

The Way of the Force

**Episode II of the Jedi Code Trilogy
A One-Round LIVING FORCE Tournament**

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Lanius Qel-Bertok sends the heroes on a mission to gather some materials important to one of the upcoming Jedi Trials. However, all is not what it seems; how you pursue a thing is sometimes just as important as finding it. This adventure does not require Jedi characters, but has special meaning for Jedi heroes, both Padawans and Knights. An adventure for LIVING FORCE heroes of levels 1-12. Best played after "*Padawannabes*" and before "*The Dark Side Beckons*", episodes I and III of "The Jedi Code" trilogy.

This adventure is intended for heroic characters that do not have a philosophical problem with acting selflessly. If your character will simply never do anything unless it is for personal profit, (hand wave), "This is not the scenario you're looking for."

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The Way of the Force 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.

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.

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. 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 and Dark Side Points

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.

General Notes to the GM

When running this adventure, or any *Star Wars*

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

LIVING FORCE adventures are not designed purely to kill characters. If you believe a combat is genuinely too tough for a group you are running, scale it down. If you believe it will be far too simple, scale it up—within reason. Do your best to keep fights cinematic and interesting, and if someone dies because they made a glorious sacrifice, that’s fine. What we want to avoid are the “dumb” deaths that result from a string of bad dice rolls. That’s not cinematic, and it’s not what *Star Wars*, or LIVING FORCE, are about.

This is an adventure for to low- to upper-level LIVING FORCE heroes, and therefore characters levels 1 through 12 are appropriate. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

Master Lanius asks the heroes to assist the Almas Academy in preparation for the Trials for their Padawans. Some are on the threshold of Knighthood and are actually going through them; others use the Trials as another chance to learn the way of the Force.

In reality, the way in which the heroes are helping is by demonstrating how someone heroic accomplishes a goal: with sensitivity, intelligence, planning, compassion, and minimal firepower. Master Lanius, of all people, believes that Jedi can learn from worldly experience and the wisdom of non-Jedi. Otherwise, he would never have instituted his unorthodox program of admitting older students. He hopes and trusts that the heroes will come through *their* Trials — the mission— with flying colors, so that he can have them explain their methods and reasoning to the Padawans.

Master Lanius and Almas are undergoing their own trial, but he does not tell the heroes that until the end of the mission. The methods and very existence of the Almas Academy, with its unorthodox admission policy and training methods, is facing judgement. Lanius has a very important visitor, all the way from the Jedi Temple on Coruscant, and he anticipates receiving his “grades” soon. The heroes meet Master Ki-Adi-Mundi, of the Jedi Council, at their debriefing.

However, at the end of the mission, it is revealed that the test of the droids was tampered with, and the test of the street gang was engineered by an outside source. The agency of both of these events was the Black Queen,

and Lanius will ask the heroes to go after her. Only heroes that could act as teachers for Padawans would be entrusted with a mission of this sensitivity.

Encounter 1: Trial Runs

Master Lanius recruits the heroes to collect items necessary to make lightsabers. He also indicates that they are helping the Almas Academy to prepare for the Jedi Trials to come.

Encounter 2: Robotnik, Or Is That Droidnik?

The heroes travel to a manufactory to obtain lightsaber parts. While they are there, droids go berserk and attack, after a message containing a virus is received. Can the heroes defeat the droids without putting the owner out of business? (This combat cannot be totally avoided, but can be very short.)

Encounter 3: Jumping Claim Jumpers

Rich crystal deposits on an asteroid are just what the Academy ordered. But someone else is ordering the heroes to “Stop, Thief!” (This can and should be resolved without combat.)

Encounter 4: They Have Hearts of Gold, Don't They?

It appears a shipment of power cells for the Test of the Lightsaber is among some goods “reallocated” by some smugglers. The heroes are asked to recover them with as little collateral damage as possible. (This can and should be resolved without combat.)

Encounter 5: Interlude: Sitting Ducks. No, Not You...

Cularin's heroes are threatened by a bunch of street gangsters with few skills and lousy weapons. Can they possibly win? (This can and should be resolved without combat.)

Encounter 6: Debriefing: Tonight's Guest Jedi Masters are...

Not all was as it seemed in the mission. The heroes are invited to explain the decisions they made to the Padawans, and to take questions. At the debriefing, it is revealed that the Droid revolt (Encounter 2) was a traditional Almas test that was being retired this year. As well, it was well known that the crystal deposit belonged to someone (Encounter 3). Ki-Adi-Mundi gives his verdict on Almas' Jedi program.

Encounter 7: Setting Up the Board

It turns out that it was even *less* like it seemed. Even

Master Lanius missed this part. Snem Noonb reveals that there actually was a virus that made his droids go berserk, sent by someone who knew the situation of the Test: in other words, an Almas Knight. After all the facts are in, Master Lanius asks the heroes to go after the Black Queen. But that's another story...

Important Note to Judges:

It is crucial that you read the entire scenario thoroughly ahead of time, because there are a number of encounters that may be switched in order, and a number of places where you can extend time or shorten up, if time is running low.

Encounters 2 and 3 may be played in any order. If you like, you can also play Encounter 4 and the Encounter 5 interlude out of order, inserting the pair wherever appropriate. Encounter 5 is meant to follow hard on the heels of 4.

Encounter 2 can end up being the only fight that cannot be avoided. However, a trigger-happy group could end up with up to 4 combats, which would take way too much time and require that all be held to the “5-round maximum”. (The “5-round maximum” is a technique to keep the action moving as it does in the Star Wars movies. If the fight isn't resolved after 5 rounds, apply external forces to end it. Someone bursts in, the heroes run, the villains run, etc.) See the “Scenario Flow Comment” at the end of Encounter 1, including the “Important GM note”.

The theme of this scenario is that how one accomplishes a goal is often as important as the goal itself. The Way of the Force is not forceful at all. It is the path of calm and of least resistance. Despite the misinterpretations of Jedi pragmatism made by non-Jedi and even some Jedi, the end definitely does *not* justify the means. The heroes, Jedi or not, can deliver an important lesson for the Almas Padawans for their upcoming Trials. That is the actual way in which they are helping the Academy to prepare its students.

Please try to avoid cutting Encounter 5. While Encounter 2 still links this scenario to the next one, Encounter 5 is thematically important to the trilogy, as should become evident.

You want to have most of an hour left for Encounters 6 and 7.

Clarification regarding tiering notation: when you see something like “DC 15/20/25/30”, use the lowest DC for the lowest tier, the middle for mid-tier and so forth to upper tier. In this scenario, tiers are for character levels: 1-3 (Low), 4-6 (Middle), 7-9 (High) and 10-12 (Upper).

