

Halves

Episode II of the Blinking Eyes Trilogy A One-Round Living Force Adventure

by Lee Pickler

The political maneuverings between the cities of Gadrin and Hedrett have escalated. What is the connection between Gadrin's Governor Chistor and the Metatheran Cartel? What does Senior Counselor Impeveri have to do with it? An adventure for Living Force Heroes of levels 1 to 9. It is strongly recommended that this be played before "Holes" (Blinking Eyes III).

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

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

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use: *No-vote scoring*: The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

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

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

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

Character Earnings

At the beginning of the round, if the characters are employed, they receive their pay. No matter how much time has passed since the previous round, they receive pay for one week. Characters who are not employed but who have profession or craft skills may roll against those skills to see how much they have earned from their profession or craft in the last week. Use the method in the core rules (Craft: pg. 72 *Check result times 20 credits*; Profession: pg. 80 *Check result times 50 credits*). Note that characters may use only one of the above methods and must choose which before rolling (Employment, Craft or Profession).

Post-Scenario Paperwork

In addition to filling out a scoring packet, the Judge needs to do the following after a Living Force game:

1. Sign and date each player's log sheet. Players are responsible for keeping track of their own experience points and credits.
2. Sign and date any additional certificates. Be sure to put the character name in the space available.
3. Sign/date/notate any metagaming certificates that require your attention. These should be evident from the metagaming certificates.

Issuing Force and Dark Side Points

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

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

The core rules (pg 157) define "Dramatic Heroism" as follows:

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

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

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

To quote the Dark Side book... "Evil is not always easy to recognize. An innocent act may ultimately result in great suffering. An act of revenge may save the lives of millions of people. The pure at heart can lash out in anger. Evil may lurk beneath a mask of virtue. Whether an act is evil or not often boils down to a question of motivation, and motivation can be hard to identify.

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

General Notes to the GM

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

This is an adventure for low- to upper-level Living Force characters, and therefore heroes of levels 1 through 9 are appropriate. If a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions). This adventure is designed to be played by heroes of levels 1 to 9. Tier 1 includes heroes of 1st to 3rd level; Tier 2 is heroes of 4th to 6th level; and Tier 3 is heroes of 7th to 9th levels.

GM Overview

The political rivalry between Gadrin's Governor Barnab Chistor and Hedrett's Counselor Westa Impeveri has always been entertaining for the citizens of both towns. Their almost constant sniping at each

other has provided citizens of the two sister towns a nice diversion from the daily grind of life. Recently, however, things have begun to escalate. The attacks, while still subtle, have become more and more personal.

This could not be more correct. The "Syndicate" is run by two individuals: Cavin Chistor and Dext Molay. They desire to gather as much power and wealth around them as possible. The pair arranged for expertly forged documents to fall into Imperveri's hands -- documents that show a strong financial relationship between Barnab Chistor and the Metatheran Cartel. While these false documents will not stand up to a thorough investigation, they are good enough to cause Governor Chistor trouble.

Since Governor Chistor will be fending off allegations of corruption, Cavin will have no resistance to having certain beings loyal to him and Dext appointed to key positions at Gadrin's future starport. The pair plan to control a large percentage of trade entering and leaving Gadrin when the port is finished.

Unfortunately, Narl Gorjax, one of Barnab Chistor's top aides, discovered the nominees had somewhat shady backgrounds. He kept pressuring Cavin as to why he was nominating these beings. Dext paid a visit as for Narl, asking the aide to drop his investigation. Narl didn't. So Cavin and Dext planned to eliminate him.

However, neither Cavin nor Dext knew they were subtly being manipulated. Alina Impeveri, daughter of Hedrett senior counselor Westa Imperveri, became a part of their "game." She often disguised herself at night so she could go club hopping.

Her own contacts told her that the two men were putting together an efficient little organization. So Alina decided to get close to them.

Dext was the easiest target. Money and power is all he wanted. Portraying herself as a starry-eyed club-goer, Alina was quickly "overcome" by Dext.

Once she discovered their plans, Alina decided it was time for the two men to go. The organization had real potential, but nothing would develop under these two. So, she began to undo their scheme. As Cavin and Dext started making their moves, Alina decided to use a band of altruistic individuals to get rid of them.

ENCOUNTER ONE: THE STAR SHOCKED

The scene begins at the Star Shocked, a new glitz club in Gadrin. It is one of the newest hotspots in the city and is very popular. The heroes are there either enjoying the club as patrons or working there as employees. Barnab Chistor and a small entourage arrives and he steps onstage to play with the band. Upon finishing, Chistor is attacked as he leaves the

stage. The blaster bolt grazes him and kills his top aide, Narl Gorjax. The reaction by the other patrons is to either draw their blasters or scream. The heroes must attempt to defuse a very tense situation. Beings without blasters are at risk of being shot, as is Chistor. He and his entourage are pinned against the stage, unable to move. One bodyguard is tending to his wound, while the other two watch the crowd.

ENCOUNTER TWO: WHAT TO DO? WHERE TO GO?

The heroes are questioned by officers from the Office of Peace and Security. Depending on their class and/or profession, some of the heroes may be asked to help the OPS question the club's patrons or help treat the wounded. The heroes have the opportunity to gain vital pieces of information to help them discover why Barnab Chistor was attacked. A patron slips one of the heroes a set of datacards with images from the club's security cameras and a copy of the documents Impeveri has brought to light. Also, the heroes may discover the blaster discarded by the assassin.

Encounter Three: The Neon Bantha

A little legwork leads the heroes to a slicer and forger known as the Neon Bantha. The heroes must get past his protectors, a trio of Trandoshan butchers. Upon questioning, the heroes learn Bantha was hired to create a set of forged records linking Barnab and the Metatheran Cartel financially. These documents were to be good enough to pass a cursory examination but not a detailed one.

ENCOUNTER FOUR: THE HOLO MAN

The assassin Varin Teska, who shot Barnab Chistor and killed his assistant, is the object of the heroes search here. Depending on how well they inquire about Varin's whereabouts determines whether or not the killer is waiting for them when they arrive. After locating – and possibly fighting with – Varin, the heroes question him. They learn that Barnab Chistor was not the target, Narl Gorjax was. The hit was supposed to look like one on the governor, however.

ENCOUNTER FIVE: AN ITHORIAN, A WOOKIEE AND SOME GUNS

The heroes trace the hold-out blaster Varin used to Lowban Terlq, an Ithorian weapons merchant dealing only in pistols – hold-out blasters, blaster pistols, heavy blaster pistols and the occasional slugthrower. Lowban has some information about who purchased the blaster and its origins.

ENCOUNTER SIX: NARL'S APARTMENT

The heroes may decide to search Narl Gorjax's apartment. After thoroughly looking over the apartment, the heroes find several encrypted datacards hidden above the ceiling. Breaking the encryption, they find that Narl did not fully trust Cavin Chistor and suspected a connection between him and Dext Molay.

ENCOUNTER SEVEN: THUGS

A fluid encounter that can happen at any point. As the heroes are wandering the streets, they are approached by a group of thugs who strongly suggest they drop their investigation. They then begin to emphasize their request physically to make sure everyone understands. If questioned, the leader can only say that Impeveri hired them to make sure the heroes stopped nosing around.

ENCOUNTER EIGHT: SHOCKING RETURN

The heroes return to the Star Shocked to confront Dext Molay and Cavin Chistor. With the evidence presented, Cavin negotiates while Dext fights. The heroes find a datacard that reveals the pair, along with Westa Impeveri, conspiring with the Trade Federation.

Opening Crawl

The attention of Cularin has focused on the rising political tension between Governor Barnab Chistor of Gadrin and Counselor Westa Impeveri of Hedrett. As these two men have always sniped at each other, and though there is definitely no love lost between them, their discourses usually remain civil. Mostly.

The past few weeks have seen a sharp increase in the bitterness of the pair towards each other. The tone of their verbal sparring has formed an edge as each seeks to deeply wound the other.

The stakes have been greatly raised today. In a very public news conference, Westa Impeveri has announced he has irrefutable proof that Barnab Chistor belongs to the Metatheran Cartel. The senior counselor has made public a small portion of the information. A small portion, but enough to anger many citizens on both sides of the river.

And so Governor Chistor has begun a series of whirlwind appearances throughout Gadrin to denounce Impeveri and claim his innocence.

And in the shadows, the actions of both men are watched. And plans are made ...

Encounter One: the Star Shocked

The scene opens at the *Star Shocked*, a new glitz club in Gadrin. Following Westa Impeveri's announcement earlier today, Barnab Chistor has decided – at the suggestion of his public relations team – to travel around Gadrin and restore his constituents' faith in him.

Arriving at the club, Chistor made the rounds, shook hands, posed for holopics and so forth. Then he jumped onstage with the band – Jedi Mind Trick – and sang a couple of their more recent hits. Upon finishing, he waved to the cheering patrons and stepped offstage back onto the dance floor. At this point, some one in the crowd shouted “*Stinkin’ Cartel lover. I always knew you were in wit’ those cheats!*” From another direction, a single blaster bolt took Chistor and his group by surprise. The bolt singed Chistor in the side, passing between his torso and left arm. It then struck Narl Gorjax, his senior and most trusted aide, in the chest. Barnab fell in pain. Gorjax fell dead. And Chistor's three bodyguards drew their blasters.

The patrons of the club began to panic. Some screamed, some stood there too shocked to do anything. However, a number of them decided their lives may also be in danger and unholstered their own blasters.

In the ensuing confusion, Chistor's would-be assassin dropped his weapon, a hold-out blaster, and calmly made his way out of the club.

The adventure begins after the above has happened. The heroes are in the club. The panic seems to mostly have affected only the first floor. The second floor patrons are mainly watching the events with morbid fascination, though many of them also have their weapons in hand.

