finger is squeezing that trigger, over 200 meters from where you are.

The heroes may have a hundred tricks and ideas up their sleeves. That's impossible to predict. However, this is Round one as explained in the assassin tactics. If they have plans, by all means let them try what they wish.

There is, in addition, one ironclad way to stop his first shots, and that's to get in the way. If any hero or heroes announce their intent to do so, warn them that this guy is a pro and they have no idea what his weapon can do. Moreover, they lose any defensive bonuses they have if they are simply trying to be a human shield.

If they do it anyway, before anything is rolled, have them describe their intended moves. Then give any hero that's willing and intending to take the bolt a Force Point. They're saving a life and maybe the system, and they're willing to possibly die trying. Now *that's Star Wars.*

Note that a Jedi intending to leap in the way and go for a blaster deflection with his or her lightsaber is very cool and dramatic. However, again, they could blow it and Lermyn would die. If they indicate that they are also standing in the way to give him partial cover (+4) and that they'd take the bolt if need be, *then* they can have a Force point.

If the heroes come up with a lot of amazing plans which all involve leaving Lermyn there to take the hit, then silently allocate Meera a Force Point and have her rush forward as the assassin fires. If she is not with them, it's Naja. Otherwise, it's Oora or Biko, in order of precedence. If Naja and Meera are both there, they both come up with the idea. Meera gets there just ahead of Naja and takes the first shot, if it hits, as she jumps in front of Lermyn and hugs him, covering him with her body. If the assassin is of the High or Upper tier (2 shots), then Naja arrives a split-second later to take the second, if it hits.

Whether it's a hero or padawannabe, this is an instance of deliberate self-sacrifice. Take the shot(s) and let the dice fall, and good luck to them. In the absence of a confirmed critical, the hero is unlikely to die. However, it is possible. Note, in the assassin tactics notes in the GM aid, that if he is convinced that he's lost the shot on Lermyn, or is in danger of capture, he does not simply start shooting indiscriminately. Cut to the chase.

If Lermyn is killed, read:

Gavid Lermyn's body falls to the platform floor silently, and as he does, a shadow seems to fall on the

gathering. Cularin has failed to protect an ambassador of peace. Can anything but war be forthcoming?

A sudden clattering commotion resounds from the side of the platform.

The clattering sound is made by the two battle droids, getting loose to begin their diversion.

If Lermyn is protected by a padawannabe (or two, modify the following as appropriate for number of shots and people):

Suddenly, <name> rushes up onto the platform and leaps at Lermyn, hugging him to himself. As cries of alarm sound from the audience, blaster bolts flash towards the podium from the hut rooftop.

Hit: Lermyn and his savior are knocked to the floor as the deadly bolt strikes <name> in the back.

Miss: The deadly bolt sings <name's> arm as it misses—but more are sure to follow!

The next couple of rounds are pandemonium. Platform guests scatter for cover, the Militia arrive in droves while others mill around trying to find the assassin and (if the heroes don't do it) destroy the Baktoids.

Presumably, the heroes are trying to ensure that Lermyn and the padawannabes are safe, and to catch the assassin.

When it's over, go to the conclusion.

Conclusion

Any heroes or padawannabes who were hurt and not killed will receive immediate medical attention from the OPS paramedics on site.

If the heroes were successful at stopping the assassination, and captured or killed the assassin, read the following section. Paraphrase it, depending if anyone was killed. If so, phrases like “but at what cost?” may fit.

Gavid Lermyn lives. The perimeter is secured again, and the wounded have been treated. The meeting will resume in a few hours, but to different purpose. Once the assassin's vantage point was examined, another layer to the plot was revealed. Evidence was found at the site that would have pointed the finger at Cularin's own Militia leader, Osten Dal'Nay. A shred of cloth, with three of Dal'Nay's hairs, was found on the rooftop. Had the assassin gotten away unidentified, things would have been grim. Osten Dal'Nay himself had been decoyed into Gadrin on a false tip. Now, even though he cannot prove his exact whereabouts for the last couple of hours, it is obvious that he and the Militia were not the assassins.

Someone was trying to frame them. Osten is due to arrive within the hour.

Lermyn looks at those assembled and speaks.

“My friends, old and, now, new. It is clear to me that I have been the unwitting lamb in a heinous plot. Myself: a target of assassination. Evidence to be planted to implicate Osten, an expatriate Thaereian. And, apparently, only the Militia knew where and when the meeting would take place.

“Only the Militia—and my own government.”

He shakes his head, sad and tired.

“It seems that what I have feared has come to pass. The Military faction and certain expansionist extremists have secured their grip on our government. They support Colonel Tramsig and his activities in Cularin. I have been speaking against them for years, in favor of peace and trade. I flatter myself that I have achieved some popularity among the common people of Thaere. It must be so, for it was too dangerous for me to have an “accident+ back home. But how convenient this would have been—the barbaric, Separatist Cularin government—yes, that's what they call you—and the ‘gang of thugs’, the Cularin Militia led by a ‘renegade, dishonorably discharged former Thaereian soldier’, assassinate an ambassador of peace.

“I am ashamed. But I vow to expose this treachery. Alas, alas for the Supreme Chancellor.”

A number of ears prick up.

“It only shows that even he can make a mistake. Looking back with the benefit of hindsight, it seems such a grave error that here near the Core, with so many systems from which to select, he chose our own, resource-poor system to police your worlds, filled with so many riches. Had all of Thaere been peopled by saints, surely that would still have been a sore temptation.

“And that comet cloud cutting you off from easy transport and communications: it is almost like a shroud that can be drawn across dark dealings, to hide them until they cannot be reversed.

“How could he have failed to predict this, grand and elder statesman that he is?

“Well, no one is infallible, and he must listen to his advisors and the bureaucrats. I know that the Supreme Chancellor will grieve when this is finally brought before him and the Senate. But we must collect more evidence, firm evidence, of my treacherous government's intent,” he says, looking at all of you.

“At least I have that opportunity now. Thanks to you, the true heroes of the hour.”

Go to “Here Ends Padawannabes” and the rewards.

If the heroes stopped the assassination, but the assassin

got away.

Gavid Lermyn lives. The perimeter is secured again, and the wounded have been treated. The meeting will resume in a few hours, but to different purpose. Once the assassin's vantage point was examined, shred of cloth was found on the rooftop. Forensic analysis is proceeding on the cloth, and on some hairs that were found on it.

Osten Dal'Nay has arrived, and it is easy to see that he is anguished about the events. According to Dal'Nay, he was summoned to Gadrin on a tip that proved to be a false lead. It seems likely that whoever hired the assassin wanted him out of the way, so that he wouldn't be able to coordinate the defenses, or the assassin's capture.

It seems as though preliminary findings may be coming in. You see a number of Militia members are looking grim, standing beside a Bothan OPS forensic scientist. They summon Dal'Nay, and for a moment, it looks as though some argument has broken out. As he turns back to the assembled people, you can hear him say, "No, hiding anything at this juncture would just make things worse."

Osten comes back and looks at yourselves and Gavin Lermyn squarely.

"It seems that the hairs on the shred of cloth ... are mine. Of course, having been away in Gadrin, I do not have a good alibi, except for a couple of Militia members there. Who could be in my pay."

As the protests start, he holds up a hand, briefly.

"OPS will see to it that all of the evidence is kept safe and available for further examination. I want my name cleared more than anyone else could."

The heroes may feel that they have evidence and expertise to offer, to show that the assassin was not Osten Dal'Nay. If they have convincing arguments and/or evidence, by all means let them present it. If they have anyone with Forensic or Chemistry skills or similar skills (such as Jedi Investigator specials), abstract the possible aid in this way: if any hero can make a roll of (DC 20/23/26/29), assistance from up to two with appropriate skills allowed, they will be able to ascertain, after some hours with the scientists, that the hairs are indeed Osten's—and that, although they were carefully preserved, they are at least a year old—perhaps older. Congratulate the heroes on clearing him and paraphrase the speech by Gavin Lermyn in the success section, above.

If none have the skills, and if the heroes do not have very convincing evidence (the maps and so forth eventually clear him, but it takes weeks), then the scenario ends with Osten under a cloud. Read the following:

Osten Dal'Nay and Gavid Lermyn stand side by side. Senator Wren is beside them, also. Osten looks at you and the padawannabes.

"Thank you all for what you've been trying to do for me. I'm sure that the truth will come out in the end. And thank you most for saving the life of Gavid, here, who is still one of our best hopes for peace.

"We know that our foes are ruthless. But with heroes such as you, in the end, our victory is ensured.

Go to "Here Ends Padawannabes" and the rewards.

