

The Air Up Thaere

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

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A refueling stop becomes problematic when something is discovered to be wrong with the ship the heroes are piloting. Of course, there are worse places to have something go wrong than a space station in Thaere—aren't there? A LIVING FORCE scenario for heroes levels 4-12. It is strongly recommended that this scenario be played after *Outward Bound* and before *Memories* (Episodes 1 and 3 of the *Looking In* trilogy).

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

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

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

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

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

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

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 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 characters may use only one of the above methods each round and must choose which before rolling (Employment, Entertain, Gamble, or Profession). Per the rules, you may take 10 on Entertain or Profession checks, but not on Gamble. There is no pay for unskilled labor in the LIVING FORCE campaign.

Issuing Force and Dark Side Points

Issuing Force Points: When heroes perform cinematically heroic actions, don't forget that you may issue a Force point for such activities. Because this is a heroic campaign, we expect heroism - and encourage judges to reward it. In the course of a standard LIVING FORCE event, there are many opportunities for heroism. If a LIVING FORCE hero performs in a way that is heroic, dramatic, and cinematic, then a Force Point is definitely in order. Our favorite story involved the hero at the premiere, who leapt from a moving speeder, grabbed a vine, and swung on that vine to attack someone in another moving speeder. THAT is dramatic, cinematic heroism!

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

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

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

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

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

To quote the Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in

great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

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

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

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

General Notes to the GM

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

The point of LIVING FORCE is not to kill characters.

If you believe a combat is 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.

But let’s not have any “dumb” deaths. That’s not what *Star Wars*, or LIVING FORCE, is about.

This is an adventure for mid- to high-level Living Force characters, and therefore characters levels 4 through 12 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If a player brings a lower level hero to the table, the player should

be cautioned that there is a greater chance their hero may die during the event, and that they play below the minimum tier at their own risk.

GM Overview

Thaere is not a pleasant system, and the Thaereian Navy is not a pleasant organization. Osten Dal’Nay was the first of their number to publicly defect, but he won’t be the last. A member of Thaereian Intel, a Trandoshan named Xirossk (pronounced sheer-OSK), has been looking for a way out. His recent assignment placed him on the space station “Burnout,” in orbit above Zham Hllar (zom LAR). While on this assignment, he learned that Thaere is supporting (or at least, not punishing) wagering on gladiator-style combat. This wouldn’t have bothered him so much, except that half of the gladiators are vicious beasts like acklay, and the other half are unwilling participants who were either kidnapped or captured by pirates. The most recent “acquisition” for the arena is a fellow Trandoshan—someone Xirossk knows by reputation alone, but that’s enough. Someone captured Nim’Ri, one of the leaders of the resistance movement against the Metatheran Cartel, and he is going into the arena very soon.

When the heroes land on Burnout, Xirossk recognizes them by reputation (just because we don’t award reputation points doesn’t mean these heroes aren’t becoming known!) and decides that this may be his way out of Thaere. He is too smart to approach them as a member of the Thaereian Navy—or too paranoid. He doesn’t think the heroes will believe his stories about kidnapped gladiators and wanting to defect, so he decides to show them.

Yes, it’s true. He managed to make his Spot check to recognize them, but failed the Wisdom check to decide how to best deal with them.

While the refueling was going on, he snuck beneath the ship and managed to access and remove the PU-36 modulator chip from the sublight drive, rendering the sublight engines inoperable; without this chip, which cannot be bypassed, the ship cannot fly.

On his way out of the landing bay, Xirossk intentionally tripped over a pile of crates, allowing the heroes to notice him, then took off while making every effort to look suspicious. The heroes, realizing this saboteur has disabled their ship, gave chase—and here is where our adventure begins.

Encounter 1: Welcome Home (Cafetorium)

Pursuit of the saboteur leads the heroes into the Burnout Cafetorium, a combination cafeteria/auditorium. Here, they begin to suspect that the name of the station may have come from the cooking as much as anything. There are a few Trandoshans seated at tables, eating things best

not closely observed, but as with much of Thaere, the dominant species are Human, Bothan, and Sullustan. Some judicious information gathering may allow the heroes access to information about their quarry, or they can just head for one of the three doors that lead out of the cafetorium.

Encounter 2: Cubicle of Sorrow

The left-most exit from the cafetorium leads to the living spaces for the “residents” of Burnout, small cubicles, some of them set into the walls and ceiling, all lit in with flickering fluorescent bulbs. Depending on when the heroes come here, Xirossk has either been here or not, but it is possible to locate the section of the cubicles that is assigned the Trandoshans who live here.

Encounter 3: Enter Chef-Man

The right-most exit from the cafetorium leads to the kitchen. Making the chef angry is a bad thing—the heroes do not want a fight herded—but this encounter can also run as a roleplay. The chef saw a Trandoshan rushing through his kitchen—he *hates* when that happens—but he wants to get something out of providing information to the heroes.

Encounter 4: Battery Central

The center exit from the cafetorium is actually a spiral staircase leading down, into the guts of Burnout. It leads to an engineering substation that is very heavily patrolled. Unless the heroes have already been to Encounter 2 and found Xirossk’s datachips, they do not know how to proceed past the engineering room, and if they press, can be shown video demonstrating that Xirossk has not come through here in the last few minutes. Once they have been to his cubicle, though, Xirossk has used the time to scuttle through engineering, on his way towards the arena.

Encounter 5: Central Battery

Past the engineering substation, the heroes must navigate a series of corridors. Lurking in these corridors, waiting for unsuspecting bettors bound for the arena, is a gang of Wookiees. They’re scheduled in the arena later, and are looking for a little warm-up before their big battle.

Encounter 6: Disposable Heroes

Once they are past the Wookiees, the heroes spot a figure racing around a far corner. Following, they find themselves in a large room with plush seats and a viewscreen. The viewscreen shows the action inside the arena, and as they watch, an acklay rips Nim’Ri to shreds by. They hear soft, guttural weeping and turn to see their Trandoshan saboteur. He explains that he was trying to get them down here in time to stop Nim’Ri from being

killed, and then relays the rest of his story, including his desire to defect to Cularin.

Encounter 7: Metal Militia

All of this, of course, leaves the heroes needing to get out. It’s not safe to go and pick up Nim’Ri’s body, though it is possible; Xirossk knows where the bodies get dumped—out an airlock. The heroes must get back to their ship without raising too much of an alarm, then make their way away from Burnout without getting themselves killed.

Important Note:

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

Opening Crawl

Tensions in Cularin are rising. In the wake of the Markus incident, the Thaereian Navy has stepped up its patrols. Ships going into and out of Cularin are frequently stopped and searched, a practice that makes many citizens nervous. While the Thaereians do possess a Senatorial charter to protect Cularin, their methods often leave something to be desired.

A group of heroes, on a routine run, stop at a space station over the Thaereian planet Zham Hlar to refuel. Events quickly make departure almost impossible...

Encounter 1:

Welcome Home (Cafetorium)

Key ideas of this encounter: Chase the elusive saboteur to the Cafetorium, where they loose him. The heroes interact with the patrons while tracking down Xirossk.

Welcome to Burnout, an ancient space station located on the fringes of the Thaere system. It is—to say the least—a hive of scum and villainy. The Thaereian government allows Burnout to exist because it is a useful place. Meetings can take place out of the public’s eye, deals may be sealed away from prying ears, and beings can be “lost” without fear of being found.

So, why are the valiant heroes of Cularin here? They are returning after delivering a shipment of goods from Cularin to Iktotoch (located in the Expansion Region). Once finished, a trade house on Iktotoch hired

the heroes to make a quick stopover at Burnout on their way back into Cularin. Each hero starts this adventure 1,500 dataries richer (in addition to any starting income) for their delivery job. Jedi heroes are along because of the need to escort an elderly and injured Jedi Knight from Iktotoch to Almas, and have received the same payment (travel expenses and miscellany) as “employed” heroes.

The adventure opens with the heroes chasing down a being that has stolen something from their ship. The component is so vital that the sublight engines cannot function without it.

The place is old. Very old. Burnout is at least one-hundred years old, and it looks to have been that long since it was cleaned. Dirt, rust and grime are probably all that holds this station together. Stale air tumbles from the overworked scrubbers.

You race through dim corridors, chasing the elusive being up ahead. You can barely see the top of the Trandoshan’s head bobbing above the crowd as he barrels his way through Burnout’s dwellers.

What has happened? Xirossk, a Trandoshan operator for Thaereian Intelligence, pulled the PU-36 modulator chip from the ship’s sublight engines. Without this most important chip, the sublight engines are useless and the power core won’t work. Due to poor starship design, access to this chip can be gained from an outside panel below the sublights (as well as the ship’s interior). It is, unfortunately, a very difficult part to replace as well.