The atmosphere is very tense. The night's events have set the club-goers on edge and many with blasters have itchy trigger fingers. One wrong turn, and blaster bolts are going to fly for sure.

Details of “the Star Shocked”: The heroes are at the Star Shocked, a fairly new glitz club in Gadrin. Sporting a Core-world's look, this two-story structure has a bar, tables, booths, a stage and large dance floor on the ground level. The second floor is a large balcony, overlooking the dance area below. More tables, booths and a bar are up here, as well as a number of gambling tables. A number of different games of skill are present. There is also an area set aside for betting on various events. Today's events are swoop racing on Corellia and Podracing in the Outer Rim cloud city of Ord Ibana.

Neon tubing is everywhere in the club. Multi-faceted globes bob up and down on unseen repulsors,

reflecting a myriad of light all over the dance area. Eight lone female dancers float on repulsor discs three meters above the crowd on the dance floor. Their discs are also rimmed with neon tubing and holoprojectors surround the dancers with various effects: bursting stars, comets, streams of fire, swirling glitter, etc. Set a meter above the dance floor, the stage is bathed in a rainbow of light.

Prior to reading the text below, check the player's hero sheet for the following skills: Profession (dancer) and/or Entertain (dancing), Profession (singer) and/or Entertain (singing), and Profession (musician) and/or Entertain (various musical instrument). A score of 10+ (total, not just ranks) qualifies the hero to be paid help for the club. Normal hero wealth rules apply. The hero just gets to generate this portion of their income at the club and get the public visibility. Dancers are on the discs, singers are either back-up vocals (skill of 10-15) or lead vocals (16+), and musicians are obviously in the band. Other skills that could be used in the club as temporary employment: Profession (gambler) to work the tables, Profession (waiter/waitress/etc.), Profession (bartender) and Profession (cook). Make note of which heroes are working at the club and where they are located.

If there are no hero entertainers, then the dance discs are filled (five humans, two Twi'leks, and a Cerean), and the current band is Jedi Mind Trick.

“Blaster” someone screamed. The cheering and applause ceased. Then another scream – of terror. Weapons came out of holsters. Then more screams.

The situation on the dance floor is rapidly deteriorating. Governor Chistor's entourage is pinned against the stage. Two of his bodyguards are watching the blaster-toting patrons of the Star Shocked nervously, fingers resting on their weapons' triggers. The third is bent over someone – maybe the unseen Governor.

Yep. Looking around, it's like being a reactor core and seeing the proton torpedo coming straight for you.

Things are definitely bad. Chistor's bodyguards are trying to maintain their composure, but in a room full of potential assassins, they appear to be eyeing everyone as the enemy. Patrons who only own blasters because of the “cool” factor now have them out and pointed at others. The environment is ideal for old scores to “accidentally” be settled. To do so, however, would create a bloodbath. It is obvious that any sudden occurrences (glass dropping, an ill-timed sneeze, the arrival of the Office of Peace and Security (OPS), etc.) could, and would, begin some very dire events.

Of the 500 or so patrons, about 150 are armed. Weapons range from hold-out blasters to blaster pistols to a couple of heavy blasters. Regardless of the wielder's skill, that many weapons going off at close range would have devastating effects.

There are several ways for the heroes to handle this situation:

- Ignore it and hope they live (not very heroic, but it is a choice).
- Try to defuse the situation through talk (either Bluff, Diplomacy, Intimidation, etc.).
- A show or threat of force (Bluff, Intimidation, Force Push, Move Object, etc.).
- Using the skills Affect Mind, Empathy and Friendship would be mostly ineffective as they target only one being at the time (but the heroes are free to try if they wish!).

The players should, first and foremost, roleplay this out. This is an opportunity for the heroes to shine, to stand up and show they are heroes. Give them the chance to convince the patrons not to begin the mother of all lightfights. Keep it exciting. Let the heroes see a nerve-shattering event about to happen (the server stumbling out of the kitchen with a crash, the OPS officers about to burst in through the front door) and then work to keep the situation calm.

The DC for a Diplomacy check is 25 (20 at first tier) to change the crowd's attitude. If successful, the patrons with weapons will relax visibly. Most of them will not holster their blasters – but they are not on the verge of unleashing a barrage of bolts on everyone else.

If one or more heroes attempt to Bluff the crowd, the patrons get a +5 to their Sense Motive checks. Asking someone to put away their weapon when everybody around you has a finger on their trigger is definitely risky. No one wants to be the first to lower their weapon.

Intimidating the crowd requires a successful DC 18 check. It's a lot of beings and the hero really has to be menacing to intimidate that many.

If the hero decides to use Move Object and disarm the patrons, the base DC is 10 plus 2 for each additional weapon. The patrons get a Reflex save to avoid being disarmed.

Gadrin Commoner: Various species (mostly Human); Init +0; Defense 10; Spd 10m; VP/WP -/10; Atk +0 melee (1d3, punch), +0 ranged (3d4, hold-out blaster), +0 ranged (3d6, blaster pistol), +0 ranged (3d8, heavy blaster pistol); SV Fort +0, Ref +0, Will +0; SZ M; FP 0; Rep 0; Str 10, Dex 11, Con 10, Int 11, Wis 10, Cha 11.

Equipment: Clothes, blaster of some sort (hold-out blaster, blaster pistol or heavy blaster pistol).

Skills: Craft (varies) or Profession (varies) +4, Knowledge (varies) +4.

Feats: (if human) Skill Emphasis (Craft, Knowledge or Profession).

If a hero, or heroes, wish to get to Governor Chistor, then several methods may be used.

- If the hero was a band member, they are very close and can just jump off the stage and land beside him.
- A dancer hero was floating nearby on her repulsor disc, and can also leap down next to the governor. Of course, the hero will have to do a little fast talking to Chistor's bodyguards. The trio doesn't take kindly to beings dropping in uninvited.

Barnab Chistor's Bodyguards (3): Male Human Soldier 2/Scoundrel 1; Init +7 (+3 Dex, +4 Improved Initiative); Defense 17; Spd 10m; VP/WP 28/17; Atk +3 melee (2d4+1, vibrodagger), +5 ranged (3d6, blaster pistol); SQ Illicit barter; SV Fort +5, Ref +5, Will +0; SZ M; FP 0; Rep 1; Str 12, Dex 16, Con 14, Int 9, Wis 10, Cha 12.

Equipment: Clothes, blaster pistol, vibrodagger, comlink, medpac.

Skills: Intimidate +6, Knowledge (Streetwise – Cularin) +3, Listen +7, Pilot +6, Spot +7, Treat Injury +2.

Feats: Alertness, Armor Proficiency (light, medium), Improved Initiative, Quick Draw, Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Once the heroes have gotten to Chistor, they can see a quickly applied med patch on the left side of his chest. Chistor is sitting up against the stage, a look of pain on his face. One of the bodyguards is examining another male Human – an aide by the looks of him – who does not seem to be moving. A successful DC 15 Search check reveals a blaster wound in the middle of his chest (The man is wearing a dark shirt, so the wound is not readily apparent). The bodyguards have already called for help. They are sitting tight until the OPS arrives.

Chistor's bodyguards are glad to have any help they can. They can tell the hero(s) that his aid, Narl Gorjax, is dead. The governor appears to just have been grazed by the shot. If asked, Governor Chistor will say he is fine. Chistor is more concerned about the current situation in the club than himself.

If the heroes are unable to calm the patrons, Chistor will ask one of the heroes to help him stand. He then addresses the crowd using a dropped microphone from the stage. After a minute or so (just before the

OPS arrives), Governor Chistor gets the patrons to lower their weapons.

Encounter Two: What to do? Where to go?

It takes about two minutes for the OPS to arrive on scene. They are in full gear and have blaster pistols in hand. While they will not just storm in, the officers' main objective is to get to Governor Chistor and secure the club.

If the situation is not resolved – or at least beginning resolution – then the OPS officers will take appropriate steps. Their weapons are set on stun.

OPS Officer: Various species (mostly Human) Thug 4; Init +1 (+1 Dex); Defense 15 (+1 Dex, +4 armor); Spd 10m; VP/WP -/14; Atk +6 melee (1d6/DC 12, stun baton), +5 ranged (3d6, blaster pistol); SV Fort +6, Ref +2, Will +1; SZ M; FP 0; Rep 1; Str 14, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

Equipment: Comlink, blaster pistol, stun baton, four energy cells, blast helmet and vest.

Skills: Intimidate +4, Knowledge (streetwise) +6, Spot +2, Search +3.

Feats: Armor Proficiency (light), Weapon Group Proficiencies (blaster pistols, blaster rifles, simple weapons). Human officers also have the Alertness feat.

The OPS will secure the site upon arrival and promptly escort Chistor from the scene. Governor Chistor thanks any hero who aided in resolving the situation without violence. The ranking OPS officer, Lieutenant Veln Fessor, will request the heroes come with him for questioning. He will lead them away from everyone else.

Fessor expresses his gratitude to the heroes who worked to resolve the situation and who tried to help Chistor. However he must ask them what happened:

- What is your name? Occupation?
- Resident of Gadrin? Hedrett? If no to both, then reason for being in Gadrin?
- Did you see the assassin?
- What did you see?
- What did you hear?

After the questioning, Fessor asks any heroes who are Jedi, employees of a security firm (certed), or active duty military or law enforcement to help with questioning other witnesses. Heroes who have medical skills are requested to help triage the wounded. Minor injuries are to be treated on the spot; major injuries stabilized and sent to a local med facility. Heroes that

fall outside of these areas are held with other club patrons near the ground level bar until everyone has been questioned. While there, those heroes can strike up conversations with the club goers and find out what those beings know.