If the heroes were unsuccessful in stopping the assassination (though they may have captured the assassin), read the following section. Note that the entire next section is **only** used if the heroes failed to save Lermyn. Otherwise, you may skip it and go to the Experience Award and Loot Summary.

It is as though an impenetrable gloom has fallen on the negotiations site. Gavin Lermyn, possibly the best, if not only, hope for a peaceful settlement to the "Thaereian Situation", lies dead, cruelly murdered by an assassin's blaster bolt.

If the heroes **captured/killed** the assassin:

The one bright spot is that you have foiled what was apparently a second goal of the foul crime. At the position from which the killing bolt was fired, a piece of cloth was found, and preliminary forensic evidence showed that hairs on the cloth belonged to Osten Dal'Nay. Since you captured [killed] the assassin, it is obvious that this was a plant. Now, the Cularin government and Militia will have to draft up their report to the Thaereians, and try to make some sense out of all of this.

If the assassin got away:

Moreover, evidence has been gathered from the position where the assassin fired. A number of Militia members are looking grim, standing beside a Bothan OPS forensic scientist.

"We'll have to do further tests, of course. However, it is incontrovertible that the hairs we found on this piece of cloth, at the assassin's position, belong to Osten Dal'Nay! You can't argue with genetic scan evidence. I'm, ah, I'm sure that there's a reasonable explanation for all this. Where did you say Dal'Nay is?"

It may be that the heroes feel that they can make some convincing arguments as to who actually set up this assassination. If so, and if you have the time, let them do so. They will be thanked for doing what they could.

Before the meeting breaks up, one of the padawannabes approaches the heroes and offers this condolence. It is Meera, if she survived; otherwise paraphrase to suit.

“I know that you must be feeling terrible, after all you’ve— we’ve— been through. But you’ve certainly taught me one thing about being heroes: you’re not one bit less heroic just because you don’t succeed. It’s the will to do right, even against the odds, that makes you heroic.”

Whereupon, she gives anyone who’ll take it a hug, as rain starts to fall...

Here Ends Padawannabes.

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 stop the assassination (even if Gavid Lermyn took a blaster bolt) and capture or kill the assassin? If so, each hero who survived receives 600 xp. Note that there was a heavy roleplaying theme to this scenario, and that your allocation of roleplaying xp should reflect it. If the roleplaying was severely shortened, the xp awarded should be less.

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 stopping the assassination but did not

capture/kill the assassin, award them ¾ adventure experience.

Loot Summary

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

Credits

The heroes may have received 500 or 1000 credits from Naja Delan. He insists that they keep the cash, although they are longer be in his employ after today.

Spend a Little Time With Me

1 stun grenade (if not used by the Thaereians)

1 medpac for every two Thaereian thugs (if not used by the Thaereians)

The thugs’ weapons are confiscated by BPS.

Conclusion

Hero of Cularin – Medal (one per hero)

This medal represents that the hero named above has assisted the people of Cularin in a time of great peril. Every citizen of Cularin should treat this being with the utmost dignity and respect. *[Game Mechanic: This certificate provides a one-time +10 Circumstance bonus to any skill check where the goal of the hero is to keep from getting into trouble. Once used, it should be voided.]*

Weapons Permits

Presuming that the heroes did not cause a great deal of collateral damage during the scenario, or hurt innocents, or tick off OPS or the Militia too badly, you may tell them the following: any heroes with the old Bayonard certs allowing them to carry restricted blaster weapons must hand them over to you for voiding (if you’re really mean, you may wait for the screams of rage, but I don’t advise it). They may keep the *voided* certs as souvenirs. In return, because they have demonstrated to the authorities that they can be trusted to do the right thing and only to use firepower when necessary to defend the innocent, they will be licensed to possess and carry any one of a heavy blaster, blaster carbine, blaster rifle, or light repeating blaster rifle, under the restrictions of the legal code wherever they are (certificates included). Times are becoming serious for the Cularin system, and based on today’s events, it looks like Cularin’s heroes may need to be more heavily armed in the months to come. This new cert is good anywhere in the Cularin System, subject to local law. Note that most local laws prohibit auto fire weapons from being carried into any civilized areas,

except by the Militia or OPS personnel in the actual performance of ordered duty.

Those heroes who did not have the original Bayonard certificates receive one that allows them to own and carry only one of the less-concealable blaster carbine or blaster rifle.

If it was recovered, the heroes cannot keep the sniper rifle. It is important evidence and is also most useful only for assassination from a distance. No, sorry, “sharpshooters” need not apply.

The custom speeder bike is another matter. If it was recovered, after it has been thoroughly swept for clues and evidence, it is given to the heroes. (Minor damage has been repaired.) Note that the vehicle was *armed*. The armament has been uninstalled and placed into a magnalocked case, which is sealed and given to the owner of the speeder bike. It is illegal to arm the vehicle in any civilized area of the Cularin system. See the certificate.

Cularin Blaster Weapon Permit (Advanced). In exchange for a Bayonard Blaster permit, the hero named above has received a license to allow the hero to carry one of the following weapons: _ Heavy Blaster, _ Blaster Carbine, _ Blaster Rifle, _ Light Repeating Blaster Rifle. All but one of the selections above should be crossed off in ink. This license has authority anywhere within the Cularin system, subject to local laws. This license is non-transferable. *[This is a permit to convey. It does not give the actual weapon, which still needs to be a certified item. The light repeating blaster rifle would not be permitted into any civilized area in the Cularin system, but this certificate permits legal ownership and transportation. Illegal acts committed with any weapon result in, at the very least, confiscation of the weapon, revocation of license (certs voided), and a fine.]*

Blaster cert, for those with no Bayonard cert:

Cularin Blaster Weapon Permit (Basic) The hero named below has received a license that allows the hero to carry one of the following weapons: _ Blaster Carbine, _ Blaster Rifle. Choose one; the other should be crossed off in ink. This license has authority anywhere within the Cularin system, subject to local laws. This license is non-transferable. *[This is a permit to convey. It does not give the actual weapon, which still needs to be a certified item. Illegal acts committed with any weapon result in, at the very least, confiscation of the weapon, revocation of license (certs voided), and a fine.]*

The following items only go out if the assassin was captured or killed.

Ikas-Adno 22-B Nightfalcon (Customized) For

services rendered to the Cularin System in the apprehension of an assassin and the aid of the Militia, the hero named above has been given this custom speeder bike, formerly the property of the assassin. This vehicle has had its power plant modified and has a partial blast shield, which protects the pilot only.

Ikas-Adno 22-B Nightfalcon (Customized); Class: Speeder (ground); Cost: not applicable; Size: Large (4.8 m long); Crew: 1; Passengers: 1; Cargo Capacity: 4 kg; Maximum Velocity: 350 kph; Altitude: up to 10 meters; Defense: 11 (-1 size, +2 armor); Initiative: (-1 size, + pilot); Maneuver: (-1 size, + pilot); Hull Points: 16; DR: 5. Weapons: removed. Customized forward blast shield provides +2 cover to the pilot only.