Opening Crawl

It is a portentous time for the Almas Jedi Academy. Many of the Padawans are nearing the time of testing, after which their names are submitted for consideration for the rank of Jedi Knight.

At the same time, controversy regarding the Academy's training programs has arisen, both inside and outside the Academy. Some of Cularin's heroes are asked to show support for Almas by undertaking to help with preparations for the Trials.

And all the while, Master Lanius Qel-Bertuk ponders another question: who is the Black Queen?

Encounter 1: Trial Runs

Key ideas of this encounter: Master Lanius asks the heroes to collect some items necessary for the Jedi Trials.

(To begin with an aside, players can make their rolls for income between scenarios, if they have not. There is enough time between this scenario and the first of the trilogy.)

NOTE TO THE GM: Please paraphrase the following as appropriate to your group, as it might consist of completely of Jedi, or have none at all. Also, some of the references to past aid are not appropriate if this is an entirely new group of heroes.

His study is austere, without being cold. There seem to be a few mementos on shelves and in niches, and Master Lanius' desk looks to be one of the modern sort with built-in com unit, personal computer and a small holoprojector; a full media suite.

The chairs are comfortable, and of a size, height and construction appropriate to your species: Master Lanius seems to pay attention to details, and has a decent sense of hospitality. A variety of small snacks and drinks have been made available for those who wish them. No Double-Dip Outer Rim Rumdrops or other alcoholic beverages, sorry.

Those of you who are not Jedi may have been to the Almas Jedi Academy before this, perhaps even met Master Lanius. However, it's safe to say that you haven't ever been asked to do something quite like what the Jedi Master has just asked.

Master Lanius' gaze can be piercing, even disconcerting, but he looks at each of you in turn, briefly, with a slight smile, more as if he were looking at old friends (insert 'which in some cases he is', or modify as appropriate).

"That's right," he repeats, "I would like you to assist us with our upcoming Jedi Trials, specifically the Test of the Lightsaber.

"Friends," he begins, "you have been of service to Cularin and you have helped our Academy more than once. Some of you have personally helped me. Now, I ask you to help our Padawans who are near to becoming Knights. In the dark times since the Battle of Geonosis, the Jedi Order has had greater need than ever before of properly trained Knights. I must emphasize the phrase 'properly trained'.

"I have a couple of missions that I would like you to undertake, without letting any of the Padawans at the Academy know that you are doing them." (GM: if the group includes any Padawans—Jedi with less than 7 levels of all Jedi classes combined—then he looks at them with a smile and adds, "—other Padawans" after the word 'Padawans', in the foregoing.)

"I have confidence that you are the right people for the task. It is acceptable, as part of the Trial of the Lightsaber, that the parts for the saber's construction be provided by others. However, the prospective Knight, as one of his or her Trials, must build the device himself or herself. With things as they are, we cannot afford the time to let our Padawans troop all over Cularin system on a scavenger hunt for parts.

"I have a shipment of the specialized energy cells used for lightsabers coming in from out-system. Those will be delivered. However, there are two other runs that I would like you to make. An old friend of mine, a Sullustan named Snem Noonb, runs a factory on Edic Bar. He manufactures plasma relays, power conduits and drive components, as well as some other starship systems. As a favor to us, he also makes up package lots of some of the components of a lightsaber: the activation plates, blade-length adjusters, emitter matrices, lens assemblies and power conduits. I'd like you to go there and pick up ten sets. They're paid for. Be prepared: Snem won't likely let you go before he shows you his plant; he's a typical Sullustan and very proud of the business he's built. In truth, it's only marginally successful, because competition is fierce and he refuses to gouge.

"The other task is a little more dangerous than the first. There is a secret deposit of Adegan crystals known to us at the fringes of the asteroid belt, on a rather unassuming rock. It's almost exhausted, but there should be a few left. We'd like you to go there and extract the last few crystals and bring them back. Then we'll have to find a new source."

NOTE TO THE GM: Some of the heroes may have been through the Season One adventure "Tilnes Rising", and might mention the crystals from that location. If so, Lanius nods and says, "We're aware of those, of course. Let's just say, for now, that

obtaining them could be a little— pricey.”

There's not much left to discuss. Lanius can offer a ship, if the heroes need one. It's not great, but it can do the job and has some slightly improved defenses. The ship's lockers also have spacesuits and the usual equipment for asteroid mining. If the heroes have a ship or ships, the equipment can be transferred over. The ship is detailed on **Player Handout #1** and **GM Aid #2**.

All NPC statistics for the scenario are summarized on **GM Aid #1**.

Directions to Noonb's factory and the current coordinates of the asteroid are provided. Edic Bar is one of the cities orbiting Genarius. It is detailed in the *Living Force Campaign Guide*, pp. 26-27. Its development was mainly an initiative of SoroSuub Corporation, the Sullustan industrial and mercantile giant that is spreading through the galaxy at this time.

Master Lanius has not offered a reward. He also does not intend to. He believes that ***"It is the Way of the Force that a thing does not end well if it is begun badly. You were approached because your choice will be governed by your attitudes towards Cularin, towards Almas, and towards our Jedi Padawans. I have faith that you will do this because you wish to help us— even if you feel that you will best help us by showing us that non-Jedi can do some things better than Jedi."***

No, he is not going to dicker. He has asked the heroes, as friends or potential friends, to offer help at a time when storm clouds are gathering for the Republic. Heroes would. Any player that cannot bring his character to agree to act selflessly must decide how he or she will proceed from here, if the character is to continue the scenario. They should consider it a role-playing challenge, or select another character. If the player decides that his or her hero cannot participate, so be it. Master Lanius is saddened, but this must be the hero's own choice.

Be on the lookout for clever role-playing, mind you. If someone says, "I've got a rep to maintain—I never do anything for nothing; I'd go out of business. It'll cost you *one* credit and I'm not negotiating," or some other classic "heart of gold" ploy, Lanius is not an idiot and agrees to the hero's face-saving gesture.

Of course, Jedi accede to his offer to help, and any "heroes" actually being played heroically should not have any big problems with not being offered a golden handshake.

Scenario flow comment:

Chat a bit more if you like, and then let them go to

whichever of Encounters 2 or 3 that they wish.

IMPORTANT NOTE TO THE GM: If you have a suitably "heroic" group, Encounter 2 may end up being the *only* combat in the entire scenario, so you may wish to let it play out past the usual "5-round maximum". However, if you have the kind of group that reaches for a blaster whenever someone says "would you like fries with that", you had best either keep the Encounter 2 combat to 5 rounds, or run this encounter after Encounter 3 (or maybe after 3, 4 and 5).

