

Strike III

**Episode III of the For Every Action Trilogy
A One-Round LIVING FORCE Tournament**

by Rob Edwards

Riboga, out for blood, sets out to destroy the heroes before they can render him totally powerless. An adventure for LIVING FORCE heroes levels 4+. This scenario should be played after "*Preemptive Strike*" and "*Counter Strike*" (Episodes I and II of the "*For Every Action...*" trilogy.)

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

This is an adventure for all levels of LIVING FORCE heroes, and therefore characters levels 4 and higher are appropriate. If your players bring characters level 1-3 ask them to level them to level 4 as per the latest Character Creation Guide. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

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.

Campaign (was 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.

Reporting the game for RPGA: The RPGA tracks adventures for the Player Rewards program. The Senior GM or Event Coordinator 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 Rules and Penalty documents. These are available as downloads from the RPGA web site at www.rpga.com.

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. **The Hero DOES NOT have to earn a Force Point in the scenario in question to do the atoning with.** 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 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.

GM Overview

It has not been a good few weeks for Riboga the Hutt. Just as it seemed things were finally back on track for him (Nirama gone, Cularin reclaimed, profits on Spice and slaves) he has had it all yanked away from him. And this has largely been caused by the brave heroes of Cularin.

Stripped of most of his fortune and assets, Riboga is reduced lower than he has ever been, and his thoughts turn to revenge, and his few remaining credits have been spent to claim it. (Incidentally, if the heroes haven't played Episodes I and II of this trilogy, they are about to be blamed for something they didn't do!)

Riboga has hired a group of bounty hunters to take that revenge for him, but it is not enough to simply kill the heroes, he needs to run them through a few hoops first, so the contract states that the heroes should be kept alive long enough to know despair.

The bounty hunters hired work as a team -- heroes who played part I of this trilogy may have encountered the team before, and they make a very fleeting appearance in part II as well. Kiimo is the team's pilot, tracker and demolitions expert, Clargod is the party muscle, Kelyan is in charge of public relations and Dee'Hars is in charge of getting the information the team needs.

Having researched the heroes, Dee'Hars has discovered them to be formidable, and has decided to engineer a trap to weaken them before facing them. Catching them off-system, he and Kiimo sabotaged the heroes' ship, forcing them out of hyperspace onto a remote planet: Holador.

The bounty hunters lucked out at this point, because the heroes were all hurt in the crash, and when the hunters arrived on scene, they were able to break in and remove the heroes' weapons, and some vital ship systems. This makes the heroes even more vulnerable to the plan.

Kiimo's job is to bruise the heroes as much as possible; Clargod is to do as much damage as possible to the heroes' strongest warrior; Kelyan is to try and get the heroes bogged down in pointless debate with the locals.

In truth, Dee'Hars expects the heroes to survive all this, and has saved his most elaborate trap for last.

Meanwhile, the Cularin Militia are looking for the heroes, tipped off by Tarasin Force Adepts who were expecting the heroes to return with some of their people. The Adepts were a big help, and the Militia will arrive just in time to give the Bounty Hunters, and Riboga, a nasty surprise.

Encounter 1: Any one you can walk away from

The heroes' ship has been forced down on the planet Holador. As the heroes collect themselves after the crash, they discover they are about to play a deadly game for their lives.

Encounter 2: Holador Travelogue

The heroes travel across Holador, encountering some of its dangers along the way.

Encounter 3: Kiimo – The Hunter

The heroes make their way up the mountainside, believing it to be the location of the bounty-hunters ship. When they get there, they find only a Rodian, and a number of explosive booby-traps.

Encounter 4: Clargod – The Warrior

Clargod is prepared for a stand-up fight with the heroes, and offers them a chance at single combat.

Encounter 5: Kelyan – The Diplomat

The heroes encounter a settlement of Squibs, descendants of a group that crash-landed here over 200 year ago. Kelyan has been speaking with the Squibs, trying to persuade them that the heroes are a threat. She has convinced most of the villagers, apart from the elder, Alexem. The heroes must negotiate or risk starting a fight with these innocent bystanders.

Encounter 6: Dee'Hars – The Spy

The heroes reach the last hurdle to reclaiming their belongings and escaping Holador. Unfortunately Dee'Hars is ready for them.

Encounter 7: Riboga – the Hutt

At last, the heroes face off against Riboga's minions, and can finally capture the crime lord himself.

Important Note to Judges: This module forces to run a gauntlet to a time limit. While individual fights should not be too taxing, the heroes will start out unarmed, and with little opportunity to recover, the heroes will be feeling the pain by the end. Be careful with this – the villains are definitely out to kill the heroes, but make sure you're not!

Worse, the villains of the piece have researched their targets, and will know quite a lot about the heroes. Have your table fill in Player Handout #1. The villains will be able to use some or all of this knowledge to their advantage during the module.

This module is fairly linear, because the

bounty hunters have prepared a track for the heroes to run along. Nevertheless, there are opportunities for the heroes to get the jump on the bounty hunters, and you should reward creative thinking. However, if the heroes deviate too much from the path, they will find terrain heavier going, and will lose precious time.

Before you start, pass out copies of the hero information sheet (**Player handout #1**, make sure there is one form for each hero) and the get the players to fill one in for their character. The Bounty hunters in this module have done their research and know who and what they are up against. They use this information in several ways throughout the module; in particular, Dee'Hars makes life hard for the heroes in Encounter 6.

Clarification regarding tiering notation: when you see something like "DC 15/20/25", use the lowest DC for the middle tier, the middle for high tier and the third for upper tier. In this scenario, tiers are for character levels: 4-6, 7-9 and 10+. In some cases the DC not follow the usual progression from tier to tier to reflect that higher level character stop being challenged by some things or that they actually find something easier than they did when they were lower level.

Opening Crawl

Over the past few months the heroes of Cularin have turned their attention inwards. This battle for Cularin isn't overt but rather the insidious takeover at the dark underbelly. The return of Riboga has been delayed and now he seeks his revenge...

Encounter 1: Any one you can walk away from...

Key ideas of this encounter: The heroes awake battered and bruised after having been brought down on an unknown planet. They learn quite how bad their predicament is.

The last thing the heroes were aware of was being on a fairly lengthy hyper-jump back to the Cularin system. They are bringing back two Tarasin who have been outside the system. If you are playing this module directly after *Counter-Strike*, Episode II of this trilogy, then these Tarasin may be Krizta and Trik. Either way they are about to get hurt in a crash, and will not take an active role in this

module.

The jump is a long one, so establish how the heroes are traveling. If no heroes own a transport-class ship, they will be traveling in the *Peculiar Inspiration*, loaned to them for the pick-up job. No stats are provided, because they are about to become largely irrelevant.

The following events are easier to engineer if the heroes are all aboard one ship, but the bounty hunters have been laying the groundwork for a while. It is possible (though admittedly less likely) for the villains to arrange this for multiple ships.