Xirossk wants the heroes to follow him. That’s why he tripped over the stack of crates and made all that noise. He wants to defect, but doesn’t believe the heroes of Cularin would believe him. The Trandoshan plans on showing the heroes something they have to accept, and thus gain their trust. It’s not the dark side of Burnout he’s heading for—it’s the darkest.

What if the heroes do not want to chase Xirossk? What if they are paranoid someone else will sabotage—or steal—their ship? Have no fear. There is a Jedi NPC aboard their ship, a Human Jedi Knight named Kir-Tja Dilsn. The elderly Jedi is recovering from surgery on his hip and leg, and needed a ride from Iktotoch to Almas. He remains aboard and guarantees the ship’s safety while the heroes pursue the saboteur, as he is in no physical shape to do so.

Allow the heroes a Spot check if they are desperate to throw dice. It’s not necessary, as Xirossk wants to be seen, but if it makes the players feel better, do it.

Now begins a chase through the corridors of Burnout. This portion is mainly cinematic. The heroes should be able to spot Xirossk, or a part of him. They should see enough to keep the chase going, but are not in range to use Force abilities and do not have a clear

line to shoot him.

Remember, Burnout is on the fringe of Thaereian society. Well-dressed beings don’t reside or visit here - not without being in disguise, at least. Many practitioners of the more shadowy occupations find work here.

The chase ends as the heroes catch a glimpse of Xirossk barreling through the doors to the Cafetorium.

You see your quarry just as he pushes his way past a couple of Zabrak and through swinging double doors. A neon-colored glowpanel above the door reads “Cafetorium.” Through the closing doors, bad music and worse odors wash over you. Steeling your nerves, you enter the cafe.

The Cafetorium is as large as an auditorium. Sounds echo throughout the single room establishment. The sounds of hundreds of patrons talking, server droids chirping and a bad Devaronian holo band screeching fill the place. Species of many varieties are here. Bothans, Humans and Sullustans form the largest percentage, as they represent the population of Thaere, but scores of others are here also—Wookiees, Duros, Rodians, Twi’leks, a few Trandoshans and many more.

You look around, trying to find the thief, wondering where he may be. Scanning the crowd, there are a lot of beings here, a number of them Trandoshans.

What to do now? The heroes have several options. They may talk to the patrons, asking around to find out if anyone saw a Trandoshan run through here like a pack of katarn was after him. Or they may decide to head directly for the other doors that exit the Cafetorium.

Working the Crowd

This option provides an opportunity for some roleplaying. The heroes can wander around the Cafetorium and talk with the patrons. Talk is cheap and free drinks mean cheaper talk—that’s the motto. No freebies here in this crowd.

Nearly all of the patrons are keeping to themselves, engrossed in conversation with others at their tables. A few are even paying attention to the holo band. The beings at the bar are most receptive to conversation, as many of them are alone and slightly more intoxicated.

The drinks come in glasses, some cleaner than others. The food is ... unique. To say it looks unappetizing is being kind. The heroes’ stomachs are likely turn and roll just seeing it. The station’s name could very easily have come from the cuisine—or lack of it.

Have each hero roll a Spot check, DC 15/20/25, to

notice many of the patrons wearing small pins on their shirts. These are the Burnout residency pins. All permanent residents wear them, as it allows unquestioned access to certain parts of the station.

The most important info, concerning Xirossk, is probably what the heroes ask about. Try to encourage the players to roleplay getting this information. If they do so, reward them appropriately from the chart below. If they wish to use their skills, that's fine too.

Finding Out About Xirossk		
Gather Info Check	Dataries Spent	Info Gained
0-10	5	"Trandoshan? Sure I seen a Trandoshan go running through here. A pack 'o pink Wookiees was chasing after him, too." *hic*
11-15	10	"Yeah. I saw him. Xio-something is his name. Lives somewheres in the cubes, but I'm not sure where. Not sure which way he went, though."
16-20	20	"Xirossk. Quiet. He's a real loner. Not even his own kind care for his company."
21-25	30	"Running Dosh? Sure I seen 'im. Almost ran me over, he did. Right back through that door yonder. Yep. That one." Points at door leading to kitchens.
26 and up	50	"Word has it Xirossk is ... up to something. I hear that there's folks disappearing down below."

Feel free to add NPCs with general chitchat information as well—the state of the galaxy, how the Thareian navy seems to be scrutinizing shipments, etc. Sufficient contacts result in a continuing thread about mysterious disappearances and rumors of bodies flushed out into space. No one they talk to has known anyone who's disappeared or seen any bodies, but they've *heard* things.

If the heroes wish to try and purchase a residency pin, they may. A Gather Information check DC 15/20/25 is required to find someone selling them, a Sullustan named Devit. Then the heroes can haggle with Devit to get them. This requires opposed Diplomacy checks, and Devit has the Diplomacy skill at +10/+14/+18. The price is 50 dataries. Devit doesn't

haggle easily.

And what is behind the doors?

Besides the doors the heroes came through, there are three additional sets of doors in the Cafetorium. The right door leads to the kitchens (Encounter 3). Another, on the left, takes the heroes to the living area (Encounter 2). The final set, located in the center, leads to a rusted, spiral staircase that goes deep into the heart of Burnout (Encounter 4).

Encounter 2: Cubicle of Sorrow

Key ideas of this encounter: allow the heroes to explore Xirossk's living space, find clues as to his identity, and get the location of the entrance to the arena section of the station.

The heroes may be coming here from the cafetorium, from the kitchen, or from the engineering substation. For the most part, what they find is not going to change remarkably.

If they come here first, Xirossk has not yet been back here. Anyone they find to ask about him may be a reasonable source of information. The primary NPC present here is Lolo Essumon, a Bothan who is almost never without his Wookiee bodyguard, Kuce, though you are free to include other NPCs as flavor requirements warrant.

If they go to either the kitchen or the engineering substation first, Xirossk has already been here and grabbed his datapad and blaster, though he left one of his datachips behind—intentionally, of course, because he wants the heroes to follow him. In this case, Lolo and Kuce saw him run in, grab his things, and run out.

The door slides open and you find yourselves looking at what must be the living quarters for Burnout. The gleaming steel wall opposite you is a veritable hive of small cubes, each barely large enough for most humans to stand comfortably in, and each containing a bed and a desk. Ladders lead up the wall between the cubes, to provide access to the higher berths.

There is no guard patrol here. It's really not necessary, since there is always someone around the cubes, and no one wants stealing to become a habit for either residents or visitors.

Because the heroes do not live on Burnout, and do not even have extended visitor passes, there is no reason for them to be in this section of the station. This makes any of the current inhabitants that they find more

than a touch nervous, provided the lack of a residency pin is noticed (Spot check, DC 15).

All told, there are around 200 cubes here. Searching all of them is never going to work. Creativity on the part of the players (it's conceivable to use *Farseeing* with the standard DCs to try to see where, in here, their saboteur was in the recent past, or where he might be in the near future) should be encouraged, but when they just seem lost, it's time to see what they're made of. Provided with an NPC who may be hostile, do they talk, or fight?

As you're looking around and pondering how to find anything in this cubic nightmare, you hear someone rattling around in a nearby cube. A thin-fingered hand comes out, stretches up, and taps the base of the cube above. Almost immediately, a dark-furred shape launches itself from the upper cube, does a front flip, and lands on its feat in front of the other cube. A thin-faced Bothan steps out, shakes the hand of the Wookiee, then eyes you.

"Who are you?"

Lolo gets a Spot check as noted above to notice that none of the heroes are wearing residency pins (unless they managed to pick them up somewhere, which is possible). If they are not, and he notices, he's slightly more gruff, and the "Who are you?" is followed by, "And what in the name of the Force are you doing here?"

Kuce isn't carrying a blaster, or even a bowcaster. He's wearing combat gloves, though, which are mostly obscured by the thick fur of his paws (Spot DC 15/20/25 to notice them). He is primed for combat—it's his job, after all, to protect Lolo—but he isn't going to attack quite yet.

Talking to Lolo and Kuce

Lolo is a reasonable Bothan, and when he finds out someone wants information, he's very much in his element. He can provide information—for a price. There's always a price.

The price structure for the various pieces of information Lolo possesses is presented below. For each piece of information, the heroes are welcome to try haggling with Lolo over its price. For the purposes of dealing with him, have them make an opposed Diplomacy check against him; for every point they beat him by, they get a 5% discount off the price he wanted to give them, to a maximum of 50% off. So, if he originally wanted 100 credits for a piece of information, and the hero doing the negotiating beats him by 5 points on the *diplomacy* check, they can get the information for only 75 credits (5 x 5% = 25%, 100-25 = 75%, and 75% of 100 credits is 75 credits; we'll keep the prices he wants in even 100-credit increments, to make life

easier for you).