We presume that Encounter 5 occurs on the "way back" from 4, but you could move it along with 4 if you change the order, or insert it where you like, as long as it is not the very next encounter after this briefing. Please try not cut Encounter 5. While Encounter 2 still links this scenario to the next one, Encounter 5 is thematically important to the trilogy, as should become evident.

Finally, you can forget flexibility and just run them in the order given, as long as you watch your time with Encounter 2. Nothing like shaving with Occam's Razor.

Encounter 2: Robotnik, Or Is That Droidnik?

Key ideas of this encounter: Once at the factory, Snem Noonb gives the heroes a tour. When they are at a particular factory floor, Snem triggers a fake "revolt" of the out-of-date droids there, pretending that a virus has caused them to go crazy. Unbeknownst to him, a real virus, smuggled in by a computer service man in the pay of the Black Queen, has corrupted his "practical joke" program, and removed the safeties.

Even though the droid revolt is a lot more dangerous than originally intended, the ideal would be that the heroes don't trash all of Noonb's droids and his factory floor while dealing with the situation.

The flight to Genarius was uneventful. Since you have business with a known manufacturer who is expecting you, your trip through Edic Bar Docking and Inspection was expedited, once your manifests were checked out.

The law level is pretty high, here, though: no unlicensed restricted weapons. No long weapons in any event, such as rifles or carbines. Light Repeating Blasters? Well, the Customs Official knew you were kidding. Pistols, the Jedi's omnipresent lightsaber, things like that, are all right. Other non-weapon restricted items, if they are licensed, are also allowed.

If people try to smuggle stuff in, like grenades or other concealable items, use Spot (18/22/26/30) for the

officials, modified upwards if the hero in question is just silly, like trying to tuck a Light Repeater under his jacket. If the hero makes a Hide or Profession (Smuggler), or the equivalent, versus that target, then they get the item in. Don't forget to check *again*, on the way *out*. If the officials win, they make "tsk-tsk" noises, confiscate the item (void the cert, if any, and the license, if any — it was used to commit an illegal act), and because the heroes are here on business, only fine them half the item's value. A Noble can call in a Favor to just have the items impounded until the heroes leave, and then returned. Bluff and bribery won't do it for this.

A groundspeeder waited to take you to the factory and the trip was brief and, likewise, uneventful. The phrase "blue milk run" comes to mind, but you know that's a certain jinx for some disaster to happen, so you probably shouldn't say it.

Pause. OK...

Edic Bar is certainly a striking contrast to some of the wretched hives of scum and villainy that you have seen orbiting Genarius. Despite the Sullustan penchant for efficiency, Edic Bar is a beautiful city. The placement of towers and buildings is in accordance with the latest civil engineering concepts, but the view of the city's gleaming spires, set against the backdrop of the gas giant, is enough to catch the breath in your throat.

Sharp angles and reflective surfaces make Edic Bar the jewel of the clouds of Genarius.

Snem Noonb is a middle-aged male Sullustan with a twinkle in his eye and visible laugh-lines in his face. He seems genuinely pleased to see you.

"Ah, ah, so Lanius has entrusted you with his precious shipment of lightsaber bits? You must be greatly important people."

His large eyes blink twice.

"But, of course, of course, of course you are. Heroes of Cularin system, if I recognize some of you as I believe I do. I am honored. Please, please, allow me to show you my humble establishment, and then I will speed you on your way with your parts. Well, not your parts, but the parts for the lightsabers, heh-eh-eh."

Ah, Sullustan humor. Perhaps you've missed it. Perhaps not.

Snem may be humble, but his "establishment" is actually close to state-of-the-art, albeit showing the signs of constant upgrades at different times.

"It's the only way to stay competitive," he laments, "I have to sink almost every credit of profit back into the operation to stay current. Of course, of course, I only use people for the jobs requiring true intelligence and decision-making. Automation and low-level, cheap droids allow me to economize."

He leads you through a variety of factory floors, where starship system parts, power system components and a myriad of small electronics are being fabricated. Welders flash, seamers and magnarivettors hiss and clatter, circuitboard etchers crackle and fume, conveyor belts move in dizzying patterns. Each floor has a central computer node and droid command nexus.

NOTE TO THE GM: This next bit is an "establishing shot" for what follows; don't trim it out of the description. No, it's not good science, but it doesn't have to be.

A number of other clever recycling and economic innovations can be seen. Each room has its lighting augmented by large, long tubes of glowing, ionized gases, running overhead just below the ceilings.

Snem explains, "Since we manufacture and bottle blaster gases and ion cannon charges, as part of our operations, I thought, 'Well, we're stripping electrons from the atoms, anyway, to make ions— why not recycle the electrons as extra current and use the cooling ion plasmas to supplement our light sources?'"

Obviously, the stereotypical, bleary-eyed Sullustan expression hides a very alert mind in Mr. Noonb.

NOTE TO THE GM: they are now about to enter the fun floor. Don't give them the map immediately; that would be a bit of a red flag.

As you enter the next-to-last floor of the tour, you note that this must have been one of the original rooms, before the factory expanded and upgraded. All of the equipment looks significantly older, and the droids are rather out of date, though still in fine repair. Only the simplest, most mechanical tasks seem to go on in here.

Nonetheless, there is a cacophony of sound as ship parts drop from wall openings onto conveyor belts, which guide them through a dizzying path to welders, insulation foamers, enamel bakers, arc welders, magnabolters and other esoteric machines, all under the watchful visual receptors of worker droids.

Wait a minute: those don't look like worker droids. As a matter of fact, other than an R2 unit that you can see, they look more like Baktoid battle droids than ASPs.

"Ho-ho-ho, yes, yes, yes," explains Snem, "I got a really good deal on a job lot of these things, right after the battle of Naboo. Had to fix them up a bit, though, and adapt them with plasma welders."

A droid coms Snem from the control nexus, where

it stands, overseeing. Its voice drones from a nearby speaker.

“Errrm, sir. Incoming transmission from Ipsus, regarding the offer, again. Shall I expedite?”

Snem blinks, then responds to the nearby intercom pick-up.

“Whatever for? I told them no. I will not change my mind.”

“Errrm,” the droid cleverly responds, “expedite?”

“Oh, very well, accept transmission. Route it here, rather than to Central. I may as well hear what the offer is this time, and then reject it again.”

The droid nods. “Expediting, roger-roger.”

The droid taps the console, or something— it’s hard to see, as the nexus is a goodly distance away. Then it simply stands waiting, as good droids do.

