

# Challenge

## Episode I of the Polarization Trilogy A One-Round LIVING FORCE Tournament

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The heroes are called upon to aid the innocent civilians caught in a sudden conflict between Nirama's organization and a mysterious newcomer bent on taking over. An adventure for LIVING FORCE heroes levels 4+. This scenario should be played before "*Revelations*" and "*Showdown*" (Episodes II and III of the "*Polarization*" trilogy.)

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*Polarization* 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 if they now had 6000xp). 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 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](http://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**

In the year 122 A.A. (After Artom) Riboga the Hutt arrived in the Cularin system, looked around and decided to make it his new home. He took over the fledgling groups of independent smugglers, introduced a few vices of his own, made a valuable slavery supply line and sat back to reap the profits.

Which never materialized.

Whether it was because of the comet cloud, or the pirates he could never fully subjugate, or a combination of a million factors, Riboga never managed to make the credits he was expecting to. Indeed, if his accountant were to be believed the whole enterprise would soon be losing money - a thought abhorrent to the Hutt.

So, when the accountant and he sat down at their weekly game of sabacc and the accountant casually offered to put up a quarter of a million credits against the entire operation, Riboga laughed. And when the accountant won Riboga packed his bags and, still laughing, left the system.

But Riboga never stopped keeping tabs on his old accountant. And recently, he stopped laughing and started planning. And, now that Cularin is free of Thaereian control and once more a potential treasure trove, it's time to act.

Riboga has sent his assassin, a human woman that he calls 'Kills', to pay off a few grudges and announce that someone is making a play for Nirama's criminal empire. Riboga has chosen his targets carefully. Nadin Paal must be removed, as he is one of Nirama's few trusted aides. As well, several of Nirama's loyal employees, including the pilot Teeloo, have been targeted. Finally, Corrsk and Dussk, the current owners of Riboga's sail barge, are quite vocal in their disdain of Hutts in general and Riboga in particular and must be punished.

### **Encounter 1: Opening Hand**

The heroes are invited to a holovision studio to participate in the documentary "Nirama: Hand of Fate". They are asked some questions about their relationship with Nirama as well as their thoughts or opinions about him. Finally they are asked if there are other people that they can suggest who might like to participate. A waiver and a 100-credit honorarium are produced and the heroes are on their way. On their way out they see Nadin Paal waiting his turn. Even if the heroes did not mention Teeloo as a prospect for

an interview they will see him as well. Note that as Plots has not had critical event summaries indicating that Teeloo fell during the recent battles concerning Thaere, it is presumed that he is still alive at the start of this scenario. Alas, not for long.

### **Encounter 2: Seven of Flasks**

An excited Teeloo contacts the heroes to invite them to dinner at a local restaurant. However, when the heroes arrive chaos erupts as a hit team takes out Teeloo and attempts to kill the heroes as well. Kills has killed Teeloo and has left her "assistants" behind to both muddy the water and take out the heroes. When the dust clears the heroes can find various clues to who might be next on the hit list and Kills's "calling card". The players encounter Escra Fey'lya of OPS who considers this her jurisdiction due to the fact that Teeloo had ties to organized crime.

### **Encounter 3: Six of Coins**

Nadin Paal, Nirama's "trade envoy", is next on Kills's list. By deciphering the clues left behind the heroes can determine that the next attack will be on someone at Riboga's Barge, a casino built in Riboga's abandoned sail barge on Tolea Biqua.

### **Encounter 4: Five of Staves**

When Riboga left the system he sold off many of his assets at fire-sale prices, including his sail barge. It was bought by two Trandosians, Corrsk and Dussk. Having no love for Riboga they took great delight in ridiculing both Riboga, and the Hutt in general, in the both the décor and the games of chance. Riboga, setting his eye on reestablishing his empire and his fearsome reputation, cannot allow this to go unpunished.

### **Encounter 5: Five of Blades**

Another asset left behind was Lalo, Riboga's chief assassin. Riboga wishes to offer Lalo a chance to rejoin his organization and has sent Kills to "chat" with her. Lalo, not being suicidal, will be accepting this offer.

### **Encounter 6: Pure Sabacc (Wrap-Up)**

As the heroes gather, Escra congratulates them on what they've discovered and accomplished, but also warns them that this wasn't the main focus of the threat. She tells them that other attacks were made against Nirama's organization and that he is clearly the target.

**Such as Nirama.**

**Important Note to Judges:** There are two important things to remember in regards to the Polarization trilogy:

1. There are some things that are destined to happen, despite the heroes best efforts. Riboga is going to oust Nirama and bystanders are going to suffer in the process. The heroes' goal is to minimize collateral damage and save lives.
2. It is important not to let slip the fact that Riboga is the power behind the events of *Challenge* until he reveals himself. The heroes may infer it but, as yet, there is no proof.
3. The scenario is linear; the heroes are led about from encounter to encounter by the noses. This is intentional. Try to give the overall feeling that events beyond the hero's understanding are happening quickly and without warning.
4. The heroes are supposed to find the clues. Often the DC reflects how hard it was to find. As higher tier heroes have access to more skills and equipment they will find the clues using their experience while lower tier heroes might need more dumb luck and NPC intervention. See also the "clarification" note below for other DC hints.

**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 does not follow the usual progression from tier to tier (e.g., DC 10/15/15) to reflect that higher level characters simply get so good at some tasks that they become almost trivial.

## Opening Crawl

***The battles for Cularin and for the liberation of Thaere are over. The holochannels are crowded with reports of the many heroes of the war, both those on the front line and those behind the scenes.***

***Civilians, now safe and secure, want to hear more about the heroes of the Thareian Conflict. And about those that might not be considered heroes in the traditional sense.***

## Encounter 1: Opening Hand

*Key ideas of this encounter: introduce the heroes to each other (if necessary) and the documentary crew.*

***The old warehouse looks-- odd. Debris and broken packing crates have been pushed to the sides. Powerful lights illuminate two chairs against a backdrop of curtains. A stack of recording equipment and three cameras cluster around the chairs.***

***Off to the side is a small waiting area. The hot lights have turned the cold drinks warm and the warm food stale but that hasn't stopped the assembled people from devouring it.***

***As you watch, the interviewer wraps up the segment, shaking hands with a tall Tarasin. The interviewer then stretches and has a sip of water, all the while listening to his producer. Several times they look over in your direction. Finally the producer approaches.***

***"Are you ready?"***

By this time the players should have had a chance to look over the questions. There is no need to have each hero answer each question. Instead you can skip from player to player, question to question, to get a cross view of the party and their view to Nirama. The questions are reprinted here from **Player Handout 1** for reference:

- Have you worked for Nirama in the past?
- Was it as a salaried employee or freelancer?
- Do you feel that you're a criminal?
- What was your opinion of Nirama when you first encountered/heard of him?
- What is your opinion now?
- (If the opinion has changed) Why has it changed?
- Please list other people who we can ask to participate in this project.

