

Plea Bargain

A One-Round LIVING FORCE Tournament

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Echari Di'San, President of the Cularin Trade Alliance has found himself in a serious jam. He has been charged with Voluntary Manslaughter. The evidence against him is solid. Still, there seems to be something amiss. With the future of the newly formed Trade Alliance looking bleak and time running out for Di'San, can the heroes of Cularin unravel the tangled plot and ensure justice is served?

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Plea Bargain 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.

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 in order to atone.** 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

Echari Di'San, President of the newly formed Cularin Trade Alliance (CTA) decided to take a well-earned vacation on the resort moon of Dorumaa. Wanting to avoid the limelight and attention of the tourist areas, Di'San opted to visit a favorite backwater cantina. The Cantina Oceana caters to the working class of the resort moon. Skip pilots, traders, engineers and cargo pod handlers make up the usual crowd.

Echari Di'San had frequented the establishment on several occasions and among the pilots and crew of the CTA, the Cantina Oceana has become a haven beyond the frantic pace set by the growing corporation.

Yet in the shadows there are those who watch and listen, seeking an opportunity to improve their situation at the expense of others. Prominent figures and members of wealthy conglomerates are watched and their actions noted for future reference.

Members of the Cularin Trade Alliance are among the top of those being watched. Toppling the Trade Alliance could result in massive power shifts and profits for those ready to step in and fill the void.

Over the last few years several members of major corporations have been involved in confrontations with other clients of the Cantina Oceana. Charges were filed and large amounts of credits paid out to the alleged victims of these confrontations.

The heroes taking advantage of the Resort Moons hospitality, are present the night of Echari Di'San's brawl. They witness the incident with Di'San, are present when the victim is found dead on the loading docks and observe the arrest of Di'San.

Later Cyreno "Cy" Taegon, the Vice President and Director of Public Relations for the Trade Alliance, contacts the heroes. During their conversation he asks for the hero's assistance in the investigation of Di'San's crime. The investigation leads the characters through several shady individuals.

Encounter 1: Time Off

The heroes are relaxing at the Cantina Oceana. They note the presence of Echari Di'San, the CEO of the Cularin Trade Alliance, who is visiting with a young woman. Later, a commotion breaks out and the heroes see Di'San arguing with another customer. The argument turns into a violent fight.

Di'San smashes the victim's head against a nearby column. The fight is quickly broken up. Unfortunately, the victim is found dead just outside the cantina, apparently from injuries he sustained in the fight with Di'San.

Encounter 2: No Rest

After the heroes learn Di'San has been charged with murder, and transported to the system penal institution on Cularin, an urgent request by the VP of the Trade Alliance cuts the hero's vacation short as they are asked to investigate the facts surrounding the incident.

Encounter 3: Questions

The heroes question several of the witnesses to the incident. They learn the Trade Alliance had a claim brought against them two years ago due after an incident at the Cantina Oceana. The heroes uncover a connection between the previous incidents that points to one individual, Thon Larimhor. The question arises whether or not Di'San actually administered the killing blow.

Encounter 4: Loose Ends

Two solid sources of information will be revealed from the hero's investigation. After talking to one of them, a disabled waiter from Tolea Biqua, the heroes travel to the city to visit him in person. By the time they arrive he is dead.

Encounter 5: The Sting

The heroes investigate Larimhor and confront him. Without more than circumstantial proof of Larimhor's involvement, the heroes must convince a scared witness to testify. Unfortunately, the witness needs more than a little motivation to talk.

Encounter 6: Dead Men Tell No Tells

Having collected the required evidence, the heroes head back to Cularin, but are ambushed before delivering their cargo. Di'San is cleared of the manslaughter charge-- provided the heroes survive.

Encounter 7: The End?

Larimhor must be brought to justice and the heroes are asked to bring him in. Foot chase, speeder pursuit and a mad dash to the starport put an end to this episode.

Important Note to Judges: This scenario relies on strong investigative skills. With the understanding that few players have investigative

backgrounds the Judge must be able to provide direction and clues without simply handing the key points over. It will make the scenario much more enjoyable if the Judge is thoroughly familiar with the major NPC's and can keep their personalities distinct and separate through different behaviors, voices and visible actions. Academy award nominations to follow...

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 Clone Wars rage across the galaxy, the Cularin system is being pressed under the consuming thumb of the Thaereians, fear and uncertainty spread amongst the citizens. It is a time for the leaders and influential citizens to put forth a visible show of confidence and maintain a strong stance for the good of the people.

Encounter 1: Time Off

Key ideas of this encounter: Allow the heroes to observe Di'San, learn who he is and observe the fight between him and the victim.

There's nothing like enjoying the spoils of being a hero of Cularin. The Cantina Oceana is a pleasant little watering hole away from the mainstream tourist establishments on the resort moon of Dorumaa. The evening is young and the crowd of pilots, dockworkers and resort employees is growing. Leaning back in your chairs you slowly scan the patrons. A prominent Vultan face catches your eye. Echari Di'San, the CEO of the rapidly growing Cularin Trade Alliance. Echari Di'San presents a rather distinguished appearance. He is sitting across the room visiting with an attractive woman. Judging by his demeanor it appears he would enjoy spending the rest of the evening with her. Good for him.

Allow the heroes a few minutes to visit and get

to know each other. The crowd will continue to grow and both Droids and humanoid servers deftly move among the patrons. The atmosphere in the cantina is casual and relaxed. There is soft music playing in the background, laughter and the steady buzz of conversations muffle the sounds of individual dialog. Show the players the floor plan of the cantina (**GM Aid #4**). Should one of the heroes approach Echari Di'San, the Vultan will be polite but will ask the hero to respect his privacy as he is here for a well-earned rest. It is important the heroes are all seated across the room from Di'San prior to continuing.

Let the characters some time to speculate about Di'Sans' intentions, receive their orders or simply visit. Once they are comfortable and settled have them make Spot Checks (DC: 16/21/25). A successful check allows the hero to observe a man approach Di'San's table. The man points his finger at Di'San and gestures angrily several times, and then, suddenly, yanks the young lady out of her seat. A Listen Check (DC: 21/26/31) will allow the hero to hear the man say the following:

To Di'San, ***"I don't care who you are! This is my lady and I'm telling you to get lost before I toss you through the viewport."***

To the lady, ***"You tramp! I've told you before to not be flirting around when you think I'm not looking!!"***

Should the heroes fail to hear the conversation it will still be obvious the encounter is not a friendly one and is quickly reaching a boiling point. The actual conversation is covered by the sounds of the cantina

This conversation escalates very quickly and the patrons near Di'San's table have backed away, forming a rather solid barrier between the heroes and Di'San's table. The heroes will most likely attempt to reach Di'San's table to intervene. They are heroes after all and poking their noses into others affairs is what they do best. Unfortunately the crowd blocks their ability to move more than a meter or two from their table. This portion of the encounter should move very rapidly.

As you watch from across the room the man drags the young lady from the table. Almost stumbling she says something to the man, her eyes flashing with anger. Without warning the man's fist flashes out, striking the lady in the face. But before she even reaches the floor Di'San is out of his seat. He grabs the man by the shirt and lands several hard blows

to his face. Di'San's momentum carries both men across the floor and into a decorative column. The man tries to fight back, but Di'San is obviously faster and stronger. Di'San's face is contorted in rage and anger as he interlocks his fingers into the man's hair and slams his head into the column.

As you watch, unable to reach the fighting men, Di'San's face takes on a sudden look of surprise and shock. He releases his grip on the man as several nearby patrons grab him and force him to the ground. The man, bleeding visibly from his nose, mouth and the back of his head, turns and disappears into the crowd. The sirens from the responding patrol officers' speeders cut through the air as several uniformed officers push their way into the cantina. There are a few moments of confusion as Di'San is identified, witnesses separated and order restored.

Several law enforcement officers from both Dorumaa's resort security forces and the Cularin Office of Public Safety separate the witnesses and begin asking questions. The heroes will be asked to sit down at their table and eventually an officer will get to them. If any of the heroes are members of the Cularin Militia and identify themselves to one of the officers and CPF sergeant will break away from what he was doing to talk with the heroes.

The sergeant will ask the standard questions: "Who are you, what did you observe, can you describe the victim, do you know who the attacker is?" As the heroes answer the questions there is a shout from the rear of the cantina.

"Hey! Out here! The guy's out here and I think he's dead!"

Several police officers, including the sergeant will quickly move toward the sound of the voice. The sergeant will be allowed to move through first and the heroes may follow if they so choose, the sergeant waving them past the other patrol officers.

Should the heroes opt to follow the sergeant read the following text:

You rush out the rear doors of the cantina and find yourselves on the loading dock. A few meters down the dock you see the man who was fighting with Di'San sprawled on his face. There is a large pool of blood around his head and shoulders and it is obvious the blood came from the back of his skull. Between the

exit doors and where the body is laying are also several large pools of blood. A thick silence settles across the crowd as word spreads of the death.

The area is quickly cordoned off and two Crime Scene Droids begin to examine the body and record the death. The sergeant turns to you and asks if you can positively identify the man as the same one Di'San attacked. It is.

Should the characters hold back and observe, the sergeant will step out to the loading docks. After a moment he will send an officer to request the heroes join him outside.

The heroes may begin giving orders and attempting to gather information in an attempt to assist with the investigation. The sergeant will politely, but firmly, stop them, explaining the CSF will handle the investigation and their (the heroes) assistance is not necessary. Should a militia member press the issue he or she will be reminded the militia is not a law enforcement agency had have no authority over criminal acts.

Should a hero ask to take a look around, allow a Spot Check (DC: 16/21/26). If successful the hero spots a tall Zabrak male standing near the exit to the loading docks. A Sense Motive check (DC: 22/26/30) lets the hero catch just the glimmer of a smile cross the Zabrak's face.

Should the heroes approach the Zabrak, he will identify himself as Thon Larimhor. Yes, he knew the murdered man. In fact he had been a friend of his for sometime. Larimhor will appear rather distressed while the heroes speak with him.

However, another Sense Motive Check (DC: 20) will give the hero the impression his distress is only skin deep.

Allow the heroes some time to ask a few questions, but keep in mind they will not be allowed to interview witness, examine evidence or speak with Di'San. What follows is information the heroes may enquire about. The information can be gained by talking with various cantina employees and customers. Gather Information rolls should not be used here. It is important the player's mindset turns to asking questions.

- The female who was with Di'San is known as Kalani. She is a regular around here, if you get my drift. Ya, the dead guy could be her boyfriend, I don't really know. Where is she now? I think one of the officers took her outside.
- Rysko Barnt. That was the dead guys' name. He hangs around here sometimes. I think he just lost his job over at the

resort not to long ago. He was rather upset about the Vultan making the moves on Kalani. Rysko has a temper and flies off the handle whenever events don't go his way. It's about time someone stood up to him, though killing him is a bit overboard.

- I recognized Echari Di'San from the holovids. He has been taking it easy for the last couple of days. Mostly he keeps to himself, doesn't drink too much and enjoys watching the pod races. He hooked up with Kalani last night. Nothing much happened, they shared a few drinks and dinner but Di'San left alone. Di'San has been a regular around here and never caused anybody any trouble. Guess he just doesn't like to see ladies get hit. Last I saw of Di'San he was being escorted outside by two of the cops.
- Thon Larimhor is a real slick operator. He has his hands into everything from spice to cheating at cards. He and Rysko have talked together from time to time, but I wouldn't call them friends or anything. I was a little surprised when Rysko got so upset over Kalani. If anyone could lay claim to Kalani my creds would have been on Thon.

(The next can be obtained by speaking with the sergeant or one of the other patrolmen)

- Looks like a pretty open and shut case. Di'San admits to attacking Rysko, admits to pounding his head against the column and the initial results from the investigative Droids confirm Rysko's death was caused due to severe trauma to the back of the head. Of course Di'San says he didn't mean to kill Rysko, but witnesses say otherwise. You all saw Di'San's face, what do you think? We will hold him overnight, but because this is a capital crime and Di'San is a man of influence, he will be transported to the system prison in Gadrin. Charges? Why Voluntary Manslaughter of course.

Encounter 2: No Rest

Key ideas of this encounter: Bring the heroes into the investigation and learn Di'San's side of the story and more about his background.

The evening at the Cantina Oceana finally

ended with the removal of the body and the arrest of Echari Di'San. The mood at the cantina was somber and most clients headed back to their rooms. With a sigh and a shrug you too follow the crowd and call it a night.

Early the next morning you are awakened by an urgent com. Hadn't you asked not to be bothered? The voice on the com identifies himself as "Cy" Taegon. Cy seems rather anxious to speak with you and requests your group meet him in one of the private suites. Your team is gathered and you enter the luxuriously appointed suite. A gentleman is standing in the room as you enter and extends his hand. He is immaculately dressed and groomed but still, there are signs of heavy fatigue. He smiles, "I am Cyreno Taegan, the Vice President and Director of Public Affairs for the Cularin Trade Alliance. Please, call me Cy." He gestures you to be seated and inquires after your desires for breakfast.

Sitting quietly in one of the recliners is a Twe'lek Male. His headtails are adorned with a tasteful arrangement of bracelets and while expensive, his robe is dark and nondescript.

"Allow me to introduce my associate, Director Solen Kove. He is the head of the Department of Merchant Safety and Security." Director Kove nods but says nothing.

"It has come to my attention that you were present at the incident involving our CEO, Echari Di'San. I was called in as soon as he was arrested, only arriving on Dorumaa early this morning. I have spoken with Echari, read the reports filed by CSP and spoke with the arresting officers. To be blunt, Echari is in great trouble. Should he be convicted of a capital crime, everything we have worked for in uniting the system businesses and trade organizations will crumble.

"Echari admits to starting the fight and even striking the fellows head against the column. He said he was angry, but when he realized what he was doing he calmed down and stepped away. He never had any intention of killing anyone. Echari stated he was rather surprised to learn Rysko had died. Though he was bleeding from the head, it was minor. He said Rysko practically ran from the room when he was released.