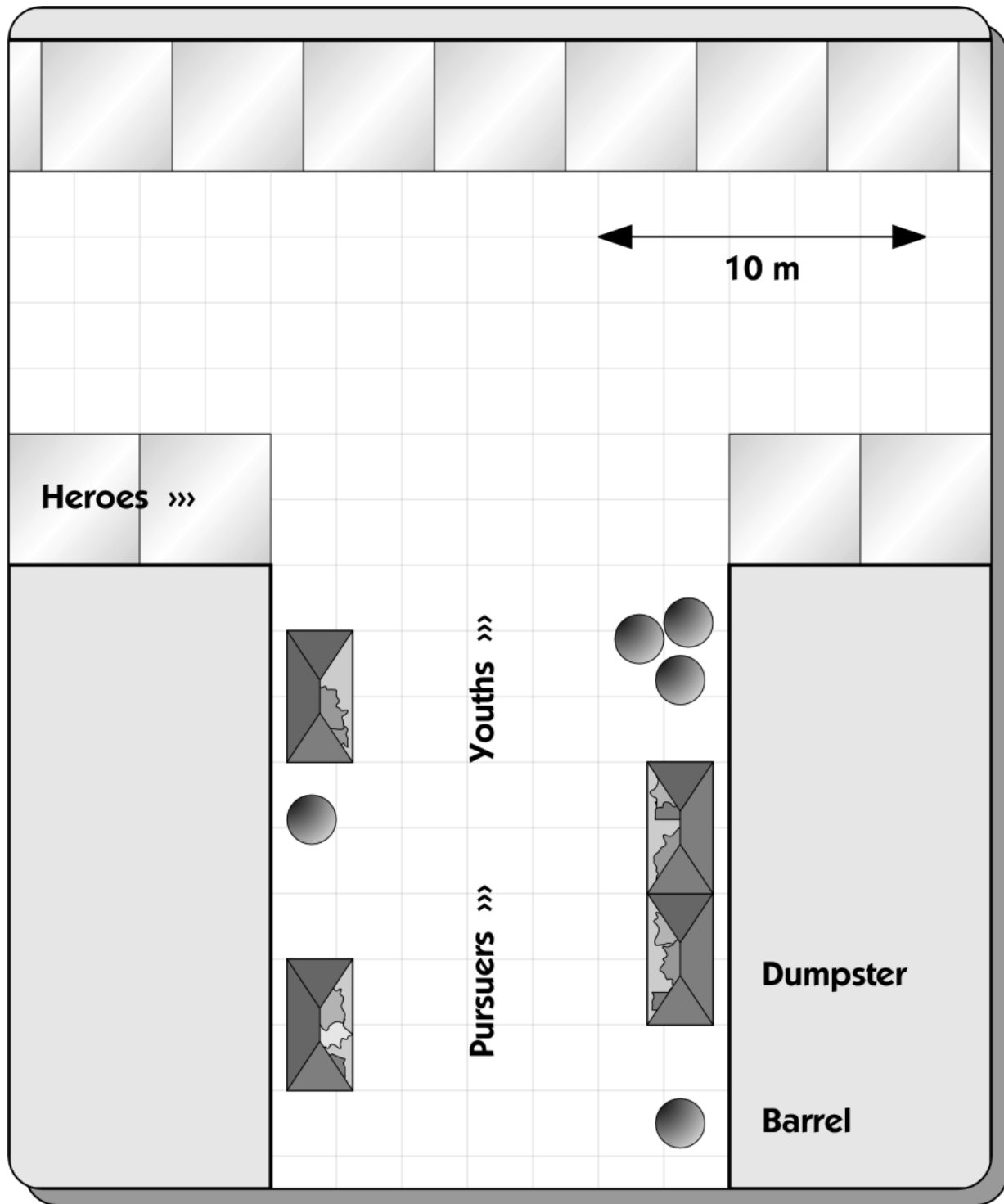
This certificate represents the weapons package
Ikas-Adno 22-B Nightfalcon Front-Mounted weapons package

The weapon is a Laser Cannon; Fire Arc: Front; Attack Bonus: -1 (size); Damage 4d8; Range Increment 20 m. This package can only be installed on the **Ikas-Adno 22-B Nightfalcon (Customized)**. To install it or remove it requires ten minutes and a Repair (15) roll. A failed roll does not damage the unit, but retries require an additional 5 minutes each. The unit comes in a sealable case, with a security maglock (difficulty 20 to open with Disable Device; owner has code). When both certs are possessed and in play, the speeder bike is armed.

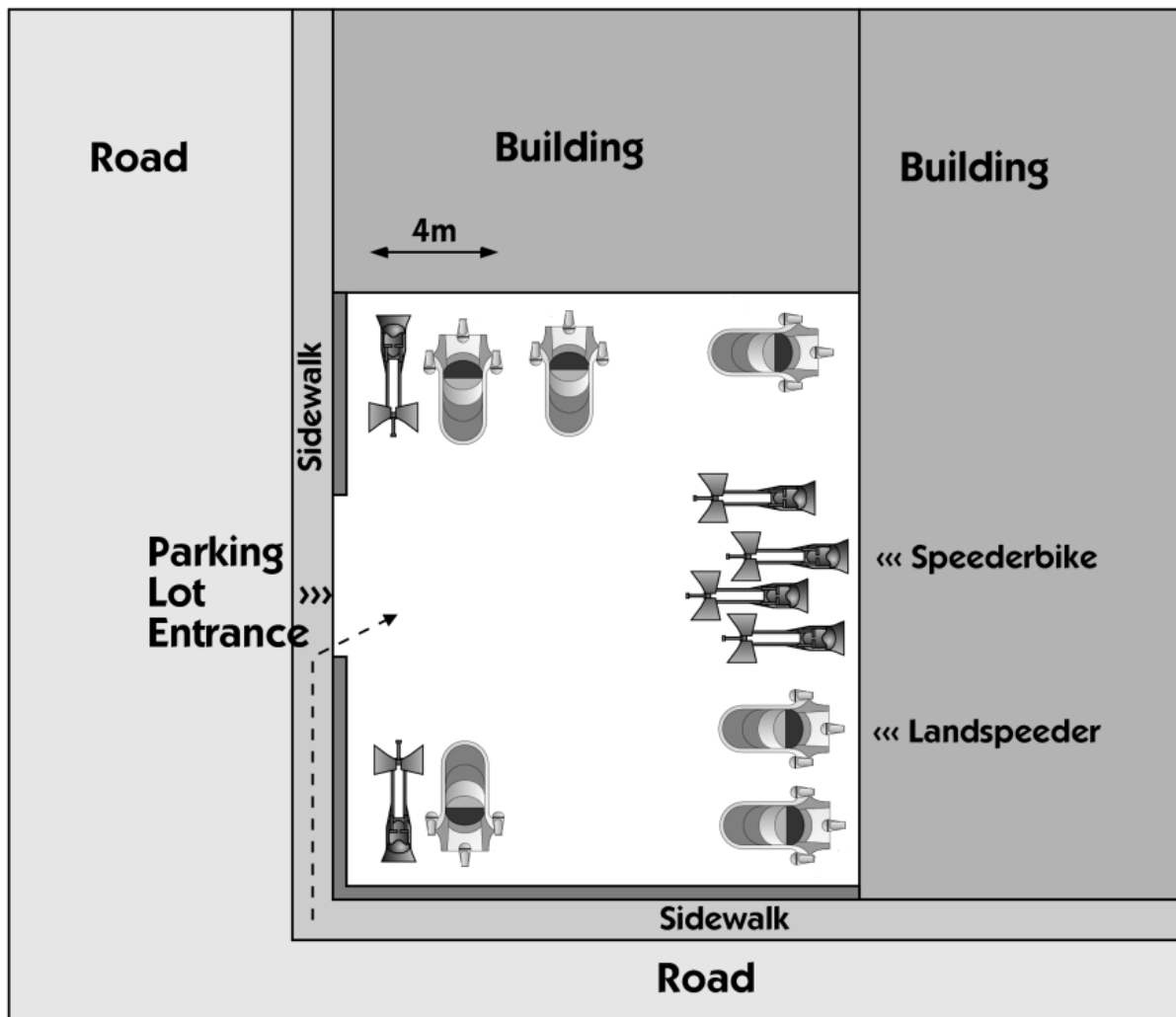
+2 Mastercraft Disguise Kit

This compact and cleverly designed kit provides a +2 equipment bonus on Disguise checks.