For those heroes helping the OPS question club patrons, Fessor provides each of them with a blank datapad for their datapad – and can provide a datapad on loan if they do not have one. The lieutenant requests each hero ask the same questions he used and record everything on the datapads. He then assigns them a small group of patrons (10 or so) to question and leaves them to the job.

Heroes skilled in treating wounds are brought to a section of the club where injured patrons await evaluation and treatment. Heroes with a Treat Injury skill totaling 6+ are given a med kit (same as medpac, only it has 6 uses) and two or three patients to triage and treat. Heroes with Treat Injury less than 6 are to aid someone more skilled. Heroes with the Profession (Doctor) skill are allowed to evaluate the more serious injuries (fractures, concussions, etc.) and dictate who gets sent to the hospital in what order. There are no doctors on the scene, so the medics will listen to whatever a hero doctor tells them to do. Also, a hero who possesses the Heal Another skill is put to work as above, though no med kit is provided and they would not assist anyone. Patrons being treated do not talk about the earlier event too much – they are much to concerned with their own injuries.

Heroes that are moved over to the “holding area” by the bar are free to associate with anyone else there. Currently, about 80 other patrons are waiting here. Many are still shocked at the earlier events and wanting to leave. The bar is serving drinks for those that wish – which many do. The heroes are free to strike up conversations with anyone here. Any hero who helped end the standoff finds patrons willing to talk to them. The club goers are grateful for the heroes actions and will talk freely about what they saw and heard.

Regardless of whether the hero is helping the OPS question beings or hanging out by the bar, most of the information they get is not very helpful. Most of the patrons did not see or hear anything until someone in the crowd screamed “Blaster!” and everyone else either drew their weapon or shrieked in terror (Everyone heard the shout). On a Gather Information roll of 19+, a hero has found someone who saw a flash of red light and a dark-haired human who had something in his hand.

After a few minutes, a male Twi'lek walks up to one of the heroes by the bar. If the hero is engaged in conversation with someone else, the Twi'lek politely

apologizes for the interruption. He hands the hero a small black case, saying he noticed the hero dropped it earlier. A successful DC 10 Sense Motive check shows the Twi'lek is telling the truth. There is no odd body language or twitching of his lekku. If asked where he found the case, the Twi'lek points to an area near the end of the bar and close to the club's entrance. Should all the heroes be questioning patrons or treating their wounds, the Twi'lek will walk up to one of the questioners – preferably a Jedi.

The case is small, rectangular and made of black plastic. It contains two gold datacards. Neither card is labeled and will fit any datapad.

The first card contains images obviously recorded from the club's security cameras. They focus on the governor and his group. Just as Governor Chistor leaves the stage, everyone else in the image look over to their left. His aide, Narl, steps up to him, then both give looks of extreme pain and drop to the ground. Chistor's bodyguards draw their weapons. With a successful DC 20 Search check, the heroes notice a dark-haired human standing about two meters away from the governor. He seems to be watching him and melts into the crowd after Chistor and Narl are shot. The image is not very good and would require a more powerful computer to sharpen up the man's features.

The second card contains five files. Three of them seem to be financial records. The other two are travel records. They all seem to firm-up the relationship between Barnab Chistor and the Metatheran Cartel. Financial records reveal payoffs to Barnab from the Cartel using banks located out of the system. They are smoothly routed a number of accounts before being deposited into Barnab's hands. It looks very damaging, indeed. However, a successful DC 25 Forgery check shows something is not right with these records (The hero(s) should only make one roll for all files. But if lady luck is going against them, allow up to a total of five rolls to catch that these files are forged.).

NOTE: Should the heroes group not have anyone who is skilled with computers or forged documents, let them ask around (as detailed in Encounter 3: The Neon Bantha) to find out someone who is good at such work. Successful rolls will point them to a slicer known as the Neon Bantha.

While the heroes are involved in the above activities, have them roll a DC 20 Spot check. Success indicates that they see a small, shiny black object half-hidden by one of the steps coming up off the dance-floor. Closer examination of the object reveals it to be a hold-out blaster. There is nothing unusual about the appearance of the weapon. The power cell is almost full and the manufacturer and serial numbers have been burned off.

A successful DC 15 Knowledge (Weapons) or Craft (Weapons) check allows the hero to recognize the blaster as Czerka Arms T-3 – a somewhat popular model with the shadier portions of society. A quick examination (Search check, DC 15) reveals no apparent “finger” prints on the weapon. It does appear to be clean.

The heroes can decide to take one of several paths here. However, the heroic thing for them to do is band together and look into this matter. While no one has paid them to do this, the prestige of solving the case should be enough to melt even the most credit-loving scoundrel's heart. If all else fails, remind them this is a heroic campaign.

Okay, so now the heroes have decided to look into these matters (or are on their way home). If they decide to find out more about the datacards – and their creator, go to Encounter Three. If the heroes have decided to trace the blaster, go to Encounter Five.

Encounter Three: Neon Bantha

The heroes can wind up looking for Neon Bantha for a couple of reasons. They need someone to help them analyze the datacards they “found” in the *Star Shocked*. The heroes may have discovered that the datacard detailing Chistor's collusion with the Metatheran Cartel is a forgery and they have checked around to see who would be most capable of a job such as this.

If the heroes are inquiring about some one capable of examining the datacards they “found” at the *Star Shocked*, then have them roll a Gather Information check and consult the chart below:

Roll	Information Received
0-5	"What? Go bother somebody else."
6-10	"Let's see. Hmm. Oh yeah. There's a slicer known as the Neon ... something. Real good at that stuff."
11-15	"The Neon Bantha. That's who you want. Best talent on this planet – maybe even the system. Got a real touch with computers."
16-20	"He has a place above the <i>Fresh Kill</i> – a butcher shop run by a bunch of Trandoshans. Real easy to find. Just follow the stench."
21-25	"To get to see him, you must give the proper code phrase to the Trandoshans. It's <i>Baash koy unda tra bantha jouwa</i> ." (Dosh for "I desire three day old bantha meat.")
26+	"He also creates forgeries. Some of the best docs I've seen have come from him. Better than any original."

If the heroes have discovered that the files condemning Barnab Chistor are fakes, they may want to check around and find out who is capable of that type of work. Have the hero(s) roll a Gather Information check and consult the chart below:

Roll	Information Received
0-5	"What? Go bother somebody else."
6-10	"Sounds like something a slicer would do. I'd check on that if I were you."
11-15	"Only a couple of slicers planetside that could pull that off. Odds are it's a fella called the Neon Bantha. He's the only freelancer at the moment."
16-20	"Forgeries are his specialty. Fakes are to him what stench is to a Hutt. He's got a pad above a place called the <i>Fresh Kill</i> . A butcher shop run by a bunch of Trandoshans."
21-25	"To get in to see him, tell the butchers <i>Baash koy unda tra bantha jouwa</i> ." (Dosh for "I desire three day old bantha meat.")

The *Fresh Kill* is located in an area where many of the businesses around it have closed. The neighborhood is not the best – but it is not a danger zone, either. The heroes can smell the shop before they see it. The owners, a trio of Trandoshan brothers, keep the front doors open so everyone knows they are open for business. The building itself is three stories high. No fire escape or other external device is mounted on the buildings exterior. The only windows are on the front of the first floor. The second and third floors have three

windows on each side. An alley, just over a meter in width, runs around the building. The structures next to the butcher shop are the same height.

As the heroes are approaching the shop, a small, grey-skinned being (a Sullustan) runs screaming from the shop. It takes off in the opposite direction the heroes are coming from.

Fresh cut meat of some variety hangs on a hook in the front display window. The stench coming through the open doors is overwhelming. Blood, dried and fresh, covers the floor inside, making it impossible to know what the original floor looked like. A display case runs along the left and right wall, each filled with various cuts of different meats. A large Trandoshan stands behind the case to the left, dressed in a blood-stained apron. Two more Trandoshans stand behind the right case, growling harshly at each other in Dosh and shoving at each other. An open doorway is in the wall directly across from the entrance.

Any heroes who speak Dosh know that the two Trandoshans arguing about who left the door open and let the little one escape. Sure he wasn't big, but the buyer wanted quality over quantity. The pair are almost at the point of fighting when the heroes walk in. The Trandoshan behind the left display brandishes a vibro-cleaver and shouts for the others to shut up. Turning to face the heroes, he growls, "*What you want?*" in Basic.

Now, these are not the nicest Trandoshans in the Galaxy. Their business not only supplies beast meat, but certain other delicacies as well. Some of the meats in the displays are definitely not what the signs say they are. The trio makes a nice little side income by disposing of bodies. They usually don't charge much and provide quick and quiet service.

They can easily deal with most any species other than Wookiees. They hate Wookiees. Live ones, anyway. If there are one or more Wookiees in the party, then the heroes are going to have a very difficult time dealing with the Trandoshans in a civil manner. The sight of Wookiees, having had their base emotions stirred during the argument, and all that blood around, sends them into a frenzy.

If the party contains one or more Wookiees and no Trandoshans, then nothing short of outright threats (Bluff or Intimidate) will keep the Trandoshans from attacking Wookiee heroes. Note that if a Bluffing hero takes too long, the Trandoshans will attack him plus the Wookiees. Shooting any of the Trandoshans will cause that one to stop attacking.

If the party contains a Wookiee and Trandoshan, the brothers will – in Dosh – question the hero Trandoshan on his relationship with the Wookiee. Nothing less than the Wookiee's complete servitude will satisfy the butchers. Should the hero answer less than that, or imply he and the Wookiee are comrades,

the Trandoshans will attack. They can be stopped as above.

If there is a Sullustan in the party, then the Trandoshans will size him up and ask a Trandoshan, Twi'lek or Human hero how much they would sell the little grey-mouse for. They are willing to pay up to 500 credits, as there is a good market in some quarters for Sullustan meat.