The heroes can ask Lolo questions, and if the information he has isn't included (with a price) in the table below, he honestly tells the heroes that he doesn't know the answer to that.

To get things rolling, when Lolo hears that the heroes need information about something...

"You are lucky. Lolo knows much about what happens on Burnout. You want information? Lolo has information." He rubs his fingers together, the universal sign for "This is going to cost you."

Information	Price
There are many on Burnout who would like a ship such as the one you have described. Sabotage is always a means to an end.	That was free, my only gift to you.
I can tell you how many Trandoshans there are on Burnout. <i>After payment: There are 13.</i>	200
I can tell you where their cubes are. <i>After payment: All but one are together, in the southwest quadrant of the cube field.</i>	400
The location of the thirteenth costs extra. He is not much liked by his fellows. <i>After payment: His living space is four cubes from the far end, and three cubes up.</i>	500
You want to know why they do not like him? <i>After payment: Because he does not work with them, eat with them, drik with them. He is a loner.</i>	100
You want to know what he does? <i>After payment: He moves like one who seeks information, always. That is what I know for certain.</i>	300
You want to know what is going on on Burnout? <i>After payment: Business as usual. Transport of goods into and out of Cularin. A stopover for ships traveling the Corellian run.</i>	200
You believe there is more to know about Burnout? [NOTE: Lolo does not offer this information unless it is SPECIFICALLY asked about by the heroes.] <i>After payment: There is sport to be had here, below. He gestures towards the floor.</i>	1000

Lolo knows nothing further about Xirossk; he does not even know his name. He hasn't heard of Nim'Ri. He can tell the heroes how to get to the entrance to the

arena area, and what the current passcodes are, but wants 3000 credits for the information.

Kuce listens attentively. He doesn't understand Basic (hence, attempts to *Affect Mind* him in Basic fail), only Bothan and Shyriiwook, but he is listening for something specific: Lolo has told him that if anyone says something, and Lolo repeats it back exactly, Kuce is to attack that person. Kuce, being Force-Sensitive, understands the nature of *Affect Mind*, and knows that his boss should not be subjected to it. It is unfair business practice to extract information from a Bothan in this manner.

For his part, as soon as the parlaying begins, Kuce readies an action to activate *Enhance Ability*, taking 10, if Lolo repeats what anyone else said precisely. In middle tier (levels 4-6) he then activates his Battlemind before taking a single step and punching the individual who attempted (and possibly succeeded) to use the Force on Lolo.

Lolo's strength is Will, and he's smart enough to know when someone is trying to use Force powers on him. Any attempt to use Force powers to get Lolo to give the heroes information for free fails; Kuce has standing orders—from Lolo—to kill Lolo if he gives away information without first receiving payment. Therefore, an *Affect Mind* suggestion to have Lolo tell the heroes something for nothing cannot succeed, because doing so directly threatens Lolo's life. (Someone isn't very trusting of most Force users!) If this is tried, Lolo repeats what was said to him precisely (to trigger Kuce), then says that he needs to get his datapad from his cube and steps away. Once inside his cube, he pulls two stun grenades from his pockets to use against the heroes.

Talking with Lolo is fine. Doing business is encouraged. Using the Force on him only leads to trouble.

Fighting with Lolo and Kuce

It is also possible that the heroes may just decide that the Wookiee with the combat gloves (if they are noticed) and the oily little Bothan are looking for a fight. They aren't, but just out-and-out fighting is an option, if the heroes are so inclined and begin things in a belligerent manner, rather than treating Lolo with respect.

The basic tactics for Lolo and Kuce don't change much, only their abilities change. Remember, Lolo and Kuce have worked together for some time; their tactics have been honed. Kuce knows to hold off until Lolo throws his stun grenades, then pick his favorite target and go Power Attack it (in the top 2 tiers) while it's stunned. He does NOT coup de gras anyone who is actually knocked out, though he really doesn't know his own strength and may accidentally do near-lethal damage.

Levels 4-6: Kuce uses his Heroic Surge to activate Enhance Ability, then activates Battlemind and waits for Lolo. Lolo throws a stun grenade behind the heroes, so that it catches the maximum number of them without catching either himself or Kuce. Kuce then lays waste to whatever is left, doing his best to bait any Trandoshan heroes into single combat. If Lolo goes before Kuce, Kuce simply Surges his Enhance Ability, then attacks.

Levels 7-9: Kuce uses his Heroic surge to activate Enhance Ability, then uses a full-round action to imbue his combat glove. Lolo throws a stun grenade behind the heroes, so that it catches the maximum number of them without catching either himself or Kuce. In round two, Kuce again uses his Heroic Surge, this time for Battlemind, then he takes his full attacks. He again tries to bait any Trandoshan heroes into single combat, although in all tiers, he really just wants to fight someone one-on-one. It is only when he is in single-combat that he Rages. REMEMBER: Lightsabers do not ignore DR of Force-imbued items; it's a cool dramatic effect if Kuce swats the lightsaber aside when it comes at him (and the attack roll misses), using the Force-imbued combat glove. Remember, it's just cinematic; the attack roll missed, so no one gets to roll damage against the combat glove. Roll up your copy of the module and whack anyone who argues this point on the head. Missing is missing.

Levels 10-12: Kuce uses his Heroic surge to activate Enhance Ability, then uses a full-round action to imbue his combat glove. Lolo throws a stun grenade behind the heroes, so that it catches the maximum number of them without catching either himself or Kuce. In round two, Kuce again uses his Heroic Surge, this time for Battlemind, then he takes his full attacks. He again tries to bait any Trandoshan heroes into single combat, although in all tiers, he really just wants to fight someone one-on-one. He only rages in single combat, though he quite likely takes advantage of his Power Attack and Cleave if given the opportunity.

Lolo doesn't need the trouble that would come from actually killing the heroes; they're clearly "not from around here." He sticks with stun grenades for the first 2 rounds, as long as they won't hurt either himself or Kuce, then pulls a blaster pistol and sets it to stun. He's heard that lightsabers bring a good price on the black market, so is looking for those, and stun grenades. He hears they're popular in Cularin. If he and Kuce manage to knock all the heroes out, they take stun grenades only (and lightsabers in the top two tiers only), but leave everything else.

NOTE: Lolo and Kuce only loot lightsabers in the

top two tiers, and then only if the party attacked first.

If Lolo is taken out, Kuce flies into a Rage. If the heroes can't find a way to subdue him, he fights to the death. If Kuce is taken out, Lolo surrenders. He's a realist, and would rather give up information than give up his life.

Stats for Lolo and Kuce are included as GM Aid #1.

Once the heroes find Xirossk's cubicle, it's a simple matter of a *search* check (DC 20/25/30; and yes, they can take 20 on the check) to locate Xirossk's datapad and chips (or just the chips, if this was not the first lead the heroes followed from the cafetorium), which he left behind for them to find. The critical elements of this datachips are included in Player Handout #1.

No other useful information is contained in the datapad or chips. Tell the slicer with the anxious dice to put them down, NOW. No matter how good he rolls, he isn't going to find anything else out about the owner of the pad.

If there's anyone who speaks Huttese in the group, today's passcode translates directly as "You weak-minded fool." If not, it doesn't matter—the passcode is accurate, and as long as it's pronounced correctly, from a phonetic standpoint, it doesn't matter if the heroes know what they're saying.

Encounter 3: Enter Chef-Man

Key idea of this encounter: gather information from the kitchen staff and try to avoid fighting with a still-grumpy chef

The doorway on the right side of the cafetorium leads to the kitchen, where the staff is constantly working to keep the denizens of Burnout fed. The substance of this encounter does not change if the heroes went to Encounter 4 or Encounter 2 first; it just means that Xirossk has a bit more of a head-start on them than he might have, otherwise.

The door slides open and you find yourselves in an enormous kitchen—perhaps the biggest you've ever seen. Males and females of many species bustle back and forth, carrying trays and vats and pitchers. Long, silver counters extend forty meters, to the far side of the kitchen complex. A strange mix of smells—some sweet, some tangy, some acrid—threatens to overwhelm you.

"What the blazes are you doin' in my kitchen?"

This is Pappi. He runs things around here. Pappi is a

human chef who had the misfortune of having the last space station where he was head chef blown up by a bunch of do-gooders. (Yes, he was one of the trio of chefs aboard Conkesta, the station the heroes destroyed in "Into the Storm Clouds.") If the heroes participated in that event, and if they ran afoul of the chefs, they may recognize Pappi (have them roll Intelligence checks, DC 20, to do so); fortunately for them, the recognition is not mutual. Pappi was too angry at having to evacuate his kitchen to remember faces.