"Since you were there I was hoping you might be able to shed some additional light on the incident. More to the point I would like you to look closer into the events surrounding the death. The authorities tell me it's a pretty open and shut case. I'm not so sure."

Short of traveling to Gadrin, this will be the heroes' only opportunity to learn about Echari Di'San. Time is of the essence. So far the CTA has managed to keep the details of the arrest out of the public eye, but with such a prominent figure as Di'San, it won't stay quite for long.

The heroes will be given the opportunity to ask questions. Cyreno Taegan has spoken with Di'San and has Di'San's statement on datapad. The narrative below covers information Taegan has. He will give the heroes as much information as he can. A few pieces of information are very personal aspects of Di'San's life. Taegan will answer but reluctantly. Diplomacy Checks are possible. If a hero attempts to Intimidate Taegan, Solan Kove will lean forward in his chair and quietly tell the hero to leave the room. Should the hero refuse, Taegan will end the discussion, explaining he must have been mistaken in trusting the heroes and ask them all to leave. A Diplomacy Check (DC: 19/24/29) will convince Taegan the heroes meant no offense, however, the offending hero will still be asked to leave before the conversation continues. In the event the heroes get up and leave, they can still continue the investigation, albeit without the information provided by hearing Di'San's statement.

While the following information could be read to the players, allowing them to role-play through events keeps the interaction high.

- *Di'San had a meeting with several senior officials of various businesses and system corporate staff three days ago. He decided to stay on at the resort for a few days of relaxation.*
- *Di'San met Kalani two days ago at the Cantina Oceana. They spent the evening talking and left the Cantina separately.*
- *The night of the attack Kalani approached Di'San's table and asked to join him for dinner. Di'San agreed. Approximately an hour later Rysko made his appearance, an argument between Di'San, Kalani and Rysko ensued. Rysko was angry due to Kalani spending time with Di'San. When Kalani told Rysko she had only been visiting, he yanked her out of the booth.*
- *Rysko then threatened Di'San. Kalani interrupted and Rysko slapped her*

across the face.

- *Di'San related he became angry, stood and struck Rysko several times. Rysko fought back. Di'San doesn't remember much of the fight itself until he saw blood coming from the back of Rysko's head. Di'San admitted to slamming his head against the pillar but then realized he was easily overpowering Rysko. Di'San stepped away from the fight, was detained and pinned to the ground by several of the cantina customers. Di'San saw Rysko practically run from the fight toward the rear of the cantina. To Di'San, Rysko did not appear to be severally injured.*
- *Di'san only heard Rysko was dead after being arrested by the authorities.*
- *At no time did Di'San even consider killing Rysko, let alone attempt to do so.*
- *Di'San is currently being held in Gadrin at the System Penal Facility*
- *(Revealed at a later time and only if asked by the heroes) Di'San had been wearing a very expensive wrist chrono the first two days he was at the cantina. But the chrono was dropped and broken the morning the fight occurred. He wasn't wearing it that evening.*
- *(Personal) Di'San has trained with the Cularin Militia and is very capable of taking care of himself. He very easily could have killed Rysko on the spot, had that been his desire. On the other hand, he is well enough trained to know when enough is enough.*
- *(Personal) Di'San has been under a great deal of stress lately. Business mergers, meetings, negotiations, each with the possibility of helping or hindering the CTA. For the most part Di'san has always remained in control of himself, but occasionally, mind you very rarely, something snaps inside him and he flies into a rage. These rages seldom last more than a few moments but can extremely violent. He has never hurt anybody before though.*
- *(Personal) A violent father abused Di'San and his mother. As a result he considers those who beat women to be slimier than a Hutt's belly.*
- *(Personal) His father disappeared many years ago. Once I heard him admit he*

wanted his father to be dead.

Cy has placed a ship at the heroes' disposal and will cover the costs of rental transportation. Should the heroes enquire after payment for their services, Cy will authorize 500cr each with a bonus of 1500cr if their investigation is completed prior to Di'San's inquest.

Encounter 3: Questions

Key ideas of this encounter: The heroes gather information that may clear Echari Di'San of murder.

The text below covers information that can be obtained by the heroes' interaction with various witnesses and NPC's. To avoid turning this encounter into a dice rolling fest of Gather Information checks no DC's are provided. Instead the Judge should make the roll secretly, adjusting how detailed the information is given based on the result. Diplomacy, Friendship and other force skills can be used without restriction.

Unfortunately there is an inherent problem with a scenario that requires extensive interaction between players and NPCs. The hero may have high ability and skill numbers yet the player lacks the ability to formulate questions or carry on a successful conversation. Luckily for judges, most table mixes include those with strong speaking skills, however, in the event the table is weak in this area it will be the judges responsibility to formulate dialog which can clue in the players without simply handing them the info.

Each entry provides information known by the NPC. Certain pieces of information are 'key' to keeping the heroes on the right track and will be labeled as "Key:" Certain conversations will trigger behind the scenes events. These events are labeled as "Triggers".

Several of the witness conversations are on Player Handouts. It is recommended the judge roleplay through the encounters and then provide the players with the handouts.

As major NPC's, Thon Larimhor and Kalina do not have handouts and as such more time can be spent on the interactions between them and the characters.

Kalani: Human Female. Kalani can be contacted at her living quarters. Chay Tebbic can provide the address for a small finders fee of 175cr. A Computer Use check (DC: 19/24/29) identifies Kalani's address as well. Most of the interaction

with Kalani should take place in the cantina.

(At her living quarters) Kalani is visibly shaken up the first time the heroes encounter her after the death of Rysko. She is still in shock over the death of Rysko and her left eye is black and blue and her jaw and nose still swollen. She will ask if the heroes are from the local authorities. If the heroes reply they are, she will let them in. Otherwise, getting inside to talk with her will require a Diplomacy check (DC: 19/24/29).

- Kalani spent three evenings with Di'San, including the night of the fight. She never left the Cantina with him. They mostly talked and danced.
- She didn't realize Di'San was such a prominent figure. She simply had him pegged as a well to do off-worlder. After the first evening she learned he worked for the Cularin Trade Federation, but not in what capacity.
- Kalani tells the heroes she had been seeing Rysko for several weeks. A hero who makes a successful Sense Motive check (DC: 16/20/24) will realize she is lying. In her shocked state it isn't difficult to notice she appears to be reciting prepared information.
- Rysko tended to be very jealous of her when she was working. She was surprised when he showed up at the Cantina. Again, a Sense Motive check (DC: 16/20/24) shows the statement to be prepared rather than truth.
- After Rysko hit her she didn't she what happened next other than Di'San launching himself into Rysko.
- KEY: Should the heroes press the issue of Kalani's truthfulness, she will stutter and mumble about being confused. Diplomacy and Friendship won't help at this point. An Intimidation Check (DC: 20/25/30) is needed to get her to reveal additional information. If successful Kalani will admit she and Rysko are not a couple, in fact they had just met the day before the fight. Kalani explains they were both short of credits and decided to shake Di'San down. Because Di'San appeared to be a gentleman he would most likely defend her if an angry "boyfriend" attacked her. Under her breath she will mumble, **"But he wasn't supposed to die."**
- KEY: It will be obvious Kalani is hiding information. At this point she will reveal no additional information. Should she be

asked about Thon Larimhor she will state she does not know him, an obvious lie if any other witness is talked to. Having the name mentioned in conjunction with the fight will cause her some anxiety and fear. She will demand that the heroes leave at this time.

- **KEY:** (May be confirmed after talking with Hukno and Yatter) (At the Cantina Oceana) The heroes should contact Kalani again, but this time at the Cantina. She will take them to an empty table in the main dining area, tell them she only had a few moments. She wants to know why the heroes are harassing her. They don't have any authority and if they don't leave she is going to file a complaint against them. This is the last time she will answer questions.
- **KEY:** (If conformation is needed. At the Cantina Oceana) Yes, she lied about knowing Larimhor. She knows him all too well. He promised to help her get out of the Cularin system with enough creds to make a new life somewhere else. Instead he continually uses her in his assorted plots and schemes.
- He was behind the idea to setup Di'San. Larimhor knew who he was, knew the CTA had deep pockets and suspected they would pay out a fortune in creds to avoid the publicity which would pop up after the CTA CEO was involved in a fight, over a "professional companion".

That's all she will tell the heroes and she will constantly be looking over her shoulder to see if Larimhor or one of his thugs is watching.

Should a hero make a successful Diplomacy Check (DC: 24/29/39) Kalani will look intently at the hero and seem to come to a decision. She will start to say something more about Larimhor but just as she starts talking Larimhor appears and looks at her. Kalani will immediately stop talking, stand and yell at the heroes to leave her alone, she doesn't know anything, and then stomp away, shouldering her way past Larimhor and into the back room.

Should the Diplomacy Check fail, Kalani will look intently at each hero, then stand and walk away. As she leaves, Larimhor steps into the dining room. Kalani will shoulder past Larimhor and into the back room.

Larimhor will spend a moment longer looking at the heroes. He will make a blaster shape out of his fingers and point it at the heroes, give them a

wink and grin, and turn and follow Kalani. Should the heroes attempt to follow two of Larimhor's thugs will stop them.

- **TRIGGER:** Kalani will contact Thon Larimhor after her first encounter with the heroes and inform him they are nosing around. Larimhor will put the wheels in motion for Encounter #4's ambush.

Thon Larimhor: Zabrak Male. Thon Larimhor runs a small warehouse that stores incoming and outgoing commercial freight. It is a small operation but very successful. Larimhor can be contacted at a warehouse near Dorumaa's Commercial Spaceport during the day and at the Cantina Oceana in the evenings. Finding Larimhor will not be too difficult. Chay Tebbic can provide Larimhor's address for a fee of 1000cr and the heroes solemn oath to never reveal who gave it to them, or a Computer Use check (DC: 18/22/26) identifies Larimhor's warehouse location. When the heroes speak with Larimhor he will resist going into a private area. In fact he will speak boastfully and will often look around to make sure those in the immediate area can hear him.

- Rysoc was a friend of Larimhorts and his death was tragic. Sure Rysko might have deserved to get a bit of a beating for hitting his girlfriend, but it most certainly did not warrant him being so brutally murdered.
- Larimhor did not know Di'San or who he is. A Sense Motive check (DC: 20/25/30) reveals Larimhor is lying.
- Larimhor recognized Di'San was the same male who had been spending time with Kalani the last couple of days due to the elaborate wrist chrono he was wearing.
- Larimhor observed the whole fight. When Di'San grabbed Rysko and smashed him against the pillar it was obvious Di'Sans' intention was to kill him.
- Larimhor was blocked by several of the cantina's customers and could not get to Rysko in time to save his life; however, he had a clear line of sight and witnessed the whole incident.
- When the crowd pulled Di'San off, Rysko could barely maintain his balance. Larimhor managed to reach Rysko and get him clear of the main crowd. After he told Rysko to sit down he went to the bar to locate a medpak. When he turned back Rysko was gone and moments later he

was found dead on the loading dock.

- Larimhor will tell the heroes he is going to be the star witnesses in the case against Di'San. He has already given a full deposition to the authorities and will be traveling to Cularin shortly for the hearing and trial.
- KEY: Larimhor used his personal com to contact the authorities as soon as he realized Di'San was attempting to kill Rysko. Yes, he was the first to report the fight. He commed out about the same time Di'San began smashing Rysko's head against the pillar.
- KEY: Once Larimhor gets talking about the upcoming inquest and trial he will inform the characters he has already made contact with Rysko's mother. He has hired a high priced attorney and plans to sue the CTA for millions and millions of credits for the wrongful murder of her only son.
- KEY: Sense motive checks will reveal only that Larimhor is a smooth talker. Friendship and Diplomacy checks have no effect since Larimhor is openly friendly to the heroes. Intimidation attempts only cause Larimhor to laugh and call the heroes Crusaders of the Lost Cause. He will buy the characters drinks, introduce them to various customers as they walk by, in general he appears to be extremely social and outgoing. However, the heroes will walk away with the distinct feeling he was simply toying with them as a cat would a mouse.
- KEY: (After talking with Yatter) Larimhor denies stepping out to the loading dock. He was looking for a medkit. He never even saw Rysko's body until it was being taken away. If pressed, Larimhor's attitude will change and he will become cold and hard. Leaning close to the hero that pressed the issue he will tell the hero it would be best if he left, immediately. Should the heroes choose to remain, Larimhor will call over the Security Droid and inform it the heroes are harassing him and refuse to leave. If the heroes stay the authorities will be summoned and the heroes escorted out of the cantina and cited for disturbing the peace. Within a few minutes several individuals will appear and say they witnessed the harassment. (Judge: Feel free to make up whatever charges you would like. All the witnesses

will have the same story.)

- TRIGGER: If it hasn't already happened through the heroes interaction with Kalani, Larimhor will begin preparation to have the heroes eliminated.

Cantina Oceana Bartender: (Player Handout 6)

Chay Tebbic, Sullustan Female. Chay can be found behind the bar at the Cantina Oceana. She will be willing to visit with the heroes and will escort them to a private table in the back room.