Regardless of the heroes' species, one of the Trandoshans alerts the Neon Bantha when the heroes enter the shop. An observant hero (DC 20 Spot check) notices the Trandoshan behind the left counter do something. A buzzer to get the slicer's attention is located here. Once pressed, the Neon Bantha will eavesdrop on the conversation via hidden camera and microphone (DC 30 Search check to spot behind an air grate).

Tier 1:

Gordok, Klallor, Vressag: Male Trandoshan Thug 2; IM +0; Def 11 (+1 natural); Spd 10m; VP/WP -/14; Atk +2 ranged, +6 melee (2d6+4, vibro-cleaver); SQ Darkvision (20m); SV Fort +5, Ref +0, Will -1; SZ M; DSP 1; Rep 0; Str 18, Dex 10, Con 14, Int 10, Wis 8, Cha 13.

Equipment: Blood-stain jumpsuit, vibro-cleaver (variant of vibroblade).

Skills: Intimidate +3, Knowledge (streetwise – Cularin) +3, Profession (butcher) +4, Read/write Dosh, Speak Basic, Speak Dosh.

Feats: Weapon Proficiency Group (blaster pistols, simple weapons, vibro weapons).

Tier 2:

Gordok, Klallor, Vressag: Male Trandoshan Thug 5; IM +0; Def 12 (+1 class, +1 natural); Spd 10m; VP/WP -/14; Atk +5 ranged, +9 melee (2d6+4, vibro-cleaver); SQ Darkvision (20m); SV Fort +6, Ref +1, Will +0; SZ M; DSP 1; Rep 1; Str 19, Dex 10, Con 14, Int 10, Wis 8, Cha 13.

Equipment: Blood-stain jumpsuit, vibro-cleaver (variant of vibroblade).

Skills: Intimidate +5, Knowledge (streetwise – Cularin) +4, Profession (butcher) +6, Read/write Dosh, Speak Basic, Speak Dosh.

Feats: Power Attack, Weapon Proficiency Group (blaster pistols, simple weapons, vibro weapons).

Tier 3:

Gordok, Klallor, Vressag: Male Trandoshan Thug 7; IM +0; Def 13 (+2 class, +1 natural); Spd 10m; VP/WP -/14; Atk +7/+2 ranged, +11/+6 melee (2d6+4, vibro-cleaver); SQ Darkvision (20m); SV Fort +7, Ref +2,

Will +1; SZ M; DSP 1; Rep 1; Str 19, Dex 10, Con 14, Int 10, Wis 8, Cha 13.

Equipment: Blood-stain jumpsuit, vibro-cleaver (variant of vibroblade).

Skills: Intimidate +6, Knowledge (streetwise – Cularin) +6, Profession (butcher) +7, Read/write Dosh, Speak Basic, Speak Dosh.

Feats: Infamy, Power Attack, Weapon Proficiency Group (blaster pistols, simple weapons, vibro weapons).

If there are no Wookiees, and they acquired the passcode, then the heroes may place their request with the butchers. Unfortunately, the heroes must actually sample the product (three day old Bantha meat) before they can be passed through. Two of the Trandoshans lead the heroes through the door opposite the entrance. This room contains a large freezer, cutting table and implements, and twelve two-meter long bags hanging from a rod. Concealed behind the bags is small corridor with a door in the right wall (rear entrance) and a staircase leading up.

(Note: The heroes may not desire to approach the building, and the Neon Bantha, through the front door. Ascension guns are of great value here. There is no access into the building from the roof. Unless the heroes enter through the front or back door, they must use the windows.)

Neon Bantha lives on the rear, left corner of the second floor. Unless the heroes are escorted by the Trandoshan butchers, they have no way of knowing this and must search to find him.

If the heroes are being escorted by one of the Trandoshans, he leads them up the stairs to the second floor. There, he points to a door several meters away and pushes his way back down the stairs. There are a total of four doors on this floor. Neon Bantha's is on the far left. The two on the right are crude living quarters (the Trandoshans are not neat). The close left door opens into an unoccupied room.

The door to Neon Bantha's place is locked. A speaker is located next to the door. Pressing on the speaker's call button, they can hear a subdued buzz somewhere inside the apartment. "*Haku?*" is the response ("*What?*" in Huttese). There is no trick here. The heroes must simply state why they are here to see Neon Bantha. If the heroes attempt to Bluff him unsuccessfully, Neon Bantha calls for the Trandoshans while he attempts to get away through a window. The Trandoshans come pounding back up the steps and attack the heroes. Should a hero attempt to locate Bantha using See Force, they can determine that someone is in the apartment, close to the outer wall.

Should the heroes decide to take a more direct route, the door has a hardness of 5, 5 wound points and a break DC of 15. Also, a successful DC 20 Disable Device check will open the mechanical lock on the door.

His living quarters are messy, to say the least. Bits and pieces of clothes, wrappers, flimsy and food lay all about. The entry door opens into a small hallway (1m by 1m), and into a larger room. Here, Neon Bantha has his equipment set up. While there is chaos all around, no trash or mess is on his electronics. Sitting in front of a heavily modified computer is Neon Bantha, a Cerean male about 1.5 meters in height, with a slight build. His skin is pale from lack of sunlight and seems to have a faint blue pallor due to a nearby monitor.

Neon Bantha (Coril Zimko): Male Cerean Scoundrel 10; IM +5 (+1 Dex, +4 Improved Initiative); Def 20 (+1 Dex, +9 class); Spd 6m; VP/WP 42/10; Atk +8/+3 ranged (3d4, hold-out blaster), +6/+1 melee (1d3-1, unarmed); SQ Illicit barter, Better lucky than good, Skill Emphasis (Forgery), Sneak Attack +2d6, Skill Emphasis (Repair); SV Fort +3, Ref +9, Will +5; SZ M; FP 1 (+2d6); Rep 8; Str 8, Dex 12, Con 10, Int 19, Wis 14, Cha 14.

Equipment: Nondescript clothes, hold-out blaster, modified datapad, 50 credits.

Skills: Appraise +13, Bluff +10, Computer Use +22, Craft (Computers) +16, Disable Device +14, Diplomacy +7, Escape Artist +8, Forgery +20, Gather Information +7, Knowledge (Computer Systems) +13, Knowledge (Streetwise – Cularin) +9, Listen +9, Profession (Slicer) +15, Read/Write Binary, Read/Write Cerean, Repair +22, Search +11, Sleight of Hand +6, Speak Basic, Speak Cerean, Speak Huttese, Speak Ryl, Speak Sullustan, Speak Tarasin.

Feats: Fame, Gearhead, Improved Initiative, Skill Emphasis (Computer Use), Weapon Proficiency Group (blaster pistols, simple weapons).

If the heroes followed all the proper procedures for getting to him, Neon Bantha will be very cordial – but businesslike – to them. (He does appear a bit nervous if any Jedi are present.). However, if they attacked the Trandoshans, the slicer gets scared and will open fire whenever the heroes enter his apartment. Neon Bantha sustained an injury to his left leg several years before and it was not allowed to heal properly, so Bantha cannot move very quickly due to the pain. For that reason, he will make his “final stand” behind the cover of his precious computer equipment. Neon Bantha will surrender if he is wounded, disarmed, grappled, etc.

Neon Bantha is willing to help the heroes ... for a price. If the heroes have not identified the files, he can do so for 250 credits. However, he flinches slightly when he checks the card with his own creation on it. A successful Spot or Sense Motive check (opposed by Neon Bantha’s Bluff skill) allows the hero to notice a slight change in the slicers demeanor. A flinch; sweat forming on his brow; a little tremble in his voice; slightly shaking hands. With a little pressure, Neon Bantha will admit the files are of his creation.

If the heroes have already discovered that Neon Bantha is the likely source for the fake files, they can confront/question him. He will plead innocence at first, but break down as the interrogation progresses.

Neon Bantha knows the following:

- *Why did you create these files?* I was hired by a guy to make them.
- *Who hired you?* He gave me his name as Dasc. Probably not his real name though. His money was good enough. That’s all I care about.
- *What did he look like?* Human. Male. Not too tall. Not too short. Sandy hair. Brown eyes. He seemed very comfortable, like he was used to making deals like this. Nice clothes. Some sort of hide long coat. Looked like he had a big, silver blaster under that coat.
- *Why did he want them?* I think that’s fairly obvious. But he only wanted them to look authentic on a regular check. If the examination got too detailed, he wanted them to be found as fakes.

If the heroes ask him about the second datapad, Bantha says he can definitely clean up the image. For a mere 200 credits. Hey, business is business. And getting on the bad side of a slicer can be bad for your health.

Neon Bantha slides the card into his computer and begins to work on the image. Several filters later, he has a fairly sharp picture. In the center is a Human male with dark hair and dressed in dark clothing. He seems to be viewing the Governor as a wampa looks at its next meal. He saves this image on the card and gives it back to the heroes.

There is nothing else Neon Bantha can do for the heroes.

Encounter Four: The Holo Man

The heroes can locate Varin Teska (the man from the holo vid) using a couple different methods. They can use the time-honored method of hitting the streets and

asking questions, or they may also try to locate him through computer checks (either themselves or, possibly, the Neon Bantha).

Varin did not return to his original hotel after the hit on Narl. He went to his back-up location to await the transfer of the final portion of his payment. Along the way, Varin stopped at a public computer terminal and check for confirmation. The money was there, as was an additional amount and a request to stay another couple days. There may be more work for him. Collecting his belongings from the back-up site, Varin checked in to yet another hotel and settled in.

While he is not native to the system, Varin did buy a few ears on the street to listen out for any inquiries about his name or someone of his appearance.