Pappi runs a tight kitchen, and doesn't put up with much "bantha-brushing"—his euphemism for messing around on the job. He's a big man in his late thirties, and he has a habit of twirling his vibro-cleaver as he talks, flipping it into the air and catching it again, always looking as though he's about to throw it at someone. He snuffles a lot, and rubs his nose.

Pappi's not looking for a fight. The heroes are better off not provoking him, though. He has his kitchen staff, who are fiercely loyal to him; there are 8-20 of them in the kitchen at any given time (they are feeding a space station, after all), and you should use the stats for low-level outlaws on page 350 of the RCRB if you need stats for his assistants (they do not, of course, possess the vehicles mentioned in those stat blocks!).

When any of the heroes ask Pappi a question, he gets red in the face.

"Whose kitchen is this? Yours? I didn't think so. I'm a busy man."

If the heroes offer him money, Pappi laughs out loud.

"If I cared about money, you think I'd cook for a living? Here?"

What Pappi wants is respect for his work—and a new strategy for feeding the hungry masses. He also has a problem—he's allergic to one of the spices Bothans favor in their cooking, and is looking for a way to deal with the allergic reaction.

Pappi *does* know about someone who came running through his kitchen a short time ago, but there are fifteen different exits from the kitchen to different parts of the station, where food deliveries are made. He's not going to tell them which way the Trandosha went—he admits it was a Trandosha—unless they can help him solve one of his problems.

If the players want it and there is sufficient time, this can be a drawn-out roleplay encounter. That's not likely, though, since they're trying to find the saboteur who took a vital part of their ship. What's more likely is that they will want to find a quick fix for one of his problems.

For the cooking portion of his problem, the issue is

this: How can he continue to create meals that satisfy the masses? He has two problems: Variety, and quantity.

The variety problem is one that can be solved by someone whose character focus is on cooking. Pappi's version of the problem: *Folks say we always eat the same thing. Like mynock meat's got something wrong with it. I had some more variety in the kitchen, life might be easier.* Some advice on interesting food combinations he might not have tried, followed by a roll against some variant of the cooking skill (profession, craft, etc.) with a DC of 15/20/25, convinces Pappi that he should help the heroes out. Giving him an electronic copy of a cookbook of some sort doesn't hurt.

The quantity problem is more basic: Pappi is bad at math. As he says: *I do my best, but you start with a recipe for ten and feed a thousand, and things don't work out right, sometimes.* In other words, he can't do the unit conversions to create substantial enough quantities of food to feed everyone on Burnout. All that's required here is a Computer Use roll, DC 20/25/30, to create a basic program that takes recipes and modify their contents. (The check is as high as it is because of the variety of materials Pappi works with, and the multiple cooking methods he needs to utilize; it's a lot of things to figure in.)

Finally, we have the allergy problem. Pappi sniffles—a lot—and whenever a tray of what looks like red-and-green oat mush is carried past him, he has a sneezing fit. The ground seed of the Bothan pepper tree almost sends him into convulsions whenever he comes in contact with it, but he has to keep working with it to keep Burnout happy. As Pappi puts it, *Blasted Bothan pepper seeds. Make my brain go gooey and come oozing out my nose!* Anyone with the Treat Injury skill recognizes the symptoms of an allergic reaction as Pappi describes it (if they hadn't already), and can design a treatment (probably chemical) for him on a DC 17/22/27 *Treat Injury* check.

If any of the three of these things are done, Pappi gladly points the heroes where the Trandoshan went.

"You just don't come back through my kitchen, right?" He sniffs the air. "What's burning? Which of you IDIOTS let something burn in MY KITCHEN?" He turns and stomps back into the kitchen, leaving you to your quarry.

Encounter 4: Battery Central

Key ideas of this encounter: the engineering room, where the heroes either make it into the underlying sections of burnout, or don't—depending on whether they've been to Encounter 2 yet

You descend the spiral staircase into the guts of Burnout. At the base of the stairs, you find yourselves in a large room filled with banks of computers and other equipment. Lights blink, buzzers sound, and human and Sullustan workers hurry back and forth. A pair of armed Humans stands across from the base of the stairs. As you step off the last step, one of them speaks.

"This is a restricted area. Engineering personnel and business contacts only."

If the heroes haven't been to Encounter 2

If the heroes have not been to Encounter 2 yet, they have no idea who to ask for. If they ask for Xirossk, the guards inform them that no one by that name works down here. They also know that no Trandoshans work in engineering, and none have come through to visit anyone who did in the last few hours.

The guards aren't likely to want to let the heroes pass. They cannot be bribed, because they firmly believe that protecting engineering is vital to the safety of Burnout. With a war going on, they aren't about to let anyone into the nerve center of their home without good reason. Using Force skills works (guard Will saves are +6), but doesn't do the heroes any good. There are a dozen workstations here, and probably fifty engineers and security personnel crammed into a room that's twenty meters square and virtually packed with equipment to support the continued orbital stability of Burnout.

Because of the cramped nature of the area, meaningful searching is impossible. Yes, there are passages from some of the workstations to the part of the station where the arena is located. Without some idea how to get there, it's just not going to happen. This looks like a dead-end. The heroes should go about their business. <waves hand>

If the heroes have been to Encounter 2

If this is their first visit to engineering, they get the standard greeting from the guards. If they came here once and left empty-handed, the guards shake their heads and say, *"You again?"*

Armed with the name of one of the engineers, the heroes can legitimately pass the guards. When the heroes approach Amick Mudd, he looks up from his work. He is grizzled and has a mop of wild black hair atop his head. His face is covered with splotchy tufts of beard, and he looks to have at least three teeth.

"Whatchu want?"

When the heroes speak the passcode to him, he nods and gestures them behind his workstation.

“Yeah, I tell you what.” The man speaks much too loudly, and looks around to make sure nobody’s noticing him. “This station’s state of the art, all the way. Nothing but the best.” He lowers his voice to a whisper. “You just make sure you got the credits to cover yer hides, down there.” He presses a button on his panel—one of dozens—and the floor beside him slides to one side, revealing a staircase down. “Have fun.”

If he’s asked what’s down there, Amick grins and winks. *“Ways to make a man’s fortune. Great sport, that arena.”* He doesn’t have time to talk more. If the heroes want to go down the hole, they can go down the hole. If they want to stay up here and ask questions, he tells them, he can close the hole and they can go find someone else to talk to. He’s busy. He has a job to do, after all, keeping Burnout running smoothly.

Encounter 5: Central Battery

Key idea of this encounter: While continuing the search for the saboteur, the heroes have found their way “underground.” They encounter a group of Wookiee pit-fighters. And the hairy natives of Kashyyyk decide the heroes would make an ideal warm-up practice.

As the heroes proceed out of the engineering section and deeper into Burnout, the corridors change a bit. A dim, blue-white light provides illumination. Glowpanels are positioned every few meters. The single corridor is only 2 meters wide. Side tunnels leave the main one, which eventually begins splitting itself. The heroes can wander around here a bit. Don’t let it drag, but startle them every so often. A burst of steam. A frayed wire sparking. Some slimy muck falling to the floor. Odd sounds.

After a few minutes, they see the following.

Ahead, through a puff of steam, you see an opening. Well, at least where the corridor opens into something larger. Approaching cautiously, you notice a very, very large room. The walls on the opposite side are at least 30 meters away, and there is no floor or ceiling visible.

A web of catwalks crisscrosses the room. They are located only meters apart, with no railings. Think of the power core on Naboo where Obi-Wan and Qui-Gon fought Darth Maul in *Star Wars: Episode I The Phantom Menace*. The catwalks are smaller and there are no energy “conduits” present. There are chains and cables hanging at varying heights and from nearly every catwalk.

The catwalk the heroes enter the room on ends at a door that has obviously been sealed shut. Large strips of metal and other “junk” have been welded across it. Even using a lightsaber, it would take some time to open. (Hardness 20, 300 WP)

There are several other doors the heroes can see. All have been sealed closed except for one that is two catwalks down from the walk the heroes enter on. The catwalks are slightly offset from each other, so that someone cannot simply jump down from one spot.

The catwalks are set up as follows and should be placed at your discretion to make the battle to come a bit more exciting. Additional catwalks on the same horizontal plane are located from 4 to 8 meters away from the one the heroes are standing on. Catwalks above and below are 10 meters from the one the heroes are on. For the record, the central battery room is 200 meters total in height. The heroes enter the room at a point 60 meters from the bottom. Falling is a bad idea.