Player Handout 1: Encounter 1, Street and Service Road Map

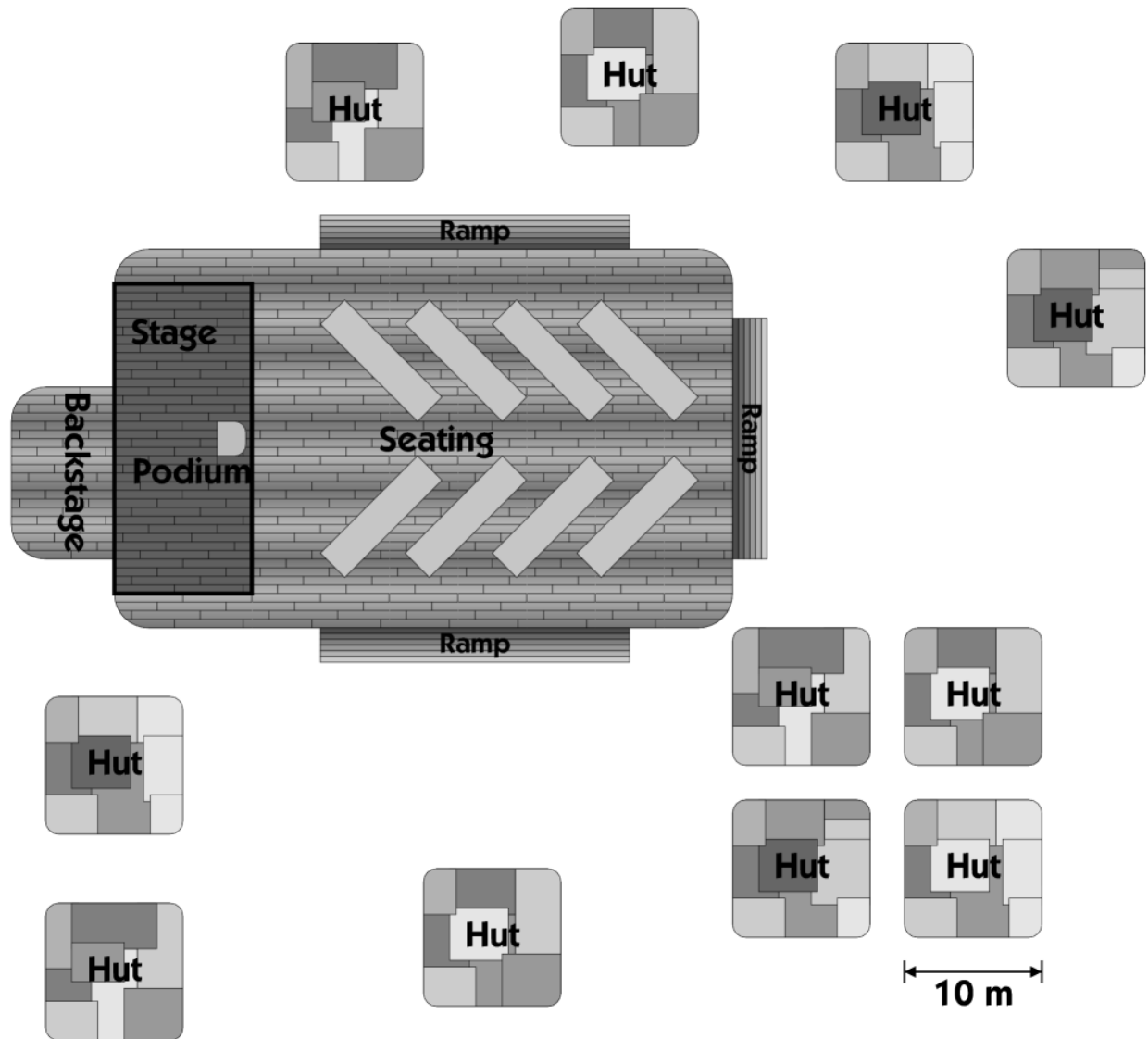


Player Handout 2: Encounter 3 – Parking Area



 Presumed path that the Padawannabes and the heroes take.

Player Handout 3: The Negotiations Meeting Area Map



GM Aid 1: NPC Statistics

Encounter 1: A Turn of Phrase

Tactical notes for all tiers: Please keep in mind that these people were *not* expecting trouble from competent adversaries and do *not* wish to become high profile. They challenge, but then try to run off. If forced into a fight, they shoot only to stun. Even if a hero uses a lethal setting, they will respond on stun for a full round before switching to lethal. Any bystanders would clearly be able to see that it was the heroes that started to use lethal force first. If they get away, they pile into their speeder and a couple of bikes and zoom off.

Low Tier (levels 1-3)

Jax, Garee, Kowen, Yurge – Human Thaereian Military Thug 1/Scout 1 (4); Init +2; Defense 16; Spd 10m; VP/WP 8/13; Atk +2 melee (1d3+1, punch) or +4 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ: immune to the mental effects of Force Skills due to drug; SV Fort +5, Ref +3, Will +2; SZ M; Rep 1; Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +3, Knowledge (Military Protocol) +4, Profession (Guard) +2, Pilot +4.

Feats: Armor (light), Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports).

Equipment: Heavy blaster pistol (illegal). Yurge, the one that drops back, has a comlink as well.

Middle Tier (levels 4-6)

Jax, Garee, Kowen, Yurge – Human Thaereian Spies/Conspirators, Thug 4/Scout 1 (4); Init +2; Defense 16, DR2; Spd 10m; VP/WP 8/13; Atk +6 melee (1d3+1, punch) or +7 ranged (3d8 or DC 18 stun, heavy blaster pistol); SQ: immune to the mental effects of Force Skills due to drug; SV Fort +9, Ref +4, Will +3; SZ M; Rep 1; Str 12, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +6, Knowledge (Streetwise) +7, Profession (Spy) +5, Pilot +4.

Feats: Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports), Great Fortitude.

Equipment: Heavy blaster pistol (illegal). Yurge, the one that drops back, has a comlink as well.

High Tier (levels 7-9) and Upper Tier (levels 10-12)

Use the stats for Middle Tier, which means that they are likely to be a walkover for an Upper or High Tier table.

That is all right; these are just low-level cell members. As ordinary slobs, they just don't get that good. We'll hope that this doesn't lull the heroes into a false sense of invulnerability before the third encounter. Oh, my, no...

Encounter 3: Spend A Little Time With Me

Repeated from the Encounter Description: This is potentially a very lethal encounter, especially if the Thaereians get the drop on the heroes. Feel free to scale it to your player group, assigning the bad guys a slightly lower to hit chance, or whatever seems correct, if the heroes look to be getting into a fight and are heavily outclassed. You could also reduce the number of attackers by one or two, if the heroes' group does not include many combat oriented classes. Spread the damage around a bit; don't concentrate on downing one hero. Of course, you can make an exception for a belligerent hero toting a significant weapon, especially an illegal longarm or grenades. These spies also consider Jedi a significant threat and they both fear and hate Jedi. They do not ignore everyone else, but they are glad to see any Jedi go down first.

Tactical notes for all tiers: The Thaereians would be quite happy for the heroes and padawannabes to surrender. Since you only consult these stats if a fight breaks out, the heroes obviously didn't surrender. The Thaereians want to take the heroes and the teens down quickly and then get away cleanly. The bad guys are shooting to kill. They concentrate fire on the heroes, since the padawannabes cannot really do much to oppose them in the Thaereians' assessment. They shoot at a fleeing padawannabe, but the teens don't flee unless the heroes all go down. Then, they try to run for BPS. Note that in the event that the Thaereians do successfully attack one of the padawannabes, it could easily be fatal. *One* of the padawannabes (preferably Naja or Meera) *must* survive to get to Encounter 5.

If battle begins and any heroes are sufficiently far away from the bad guys, the one with the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of less accurate shots with the rifles, rather than to take slow, accurate shots, so blaze away. They run away if they drop into wounds at all.

Remember: the Low Tier Group has the SQ "Lucky 1/day" (re-roll any one d20 roll, once; take the new result even if worse). Middle Tier has that and also "Precise Attack +1", which can add 1 to one of either the "to hit" or damage, *one* roll per round. You

must select which to add to *before* you roll for that round. High and Upper Tiers can get Lucky *twice* per day, and there's no time like the present. Your job, GM, is not to wipe out the heroes, but they should certainly feel that it was a near thing, unless the dice have smiled, or they are simply very, very good.

Low Tier (levels 1-3)

Huvi, Goss, Jova, Kellam, Scutt, Waals – Human Thaereian Spy Cell members, Scoundrel 2 (number = number of heroes); IM +7; Def 15; Spd 10m; VP/WP 10/12; Atk +2 melee (1d3+1, punch); +4 ranged (3d8, heavy blaster pistol); SV Fort +1, Ref +6, Will +1; SQ Illicit barter, Lucky 1/day, immune to the mental effects of Force Skills due to drug; SZ med; FP 2; DSP: 0; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

Skills: Bluff +5, Demolitions +6, Disguise +4, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +7, Pilot +4, Profession (Spy) +5, Listen +4, Spot +4, Tumble +6.

Feats: Improved Initiative, Point Blank Shot.

Equipment: Heavy blaster pistol (illegal). This group *does not have* Blaster Rifles. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

Mid Tier (levels 4-6)

Huvi, Goss, Jova, Kellam, Scutt, Waals – Human Thaereian Spy Cell members, Scoundrel 4 (number = number of heroes); IM +7; Def 16; Spd 10m; VP/WP 22/13; Atk +4 melee (1d3+1, punch); +7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +2, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, immune to the mental effects of Force Skills due to drug; SZ med; FP 4; DSP: 1; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Spy) +7, Listen +7, Spot +7, Tumble +7.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot.

Equipment: Heavy blaster pistol (illegal). Two have Blaster Rifles (illegal). Note that, with Rapid Shot, they may elect, with a Full action, to shoot either as +7 or +3/+3 or +1/+1/+1, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

High Tier (levels 7-9)

Huvi, Goss, Jova, Kellam, Scutt, Waals – Human Thaereian Spy Cell network squad, Soldier2/Scoundrel 6 (number = number of heroes); IM +7; Def 18; Spd 10m; VP/WP 40/13; Atk +7/+2 melee (1d3+1, punch); +9/+4 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +4, Ref +8, Will +3; SQ Illicit barter, Lucky 2/day, Precise Attack +1, immune to the mental effects of Force Skills due to drug; SZ med; FP 4; DSP: 2; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +5, Move Silently +10, Pilot +6, Profession (Spy) +9, Listen +8, Spot +8, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot.