- Chay has been a cantina bartender for several years. She didn't know who Echari Di'San was until after the attack. She didn't see Di'San enter the Cantina the night of the attack. She had seen him the last two nights. She remembered him for two reasons; 1. Di'San is a Vultan, not too many Vultans visit the Cantina. And 2, the first night Di'San was there Chay noticed he was wearing a very ornate wristchrono. Though he wasn't wearing it on the night of the fight.
- Chay knows two individuals who were at the Cantina when the fight broke out. Wuglik and Yatter, both regulars and employed by the resort.
- Chay has known Kalani for quite sometime. She often "visits" with male customers and "accompanies" them for an evening. Kalani had been spending time with Di'San on the two previous evenings as well as the night of the fight.
- Rysko has not been hanging around the cantina for very long. Chay doesn't care much for him. He is, or rather was, brash, rude and likes to play the tough. To Chay's knowledge Rysko had never been in a fight while at the Cantina prior to his fight with Di'San. Chay will laugh if the heroes ask about Kalani and Rysko being a couple. If Kalani is anybody's "girl", then she is Thon Larimhor's.
- Thon Larimhor runs a bulk freight company near the Spaceport. He is a regular at the Cantina.
- When the subject of Thon Larimhor comes up, Chay will glance around and then state she doesn't know Larimhor other than by name. A Sense Motive Check (DC: 18/22/26) will make it clear she is lying. To get anymore information from her about Larimhor will require a Diplomacy or Friendship check (DC: 26/32/38) and 100cr incentive. Thon

Larimhor runs the local organized crime faction but the local authorities have never been able to implicate him in any crimes. Chay will say no more.

- KEY: Chay was really impressed with Di'San's wristchrono. He wore it the first two nights but did not have it on the night of the fight.
- KEY: Larimhor was the first to reach Rysko after the fight stopped. Chay didn't see where they went.
- KEY: Chay called the authorities as soon as Rysko and Di'San began arguing, however, the fight had already been reported and units dispatched.
- KEY: (May be confirmed after talking with Thon Larimhor) Chay confirms she called the authorities prior to blows being struck, immediately after the argument became intense. She doesn't tolerate any form of violence in the cantina. Yes, the argument had already been reported and units dispatched when she called.
- KEY: (May be confirmed after talking with Thon Larimhor) No, Larimhor never approached the bar looking for a medpak. In fact there is one hanging on the wall near the door to the loading docks. It hasn't been used.

Witness #1: (Player Handout 2)

Wuglik, Gamorrean Male. Wuglik is a cargo handler for the Dorumaa Spaceport, Intergalactic Freight. He is easy to contact either at the spaceport or in the evenings at the Cantina Oceana. He understands Galactic Common, however, the heroes will need to have the means to understand Gamorrean. He tends to be gruff and less than cooperative with the heroes, grumbling about having to answer all these Sith inspired questions.

At the spaceport Wuglik will visit with the heroes in a staff lounge. At the cantina, a quiet table in the back can be used. Either way, the quickest way to get his cooperation is to provide him with a strong drink. Without the drink, Wuglik tends to forget he can understand anything other than Gamorrean Slang.

- Wuglik visits the cantina several times a week. The evening of the murder he and Yatter were playing a game of Bannak and watching the galactic lightball playoffs.

- Wuglik knows of Kalani but has little interest in the scrawny and frail human female.
- He had never heard of Rysko, nor seen him around.
- Wuglik does not know who Di'San is, could care less about the Cularin Trade Alliance, but does not believe Di'San should be charged with any crime. If one is to expend the energy to fight, then one must fight with honor and skill. If death results, then you have proven yourself superior over your enemy. This is good.
- Larimhor has offered Wuglik additional income assisting with the loading and off loading of various high priority shipments. Larimhor provides odd job opportunities for lots of the folks around town.
- KEY: Kalani does a lot of work for Larimhor. Runs errands, meets with various contacts, etc. In turn Larimhor takes care of Kalani's various needs and wants. He is usually very jealous of who takes an interest in her. If something had been going between Rysko and Kalani, Larimhor would have killed Rysko. Instead, Larimhor just watched from the crowd when the argument and fight began.

Witness #2: (Player Handout 3)

Yatter, Ithorian Male. A friend of Wuglik, the two often share a bottle and watch various sport broadcasts on the holo vid. Yatter is a scientist with the Dorumaa Ecological Renovation Team. During the day he travels across the landmasses conducting tests and research of Dorumaa's growing fauna and native plant life. He will be cooperative with the heroes and answer what he can.

- Yatter saw the argument start between Rysko and Di'San. He did not know either man, though he does know Kalani is a regular at the Cantina and makes her living providing "companionship" to visitors.
- He saw Larimhor exit the main floor through the Loading Dock door moments after he made contact with Rysko. Rysko stepped through the door seconds after Larimhor.
- Why would he have told the authorities what he saw? It was obvious Di'San split Rysko's skull on the column. Besides, no one asked him.

- KEY: Yatter knows of a couple prior incidents at the Cantina. About two years ago Larimhor and a young noble got into an argument. The young noble struck Larimhor several times. Initially, Larimhor didn't appear to be seriously injured. However, a few days later he was rushed to the hospital with internal bleeding. He almost died. He sued the nobles' family and the case was settled out of court for an undisclosed amount of credits.
- KEY: Another incident involved a waiter named Hukno Rit. Not half a year ago Rit and a skip pilot from the CTA got into a fight. The pilot pummeled Rit, causing internal damage. In addition to his internal injuries it turned out Rit had also suffered a busted jaw and fractured skull. Larimhor stopped the fight, and testified against the pilot. The case went before the System courts and it appeared the pilot was going to spend a long time in prison. Without explanation the case was settled out of court. The CTA paid out a small fortune and Rit moved to Tolea Biqua. Odd thing was, Yatter had watched the entire fight and the pilot had never hit Rit in the face. Not even once. Odd that.

Hukno Rit: (Player Handout 6)

Hukno Rit (Human Male) is currently living in Tolea Biqua. He had been a waiter for the Cantina Oceana but left after being disabled in a fight with a CTA skip pilot. His com code is easy to locate and he will be willing to speak with the heroes when they contact him concerning his fight. He will provide limited details of what happened.

- (Com Contact) Hukno confirms he was in a fight at the cantina and, yes; it was with a CTA skip pilot. Hukno relates he was paid to provoke the skip pilot. After the fight was over he had a few broken ribs and a bit of internal bruising, however, nothing too serious. He was then taken out to the loading docks where he was struck across the side of the face, breaking his jaw and fracturing the side of his skull. The skull damage resulted in a partial paralysis of his left side.
- With the help of an associate he filed suit against the skip pilot and the CTA, claiming the skip pilot fractured his jaw and disabled him. The case was set to go to court when the doctors determined the damage to his head was permanent. CTA agreed to settle out of court for a large

sum of creds. What has burned in Hukno's mind was the fact he received less than 10% of the settlement. His associate kept the remainder and forced him to move to Tolea Biqua by threatening to go to the authorities and exposing Hukno as a fraud. Hukno's associate has pulled this stunt several times and was also behind the attack on Di'San, having paid Rysko and Kalani to set him up. He also suspects his associate killed Rysko after the fight was over. He probably plans to take a majority of the settlement he plans on getting for Rysko's mother. Hukno no longer cares about the threat and is willing to tell all, provided certain agreements can be reached.

- KEY: Hukno will only tell the heroes who was behind the stunt if they promise to protect him and help him start a new life. Cyreno Taegan will agree to take care of Hukno if he testifies in Di'Sans' defense. The heroes will be dispatched to collect him and bring him to Cularin.
- KEY: (After getting approval from Cy and via com.) With a great deal of reluctance, Hukno will explain it was Larimhor who put him up to the stunt and paid him to provoke the skip pilot. It was also Larimhor who provided the legal counsel to sue CTA. And it was Larimhor who intentionally broke his jaw after the fight to get a larger settlement and promised to pay Hukno a large percentage of the settlement. Which he never did.
- Larimhor must be the motivation behind the attack on Di'San and would not hesitate to kill Rysko in order to frame Di'San. Rysko has an immense dislike for the large corporations that seem to be springing up across the galaxy. Whatever the motivation is, he goes out of his way to make life as difficult as possible for them.

Local Authorities: (Player Handout 5)

The local authorities have closed the case on Di'San. It's open and shut. Di'San got angry when Rysko hit Kalani and tore into him. During the fight an enraged Di'San intentionally smashed Rysko's head into a support pillar with enough force to crack the skull and cause a fatal injury. There are several eyewitnesses, including the heroes they will add, who witnessed the fight. "Motive", "Opportunity" and "Capability" are all established. Cause of death has been determined by the Cularin Medical Authority to be blunt force

trauma to the head.

In the opinion of the local authorities these types of incidents are common. The Clone War seems to have everyone seeing conspiracy theories in every nook and cranny. It doesn't matter if you are heroes or not. Facts are facts, and they aren't going to change just because you think you are something special.

A check with the dispatch center shows an unidentified male caller first notified the authorities of the incident. Approximately 2.5 minutes later, Chay, the Oceana's bartender called in. The first arrived less than a minute after Chay's com.

System Records Check: Each check represents 6 hours.

Computer Use DC	Information Gained
15	Conformation of Di'San's Arrest. He is being held pending a formal hearing in the System Prison. The charge is Murder.
20	There have been several assaults at the Cantina Oceana over the last several years. The majority of them seem to involve well placed members of large corporations. Another common factor is they seem to have all been settled out of court for very large settlements.
23	The victims involved in the majority of the incidents at the Cantina Oceana are dead.
25	One Thon Larimhor has been involved in several of the incidents, as a witness for the victims.

There are several opportunities for more aggressive heroes to press the issue, by forcing Larimhor's thugs out of the way, or threatening Larimhor himself. Keep in mind there is no evidence yet that Larimhor is doing anything that constitutes a violation of the law. He will not hesitate to get the heroes in trouble with the locals.

Should the heroes attack any of Larimhor's employee's or continue to bother him, follow him or otherwise become bothersome, Larimhor will have the Cularin OPS cite the heroes. The first time the heroes are contacted the officer will escort the heroes from the scene and caution them about interfering with the activities of the locals.

The second time Larimhor calls the authorities

on the heroes they will be escorted from the scene to Duramaa's civic center. The will be fined 1000cr and released.

If a third incident occurs, the authorities will be getting rather annoyed with Larimhor and his petty feud with the heroes. Unfortunately Larimhor is legally in the right. In an attempt to give both parties the time to cool down the heroes will be confined by the authorities.

Cy will arrange the heroes release after 24 hours. He will be annoyed and caution the heroes to exercise more care in their dealing with Larimhor, however, he thinks they must be on the right track.

Thon Larimhor is connected above and beyond his normal organization. He has ties with a Crime Lord whose organization is vast and well organized. When he is informed the heroes have been asking pointed questions, he will com his contact and arrange the various hit teams. It should come as a complete surprise to the players when they find themselves facing superior firepower in the following encounters.

Encounter 4: Loose Ends

Key ideas of this encounter: The heroes travel to Tolea Biqua to pick up Hukno Rit. They find Hukno dead and the stumble into an ambush designed to kill them. Questions arise concerning who is truly behind the frame-up of Di'San.

At this point the heroes should have two clear leads to follow up on. Kalani knows more than she is letting on, but is too scared of Larimhor to say anything useful. Hukno Rit is disgruntled, angry and willing to tell his tale, all he asks in return is protection and a new life.

The heroes should suspect Larimhor set Di'San up by hiring Kalani and Rysko to pose as a couple and lure Di'San into the fight. They should also suspect Rysko was killed after the fight ended, with someone else administering the fatal blow to his head. They should have noted the time discrepancy created after speaking with Larimhor, Chay and the dispatch center. They should have discovered Larimhor lied about his actions immediately after the fight. He did not seek medical aid for Rysko and he left the dining area through the loading dock exit. The heroes should have connected Larimhor to other similar incidents that occurred at the Cantina Oceana over the last few years. Finally they should realize Larimhor has done a very good job of

orchestrating the incidents while keeping himself clean of any incriminating evidence.

Read the following after the heroes talk with Cy and arrangements are made to secure Hukno Rit.

The last few days have been a whirlwind of asking questions and running down leads. Most of the leads point to Thon Larimhor as pulling the strings and forcing an encounter with Echari Di'San and Rysko. But there has been no admissible evidence discovered, no eyewitness willing to step forward, until Hukno Rit.

Cy believes Hukno's testimony will cast a reasonable doubt over the outcome of the fight. If Hukno Rit is credible, Di'San may be off the hook and the CTA safe.

Cy has the ship prepped and ready to launch in record time. The flight to Tolea Biqua is only a few hours. Hukno Rit has been contacted and is ready to move as soon as the ship arrives. Cy has arranged to have a CTA ground skimmer standing by for the pickup and has notified the CTA Corporate office to stand by for their arrival on Cularin a few hours later.

Nothing to it. Simply another day in the life of a hero of Cularin.

The departure from Dorumaa is uneventful. The ship has been stocked with an excellent selection of snacks and drinks. The arrival at Tolea Biqua is routine as well. The spaceport officials conduct a customary inspection for illegal weapons and contraband and pass the heroes through. The CTA skimmer is standing by and ready for the heroes arrival. Everything is going according to Hoyal.

The CTA vehicle is rather nondescript on the exterior. The interior is another matter. The seating area contains plush, form fitting sitting, a cold storage unit and drink dispenser and a total entertainment package. Stats for the vehicle can be found in **Player Handout 7** and **GM Aid #1**.

The heroes will have directions to Hukno's quarters on their datapads. Hukno's house is located near the cities rim and is one of the calmer neighborhoods in the city. The trip out should take less than 20 minutes.

The heroes may wish to make spot checks to see if they are being followed. They are not. When they arrive in Hukno's neighborhood, all will be quiet. The roadways have light traffic, mostly commuters heading back into the cities center for work. Hukno lives in a quadraplex that is easy to

locate. Use **GM Aid #5** for reference.

As they enter the subdivision allow the heroes a Spot check if they are being alert or looking for suspicious vehicles or situations. Spot Check (DC: 20/25/30) If successful they see the mine hidden in the roadway. Allow a Piloting Check (DC: 15/20/25) to swerve away at the last second. The maneuver will cut the damage from the explosion in half, possibly saving the vehicle and providing the heroes with the means to make a hasty escape.