The heroes have been approached, either individually or through their organizations (Jedi, militia, etc.) to participate in several interviews. This is the fourth such interview and the first to feature Nirama's contribution.

It is important to find out if they can recommend anyone to the producer for future interviews. There are several possibilities but high on the list is Teeloo, the Rodian starship pilot first introduced in *The Price of Business*.

You shouldn't go past the half hour mark - if you were late or slow starting this is the best place to reclaim the time. The important information to get across is this:

***As you're leaving you see another being enter the warehouse, a person you recognize from the news reports as Nadin Paal, the alleged liason between Nirama and the smugglers. He nods, more in acknowledgement then recognition, before the producer approaches to escort Paal directly to the interview area, interrupting the current interview.***

Whether or not the heroes suggested Teeloo, we introduce him here. He will certainly remember any heroes that were involved in *The Price of Business* or the battles for Cularin at the end of Year 4. Remember, Teeloo has a lisp that is emulated in the text.

***Behind Paal you see Teeloo, the Rodian pilot enter. He doesn't seem to mind the fact that he is virtually ignored in favor of Paal and instead helps himself to a plate of food.***

***"Fwendths. It is good to thhee you have thhurvived the war. Ithn't it wonderful how Nirama ith finally being reconithhed ath a patriot?"***

Nothing else happens in this encounter; it is very much an "establishing scene". Allow the players to roleplay with Teeloo a bit if they desire until:

***"Oh! It'th my turn. Pleathhe, met me tomorrow for a meal and to talk over old timeth. Ath a matter of fact, I have one or two intereththing thhingth to propothe.***

and then continue onto Encounter 2.

**GM NOTE:** Even if only one of the heroes know Teeloo the Rodian will happily invite the entire party to his meal the next day. However, if **none** of the players have met Teeloo use the alternative text below:

***Behind Paal you see a Rodian dressed in the ubiquitous flight suit worn by pilots throughout the galaxy. He doesn't seem to***

***mind the fact that he is virtually ignored in favor of Paal and instead helps himself to a plate of food.***

***"How do you do? My name ithh Teeloo, pilot and merchant. I take it you are war heroethh thhuch as mythhelf? Ithn't it wonderful how Nirama ithh finally being reconithhed athh a patriot?"***

Give the heroes a chance to talk a bit with Teeloo until:

***"Oh! It'thh my turn. Pleathhe, won't you meet me tomorrow for a meal, to recall the grand battlethh? I altho have one or two intereththing thhingth to propothe.***

If the heroes seem (or are) unwilling to meet with Teeloo the Rodian is genuinely upset. The war gave him a sense of purpose and he's eager to relive that. If the heroes absolutely refuse to meet with Teeloo, try to bring them back into the scenario by having OPS ask them down to the scene of Teeloo's murder. This will bring them in after the attack while OPS are investigating. You'll have to adapt any read text to reflect this.

## Encounter 2: Seven of Flasks

*Key ideas of this encounter: the heroes become aware of a plot as Teeloo is killed and the heroes are attacked. The first clue is discovered and an OPS detective introduced.*

The heroes will spend an uneventful night an morning. Teeloo will confirm the plans to meet at noon. If the heroes need a more mercenary reason to meet with Teeloo the following one can be used: Nirama employed Teeloo and he flew with the Militia during the Thaeirian conflict. Most organizations would be interested in sounding him out to gain more information on him, Nirama and Nirama's organization. The Smugglers, Trade Alliance, Militia, Jedi and any certed employer likes to be kept up to date.

When they arrive at the restaurant:

***The restaurant isn't five-star; more like two and a half. You've heard of it by reputation even if you've never eaten there. It's a favorite of pilots, serves plain food but large helpings at reasonable prices. It also has lots of quiet, dimly lit booths that are perfect for business meetings.***

***The server-- maître d' is simply too grand***

*a word for him-- seems to expect you and smiles as he leads you briskly to a booth. The steps and smile falter as you approach the table.*

*Teeloo is lying there, slumped to one side, his eyes stare past you sightlessly. A small carbon burn can be seen on the chest of his shirt.*

*"Oh my!" the server calls out, turning to the bartender, "Kadjick, call OPS!"*

It's now time for the Spot/Listen checks. Use the chart below to determine surprise and information the heroes can glean before the shooting starts. The higher valued results do not actually gain more information but are designed to make the task **sound** harder.

DC	Listen	Spot
15/18/21	Didn't hear anything. If the Spot check was also a failure the hero is surprised.	Didn't hear anything. If the Spot check was also a failure the hero is surprised.
20/23/26	You hear the sound of someone moving behind you.	You see the shadow of someone moving behind you.
25/28/31	Through the din of the restaurant you hear incongruous sound of plastic against leather as a weapon is drawn.	On the wall in front of you is a painting of Bothans playing sabacc. Reflected in the glass you can see the hazy image of someone drawing a weapon.

Role initiative and use Kill's Goons from **GM Aid #1**. These guys are popcorn and will surrender after three rounds if any are still standing. They will not volunteer information. See Looking for Clues if the heroes wish to interrogate them.

Soon after, OPS arrives.

**GM Note:** If the heroes refused to meet with Teeloo this will be when the heroes will be called in. Escra found the pictures of the heroes (see Looking for Clues) and will call them in for questioning. Adapt text as necessary.