During the last leg of the trip, carefully prepared explosions affected key components of the ship(s)' hyperdrives. This dropped the heroes out of hyperspace and brought them in a fairly uncontrolled manner onto the planet Holador.

The comms console alert chimes.

Even before you open your eyes you know something is wrong. Possibly it is the unmistakable smell of smoke in the air, maybe it the uncomfortable position you appear to be sleeping in. Maybe it's the fact that you hurt all over.

As memory comes flooding back, it might also be because the last things you remember were a series of explosions in the hyperdrive bringing you prematurely out of hyperspace, and the sight of a planet looming up ahead,

Yes, that's probably it.

The comms console chimes again.

All of the heroes begin this module injured in the crash. Each takes d6 damage directly to wounds. The heroes took additional vitality damage, but that has been recovered while they were unconscious.

There are several things the heroes may wish to do.

Taking inventory

Even if the heroes don't ask specifically, it should not be very long before the heroes notice that they have been stripped of all weaponry. Blasters, vibroweapons, grenades, bowcasters and even lightsabers (especially lighsabers) have all vanished. If any hero habitually keeps one or more of their weapons concealed, they can make a Hide check DC 26/29/32 to keep each of them hidden. This is such a high number because Dee'Hars took the time to search thoroughly. If the hero is successful, they may keep the weapon.

Heroes' droids are also missing.

All other equipment remains in place.

Treating wounds

Heroes may use medpacs or Force powers to heal their wounds normally. As they do, have them make an additional DC 19/22/25 Treat Injury check. If successful, they will find remnants of a drug in each heroes' system – a simple anesthetic, appropriate to their species, which probably kept the heroes under for a few hours.

Checking on the passengers

The Tarasin are in their bunks, injured, but stable. Anybody checking them out should make a Treat Injury check DC 16/19/22. They will find the Tarasin have already received medical treatment, enough to save their lives, but not enough that they will be ready to participate in the following events.

The heroes cannot do anything more for them at this time.

Checking the ship

The following applies to all ships the heroes have with them.

Have the hero make a Repair check, DC 16/19/22 to assess the damage to the ship's hull, and again to the ship's systems.

The damage to the hull is extensive, and will be expensive to fix. However, the ship's hull can be patched sufficiently to make it space-worthy with relatively little time and effort. An hour's work and a DC 19/22/25 will put up enough emergency patches to get the ship home.

The internal systems are a different matter. Some systems were damaged before the ship left hyper-space, apparently through deliberate sabotage. Other systems have been scavenged after the crash – important components have been expertly and extensively removed by hand. Some of the systems can be jury-rigged, but not enough. Before the ship is going anywhere, replacements need to be found.

The same applies for any vehicles the heroes may have stashed in the hold. If the heroes are going anywhere, they are walking.

Answering the comm.

If the heroes put off answering the comm, it will continue to chime regularly as the heroes attend to other tasks.

When the heroes do eventually get around to answering it, they will find it is an alert about a holo-recording logged in the system. If the heroes' ship is not equipped with a holoprojector, the villains will have helpfully left one for their use. It will self-destruct with a slight popping noise once its message has played.

The image flickers, and you see a Bothan, lounging in the pilot seat of your ship. He is holding a datapad in one hand.

Anybody who played *Pre-emptive Strike*, Episode I of this trilogy, will recognize him. He is a bounty hunter called Dee'Hars.

"Good morning. I trust you are all well? My name, for those who don't recognize me, is Dee'Hars. I am a bounty hunter currently in the employ of Riboga the Hutt. I have been asked to read the terms of my contract to you before we begin."

The Bothan refers to the datapad and continues: "One. The targets are: <list heroes names>."

"Two. The targets must be kept alive long enough to learn the cause of their demise.' It is because knowingly or otherwise you have crossed Riboga," Dee'Hars adds, before ticking off a bullet point on his datapad.

"Three. As they have brought me low, so must they be rendered powerless." Dee'Hars reaches out of view, when his hand comes back into the projection it is holding the hilt of a lightsaber. "Check."

If there are no Jedi in your group, he will select the heaviest weapon that the heroes have amongst them.

"Four. They must be given time to contemplate their fate. Give them false hope that they can escape, before:

"Five. Destroy them utterly."

"The rest is the normal small print, payment details, default clauses, blah blah blah. Of no interest to you I'm sure, although if it's any conciliation, your lives are worth quite a bit, apparently."

"I really do apologize for all this, if it were up to me, I would have given you a clean death when we sabotaged your ship. It would have been far easier to engineer."

"I respect you, I really do, you've done a lot of good for Cularin, and y'know, I kind of like that. Frankly I'm a bit worried that you will manage to engineer a false hope of escape into a real hope of escape, and that wouldn't bode well for me or my colleagues. But a contract is a contract."

"So here's the deal. We've taken a few bits and pieces from you and stashed them in a cave near our ship. Find our ship, find your

things. There should be enough there to get you up in the sky and away from here, back to Cularin in time for tea with a rousing chorus of 'Huzzahs!'.

"However, we're going to rig those belongings of yours with some explosives and set a timer for, oh, say, three hours from you playing this message. Take longer than that, and you'll be spending the rest of your lives here.

"In a way, I really hope you make it. From all the research I've done on you, I think there's a chance you will. We'll see.

"Two hours fifty nine."

The holo-image flickers off.

Going outside

The heroes are on the clock and there isn't much time left, but as yet they have no idea where to go.

Ship sensors were damaged in the crash, so the only thing for it is to leave the ship and have a look around.

Incidentally if people want to check the ship: from out here, the damage does look as bad.

The planet outside your ship is an uninviting wasteland. The terrain is cut from uniformly black rock, all sharp edges and spiky outcroppings. You have crashed in the shadow of a mountain – a shallow incline leads up to the foot of the mountain itself, the monotony broken only by purple scrub, and rents in the ground, hazed in steam. The sky above is grey and ochre, clouds rippling past, torn by high winds, sparks of lightning arcing across the heavens.

The air is close and heavy; a smell of sulfur fills your nostrils.

There is no sign of life, no indication of settlements nearby, no distant rumble of engines, no jagged transmitter towers on the horizon.

And then, as the sun dips down behind the mountain, you catch the barest glint above you on the mountainside. Something metal, something manufactured.

In fact, this is not the ship, but a decoy, the first part of the Bothan's game with the heroes. It is just a mock-up of a ship, designed to lure the heroes away from where they need to be.

This is impossible to tell with the naked eye from down here, but if the heroes break out the macro-binoculars or enhanced senses, let them make a Spot check DC 26/29/32 to determine that there is something wrong with the shape, that it

probably isn't a ship at all.

If the heroes decide they want to look for less obvious signs (either because they have seen through the decoy, or just because they are being paranoid) have them make a DC 21/24/27 Spot check, with a +2 equipment bonus for macro- or electro-binoculars (or similar). If successful, the heroes will spot another metallic shape, several miles away *downhill*.