Odd, that must be one long transmission: nothing happens for several seconds.

It’s certainly fair for paranoid heroes to want to ready themselves for trouble, in some way or another. It’s not paranoia when we really *are* out to get them. This is, of course, Snem’s set-up for the Test: a phony virus that is supposed to cause the floor to go crazy and the droids to attack in a non-lethal manner. It also seals the doors and wall openings with magnetically shielded, blaster-proof blast shields, a normal safety precaution to isolate factory floors from others that deal with potentially harmful or explosive substances.

What Snem doesn’t know is that an agent of the Black Queen, masquerading as a computer serviceman some weeks ago, installed a sleeper virus in his system, so that when his usual program activates, it is modified — lethally. The monitors on the floor also send out a transmission of what occurs. The Black Queen wants to see just what sort of “heroes” these are, especially if there are any Jedi among them.

Without further warning, the entire factory floor seems to hiccup: activity simply stops, for a split second, then surges into wild and chaotic action.

The droid at the command nexus fixes its mechanical glare on you all.

“Errm, expedite— errrr— errrr— exterminate! Exterminate!”

“Oh, my,” gasps Noonb, “oh, oh, oh--”

Before we get into how to run the corrupted Test, a word about Noonb. Initially, believing that the Test/practical joke (and Sullustans as a species love them) is going properly, Snem takes cover and implores the heroes to not destroy his droids or his factory: *“Please, please don’t destroy anything! You’ll ruin me!”* However, the moment that he can see that either a droid or a machine is attacking with actual, lethal intent, he gets quite alarmed and call out *“Whatwhatwhat? They’re trying to kill -- Do what*

you have to! Wreck the place if need be! Don’t worry about ruining me! Save yourselves!”

One hopes that the heroes are better than that. See **GM Aids # 1, 3 and 4** for droid and factory specs. There are also two suggestions regarding how to play this encounter, including the “Bombad Krunchin’ Da Heroes Game!” We spare no expense, here at Binks Enterprises...

You may either use the game as an actual miniatures game that can be played out according to the instructions, or use **GM Aid #3** to get your initial set-up and **GM Aid #4** to get the “feel” of how to run this in normal RP mode. Keep an eye on the clock.

The **GM Aids** show the initial set-up of the droids. You need some sort of miniatures, tokens or dice to represent all characters.

Options for dealing with the crazed factory floor and the droids follow. These are not the only possibilities, but some suggestions that you may be able to *subtly* hint at for stumped players. For example, it’s a bit of a gift to simply repeat the description of the ion tubeways, but you could, as part of your dramatic description of the battle, say something like *“the baleful glow of the overhead ion tubeways now illuminate a scene of chaos and carnage”*. You might be forgiven a slight emphasis on the word “ion”.

Suggestions:

- Heroes might have ion pistols. These can be used to stun or destroy droids. For Snem’s sake, they should set to stun.
- Heroes can bull rush and otherwise knock down or incapacitate droids, on their way to the computer and command nexus. Since most of the worker droids are based upon the essentially humanoid Baktoids as a template, they have no special bonuses against being knocked over. The ones based upon astromechs get the extra limb bonus, though.
- Heroes, if they have computer skills, can slice the program either via the computer input ports or keyboard, or the same on the droid control nexus. They are both at the same location, shown on the map. Shutting down the floor without neutralizing the virus is difficult: Disable Device (DC 15/20/25/30). Stopping the virus needs Computer (DC 15/20/23/25) and a success there allows Noonb to automatically shut things down at the console, or a hero with Disable Device (DC 10/13/16/19).
- You may, if you wish, specify power buses that can be destroyed, which cuts power to the whole factory floor. That is appropriate in response to a player question and a Spot (DC 15/18/20/21), or Noonb can just tell them if asked. However, if power is restored before the virus is neutralized,

the chaos simply begins again. Mind you, if things are shut down, it should be possible to safely deactivate all the droids and cut connections to all dangerous machines, given about an hour. Then it's an easy task to defuse the problem and reactivate the undamaged droids and machines.

- If the heroes realize that the plasma tubes in the ceiling are full of ionized gases, which are essentially the same thing as their ion guns use for charges, they could try bursting open the tubes. The tubes have only Defense 15, but also have DR5 and it takes 15 damage points to rupture one. There are three large tubeways. For each one ruptured, **if you are running this loosely, in RP mode**, there is a cumulative 1 in 4 chance that the droids or the machines do nothing on a given round, as sparks and otherwise harmless little flickers of lightning play over everything. So, if all three dump cold ion plasma into the room, "the air is redolent with the lightning-smell of ozone", and there's a 3 in 4 chance on any given round that the droids just stand there and the machines stall. (**If you are using the "Bombad Krunchin' Da Heroes Game!"** there are specific instructions for what to do if the ions flood the room.) The droids and machines can act on rounds when the stall chance is not rolled, but the ions are still in the air for the duration of the encounter, so things are much safer. Note that hero comlink equipment, datapads and such have similar chances to malfunction. Weapons work fine. Also, the shielded computer and droid controls can be accessed and function normally, so they can still be dealt with.

See the **GM Aids** for details on playing out this encounter.

Force Points: If a hero does something incredibly daring and dramatic that is intended to save Snem's life or that of another hero, it could very well be worth a Force Point. Note that for it to be heroically dramatic, the hero must be in some actual danger and the player must *believe* that the character is at risk. They need not spend a Force Point to get one, but if the act of daring needs a FP to have a hope of succeeding, that might be an indicator. FP awards do not have to wait until the end of the scenario; they can be awarded at the time they are earned. It should be *very* rare for a hero to earn more than one per scenario.

Once the situation is resolved, Snem sees that any hurt heroes have access to medpacs. He is immensely grateful and impressed if they dealt with the situation without causing too much collateral damage. He is somewhat upset, but entirely understanding, if the

heroes had to destroy a significant portion of the droids or factory floor equipment. Anyone Sensing Motive or using similar skills can only determine that he is shocked and upset and worried that they might have gotten hurt — worried more for them than for himself, actually. He does not reveal the original Test at this point. He has to do some data gathering and report to Lanius.

Slicers who examine the computer data can definitely determine that there was a toxic program introduced to make the floor and droids go haywire. Only a Computer (25/30/35/40) reveals something odd: it looks as though the program had two parts; the coding of it is odd. The best way to put it is that it looks as though two different people wrote parts of it. Of course, that's because that is the case — the extra programming overwrote some of the original -- but they have no way of knowing that right now.

Snem will not hear of the heroes going after whoever did this right now. He says he will ***"contact the proper authorities"*** (and he does -- Master Lanius).