Currently, Varin is holed up in the *Solar Wind*, a small hotel close to the riverfront. Berating himself for staying on Cularin after the hit, he is anxiously awaiting word from Dexx Molay about additional work. Varin keeps track of current events with the local holo news and through the public net. While not panicking, Varin is definitely ready to leave. Varin does not know that the message requesting he stay longer was not sent by Dexx. It was sent by Alina.

The heroes find out the following using Gather Information:

Roll	Information
10-15	Heroes locate his old hotel, the <i>Big Sleep</i> . There was someone checked in the hotel that matched that description by the name of Danic Tinn, which is an alias of course. A small bribe (20-30 credits) gives the heroes access to his old room, which reveals nothing. Varin has left nothing behind. However, the hotel clerk has been paid by Varin to let him know if anyone comes around asking about him. Once the heroes are out of earshot, he calls Varin via comlink to let him know. Varin begins preparing for visitors.
16-20	Heroes get the name of his old hotel, but learn someone matching his description has been seen over at the <i>Solar Wind</i> . Due to his contacts, Varin learns someone is asking about him and gets ready for company.
21+	As above, but Varin is not alerted to the heroes and is not waiting for them when they arrive.

The *Solar Wind* is an older building located two blocks from the riverfront. It has two floors and is made of synthcrete. The current owners are not too worried about cleanliness. The exterior of the building hasn't

been cleaned in years and the lobby isn't much better. A bribe and a successful Diplomacy or Bluff check will get a room number for the person matching Varin's description. Intimidation may also work, but the heroes run a risk of Varin being alerted by the desk staff.

Varin's second floor room is on the right at the end of the hallway. If he has been alerted that someone is asking about him, he "confiscates" the room directly across from his. Varin then waits for company to arrive. His primary goal is to disable the heroes. He wants to find out who sent them and why, and how they found him. Varin has a feeling that his employer (Dexx) may be trying to get rid of him, but he wants to find out for sure. When the heroes enter his room, Varin calmly edges the door open and tosses a stun grenade into their midst. After that he uses his blaster, which is set on stun.

Tier 1:

Varin Teska: Male Human Soldier 2/Scoundrel 2; IM +7 (+3 Dex, +4 Improved Initiative); Def 18 (+3 Dex, +5 class); Spd 10m; VP/WP 34/14; Atk +7 ranged (3d6, blaster pistol), +6 ranged (3d4, hold-out blaster), +6 ranged (1d6/1d4, DC15/12, stun grenade), +5 melee (1d3+2, unarmed); SQ Illicit barter, Better lucky than good; SV Fort +5, Ref +6, Will +0; SZ M; FP 1 (+1d6); DSP 1; Rep 1; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Equipment: Nondescript clothes, blaster pistol, hold-out blaster, stun grenade, 50 credits.

Skills: Bluff +2, Computer Use +3, Hide +7, Intimidate +4, Listen +3, Knowledge (Streetwise – Nar Shadda) +6, Knowledge (Streetwise – Tatooine) +6, Profession (Assassin) +5, Read/Write Basic, Repair +5, Speak Basic, Speak Huttese, Spot +5, Treat Injury +5, Tumble +6.

Feats: Armor Proficiency (light, medium), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (blaster pistol), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tier 2:

Varin Teska: Male Human Soldier 4/Scoundrel 3; IM +7 (+3 Dex, +4 Improved Initiative); Def 19 (+3 Dex, +6 class); Spd 10m; VP/WP 60/14; Atk +10/+5 ranged (3d6, blaster pistol), +9/+4 ranged (3d4, hold-out blaster), +9/+4 ranged (1d6/1d4, DC15/12, stun grenade), +8/+3 melee (1d3+2, unarmed); SQ Illicit barter, Better lucky than good; SV Fort +7, Ref +7, Will +2; SZ M; FP 2 (+2d6); DSP 1; Rep 2; Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Equipment: Nondescript clothes, blaster pistol, hold-out blaster, stun grenade, 50 credits.

Skills: Bluff +6, Computer Use +3, Hide +10, Intimidate +8, Listen +4, Knowledge (Streetwise – Nar Shadda) +7, Knowledge (Streetwise – Tatooine) +6, Pilot +6, Profession (Assassin) +5, Read/Write Basic, Repair +7, Speak Basic, Speak Huttese, Spot +5, Treat Injury +7, Tumble +8.

Feats: Armor Proficiency (light, medium, heavy), Heroic Surge, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (blaster pistol), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tier 3:

Varin Teska: Male Human Soldier 5/Scoundrel 5; IM +7 (+3 Dex, +4 Improved Initiative); Def 20 (+3 Dex, +7 class); Spd 10m; VP/WP 82/14; Atk +12/+7 ranged (3d6, blaster pistol), +11/+6 ranged (3d4, hold-out blaster), +11/+6 ranged (1d6/1d4, DC15/12, stun grenade), +10/+5 melee (1d3+2, unarmed); SQ Illicit barter, Better lucky than good, Skill Emphasis (Tumble), Sneak Attack +2d6; SV Fort +7, Ref +8, Will +2; SZ M; FP 3 (+2d6); DSP 2; Rep 3; Str 14, Dex 17, Con 14, Int 12, Wis 10, Cha 8.

Equipment: Nondescript clothes, blaster pistol, hold-out blaster, 2 stun grenades, 50 credits.

Skills: Bluff +9, Computer Use +4, Hide +16, Intimidate +9, Listen +7, Knowledge (Streetwise – Nar Shadda) +7, Knowledge (Streetwise – Tatooine) +6, Pilot +7, Profession (Assassin) +7, Read/Write Basic, Repair +8, Speak Basic, Speak Huttese, Spot +7, Treat Injury +7, Tumble +16.

Feats: Armor Proficiency (light, medium, heavy), Heroic Surge, Improved Initiative, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (blaster pistol), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Varin will fight until all the heroes are unconscious or he is severely wounded/unconscious. As long as the heroes do not use deadly force, neither will the assassin. He will attempt to eliminate any Jedi or Force users first. With their powers, they are usually the most dangerous. Should Varin manage to knock all the heroes out, they will awaken to their eyes blindfolded and wrists and ankles bound.

If the heroes manage to catch Varin by surprise, he will surrender. A large group of professional-looking individuals showing up on your doorstep does that. It's only money.

Varin is very professional. This is personal, however. However the heroes come into contact with him, he feels betrayed by his employer. Not that this is

unexpected in his field, but it usually has dire consequences for someone.

If Varin takes the heroes prisoner, he will wake them with a container of water over their heads. He explains them he has no quarrel with them, but has to know certain pieces of information:

- *Who are you?*
- *Who do you work for?*
- *How did you find me?*
- *What were your orders concerning me?*

The heroes are free to be honest with Varin, bluff him, and/or intimidate him. Allow some roleplaying here. Varin truly isn't sure of who hired him as the hit was arranged electronically without ever having a personal meeting. An offer was made and Varin accepted. Some credits showed up in his account.

If the heroes manage to capture Varin, or convince him they do work for his employer or the law, they can question him.

- *Who hired you?* Someone anonymous. Everything was handled over the computer. I don't know him, and he doesn't know me. I don't even know if it's a him.
- *Why did they want Governor Chistor killed?* Chistor? The contract was not on Chistor. It was on his assistant Narl Gorjax. I was supposed to make it look like a botched hit on the Governor, but get Gorjax.
- *How much were you paid?* The going rate. (Varin really does not want to answer this question, but will if pressed. 7,500 credits.)
- *Why the Star Shocked?* It was supposed to be the next day at a public speech. Lots more beings watching. But a last minute message from my employer changed that. I almost didn't get there in time.
- *Why did you stay in Gadrin afterward? Why not leave Cularin?* I was planning on it. But I got a message saying the boss may need some more work. I changed locations and waited. Then you showed up.
- *How did you know we were coming?* Come on. It's all about money. I asked a few beings to keep an eye out for anyone asking about me.
- *Where did you get the hold-out?* An Ithorian dealer. The arrangements were made by my benefactor. I believe the Ithorian's name is Lowban Terlq. He has a big, mean Wookiee for a bodyguard.

After information has been traded, Varin will slip out if he has secured the heroes. If they captured the assassin, then Varin will try and bargain for his freedom. He will

offer them credits if they release him – up to 5,000. While he does not have that amount on hand, it is available from his account. If nothing else works, Varin will attempt to escape should the heroes decide to turn him over to law enforcement personnel.

Encounter Five: An Ithorian, A Wookiee and Some Guns

If the heroes wish to find out about the hold-out blaster found in the Star Shocked, they can ask around and find out who the top weapons merchant is. A successful DC 15 Knowledge (streetwise – Cularin) or Gather Information check gets them a name: Lowban Terlq. He is an Ithorian who specializes in small hand weapons, from slug throwers to heavy blasters. Lowban is the best.

He owns a small wilderness outfitter shop on the edge of the river, near the edge of Gadrin, named Life Vines. Lowban prides himself on personal service, so customers may visit the shop by appointment only. The shop is well-kept and very orderly. Plants are placed throughout the store, and the air is a bit more humid than would be expected. Any outdoor, wilderness-type equipment listed in the Star Wars Core Rulebook can be purchased here. As an added service, Lowban helps customers select the right equipment for their trip into the great outdoors. He stocks merchandise mostly for Cularin's climate. However, he can obtain other items within a few days to weeks.

There is a speaker beside the locked front door for the heroes to announce their presence. When they press the call button a deep voice responds in Basic, "Yes? How may I help you?" The door unlocks if the heroes have made an appointment. Otherwise, they may schedule an appointment. However, the heroes may try to persuade Lowban with appropriate skill checks if they do not wish to come back later.