If the heroes proceed uphill, they will meet Kiimo, the Rodian Bounty Hunter who set up the lure. Head to Encounter 3.

If the heroes head downhill, they will run smack bang into Clargod, the Trandosha Soldier who is waiting for the heroes in Encounter 4.

NOTE TO THE GM: From this point on, the module runs in pseudo-real-time. The clock that Dee'Hars has set should match to just before the end of slot, and ticks down as you play. While the combats ahead will of course slow down "real-time" the amount of traveling the heroes must do will even that out, so the explosions are timed for (just before) the end of the slot.

One of the most important impacts of this pseudo real-time is on healing. Force powers which can only be used once an hour can only be used once an hour in the game, and if the heroes don't take time to rest during the module (and they probably shouldn't!) there won't be much opportunity for natural healing either.

Encounter 2: Holador Travelogue

Key ideas of this encounter: This encounter does not run at a specific time or in a specific way, it simply details information about Holador that the heroes may encounter, or ask about.

Below are a few questions the heroes may ask along the way, with some prepared answers you can use.

Does anybody live here?

The heroes will get to meet the locals later, but if they ask before then, have the heroes make Survival checks DC 19/22/25. If any hero has the Track feat, they get a +4 competence bonus on this check.

If successful, they can find evidence of primitive civilization: snares laid out for game, maybe a broken arrow-head, but there is no sign

of the locals' habitation until the heroes reach Encounter 5.

Are we being watched?

As the heroes progress cross-country, have them make Spot checks DC 21/24/27. If they do, the heroes notice a remote holo-cam hovering about 15m above them. Not really bright enough to qualify as a droid, it is a small floating ball, programmed to track the heroes and report their movements to Dee'Hars.

If the heroes wish to shoot it out of the sky, they can. They just need to do 2 damage to destroy it, but it is small and mobile, so they need to hit Defense 18. Don't forget to apply any range penalties for the hero's weapon.

Is there anything to eat?

Have the heroes make Survival checks DC 19/22/25. If successful, they can find game trails that traps could be set on. It looks like the creatures would be small rodent-like beasts, and there is no way to tell if they're edible without catching one. The creatures themselves are too shy to show themselves around the heroes, and while the heroes can set traps, if they wait for the rodents to fall into them, they will have missed the dead-line!

Is the water safe to drink?

The short answer: no.

For the most part, standing water, in pools and the like, is far too acidic to drink safely without processing it first. Small quantities won't hurt, but if the heroes take a sample, let them know that the water is silty and tastes sharp and unpleasant. Survival checks DC 16/19/22 will let the heroes rig a sufficient filtration device, but it's probably only worthwhile if they are planning an extended stay.

In fact, there are a few fresh-water springs around, and the locals' village in Encounter 5 is set up around one.

Can we find a shortcut?

It is generally assumed throughout that the heroes are taking the quickest route that they can find, however, if you table have any characters particularly adept at finding shortcuts (characters with two levels of Scout and thus the Trailblazing class ability for example) they can try and shave a little further time off their journey.

Have the hero make a DC 21/24/27 Survival check. If successful when the heroes are traveling towards Encounters 3 or 4, they can arrive before the bounty hunters are ready. See the "Surprise!" section in each of these encounters. The heroes

will be unable to surprise Dee'Hars in encounter 6.

Encounter 3: Kiimo - The Hunter

Key ideas of this encounter: The heroes are tracked through the wilderness by Kiimo. They must escape her ambush and bring her down.

The mountain proves both easier and harder to climb than you had anticipated. Easier, because the incline has never been steep enough for you to have to climb, but harder because scrabbling up the sharp hillside has left clothes and hands cut. You are caked with black dust, which stings the scratches you have picked up.

The ship disappeared from view a while ago, as you clambered under an overhang, but as you pull yourself up the bank, you have finally drawn level with it. A narrow ledge leads around a fold in the mountainside, and you can just see the nose of the ship around the corner.

Give the heroes a chance to take this on board. If anyone asks about the ship, have them make a Spot check DC 19/22/25 to realize that these is something wrong with what they are seeing. The ship looks *fake*.

To get to the plateau where the "ship" is stashed, the heroes will need to go single file along a ledge around the corner. The ledge is a full 20m long, with only the last 6m being in view of the fake ship. Determine if the characters are sending people ahead, or if they are all traveling together.

A plateau opens out ahead of you, and on it you see a scaffold, layered with metallic cloth. The shape has been carefully molded to resemble the outline of a ship, but at this range the illusion is shattered.

A female Rodian is crouched before the fake ship.

Surprise!

If the heroes managed to get here sooner than Kiimo expected, she will not be quite ready for them. While her traps are all set, she is busy making some finishing touches to one near the ship when the first hero comes around the ledge, and will not immediately spot them. This hero can then retreat around the corner and the heroes can make plans.

If the heroes move quickly, they can get three of the team around the corner before Kiimo spots them, and the lead character will be on the plateau, and safe from Kiimo's first trap. She will trigger her first trap immediately on realizing the heroes have arrived.

If the heroes decide to try and attack Kiimo from a different direction, let them make Climb rolls DC 21/24/27 to get the drop on her. The terrain here is too friable to be confident of any use of a grapple spike launcher, so they cannot use ascension guns to by-pass these climb rolls.

If the heroes have not surprised Kiimo, she is crouched down by the fake ship, behind minimal cover, waiting and watching the ledge. As soon as the first hero comes around the corner, Kiimo triggers the explosives.

The Rodian's right hand jerks to a control on her left wrist. There are a series of explosive cracks above you, and the mountainside shakes.

"Oota goota 'heroes'?" the Rodian laughs.

Determine how many heroes are on the ledge (remember if the heroes surprised Kiimo, the lead hero is safely on the plateau).

The mountainside above ledge detaches and rolls down, raining black rock on the heroes' heads. This causes 2d6/4d6/5d6 damage (depending on tier) with a Reflex save DC 14/16/17 for half damage. The cliff side will also tend to drag the heroes with it. If the hero successfully made their Reflex save, they must also make a Balance check DC 19/22/25 to avoid being tumbled off the cliff. Heroes who failed the Reflex save should instead make a Fortitude save DC 11/12/13 to avoid being buffeted off the ledge.

Heroes falling from the ledge drop 8m, before rolling further down the slope. They take 2d6 damage, but remember that if they fail a Reflex save DC 11, this damage is taken straight to Wounds. Heroes who go over the edge face four rounds of scrambling before they can get back in to the fight.

After assessing the damage this first trap caused, it's time to roll for initiative. Refer to **GM Aid #1** for Kiimo's statistics, and **GM Aid #2** for a map of the area.

Once Kiimo's first trap goes off, any heroes on the ledge or needing to cross it will need to make a Balance check DC 16/19/22 to get to the plateau. Failing does not result in a fall, but will

cause the hero to stall for a round. Any heroes behind the stalled hero cannot get past.