Equipment: Blaster Pistol. Two have Blaster Rifles. Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +9/+4 or +7/+7/+2 or +5/+5/+5/+0, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

Upper Tier (levels 10-12)

Huvi, Goss, Jova, Kellam, Scutt, Waals – Human Thaereian Spy Cell network squad, Soldier 5/Scoundrel 6 (number = number of heroes); IM +7; Def 19 (plus potential Dodge bonus); Spd 10m; VP/WP 58/14; Atk +10/+5 melee (1d3+1, punch); +12/+7 ranged (3d8, heavy blaster pistol or blaster rifle); SV Fort +6, Ref +8, Will +3; SQ Illicit barter, Lucky 2/day, Precise Attack +1, immune to the mental effects of Force Skills due to drug; SZ med; FP 4; DSP: 1; Rep +2; Str 12, Dex 17, Con 14, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Spy) +3, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run.

Equipment: Heavy blaster pistol (illegal). Two have Blaster Rifles (illegal). Note that, with Rapid Shot and Multishot, they may elect, with a Full action, to shoot either as +12/+7 or +10/+10/+5 or +8/+8/+8/+3, including DEX mod. Access to nearby airspeeder.

Description/Group equipment: The group has one stun grenade, held by a pistol-wielder. There is one medpac per two spies. If the spies do not use them, the heroes may add them to their stores.

Tactics: If battle begins and any heroes are sufficiently far away from the bad guys, the one with

the stun grenade tosses it into the heroes. It is much more dramatic to take the maximum number of shots with the rifles, rather than to take slow, accurate shots. Watch how you spread around the damage, though; these guys don't miss that often. Blaze away, run away if into wounds at all.

Encounter 5: A Shot at Heroism

Gavid Lermyn, Human Professional (Diplomat), our Special Guest Victim for this evening. Regardless of tier, Gavin is in big trouble if no one intervenes, because as a Diplomat Professional, all he has are Wound Points, and those are tied to his Con. So, all you really need to know are his Defense and Wounds for each tier, which are, from Low to Upper (specified as Defense/Wounds): 10/12, 11/12, 12/13, 13/14. Note that he *could* get lucky if only one shot hit him, but that the encounter is not set up to let him take the hit. Numbers are specified here only in case the heroes really blow it. His feats and skills are all tied into making him a really good and trusted negotiator, so he's meat in combat. If he survives, the heroes may one day get to see just how good a speaker he is, though.

Jaris Vollrath - the Assassin

Tactical notes for all tiers:

Round one: he takes his shot, or two shots in the upper two tiers.

Round 2: move-equivalent, he presses the stud that sends in the diversionary droids and triggers the explosion. If no one is making straight for him and the target is not dead, but still accessible, he can take one more shot on this second round, and may stay for a third round of one or two shots, as appropriate to tier.

After round 2, the moment that Gavid Lermyn dies, becomes inaccessible (covered by intervening bodies would count), or it looks like the assassin's been "made", he flees. He has already planted the shred of cloth that he was told to leave. He has *no* interest whatsoever in attacking anyone else, except as necessary to make good his escape.

His Speeder bike (all tiers): **Modified, Customized Ika-Adno 22-B Nightfalcon**; Class: Speeder (ground); Cost: not applicable; Size: Large (4.8 m long); Crew: 1; Passengers: 1; Cargo Capacity: 4 kg; Maximum Velocity: 350 kph; Altitude: up to 10 meters; Defense: 11 (-1 size, +2 armor); Initiative: +6 (-1 size, +7 pilot); Maneuver: (+3/+3/+5/+8) (-1 size, + pilot); Hull Points: 16; DR: 5. Weapons: Laser Cannon; Fire Arc: Front; Attack Bonus: -1 (size); Damage 4d8; Range Increment 20 m. Customized forward blast shield provides +2 cover to the pilot only.

Low Tier (levels 1-3)

Jaris Vollrath, Hired Assassin, Human Scoundrel 2/Soldier 1 (1); IM +7; Def 16; Spd 10m; VP/WP 16/12; Atk +3 melee (1d3+1, punch); +5 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +3, Ref +6, Will +1; SQ Illicit barter, Lucky 1/day; SZ med; FP 2; DSP: 3; Rep +0; Str 12, Dex 16, Con 12, Int 10, Wis 12, Cha 12.

Skills: Bluff +5, Demolitions +6, Disguise +4, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +7, Pilot +4, Profession (Assassin) +5, Listen +4, Spot +4, Tumble +6.

Feats: Improved Initiative, Point Blank Shot, Precise Shot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Custom-made sniper rifle, customized speeder bike (see certificate), +2 mastercraft disguise kit.

Mid Tier (levels 4-6)

Jaris Vollrath, Hired Assassin, Human Scoundrel 4/Soldier 2 (1); IM +7; Def 17; Spd 10m; VP/WP 34/13; Atk +6 melee (1d3+1, punch); +9 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +5, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 4; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +9, Pilot +4, Profession (Assassin) +7, Listen +7, Spot +7, Tumble +10.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Custom-made sniper rifle, customized speeder bike (see certificate), +2 mastercraft disguise kit.

High Tier (levels 7-9)

Jaris Vollrath, Hired Assassin, Scoundrel 6/Soldier 3 (1); IM +7; Def 20; Spd 10m; VP/WP 48/13; Atk +8/+3 melee (1d3+1, punch); +10/+5 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +6, Ref +10, Will +4; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 5; Rep +1; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +7, Disguise +6, Escape Artist +7, Hide +8, Knowledge: streetwise +5, Move Silently +10, Pilot +6, Profession (Assassin) +10, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot. Weapon Group

Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Custom-made sniper rifle, customized speeder bike (see certificate), +2 mastercraft disguise kit.

Upper Tier (levels 10-12)

Hired Assassin, Scoundrel 6/Soldier 6 (1); IM +7; Def 21 (+potential Dodge plus); Spd 10m; VP/WP 67/13; Atk +11/+6 melee (1d3+1, punch); +13/+8 ranged (3d8, crit 19-20, custom sniper rifle); SV Fort +8, Ref +11, Will +5; SQ Illicit barter, Lucky 2/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 6; Rep +3; Str 12, Dex 17, Con 13, Int 10, Wis 12, Cha 12.

Skills: Bluff +8, Demolitions +10, Disguise +6, Escape Artist +7, Hide +8, Intimidate +6, Knowledge: streetwise +5, Move Silently +10, Pilot +9, Profession (Assassin) +13, Listen +8, Spot +8, Tumble +12.

Feats: Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run. Weapon Group Proficiencies: simple, blaster pistol, blaster rifle, heavy weapons, vibro. Armor Proficiency (light).

Equipment: Custom-made sniper rifle, customized speeder bike (see certificate), +2 mastercraft Disguise kit.

GM Aid 2 – Padawannabes

The padawannabes are integral to the roleplaying theme of this scenario: the search for the nature of heroism. While Encounters 2 and 4 could be glossed over in favor of lengthened combat scenes, to do so would be to avoid the scenario's real purpose. You have about three hours to breathe some life into these ordinary people of the *Star Wars* universe, while at the same time moving the action along and giving the heroes the chance to do all the things they love to do: defend the weak/shoot at stuff, pontificate, be right, impress others, and indulge in all the other various forms of ego-boost. Whether or not the heroes stop the assassin, if their players walk away from the table with even a shred of a better idea of what it means to be heroic: the hardship, the willingness to strive when *not* in the limelight, and the self-sacrifice—then you have succeeded.

Here are some stats and character sketches of the padawannabes, including some of their personal philosophies at the time they meet the heroes. *Star Wars* is about speed, change, excitement and high drama, so they may actually evolve and change their perspectives in the very short time that they are with the heroes. That's another facet of heroism: it can be a true catalyst for change, both good and bad.

Note that the padawannabes are not tiered. Use these stats for all tables. They each have three levels in one of the Professional classes, but have no hero levels, with the exception of Naja Delan, who has one level of Noble. Each has a distinct personality and, in addition to the character description, a suggestion is given as to the sorts of questions that they may ask of the heroes.

They are all similarly dressed, in heroic-looking tunics, slacks, calf-length nerf-hide boots, and long duster-style overcoats. Biko also has his prized armor vest and helmet, from which his snout protrudes. Meera also has a helmet, styled as a swoop-gangers helmet, and an armor vest, styled to accent her other clothes. She's trying for the "I am dangerous and sexy" look. She does it not badly at all.