The heroes can now proceed to their next task. Snem gives them the shipment for Lanius and all is in order. If they want to return rather than go to the next one, they can, but Lanius simply thanks them, makes sure they are fully healed (by multiple Jedi using Heal Another, if necessary), say he'll look into it and ask them to continue with their remaining task(s).

Encounter 3: Jumping Claim Jumpers

Key idea of this encounter: The heroes make it to the asteroid uneventfully (no, really) and begin mining the crystals. Suddenly, a crotchety old prospector, who is very at home in a zero-G environment, fires upon them. After the initial shot, he calls upon them to stop stealing from his claim! If they inspect his credentials, it appears that his claim is genuine. He's not interested in selling any crystals, or even bartering for them. Now, what do the heroes do?

Actually, that just about sums it up! A little more background: yes, this is another set-up, but this time there has been no outside interference. The Black Queen has no way of determining the asteroid's current position and does not wish to reveal it to her cronies, anyway, for reasons of her own.

The asteroid itself is not particularly interesting. It is about 1 kilometer long, 700 meters wide and 500 meters thick. The crystals are found in a rift fissure, 3 meters wide and 10 long, 4 in depth, as it tapers down. The rift is in the middle of a small craterlike depression, about 200 meters in diameter.

There is no map provided, as drawing a circle and presuming that the heroes are in the middle, with Jag on an edge pretty well covers it.

NOTE TO THE GM: Anyone without the Zero-G Training feat is at a -4 to just about any action die rolls.

The “prospector” is just that. Jag Murrock is another old friend of Lanius’, a retired spacer, turned asteroid miner. He discovered this deposit many years ago and has been supplying the crystals to the Academy, along with one of its Trials, since then. The crystals have, in fact, just about run out. There are, perhaps, three lots left. After the heroes are dealt with, he harvests the remaining ones.

Jag’s old starship, the *Hardly Worth Stealing*, is moored to another nearby asteroid, hidden beneath an overhang in a fissure. He maneuvered over here when his sensors detected the heroes’ ship(s) approaching, and hid himself. Jag is as comfortable in space as if he was born and grew up there, which, allowing for a ship’s hull around him, is actually the case. A passable combatant in a groundside fight, Jag is absolutely lethal in zero-G against “wormies” who don’t know the environment. Fortunately, he has no intention of harming the heroes.

He waits until the heroes have started to mine the crystals, then fires a warning shot from a place of concealment on the crater ridge, putting him about 100 meters away. His purpose is to see if the heroes will either use unwarranted force against him, or steal his crystals. He does *not* try to goad them into failure: after his “warning shot”, if they want to parlay, so does he. He flees most combat, as described below. He literally has every single one of the last 37 crystals catalogued and holorecorded, so he knows if they do.

It is to be hoped that the heroes don’t try to either steal his crystals or get into an unthinking firefight. Stealing the crystals, once they know he has a legitimate claim, would not be heroic behavior for anyone and would be worth a Dark Side Point to any Force Sensitives. Harming him, once they know he does not intend to fight, is equivalent.

Jag’s stats are on **GM Aid #1**. Yes, he is intended to outclass heroes at the Low, Middle and High tiers.

As he fires his warning shot, a beautiful thing that goes *through* a hole in an outcropping and hits a small rock, atomizing it, he calls out, over the Universal Spacer’s Com Channel:

“Through the hole-- ”

-- bweeowp! goes the blaster. Lovely shot. Your choice if it makes sound; this is Star Wars, not Physics 101. Describe the edges of the hole glowing and the rock exploding.

“That was your warning shot, Wormies. Reckon I don’t want no claim jumpers on my rock.”

If the heroes decide to shoot it out, warn the Force Sensitives of DSPs. You may also ask (if there are

none to warn of DSPs), if they really mean to shoot without questions. (Of course, this means shoot to actually do harm, not to show they can hit a target well, too, and proceed to negotiations. Showing off is fine. Being evil is not.) If they persist, award the DSPs to Force Sensitives. The team has failed this Test. Jag simply retreats off the rock using his rocket pack, towards his ship. If they are foolish enough to stay to loot crystals, he returns with his vessel and points its cannon at them. Any sign of action from their vessel, or that they headed to it rather than mined the crystals, and he simply leaves. Otherwise, he orders them to drop all weapons and head to their ship. He tells them that he’ll monitor to see if they try to power weapons and that, if they do, he’ll “vape” them (he won’t; he uses the time to speed off, instead).

NOTE TO THE GM: Anyone without the Zero-G Training feat is at a -4 to just about any action die rolls.

This even includes any primarily mental actions, unless the person is unmoving and very stable on the rock. It’s distracting to worry about drifting into space or getting your suit punctured.

Anyone Sensing Motive, or the equivalent, who succeeds, determines that Jag means it about leaving his claim alone. They might get a feeling of bluff if he has threatened to respond with lethal force to a weapons power-up.

If the heroes really go out of their way to hurt Jag, or try to damage or destroy his ship without even finding out who’s in the right, that would qualify *any* of them for DSPs. Try to do your best to discourage this, but the final choice is theirs. They should not be allowed to kill Jag, but this is not a “plot hammer”: if they manage to somehow contrive it, they are now murderers, and once they get to any civilized area in Cularin, you may arrest them and send a report in with the critical event summary. Their scenario is over, unless they can come up with some pretty heavy justification for their actions.

Still, there is no way that this encounter should go that way unless they are playing psychopaths, which is not allowed in LIVING FORCE.

Instead, here is what to do for the most likely outcome: the heroes decide to talk. Jag does not approach immediately; he uses the public Spacer’s band channel on their spacesuit comlinks. Use the following as a guideline. There are extra notes afterwards. Play him as the “Crotchety Old Prospector”. He actually is one, though a lot more sophisticated than he’s trying to show. He’s also an ex-military man.

He normally talks like anyone else, but is laying it on a bit thick.

Who are you? **“Name’s Jag Murrock. Who’re you Wormies?”**

What's a "Wormie"? ***"Groundworm, gravity-slave, dirt-pounder. Could see none o'you are worth spit in nullgee."***

NOTE TO THE GM: modify if any of the heroes have the Zero-G Training feat. ***"Cept her"***, that sort of thing. Jag has grudging respect for what he thinks of as "True Spacers". Note that that does not only mean ship feats. He thinks of Spacers without zero-G feats as if they were boaters who couldn't swim.