Upon entering the shop, the players are greeted with the following:

A wave of warm, humid air rolls over you upon steeping inside Life Vines. The air is thick with the fragrances of dozens of plants present. Nestled unobtrusively between them are the wares of the shop. All manner of outdoor gear is present.

A brown-skinned Ithorian dressed in a long, pale blue robe steps softly towards you. "How may I be of assistance?" he asks in a deep, double-voice.

This is Vellna, Lowban's assistant. He normally staffs the store and handles the Life Vine's legitimate business. To speak with Lowban, the heroes must simply state they are here to meet with him. Vellna

bows his head and excuses himself for a moment. While he is gone, the heroes are free to look around the shop.

Vellna returns a few minutes later and asks the heroes to follow him. He leads them up a circular staircase, hidden by a mass of vines, and into a well lit room.

The door opens into an exquisite room. Rich, dark wood covers the walls. Paintings of a forest-covered world hang all around. Half-meter tall sculptures carved of a pale wood are positioned in each of the rooms four corners. Sunlight enters through a ceiling made entirely of skylights. Though not as humid as the main portion of the store, the room is just as warm.

Standing across the room's centerpiece, a large rectangular table, is an Ithorian. He is rather thin and his green robes hang loosely on him, barely staying on him. Just behind him to his right is a large Wookiee. She dwarfs the Ithorian in height and build. Her blonde hair contrasts his dark skin. While the Ithorian appears unarmed, the Wookiee is not. A holstered heavy blaster rests on her right hip and a large ryyk blade is sheathed on her left.

"Please sit, and let us talk," announces the Ithorian in basic.

Lowban greets each of the heroes in their native tongue (if he speaks it) and gives them his name. He then asks each of them about themselves. After several minutes of chit chat, Lowban politely asks what can he do for the heroes. The Ithorian is testing them. If the heroes answer his questions and talk with him about nothing in general, he will be more disposed to answering their questions. Otherwise, he will not readily offer answers to their questions.

If they show him the hold-out blaster from the *Star Shocked*, Lowban does remember it. He obtained it, and twenty-three others like it, on a tip. Someone contacted him where a shipment of such blasters might be found. Hold-outs such as these are a real prize to get. They are normally used by intelligence operatives, assassins and the like because they have no identification marks on them (NOTE: This has no in-game benefit and does not affect the value of the weapon.). The being, a male and probably Human, wanted almost nothing in return. No credits, just one of the blasters for a friend, who would pick it up himself. Several days later, a dark haired Human showed up, gave his name as Tevin Bor. This is the name Lowban was given, so he gave one of the hold-outs to the man, who then went on his way.

If they have a clean image of, or have visited, Varin, Lowban acknowledges this is who picked up the blaster. That is all Lowban knows.

Lowban Teriq: Male Ithorian Scoundrel 6; IM +0; Def 17 (+7 class); Spd 10m; VP/WP 26/10; Atk +4 ranged (3d4, hold-out blaster), +3 melee (1d3-1, unarmed); SQ Illicit barter, Better lucky than good, Skill Emphasis (Repair), Sneak Attack (+2d6); SV Fort +2, Ref +5, Will +6; SZ M; Rep 6; Str 8, Dex 10, Con 10, Int 16, Wis 16, Cha 16.

Equipment: Robes, hold-out blaster.

Skills: Appraise +12, Bluff +11, Computer Use +4, Craft (Weapons) +12, Diplomacy +12, Gather Information +10, Knowledge (Streetwise – Cularin) +10, Knowledge (Weapons) +12, Profession (Weapon Merchant) +12, Read/Write Basic, Read/Write Ithorese, Repair +15, Search +10, Sense Motive +5, Speak Basic, Speak Cerean, Speak Dosh, Speak Huttese, Speak Ithorese, Speak Rodese, Speak Ryl, Speak Shyriiwook, Speak Tarasin.

Feats: Fame, Skill Emphasis (Diplomacy), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

Gworral: Female Wookiee Soldier 4; IM +4 (+4 Improved Initiative); Def 13 (+3 class); Spd 10m; VP/WP 42/15; Atk +9 melee (1d6+5, unarmed), +9 melee (1d6+5, ryyk blade), +4 ranged (3d8, heavy blaster pistol); SQ rage; SV Fort +6, Ref +1, Will +0; SZ M; FP: 1; Rep 1; Str 20, Dex 10, Con 15, Int 8, Wis 8, Cha 11.

Equipment: Heavy blaster pistol, ryyk blade.

Skills: Intimidate +7, Knowledge (Streetwise – Cularin) +1, Pilot +6, Spot +2.

Feats: Armor Proficiency (light, medium, heavy), Cleave, Improved Initiative, Martial Arts, Power Attack, Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Should the heroes inquire about buying weapons for themselves, Lowban can provide them with hold-out blasters, blaster pistols and slug pistols. He also has one heavy blaster (no permit) that he just recently obtained. It is a Corellian Arms CH-16a. The grips were personalized for the previous owner, making the gun uncomfortable for anyone else to fire (–1 to attack rolls). Lowban will sell the weapon for 1,000 credits firm. This is the only heavy blaster he has right now as they often go out the door as fast as they come in. Lowban cannot provide a permit for the weapon. He can, however, arrange for a new set of custom grips. This costs 250 credits and takes two adventures to complete. A hero with Craft (weaponsmith) could attempt to make a set of grips for the blaster also. A DC 10 check would be required for regular grips and a DC

15 check would be required for custom grips. The cost for parts is 50 credits.

Encounter Six: Narl's Apartment

After speaking with Varin, the heroes may decide to search Narl Gorjax's apartment. Why would someone want him dead? And why disguise a hit on him as an attempt on Governor Chistor?

The heroes can easily find Narl's apartment. It is located about three blocks from the governor's office, in a middle-income area of Gadrin. The building is probably a decade or so old and five stories high. They can access all the apartments by inside corridor (unless someone wants to go through a window).

Narl's apartment is on the fourth floor. A DC 20 Disable Device check is needed to open the lock on the door. Inside, the heroes find a very neat and orderly apartment. There is not much present in the way of extras. It basically looks as if Narl did not spend a lot of time here.

A quick search of the apartment, including a datapad in his desk, reveals nothing. If the heroes take the time to thoroughly search Narl's apartment, they find a wrapped bundle hidden in the ceiling above his bed on a successful DC 20 Search check.

Inside the bundle are several datacards. They are all unlabeled and fit the port on a standard datapad. Each card contains the following:

- Datacard 1: A DC 15 Computer Use check is needed to break the security encryption on this card. Once accessed, the card appears to contain a personal journal. The pertinent information in it concerns two individuals: Cavin Chistor and Dextx Molay. Cavin, Barnab's son, has joined his father's staff after studying politics on Coruscant for several years. While on Coruscant, Cavin worked for Lavina Wren, Cularin sector's representative in the Galactic Senate.
- Cavin has been very cordial to Narl since joining Barnab's staff. He has never used the "I'm the Governor's son" reason to push anyone around. However, his choice of certain people to occupy key positions in Gadrin's future starport bothered Narl. Some of them were of very questionable character and had strong connections to illegal activities. Cavin would tell Narl he was mistaken. The beings he suggested to the governor were not criminals and had the well being of Gadrin in mind.
- Several weeks ago, Cavin suggested that Narl focused on things of more immediate concern to

Governor Chistor. Appointments, speeches and so on. Cavin was going to take care of the staffing nominations for the starport. When he questioned Barnab, the governor told Narl that he had assigned Cavin to head the review committee to test his skills. Barnab was not worried. He would make all final decisions as far as who headed what portion of the starport.

- Concerning Dext Molay, Narl had apparently been finding out as much about the man as possible. Hailing from Nubia in the Corellian system, his family had made a fortune investing in starship construction firms. Dext attended the same school of political studies on Coruscant as Cavin Chistor. While he apparently did not work for the Corellian senator, Dext did know him.
- From what he could dig up, Cavin and Dext arrived on Cularin about the same time. Cavin began working for his father and Dext for himself. Dext seemed at first to be a rich boy with daddy's credits to spend, and spend he did. Much influence was gained from Narl's loose credits. He even wound up as half owner of a nightclub – the Star Shocked.
- Narl had never met, or heard of, Dext until three weeks ago. After Narl and Cavin had a spirited discussion about one of the nominations for the starport's loader foreman, Dext visited Narl. He was very pleasant, smiling the whole time. Dext offered Narl 2,500 credits to drop the issue. The nominee was a good man. A loyal citizen. Narl politely refused and Dext left. No other contact was ever made between the two men.
- Narl didn't trust Dext. There was something dark beneath those bright eyes. He began following Dext. He saw him meeting with a number of shady heroes. Narl also found him meeting with Cavin Chistor quite a bit.
- The journal ends with Narl planning to discover more about the connection between Cavin and Dext and try to discover what the pair is really up to. Once he gets enough credits, Narl plans on finding a slicer who can find some hard evidence.
- Datacard 2: A DC 15 Computer Use check is needed to break the security encryption on this card. This datacard contains a number of images. There are several of Dext and Cavin meeting in out-of-the-way places. There are other images of Dext with different individuals that appear less than reputable.
- Datacard 3: A DC 15 Computer Use check is needed to break the security encryption on this card. Personnel files are contained on this card. Each being has two separate files: one submitted

by Cavin (according to notes) for positions at the starport and one put together by Narl. Some have glaring discrepancies in them. Others match up, but Narl cannot figure why Cavin has nominated them. He theorizes that these beings have been bought.

- Datacard 4: A DC 15 Computer Use check is needed to break the security encryption on this card. It contains several proposed schematics for the starport – every iteration from its earliest incarnation to the current plans are stored on this disk. Narl argues that Cavin continually suggests modifying the layout. For some reason, he wishes to have the loading/unloading and storage are for freighters closer to the edge of town and furthest from the businesses.