Without warning, a massive explosion rips the undercarriage of the skimmer apart. You wince as the skimmer lurches and slides to a bone-jarring stop against a retaining wall. You are stunned and wounded as you gather your wits and attempt to free yourself from the tangled wreckage of the CTA skimmer. Smoke clogs your lungs, electrical sparks and small fires burn your skin. The smell of burning electronics and plastic clog your nose. The ringing in your ears blocks out the sound of your companion's cries for help, leaving only a steady crackle of-- of what? Blaster fire!!

The charge was prepared, placed and detonated by a highly trained strike team shortly after the heroes departed Dorumaa. The mine was constructed from an explosive charge and tamped into place to provide the most effective antivehicle blast.

The charge requires no roll to hit and will not be considered a critical hit. The damage equals (4d6+4)x2. If the Hull points are reduced to 0, the vehicle is disabled.

After the explosion, provided the vehicle is not disabled or destroyed, the driver must make a piloting roll to remain in control, DC: 20. This roll is required even if the Driver succeeded in avoiding the full blast of the mine.

Due to the placement of the explosive charge there is no way to avoid ramming the retaining wall. If the control check was successful, the vehicle and the passengers will take no additional damage.

If the Piloting check fails by 5 or more, the vehicle crashes into the retaining wall adjacent to the roadway. Unless the driver has specified otherwise the speeder will be traveling at its average speed of 100 meters. The retaining wall is considered a small object. The vehicle, and the passengers, will sustain 2d8 points of damage.

At this point the Strike Team will begin firing on the vehicle and characters. The attack will end after 5 rounds.

Each member of the Strike Team has a height advantage over the heroes and has three-quarter cover provided from their selected firing positions. These modifiers have been incorporated into their combat statistics.

The Strike Team has a well planned escape route and will not wait around to see the result of their attack. The only evidence of their departure will be two airspeeders quickly heading for cover among the clouds.

The attack should happen quickly and leave the heroes struggling to figure out what happened. Once initiative is rolled it is recommend the judge give each a player a 3 count to decide what action they will take. If the decision isn't made then the hero is considered to be taking cover. Keep this combat moving quickly.

After the combat is over the players can assess the damage. Should they contact the Tolea Biqua Central Enforcement Agency, it will take over an hour for them to respond. They have been paid to avoid the area. Most certainly the heroes will want to locate Hukno Rit. This won't be a problem as he is still in his apartment. He's dead, his throat slit wide open, but he is there. On the wall next to his body the word "Traitor" will be scrawled in blood. There will be no signs of a fight or struggle, no signs of forced entry, just a dead Hukno Rit.

If the heroes stick around until the local authorities arrive, they will be arrested and questioned concerning both the explosion and the deceased Hukno. This arrest will be purely harassment. The heroes will be able to secure release after 2 to 5 hours of interrogation. Once released, or if they quickly depart the area after finding Hukno, they will be able to reach the spaceport and their ship without incident. Once onboard, they can decide what they will do next.

If they contact Cy, he will request that they return to Dorumaa to meet with him.

Encounter 5: The Sting

Key ideas of this encounter: The heroes confront Larimhor and realize the only option they have left is to get Kalani to talk. But she isn't cooperating. The heroes must convince her it is in her own best interest.

If the heroes have contacted Cy, he and Solen Kove will be waiting for them at the spaceport along with a small security team. The heroes will be escorted back to the resort where Cy has secured a conference room. There will be a buffet

and drinks served. Once the heroes get comfortable Solen Kove will rap the table with a utensil, look at the characters and ask, "So, what happened anyway?"

If the heroes have kept their return to themselves Cy will contact them shortly after they have returned to get a report. Cy will request the heroes meet with him at the resort. Solen Kove will be present when they arrive.

By this time the heroes should have all the information they need to provide a strong defense for Di'San, and be more than a little worried about what they don't know. The only piece missing is a witness who will testify and corroborate the evidence. They have basically two options at this point: get Larimhor to admit to killing Rysko or convince Kalani to testify against him.

Give the heroes the opportunity to come up with a solution on their own. Keep in mind the heroes are not above the law and any illegal act will result in any confession or incriminating evidence thrown out.

Thon Larimhor: Should the heroes choose to go after Larimhor he can be reached at his warehouse. He will agree to meet with the heroes and have them escorted to a private conference room. Two of his personal security guards will be present, blaster carbines slung over their shoulders.

Larimhor will make the heroes wait for several minutes prior to seeing them. All of his outgoing, friendly characteristics are gone. Larimhor enters the room, folds his arms across his chest and glares at the heroes.

"I got nothing to say you. Your meddling into my affairs is getting quite bothersome. I suggest you walk away and let the courts do their job. Your poking around has almost gotten you killed once. My associates here will show you the way out."

Larimhor will form the shape of a blaster with his fingers, point at the characters, and without another word spin and walk out. The heroes could easily overcome the security guards. If they should try an alarm will sound, the authorities notified and the heroes arrested.

Kalani: Kalani is the weakest link and the quickest path to clearing Di'San. She can be found at the Cantina at anytime. She is scared and stays close to as many persons as possible. Over the last few days Larimhor has become increasingly agitated and short tempered. She

feels the whole plan to extort credits from the CTA is falling apart.

When the heroes locate her she will tell them to leave her alone and go away. If the heroes insisted, and they should, Kalani will select a table in the center of the dining area and gesture the heroes to sit.

In a hushed and shaky voice Kalani will confide in the heroes.

“This was all Thon’s plan. He has done it several times before. Paying someone to provoke a fight and lose, then, after the fight, inflicting additional injuries in order to obtain a larger settlement. Di’San wasn’t supposed to be killed, but Thon must have been surprised at the viciousness of Di’San attack. When he saw Rysko had a head injury he must of seen it as a perfect opportunity to frame Di’San.”

Kalani will look around the dining area, the room is fairly crowded and there is a low, steady hum of conversations and laughter. Chay is working the bar, and Wuglik and Yatter are playing cards at a back table. Kalani will let out an audible sigh and face the heroes again.

“OK, that’s all I can tell you. I don’t think Di’San is responsible for Rysko’s death. Now will you go away? Please? When Di’San is cleared Thon will be angry, but he will get over it, there is always another scam to run.”

Kalani will refuse to leave with the heroes; attempts to convince her, either through intimidation or diplomacy will simply firm her resolve. An intimidation check (DC: 18/23/28) will scare her to the point of jumping up from the table and seeking help from Chay, the bartender. She firmly believes Thon loves her and though he uses her he would never seriously harm her as long as she stays with him. If she betrays him though, she knows he will kill her.

The players may come up with their own solution to convince Kalani to testify against Larimhor. Any plan must convince Kalani her life is forfeit whether she stays on Dorumaa with Larimhor or testifies against him. The plan should let her realize her best chance for safety is with the heroes. Kalani is unaware of the death of Hukno Rit. She does know who he is and that Larimhor inflicted the disabling injury and stiffed him of his share of the settlement money. Telling her of his death and the attack against the heroes will be a good start toward getting her to leave.

Kalani knows quite a bit concerning Larimhor’s

operation and she knows he could never put together a hit team like the one the heroes describe. The only possibility is that Larimhor called in a marker with a major Crime Lord he has bragged about knowing. She doesn’t know anymore about who or where he is.

The following are guidelines to help determine the success of the heroes in convincing Kalani to leave with them. This list is by no means conclusive and the players may come up with their own. Just keep in mind the plan must be enough to convince Kalani herself, not force her into the heroes’ point of view.

Intimidation:

Kalani can be intimidated, and has been for as long as she has been involved with Larimhor. A successful Intimidate check (DC: 18/23/28) will force Kalani into leaving with characters. The downside is as soon as Kalani is able to speak with someone of authority she will explain the heroes kidnapped her and forced her to go with them. Should this occur in the council chambers on Gadrin, pretty much everything the heroes have worked for will be useless.

Diplomacy:

If the heroes offer Kalani protection, a Diplomacy Check (DC: 33/38/43) will convince her to go with the heroes voluntarily.

Offering her protection and a new identity including a new job with a good salary, new name and a new location to live will drop the DC to (28/33/38).

Including an offer to relocate out of the Cularin system and enough credits to live comfortably wherever she should go lowers the DC to (25/30/35).

Eye Openers:

Perhaps the most effective way the characters will have to get Kalani to leave with them is to physically show her she is in danger. Kalani will eventually leave the Cantina and head home to her apartment. If the heroes have not intimidated her she will agree to let them provide an escort for her.

The players might be able to convince Kalani she is being followed and watched after arriving at her apartment. Successful Diplomacy Check, (DC: 28/33/38).

Arriving back at Kalani’s apartment and finding the contents ransacked will provide a bit more motivation for Kalani to flee Dorumaa. (Diplomacy Check DC: 25/30/35).

Should an attempt to assassinate Kalani occur the Diplomacy Check DC's are (20/25/30). If a hero saves her the DC's become (18/23/28) and drop to (15/20/25) if the hero is wounded in the attempt.

GM Note: Larimhor is not stupid enough to attempt to kill Kalani while he knows the investigation is still ongoing. He has no need to have her followed or ransack her apartment since she is known to be loyal to him. He does plan on killing her after Di'San's trial is over, but he will miss having her as an errand girl. So any physical attempt will have to be orchestrated by the heroes.

Encounter 6: Dead Men Tell No Tales

Key ideas of this encounter: The heroes must survive another attempt to stop them from implicating Larimhor and deliver Kalani to the Courts on Cularin.

If time is short the combat portion of this encounter may be skipped. Go instead to Encounter 6b and skip the combat at the spaceport.

GM Note: You may have to alter this text depending on the heroes' actions.

Finally you are in route back to Cularin. Kalani has agreed to testify in the case against Echari Di'San and combined with the additional information you have uncovered, Di'San will likely be cleared of the murder charge and released. Cy has made arrangements to meet with you upon your arrival on Cularin and is pleased with your efforts.

As you enter the landing grid above Gadrin the system control directs your ship to bay 6. Traffic is light and the descent is smooth. Through the view screen you can see the ground crew preparing for your arrival. It's good to be home.

Once the ship settles into its landing bay the ground crew will start hooking up external power, moving in the refueling slid and settling the ship into the bay. Cy will com the heroes informing them a ground skimmer is waiting to take them to the Hotel. The lead ground crew worker will contact the pilot through the ships internal com port and make sure all is in order. As the heroes

and Kalani exit down the loading ramp the ground crew will be securing various hoses and cables, obviously preparing to leave the bay. Use **GM Aid #6** for reference.

A hero may make a Sense Motive Check (DC: 20/25/30) to recognize all is not right. If successful the heroes will not be surprised, a failure will result in the attack coming without warning.

The attackers are well trained and prepared. Their goal is to kill Kalani and the heroes. They are aware of the security measures at the Gadrin spaceport and will only attack for five rounds after which they will flee through several ducts and equipment tunnels. Pursuing heroes will encounter stun and frag grenades impeding their pursuit.

Although the Assault team will want Kalani dead, they will not focus all their firepower on her. Instead they will concentrate on the most dangerous threat facing them. However, should the heroes fail to protect Kalani or forget about her during the attack, the Assault team will not miss the opportunity to take her down.

For the heroes, retreating back inside the ship could possibly be the best defense. The Assault team will not hesitate to follow and will use their grenades to prevent the heroes from getting the loading ramp closed.

Once the attack is over and the customs officials are through asking questions and the local authorities release the docking bay and the heroes have all made their statements, Cy will get the group to a safe house. A hearing will be scheduled for the following morning and the heroes will present their case to the Cularin Judicial Bench.

Encounter 6b

Your team, including Kalani, is escorted to the Gadrin Judicial Center. Towering spires blend neatly with the magnificent trees visible in the distance. A life-size statue of Reidi Artom greets guests as they cross the sidewalk and enter the building.

A hearing room has been prepared and you are courteously escorted inside and shown where to sit. For the first time since the night of the fight you see Echari Di'San. He is seated at the front of the chamber with several stiff looking lawyers. At another table next to him sits the Systems prosecutor, a stern faced Cercean wearing the brown and green robes of his office.

Three judges are seated on a raised platform carefully going over datapads and

exchanging whispered comments. A soft bell chimes three times and the mummer of talking stops.

“This hearing has been called in order to review new evidence in the case of Echari Di’San vs. Cularin. Advocate, call your first speaker.”

This is where all the foot work, questions and problem solving comes to a head. There are no simple die rolls, the players must present the case they have been working on.

The Judge (You, not the NPC’s at the table) must determine if there is enough evidence to clear Di’San. This encounter is all about role-playing. A Jedi Consular would be a good choice to serve as a spokesperson, or a noble who has yet to be able to add more to the party than some extra creds and favor or two.

Allow the players a chance to organize the information they have and ask for the first witness. Use the following scores as a guide to their success.

The results presented to the courts must include at least one element stating motive, opportunity and Capability.

Definitions of Terms

Motive: The reason a person performed the crime.

Opportunity: Having favorable circumstances or situations to allow the crime to be committed.

Capability: Having the ability, potential or tool necessary to accomplish the crime.

Contributing: One of the factors that aids in the completion of a crime.

Presentation: The skill to present a convincing display of the facts.

Element	Evidence	Score
Motive:	Larimhor knew the CTA has deep pockets and would pay a great deal of money to avoid the publicity a trial involving the CEO would bring.	2
Motive:	Larimhor has been through several litigations and is savvy enough to know how to set up a deal in which he can profit.	2
Opportunity:	When Di’San showed up	2

Element	Evidence	Score
	at the Cantina Oceana, Larimhor saw the chance to make a huge score.	
Opportunity:	Di’San was obviously interested in Kalani, and Rysko was available to assist in the set-up	2
Opportunity:	When Di’San injured the back of Rysko’s head by cracking it against the pillar, Larimhor decided a murder charge would be much more lucrative than a simple assault.	2
Capability:	Rysko was able to leave the immediate area without any trouble, even stopping to talk with Larimhor. Several related he did not appear severely injured.	2
Capability:	Larimhor was seen leaving the dining room through the loading dock doors moments after Rysko.	2
Capability:	Once outside, Larimhor smashed the back of Rysko’	1
Contributing:	When Hukno Rit was found to be willing to testify against Larimhor he was killed within just a few hours.	2
Contributing:	Larimhor stated he didn’t know Di’San and only recognized him due to Di’San’s expensive wrist chrono. Di’San wasn’t wearing the chrono the night of the attack. It had been broken that morning.	4
Contributing:	Larimhor has pulled similar scams before with great success.	5
Contributing:	Kalani’s Testimony	5
Contributing:	The heroes provide recorded testimony of their interviews with the various witnesses they spoke with and have hard copies of the	5

Element	Evidence	Score
	dispatch times.	
Presentation:	A hero with legal knowledge and/or strong diplomatic abilities makes a stirring presentation of the known facts and succeeds versus DC: 25.	4

After the heroes have spoken their piece tally their score and compare it to the results chart below.