A note about moving from catwalk to catwalk: Going down is easy. A hero needs only make a Reflex save DC 12 avoid damage (2d6 damage; WP on a failed save, VP on a successful save). A Jump and/or Tumble check, DC 15, can reduce the damage to a minimum of 1d6. Ascension guns/grappling hook launchers or appropriate Force feats and skills may also be used. Jumping up is a bit more difficult. Ascension guns and Force powers are the best method. In addition, the chains and cables may be used by the more swashbuckling to help them move from catwalk to catwalk.

For catwalks on the same horizontal plane, they are anywhere from 4 to 8 meters apart. Set this distance based on the ability of your group. Challenge them, but do not make it impossible. The DC for a 4-meter jump is 16 (running) or 22 (standing). A 6-meter jump would be DC 18 (running) or 26 (standing). And an 8-meter jump would be DC 20 (running) or 30 (standing).

Catwalks provide one-quarter cover to an individual standing on one and being shot at from below (+2 cover Defense bonus, +1 cover Reflex save bonus).

Should any Force users decide to use Move Object on the catwalks to detach it from the wall is possible. The walks are fairly heavy and so the DC is 25. If the check fails, but by only a wee bit, feel free to have the catwalk “jerk” and force a Reflex save for anyone on it.

Now for the fun part: A group of Wookiee arena fighters are in this room. They are preparing to fight in the gladiator-style arena and need a little warm up. Enter the heroes. The Wookiees wait until the heroes are in the room then begin jumping down from above. Their tactics are as follows.

Mid Tier (Levels 4 to 6)

There are a number of Wookiees equal to half the party plus one. The Wookiees jump down as their move action and Rage. They use their Heroic Surge in the first round to attack. Primary targets are heroes that look tough: soldiers, scouts and Jedi guardians. Others only become targets if they begin doing significant damage to the Wookiees.

The Wookiees have several ascension guns each, so they can chase heroes moving up into the room. At this tier, the Wookiees do not Bantha Rush anyone off the catwalks.

Upper Tier (Levels 7 to 9)

There are a number of Wookiees equal to half the party plus one. The Wookiees jump down as their move action and Rage. They use Heroic Surge in the first round to attack. Primary targets are heroes that look tough: soldiers, scouts and Jedi guardians. Once they have gauged how difficult their opponent is to hit, the Wookiees begin using Power Attack. Others only become targets if they begin doing significant damage to the Wookiees.

The Wookiees have several ascension guns each, so they can chase heroes moving up into the room. If there are individuals who begin shooting at the Wookiees, the Wookiees attempt to Bantha Rush them off the catwalks. NOTE: Saving a companion who has been knocked off is a heroic action; and awarding a Force point should be considered.

High Tier (Levels 10 to 12)

There are a number of Wookiees equal to half the party plus one. The Wookiees jump down as their move action and Rage. They use Heroic Surge in the first round to attack. Primary targets are heroes that look tough: soldiers, scouts and Jedi guardians. Once they have gauged how difficult their opponent is to hit, the Wookiees begin using Power Attack. Others only become targets if they begin doing significant damage to the Wookiees. Also, the hairy warriors attempt to break any non-lightsaber melee weapons the heroes that are fighting them may have.

The Wookiees have several ascension guns each, so they can chase heroes moving up into the room. If there are individuals who begin shooting at the Wookiees, the Wookiees attempt to Bantha Rush them off the catwalks. NOTE: Saving a companion who has been knocked off is a heroic action; and awarding a Force point should be considered.

The Wookiees fight until only one is still conscious. While they do not seek to destroy the heroes, they do have their pride. If any Wookiee survives the fight and is questioned, they simply picked the heroes to warm-up on. They were not hired by anyone to stop the heroes. Whoever entered the room would have been their sparring partners.

Once they have dealt with the Wookiees, the heroes are free to continue on.

Encounter 6: Disposable Heroes

Key ideas of this encounter: the heroes catch up to Xirossk where he was waiting for them, ideally to go down and rescue Nim'Ri, but as they arrive, Nim'Ri is killed on the viewscreen by an acklay; Xirossk explains his position and asks them to get him out of here, offering them binders to subdue him, and his blaster pistol

When the dealings with the Wookiees (be the dealings combat or something less brutal) are done, give all of the heroes Spot checks. Insert the name of the hero whose player rolls highest below:

As you catch your breath and begin to recover from the encounter with the Wookiees, [hero with the best Spot roll] notices a figure at the far end of the corridor. It's only a brief glimpse, as the person ducks out of view, but you're pretty sure it was a Trandoshan.

If the heroes choose to follow, the corridor bends and twists, then opens up into a room whose far wall is a huge viewscreen. On the screen is what looks like a grotesque sporting event. A Trandoshan with a vibro-axe is trying his best to hold off an enormous, many-legged creature with an armored hide (an acklay, the crab-creature Obi-wan fought in *Star Wars: Episode II Attack of the Clones*).

Though the face of the Trandoshan on the viewscreen is a mask of blood, any hero who played the *Eye of the Sun* trilogy, the premiere trilogy for LIVING FORCE, immediately recognizes Nim'Ri—one of the leaders of the resistance movement against the Cartel.

Anyone with a knowledge skill relating to aliens of the galaxy may roll against it to recognize the creature he's fighting (DC 15/20/25). It's an Acklay—for your reference, one of the huge armored spider-things from the Geonosis arena.

As you watch, Nim'Ri lunges with his vibro-axe. The huge creature lifts a leg and swats him to the ground, then brings another leg down, through Nim'Ri's thigh, pinning him. Another leg slashes down, then another. Nim'Ri's axe skitters across the floor of the arena. The crowd roars.

Behind you, someone sighs. "I tried, cousin. I tried."

Xirossk steps out from a recessed portion of the wall, and the wall slides shut behind him. The heroes didn't notice him when they came in because he didn't want to get shot on sight. Now, having failed to get help here in time to do anything for Nim'Ri, his mood borders on despondent.

When playing Xirossk, keep these things in mind: he is career military, having served Thaere all his life; he is disillusioned, having been sent to Burnout to perform what amounts to babysitting a station whose only purpose seems to be making money for some underworld organization; and, having learned about the combats beneath Burnout, he is disgusted at his own powerlessness to stop them. He can't go back through standard channels, because his mission orders for Burnout specified that he "Do everything in his power to maintain the status quo, and alert Thaereian High Command of attempts to disrupt such," so was hoping the vaunted heroes of Cularin might be able to do something to help. They might have, if not for the Wookiees. He is tired of serving Thaere, he believes they are evil, and is not certain of the strength of their loyalty to the Republic.

If weapons are pointed at him, Xirossk puts his hands in the air.

"No need for that. I surrender."

The heroes can blast Xirossk to bits. He's not going to fight them. He's also not going to try to get away, because he knows that at some point, someone will review the security videos from this day, and his attempt to lead the Culariners to the arena will come to light. He either escapes today, or he is killed, and he can't escape by himself. He's a good technician, but he couldn't fly a ship to save his life.

The things Xirossk knows, in Q&A form, are below.

Did you steal our PU-36 modulator chip? **I did. Here.** [He tosses it to one of the heroes.]

Why? **Because I needed help, and you weren't going to trust me if I asked you for it. I've tried to be careful, but being part of Intel means you're constantly being monitored. Approaching you directly probably would have gotten all of us killed. I wanted to get you here, and from here, given more time, we could have rescued Nim'Ri. Get me out of here now, and I will do everything in my power to prevent anything like that from happening in the future. I am sorry for my subterfuge, but given the level of attention to members of Intel... there was no other way."**

Why do you think that? [In answer, Xirossk reaches into his front pocket and produces his credentials, which name him a mid-rank member of

Thaereian Intelligence.]