*The crowd at the door begins to disperse as OPS officers begin to arrive. They are politely asking the patrons to remain and using manacles on the one or two who object. A Bothan, dressed in civilian clothes, seems to be in charged based on the attitude of the uniformed OPS. She pulls out a datapad as she walks toward you.*

*"Inspector Escra Fey'lya, Cularin OPS, Organized Crime Division. What can you tell me?"*

Escra is only here because the victim has links to Nirama who, despite his patriotic actions during the Thaereian conflict, is still considered an organized crime figure. She will take statements from the heroes and request that they leave contact information with one of the officers.

If any of the heroes identify themselves as Jedi, investigators, militia members or representing a group that could possibly have any vested interest in this Escra will invite the group to look around after her people are done to see if they can spot anything. Escra is enough of a political being to avoid antagonizing groups with more clout than she has. Be generous here; let the heroes get involved if at all possible. Have the heroes make a Spot check DC 20/23/26. Read the following. If the heroes were successful at finding the card, paraphrase it:

***You're not sure what catches your eye, maybe the bright lights that the OPS investigators have set up or the change in texture due to the lack of dust and grime. But something draws you to the painting.***

***It's truly bad and you hear a snort of amusement from Escra as she follows your gaze. "They always exaggerate the ears," she mutters.***

***Looking closely you can see it, a card affixed to the glass, neatly covering up one of the painted cards.***

If the heroes are unsuccessful then one of the OPS crime scene specialists will find the card and hand it over to Escra (who will immediately show it to the heroes).

It is an easy matter to retrieve the card. It's the Cularin equivalent of a common brand of poker card - available in any corner store. This, however, is a sabacc card. The card depicts the 7 of Flasks. Neatly printed on the card is the

word "PAAL". Kills has been ordered by Riboga to leave these specific sabacc cards as a reminder to Nirama of their game. You can give the players the appropriate card from **Player Handout 2**.

**GM Note:** It isn't necessary for the heroes, or players, to know the actual rules for sabacc.

Almost immediately after the card is found all of the OPS radios will squawk and everyone in the building will hear:

**"Station to all units. Explosion at Dweed-Kor's Pawn Shop. Officer in charge is Inspector Fey'Iya."**

**Escra turns to your group. "Duty calls. Feel free to look around. Turn over everything to my people, of course."**

**With that she leaves, taking about half the OPS personnel with her.**

#### Looking for Clues

The heroes have pretty much carte blanche to look around. The OPS people still here will look to the heroes to take the lead to that. Escra deferred to them and they're not stupid. Below is a chart of other clues that can be found by the heroes. If the players feel better rolling dice to find these things let them. Use common sense; if all the goons got away they can't search them or if they're all dead they can't be questioned.

- All of the defeated bad guys are carrying about 1000 credits in currency as well as a brand new comlink.
- One of the goons is carrying several small pictures on a sheet of flimsiplast. Each of the heroes is on it. The pictures were taken recently - they're wearing the same clothes as they were yesterday.
- One of the goons is carrying a flimsiplast diagram of Gadrin Space Port with Docking Bays 75-80 circled.
- If questioned the goons will admit to being hired within the last few days to "rough up" some people. They will not admit to being hired to actually kill anyone.
- If questioned the goons will refuse to speculate who hired them. A Sense Motive 15/18/21 will reveal that the goons are more scared of their boss than of the heroes. This raises the difficulty of Intimidate, Affect Mind and other interrogation skills to DC 25/28/31.

If successful the goons will give a brief physical description of Kills but have no names or useful details.

- An OPS officer will tell the heroes that most of the goons are wanted on a variety of assault and theft charges.
- They were to rendezvous with the boss in the area of Docking Bay 77. They were to stick together and the boss would find them. The boss seemed pretty sure that she could find them.

If the heroes notify Escra or OPS about Paal Escra will tell them that she can start moving people in but resources are thin at the moment.

The heroes will now, hopefully, want to rush off to Docking Bay 77 to either capture the assassin or warn his next victim. Paal is not answering his comlinks directly. His second in command will take the message and promise to get it through as quickly as possible.

**GM NOTE:** if the heroes are totally at sea have one of the OPS people say that he has to follow this up at the spaceport and would the heroes accompany him and his partner. If so, you'll have to modify the box text to reflect that.

## **Encounter 3: Six of Coins**

*Key ideas of this encounter: the heroes either attempt to save Nadin Paal or capture Teeloo's assassin. In either case, all clues lead to Gadrin Spaceport and Docking Bay 77.*

Nadin Paal has a complicated life. Nirama has arranged a bounty to be placed on his head if he should ever leave the system. Paal is fairly paranoid, suspects his second in command is gunning for his job and hates his job with a passion. Further, he is annoyed that Nirama basically forced him to go to the interview and say "nice" things. If Paal can "slip his leash" and ignore this life for a day, he does. This is one of his days. Paal keeps a warehouse/hangar at Docking Bay 77 for this reason.

#### Kills' Plan

Kills has discovered Paal's hangar and is waiting in ambush. Plan A is to kill Paal with a single shot. Plan B is to blow up the ship with an explosive device that she has already planted. There is no Plan C - if plan A or B aren't likely to be successful she just walks away and tries again, later.



Kills is currently set up 50 meters away with clear line of sight on the front door of Docking Bay 77. If she can, she'll shoot Paal as he enters the building. If for some reason she can't take the shot, she'll detonate the explosion if she's sure Paal's inside the building. Kills has also placed a transceiver in the hangar so she can monitor it. As she doesn't have a copy of Paal's itinerary she's playing a wait and see game.

After the "hit", Kills intends to link up with any of the goons (after ensuring they weren't followed) in order to give them further instructions. She won't be taking them with her, but rather letting them loose to prey on Nirama's businesses on Cularin. She already has a few teams doing this.

However, Paal has heard about the attacks and has decided to lay low. He's delayed his departure from Cularin for a day.

Below are some possible scenarios that the players might try. They're bound to come up with others but use these as guidelines. There are also some strategies for getting Kills away.

#### Checking out Docking Bay 77 Openly

If the heroes arrive at the Docking Bay, Kills will see them from her vantage point. She will let them go in, poke around a bit and then listen on her transceiver. If Kills hears through her transmitter that Paal has been warned or that OPS is on their way she'll broadcast to the hangar **"I've lost my original target. You'll do instead."** She'll then set off the explosives at the end of the next round. The heroes will take 10 vitality damage with a Fortitude DC 18/21/24 to avoid being stunned for 4 rounds.