Biko is wearing a holstered, ordinary, and somewhat old and ratty-looking blaster. Naja has a beautifully tooled, matching nerf-hide holster, with a very fancy-looking, though quite standard, blaster pistol. Oora's holdout is hidden. Of them all, only Biko would even conceive of starting a shoot-out, and he mainly talks about it. So, none of them have drawn weapons when they are initially encountered, and are very unlikely to do so before Encounter #3.

All of the padawannabes have one Force Point and no DSPs.

Oora Gellandi: Chagrian female Expert 3; Init +0

(+0 Dex); Defense 10 (+1 class, +0 Dex); DR 0; Spd 10 m; VP/WP 3(from Quickness Feat)/10; Atk +2 melee (1d3+1, punch) or +2 ranged (3d4 or DC 10 stun, blaster pistol); SQ breathe underwater, +4 swim, Fort+4 vs radiation poisoning, low-light vision (see twice as far with color and detail); SV Fort +1, Ref +1, Will +4; FP 1; DSP 0; Rep +0; Str 12, Dex 10, Con 10, Int 11, Wis 12, Cha 12.

Equipment: Nutritional analyzer for unfamiliar foods, nutrient capsules for when she cannot be bothered with eating. Holdout blaster, 350 credits, comlink, datapad, used speeder bike (RCR p. 200, Ikas-Adno, *unarmed*).

Skills (including Feats and attribute mods): Computer Use +6, Disable Device +5, Forgery +5, Knowledge (Local) +4, Pilot +3, Profession (part-time, banking clerk) +3, Repair +7, Treat Injury +5.

Feats: Gearhead, Weapon Group Proficiency (Blaster Pistols), Quickness (gives her 3 Vitality points). Unlike Heroic Classes, she does not get Fatigued if she goes to zero Vitality (or Professionals would be constantly Fatigued).



For those who do not have the *Ultimate Alien Anthology*, the Chagrian description is reproduced here, from pp. 32-33. "Chagrians have blue skin. Males and females both have a pair of horns, known as 'lethorns', protruding from fleshy growths on the side of their heads. Lethorns can become quite large and can be draped over the shoulders. Males have a second pair of horns sprouting from the tops of their heads..." This is the species of the male Bureaucrat assistant to Supreme Chancellor

Valorum, in *Star Wars: Episode 1 – The Phantom Menace*. The females do not have the upper set of horns, making them look a bit like Iktochi.

Oora is a looker and has a great pair of lethorns, which she has adorned with many ring-inlays. She has above-average dexterity for her species (a 10!), being a lithe individual. As all Chagrians, she has almost no sense of taste, although, as she is not quite fully adult, she can still taste very strong flavors. Since she has been with the group, she has learned to disdain eating a bit less than most Chagrians. She is 16, one year short of official, full adulthood.

Oora has a little holdout blaster for personal protection, but knows better than to get into an actual firefight, or to oppose trained gunmen. She is not a coward, however, and she will not simply freeze and get shot. She takes cover or tries to get out of danger, as would any normal person. She'd snipe from behind cover to help friends.

As do all of the padawannabes, she idolizes Jedi. She admires their calm, inner strength. A "flighty", or "roguish" Jedi would confuse her and make her wonder why the Jedi was using this façade- for that could not be their true character, could it? What of all the years of training? If she were told that this is an Almas Jedi who joined late in life (not all Almas Jedi follow the new program), then very "un-Jedi-like" behavior would make her ask questions about the wisdom of the program.

If you decide to have the padawannabes "attach" themselves to certain heroes, Oora would try to stick to anyone who exudes confidence and inner power, stability and purpose. If you don't have any heroes like that, one that can manage to hold a sensible conversation line without changing his or her mind every couple of minutes will do. Oora is not "on the make", so the gender and species of the hero are irrelevant.

Views/questions about heroism and the Jedi: People's commitments can ebb and flow like the tides. Life is change; there are no constants. Therefore, heroism is an untrustworthy concept. Today's hero may be tomorrow's self-aggrandizing poseur. Oora wonders why the heroes are risking losing their jobs and security for the fame and fortune. True, they have helped a great many people, maybe out of altruism. But can that last? What will they turn to next? Where are they going in life, or are they just reacting to stimuli like a tidal *gra*-crab? Oora believes in the concept of the hero, but thinks of it as only a transition phase, or perhaps as a "temporary job" until something more "real" comes along.

Typical questions from Oora:

- **"We're really glad that you were decent enough to lend us a hand. Is that how one becomes a hero? Help others through superior firepower?"** (Biko laughs and agrees that that is exactly what it means to be a hero.)
- **"People call you heroes. What does that mean, really? What do you want to actually do with your future?"**
- **"Isn't this just a phase, really? The glory wears off after a while, doesn't it?"**
- **"What brought you to this? Why do you do it?"**
"Do you think Master Lanus' idea, to allow older, more worldly people to become Jedi, is a good one?"

- **"Can people without Force Powers help out the Jedi? I mean, do you have servants or assistants who don't have the Force?"**

(Note that, like many, Oora thinks of Force Powers as something you "have" and learn to hone. She feels that those who can use the Force are somehow "special", and deep down, "better".)

Biko: Rodian Male Thug 3; Init +2 (Dex); Defense 13 (+1 class, +2 Dex); DR 2; Spd 10 m; VP/WP 0/13 (includes Toughness); Atk +2 melee (2d4, vibrodagger) or +4 ranged (3d6 or DC 15 stun, blaster pistol); SQ +2 to Listen, Search, Spot, free Tracking Feat; SV Fort +1, Ref +3, Will +2; FP 1; DSP 0; Rep +0; Str 10, Dex 14, Con 10, Int 10, Wis 8, Cha 10.

Equipment: Vibrodagger, blaster pistol, blast helmet and vest, comlink, used speeder bike (RCR p. 200, Ikas-Adno, *unarmed*), 120 credits.

Skills (including Feats and attribute mods): Climb +2, Intimidate +4, Knowledge (Local) +2, Pilot-3 (cross-class, with Dex bonus), Profession (part time waiter and bouncer) +3. He has an Armor Check Penalty of 1. Note his Species bonus to Spot and Listen.

Feats: Armor Proficiency (light), Toughness (+3 Wounds), Tracking, Weapon Group Proficiencies: (Blaster Pistols, Vibro Weapons)

Biko is a very typical Rodian youth, perhaps a bit more personable. He has black eyes and the normal green skin of his species. He is a bit "edgy" and always likes to keep moving and looking around. His prized possessions are an old model blaster pistol, a vibrodagger and a very beaten-up, used set of Rodian style blast helmet and vest, the latter a gift from his parents when he went off-world to make a name for himself. He is 14, two years short of official, full adulthood.

If you decide to have the padawannabes "attach" themselves to certain heroes, Biko tries to stay with, and emulate, anyone who shows the slightest sign of being a powerful warrior or hunter. If anyone offers to give him (or even lend him) better weapons, then that will do, too.

Views/questions about heroism and the Jedi: In his opinion, the best heroes are the ones with the best equipment and weapons and are the best hunters. He will sweep aside the softer, more altruistic aspects of heroism as "only applicable to other species — and maybe not even then". He often needles Naja and Oora that "soft" heroes have a life expectancy of about thirty seconds. Though many Rodians have little use for Jedi, Biko thinks that is foolish. The Jedi are potentially the strongest hunters and most proficient destroyers in the Galaxy. What makes them heroes to Biko is that they

do not simply take over. As they are few, they strive for individual excellence and huge amounts of raw personal power, so that when the need arises, they can hunt down and exterminate evil swiftly and efficiently. He is almost obscenely grateful if any hero offers to give him any better weapons and armor. His answer, incidentally, is **“Really? Yes! Thank you, thank you, mighty Hunter...”** The legality of the item is of minor interest to him: after all, they are heroes, and he will be one some day, too, or so he thinks. Heroes are above the law, aren’t they? And *there* is Biko’s central, flawed belief about the concept of heroism: to be a true hero is to be above the law, to do whatever is necessary to accomplish your goal. Laws are for lesser people. Heroes have the moral fiber and judgment to take the law into their own hands—just like the Jedi do, right? Note that he is not evil or desirous of being a thief or criminal. Biko would break laws and use illegal items for what he thought was the best of purposes, on his way to becoming a Hunt Master. Left untutored, he will be eaten by the Dark Side, a bit at a time.