Total Score	Result
35-41	The evidence presented overwhelmingly convinces the panel Di'San is not guilty of murder. Di'San is released. Go to Encounter 7b.
25-34	The evidence presented convinces the panel Di'San is not guilty of murder. Di'San is released. Go to Encounter 7b.
20-24	The evidence presented establishes enough reasonable doubt for the courts to reopen the investigation. Di'San is held for additional 4 weeks while the case is investigated. The Cularin Trade Alliance receives some negative publicity. Go to Encounter 7b.
00-19	The evidence presented does not convince the panel of any other misconduct. Di'San is bound over for trial. The Cularin Trade Alliance receives immense negative publicity and its reputation is severely damaged. Go to Encounter 7.

Encounter 7: The End?

Key ideas of this encounter: The heroes fail to convince the tribunal of Echari Di'San's innocence.

GM Note: If the heroes earned 20 or more points during the hearing, continue with Encounter 7b. Otherwise read the following:

After several minutes of deliberation, the three judges take their seats. Three chimes sound and the courtroom grows silent.
"After reviewing the testimony

delivered by the Cularin Trade Alliance investigation, we find nothing supporting a conspiracy or other incriminating action performed by outside influence which alters the charges against Echari Di'San. He will be held over until such time as a trial takes place or a plea bargain is accepted. This hearing is closed."

You watch as Echari Di'San is placed in binders and lead from the courtroom by two security droids. He glances back at you with deep sadness in his eyes and hangs his head as the door slides shut behind him. Cyreno Taegan steps up and motions for your group to gather round. "Well I suppose you did your best. I guess there wasn't any more to the incident than Echari's loss of temper."

"I suppose the Cularin Trade Alliance will survive, but I dread to see how this incident will warp the principles and standards Echari has worked so hard to install."

Cyreno Taegan sighs and shakes each of the heroes' hands, then turns and leaves the building. Solen Kove waits for a few moments until Cyreno Taegan has left, silently eyeing the heroes then slowly adjusts his cloak and follows after Taegan.

GM Note: This effectively ends the scenario. Award the heroes ½ Adventure XP and appropriate Roleplay XP. After reading the Conclusion below proceed to the Loot Summary and any wrap-up.

Here Ends, "Plea Bargain"

Encounter 7b: The End?

Key ideas of this encounter: With Di'San being cleared of murder charges the court orders Thon Larimhor to be brought in for questioning. The heroes are requested to accomplish the task.

After several minutes of deliberation, the three judges take their seats. Three chimes sound and the courtroom grows silent.

"After reviewing the testimony delivered by the Cularin Trade Alliance investigation, we find sufficient evidence to indicate Echari Di'San was the unwilling subject of a conspiracy to illegally extort credits from the CTA by Thon Larimhor. Echari Di'San, the charges against you are dropped. You are free to go. This hearing is closed."

Echari Di'San slaps his advocate on the shoulder and they briefly exchange a few words. He turns to face you, a wide smile breaking out across his face and he steps up and vigorously shakes each hand and gives a hearty hug.

If there is sufficient time left the following wrap-up can be ran.

Breaking through the voices and laughter, three chimes sound calling the courtroom to order. The judge looks down at you and motions for all to approach the bench.

"After hearing your evidence and piecing together of the facts surrounding this case, it is clear this court needs to speak with Mister Larimhor. I am issuing a warrant for his immediate detention and transportation to this court for further investigation. I presume you would be interested in delivering this warrant." The judge glances down at you and taps his fingers on the desktop.

"Yes?" He removes his glasses and places them on his datapad.

"Be quick about it. This court is very busy."

GM Note: This encounter can run long due to the chase and confrontation. If you're running short on time you can simply proceed to where the airspeeders have encircled Larimhor and then have his "protector" cut him off.

The heroes should be biting at the bit to get to Larimhor with the authority of Cularin behind them. It takes several minutes for the proper paperwork to be prepared and given to the heroes.

Cy Taegan will offer the continued use of the starship already being utilized by the heroes. Cy will arrange to have the starship prepped and the departure procedures taken care of by the time the heroes reach the docking bay. He will also arrange for the heroes to expedite landing and customs once back on Dorumaa. Restricted weapons will only be allowed if the proper permit is shown.

Echari Di'San will arrange for Kalani to be looked after. The court is going to want to talk to her anyway. Solen Kove escorts the young lady away with assurances she will be taken care of.

Of course the heroes may decide not to go after Larimhor, in which case the court will make other arrangements. If this is the case (and I would be surprised if the heroes decline) go to the conclusion text.

The following encounter should be short and to the point. The trip back to Dorumaa will be uneventful. The heroes can seek Larimhor out at either the Cantina Oceana or his warehouse. Whichever one is chosen, Larimhor will be there.

As you enter the main dining room <warehouse office> you spot Larimhor talking rapidly with several tough looking thugs. Larimhor glances up as he realizes someone has entered the area. His eyes narrow and his mouth hardens into a tight line. Grapping the closet thug by the shoulder he spins him around and shoves him toward the heroes. "Kill them you fools, or none of you will see daylight again!" With that Larimhor flees from the building.

The thugs are not meant to be more than a brief hindrance to the heroes and delay them enough to allow Larimhor a few rounds headstart.

An Intimidate Check (DC: 17/22/27) will cause the thugs to do nothing more than 1 round of combat. Diplomacy requires more time than the heroes can expend without allowing Larimhor to get away. Should the Intimidate check fail, the thugs will attack for three rounds and then flee. (They should be getting beaten up pretty badly.)

Keep track of how long the heroes are delayed so you can track Larimhor's progress as he escapes.

A Spot check out the door (DC: 20/25/30) will spot Larimhor jumping onto a speeder bike and heading out of town at breakneck speeds. The heroes will have their ground speeder, or there are several other speeder bikes and ground speeders which can be "borrowed".

Larimhor will not attempt to engage the heroes in combat. He wants as much time a distance between himself and the heroes as he can get. He will simply try to Flee/Escape Pursuit each turn. This part of Dorumaa is crowded, with narrow streets and many vehicles. The pursuit should last about 6 rounds.

Should the heroes manage to catch Larimhor prior to him reaching the Spaceport tarmac there are two options that can be used. The first is to have pedestrians interfere, once again delaying the heroes. The other option would be to run the spaceport encounter at the location Larimhor is caught. The air-speeders will surround the heroes and isolate Larimhor with the same results as described below.

It will become obvious after two rounds that Larimhor is heading for the commercial

spaceport. Failed Hazard checks should result in gaining or losing a round instead of crashing and burning. Feel free to adjust the rounds and encounters as needed to adjust for time.

Round	Obstacle
1	No Hazard
2	Sharp Curve. DC: 18/23/28
3	No Hazard
4	Jump a narrow trench. DC: 13/18/23
5	Crash through Spaceport fence. DC: 20/25/30. (Larimhor will use a Force Point
6	Quick stop and dismount to running. DC: 15/25/30. Reflex Check: DC 15/25/30

After Larimhor crashes through the Spaceport fence, the heroes can make a Spot Check (DC: 18/22/26). Success allows them to spot three Air Speeders descending quickly to the tarmac a few hundred meters away. Two of the Air Speeders land near, and on either side of Larimhor as he jumps off his speeder bike. The third, drops to the ground directly in front of Larimhor.

As the Air-Speeders land the heroes should be crashing through the spaceport fence, and preparing to dismount and chase Larimhor down. What they see might shake them up and cause them a moments pause.

From the three airspeeder's several strike team members swiftly deploy. The members closest to Larimhor establish a short perimeter in front of their Air speeders and raise their blasters in the heroes' general direction. The third airspeeder offloads two strike team members who take up guard positions on either side of the loading ramp.

The landing and deployment of troops is quick and well rehearsed, clearly demonstrating the skill and professionalism of the pilots and strike team members. Should the heroes attempt to move closer than about 100 meters from Larimhor, several members of the strike team will fire warning shots into the air and signal the heroes to stop.

The goal here is to have the strike teams and the heroes within about 100 meters of each other and Larimhor apparently safe within the defensive cordon.

Allow the heroes a moment to choose their next actions and read the following.

Screaming across town through heavy traffic, racing across fields, jumping ditches and blasting through fences, these are the things heroes do. The exhilaration of the chase has your heart pounding, the adrenaline racing and your knuckles white on the controls of your speeder.

Up ahead you watch as Larimhor lays his speeder bike down and begins running across the tarmac. "Well that wasn't very smart," you think. But wait. There's more! More company!

You watch as three air speeders rapidly set down on the tarmac. The two closest to you and flanking Larimhor, disgorge several sentients wearing combat armor and packing heavy blasters. You've seen the attire these fellows are wearing before, twice, both times they tried to kill you and came pretty close to doing so.

The strike team members drop to guard positions and raise their blaster rifles, mostly in your direction. The third air speeder lands a short distance in front of Larimhor and two guards step off to either side of the loading ramp. There is enough firepower sitting in front of you to light up a platoon of militia.

Larimhor slows to a walk as the perimeter of soldiers form around him. Still a ways from the third speeder he stops and turns to look back at you. Making a blaster out of his fingers he points it back toward you, grins and then begins to laugh.

Two sharp whistles sound, and with the precision you have come to expect from this group, they stand and quickly reenter the air speeders. Larimhor turns and stares toward the third air speeder as the last of the soldiers disappear into the speeders. The loading doors slam shut and all three airspeeders take to the sky and disappear through the clouds.

"NOOOOO!!!!" Larimhor screams. But it's too late. There is only he and you left on the tarmac.

Larimhor has a blaster pistol under his jacket and pulls it out. The distance between the heroes and Larimhor is about 100 meters. Larimhor will frantically look for means of escape but with nothing in sight his gaze falls back on the heroes. He will back away as the heroes approach, half raising the blaster. With nowhere to run Larimhor will quickly surrender and comply with the demands of the heroes.

Taking him into custody and getting him back to Gadrin will be routine. He won't answer any questions or even speak to the heroes. Once he is turned over to the Cularin Authorities the heroes will get a message to meet with Echari Di'San at the CTA's central office once they have a chance to get cleaned up.

Conclusion

Echari Di'San, Cyreno Taegan and Solen Kove are waiting to greet you. You are escorted into Di'Sans' office and offered seats at a large conference table. On the table are several exotic foods and drinks from all corners of the galaxy.

Smiling, Di'San steps to the front of the table and presses a button on a small remote control he is holding. The room dims and a holographic image of the Cularin system fills the air. As you watch, several green lights appear on the planets and moons, green lines jump to connect the dots. Then in a dizzy twirl the system shrinks and the vast galactic map comes into focus. More green dots with connecting lines appear until there are very few systems not connected. Like a glowing spider web, the galaxy turns before your eyes.

"Isn't it magnificent?" Di'San speaks reverently. "Hundreds of systems, millions of cities, all connected in one cohesive trade net. Science, Art, Technology, Food, Textiles, everything you can possibly imagine. The loss of the CTA would have crippled our system, set us so far behind the curve of progress there is no telling what would have occurred."

You sit in silence, watching the galaxy slowing revolve. Looking at Di'Sans' plan for the future you sense a promise of a brighter future.

Here Ends, Plea Bargain.

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 get the charges dropped and Di'San exonerated? If so, each hero who survived receives 350 xp.

Adventure Experience:	350 xp
Roleplaying Experience:	0-300 xp

Total Possible Experience: 650 xp

If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If the heroes succeeded in gathering the evidence but did not get a chance to present it, 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.

GM Note: These two certs are only given to the heroes if they managed to clear Di'San's name (get 20 or more on the result chart on page 20). If Di'San was found guilty the heroes do not get the certs.

Get It For You Wholesale (cert): For protecting the reputation of the Cularin Trade Alliance the above named hero may acquire one legal, non-restricted item for the hero at half cost (gross price not to exceed 6000 credits; total saving not to exceed 3000 credits).

Favor of Echari Di'San (cert): The above named hero helped save the reputation of the President of the Cularin Trade Alliance. This certificate entitles the hero to contact Echari Di'San for **ONE** future favor, at which time this cert should be voided in pen, or turned in. Turnaround time for the favor depends upon the hero's location. On the planet Cularin itself, 1d3 hours, plus transport time, if

physical transport is involved. Elsewhere in the Cularin system, 1d4 hours plus transport time, if physical transport is involved. Outside the Cularin system: 1d6 hours plus transport time, if physical transport is involved. Examples of favors include: **legal** transportation of any legal object up to and including those transportable on a bulk freighter; obtaining a 25% discount on a legal purchase and getting the item to the hero (max value of purchase before discount is 3000 credits), a +10 circumstance bonus on any negotiation or knowledge test involving economic factors.

Player Handout 1: Echari Di'Sans' Statement

I, Echari Di'San, was enjoying a calm and quiet evening with a friend known to me as Kalani. We had met two days prior and had spent time together each day past. We visited the tourists sights, participate in various water sports and shared lovely evenings together have dinner at the Cantina Oceana. On the night in question my table was approach by a young man with an obvious chip on his shoulder. He glared at me as though I had done him some wrong. I had never seen this individual prior to this time, and only know him now as Rysko, having been given his name by the authorities.