What just happened in that arena thing? **A good Trandoshan lost his life. I had hoped to prevent it.**

Because he was a Trandoshan? **No. Because that arena runs off of fear and hatred, and the combatants who should have a choice in the matter, often do not.**

What do you mean? **I mean that the creatures, like that acklay, are here because someone paid to have them here, to watch them fight. Their opponents are here for the same reason. Nim'Ri did not choose to fight. He was kidnapped.**

Are there more like him? **There are, but I don't know where they're kept. They aren't on Burnout. I've searched the place from top to bottom.**

Why should we believe you? **Because I want to help. I've brought this, to show you my goodwill.** [He hands over a datachip. On insertion into any datapad, it displays detailed information about Osten Dal'Nay, including the date of his defection and most of his activities since, in the formation of the Cularin militia. It also details several attempts on his life that have already failed, and outlines plans for several more.] **Osten made it out. He was right. It took me a long time to see it. I want out.**

Why didn't you come to us and tell us this? **Because I wanted your help to rescue Nim'Ri. But they moved his combat up on the schedule, and you ran afoul of the Kalmec on the way.**

The Kalmec? **The Wookiees. They call themselves "Kalmec," but I don't know what it means.** [The word is not Shyriiwook, nor does it have a meaning in any language the heroes know; their best guess is, it is the name of a person, or something similar.] **They are here for the sport. They love to fight. They live to kill. If Nim'Ri had survived the acklay, he would have had them next. It would have kept going until he was dead.**

So, what do you want now? **I want you to help me get out of here. I want to go to Cularin. I want to find out where the rest of the prisoners are being held, and do something about it. Kidnapping people and feeding them to creatures like that—it's just wrong.**

Why should we trust you? **I don't know that you should. Let me give you something.** [He reaches into a pouch at his belt and pulls out a set of binders, along with a palm-sized remote control.] **If you want to, you can put these on me. The remote allows you to stun me, if I get out of line. It does hurt, so please don't do it unless you have to.** [Xirossk would obviously rather not be manacled, but if it's the only way off Burnout, he's willing.]

Why don't we just go down and lay waste to the arena? **Two reasons. First, the acklay's been blooded. You don't want to be anywhere near it for several hours. That creature is ferocious when it's tasted fresh blood. Second, the Wookiees you just**

encountered were supposed to be on next. If they don't show up, there will be alarms.

What about Nim'Ri? *He's dead. There's nothing we can do about it. [He swallows. Hard.] If you want, we can swing by the waste disposal port on the way out. They should be jettisoning his remains soon. That's what they do with bodies.*

That's disgusting. *That's Burnout. If I'd known what I was getting into when I was assigned here, I would have left earlier.*

What was your assignment? *Word for word... "Do everything in your power to maintain status quo, and alert Thaereian High Command of any attempts to change such." I didn't know what "status quo" was, though.*

Who runs the arena? *Some crime syndicate.*

Nirama? *No way. I don't think he knows it's here, or he would have done something about it by now. Kidnapping and slaving—that's about as far from the way he runs his operation as you can get. No, I think this is Hutt-run.*

Is there a Hutt on Burnout? *No. It just seems like their work.*

Is the arena supported by the Thaereian High Command? *Directly? Not that I can tell. But Burnout is a Thaereian protectorate. We're responsible for it. I have a hard time imagining that this place, and this traffic, could exist so close to High Command and have no one know about it. But I have no proof that the military establishment supports the kidnappings and arena killings.*

Are all of the prisoners important people, like Nim'Ri? *No. Cularin isn't a big enough place to support that kind of activity. Nim'Ri is the only person whose name I've recognized who's died here, but if nothing happens as a result of it, I'm sure things will only get worse.*

So we need his body, to take back as proof. *Probably.*

Xirossk is not carrying explosives, he is not transmitting to anyone, he is not lying to them. He does have other information, but he wants a chance to talk to Osten first. If any of the heroes are members of the militia, and identify themselves as such, he surrenders directly to them and asks to be taken back to Cularin as a refugee.

Whether the heroes manacle him and take all of his belongings is their decision. If that's how he gets out of here, he's fine with it. He refuses to tell them how to get down to the arena; he would have to show them, and showing them, in his mind, would be suicide. As a result, *Affect Mind* does not work to get him to tell them how to find the arena, because he believes doing so would lead to his own death. In the end, he has this to say.

"We are all worth more alive than dead. Today is not the day to fight this fight. I give you my word—if I learn where the other prisoners are being held, I will make sure a strike force is sent to retrieve them, and I will do my best to make sure you are part of it. Take me back to Cularin with you. I believe I can help."

The heroes have three choices. They can kill Xirossk, and return to Cularin with the information he's already given them (award DSPs as you see appropriate). They can take him back (as a prisoner or as a free Trandoshan, it doesn't matter to him). They can leave him here. *Make sure to mark on your critical event summary which option they chose, and send in those summaries no matter when you run this adventure.*

Encounter 7: Metal Militia

Key ideas of this encounter: The heroes must escape Burnout—preferably with Xirossk alive, but that depends on their decisions.

The heroes have Xirossk, their PU-36 modulator chip, and have witnessed the demise of Nim'Ri. They now have to get out of Burnout.

Unfortunately for them, another Thaereian Intel operator is watching the arena viewing area. Ta'Veel, a Defel, has watched the whole exchange between Xirossk and the heroes via the security camera. The Defel has never liked or trusted Xirossk, considering the Trandoshan to be soft and a poor representative of his species. As the heroes leave, Ta'Veel comlinks his superiors elsewhere on Burnout.

Once they leave, the heroes have two choices: Immediately escape Burnout or try to retrieve Nim'Ri's body before leaving.

Xirossk is completely against trying to recover Nim'Ri from inside the station. It is too dangerous, for they would have to go deeper into Burnout. The guards down there are much nastier. It is much simpler to get outside, and then remain inconspicuous as they wait for the remains to be jettisoned.

Escaping Burnout

The heroes' escape from Burnout is not an easy task. Once they leave the arena observation room and Ta'Veel makes his report, things heat up for the heroes. As they travel back through the hallways, the following announcement happens at an inopportune moment.

"Attention, residents of Burnout. Be on the lookout for a band of Separatist terrorists loose on the station. They have already tried to sabotage our life support systems and killed several guards in doing so. They

are very dangerous. A 10,000 datary reward is being offered for their capture; but attempt so at your own risk."

Nearby vid panels show images of the heroes and Xirossk. These were obviously taken in the observation room. Xirossk curses under his breath in Dosh.

Now, to get out... The heroes' best bet—and Xirossk's choice—is to sneak their way back up to the landing bay and haul jets. Walking around in plain view is not going to be smart, as the whole station wants to collect that reward.

Run this portion fast and cinematic—the tone should be similar to the rescue of Princess Leia from the Death Star in *Star Wars: A New Hope*. If the heroes decide on the sneaky approach, have them make a few Hide and Move Silently checks. (For chance encounters, use any of the appropriate species commoner stats found in pages 319-328 of the RCRB. None are armed with a weapon stronger than a hold-out blaster.) There is nothing wrong with a couple close calls, especially if it gets them moving faster towards their ship.

Should the heroes decide to blast their way to the landing bay, their opponents steadily get more and more powerful. Use appropriate opponents from Chapter 15 of the RCRB such as bounty hunter, mercenary, outlaw, pirate, or smuggler. Tier each depending on the strength of the heroes group. The point is to convince them to get to their ship as fast as they can, not loiter and fight the whole station. No combat should last more than a round or two—these are running fights, not stand-up battles.

At their ship, there are only three beings standing guard over the bay. The heroes should dispatch them quickly (and non-lethally, if they are attacking from surprise; killing needlessly is, as ever, grounds for a DSP) and board their ship.

If there is a Pilot in the group...

As the heroes blast out of Burnout and head for their jump point, several freighters move to intercept them. This also should be dramatic and a place for the party's pilot to shine a bit. Make a few opposed Pilot checks (bad guys have Pilot at +8/+12/+16) to keep things close and exciting. Shots can be traded back and forth between the heroes and their pursuers. They can maneuver to the disposal airlock where Nim'Ri's remains have just been jettisoned and pluck the bodybag from the air using a retractable claw (if this is a loaner ship, it has such a claw, and the bag has a defense value of 10 to hit) or by sucking it into their own airlock on a flyby (DC 15 pilot check to pull off this maneuver, and DC 15 computer use check by one of the other heroes to time the opening and closing of the airlock right).

If there is no pilot in the group, gloss over the opposed pilot checks (and have the Jedi who was guarding the ship piloting) as they go and pick up the body (if they choose to do so).

Once their coordinates are in the nav computer and they have reached the jump point, the heroes leave their pursuers behind as they enter hyperspace.

Conclusion

The heroes' trip to Cularin is short and uneventful. They arrive in Cualrin just before word gets to the Thaereian forces there that the heroes and Xirossk are to be apprehended for questioning.

Xirossk wishes desperately to meet with Osten Dal'Nay, head of the Cularin Militia. He wants to join Cularin's struggle against the Thaereians.

Any hero currently enlisted in the Militia knows that Osten is at Apru Del, the headquarters and training center for the Militia's space defense component. Apru Del is a cloud city floating above Genarius.

If none of the heroes are currently members of the militia, then Xirossk suggests they try Apru Del. That is where Osten is rumored to be currently. (Hey, he is a member of Thaereian Intel, remember?)