If Kills does not hear that Paal has been warned or that OPS is on their way she'll leave the area after 10 rounds. The heroes have created to many variables to her plan for her to feel comfortable.

They will find another playing card. Refer to Card Details.

#### Using stealth to find Kills

The heroes might try to sneak into Hangar Bay 77, or skulk around the area looking for assassins. On a Hide DC 20/23/28, the heroes can enter Hangar 77 without Kills noticing (see Checking out Docking Bay 77 Openly for what they can find out) although she'll be aware of them because of the transceiver should they make any noise.

On a Search DC 25/28/31 the heroes can find Kills' location. A Hide DC 25/28/31 will get

them within 20 meters before they lose cover. Kills will try to escape on her ready speederbike immediately.

#### Getting Kills Away

Kills is in an elevated position, sitting on her speederbike with no cover within 20 meters.

Kills' usual method of getting away is to quickly get to a crowd and blend in. In this case she has a shopping plaza picked out. All it requires is a quick speeder bike hop. She then dumps a robe and gun to become a harried mother shopping while the kids are at the sitter. It's a role she's used and practiced often.

While it isn't critical that Kills gets away it is simpler. She has some other, smaller explosives designed to make a lot of flame and noise but not much damage. She'll use them to create enough chaos that one person, either on foot or speederbike, can slip away.

If Kills escapes and they did not find a sabacc card in the hangar then they find one here. Refer to Card Details.

#### If Kills is Captured or Killed

Should kills be captured she'll say: **"I'm not the only one."** If she takes a fatal wound she manages it with her dying breath.

If the heroes don't already have the Dussk/Corrsk sabacc card they find on on Kills. Refer to Card Details.

#### Card Details

This one displays the picture of the 6 of Coins. Neatly printed on the card are the words "CORRSK DUSSK". You can give the players the appropriate card from **Player Handout 2**. Corrsk and Dussk are the Trandoshans who now own Riboga the Hutt's old sail barge. They converted it into a bar but rumor has it they have an exclusive gambling room in the back for high rollers.

**GM NOTE:** There are a number of ways to get the heroes to Tolea Biqua. Jedi, Militia, Space Guild or Trade Alliance members can arrange passage for the party. These organizations have supply or courier ships traveling between the different points of the Cularin system almost continually. Finally, OPS and Escra can arrange passage on one of their small ships.

## Encounter 4: Five of Staves

*Key ideas of this encounter: the heroes*

arrive at the Riboga's Barge and encounter the two Transdoshans. An enforcement team roughs up the patrons, intent on sending a message to the population of Toleo Biqua that mocking Riboga is no longer acceptable, while Kills deals with Corrsk and Dussk.

***They say that there is no law on Toleo Biqua. Technically there is; Tolea Biqua Security Corporation, the lowest bidder.***

***As such the local authorities are eager to supplement their low paychecks, such as bribes to ignore complaints or illicit casinos, for example. Which explains Riboga's Barge.***

***The place is packed with every imaginable species, all of which seem to be talking simultaneously at the top of their voices. The casino seems to have only two purposes, separate the credits from their owner and ridicule the Hutt race with as many crude and offensive pictures as possible.***

**GM Note:** If the heroes killed or captured Kills Riboga has sent his backup assassin. Use Kills stats and dialogue.

See **GM Aid #3 and Player Handout 3** for a proposed layout of the bar. Kills intent is to kill Corrsk and Dussk while her underlings trash the bar and patrons. This will clearly express Riboga's displeasure at the insult as well as caution others from making a similar mistake.

Although the heroes' arrival does not trigger the attack, they have been slowly catching up to Kills. Therefore, soon after the heroes arrive, the goons will start breaking up the joint. They have blasters and frag grenades (for the terror effect) and will use them with abandon.

This is the big dust up; a blaster and fist fight in a bar with lots of opponents and innocent bystanders to protect. If the players seem to be having fun don't hold this to the normal maximum of five rounds of combat but do try to have 60 minutes left for the final two encounters. Instructions on when the bad guys surrender/cut-and-run are with the stats in **GM Aid #1**

There are few set instructions for this Encounter. Just run with it until the goons are defeated or surrender.

#### Public area:

- What the Guards (G) will do: the two by the exterior door will take what cover they can and try to shoot bad guys.

However, they're not paid enough and will cut and run in three rounds. The guard by the door way into the private area will simply take a step back and seal the door.

- What the Dealers (D) will do: hide under their table, clutching the cash box and screaming.
- What the Bartenders (B) will do: will go for their under the bar weapons and, using the bar for half cover, return fire.
- What the patrons will do: most are unarmed and will panic. They will try to rush the exterior door in a blind stampede. Very few will try to be heroes but feel free to have one crash a chair on a bad guy if the heroes get themselves out-classed somehow.
- What the goons will do: their instructions are to create mayhem and destruction. To that end they're just as likely to blast the liquor shelves or gaming tables as an unarmed patron. However, anyone shooting at them is a number one target.

#### If the heroes attempt to go into the private area immediately:

- What the Guards (G) and Bartenders (B) will do: protect themselves, Corrsk/Dussk, the cash, the patrons in that order. The bartenders are actually guards who serve drinks so make sure you use the Guard stats.
- What the Dealers (D) will do: protect themselves and the cash.
- What the patrons will do: again, blind stampede. Some will try to escape through the door back into the public area while others try to break through the plastisteel windows. No heroes here.
- What Kills will do: her instructions are to kill Corrsk and Dussk, creatively if possible. Think cat and mouse with Kills shooting blaster bolts into the floor as they scramble backwards and it will take her four rounds to kill them both. However, once they're dead, Kills will either leave (it takes her three rounds to blow through the plastisteel windows) or surrender to the heroes. She's not about to get into a gunfight and is confident that Riboga can get her out of anything her on Tolea Biqua. Go to What to do with Kills if the heroes

manage to capture her.

If the heroes attempt to go into the private area after dealing with the goons:

- What the Guards (G), Dealers (D) and Bartenders (B) are doing: securing the cash and tending to any wounded patrons. The lead guard plans on taking over the operation once he figures out who attacked them. He'll be cooperative to the heroes and hand over the forth sabacc card (**Player Handout 2**). He'll also volunteer Lola's address and directions to get there.
- What the patrons are doing: they're in a daze and arguing with the Guards for a refund. They'll answer any questions the heroes have but most where too busy running or hiding to see anything.