What do you mean that this is your claim? ***"Jest what I said. Registered with Cularin SpaceNav and the Asteroid Mining Registry. This rock and them purty stones is mine."***

Can you prove it? ***"Ayup. Hold on a sec. I'll send you a copy. Don't let t'original outer my sight."*** A small Mouse Droid bounces and careens frantically towards the heroes. Feel free to make it funny. They may have to catch it before it augers into a dustbowl. It has attached to its surface a small datacard that has all the official registry marks. Presuming that someone brought a reader, or gets to one, it does, indeed, state that Jag owns this rock and everything on it. A Forgery check only reveals that it is either genuine, or beyond the Forger's ability to detect fraud. Only a Spot (DC 20/25/30/35) reveals something interesting amid all the numerical data: this is a claim *renewal*. Jag must have owned this for a while.

(If they spotted that and decide to mention it.) Ah, this thing says you've owned this rock for longer than two years. ***"Ayup."***

But the Jedi have been taking crystals from this asteroid for years, I thought. ***"Oh, have they? That's mighty innerestin'. That would explain where they went."***

(Protestations of misunderstanding.) ***"You jest let me worrit about that. Time for you to clear out."***

How do we know this thing is genuine? ***"If you're so daft you can't recognize a proper claim, I can't prove it no better. Go ask the Registry. Now git."***

Would you donate them to the Jedi? ***"Hey, I jest noticed sumpin'— it's durn foolish to try to spit inside a spacesuit."***

You have something against Jedi? ***"Not partickilarly, though they're purty uppity folks. I got somethin' against throwin' away money."*** (He needles Lanius about this whenever he sees him.)

It would be a good deed, etc. ***"You gonna make me mess up my faceplate."*** With tears? ***"No, by pukin'."***

Want to gamble for them? ***"Heh, I'll do you a favor, Wormie. No."*** He is not going to gamble for them, even if "dared" to. No.

Can we buy some of these? ***"Not for sale. I got a market."***

Who? ***"None o' your durn business."***

(Prattle about them not being able to let these fall into the wrong hands.) ***"What a lotta Mynock droppings. You got no business tellin' me who to sell my stuff to. If you're not thieves, git off my rock. If you are thieves, git ready to breathe Big Nothin'."***

We'll offer you more than anyone else would. ***"Heh-heh-heh. Oh, yeah? All right, Wormies. 5000 each."***

This is a ridiculous price, considering the price of a lightsaber. Jag does not expect them to agree. Now, it is not the intent of this Encounter that heroes actually be able to buy these crystals. If they actually decide to cough up the cash— and have it available right there (*really?*) because Jag won't wait, then remind them that Master Lanius did not offer to buy any crystals and is under no obligation to pay them back a single credit. If they are adamant about buying them, then they can buy them at 5000 credits each. Have then mark it off their log sheets. (You'll be having them re-enter the credits at the end, with your initials to confirm, but we want this to be a real sacrifice on their parts. No, no Force Point for this— yet. The exception would be if a hero or heroes really role-played the negotiations to the hilt, stating that the future of the Almas Academy, nay, even Cularin, could be at stake, etc. If it says "Oscar" to you, then yes, award a Force Point for this selfless act. The fact they get their cash back later makes not the slightest difference; right *now* it's heroic.)

Bottom line: Nothing besides incredibly over-the-top ideas can make Jag part with the crystals. The intent is that the heroes decide that they must leave empty-handed if they do not make a huge sacrifice. The hope is that they are simply unwilling to succeed by underhanded tactics, theft, or violence. And, in so doing, they pass the test. As Master Lanius says later, ***"Sometimes, how you seek a thing is more important than if you find it. That, also, is part of the Way of the Force."***

Encounter 4: They Have Hearts of Gold, Don't They?

Key ideas of this encounter: A shipment of lightsaber energy cells from Coruscant has gone astray. Unknown to Master Lanius and the heroes, it was diverted to a cargo being smuggled off Cularin, by agents of the Black Queen. She has also arranged for information about it to fall into Lanius' hands. By watching how the heroes deal with this, via a spy-eye in the warehouse, she learns more about them and their capabilities.

The Black Queen knows where they are going to be for this pick-up and has arranged a little drama for them, for afterwards, hoping to nudge them into making the same sort of mistake that she once made. The "little drama" is covered in Encounter 5, which is best run right after Encounter 4, even if you change the order of other encounters.

The most logical lead-in to this encounter is that the heroes have been through Encounters 2 and 3 and have reported back to Lanius. He does not want to take a great deal of time to discuss their relative successes or failures at this moment, although he thanks them for their efforts to date. Instead, he listens to a brief report and then says, *"The Academy is in your debt for your efforts. Another matter related to the Trials has come up quite recently. I was going to send out some others, but now that you're here..."*

He'll pause to get a sense of "go ahead", and then continues.

"You may recall I mentioned that we have a shipment of lightsaber energy cells coming in, from Coruscant, actually. It seems that the cells and some other goods were diverted to a smuggler's holdings. It appears as though the smugglers in question have diversified into theft. Information about this has come to me. Ordinarily I could go through local law enforcement, but in Tolea Biqua, that's pointless.

"Would you mind dropping over to Tolea Biqua and retrieving our package? I have no evidence that the smugglers' other items in their warehouse are illegal or stolen, so it wouldn't be appropriate to do anything else about the other goods. If they are absent, we'll content ourselves by leaving them this datacard--"

He slides a data card to you.

"—with a warning to them. If they're actually there, and you think that you can arrest them without causing a major outburst in the area, feel free to do so and bring them here. Time is of the essence. We need to evaluate a critical Test in the next 24 hours."

Note that Lanius only recommends arrest if any of the heroes are members of the Militia or the Jedi Order, and therefore have the authority. Otherwise, he just indicates that they want the package back, and gives the heroes all the necessary identification to tell which

package is theirs and to establish ownership. Either way, he has one more stipulation.

"Cularin is in a time of shadow. There are many forces gathering against her—and against the Jedi. Some people who have seemed to be criminals or enemies have turned out to have the system's best interests at heart. Others, who seemed trustworthy, have showed themselves treacherous. What I would like you to accomplish is to get the energy cells back, with as little disturbance or recrimination against the Jedi as possible. Certainly, I would like to see no loss of life, or even serious injury, if it can possibly be avoided. If you are convinced that you have the smugglers, and that they can be arrested for the theft of our cells justly and safely, then do so. Otherwise, let your good sense, and, above all, your hearts, be your guide. And for those of you that do: trust to the Force."

The heroes can get to Tolea Biqua, which also orbits Genarius, without trouble. There's no law enforcement, but carrying a long weapon around openly is still likely to get you shot, so discretion is called for.