The heroes are greeted warmly by the Militia if one or more is a member, cautiously if not. Xirossk is taken away under guard, which is fine with him. The heroes are asked to remain on Apru Del while the Militia interviews Xirossk. They are allowed to walk around the upper decks at their leisure. Attempts at slicing the networks or physically penetrating secured areas result in their arrest and confinement.

From the upper decks of Apru Del, the heroes can watch the meager defense force train. While they do have a limited number of fighters, the Militia has plenty of pilots. A number are rather good also. The various Militia fighters can be spotted performing atmospheric training just off Apru Del. There are a handful of Z-95s and a Naboo fighter out there flying around.

After several hours, the heroes are collected by a courteous guard and escorted to a conference room. Awaiting them are Osten Dal'Nay and Xirossk, who looks much more at ease.

Osten greets any hero he has met before by name and with a handshake.

"Thank you for bringing Xirossk here. The information he knows about the Thaereian military—especially their intelligence division—is incredible. Much more than I knew. You have done a great service for Cularin today, my friends. Great indeed. For obvious reasons, we aren't making his defection public knowledge. I hope you understand."

“ If you would join us for supper, I would hear about the events that brought you all together—and led Major Xirossk to us.”

Here Ends *The Air Up Thaere*

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 escape with Xirossk? If so, each hero who survived receives 600 xp.

Adventure Experience:	600 xp
Roleplaying Experience:	0-400 xp

Total Possible Experience:	1,000 xp
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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 escaping, but did not take Xirossk with them, 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 acquire in the scenario.

Encounter 1:

1,500 dataries per hero. This is their payment for making the deliveries to Iktotoch and Burnout.

Encounter 5:

Wookiee-sized combat gloves: pairs equal to the number of Wookiees the heroes fought.

Encounter 6:

Stun Binders: These dull grey binders look like traditional manacles, but have an additional function; they possess the potential to stun any individual to whom they are attached. Using a thin remote control (which can attach easily to a belt clip), the owner of the binders can send a small electric shock through the binders. The shock deals 1d6 energy damage, and requires a Fortitude save (DC 15) to prevent being stunned for 3d4 rounds. Note that this is not a standard stunning effect, and because it deals energy damage, it CAN be dissipated using the *Dissipate Energy* feat; successfully doing so negates the need for a save against the stun effect. Attaching the binders to a conscious, unwilling target requires a touch attack, and provokes an attack of opportunity. Pressing the button on the remote to activate the binders is a move-equivalent action, and also provokes an attack of opportunity. The binders have a passcode on them that the owner may set and change by making a DC 10 *Computer Use* check. Any individual attempting to disable the binders while wearing them must succeed in a DC 40 *Disable Device* check. Breaking the chain between the binder-rings requires a DC 30 Strength check. The binders have a Hardness of 15, and 20 Wound Points.

Encounter 7:

Nothing. Things should be moving too fast here for the heroes to go loot collecting.

Conclusion:

Recognition of the Cularin Militia (one per hero): The hero named above has earned the gratitude of Osten Dal’Nay and the Cularin Militia. By helping Major Xirossk defect to the Militia, Cularin has gained a valuable intelligence agent. This recognition may be used for ONE of the following: 1. As a recommendation towards promotion in the Militia, 2. A +10 to one Gather Information or appropriate Knowledge check about the Thaereian military (this takes 1d6 hours and the information comes directly from Xirossk), or 3. A one-time visit from a team of Cularin Militia representatives, who just happen to show up when the hero in question would have otherwise missed a payment on his or her ship and been called upon by the Happy Starshine Collection Agency; the visit from the Militia members causes the HSCA to leave the hero alone for the duration of the event. This recognition is non-transferrable.

Player Handout 1: Xirossk's Datachips

...the problems on Burnout are much worse than I feared. What is happening here is wrong, but I can do nothing to stop it. I have learned the means by which to pass into the underlying sections of the station. It was not easy, because the appropriate person to whom to speak, and the appropriate password, changes each day. The locals are none too trusting, but they love their sport...

[Then follows a list of people and passwords. Beside today's date is this notation...]

Amick Mudd—human engineer, third work station from the left—"koo yah vy yah skoo"

GM Aid #1: NPC Stats

Encounter 1: Welcome Home (Cafetorium)

Xirossk, Thaereian Intel Operator: Male Trandoshan Scoundrel 8; IM +1; Def 17 (+5 class, +1 Dex, +1 natural); Spd 10m; VP/WP 42/12; Atk +8/+1 melee (1d3+2, unarmed) or +7/+2 ranged (3d6 or stun DC 15, blaster pistol); SQ Darkvision 20m, Illicit barter, Lucky (2/day), Precise attack +1; SV Fort +3, Ref +7, Will +3; SZ M; FP 1; DSP 1; Rep +2; Str 14, Dex 12, Con 12, Int 14, Wis 12, Cha 14.

Equipment: Blaster pistol, comlink, Thaereian uniform.

Skills: Bluff +12, Computer Use +6, Demolitions +4, Diplomacy +7, Disable Device +6, Disguise +6, Escape Artist +5, Forgery +6, Gamble +5, Gather Information +12, Intimidate +5, Knowledge (*Thaere system*) +9, Knowledge (*Thaereian Intel procedures*) +12, Knowledge (*streetwise*) +11, Listen +10, Search +15, Spot +15; Read/Write Basic, Read/Write Dosh, Speak Basic, Speak Bothan, Speak Dosh, Speak Huttese, Speak Sullustese, Understand Shyriiwook.

Feats: Alertness, Heroic Surge (2/day), Persuasive, Sharp-eyed, Skill Emphasis (*Search, Spot*), Weapon Group Proficiency (*blaster pistols, simple weapons*).

Encounter 2: Cubicle of Sorrow

Middle Tier (Levels 4-6)

Kuce: Male Wookiee Force Adept 3/Soldier 2; IM +1; Def 16; Spd 10m; VP/WP 41/12; Atk +10 melee (1d4+7, combat glove), +4 ranged; SQ Extraordinary Recuperation, Rage, DR 3; SV Fort +6, Ref +2, Will +4; SZ M; FP 2; DSP 0; Str 20, Dex 10, Con 12, Int 12, Wis 12, Cha 6.

Skills: Climb +10, Listen +8, Sense Motive +6, Spot +8, Jump +8, Intimidate +9, Profession (Bodyguard) +4, Demolitions +1, Speak Shyriiwook, Understand Bothan.

Force Skills: Enhance Ability +10, Battlemind +10, Heal Self +3.

Feats: Force Sensitive, Weapons (Simple, Primitive), Light Armor, Heroic Surge, Weapon Focus (Unarmed), Martial Arts, Alertness.

Force Feats: Control, Alter.

Equipment: Combat gloves, Wookiee-sized +1 Mastercraft Blast Vest (DR 3).

Lolo: Male Bothan Fringer 5; IM +2; Def 17; Spd 10m; VP/WP 32/10; Atk +2 melee, +5 ranged (DC 15/12, stun grenade, or DC 15, blaster pistol on stun, or 3d6, blaster pistol); SQ Barter, Jury Rig, Survival, Bonus Class Skills, DR 2; SV Fort +4, Ref +5, Will +5; SZ M; FP 2; DSP 1; Str 8, Dex 14, Con 11, Int 13, Wis 14, Cha 16.

Skills: Diplomacy +12, Hide +9, Knowledge (Burnout) +4, Listen +9, Profession (Scum) +5, Search +7, Spot +11, Survival +11, Intimidate +11, Bluff +3, Gather Information +4.

Feats: Skill Emphasis (Diplomacy), Weapons (simple, primitive, blaster pistols), Iron Will.

Equipment: 4 Stun Grenades, Blaster Pistol, Blast Vest (DR 2).

Upper Tier (Levels 7-9)

Kuce: Male Wookiee Force Adept 5/Soldier 4; IM +5; Def 17; Spd 10m; VP/WP 73/12; Atk +14/+9 melee (2d4+1d8+8/19-20, Force-imbued combat glove), +7/+2 ranged; SQ Extraordinary Recuperation, Rage, DR 3; SV Fort +8, Ref +4, Will +6; SZ M; FP 3; DSP 1; Str 22, Dex 10, Con 12, Int 12, Wis 12, Cha 6.

Skills: Climb +10, Listen +11, Sense Motive +6, Spot +9, Jump +8, Intimidate +13, Profession (Bodyguard) +10, Demolitions +1, Speak Shyriiwook, Understand Bothan.

Force Skills: Enhance Ability +17, Battlemind +14, Heal Self +5.

Feats: Force Sensitive, Weapons (Simple, Primitive), Light Armor, Heroic Surge, Weapon Focus (Unarmed), Martial Arts, Alertness, Power Attack, Improved Martial Arts, Improved Initiative.