Although Kiimo fights alone, she has been carefully preparing the area while the heroes have been clambering up here. And she has some nasty surprises for them:

As the first hero crosses the area marked T2 on the map, a frag grenade will go off. This does 4d6+1 damage to all characters within 4m, Reflex save for half.

Kiimo will fire her carbine while retreating, encouraging the heroes forward. If the heroes chase her under the scaffolding, she will retreat to T3, where (as a free action) she deliberately trips a tripwire. This causes the scaffold to collapse. It only does d6 damage to anybody underneath it, but it will take two rounds for anybody under it to scramble out. Kiimo will take this opportunity to shoot people who are not under the scaffold.

Since the group will be largely unarmed at this point, Kiimo will target characters that are well known for being martial artists (check the "Preferred melee weapon" and "Trademarks" section of the hero information sheets).

Kiimo will surrender if she takes wounds damage.

After the combat.

If the heroes decide to explore the cave at the back of the plateau, they will find the last trap, a frag grenade rigged to go off when anybody enters the area marked T4. Heroes looking for the trap ahead of time (and by now they should be!) can find the trap easily, and a demolitions DC 19/22/25 can disarm it. The cave itself is empty, apart from a backpack with Kiimo's trail rations and water flask.

If Kiimo survives, she can be interrogated. A successful bit of role-playing and a DC 21/24/27 Diplomacy, Bluff or Intimidate (as well as the usual Force skills) will get her to tell what she knows. Dee'Hars has kept the plan carefully compartmentalized, so Kiimo doesn't know what the other bounty hunters have planned, but can give the heroes descriptions of her colleagues. Kiimo will also tell the heroes where they can find the real ship. A DC 12/12/12 Sense motive will show she is being honest.

Kiimo, now captured, is a bit whiny and should be played as such. She is very proud that the heroes fell for her trap though, and will give a sinister little Rodian laugh, while telling the heroes they just cost themselves a lot of time, as they've spent the last while trekking the wrong way!

Heroes can take the Rodian's blaster carbine.

Now the heroes must turn around and go back downhill, in the general direction of Encounter 4.

Encounter 4: Clargod - The Warrior

Key ideas of this encounter: Clargod is next to take the heroes on. Her job is to do as much damage as possible to the heroes' primary fighters.

Before the heroes reach their next encounter, this time with the Trandoshan bounty hunter Clargod, they have a fleeting encounter with one of the locals. How they react to this will change how easily their dealings go in Encounter 5, so make a note of how the heroes react.

Have the heroes make Listen checks, then read or paraphrase the following:

From off to your left there is a noise, small pebbles disturbed slither down the hill towards you. There, crouched on a rock above you is a short creature, white fur caked with black dust. The creature wears ragged hide clothing and carries a spear. It twitches its tufted ears and stares at you intently.

If anybody makes a Knowledge (Alien Species) of DC 12/12/12 or Spacer Lore DC 15/15/15 will recognize the creature as a Squib, although what it is doing on Holador is not immediately apparent.

If the heroes make any move to attack, the Squib will dive behind its rock, then through a crack at the base of the rock, before vanishing into a network of small tunnels.

If the heroes attempt to communicate, the Squib raises its spear in an aggressive manner. Again, if the heroes make any move to attack, the Squib vanishes. Otherwise, it will chatter in its own language, before leaving the spear on the rock and (yep, you guessed it) vanishing into the tunnels under the rock. On the off chance that the heroes speak Squibbian, he's saying "Good grief, more off-worlders, I better go tell the boss."

This encounter is not just about letting the heroes have a spear (which might potentially be a significant improvement armament-wisely), but the Squib is a scout, and will report back on its meeting with more off-worlders. If the heroes

were friendly, this will help when they reach the Squib settlement in Encounter 5.

As the heroes move on from this odd encounter:

The trail you have been following slopes down, and the walls either side rise above you. You pause for a moment to contemplate the almost textbook ambush spot, but you have little choice. Going around could take an hour or more, and you don't have the time.

As the heroes proceed down the valley, try to get them a little on edge. Black pebbles will skitter down into the valley, dislodged seemingly at random. Steam vents unexpectedly from cracks in the canyon walls, ruining visibility, and dampening the heroes down.

In fact, there is no danger in the valley; the only danger nearby is waiting patiently the other side.

The valley opens up into an arena-like space, 40m across, with high walls surrounding you. Almost directly opposite the channel carries on, but between you and it, a female Trandoshan stands at the very centre of the arena, calmly pointing a carbine at you.

Surprise!

The heroes can only surprise Clargod if they found a shortcut (as described in Encounter 2) and if they managed to bypass Encounter 3. If they have surprised the Trandoshan, she will have been unable to deploy her sentry droids. She will still claim they are there, but in this case, heroes can make a Sense motive DC 19/22/25 to realize she is lying.

"Evenin'," the Trandoshan shouts, her voice carrying across the arena "I can kill at least one of you before you can reach me, and the Sentry droids up on the cliffs could do some damage to the rest of you, so don't make any sudden moves and listen to my offer."

If the heroes attack, Clargod will defend herself to the best of her abilities. If she has had time to deploy her sentry droids, they will fire blaster pistols at two random heroes each round until Clargod surrenders or is killed.

If the heroes hear Clargod out, have a quick look at the answers on the hero information sheets and choose one character who looks weak in melee, and one character who looks strong. Substitute the first for "<character weak>" in the

following and the second for “<character strong>”:

“You are not going forwards without fighting me. Take that as read. Anybody comes close enough to try any funny business, I will blast them. What you can decide is who fights.

“The boss has researched you all real careful like, and I know which of you are most likely to go down with the least effort from me. I can thin your pack, no problem. But there’s no challenge there. I’d rather fight your best than kill your weakest.

“So choose someone, and I’ll fight them. One-on-one, no weapons. I’ll fight you each in turn, in fact, one of you may get the lucky blow to take me out.

“So make you choice, you want me to gun <character weak> down where they stand, or do you want to send <character strong> forward to take me down?”

Clargod will play fairly by her rules: if one of the characters advances to fight her, she will sling her blaster carbine, and a melee can begin. If the heroes try anything to break the rules, Clargod will Quickdraw her carbine and immediately shoot the weakest combat character in range. She will keep doing this for as long as she can.

If the heroes abide by the rules, Clargod will surrender as soon as she is on half wounds. If she does wound damage to the hero she is fighting, she will give that character a chance to withdraw, and will allow the heroes to choose a new champion. Clargod will only use her heroic Surge when she is finally in danger of losing the fight. Repeat until Clargod is defeated.

As with Kiimo, Clargod can be questioned after the fight if she survives. Likewise she knows nothing of Kelyan or Dee’Hars’s plan, but can describe what her colleagues are like.