Remind the heroes of, or describe to them, the gaudy, excessive architecture and decoration of Tolea Biqua. *It is a monument to the departed Riboga the Hutt and to bad taste, a place where every vice is catered to.* Details are found in the *LFCG*, pp. 29-30. *By contrast with Edic Bar, it seems even more squalid, if also potentially more exciting. Then again, Edic Bar wasn't exactly dull.*

The warehouse is on the edge of the spaceport district where the heroes landed. You may improvise if they wish to plan reconnaissance or something grandiose. Essentially, this is the evening that the smugglers are going to pack up and head out. They do not know that they have one extra shipping module in with the other 40, or at least they won't until they start packing. People working for the Black Queen put that module in here.

When the heroes decide to make their move, it is a few minutes before the smugglers are due to arrive, and in the evening. The warehouse has, on one end, a large door for vehicles and a small door for people. At the other end, there is only a small door. The area is not very heavy with traffic, and most people who get around here mind their own business -- and carry weapons.

All the doors have security locks. Disable Device (DC 15/18/21/24) to open them, +5 to each difficulty to do it without sounding a silent alarm. If sounded, the alarm alerts the smugglers and they come in armed and ready for trouble. Cutting through a door also sounds the alarm. Cutting through a wall wouldn't, although there's a certain amount of vandalism that should make

a Jedi think twice: the smugglers are renting this warehouse from a legitimate business. (Cutting a one-person hole through a wall does 300 credits worth of damage, if someone wants to salve their conscience by paying for the damage.)

Once inside, it requires Search (DC 15/18/21/24) to find the right shipping container. Base time is ten minutes, divided by the number of searchers. This presumes they have light or turn on the interior lights (which would make a hole in the wall rather obvious, this evening). Spot (DC 12/15/18/21) reveals something odd: of all the shipping containers in here, only this one has any identifying markings on it. The others are simply numbered “One” through “Forty”. Each module is about one meter long by a half meter wide by a half-meter high. The odd one is the same size; it contains 200 lightsaber energy cells, heavily packaged and buffered for shipping. Their market value is about 20,000 credits, to anyone who can use them. They are made specifically to fit and work in lightsabers and nothing else.

Of course, when the heroes find the container, enter the smugglers. If the heroes were smart enough to post a lookout in a suitable vantage point (let them, if they plan it), they may have warning. Set a reasonable Spot DC based upon their plan. If the smugglers have no warning, they don’t come in too carefully. If the alarm went off, they are cautious, and are also watching for lookouts, in case the competition is here. They have one speeder truck large enough for their crates and a bunch of speeder bikes. The bikes are unarmed, but the smugglers have equipment per GM Aid #1.

There are several ways this could go. Do not force a fight on the heroes, but if they are foolish enough to want one, the smugglers give it to them.

The guidelines below are purposefully loose, and no warehouse map is included. It’s a medium-sized rectangular building, about 10 meters wide by 20 long. About one half of it has the shipping modules arranged in clumps; the rest is empty. It is up to the GM to decide if a fight would break out, depending upon what the heroes do and how they act.

The leader of the smugglers is Alto Janss. Any hero that has been played through “*Who Goes There?*” almost certainly has met her. She may be on good, indifferent, or bad terms with some of the heroes.

Alto does not want a fight, whether she ends up recognizing the heroes or not. She wants to load her cargo and get away. She knows nothing of the extra case and will lay no claim to it. She may even think that the heroes have planted it here to frame her, if she does not know them, or if she is not on good terms.

Of course, if she and the heroes know each other and are on good terms, this could all come to a peaceful conclusion quickly. That is quite all right. It’s not all “Bombad Krunchin’ Da Heroes”. Sorry.

She does not intend to be arrested. If the heroes can figure out that the module is a plant, they realize that they have no grounds to arrest Alto. They also have no grounds to search her other modules, and she would object to them doing so, for she does have some contraband in them. This is stuff which she has brought in without paying the proper tariffs, not drugs or things like that: high value, low-volume goods that she can sell for a much tidier profit if she doesn’t pay duty.

Any successful methods of sensing the truth reveals, if they get into a conversation with Alto, that she tells the truth when she says that she did not know about the extra module, did not steal it, and doesn’t want it. She does not voluntarily submit to any weird powers, however, as she has no idea just what else someone could use them to do.

If the heroes push things and Alto knows them, and is on good or neutral terms, she essentially asks them to trust her, take their stuff and leave her people alone.

If it comes to a fight, Alto orders all her people to use stun. If they win they stabilize the characters and, if necessary watch over them and keep them stunned while they load and get away. They do not take the planted module. One of Alto’s people says, “*Would serve ‘em right*”, to which she shrugs, replying, “*Maybe, maybe not. Anyway, it could have a tracer. Leave it.*” They then leave.

If the heroes win, they can capture the smugglers and take them back to Almas. If they are willing to take the time, they can load the cargo, though it would be a bit of a trick to keep track of the smugglers and do that. If they leave the cargo, someone else steals it before Alto or they can get back. Note that if the smugglers are brought back to Almas, Master Lanius very quickly satisfies himself that they were victimized by a third party, and lets them go.

Using lethal settings on weapons against people who are only using stun is neither heroic nor good. If the heroes use lethal settings, the smugglers still use stun for one more round and then Alto orders them to “*Fry the idiots.*” The smugglers do not finish off unconscious heroes. A Jedi or other Force Sensitive using unnecessary killing force should be warned that they are courting a DSP and, if necessary, awarded one. Other heroes get DSPs only if they persist when the smugglers try to get away or surrender.

Once half of their number is incapacitated or if Alto goes down, the smugglers try to flee. If it is clear that they cannot get away, they surrender.

There is, incidentally, a well-hidden spy eye up in one corner of the warehouse ceiling. It does not glow, or have a little red “recording” light, or anything else inane like that. Since no one has any real reason to be searching the ceiling, it is rather unlikely that the heroes notice it. There are two more mounted on the rooflines outside, just below the roofs, covering the front and rear

entrances. These are not connected to the building or security in any way. They are simply relaying what goes on to a series of repeaters that eventually get the video to the Black Queen. If you are browbeaten into letting the heroes make “searching absolutely everywhere” rolls and they do roll the DC 110, then the spy eye that has been found turns to slag due to a tiny detonite charge inside it. All right: that was a bit tongue-in-cheek, but really, they shouldn’t have much of a shot at finding these and they *do* self-destruct if found; they are being actively monitored.

Encounter 5: Sitting Ducks. No, Not You...