What to do with Kills

If the heroes managed to get to the private area before Kills assassinates Dussk and/or Corrsk it is possible that they can save them. Kills will surrender if more than two heroes are in the private area; the odds are no longer in her favor.

If the heroes arrive at the private area after round four but before round seven Kills is still there and, again, will surrender if more than two heroes are in the private area.

Kills isn't talking, except to say she surrenders to the Tolea Biqua Security Corporation. If the heroes inquire it will turn out that this is a security company recently awarded the security and policing contract for Tolea Biqua. The TBSC will arrive within five minutes and cart off Kills.

If the heroes try to take Kills forcibly to Cularin she will resist and fight to the death. She knows once she's on Cularin Riboga will write her off as a bad risk.

## Encounter 5: Five of Blades

*Key ideas of this encounter: the heroes determine that the last target in the line is Lalo, a former assassin.*

**GM NOTE:** the running of Encounter 5 is affected by whether or not the heroes have captured Kills. If the Tolea Biqua Security Corporation has carted off Kills, the heroes will be heading over to warn Lola, the person

mentioned in the fourth card, of the attempt (and potential future attempts as this one failed). If Kills hasn't been captured they will be arriving at Lola's apartment in time to encounter Kills.

If Kills has been captured OR if you're very short on time

Lola is at home. If the heroes show her the sabacc card she will pale. If they tell her about the other cards she will smile humorlessly and murmur, "Of course". Regardless she will say:

***"Thank you for the warning. It's best if you simply forget this and went back to your lives. I've seen your faces and names in the holo-news, but this isn't something you can fight like pirates or the Theareians. Please, walk away from it."***

She won't have too much more to say and certainly won't tell the heroes who she believes is behind this. If the heroes guess she won't confirm. If the heroes don't take the hint she'll show them to the door. Have Esca give them a call to take them to the next encounter and scenario wrap-up.

If Kills hasn't been captured

Lola is at home having a civilized tea with Kills. A Sense Motive DC 15/18/21 for Lola will reveal that she's scared but controlled. A Sense Motive DC 15/18/21 for Kills will reveal that she's coldly self confident and slightly by the entire situation. Feel free to play this up if you have the time; the irony of an assassin and her supposed victim inviting the rescuers for tea and cookies. At some point Kills will make the following observation:

***"I'm sure I speak for Lola in thanking you for the warning, unnecessary as you can see it is. It's best if you simply forget these incidents and went back to your lives. I've seen your faces and names in the holo-news but this isn't something you can fight like pirates or the Theareians. Please, walk away from it."***

Neither Kills nor Lola will offer more information or confirm any theories that the heroes offer. Both will assure the heroes that Lola is in no danger from Kills and a Sense Motive DC 15/18/21 on either will confirm this. If the heroes elect to simply leave proceed to the final encounter.

If the heroes try to "arrest" Kills she will immediately surrender to the Tolea Biqua Security Corporation— she even has the number on her commlink's speed dial. The only attack, to which the heroes can likely tie her, is the one

at the Sail Barge, and she'll maintain that fact makes it a Tolea Biqua matter.

If the heroes try to take Kills in to return her to Cularin she'll fight to the death. She will not use Lola as a hostage or shield. Other than that play her as hardball as you want.

No matter the outcome continue to the Conclusion when it is resolved.

## Conclusion: Pure Sabacc

*Key ideas of this encounter: At this time the heroes have all four cards and a moment to reflect as news reports come in of a major crime war.*

***Escra Fey'lya nods as you finish relating your findings. "Needless to say, something big is, happening. It's system wide and, until we have a system government and law enforcement, we're still vulnerable. Just as we were to the Thaereians and the crimelords."***

***A small chime sounds on her desk and she looks down at her computer, clearly reading from the screen. She jabs a button and the large viewscreen behind her desk lights up.***

***"--of explosions rocking Gadrin. We also have reports, unconfirmed at this time, of similar explosions in Mikish, Tindark and Bollin. The Office of Public Safety has yet to make an official statement but an anonymous source claims that all the victims are suspected or known associates of Nirama, the so-called Crimelord of Cularin."***

***The screen goes black as Escra looks at you grimly.***

***"Now it has really begun."***

**Here Ends, "Challenge"**

### 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 [achieve primary goals of the scenario]? If so, each hero who survived receives 600 xp.

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

<b>Total Possible Experience:</b>	<b>1,000 xp</b>
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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 reaching the Riboga's Barge but failed to learn about Lola, 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.

There are no certs for this scenario.