The heroes may take Clargod’s blaster carbine, and can then proceed to Encounter 5.

Encounter 5: Kelyan - The Diplomat

Key ideas of this encounter: The heroes stumble across a native village. Kelyan has gotten here first and convinced the natives to kill the heroes.

You notice evidence of a primitive society before you notice you are being followed. Tunnels in the hills side bear marking of habitation, one cave adorned with seemingly abandoned bric-a-brac. Old fire pits and the broken sticks of discarded tools litter the slope as you continue on.

Then, later, you catch a glimpse of a hunter following you. He may be the same creature you saw earlier – his white fur is as dirty, his clothing as ragged. He is joined by another hunter, just as scruffy. The two stare in apparent fascination, and jabber enthusiastically.

Moments pass, and more eyes appear, looking out of the tunnels at you.

Again, if any of the heroes understand Squibbian (either because they have taken the language, or have the class feature Comprehend Speech), they will understand the heroes are the subjects of a reasonably intense debate. In particular the Squibs are trying to decide if the heroes look as dangerous as they have been told.

The Squibs are on edge, and looking for signs of danger. If the heroes treated their scout in Encounter 4 carefully, they will forgive the heroes most actions short of actually opening fire. One of the Squibs will tentatively approach the heroes, and beckon them to follow. Go to “Squib Village” below.

On the other hand, if the heroes treated the Scout badly, and do not seem inclined to treat with the villagers, any hostile actions by the heroes will trigger an attack.

Squib attack!

Use the combat stats in **GM Aid #1** to run this combat. There will be 4 Squibs per hero in your group, and they will attack ferociously, protecting their loved ones from the supposed threat the heroes represent.

While the Squib warriors fight, the other villagers will take this opportunity to flee, taking their most valued possessions with them.

Once the heroes have slaughtered the innocent bystanders, they can take themselves to Encounter 6. If the heroes made no attempt to defuse this situation, it may be worthy of DSPs. Judge the heroes motivations in this combat, and adjudicate appropriately.

Squib Village

You are lead into a small village, full of maybe fifty Squibs. The village is a strange blend of the primitive and the technological. Rough

lean-tos draped in animal skins are decorated by highly polished engine components.

The village is grouped around a communal fire pit, where small rodent-like creatures are being roasted.

At the far end of the fire pit, in the focal point of the village sits an old Squib, wrapped heavily in blankets so only his eyes and tufted ears still show. The village elder sits in a badly patched flight chair, and on a plinth behind him, a comms relay sits on a plinth, festooned with beads.

As you take this in, another figure steps from the shadows to stand by the elder. She towers above the Squibs – a beautiful Twi'lek woman.

Over two centuries ago, a Squib trading vessel crash-landed onto Holador. The survivors built a community, settled and listened to the comms, hoping to hear nearby ships to send a distress signal. That was seven generations ago, and the remains of their ship's technology have long since broken down, with nobody left with the knowledge to fix it. Indeed, the Squibs have fallen back on old ways and know little about the technology around them, except from half-remembered stories. Their greatest held tenet of faith is that one-day Outworlders will come and return the Squibs to the stars, as long as they have remained true to the Holy Icon (the comms relay).

Only one Squib still speaks Basic – the village elder Alexem. As yet, he has not admitted this ability to the Twi'Lek, because there is something about her he doesn't entirely trust.

Kelyan, the next of the bounty hunters has been with the Squibs for a few days now and has been laying the groundwork, telling tales of warring factions of Outworlders. She has told tales of the heroic actions of her colleagues, and the dread Assassin Lords that the heroes supposedly work for. Indeed she has worked her considerable skill towards setting the Squibs on the heroes.

Only Alexem has held them back so far, knowing that he has only heard one side of the story. Tailor the information below depending on which encounters the heroes have been through.

The Twi'lek woman smiles at you. "About time you got here. You've eluded Kiimo and bested Clargod, I'm impressed. And I'm not going to fight you, I couldn't win, so there would be no point. But the tales I've told these little people! I've regaled with details of every evil deed you have committed, and more than a few you

haven't. The warriors want to cut you down right now, but Elder Alexem here wants to give you a chance. So you'd better explain to the silly old geezer why they shouldn't kill you.

"Don't worry if you don't speak Squibbian," the Twi'lek smiles again "I'll translate for you."

This should be a role-play encounter (if only to break up the dangerous combats dotted through the rest of the module!) with Kelyan doing her best to persuade the Squibs to attack the heroes.

The first time Kelyan translates for the heroes, all the warriors will take a step forward, to deal with the insult the Twi'lek just attributed to the heroes. But Alexem will raise one hand; jabber a short command in Squibbian before turning to the heroes. "I listen true," he will say in laborious Basic.

The bounty hunter continues to do most of her persuading in Squibbian, so feel free to jabber nonsense words as her argument and give her a +2 circumstance bonus on all her Diplomacy checks.

If the heroes just try to leave, the Squibs will stop them. If what Kelyan has said is true, the heroes are too dangerous to just let wander about.

To call off the Squib warriors, the heroes will have to offer up some convincing arguments about their innocence. During the debate, make five contested Diplomacy checks, Kelyan vs the lead hero. If the heroes come up with appropriate signs of good faith, (healing the sick, sharing food, giving gifts of working technology) give a bonus commensurate with the action. If the heroes win at least three of these contests, they will be given the benefit of the doubt and allowed to go free. If the heroes manage four or more successes, the Squibs will offer to help the heroes.

If the heroes only made two or fewer wins against Kelyan, the Squibs will attack. Twenty Squib warriors will attempt to pile on to the heroes – use the stats in **GM Aid #1**.

If the heroes want to get at the comms relay, they will have to convince the Squibs of their good faith, and then make a DC 26/29/32 Diplomacy check. The relay can be repaired with a DC 19/22/25 Repair check, and can be used to send a distress signal if the heroes wish.

Whatever happens, the Squibs will not let the heroes take Kelyan captive. She is a guest, and unarmed, and while she has not behaved terribly well (trying to misrepresent the heroes), she is not

actually guilty of anything according to local law.

Progress to Encounter 6.

Encounter 6: Dee'Hars - The Spy

Key ideas of this encounter: Dee'Hars is the ultimately prepared bounty hunter. While not the physical threat of the others, he has numerous tricks prepared for the heroes.

Take a moment to have a look at the hero information sheets. Dee'Hars has been collecting information on the heroes ever since they first crossed Riboga, and there is a good chance he knows all of the information about the heroes on these sheets. Make a DC 30 Gather info check for Dee'Hars for each hero, giving him a circumstance bonus equal to the hero's reputation score. For each successful roll, Dee'Hars will know at least this much about the hero, and can prepare.

As full night finally descends, you finally see the bounty hunters' ship clearly, on a plateau above you. The climb looks ... formidable, to get to the ship you will need to climb one cliff, cross a plateau and climb a second. Both look sheer and hard work. But perhaps there is another way. At the base of the cliff is a cave, and standing in the cave mouth is the bounty hunter from the message, the Bothan Dee'Hars.