Force Feats: Control, Alter, Sense, Dissipate Energy.

Equipment: Combat gloves, Wookiee-sized +1 Mastercraft Blast Vest (DR 3).

Lolo: Male Bothan Fringer 9; IM +2; Def 18; Spd 10m; VP/WP 56/10; Atk +5/+0 melee, +8/+3 ranged (DC 15/12, stun grenade, or DC 15, blaster pistol on stun, or 3d6, blaster pistol); SQ Barter, Jury Rig, Survival, Bonus Class Skills, DR 2; SV Fort +6, Ref +6, Will +7; SZ M; FP 2; DSP 1; Str 8, Dex 14, Con 11, Int 13, Wis 14, Cha 18.

Skills: Diplomacy +18, Hide +12, Knowledge (Burnout) +5, Listen +12, Profession (Scum) +5, Search +8, Spot +13, Survival +14, Intimidate +16, Bluff +11, Gather Information +6.

Feats: Skill Emphasis (Diplomacy), Trustworthy, Weapons (simple, primitive, blaster pistols), Light Armor, Iron Will, Frightful Presence.

Equipment: 4 Stun Grenades, Blaster Pistol, Blast Vest (DR 2).

High Tier (Levels 10-12)

Kuce: Male Wookiee Force Adept 6/Soldier 8; IM +5; Def 21; Spd 10m; VP/WP 116/12; Atk +20/+15/+10 melee (3d4+1d8+9/18-20, Force-imbued combat glove), +12/+7/+2 ranged; SQ Extraordinary Recuperation, Rage, DR 3; SV Fort +10, Ref +5, Will +8; SZ M; FP 3; DSP 1; Str 24, Dex 10, Con 12, Int 12, Wis 12, Cha 6.

Skills: Climb +10, Listen +11, Sense Motive +6, Spot +9, Jump +8, Intimidate +18, Profession (Bodyguard) +17, Demolitions +9, Speak Shyriiwook, Understand Bothan.

Force Skills: Enhance Ability +21, Battlemind +17, Heal Self +5.

Feats: Force Sensitive, Weapons (Simple, Primitive), Light Armor, Heroic Surge, Weapon Focus (Unarmed), Martial Arts, Alertness, Power Attack, Improved Martial Arts, Improved Initiative, Skill Emphasis (Enhance Ability), Defensive Martial Arts, Cleave, Advance Martial Arts.

Force Feats: Control, Alter, Sense, Dissipate Energy.

Equipment: Combat gloves, Wookiee-sized +1 Mastercraft Blast Vest (DR 3).

Lolo: Male Bothan Fringer 13; IM +2; Def 20; Spd 10m; VP/WP 80/10; Atk +8/+3 melee, +11/+6 ranged (DC 15/12, stun grenade, or DC 15, blaster pistol on stun, or 3d6, blaster pistol); SQ Barter, Jury Rig, Survival, Bonus Class Skills, DR 2; SV Fort +8, Ref +8, Will +9; SZ M; FP 3; DSP 2; Str 8, Dex 14, Con 11, Int 13, Wis 16, Cha 18.

Skills: Diplomacy +22, Hide +14, Knowledge (Burnout) +5, Listen +15, Profession (Scum) +6, Search +9, Spot +17, Survival +19, Intimidate +18, Bluff +14, Gather Information +16, Repair +10.

Feats: Skill Emphasis (Diplomacy), Trustworthy, Weapons (simple, primitive, blaster pistols), Light Armor, Iron Will, Frightful Presence, Combat Expertise.

Equipment: 4 Stun Grenades, Blaster Pistol, Blast Vest (DR 2).

Encounter 3: Enter Chef-Man

Pappi the Chef: Human Soldier 15; IM +6; Def 22 (+2 dex, +10 class); Spd 10 m; VP/WP 150/18; Atk +20/+15/+10 melee (2d10+4, vibro-cleaver (treat as vibro-axe)), +17/+12/+7 ranged (1d3+4, various thrown utensils); SQ gourmets; SV Fort +13, Ref +9, Will +8; SZ M; Rep 5; FP 2; Str 18, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Demolitions +18, Intimidate +17, Pilot +20, Profession (chef) +19.

Feats: Weapons (simple, blaster pistol and rifle, heavy, vibro), Armor (light), Blind-fight, Toughness, Improved Initiative, Heroic Surge, Dodge, Mobility, Spring Attack, Lightning Reflexes, Iron Will, Great Fortitude, Weapon Focus (vibro-cleaver), Power Attack, Cleave, Great Cleave, Sunder.

Equipment: Vibro-cleaver, white kitchen uniform, little paper hat.

Encounter 5: Central Battery

Middle Tier (Levels 4-6)

Wookiee Arena Fighters: Male Wookiee Soldier 4; IM +1; Def 17 (+4 class, +1 Dex, +2 feat) (15*); Spd 10m; VP/WP 42/14 (50/14*); Atk +9 (+11*) melee (2d4+7 (+9*)), crit 19-20, combat gloves) or +5 ranged; SQ +2 species bonus to Climb checks, +4 species bonus to Intimidation checks, Wookiee rage, Extraordinary recuperation; SV Fort +6 (+8*), Ref +2, Will +1 (+3*); SZ M; FP 1; DSP 0; Rep +1; Str 20 (24*), Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Equipment: Combat gloves.

Skills: Climb +13 (+15*), Intimidate +10, Jump +11 (+13*), Tumble +4; Read/Write Basic, Read/Write Shyriiwook, Speak Shyriiwook, Understand Basic.

Feats: Advanced Martial Arts, Armor Proficiency (*light*), Defensive Martial Arts, Heroic Surge (*1/day*), Martial Arts, Power Attack, Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

*Stats for Wookiees in rage are in parenthesis. Their rage lasts for 7 rounds.

Upper Tier (Levels 7-9)

Wookiee Arena Fighters: Male Wookiee Soldier 7; IM +1; Def 19 (+6 class, +1 Dex, +2 feat) (17*); Spd 10m; VP/WP 72/17 (86/17*); Atk +12/+7 (+14/+9*)melee (2d4+7 (+9*)), crit 19-20, combat gloves) or +8 ranged; SQ +2

species bonus to Climb checks, +4 species bonus to Intimidation checks, Wookiee rage, Extraordinary recuperation; SV Fort +7 (+9*), Ref +3, Will +2 (+4*); SZ M; FP 2; DSP 0; Rep +2; Str 20 (24*), Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Equipment: Combat gloves.

Skills: Climb +17 (+19*), Intimidate +13, Jump +15 (+17*), Tumble +6; Read/Write Basic, Read/Write Shyriiwook, Speak Shyriiwook, Understand Basic.

Feats: Armor Proficiency (*light*), Defensive Martial Arts, Heroic Surge (2/day), Improved Martial Arts, Martial Arts, Power Attack, Toughness, Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

*Stats for Wookiees in rage are in parenthesis. Their rage lasts for 7 rounds.

High Tier (Levels 10-12)

Wookiee Arena Fighters: Male Wookiee Soldier 10; IM +1; Def 20 (+7 class, +1 Dex, +2 feat) (18*); Spd 10m; VP/WP 102/17 (122/17*); Atk +15/+10 (+17/+12*) melee (3d4+7 (+9*), crit 18-20, combat gloves) or +11/+6 ranged; SQ +2 species bonus to Climb checks, +4 species bonus to Intimidation checks, Wookiee rage, Extraordinary recuperation; SV Fort +9 (+11*), Ref +4, Will +3 (+5*); SZ M; FP 3; DSP 0; Rep +3; Str 21 (+25*), Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Equipment: Combat gloves.

Skills: Climb +20 (+22*), Intimidate +16, Jump +18 (+20*), Tumble +7; Read/Write Basic, Read/Write Shyriiwook, Speak Shyriiwook, Understand Basic.

Feats: Advanced Martial Arts, Armor Proficiency (*light*), Cleave, Defensive Martial Arts, Heroic Surge (3/day), Improved Martial Arts, Martial Arts, Power Attack, Sunder, Toughness, Weapon Group Proficiency (*blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons*).

*Stats for Wookiees in rage are in parenthesis. Their rage lasts for 7 rounds.

Critical Event Summary

The Air Up Thære

1. What did the heroes do with Xirossk?

Killed Him

Brought Him Back

Left Him on Burnout

2. Did the heroes retrieve Nim'Ri's remains?

Yes

No

3. Did the heroes do anything of lasting impact to the station? If so, list what happened, player name(s), character name(s), and RPGA #(s) below.

Convention Coordinator:

To report these results (for events during the month of October, 2002 only), you may US mail them to:
RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

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