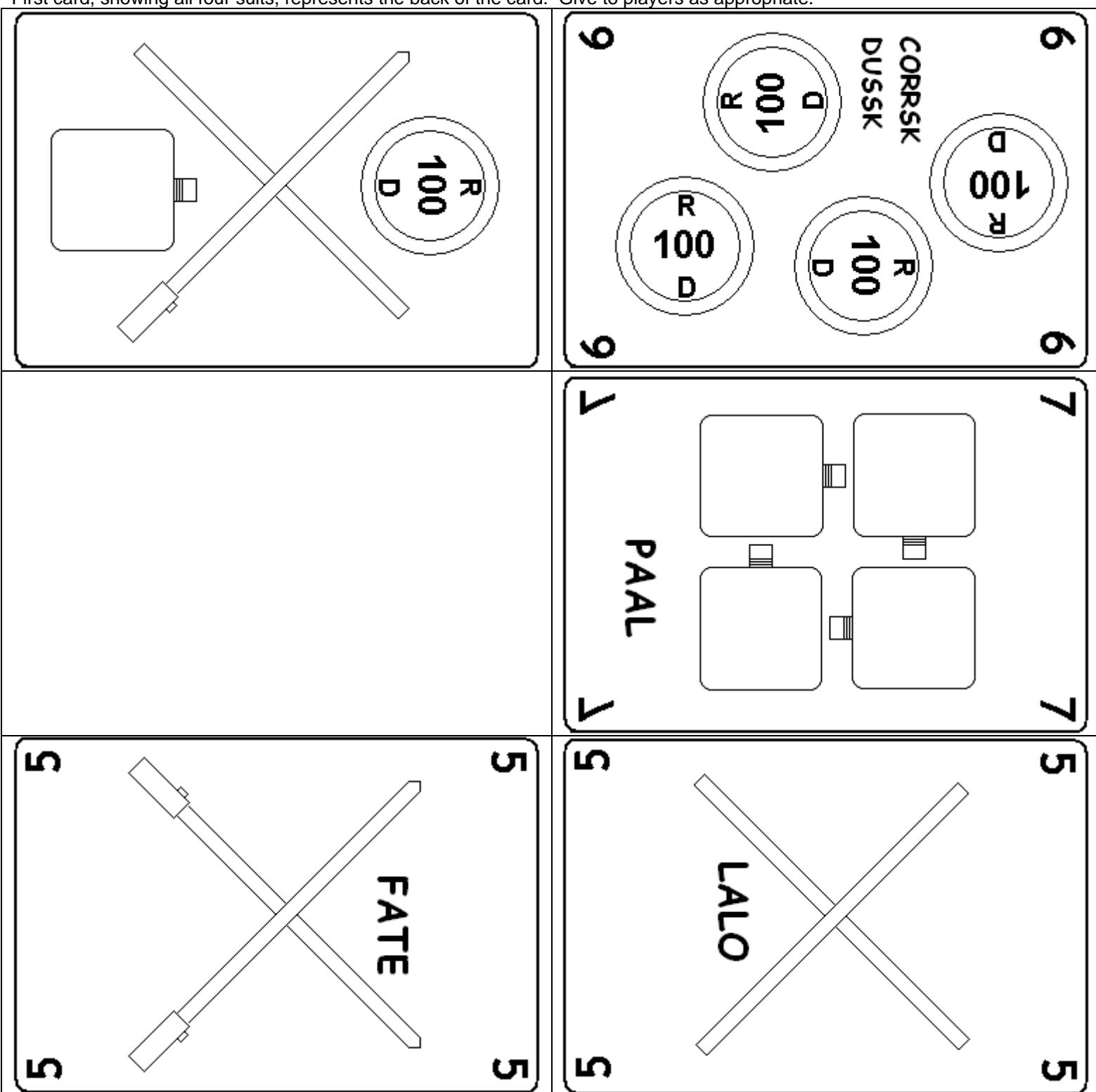
Heroes receive the honorarium of 100 credits if they went to the interview.

## Player Handout 1: Interview Questions

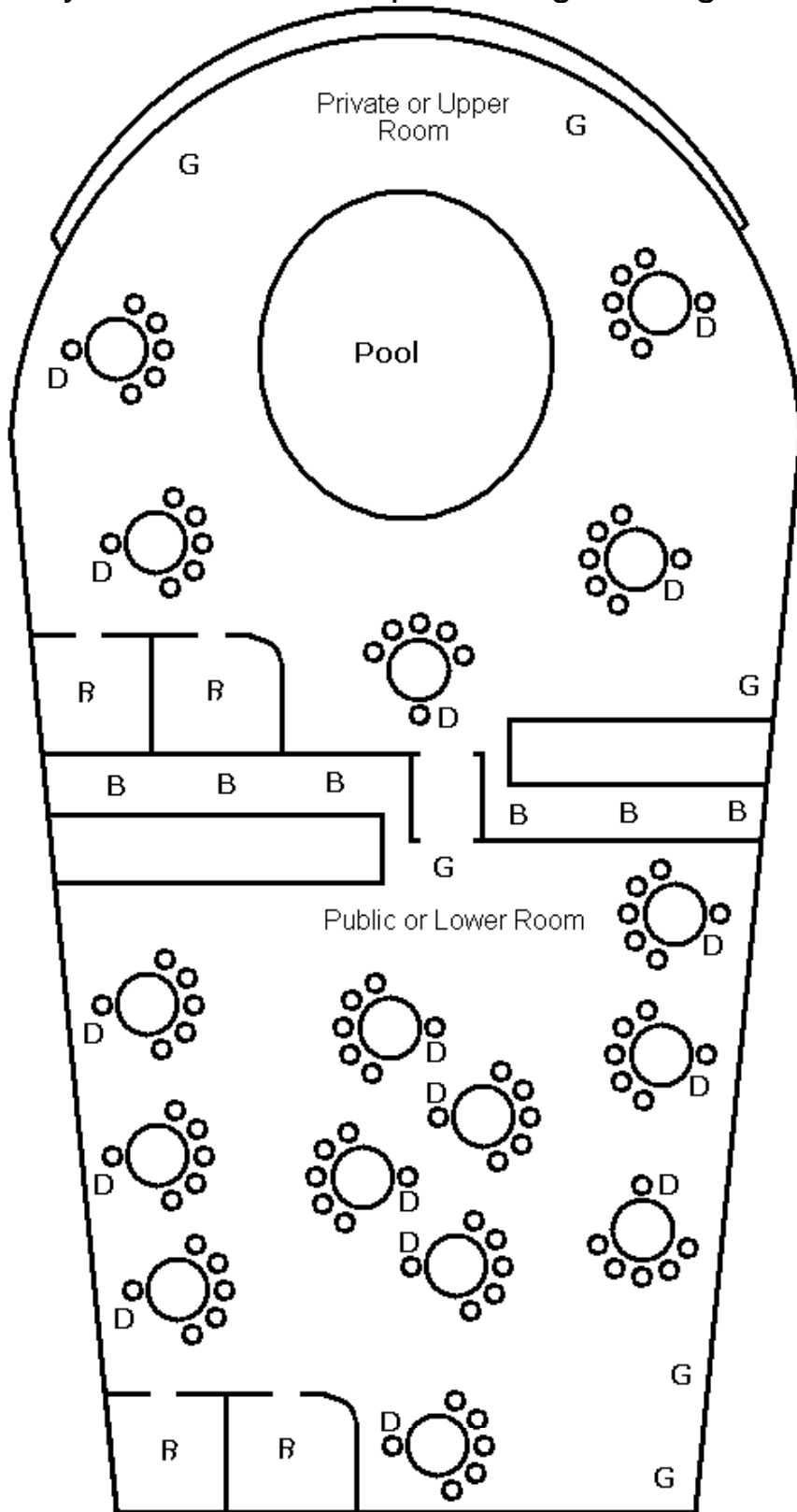
- Have you worked for Nirama in the past?
- Was it as a salaried employee or freelancer?
- Do you feel that you're a criminal?
- What was your opinion of Nirama when you first encountered/heard of him?
- What is your opinion now?
- Why has it changed?
- Please list other people who we can ask to participate in this project.