"You made it then?" he asks without preamble "Well, your stuff is in here, come get it. You will have to get past me first though." He steps back in to darkness.

Roll for initiative.

When running this combat, run it tactically, using the information that Dee'Hars has. For example, if there are heroes who use a lot of unarmed combat, the Bothan will keep out of their reach. If one or more of the heroes likes pulling blasters from opponents' hands, the Bothan has secured his to a chain on his wrist (for all intents and purposes, you can't pull the gun away without pulling Dee'Hars with it).

The first thing that Dee'Hars does is run away. He has carefully timed the run, and triggered a number of energy shields along the way, to prevent people Burst of Speeding after him. The shields can be taken down easily enough – the shield generators can be tripped with a Disable device DC 19/22/25 or Repair DC 21/24/27, but

each one takes a round to disable, and as the tunnel winds upwards, the heroes will have to get through five of them

Dee'Hars's aim here is to get the heroes to exhaust themselves. If he can get any Force users to spend time and energy buffing themselves before the fight, and can then keep the fight from happening for a couple of minutes, he has bought an edge. The Bothan will thus run and keep running until he gets to the top of this tunnel, at the plateau between the first and second cliffs.

The tunnel opens up on to a flat area between two cliffs. One drops down behind you, the other rises up to the next plateau, where the bounty hunters' ship sits.

Coming out onto this plateau gives you pause though. There is no sign of Dee'Hars, but what there is dozens of rock spires, most large enough to hide behind.

In the cliff face opposite 100m away, you see another cave mouth, and sat in that is a pile of what looks like your belongings.

There is inevitably an energy shield over the opposite cave mouth, and to reclaim their belongings, the heroes need to get there and make the (much more difficult) DC 21/24/27 Disable device or Repair check.

The Bothan is hiding out on the plateau, hoping to get in a sneak attack. To help this, he has rigged a number of speakers around the plateau, well away from his selected hiding places.

He has recorded a number of messages to taunt the heroes, which will play at random intervals through the fight. Heroes trying to work out where the Bothan is from the sound of the taunting should make a DC 19/22/25 listen check. If successful, the heroes will make themselves flat footed, as Dee'Hars attacks from hiding, before diving for another hiding place. This might work twice, which is why the third time, Dee'Hars calls out himself. On this occasion, any heroes who make a point of looking around at places where the sound *didn't* come from can get sneak attacked instead.

Heroes can make Spot check versus Dee'Hars Hide check to try and find the Bothan, give the Bothan a +4 circumstance bonus because he has prepared the ground so carefully.

When it looks like Dee'Hars is finally beaten:

The Bothan unclips his blaster and lets it drop. "That's it. I'm done. Riboga will not be pleased, but I give up, it's only a contract."

The heroes can make a Sense motive against Dee'Hars's Bluff. If successful, they will realize that he has one more card to play.

If the heroes call him on it, or as they begin working to disable the field protecting their gear:

Dee'Hars grins. "Remember that bit in the contract about 'false hope'?"

As he speaks, a series of staccato explosions ripple across the cliff-face, and as the dust settles, you see row upon row of automated gun turrets, each of you is tracked by at least four of them.

If things have gone according to plan, about now the heroes should be at the extremes of their resources, and the appearance of these guns might be the last straw.

Give them a moment to revel in this feeling, before proceeding to the final encounter.

Encounter 7: Riboga - The Hutt

Key ideas of this encounter: Riboga is here to watch the kill, but now it is apparent that kill is not going to happen, he flees. The heroes get a chance to stop him.

There is a deafening roar overhead, and the unmistakable sound of laser fire. Explosions, larger than before, engulf the cliff face, as three Z-95s in Cularin Militia colors roar overhead.

Your com links crackle to life. "Good to see you guys, wondered where you got to. This is Captain Siobhan Stern. Had word you boys might be in a little trouble and we've been looking for you for hours."

Dee'Hars face falls.

Captain Stern continues "When we intercepted a signal from Riboga the Hutt down here, figured you might be hereabouts. Tell you what, me and the lads will keep the ship on the ground, you guys round up old slug lord, eh?"

This encounter is largely optional at this point. If you've run out of time, or you don't think your group can cope with another fight, skip it.

But if you want to give the heroes a bit of closure, let them disable the energy shield protecting their belongings, let them make the

explosives safe, (DC 21/24/27 Demolitions), and go and beat up the thugs guarding Riboga on the ship.

Use the thug stats in **GM Aid #1**, using about 4-8 of them, depending how well your group is feeling. After the frustrations of fighting with minimal equipment your table may be grateful to get the lightsabers humming again.

Conclusion

When it comes down to it, Riboga surrenders without a fight. He looks tired, beaten and depressed. You could almost feel sorry for him. The Hutt goes quietly, no spluttering oaths of revenge, no name calling or threats.

You rig repairs to your own ship and head back to Cularin.

On returning you find funds waiting for you, from an anonymous benefactor. Enough to get your ship fixed again, with a little left over for pocket money.

It has been a long time coming, but this actually does seem to be the end of Riboga's shadow over Cularin.

Here Ends, "Strike III"

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 defeat the bounty hunters and therefore able to capture Riboga? If so, each hero

who survived receives 1000 xp.

Adventure Experience:	1,000 xp
Roleplaying Experience:	0-500 xp

Total Possible Experience: 1,500 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 defeating most of the bounty hunters but did not defeat Dee'Hars, 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.

The heroes may keep as "souvenirs" any equipment captured from the bounty hunters. Their stats would be as per the Revised Core Rules.

Drydock Pass (cert)(one per hero): The above named hero has access to drydock facilities to perform minor upgrades to any starship or vehicle. This pass includes parts, labor and any associated charges. This pass may be used on behalf of another hero's vessel/vehicle but only **two** modifications can be used per vessel or vehicle.

Commendation (cert)(one per hero): In recognition of heroic effort on the part of the above named hero in keeping a dangerous criminal from establishing operations in the system of Cularin the peace keeping organizations (Office of Public Safety, Cularin Armed Forces/Militia and the Jedi of Almas) have presented this crystal representation of a ch'hala tree to the above named hero. While it has no in game effect it does produce a pleasant sound when a breeze strikes the branches and leaves.

Dee'Hars Heavy Blaster Pistol (cert)(one per table): This unmodified heavy blaster pistol is remarkable only for the holographic projector built into the handle. When "liberated" the holo played highlights of some of Dee'hars more spectacular "hunts". New holos can be recorded into the unit should the hero desire.