When Rysko reached our table he yelled at Kalani for being in my presence. Calling her such names as only a lowly dock rat would use. He then turned on me and told me to leave "his girl" alone. Without further warning he reached over, grabbed Kalani by the arm and yanked her from the table. Kalani began to protest and spoke back to this Rysko fellow. Without letting her finish Rysko struck Kalani hard across the face, knocking her to the ground.

For reasons we won't go into here, I lost control. It has never been in my nature to see a man strike a woman. I sprang from the table and lashed out at Rysko. Several seconds went by before I realized he was no match for me. I found I had pinned him against a pillar and had smashed his head against the pillar, drawing a small amount of blood from a cut on the back of his head. When I realized I was in a position to critically injure this person I ceased my attack and stepped away. At that time I was taken to the ground and restrained by other customers in the Cantina. I did not resist.

I did observe Rysko flee from my presence as I was being forced to the ground, though I do not know where he went.

Later I was informed he had been found on the loading dock. Dead. Apparently from having the back of his head crushed. I swear I did not strike him hard enough to do such damage. Had I done so he wouldn't have been able to flee the area.

Question: Did you intend to kill Rysko when you attacked him?

Answer: No, never. The thought never crossed my mind.

Question: What were you thinking then?

Answer: I, I don't recall exactly. Only that he shouldn't have hit Kalani.

Question: Why do you have such a dislike for men who strike women?

Answer: *(Hesitating)* My father used to beat my mother and me.

Question: Did this happen a lot?

Answer: *(Slowly)* Yes.

Question: Did you ever want to see your father dead for beating your mother? Did you want to kill him?

Answer: *(Silence)*

Question: Come on Di'San. You must have been angry. Too young to defend your mother. Too small to stop the beatings. Did you want to kill your father?

Answer: *(Long silence)* I don't know. Yes. I wanted it to stop. I wanted him dead. *(Crying)*

Player Handout 2: Witness 1, Wuglik, Gamorrean Male.

- Wuglik is a cargo handler for the Dorumaa Spaceport, Intergalactic Freight.
 - Wuglik visits the cantina several times a week. The evening of the murder he and Yatter were playing a game of Bannak and watching the galactic lightball playoffs.
 - Wuglik knows of Kalani but has little interest in the scrawny and frail human female.
 - He had never heard of Rysko, nor seen him around.
 - Wuglik does not know who Di'San is, could care less about the Cularin Trade Alliance, but does not believe Di'San should be charged with any crime. If one is to expend the energy to fight, then one must fight with honor and skill. If death results, then you have proven yourself superior over your enemy. This is good.
 - Larimhor has offered Wuglik additional income assisting with the loading and off loading of various high priority shipments. Larimhor provides odd job opportunities for lots of the folks around town.
 - **KEY:** Kalani does a lot of work for Larimhor. Runs errands, meets with various contacts, etc. In turn Larimhor takes care of Kalani's various needs and wants. He is usually very jealous of who takes an interest in her. If something had been going between Rysko and Kalani, Larimhor would have killed Rysko. Instead, Larimhor just watched from the crowd when the argument and fight began.
-

Player Handout 3: Witness 2, Yatter, Ithorian Male.

- Yatter is a scientist with the Dorumaa Ecological Renovation Team.
- Yatter saw the argument start between Rysko and Di'San while visiting with Wuglik. He did not know either man, though he does know Kalani is a regular at the Cantina and makes her living providing "companionship" to visitors.
- He saw Larimhor exit the main floor through the Loading Dock door moments after he made contact with Rysko. Rysko stepped through the door seconds after Larimhor.
- Why would he have told the authorities what he saw? It was obvious Di'San split Rysko's skull on the column. Besides, no one asked him.
- **KEY:** Yatter knows of a couple prior incidents at the Cantina. About two years ago Larimhor and a young noble got into an argument. The young noble struck Larimhor several times. Initially, Larimhor didn't appear to be seriously injured. However, a few days later he was rushed to the hospital with internal bleeding. He almost died. He sued the nobles' family and the case was settled out of court for an undisclosed amount of credits.
- **KEY:** Another incident involved a waiter named Hukno Rit. Not half a year ago Rit and a skip pilot from the CTA got into a fight. The pilot pummeled Rit, causing internal damage. In addition to his internal injuries it turned out Rit had also suffered a busted jaw and fractured skull. Larimhor stopped the fight, and testified against the pilot. The case went before the System courts and it appeared the pilot was going to spend a long time in prison. Without explanation the case was settled out of court. The CTA paid out a small fortune and Rit moved to Tolea Biqua. Odd thing was, Yatter had watched the entire fight and the pilot had never hit Rit in the face. Not even once. Odd that.

Player Handout 4: Hukno Rit: Human Male.

- Hukno Rit is currently living in Tolea Biqua. He had been a waiter for the Cantina Oceana but left after being disabled in a fight with a CTA skip pilot.
- *(Com Contact)* Hukno confirms he was in a fight at the cantina and, yes; it was with a CTA skip pilot. Hukno relates he was paid to provoke the skip pilot. After the fight was over he had a few broken ribs and a bit of internal bruising, however, nothing too serious. He was then taken out to the loading docks where he was struck across the side of the face, breaking his jaw and fracturing the side of his skull. The skull damage resulted in a partial paralysis of his left side.
- With the help of an associate he filed suit against the skip pilot and the CTA, claiming the skip pilot fractured his jaw and disabled him. The case was set to go to court when the doctors determined the damage to his head was permanent. CTA agreed to settle out of court for a large sum of creds. What has burned in Hukno's mind was the fact he received less than 10% of the settlement. His associate kept the remainder and forced him to move to Tolea Biqua by threatening to go to the authorities and exposing Hukno as a fraud. Hukno's associate has pulled this stunt several times and was also behind the attack on Di'San, having paid Rysko and Kalani to set him up. He also suspects his associate killed Rysko after the fight was over. He probably plans to take a majority of the settlement he plans on getting for Rysko's mother. Hukno no longer cares about the threat and is willing to tell all, provided certain agreements can be reached.
- **KEY:** Hukno will only tell the heroes who was behind the stunt if they promise to protect him and help him start a new life. Cyreno Taegan will agree to take care of Hukno if he testifies in Di'Sans' defense. The heroes will be dispatched to collect him and bring him to Cularin.
- **KEY:** (After getting approval from Cy and via com.) With a great deal of reluctance, Hukno will explain it was Larimhor who put him up to the stunt and paid him to provoke the skip pilot. It was also Larimhor who provided the legal counsel to sue CTA. And it was Larimhor who intentionally broke his jaw after the fight to get a larger settlement and promised to pay Hukno a large percentage of the settlement. Which he never did.
- Larimhor must be the motivation behind the attack on Di'San and would not hesitate to kill Rysko in order to frame Di'San. Rysko has an immense dislike for the large corporations that seem to be springing up across the galaxy. Whatever the motivation is, he goes out of his way to make life as difficult as possible for them.

Player Handout 5: Local Authorities.

- **Local Authorities: Cularin Office of Public Safety**
- The local authorities have closed the case on Di'San. It's open and shut.
- Di'San got angry when Rysko hit Kalani and tore into him.
- During the fight an enraged Di'San intentionally smashed Rysko's head into a support pillar with enough force to crack the skull and cause a fatal injury.
- There are several eyewitnesses, including the heroes, who witnessed the fight.
- "Motive", "Opportunity" and "Capability" are all established.
- Cause of death has been determined by the Cularin Medical Authority to be blunt force trauma to the head.

NOTES: In the opinion of the local authorities these types of incidents are common.

A check with the dispatch center shows an unidentified male caller first notified the authorities of the incident. Approximately 2.5 minutes later, Chay, the Oceana's bartender called in. The first arrived less than a minute after Chay's com.

Player Handout 6: Chay Tebbic, Sullustan Female.

- *Chay Tebbic is the bartender at the Cantina Oceana.*
- Chay has been a cantina bartender for several years. She didn't know who Echari Di'San was until after the attack. She didn't see Di'San enter the Cantina the night of the attack. She had seen him the last two nights. She remembered him for two reasons; 1. Di'San is a Vultan, not too many Vultans visit the Cantina. And 2, the first night Di'San was there Chay noticed he was wearing a very ornate wristchrono. Though he wasn't wearing it on the night of the fight.
- Chay knows two individuals who were at the Cantina when the fight broke out. Wuglik and Yatter, both regulars and employed by the resort.
- Chay has known Kalani for quite sometime. She often "visits" with male customers and "accompanies" them for an evening. Kalani had been spending time with Di'San on the two previous evenings as well as the night of the fight.
- Rysko has not been hanging around the cantina for very long. Chay doesn't care much for him. He is, or rather was, brash, rude and likes to play the tough. To Chay's knowledge Rysko had never been in a fight while at the Cantina prior to his fight with Di'San. Chay will laugh if the heroes ask about Kalani and Rysko being a couple. If Kalani is anybody's "girl", then she is Thon Larimhor's.
- Thon Larimhor runs a bulk freight company near the Spaceport. He is a regular at the Cantina.
- When the subject of Thon Larimhor comes up, Chay will glance around and then state she doesn't know Larimhor other than by name. A Sense Motive Check (DC: 10/14/18) will make it clear she is lying. To get anymore information from her about Larimhor will require a Diplomacy or Friendship check (DC: 18/26/32) and 100cr incentive. Thon Larimhor runs the local organized crime faction but the local authorities have never been able to implicate him in any crimes. Chay will say no more.
- **KEY:** Chay was really impressed with Di'San's wristchrono. He wore it the first two nights but did not have it on the night of the fight.
- **KEY:** Larimhor was the first to reach Rysko after the fight stopped. Chay didn't see where they went.
- **KEY:** Chay called the authorities as soon as Rysko and Di'San began arguing, however, the fight had already been reported and units dispatched.

Player Handout 7: Vehicle Stats.

zZip Motor Concepts Astral-8; **Class:** Speeder (Ground); **Cost:** 25,000 (new), 18,000 (used); **Size:** Huge (12 meters); **Crew:** (1 pilot); **Passengers:** 8; **Cargo Capacity:** 250 kilograms; **Speed:** 100m; **Max Velocity:** 245 km/h; **Defense:** 15 (2 size, +7 armor); **Hull Points:** 30; DR: 10.

Weapons: none.

Provides three-quarter cover to the pilot and full cover to the passengers.

GM Aid #1: Vehicle Stats and Minor NPCs.

zZip Motor Concepts Astral-8; **Class:** Speeder (Ground); **Cost:** 25,000 (new), 18,000 (used); **Size:** Huge (12 meters); **Crew:** (1 pilot); **Passengers:** 8; **Cargo Capacity:** 250 kilograms; **Speed:** 100m; **Max Velocity:** 245 km/h; **Defense:** 15 (2 size, +7 armor); **Hull Points:** 30; DR: 10.

Weapons: none.

Provides three-quarter cover to the pilot and full cover to the passengers.

Encounter #4: Strike Team

All tiers note: This team is significantly stronger than the heroes and while their primary mission is not to kill the heroes they will not hesitate should the heroes attempt to capture, kill or follow them.

All tiers tactics:

Middle Tier (Average hero Level 4 - 6)

Syndicate Strike Team x5: (# equal to the number of heroes + 2), Human Thug 4/Soldier 4; Init +3 (+3 Dex); Defense 24 (+4 Class, +3 Dex, +7 Cover); DR 0; Spd 10 m; VP/WP 28/12; Atk +10 melee (1d2+1, unarmed) or +12 Singleshot, or Rapid Fire +9/+9 ranged (3d6+1, Rng 50m, SoroSuub X45 Sniper Rifle); SV Fort +10, Ref +5, Will +3; FP 2; DSP 1; Rep +3; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8. Challenge Code C.

Equipment: SoroSuub X45 Sniper Rifle, Blaster Pistol, Stun Grenade x2

Skills: Climb +7, Demolitions +13, Intimidate +10, Jump +7, Pilot +3, Profession (Soldier) +10, Repair +2, Spot +1, Treat Injury +7.

Feats: Armor Proficiency (light), Dodge, Far Shot, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Focus (Blaster Rifles)

Tactics: Firing from well-concealed positions, the strike team will ensure the vehicle is disabled as well as shot at any hero who sticks his head out. Should a hero break from the cover of vehicle the closest two strike team members will target them. This attack is designed to be a clear warning for the heroes to back off the investigation.

High Tier (Average hero Level 7 - 9)

Syndicate Strike Team x5: (# equal to the number of heroes + 4), Human Thug 4/Soldier 5/Elite Trooper 2; Init +3 (+3 Dex); Defense 27 (+7 Class, +3 Dex, +7 Cover); DR 0; Spd 10 m; VP/WP 28/12; Atk +13 melee (1d2+1, unarmed) or +15 Singleshot, or Rapid Fire +12/+12 ranged (3d6+1, Rng 50m, SoroSuub X45 Sniper Rifle); SV Fort +13, Ref +8, Will +6; FP 4; DSP 1; Rep +3; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8. Challenge Code D.

Equipment: SoroSuub X45 Sniper Rifle, Blaster Pistol, Stun Grenade x2

Skills: Climb +8, Demolitions +15, Hide +7, Intimidate +11, Jump +9, Move Silent +7, Pilot +5, Profession (Soldier) +11, Repair +4, Spot +3, Treat Injury +9.

Feats: Armor Proficiency (light), Dodge, Far Shot, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Focus (Blaster Rifles)

Tactics: Firing from well concealed positions, the strike team will ensure the vehicle is disabled as well as shot at any hero who sticks his head out. Should a hero break from the cover of vehicle the closest two strike team members will target them. This attack is designed to be a clear warning for the heroes to back off the investigation.