This is all the heroes will find at Narl's apartment.

Encounter Seven: Thugs

This is a random encounter that can occur at any time after Encounter Two and before Encounter Eight. It can be used if the heroes have quickly and/or easily proceeded through the scenario. Drop it if they are running behind.

A group of toughs has been hired by Alina Impeveri, in the guise of Dext Molay, to scare of the heroes away from pursuing their investigation. The thugs will pick a fight with the heroes, hoping to convince them to mind their own business.

Tier 1:

Thugs (6): Male Various Thug 2; IM +0; Def 10; Spd 10m; VP/WP -/15; Atk +3 melee (1d6+1, club), +3 melee (1d4+1, knife), +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; DSP 1; Rep 1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Nondescript clothes, blaster pistol, knife, 50 credits.

Skills: Intimidate +4.

Feats: Toughness, Weapon Proficiency Group (blaster pistols, simple weapons).

Tier 2:

Thugs (6): Male Various Thug 5; IM +5 (+1 Dex, Improved Initiative); Def 12 (+1 Class, +1 Dex); Spd 10m; VP/WP -/15; Atk +6 melee (1d6+1, club), +6 melee (1d4+1, knife), +6 ranged (3d6, blaster pistol); SV Fort +5, Ref +2, Will +1; SZ M; DSP 1; Rep 1; Str 13, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Nondescript clothes, blaster pistol, knife, 50 credits.

Skills: Intimidate +7.

Feats: Improved Initiative, Toughness, Weapon Proficiency Group (blaster pistols, simple weapons).

Tier 3:

Thugs (6): Male Various Thug 8; IM +5 (+1 Dex, Improved Initiative); Def 13 (+2 Class, +1 Dex); Spd 10m; VP/WP -/15; Atk +10/+5 melee (1d6+2, club), +10/+5 melee (1d4+2, knife), +9/+4 ranged (3d6, blaster pistol); SV Fort +7, Ref +3, Will +2; SZ M; DSP 1; Rep 2; Str 14, Dex 12, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Nondescript clothes, blaster pistol, knife, 50 credits.

Skills: Intimidate +10.

Feats: Heroic Surge, Improved Initiative, Toughness, Weapon Proficiency Group (blaster pistols, simple weapons).

The thugs attack the heroes to bruise them a bit. They also have no qualms about using blasters on stun. If the heroes decide to use deadly force, the thugs will too.

These toughs are used to street fighting and will use their available resources to fight the heroes. They enjoy fighting and will only break when 2/3's of them have been knocked out or killed.

If questioned about their employer, the thugs give a description of Dext. They were to use whatever means they felt necessary to convince the heroes to turn their attention to something else.

Encounter Eight: Shocking Return

The heroes should have enough to confront Dext Molay and Cavin Chistor. If they ask around, the heroes can discover that Dext is mostly likely at the *Star Shocked*. On a successful DC 15 Gather Information check, they can learn that Cavin was seen entering the club a couple hours ago through the rear entrance.

Alina Impeveri strongly wishes the heroes to confront the pair and get them out of her way. Then she can initiate her own plans.

As the heroes approach the *Star Shocked*, read or paraphrase the following:

As you near the Star Shocked, you notice the beings on the street looking up. Up at the roof. Standing there against a background of blue neon is a dark figure. Its features are hidden except for one -- a glowing red lightsaber. The dark shape calmly turns and disappears from view.

This is an illusion created by Alina. She wants to make sure the heroes have the proper motivation to go into the club.

The citizens on the street are frozen. Some have a curious expression on their face and others are scared. In popular action holo vids and films, only the evil use red-bladed lightsabers and now there is apparently one in their city. While no one is panicking, most are moving away as quickly as possible.

Inside the club, the patrons have no idea what has just happened. They are dancing and enjoying the club. The recent events have done nothing to decrease business. In fact, it is better than ever.

Dext and Cavin have placed additional "security" around the club to watch for troublemakers. Noticing these bruisers requires a DC 12 Spot check.

Syndicate Thugs (10): Male Various Thug 2; IM +0; Def 10; Spd 10m; VP/WP -/12; Atk +3 melee (1d3+1, unarmed), +2 ranged (3d6, blaster pistol); SV Fort +4, Ref +0, Will +0; SZ M; DSP 1; Rep 1; Str 13, Dex 11, Con 12, Int 8, Wis 10, Cha 9.

Equipment: Blaster pistol.

Skills: Intimidate +4.

Feats: Heroic Surge, Weapon Proficiency Group (blaster pistols, simple weapons).

No one is being allowed to go up to the second floor without an invitation. There are two guards blocking the stairs. If the heroes ask to see Dext, they will say that Mr. Molay is not seeing visitors currently. However, if they wish to leave names, the information will be relayed through channels for an appointment. Next week. The guards cannot be bribed. However, Diplomacy, Bluff, Intimidate may work, as well as various Force powers. Also, the heroes may send Dext a copy of some or all the information they have. This will take a few minutes, but a cadre of guards will show up and escort the heroes to Dext's office.

Dext and Cavin are currently discussing recent events in Dext's private office. Neither one is very happy. As the heroes get to the door, they can hear the two shouting at each other. One of the escorting thugs knocks on the door and enters. The heroes are then ushered in. The rest of the security detail then follows them in and shuts the door.

The room is luxurious. Deep blue pile carpeting covers the floor and rich wood paneling the walls and ceiling. A dark haired male Human is sitting with his feet propped up on a desk. A lit cigarillo is in his right hand. His clothes are dark but very high quality and look to be of Core World fashion.

Another male Human, with sandy blonde hair, leans against the wall next to a bar. His hair is mussed.

A successful DC 18 Spot catches him smoothing out a worried expression on his face as the heroes enter.

The man behind the desk, Dext Molay, stands and asks what can he do for the heroes. A chrome-plated blaster is visible in a shoulder holster under his left arm.

Tier 1:

Cavin Chistor: Male Human Noble 2/Scoundrel 2; IM +0; Def 17 (+7 Class); Spd 10m; VP/WP 18/10; Atk +2 melee (1d4, knife), +2 ranged (3d6, blaster pistol); SQ Bonus class skill (Bluff), Inspire confidence +1, Illicit barter, Better lucky than good; SV Fort +0, Ref +5, Will +5; SZ M; FP 1; Rep 5; Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 16.

Equipment: Hold-out blaster.

Skills: Bluff +13, Computer Use +5, Diplomacy +19, Forgery +6, Gather information +12, Knowledge (Bureaucracy) +7, Knowledge (Business) +7, Knowledge (Coruscant) +5, Knowledge (Cularin) +7, Knowledge (Galactic Politics) +4, Knowledge (Streetwise - Cularin system) +9, Profession (Politician) +8, Read/Write Basic, Sense motive +8, Speak Basic, Speak Caarimala, Speak Dosh, Speak Neimodian, Speak Tarasin.

Feats: Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Trustworthy, Weapon Proficiency Group (blaster pistols, simple weapons).

Dext Molay: Male Human Soldier 1/Noble 1/Scoundrel 2; IM +3 (+3 Dex); Def 19 (+6 Class, +3 Dex); Spd 10m; VP/WP 27/14; Atk +6 ranged (3d6, blaster pistol), +2 melee (1d4, knife); SQ Bonus class skill (Intimidate), Call in a favor (1), Illicit barter, Better lucky than good; SV Fort +4, Ref +7, Will +2; SZ M; FP 1; DSP 1; Rep 4; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 14.

Equipment: Chrome-plated blaster pistol, cred chip (500 credits).

Skills: Appraise +4, Bluff +12, Diplomacy +6, Gather information +8, Intimidate +13, Knowledge (Bureaucracy) +5, Knowledge (Business) +3, Knowledge (Coruscant) +4, Knowledge (Galactic Politics) +4, Knowledge (Streetwise - Coruscant) +5, Knowledge (Streetwise - Cularin system) +5, Listen +4, Read/Write Basic, Speak Basic, Speak Rodian.

Feats: Armor Proficiency (light), Persuasive, Skill Emphasis (Intimidate), Weapon Focus (blaster pistol), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tier 2:

Cavin Chistor: Male Human Noble 3/Scoundrel 4; IM +0; Def 18 (+8 Class); Spd 10m; VP/WP 30/10; Atk +5

melee (1d4, knife), +5 ranged (3d6, blaster pistol); SQ Bonus class skill (Bluff), Call in a favor (1), Inspire confidence +1, Illicit barter, Better lucky than good, Skill emphasis (Gather Information); SV Fort +2, Ref +5, Will +8; SZ M; FP 2; Rep 6; Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 16.

Equipment: Hold-out blaster.

Skills: Appraise +9, Bluff +16, Computer Use +6, Diplomacy +21, Forgery +8, Gather information +18, Knowledge (Bureaucracy) +8, Knowledge (Business) +8, Knowledge (Coruscant) +5, Knowledge (Cularin) +8, Knowledge (Galactic Politics) +4, Knowledge (Streetwise - Cularin system) +12, Profession (Gambler) +5, Profession (Politician) +8, Read/Write Basic, Sense motive +12, Speak Basic, Speak Caarimala, Speak Dosh, Speak Neimodian, Speak Tarasin.

Feats: Iron Will, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Trustworthy, Weapon Proficiency Group (blaster pistols, simple weapons).

Dext Molay: Male Human Soldier 1/Noble 2/Scoundrel 4; IM +3 (+3 Dex); Def 21 (+8 Class, +3 Dex); Spd 10m; VP/WP 45/14; Atk +9 ranged (3d6, blaster pistol), +5 melee (1d4, knife); SQ Bonus class skill (Intimidate), Call in a favor (1), Inspire Confidence +1, Illicit barter, Better lucky than good, Skill emphasis (Bluff); SV Fort +5, Ref +9, Will +3; SZ M; FP 2; DSP 1; Rep 6; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 14.