Player Handout 1: Hero information sheet

Character name:

Species:

Class(es) and Level(s):

Profession:

Militia Rank:

Combat

Preferred melee weapon:

Attack Bonus:

Preferred Ranged weapon:

Attack Bonus:

Reputation

Reputation bonus (in Cularin):

Character best known for/as:

“Trademark” skills/feats:

Character name:

Species:

Class(es) and Level(s):

Profession:

Militia Rank:

Combat

Preferred melee weapon:

Attack Bonus:

Preferred Ranged weapon:

Attack Bonus:

Reputation

Reputation bonus (in Cularin):

Character best known for/as:

GM Aid #1: Combat Statistics

Encounter 3: Kiimo – the Hunter

Kiimo fights alone, and prefers to use her traps and snares rather than a stand-up fight.

Tier 1 (Average party level 4-6)

Kiimo Female Rodian Scout 5 IM +4; Def 18 (+4 class, +4 Dex); Spd 10 m; VP/WP 37/12; Atk +7 ranged (3d8, blaster carbine); SQ Heart +1, Skill Mastery (demolitions), Trailblazing, Uncanny dodge; SV Fort +4, Ref +7, Will +3; FP 1; DSP 2; Rep +1; Str 12, Dex 19, Con 12, Int 12, Wis 10, Cha 8

Equipment: Blaster carbine, demolitions remote control

Skills: Astrogate +11, Computer Use +7, Demolitions +11, Disable device +4, Pilot +14, Repair +9, Search +11, Survival +8 Speak language: Basic, Rodese, Lekku

Feats: Weapons (simple, blaster pistols, rifles), Cautious, Spacer, Starship operation (transports), Track

Tier 2 (Average party level 7-9)

Kiimo Female Rodian Scout 8 IM +5; Def 20 (+5 class, +5 Dex); Spd 10 m; VP/WP 58/12; Atk +11/+6 ranged (3d8, blaster carbine); SQ Heart +1, Skill Mastery (demolitions), Trailblazing, Extreme effort, Uncanny dodge (can't be flanked), Evasion; SV Fort +5, Ref +9, Will +4; FP 3; DSP 2; Rep +2; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 8

Equipment: Blaster carbine, demolitions remote control

Skills: Astrogate +14, Computer Use +10, Demolitions +14, Disable device +4, Pilot +18, Repair +12, Search +14, Survival +14 Speak language: Basic, Rodese, Lekku

Feats: Weapons (simple, blaster pistols, rifles), Cautious, Spacer, Starship operation (transports), Track, Point blank shot, Skill Emphasis (Survival)

Tier 3 (Average party level 10-12)

Kiimo Female Rodian Scout 11 IM +5; Def 22 (+7 class, +5 Dex); Spd 10 m; VP/WP 79/12; Atk +13/+8 ranged (3d8, blaster carbine); SQ Heart +2, Skill Mastery (demolitions, pilot), Trailblazing, Extreme effort, Uncanny dodge (can't be flanked), Evasion; SV Fort +6, Ref +10, Will +5; FP 3; DSP 2; Rep +2; Str 12, Dex 20, Con 12, Int 12, Wis 10, Cha 8

Equipment: Blaster carbine, demolitions remote control

Skills: Astrogate +17, Computer Use +13, Demolitions +17, Disable device +4, Pilot +12, Repair +15, Search +17, Survival +17 Speak language: Basic, Rodese, Lekku

Feats: Weapons (simple, blaster pistols, rifles), Cautious, Spacer, Starship operation (transports), Track, Point blank shot, Skill Emphasis (Survival), Rapid shot

Encounter 4: Clargod – the Warrior

Tier 1 (Average party level 4-6)

Clargod Female Trandoshan Soldier 5 IM +1; Def 17 (+5 class, +1 Dex, +1 natural); Spd 10 m; VP/WP 52/14; Atk +7 ranged (3d8, blaster carbine), +9 melee (1d4+4 unarmed); SV Fort +6, Ref +2, Will +1; FP 2; DSP 0; Rep +1; Str 18, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Equipment: Blaster carbine

Skills: Astrogate +4, Computer use +4, Intimidate +4, Pilot +5, Repair +4, Treat injury +6, Speak language: Basic, Dosh, Lekku

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Martial arts, Point blank shot, Precise shot, Quick draw, weapon focus (carbine)

Tier 2 (Average party level 7-9)

Clargod Female Trandoshan Soldier 8 IM +1; Def 20 (+6 class, +1 Dex, +1 natural, +2 Martial arts); Spd 10 m; VP/WP 82/14; Atk +10/+5 ranged (3d8, blaster carbine), +12/+7 melee (2d4+4 unarmed); SV Fort +8, Ref +3, Will +2; FP 2; DSP 0; Rep +2; Str 19, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Equipment: Blaster carbine

Skills: Astrogate +4, Computer use +8, Demolitions +3, Intimidate +7, Pilot +5, Repair +7, Treat injury +11, Speak language: Basic, Dosh, Lekku

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Martial arts, Point blank shot, Precise shot, Quick draw, weapon focus (carbine), Defensive martial arts, Improved martial arts, Dodge

Tier 3 (Average party level 10-12)

Clargod Female Trandoshan Soldier 11 IM +1; Def 22 (+8 class, +1 Dex, +1 natural, +2 Martial arts); Spd 10 m; VP/WP 112/14; Atk +13/+8/+3 ranged (3d8, blaster carbine), +15/+10/+5 melee (3d4+4 unarmed); SV Fort +9, Ref +4, Will +3; FP 2; DSP 1; Rep +3; Str 19, Dex 13, Con 14, Int 10, Wis 10, Cha 10

Equipment: Blaster carbine

Skills: Astrogate +4, Computer use +11, Demolitions +6, Intimidate +13, Pilot +5, Repair +7, Treat injury +11, Speak language: Basic, Dosh, Lekku

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Martial arts, Point blank shot, Precise shot, Quick draw, weapon focus (carbine), Defensive martial arts, Improved martial arts, Dodge, Advanced Martial arts, Heroic Surge (3/day)

Encounter 5: Kelyan – the Diplomat

Squib hunters (untiered, 4 per hero)

Squib Thug 1 IM +1; Defense 13 (+1 class, +1 Dex, +1 size); Spd 6m; VP/WP 0/10; Atk +1 melee (d6-1 spear); SV Fort +2, Ref +1, Will -1; Sz S; FP 0; DSP 0; Rep +0; Str 8 Dex 12, Con 10, Int 10, Wis 8, Cha 12

Equipment: Spear

Skills: Diplomacy +3, Climb +3, Jump +1, Survival +1

Feats: Weapons (simple, primitive), Athletic

Tier 1 (Average party level 4-6)

Kelyan Female Twi'lek Noble 5 IM +2; Def 16 (+4 class, +2 Dex); Spd 10 m; VP/WP 27/12; Atk +5 ranged (3d6, blaster pistol); SQ Low-light vision, Co-ordinate +1, Favor +2, Inspire confidence; SV Fort +3, Ref +5, Will +4; FP 2; DSP 1; Rep +2; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 18