Upper Tier (Average hero Level 10+)

Syndicate Strike Team x5: (# equal to the number of heroes + 2), Human Thug 4/Soldier 5/Elite Trooper 4; Init +3 (+3 Dex); Defense 27 (+7 Class, +3 Dex, +7 Cover); DR 0; Spd 10m; VP/WP 66/12; Atk +14/+9 melee (1d2+1, unarmed) or +15/+10 Singleshot, ranged (3d6+1, Rng 50m, SoroSuub X45 Sniper Rifle); SV Fort +14, Ref +8, Will +6; FP 4; DSP 1; Rep 5; Str 14, Dex 16, Con 13, Int 14, Wis 12, Cha 8. Challenge Code E.

Equipment: SoroSuub X45 Sniper Rifle, Blaster Pistol, Stun Grenade x2

Skills: Climb +8, Demolitions +15, Hide +7, Intimidate +11, Jump +9, Move Silent +7, Pilot +5, Profession (Soldier) +11, Repair +4, Spot +3, Treat Injury +9.

Feats: Armor Proficiency (light, med, hvy), Dodge, Far Shot, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Precise Shot, Mobility, Multifire, Shot on the Run

Loadout: 4 Troopers are armed with Sniper Rifles, the others with Light repeating Blasters

Tactics: Firing from well concealed positions, the strike team will concentrate on taking out the heroes. Once a hero goes down they will shift their fire. If no targets are visible they will shoot at the vehicle. They will make use of the Feat Shot on the Run to continually fire from cover.

Encounter #6: Assault Team

All tiers note: This team is out to kill Kalani and the heroes as well if they attempt to interfere.

Low Tier (Average hero Level 4 - 6)

Syndicate Strike Team (# equal to the number of heroes + 1): Human Thug 4/Soldier 2; Init +3 (+3 Dex); Defense 16 (+3 Class, +3 Dex); DR 3; Spd 10 m; VP/WP 14/12; Atk +8 melee (1d2+1, unarmed) or +9 Singleshot, or Rapid Fire +7/+7 ranged (3d8, Rng 20m, Blaster Carbines); SV Fort +8, Ref +4, Will +2; FP 1; DSP 1; Rep 1; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8. Challenge Code B.

Equipment (Standard): Blaster Carbines, Blaster Pistol, Stun Grenades x2, Frag Grenades x1, Combat Jumpsuit.

Skills: Climb +8, Demolitions +7, Intimidate +5, Jump +8, Pilot +13, Repair +7, Spot +1, Treat Injury +3.

Feats: Armor Proficiency (light), Dodge, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Tactics: The team will work together with at least half providing cover fire while the others move to better positions. In the initial assault each team member will use only 1 stun grenade. The remaining stun grenade and the frag will be used to cover their escape. As soon as Kalani is dead, or five rounds have passed, the team will evac the area. They will evac sooner if they are getting overwhelmed. They have no qualms about leaving a fallen team member behind.

High Tier (Average hero Level 7 - 9)

Syndicate Strike Team (# equal to the number of heroes + 1): Human Thug 4/Soldier 4; Init +3 (+3 Dex); Defense 17 (+4 Class, +3 Dex); DR 3; Spd 10 m; VP/WP 28/12; Atk +10/+5 melee (1d2+1, unarmed) or +12/+7 Singleshot, or +10/+5 Rapid Fire: ranged (3d8, Rng 20m, Blaster Carbines); SV Fort +9, Ref +5, Will +3; FP 1; DSP 1; Rep +2; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8. Challenge Code C.

Equipment (Standard): Blaster Carbines, Blaster Pistol, Stun Grenades x2, Frag Grenades x1, Combat Jumpsuit.

Skills: Climb +8, Demolitions +7, Intimidate +5, Jump +8, Pilot +13, Repair +7, Spot +1, Treat Injury +3.

Feats: Armor Proficiency (light), Dodge, Far Shot, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Focus (Blaster Rifles)

Tactics: The team will work together with at least half providing cover fire while the others move to better positions. In the initial assault each team member will use only 1 stun grenade. The remaining stun grenade and the frag will be used to cover their escape. As soon as Kalani is dead, or five rounds have passed, the team will evac the area. They will evac sooner if they are getting overwhelmed. They have no qualms about leaving a fallen team member behind.

Upper Tier (Average hero Level 10+)

Syndicate Strike Team (# equal to the number of heroes + 1): Human Thug 4/Soldier 6; Init +3 (+3 Dex); Defense 18 (+4 Class, +3 Dex); DR 3; Spd 10 m; VP/WP 42/12; Atk +12/+7 melee (1d2+1, unarmed) or +13/+8 Singleshot, or +11/+6 Rapid Fire: ranged (3d8, Rng 20m, Blaster Carbines); SV Fort +10, Ref +6, Will +5; FP 2; DSP 1; Rep 2; Str 14, Dex 16, Con 12, Int 14, Wis 14, Cha 8. Challenge Code D.

Equipment (Standard): Blaster Carbines, Blaster Pistol, Stun Grenades x2, Frag Grenades x1, Combat Jumpsuit.

Skills: Climb +8, Demolitions +7, Intimidate +5, Jump +8, Pilot +13, Repair +7, Spot +1, Treat Injury +3.

Feats: Armor Proficiency (light), Dodge, Far Shot, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Focus (Blaster Rifles)

Tactics: The team will work together with at least half providing cover fire while the others move to better positions. They will use the Shot on the Run Feat to shot from a max cover position. In the initial assault each team member will use only 1 stun grenade. The remaining stun grenade and the frag will be used to cover their escape. As soon as Kalani is dead, or five rounds have passed, the team will evac the area. They will evac sooner if they are getting overwhelmed. They have no qualms about leaving a fallen team member behind.

Encounter #7b: Larimhor's Guards

Low Tier (Average hero Level 4 - 6)

Larimhor's Thugs (# equal to the number of heroes + 2): Human Thug 6; Init +1 (+1 Dex); Defense 13 (+2 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/13; Atk +9/+4 melee (1d6+5, Combat Gloves) or +7/+2 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +5, Ref +3, Will +3; FP 1; DSP 0; Rep +1; Str 16, Dex 12, Con 10, Int 10, Wis 12, Cha 12. Challenge Code B.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +9, Knowledge (Streetwise) 4, Spot +3.

Feats: Dodge, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

High Tier (Average hero Level 7 - 9)

Larimhor's Thugs (# equal to the number of heroes + 2): Human Thug 9; Init +1 (+1 Dex); Defense 14 (+3 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/15; Atk +12/+7 melee (2d4+5, Combat Gloves) or +10/+5 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +6, Ref +3, Will +3; FP 1; DSP 0; Rep +1; Str 16, Dex 12, Con 12, Int 10, Wis 12, Cha 12. Challenge Code B.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +11, Knowledge (Streetwise) +6, Spot +4.

Feats: Dodge, Improved Martial Arts, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

Upper Tier (Average hero Level 10+)

Larimhor's Thugs (# equal to the number of heroes + 2): Human Thug 12; Init +1 (+1 Dex); Defense 15 (+4 Class, +1 Dex); DR 0; Spd 10 m; VP/WP 00/16; Atk +15/+10/+5 melee (3d4+5, Combat Gloves) or +13/+8/+3 Ranged (3d4, Rng 10m, Holdout Blaster); SV Fort +8, Ref +4, Will +4; FP 2; DSP 0; Rep 2; Str 16, Dex 12, Con 13, Int 10, Wis 12, Cha 12. Challenge Code C.

Equipment: Combat Gloves, Vibrodagger, Hold-Out Blaster.

Skills: Intimidate +12, Knowledge (Streetwise) +7, Spot +6.

Feats: Advanced Martial Arts, Dodge, Improved Martial Arts, Martial Arts, Toughness, Weapons (blaster pistols, vibro weapons)

Encounter #7b: Strike Force

All tiers note: This team has no desire to protect Larimhor and will only engage the heroes should the heroes fire first.

Low Tier (Average hero Level 4 - 6)

Syndicate Strike Team (# equal to the number of heroes + 1): Human Thug 4/Soldier 2; Init +3 (+3 Dex); Defense 16 (+3 Class, +3 Dex); DR 3; Spd 10 m; VP/WP 14/12; Atk +8 melee (1d2+1, unarmed) or +9 Singleshots, or Rapid Fire +7/+7 ranged (3d8, Rng 20m, Blaster Carbines); SV Fort +8, Ref +4, Will +2; FP 1; DSP 1; Rep 1; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8. Challenge Code B.

Equipment (Standard): Blaster Carbines, Blaster Pistol, Stun Grenades x2, Frag Grenades x1, Combat Jumpsuit.

Skills: Climb +8, Demolitions +7, Intimidate +5, Jump +8, Pilot +13, Repair +7, Spot +1, Treat Injury +3.

Feats: Armor Proficiency (light), Dodge, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons)

Tactics: The team will work together with at least half providing cover fire while the others move to better positions. In the initial assault each team member will use only 1 stun grenade. The remaining stun grenade and the frag will be used to cover their escape. As soon as Kalani is dead, or five rounds have passed, the team will evac the area. They will evac sooner if they are getting overwhelmed. They have no qualms about leaving a fallen team member behind.

High Tier (Average hero Level 7 - 9)

Syndicate Strike Team (# equal to the number of heroes + 1): Human Thug 4/Soldier 4; Init +3 (+3 Dex); Defense 17 (+4 Class, +3 Dex); DR 3; Spd 10 m; VP/WP 28/12; Atk +10/+5 melee (1d2+1, unarmed) or +12/+7 Singleshots, or +10/+5 Rapid Fire: ranged (3d8, Rng 20m, Blaster Carbines); SV Fort +9, Ref +5, Will +3; FP 1; DSP 1; Rep +2; Str 14, Dex 16, Con 12, Int 14, Wis 12, Cha 8. Challenge Code C.

Equipment (Standard): Blaster Carbines, Blaster Pistol, Stun Grenades x2, Frag Grenades x1, Combat Jumpsuit.

Skills: Climb +8, Demolitions +7, Intimidate +5, Jump +8, Pilot +13, Repair +7, Spot +1, Treat Injury +3.

Feats: Armor Proficiency (light), Dodge, Far Shot, Point Blank Shot, Rapid Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Focus (Blaster Rifles)

Tactics: The team will work together with at least half providing cover fire while the others move to better positions. In the initial assault each team member will use only 1 stun grenade. The remaining stun grenade and the frag will be used to cover their escape. As soon as Kalani is dead, or five rounds have passed, the team will evac the area. They will evac sooner if they are getting overwhelmed. They have no qualms about leaving a fallen team member behind

Upper Tier (Average hero Level 10+)

Syndicate Strike Team (# equal to the number of heroes + 1): Human Thug 4/Soldier 6; Init +3 (+3 Dex); Defense 18 (+4 Class, +3 Dex); DR 3; Spd 10 m; VP/WP 42/12; Atk +12/+7 melee (1d2+1, unarmed) or +13/+8 Singleshots, or +11/+6 Rapid Fire: ranged (3d8, Rng 20m, Blaster Carbines); SV Fort +10, Ref +6, Will +5; FP 2; DSP 1; Rep 2; Str 14, Dex 16, Con 12, Int 14, Wis 14, Cha 8. Challenge Code D.

Equipment (Standard): Blaster Carbines, Blaster Pistol, Stun Grenades x2, Frag Grenades x1, Combat Jumpsuit.

Skills: Climb +8, Demolitions +7, Intimidate +5, Jump +8, Pilot +13, Repair +7, Spot +1, Treat Injury +3.

Feats: Armor Proficiency (light), Dodge, Far Shot, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Weapon Focus (Blaster Rifles)

Tactics: The team will work together with at least half providing cover fire while the others move to better positions. They will use the Shot on the Run Feat to shot from a max cover position. In the initial assault each team member will use only 1 stun grenade. The remaining stun grenade and the frag will be used to cover their escape. As soon as Kalani is dead, or five rounds have passed, the team will evac the area. They will evac sooner if they are getting overwhelmed. They have no qualms about leaving a fallen team member behind

GM Aid #2: Thon Larimhor.

Larimhor is 1.9m tall and weighs in at 86 kilos. He tends to be outwardly friendly and wears a cheerful, if somewhat amused, grin. He offers a firm handshake to those he meets and a friendly pat on the back for those he sees often. But in Larimhor's case friendly is only skin deep. He is constantly watching for a lucrative opportunity to run a high profit, low risk scam. His network of associates is vast within the inhabitants of Dorumaa, allowing him to remain hands free when the time arrives to get dirty. Larimhor has the attention of a major crimelord who uses Larimhor's organization for assorted odds and ends. The contact works both ways as Larimhor can request assistance for special projects which turn up unexpectedly.

Tactics: Larimhor never moves around without two or three hired thugs watching his back. In the event he is threatened he will quickly flee, leaving others to fight for him. He makes use of his Cularin Law knowledge to turn the tables on his enemies, getting them arrested, or worse, via totally legal methods. As such, he is a firm supporter of Law Enforcement provided they are working for him and not against him.