Typical questions from Biko:

- **(To a Jedi) “Could you teach me how to use a lightsaber? I mean, if I promised to use it very, very carefully and only against ee-vil?”**
- **“No? Well, how about a blaster rifle?”**
- **“Don’t you think that someone who trained as both a soldier and a Jedi would be the best kind of Jedi Guardian? You’d have all the fighting skills and you’d know the weaknesses of your most powerful potential enemies.”**
- **“What do Jedi Consulars actually *do*? I mean, even if you win the argument, won’t there always be more argument? Dead is dead.”**
- **“Is that midi-chlorian thing for real? Sounds like a lot of bantha pudu to me. If it is, can you get a transfusion?”**
- **“What does a hero do when his opponents have bigger guns?”**
- **“Have you ever been afraid of anything? Did you let it live?”**

Meera Lisso: Human female Thug 3; Init +2 (Dex); Defense 13 (+1 class, +2 Dex); DR 2; Spd 10 m; VP/WP 3 (includes Quickness)/14; Atk +3 melee (1d4, Martial Arts, 1d4+2 with Combat Gloves) or +0 ranged (Meera has no proficiency or ranged weapon, though she could pick one up, point and shoot); SQ none; SV Fort +1, Ref +3, Will +4; FP 1; DSP 0; Rep +0; Str 12, Dex 14, Con 11, Int 12, Wis 12, Cha 15.

Equipment: Combat gloves, comlink, blast helmet and vest (from her “swoop gang phase”), new speeder bike (RCR p. 200, Ikas-Adno, *unarmed*), 2130 credits on person (yes, that’s dumb), with another 3000 readily available by credit transfer, on Cularin.

Skills (including Feats and attribute mods): Climb +2, *Empathy* +3, *Enhance Ability* +5, *Friendship* +1, Intimidate +2, Jump +2, Knowledge (Local) +2, and Pilot-3 (cross-class, with Dex bonus). Meera has an Armor Check Penalty of 1. GM note: feel free to make use of Meera’s Force Skills (*italicized*), but this will be a totally unconscious use on her part. She does not know that she has them. Typically, she unconsciously Enhances Ability while taking 10, to get a +2 to Dex for Defense or Str to increase her chance to hit and do damage in martial Arts. This lasts for 10 rounds and uses up her 3 Vitality. Unlike Heroic Classes, she does not get Fatigued if she goes to zero Vitality (or Professionals would be constantly Fatigued).

Feats: Armor Proficiency (light), Force Sensitive, Martial Arts, Quickness (+3 Vitality), Weapon Group Proficiency (simple weapons).

Meera is a beautiful young Human woman with very dark skin and long hair dyed golden. She is athletic, but not a dedicated athlete. She has had martial arts lessons. Meera is 19. Before meeting Naja, she hung out with a Swoop gang. Before that, she was into political activism. She is from a reasonably wealthy mercantile family, who are very busy and rarely have a clue what she is doing. Her marks were good in school and she was careful not to let her “dangerous” hobbies become known. She is taking a couple of years off before attending University, on a generous stipend from her parents. She has no record and has not actually done anything more illegal than speeding and minor shoplifting. She is a danger moth: she does not really want to be in any danger that she doesn’t feel that she can handle, but she is attracted to the concept. For this reason, Naja’s attitudes, that ordinary people can be heroes and that the Jedi are “noble defenders of the galaxy, against overwhelming odds”, appeal greatly to her. In her secret, inner being, she would love to be a Jedi, but knows that it could never be. She is wrong.

She admires strong men. She could easily become attracted to a male of above-average charisma, of Human or near-humanoid species. She “falls” for such a hero, or for just about any male Human/humanoid Jedi, if the hero either shows the slightest sign of interest/attraction or personally takes any risk for her. She could easily mistake her infatuation for “love at first sight”. At that point, Meera is very, very vulnerable, as her innate wisdom might as well not exist as regards the object of her affections. Naja is somewhat hurt by this, but as they are close friends, not lovers or potential lovers, he only wants to be sure that Meera is not taken advantage of.

Regardless, Meera flirts shamelessly with any male Jedi of the appropriate species, and with any male who fits the bill above. If warned that Jedi do not marry, her “snappy comeback” is **“Who said I wanted to marry**

you?” While she is mostly talk, Meera’s good sense may be at an all-time low near any handsome heroes. This could end up being a moral test, for some heroes. A hero would not take advantage of Meera’s infatuation, and if a hero is about to do something for his own enjoyment that would have a good chance of breaking Meera’s heart, warn him that a DSP could be awarded. If he goes for it anyway, award it. Ordinary flirtation and so forth is, of course, fine. The heroes cannot be blamed that Meera becomes easily infatuated with new excitement. She is not—repeat *not*—of low morals. She is seeking attention and affection, an old, old, story. More than that, though she does not realize it, she is seeking purpose to her life. If things go that way, she may only find it at the moment of her death.

It is not impossible, if she survives, and if the heroes can actually teach her anything about higher purpose and heroism, that she could go to Almas. **At present, she does not know that she is Force Sensitive, putting her Force skills down to accident, coincidence, feelings, etc.**

Views/questions about heroism and the Jedi: To Meera, the Jedi are an unattainably heroic group. Although she affects a certain cool cynicism, she secretly idolizes them and would give anything to be able to become one. Heroic individuals in general impress her and she would like to see herself as a vigilante protector of the poor. She is balanced on the edge between Biko’s idea that heroes get to do what they want, and Naja’s, that a true hero must operate within the law and with honesty and honor.

Typical questions from Meera:

- **“Which is better — to win, or to play fair?”**
- **“What if winning is really important?”**
- **“If enough people die for the cause, doesn’t the cause eventually vanish?”**
- **“So, how do we get to be heroes, like you?”**
- (To Jedi, especially, but to any, also) **“If you had a chance to defend an innocent from the attack of a bad person, but you had to stab him from behind, unannounced, would you do it?”**
- (If no) **“Then how are you defending the weak?”**
- (If yes) **“Then how is that noble or honorable — or defensive?”**
- (To Jedi) **“So, how is the whole celibacy thing working out?”**
- **“Wanna fall off the speeder?”**

Naja Delan: Duros male Diplomat 3 Noble 1; Init +2 (Dex); Defense 15 (+3 class, +2 Dex); DR 0; Spd 10 m; VP/WP 6/10; Atk +1 melee (1d3-1, punch) or +3 ranged (3d6 or DC 15 stun, blaster pistol); SQ free Spacer Feat, Favor+1; SV Fort +1, Ref +2, Will +5; FP 1; DSP 0; Rep +2; Str 8, Dex 14, Con 10, Int 12, Wis

10, Cha 14.

Equipment: Datapad, comlink, fancy-looking blaster pistol, new speeder bike (RCR p. 200, Ikas-Adno, *unarmed*), 1000 credits on person, with another 6000 readily available by credit transfer, on Cularin.

Skills (including Feats and attribute mods): Bluff +8, Computer Use +7, Diplomacy +8, Gather Information +6, Knowledge (Local) +3, Pilot +6, Profession (part time archive librarian assistant) +3, Sense Motive +3.

Feats: Spacer, Starship Operations (Space Transport), Skill Emphasis (Pilot), Gearhead, Weapons Group Proficiency (simple weapons), Weapons Group Proficiency (blaster pistols).