## Player Handout 2: Sabacc Card Clues

First card, showing all four suits, represents the back of the card. Give to players as appropriate.



## Player Handout 3: Map of Riboga's Barge



**G** Guards armed with blaster rifles.

**D** Dealers armed with blaster pistols.

**B** Bartenders armed with blaster rifles.

**POOL** a play area for the high rollers. There are currently three guests in skimpy bathing costumes relaxing for gambling another couple of thousand credits.

**R** Refresher.

Entry to the Private or Upper Room is controlled by an armed guard.

# GM Aid #1: Opponents (Tiered Cannon Fodder/Spear Carriers)

## Kill's Goons:

**Personality and standard operating procedures:** These beings are in it for the money. Their morale is directly related to how much money they have been promised and how close Kills is (fear of her being a powerful factor in morale). If they take wounds they will flee. If they are outnumbered they will flee.

### *Mid Tier (levels 4-6)*

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

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

**Feats:** Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

**Equipment:** Blaster Pistol, commlink, toolkit.

### *High Tier (levels 7-9)*

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

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

**Feats:** Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

**Equipment:** Blaster Pistol, commlink, toolkit.

### *Upper Tier (levels 10-12)*

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

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

**Feats:** Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Multishot, Dodge, Mobility, Shot on the Run, Weapon Group Proficiency (Simple, Blaster Pistol, Blaster Rifle, Heavy Weapons, Vibro), Armor Proficiency (light).

**Equipment:** Blaster Pistol, commlink, toolkit.

## Office of Public Safety Officers,

**Personality and standard operating procedures:** Generally there are only good cops on Cularin. These officers take their job seriously. If wounded they will fall back to a defensive position and try to cover their fellow officers or the heroes. They tend to start with their guns on stun and are loathe to switch to the "kill" setting but will do so if the situation is dire. Their main purpose is to draw some fire from the heroes and provide that little extra push should the heroes need some help.

**Stats:** use the stats, skills and feats for the appropriate tier of Goons for the OPS officers. Essentially the main difference between the police and the criminals is motivation, tactics and equipment.

**Equipment:** Badge and ID, Blaster Pistol, Armor Vest and helmet, Commlink, access to a speederbike or air car, two pair of restraints, medkit, medpack.



## "Kills", Female; Human

**Personality and standard operating procedures:** Kills doesn't particularly like Riboga and no one knows what kind of hold he has over her. It is rumored that Riboga has cloned the assassin so that he will never be without her services should the original be captured or killed.

### *Mid Tier (levels 4-6)*

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

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

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

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

### *High Tier (levels 7-9)*

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

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

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

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

### *Upper Tier (levels 10-12)*

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

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

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

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

Kills' Speederbike (all tiers): **Modified, Customized Ikas-Adno 22-B Nightfalcon**; Class: Speeder (ground); Cost: not applicable; Size: Large (4.8 m long); Crew: 1; Passengers: 1; Cargo Capacity: 4 kg; Maximum Velocity: 350 kph (x squares/action); Altitude: up to 10 meters; Defense: 11 (-1 size, +2 armor); Initiative: +6 (-1 size, + 7 pilot); Maneuver: (+3/+3/+5/+8) (-1 size, + pilot); Hull Points: 16; DR: 5.

Weapons: Laser Cannon; Fire Arc: Front; Attack Bonus: -1 (size); Damage 4d8; Range Increment 20 m.

Customized forward blast shield provides +2 cover to the pilot only.

## GM Aid #2: Major Players (Not Tiered)

**GM NOTE:** This section is for information only as these characters should never enter under combat with the heroes. These NPCs are not tiered and are included with skills and feats purely for your information in roleplaying them. Because of this the personality and standard operating procedures has been moved from the bottom of the stat block to the top.

### Nirama, Male Alien Scoundrel 6/ Crimelord 9

**Personality and standard operating procedures:** Nirama is a person in flux. For his entire life he has made his living through crime. However, over the past five years of his life there has been a great many revelations and changes, not the least of which is the return of his race, the O-whatevers, from literal extinction. While it would be wrong to say that Nirama is seeking to turn legitimate no one can deny that he is no longer the villain he was a few years ago.

**Stats:** IM +1; Def 20 (+1 Dex, +9 Class); Spd 10 m; VP/WP 90/15; Attack +8/+3 ranged (3d6 blaster pistol); SQ find out new SA for scoundrel, crimelord, oglee; SV Fort +7, Ref +10, Will +10; SZ M; FP 6; DSP 4; Rep 17; Str 14, Dex 13, Con 15, Int 16, Wis 14, Cha 15.

**Equipment:** blaster pistol, expensive clothing, blast vest hidden near him at all times, personal space yacht *Viper Wing*.

**Skills:** Appraise +19, Bluff +20, Computer Use +15, Diplomacy +19, Forgery +18, Gather Information +17, Intimidate +14, Knowledge (streetwise - Cularin system), +12, Pilot +5, Profession (accountant) +10, Search +10, Sense Motive +18, Sleight of Hand +7, Spot +10; Read/Write Basic, Read/Write Caarimala, Read/Write Huttese, Speak Basic, Speak Caarimala, Speak Huttese, Speak Tarasinese, Speak Sullustan.

**Feats:** Alertness, Armor Proficiency (light), Infamy, Persuasive, Point-Blank Shot, Sharp-Eyed, Skill Emphasis (Forgery), Weapon Group Proficiencies (blaster pistols, simple weapons).

### Riboga, Male Hutt Scoundrel 8/ Crimelord 10;

**Personality and standard operating procedures:** Riboga is one of those beings that see the entire universe as a play written for their sole amusement. Reversals and failures are to be laughed off (after a few scapegoats are killed) and success is to be accepted as due prerogative. Riboga does not think of his employees as people but as tools with a specific use. For this reason he never uses their name but rather their job description. His assassin is Kills, his bodyguard Protect, his translator Speaks and so on.