Equipment: Blaster pistol

Skills: Bluff +17, Computer Use +9, Diplomacy +12, Disguise +12, Entertain (dance) +12, Knowledge (Cularin) +10, Sense Motive +8, Speak language: Basic, Ryl, Lekku, Huttese, Rodese, Bothese, Dosh, Tarasin, Ithorese, Sulustese, Cerean, Dug, Jawa trade, Squibbian

Feats: Weapons (simple, blaster pistols), Persuasive, Skill Emphasis (Bluff)

Tier 2 (Average party level 7-9)

Kelyan Female Twi'lek Noble 8 IM +2; Def 17 (+5 class, +2 Dex); Spd 10 m; VP/WP 42/12; Atk +8/+3 ranged (3d6, blaster pistol); SQ Low-light vision, Co-ordinate +2, Favor +3, Inspire confidence; SV Fort +4, Ref +6, Will +6; FP 3; DSP 1; Rep +3; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 19

Equipment: Blaster pistol

Skills: Bluff +20, Computer Use +13, Diplomacy +20, Disguise +15, Entertain (dance) +15, Knowledge (Cularin) +10, Knowledge (Alien species) +5, Sense Motive +11, Speak language: Basic, Ryl, Lekku, Huttese, Rodese, Bothese, Dosh, Tarasin, Ithorese, Sulustese, Cerean, Dug, Jawa trade, Squibbian

Feats: Weapons (simple, blaster pistols), Persuasive, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Trustworthy

Tier 3 (Average party level 10-12)

Kelyan Female Twi'lek Noble 11 IM +2; Def 18 (+6 class, +2 Dex); Spd 10 m; VP/WP 57/12; Atk +10/+5 ranged (3d6, blaster pistol); SQ Low-light vision, Co-ordinate +2, Favor +3, Inspire confidence, Inspire Greatness; SV Fort +5, Ref +7, Will +9; FP 3; DSP 1; Rep +3; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 19

Equipment: Blaster pistol

Skills: Bluff +23, Computer Use +16, Diplomacy +23, Disguise +18, Entertain (dance) +18, Knowledge (Cularin) +13, Knowledge (Alien species) +8, Sense Motive +14, Speak language: Basic, Ryl, Lekku, Huttese, Rodese, Bothese, Dosh, Tarasin, Ithorese, Sulustese, Cerean, Dug, Jawa trade, Squibbian

Feats: Weapons (simple, blaster pistols), Persuasive, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Trustworthy, Iron Will, Sharp-eyed

Encounter 6: Dee'Hars – the Spy

Tier 1 (Average party level 4-6)

Dee'Hars Male Bothan Scoundrel 5 IM +3; Def 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 22/10; Atk +6 ranged (3d8, heavy blaster pistol); SQ Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +1, Ref +7, Will +2; FP 2; DSP 1; Rep +1; Str 8, Dex 16, Con 10, Int 16, Wis 12, Cha 14

Equipment: Heavy Blaster pistol

Skills: Appraise +8, Bluff +6, Computer Use +11, Demolitions +5, Disable device +11, Forgery +6, Gather info +15, Hide +9, Knowledge (Cularin) +10, Knowledge (streetwise) +9, Listen +8, Move silently +10, Pilot +5, Search +8, Spot +13, Tumble +8, Speak language: Basic, Bothese, Lekku, Huttese, Binary (understand only)

Feats: Weapons (simple, blaster pistols), Alertness, Dodge, Skill Emphasis (Gather info), Stealthy

Tier 2 (Average party level 7-9)

Dee'Hars Male Bothan Scoundrel 5/Soldier 3 IM +3; Def 19 (+6 class, +3 Dex); Spd 10 m; VP/WP 50/11; Atk +9/+4 ranged (3d8, heavy blaster pistol); SQ Illicit barter, Lucky (1/day), Precise attack +1; SV Fort +4, Ref +8, Will +3; FP 2; DSP 1; Rep +1; Str 8, Dex 16, Con 11, Int 16, Wis 12, Cha 14

Equipment: Heavy Blaster pistol

Skills: Appraise +8, Bluff +6, Computer Use +14, Demolitions +8, Disable device +11, Forgery +6, Gather info +15, Hide +9, Intimidate +7, Knowledge (Cularin) +13, Knowledge (streetwise) +12, Listen +8, Move silently +10, Pilot +5, Search +8, Spot +13 Treat Injury +5, Tumble +8, Speak language: Basic, Bothese, Lekku, Huttese, Binary (understand only)

Feats: Weapons (simple, blaster pistols), Alertness, Dodge, Skill Emphasis (Gather info), Stealthy, Track, Heroic surge (2/day), Point blank shot

Tier 3 (Average party level 10-12)

Dee'Hars Male Bothan Scoundrel 5/Soldier 3/Bounty hunter 4 IM +3; Def 21 (+8 class, +3 Dex); Spd 10 m; VP/WP 78/12; Atk +15/+10 ranged (3d8, heavy blaster pistol); SQ Illicit barter, Lucky (1/day), Precise attack +1, Sneak attack 2d6, Target bonus +2; SV Fort +7, Ref +10, Will +7; FP 2; DSP 1; Rep +1; Str 8, Dex 16, Con 12, Int 16, Wis 12, Cha 14

Equipment: Heavy Blaster pistol

Skills: Appraise +8, Bluff +14, Computer Use +18, Demolitions +8, Disable device +11, Forgery +13, Gather info +22, Hide +9, Intimidate +7, Knowledge (Cularin) +15, Knowledge (streetwise) +14, Listen +9, Move silently +10, Pilot +5, Search +14, Spot +16 Treat Injury +5, Tumble +8, Speak language: Basic, Bothese, Lekku, Huttese, Binary (understand only)

Feats: Weapons (simple, blaster pistols), Alertness, Dodge, Skill Emphasis (Gather info), Stealthy, Track, Heroic surge (3/day), Point blank shot, Iron Will, Weapon focus (Heavy blaster pistol)

Note: In Tier 3, Dee'Hars has specified the heroes as his target group, and gets +1 on attack rolls, Bluff, Listen, Search, Sense motive and Spot checks against the heroes. This bonus is already figured into the stat block above, so subtract one if Dee'Hars makes any such action against non-heroes.

Encounter 7: Riboga – the Hutt

Generic Thugs Various Thug 3/Soldier 1; IM +3; Def 17; Spd 10 m; VP/WP 10/14; Atk +4 melee (1d6+2, baton) or +7 ranged (3d6, blaster pistol); SV Fort +7, Ref +4, Will +4; FP 1; DSP 0; Rep +0; Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 10

Equipment: Blaster pistol, Baton

Skills: Knowledge (streetwise) +7, Swim +9, Intimidate +7, Pilot +5

Feats: Armor (Light), Weapons (simple, blaster pistols, rifles, heavy weapons, vibro), Iron Will, Point Blank Shot, Precise Shot

GM Aid #2: A Map of Kiimo's Plateau