Equipment: Chrome-plated blaster pistol, cred chip (500 credits).

Skills: Appraise +5, Bluff +18, Diplomacy +12, Gather information +10, Intimidate +18, Knowledge (Bureaucracy) +5, Knowledge (Business) +3, Knowledge (Coruscant) +4, Knowledge (Cularin) +5, Knowledge (Galactic Politics) +4, Knowledge (Streetwise - Coruscant) +5, Knowledge (Streetwise - Cularin system) +6, Listen +4, Read/Write Basic, Search +6, Sense Motive +5, Speak Basic, Speak Rodian, Spot +2.

Feats: Armor Proficiency (light), Persuasive, Skill Emphasis (Intimidate), Sharp-eyed, Weapon Focus (blaster pistol), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tier 3:

Cavin Chistor: Male Human Noble 4/Scoundrel 5/Crimelord 1; IM +0; Def 19 (+9 Class); Spd 10m; VP/WP 42/10; Atk +6 melee (1d4, knife), +6 ranged (3d6, blaster pistol); SQ Bonus class skill (Bluff), Call in a favor (1), Inspire confidence +1, Command +2, Illicit barter, Better lucky than good, Skill emphasis (Gather Information), Sneak Attack +2d6; SV Fort +2,

Ref +5, Will +8; SZ M; FP 3; Rep 11; Str 10, Dex 10, Con 10, Int 14, Wis 14, Cha 17.

Equipment: Hold-out blaster.

Skills: Appraise +14, Bluff +18, Computer Use +7, Diplomacy +24, Forgery +10, Gather information +20, Intimidate +9, Knowledge (Bureaucracy) +9, Knowledge (Business) +9, Knowledge (Coruscant) +5, Knowledge (Cularin) +9, Knowledge (Galactic Politics) +4, Knowledge (Streetwise - Cularin system) +14, Profession (Gambler) +7, Profession (Politician) +9, Read/Write Basic, Sense motive +14, Speak Basic, Speak Caarimala, Speak Dosh, Speak Neimodian, Speak Tarasin.

Feats: Fame, Iron Will, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Trustworthy, Weapon Proficiency Group (blaster pistols, simple weapons).

Dexx Molay: Male Human Soldier 1/Noble 3/Scoundrel 6; IM +3 (+3 Dex); Def 22 (+9 Class, +3 Dex); Spd 10m; VP/WP 63/14; Atk +11/+6 ranged (3d6, blaster pistol), +7/+2 melee (1d4, knife); SQ Bonus class skill (Intimidate), Call in a favor (2), Inspire Confidence +1, Illicit barter, Better lucky than good, Skill emphasis (Bluff), Sneak attack +2d6; SV Fort +7, Ref +10, Will +4; SZ M; FP 3; DSP 2; Rep 7; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 15.

Equipment: Chrome-plated blaster pistol, cred chip (500 credits).

Skills: Appraise +9, Bluff +20, Diplomacy +18, Gather information +16, Intimidate +20, Knowledge (Bureaucracy) +5, Knowledge (Business) +3, Knowledge (Coruscant) +4, Knowledge (Cularin) +6, Knowledge (Galactic Politics) +4, Knowledge (Streetwise - Coruscant) +5, Knowledge (Streetwise - Cularin system) +10, Listen +5, Read/Write Basic, Search +6, Sense Motive +6, Speak Basic, Speak Rodian, Spot +4.

Feats: Armor Proficiency (light), Persuasive, Skill Emphasis (Intimidate), Sharp-eyed, Trustworthy, Weapon Focus (blaster pistol), Weapon Proficiency Group (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Dexx and Cavin will listen to what the heroes have to say. If the heroes accuse or attempt to implicate them in wrongdoings, they will plead their innocence. Let the Bluffing and Diplomacy begin. Cavin will admit to being on his father's staff and on the Gadrin starport project, but he insists that he has done nothing illegal. Dexx says he is just a simple businessman trying to bring a bit of Core World life to the system. While he may know of certain beings – by reputation only – Dexx has never met them or done business with them.

When the heroes present their evidence, the pair turns a bit more somber. They want to know how much

it will cost to keep the heroes silent. They are willing to offer 5,000 credits each. To emphasize the point, Dexx walks to one of the wall panels and opens it. Several beeps can be heard, followed by a soft click. Dexx pulls out several stacks of credits and places them on the desk. If the heroes seem a bit wary of taking the offer, Dexx and Cavin begin subtly intimidating them.

Should this be unsuccessful, Cavin will offer to deal with the heroes. He starts yelling how it was all Dexx's idea, how he can help them, etc. Dexx, in return, shouts at Cavin to shut up and pulls his chromed blaster. The security guards go for their blasters. Dexx's first shot will be at Cavin, then the heroes. He will take cover behind his desk until an escape opportunity presents itself. The security guards will open up on the heroes.

If the situation looks bad for Dexx at any time, he will pull a device from his pocket. Bluffing the heroes, he will explain to them that if he releases the dead-man switch a series of firebombs will explode above the dance floor below. Should the Bluff succeed, Dexx will attempt to leave the room and get out of the club quickly. The device is linked into the power supply for the club. If the Bluff does not work, he will trigger it and send the whole building into darkness.

Resolving the conflict.

Dexx just wants to get away. If he gets to the main club area, he bolts for the door as fast as he can. If he has not previously knocked out the lights, Dexx will upon being chased by the heroes. He will also take a patron hostage if he needs to, using them as a shield to get away. Dexx will not surrender. He will fight until knocked out or killed.

Cavin surrenders to the heroes, assuming Dexx doesn't kill him. He will offer the heroes money and political favors if they let him go.

There are a total of 3,000 credits on the desk (six stacks of 500 each). The wall safe is closed, but a successful DC 20 Disable Device check can break the lock code. No more cash is inside. There is, however, a datacard buried at the back under some papers.

The datacard was placed there by Alina as her final move to get rid of Dexx, Cavin and her father. Created by an expert slicer from Bothawui, it contains a holo recording of a meeting between Dexx, Cavin, Westa Impeveri and Muns Galfut, a Neimodian representative of the Trade Federation. The four discuss how they are going to rid the system of the Metatheran Cartel, of Barnab Chistor and restore the Federation's former influence. The recording is very, very good and cannot be detected as being fake.

The OPS arrives several minutes later. The heroes can turn over Cavin and whatever evidence they wish to give them.

Taking the news to Daddy

If the heroes decide to take the evidence they have to Barnab Chistor instead of going to the *Star Shocked*, they may. The heroes will be allowed to meet with Barnab if one or more of them helped save him in the club. Otherwise, the heroes will have to make an appointment for next week.

Barnab is shocked by the information. He thanks the heroes and tells them they have done enough. He and the OPS will take it from here.

Later...

Governor Chistor requests the heroes come to his house. With his arm wrapped in a sling, the governor thanks the heroes for their work in finding out what was really occurring. Due to the recent events, the construction of Gadrin's spaceport is being put on hold until the depth of corruption can be found. He cannot believe Cavin was involved in something so ... criminal. Barnab is very grateful that his name has been cleared, though. Maybe life can begin to return to normal.

Conclusion

Counselor Westa Impeveri stands before the camera. The other eight of Hedrett's senior counselors are behind him, grim expressions on their faces. A young, raven-haired woman is at his right side.

"I have requested this conference for several reasons," Westa begins. "First, my deepest apologies to Governor Chistor. I believed the information on his guilt to be true and valid. Had I known – or even suspected – otherwise, I assure everyone in Gadrin and Hedrett I would not have publicized it.

"Secondly, I am not guilty of conspiring with the Trade Federation. Whatever you may think of me, I would beg of you to believe that. After my previous accusations against Governor Chistor, I know this is difficult, but I would not conspire to bring their cancer back into our system.

"And finally, I am taking a leave of absence." Westa looks to the woman. "My daughter Alina has suggested maybe I should step back while all of this is sorted out. I do not desire this, but it is in the best interest of our city.

"I firmly believe I will be found innocent of these charges. I know I will. Thank you."

The End of Halves

Experience Summary

Experience is calculated as follows for Living Force events.

- 1) Experience awards in Living Force 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 hero portrayal throughout the adventure, not just how well the hero interacted socially. Do NOT automatically award max role-playing 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 determine that Narl was the object of the assassination attempt and that Cavin and Dext were behind it? If so, each hero who survived receives 600 xp.

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

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were "on the right track," you may award ½ adventure experience. If they determined who was responsible but didn't confront the culprits or take their evidence to Governor Chistor, award ¾ adventure experience.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually acquire in the scenario. Certificates are not supplied for standard equipment, but it should be assumed that any equipment the heroes find which is not listed here cannot be kept or is non-functional for one reason or another.

Encounter 3:

3 Vibro-cleavers
Hold-out blaster

Encounter 4:

Blaster pistol
Hold-out blaster
Stun grenade

Encounter 5:

Certed Heavy blaster pistol (no permit; purchased from Ithorian weapon dealer)

This Corellian Arms CH-16a heavy blaster pistol has grips that were personalized for the previous owner, making the gun uncomfortable for anyone else to fire (-1 to attack rolls). The pistol does not come with a permit.

Judge, please mark any that apply below.

- Lowban arranged for a new set of custom grips. This cost 250 credits and takes two adventures to complete.
- Or: A hero with Craft (weaponsmith) successfully made a set of grips for the blaster also. A DC 10 check was made for regular grips OR a DC 15 check was made for custom grips. The cost for parts in either case is 50 credits.

Encounter 7:

6 Blaster pistols
6 Clubs
6 Knives

Encounter 8:

Chrome-plated blaster pistol
Hold-out blaster
3,000 credits