### Inspector Escra Fey'lya, Female Bothan Scoundrel 8;

**Personality and standard operating procedures:** Escra is the product of the saying "if you can't beat them, recruit them"; a youthful criminal who caught the eye of an OPS officer. Over several years he gained her trust and challenged her beliefs to the point where she entered OPS training. Displaying a knack for undercover work she rose quickly through the ranks to her current position of head of the Organized Crime Task Force. The fact that this takes her away from the field and puts her more and more behind a desk irks her greatly. She makes up for this by personally viewing relevant crime scenes whenever possible.

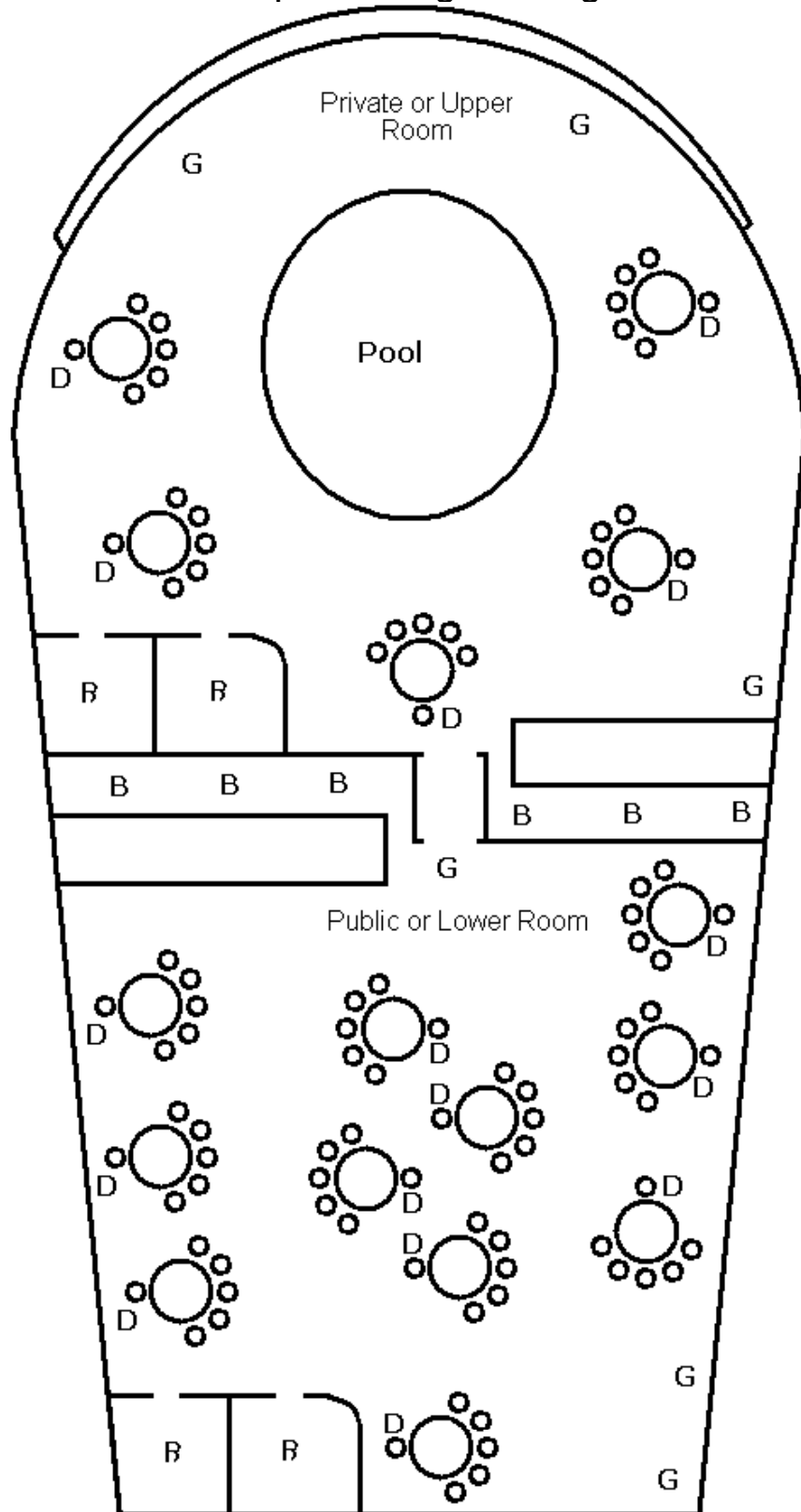
**Stats:** IM +2; Def 20 (+2 Dex, +8 Class); Spd 10 m; VP/WP 39/13; Attack +8/+3 ranged (3d6 blaster pistol); SQ +2 to Spot and Gather Information (factored in); SA Illicit Barter, Lucky (2/day), Precise Attack +1; SV Fort +3, Ref +8, Will +3; SZ M; FP 4; Rep 9; Str 16, Dex 14, Con 13, Int 14, Wis 12, Cha 15.

**Equipment:** Blaster pistol, modified YT-1300 space transport *Whirling Stars*.

**Skills:** Appraise +7, Diplomacy +8, Bluff +15, Computer Use +11, Disable Device +13, Gather Information +10, Forgery +6, Hide +6, Knowledge (Cularin system) +7, Knowledge (streetwise - Cularin planet) +8, Listen +5, Move Silently +6, Pilot +13, Profession (Police officer) +4, Repair +6, Search +9, Sleight of Hand +7, Spot +8, Read/Write Bothese, Read/Write Basic, Speak Basic, Speak Bothese, Speak Tarasinese, Speak Huttese.

**Feats:** Cautious, Skill Emphasis (Disable Device), Skill Emphasis (Computer Use), Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Weapon Group Proficiency (blaster pistols, simple weapons).

## GM Aid #3: Map of Riboga's Barge



**G** Guards armed with blaster rifles. Use stats for Kills' Goons.

**D** Dealers armed with blaster pistols.

**B** Bartenders armed with blaster rifles. Use stats for Kills' Goons.

**POOL** a play area for the high rollers. There are currently three guests in skimpy bathing costumes relaxing for gambling another couple of thousand credits.

**R** Refreshers.

Entry to the Private or Upper Room is controlled by an armed guard.