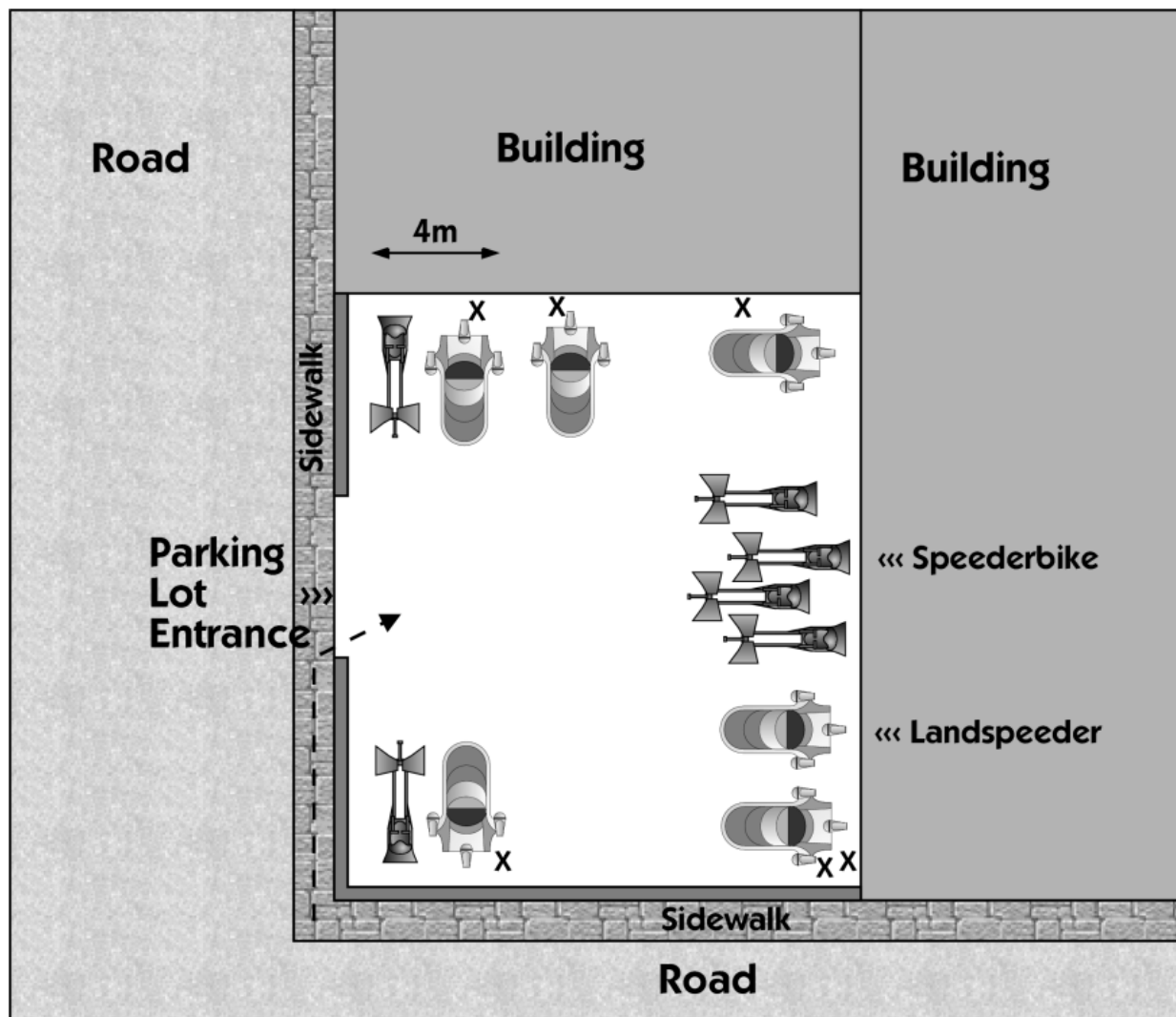
If a typical Duros is adventuresome and intense, Naja Delan is an extreme even for them. He has a vast obsession with honor and nobility and adventure. He is an ardent conspiracy theorist and sees spies and saboteurs everywhere. Laughably, he even occasionally thinks that there may be elements of the Republic Senate— elements very high up— who may be manipulating the various factions in the Clone War. Maybe even manipulating the Jedi! Well, not even his friends buy that one; the Jedi are perfect. If pushed, he admits that he’s never actually discovered evidence of any conspiracies or spies or villains. He’ll keep trying, though. One hopes, for Naja’s sake, that his first real taste of such adventure is not be his last.

Naja actually is a scion of Duros nobility, that is to say, a high government official and diplomat. While on Cularin with his family, he met the rest of his little coterie about 4 years ago. When his parents went back home, they gave Naja permission to stay with a relative and continue his archivist job while training at school. They visit a couple of times per year. In a year, he is due to return home. Naja doesn’t make a big deal about his family’s clout.

Views/questions about heroism and the Jedi: Ordinary people can be heroes. Jedi are noble defenders of the galaxy, against overwhelming odds.

Typical questions from Naja: Take a look at any of the questions of the above three padawannabes and spin them with Naja’s firm grounding in honor and good as a philosophy. He asks some of the challenging questions more to be reassured that these heroic people, who have selflessly saved his group, are not actually just self-seeking people with better firepower who can afford to smile once in a while. He is quite disillusioned and crestfallen at “cynical” people, but recovers quickly at any sign of a hidden “heart of gold”. He understands façades very well. He just wants the ugly side to be the façade, and the hero to be real.

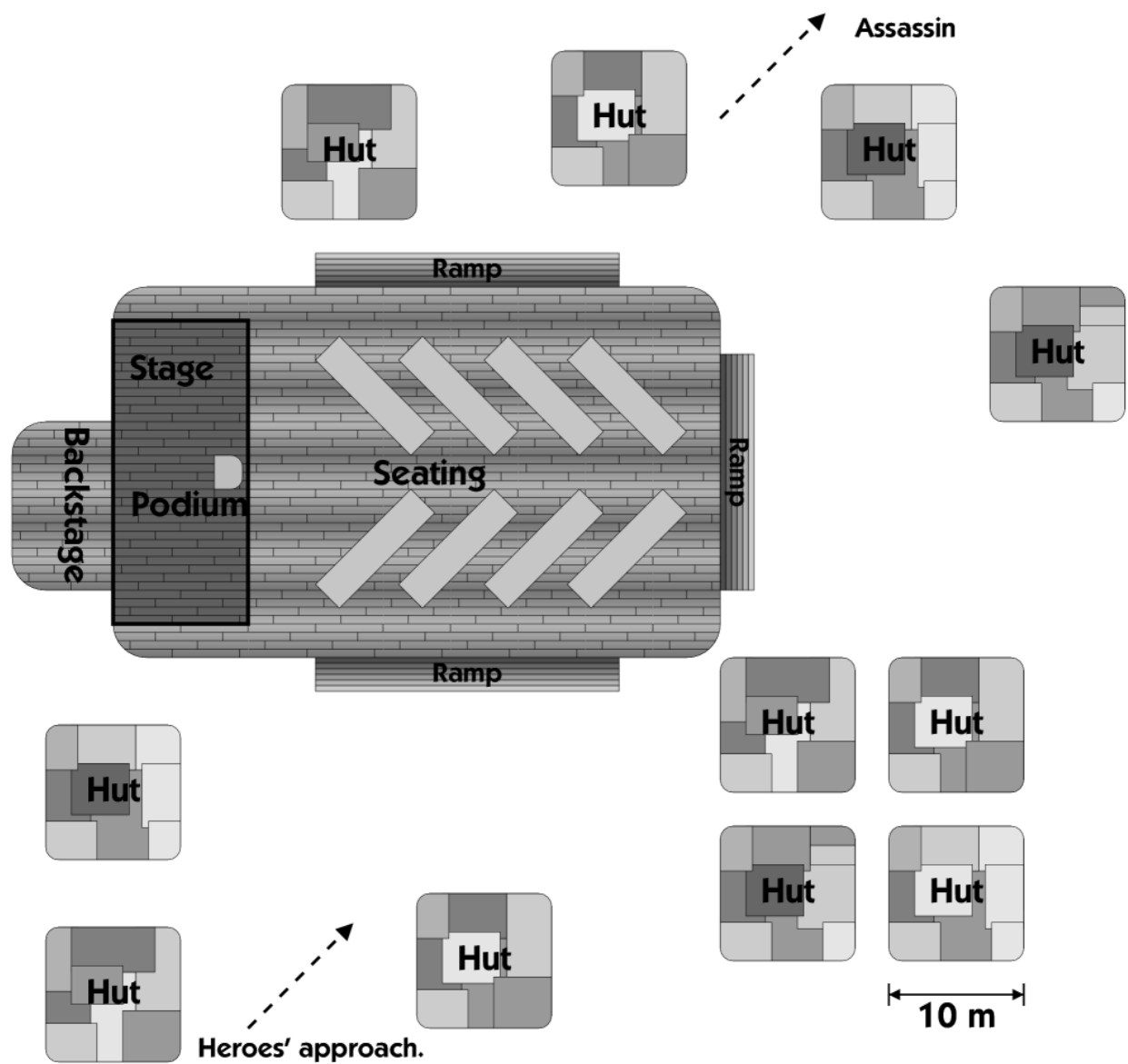
GM Aid 3: Encounter 3 – Parking Lot



X = Crouching bad guy hidden ambusher.

- - - ➔ Presumed path that the Padawannabes and the heroes take.

GM Aid 4 – Negotiations Meeting Area Map



Critical Event Summary

Padawannabes

1. Was Gavid Lermyn assassinated?

☐ Yes ☐ No

2. What happened to the assassin?

☐ Killed ☐ Escaped ☐ Captured

- If captured, who got custody of him?

☐ Militia ☐ Office of Peace & Security ☐ Jedi ☐ Tarasin

Other (please specify) _____

3. Were any of the Padawannabes killed? If so, list whom, please: _____.

4. Was Osten Dal'Nay implicated as the assassin? Yes. No, he was cleared.

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of January and February 2004 only), you may US mail them to: RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

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

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