Middle Tier (Average hero Level 1-3)

Thon Larimhor: Zabrak Male, Scoundrel 6: Init +2 (+2 Dex); Def: 16 (+2 Dex, +4 Class); DR: 0, Speed: 10m; VP/WP: 25/10; Atk +5 melee (1d3+1, unarmed) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +3, Ref +6, Will +6; FP 3; DSP 3; Rep +4; Str 12, Dex 14, Con 10, Int 12, Wis 13, Cha 14. Challenge Code C

Equipment: High Quality Suit, Comlink Mastercraft, Datapad Mastercraft, Hold-Out Blaster (Waist), Hold-Out Blaster (Ankle)

Skills: Appraise +6, Bluff +14, Computer Use +7, Forgery +6, Gamble +6, Gather Info +12, Knowledge(Cularin Law) +6, Listen +6, Move Silent +4, Pilot +6, Profession(Broker) +6, Search +9, Sleight of Hand +9, Spot +6, Tumble +4

Feats: Weapon Proficiency(Simple Weapons & Blaster Pistols); Trustworthy; Illicit Barter; Lucky (1/Day); Precise Attack +1; Influence; Skill Emphasis(Bluff), Bonus Feat(Infamy), Lucky 2/Day

High Tier (Average hero Level 7 - 9)

Thon Larimhor: Zabrak Male, Scoundrel 6: Init +6 (+2 Dex, +4 Improved Initiative); Def: 18 (+2 Dex, +6 Class); DR: 0, Speed: 10m; VP/WP: 48/10; Atk +7/+2 melee (1d3+1, unarmed) or +8/+3 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +8, Will +8; FP 3; DSP 3; Rep +5; Str 12, Dex 14, Con 10, Int 14, Wis 12, Cha 14. Challenge Code D

Equipment: High Quality Suit, Comlink Mastercraft, Datapad Mastercraft, Hold-Out Blaster (Waist), Hold-Out Blaster (Ankle)

Skills: Appraise +6, Bluff +17, Computer Use +8, Diplomacy +11, Forgery +8, Gamble +7, Gather Info +12, Knowledge(Cularin Law) +9, Listen +7, Move Silent +6, Pilot +8, Profession(Broker) +8, Search +10, Sleight of Hand +10, Spot +7, Tumble +8

Feats: Weapon Proficiency(Simple Weapons & Blaster Pistols); Trustworthy; Illicit Barter; Lucky (1/Day); Precise Attack +2; Influence; Skill Emphasis(Bluff), Bonus Feat(Infamy), Lucky 2/Day, Skill Emphasis(Diplomacy), Improved Initiative

Upper Tier (Average hero Level 10+)

Thon Larimhor: Zabrak Male, Scoundrel 11 Crime Lord 1: Init +6 (+2 Dex, +4 Improved Initiative); Def: 20 (+2 Dex, +8 Class); DR: 0, Speed: 10m; VP/WP: 62/10; Atk +9/+4 melee (1d3+1, unarmed) or +10/+5 ranged (3d6 or DC 15 stun, blaster pistol); SV Fort +5, Ref +9, Will +6; FP 4; DSP 4; Rep 13; Str 12, Dex 14, Con 10, Int 15, Wis 12, Cha 14. Challenge Code D

Equipment: High Quality Suit, Comlink Mastercraft, Datapad Mastercraft, Hold-Out Blaster (Waist), Hold-Out Blaster (Ankle)

Skills: Appraise +8, Bluff +17, Computer Use +8, Diplomacy +13, Forgery +8, Gamble +7, Gather Info +12, Intimidate +11, Knowledge(Cularin Law) +10, Listen +7, Move Silent +6, Pilot +8, Profession(Broker) +9, Search +10, Sense Motive +9, Sleight of Hand +10, Spot +7, Tumble +8

Feats: Weapon Proficiency(Simple Weapons & Blaster Pistols); Trustworthy; Illicit Barter; Lucky (1/Day); Precise Attack +2; Influence; Skill Emphasis(Bluff), Bonus Feat(Infamy), Lucky 2/Day, Skill Emphasis(Diplomacy), Improved Initiative, Infamy, Skill Emphasis(Intimidation)

GM Aid #3: Kalani.

Kalani is young, 21 years of age, slender and pretty. She has short jet-black hair which she keeps tight to her head. Kalani has been a regular attraction at the Cantina Oceana on Dorumaa for several years. Stylish, outgoing and friendly she makes a good living escorting lonely tourists who visit the Resort. She prefers off world, expensive fashions and is rarely seen wearing anything other than long flowing gowns, light airy wraps and sparkling jewelry. She always has a ready smile and her laugh is the sound fine china bells. But this is not who Kalani started out as.

Born on a desolate outer rim world her parents struggled to make ends meet. They worked a small mine shaft which never turned enough profit to cover operating expenses. As a child Kalani would use her charming smile to distract those around her, and her quick hands to secure food, credchips or anything else easily concealed in a small girl's hand. By the time Kalani had seen 10 seasons she had been arrested uncountable times for theft. Always getting into trouble, her parents lost all patience with her. Taking Kalani to the planets backwater Starport, they sold her to a passing Trader. Working as a slave was hard and Kalani kept waiting for the opportunity to escape.

When she was 15 years old the opportunity presented itself when the Trader landed on the resort moon of Dorumaa. The captain and most of the crew returned to the ship highly intoxicated and soon passed out in their cabins. Kalani slipped out the ship's hold and fled into the working quarters of Dorumaa City. It was there she ran into Thon Larimhor. He befriended her and for the first time in her life Kalani felt wanted and special. Thon arranged for her to work at the Cantina Oceana. Life was pleasant, for a time. Thon began asking Kalani to run errands for him, delivering messages and packages to dark and menacing folks. Thon then had her spend evenings with rich and important men from off world. When she refused Thon beat her and threatened to sell her back into slavery.

Thon continues to take care of her provided she does as he asked. She has become a trusted companion and in some respects manages various aspects of his underworld ventures.

Tactics: Kalani has gotten accustomed to gracefully dodging out of the reach of groping hands. When she is threatened beyond her ability to simply slip aside she runs toward the nearest of Thon's thugs. She carries a small hold-out blaster Thon gave her for a present but she is very unskilled in its operation. In a crisis she would mostly likely forget the small blaster was even available.

All Tiers

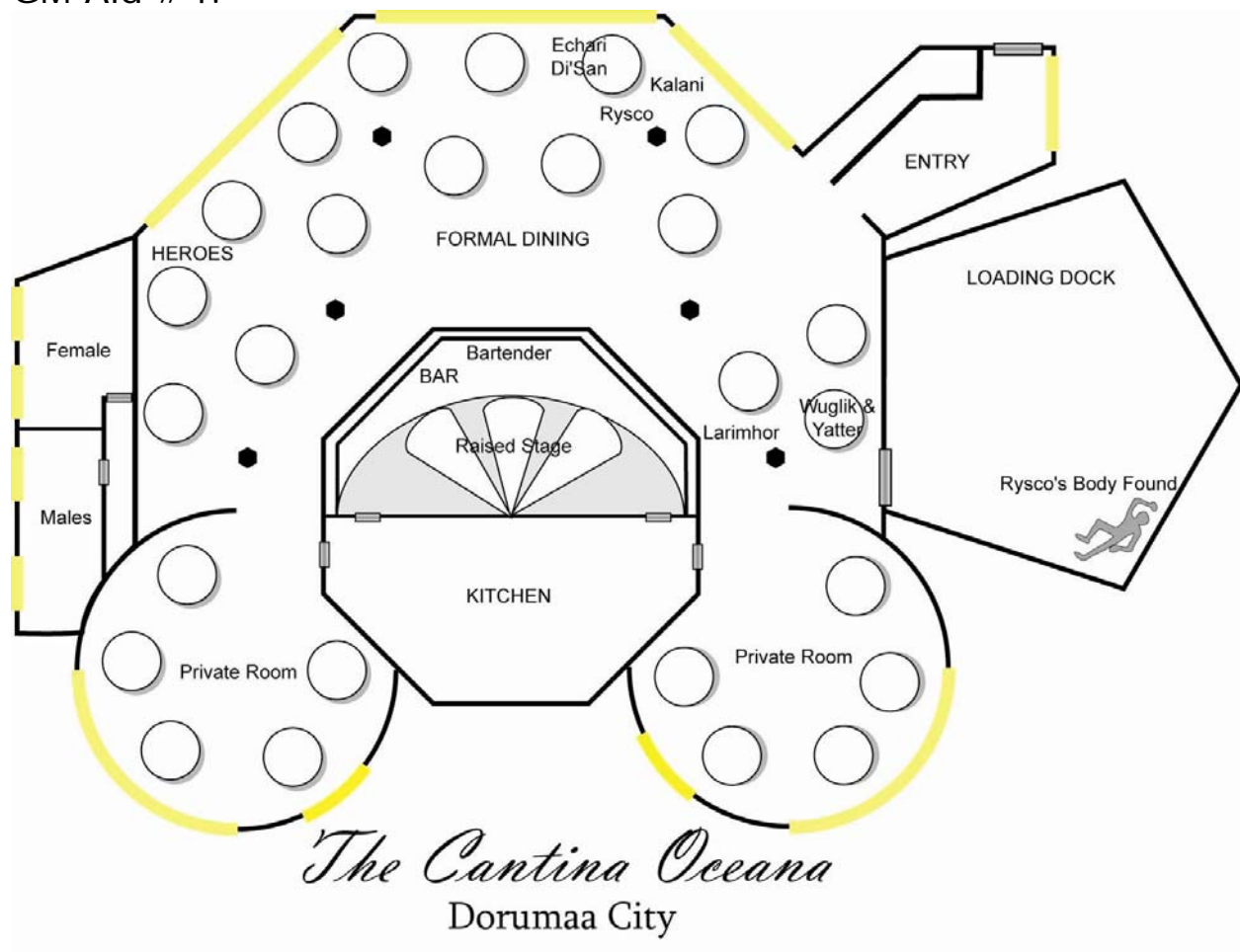
Kalani: Human Female Fringer 3: Init +6 (+2 Dex +4 Improved Initiative); Def: 16 (+2 Dex, +4 Class); DR: 0, Speed: 10m; VP/WP: 18/10; Atk +2 melee (1d3, unarmed) or +0 ranged (3d4 or DC 12 stun, Holdout Blaster); SV Fort +3, Ref +2, Will +1; FP 2; DSP 1; Rep +0; Str 10, Dex 14, Con 10, Int 10, Wis 12, Cha 16. Challenge Code A

Equipment: Hold-Out Blaster (Waist), High fashion clothing and wrap.

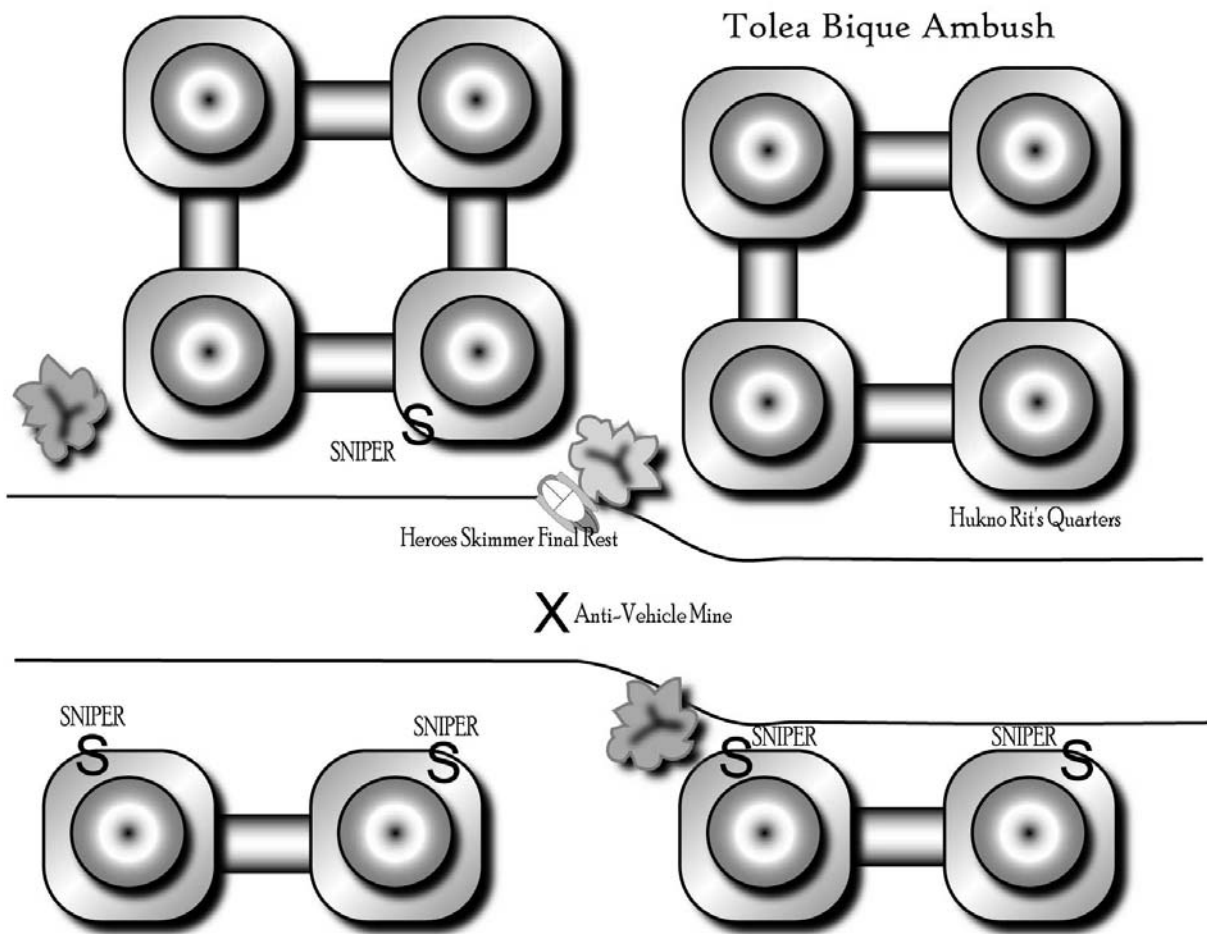
Skills: Climb +2, Gamble +6, Hide +6, Knowledge(Dorumaa Underground) +2, Listen +8, Pilot +1, Profession(Escort) +6, Search +1, Spot +8, Survive +7, Sleight of Hand +6

Feats: Weapon Proficiency(Primitive & Simple Weapons); Dodge, Improved Initiative, Bonus Class Skill(Sleight of Hand), Bonus Feat(Alertness), Barter, Jury-Rig +2, Mobility

GM Aid #4:



GM Aid #5:



GM Aid #6:

Gadrin Landing Bay #6