Key idea of this encounter: As the heroes return from retrieving the lightsaber energy cells, they are accosted by a bunch of Tolea Biqua street gangers, the Rancor Riders. These idiots have been given the heroes’ descriptions and set up by one of their fences. They have been told that the heroes are a bunch of nobodies, easy to roll, with some really valuable, new design, droid energy cells. Since the Rancor Riders don’t watch the news, or read much, or otherwise interact with anything resembling normal society, they do not recognize the heroes. The gangers have about as much chance of defeating the heroes as Thurm Loogg’s Auntie, but the Black Queen hopes that the heroes only discover that after killing at least a couple of them.

NOTE TO THE GM: This encounter works best if run right after Encounter 4, in Tolea Biqua, as the heroes leave the warehouse and are about to make the spaceport. If the heroes are on foot, it’s easy to arrange. If the heroes have transport, then an obstacle can come crashing down across their path, a light standard or the equivalent, to stop them for a moment.

This also works best if prisoners do not encumber the heroes. If any prisoners are able to, they try to get away during the encounter.

If you have shuffled the Encounters around, then fit this in as best you can. All that is really required is that the gangers have a reasonably good chance of being able to accost the heroes, and that it not strain credulity too much that the Black Queen could have arranged it—not that the heroes know that right now.

This encounter has a good chance of being really, really brief. What you are checking is if the heroes have enough self-restraint and sense to gauge the threat of an opponent before unleashing horrendous firepower. Heroes do not swat mosquitoes with sledgehammers.

The Rancor Riders are described in **GM Aid #1**. Remember, they believe that the cells are droid parts

than can easily be sold, not specialized lightsaber cells that would be near impossible to fence. They have no expertise that would let them realize that the lightsaber cells are that, although if the heroes have a Jedi among them, they could demonstrate that the cells are identical to the one in the hero’s lightsaber. Note that the cells from the shipment are uncharged.

Paraphrase the following to suit the encounter situation:

As you near the starport, your way is blocked by a group of what look to be teenaged beings, of various species, clad in rough bits and pieces of combat jumpsuits and vests, laid over dungarees, tunics and calf boots. They all have a crudely designed patch on their backs that vaguely resembles some sort of dyspeptic, annoyed lizard.

A scarred Trandoshan of immense size grates out, “Null moves, civ-worms. Hand over energy cells. You in Rancor Rider territory.”

One of the gang fires a small blaster pistol shot over your heads, presumably as a warning, or maybe due to really bad aim. The pale red bolt is swallowed up by the evening sky.

Yes, it was a “pale” bolt. The Riders are losers who cannot afford really good arms, and have an assortment of cobbled-together melee weapons and a few underpowered blaster versions of the “Saturday Night Special” sort, as their stats show. One hopes that the heroes decide to talk to them. If so, here are some typical answers that they might give.

Do you have any idea who we are? **“No.” “Yeah, you’re the civ-scivs who stole some cells. Now we’re stealin’ ‘em.” “Yeah, yeah, better answer.”**

These aren’t the cells you’re looking for. You couldn’t use them or sell them. **“Sure, civ. Just hand them over.”**

How did you know we have energy cells? **“Hah, you admit it.” “We got powerful contacts.” “Yeah, we’re not stupid.”**

Actually, you are pretty stupid. **“Rancor Riders, Rumble!”** The heroes really shouldn’t taunt a group of street gangers who are hyped on their own machismo.

No, really, there’s no way you should have been able to know we have these things. **“Har.” “Na-na-na-NAH-na.”** Similar taunting noises. If the heroes eventually manage to interrogate the gangers, they find out that the gangers got the info from a fence, including the time that they should lie in wait. They’ve been on alert for the last few hours, then rode their bikes into position on a comcall. The fence is not at the only

known contact point that the gangers have, if the heroes manage to get that out of them. (He's dead; see below.)

Folks, we don't want to hurt you. *"Don' worry, we do the hurtin'."* *"Yeah, civ-scum."* *"We Rancor Riders!"* *"Uh, they don't look too scared, Griz."* *"Shut up."*

If there is a Jedi in the group, who decides to reveal the fact:

I'm a Jedi. Go away. *"Yeah, yeah, I'm a Jedi, too. Wanna see my lightsaber? Hah."*

Want to see mine? *Zzishhhhh. "Oh, goob, Griz, is that thing for real?" "Shut up." "I seen better toy ones." "I haven't." "Shut up!"*

Anyone with a Soldier level, Tech Specialist level, or skills associated with firearms, who makes a Spot (DC 15/18/21/24) can tell that the Rancor Riders' blasters are incredibly shabby and low-powered. If they mention it, it should be done carefully:

Hey, your blasters are incredibly shabby and low-powered. *"Hey, that's rude. Ain't it rude, Griz?" "Shut up." "Yeah, civs, you want some?" "Theirs look better— hey! We want their blasters, too!"* Likely followed soon by *"Rancor Riders, Rumble!"* unless someone derails that train of thought.

You know, since you folks are obviously masters of strategy and tactics, you've probably noticed that you're outgunned, outclassed and about to be on the wrong end of a really big hurt. Want to talk? *"Urhmm. Maybe. What you have in mind?"*

Any appropriate negotiation, intimidation or similar skills can be used here. The heroes can even propose a test of strength or skill. Jedi heroes can use mind powers. They are likely to win any or all of these, though they must be careful not to make Griz look like he's afraid or weak, or Griz feels that he has to attack to save face, er, snout.

Presuming the heroes don't feel honor-bound to arrest these poor fools, and have convinced them that the heroes can easily clean their chronos, even offering them sufficient drink money will likely end this in a nonviolent manner.

If it must degenerate into a fight, it should not be the heroes who start it. Some things to note:

- The Riders *are* armed and *are* attacking. Therefore, heroes who defend themselves, or who attack non-lethally, should not receive DSPs. Stun and other non-lethal attacks should be their first choice, however.
- Any hero that decides to use lethal force against an

opponent who is clearly unable to harm the heroes, say one armed only with a melee weapon at distance, *should* be eligible for a DSP and should be warned.

- Once half the Riders are incapacitated, or if even one of them is killed, the others panic and try to flee. If they are captured, they can be turned over to rather disinterested spaceport authorities, or to the nearest Militia presence. Unfortunately there's no formal law enforcement in Tolea Biqua.

The Riders' fence has since been relocated to deep space without a spacesuit. After placing the call, he went to his next meet, where he tried to palm off some shoddy, malfunctioning blasters (the same sort he sold the Riders) on a group of buyers who, unknown to him, were space pirates. He didn't know much anyway, but it is no use trying to find him.

Once the Rancor Riders have been dealt with, move on to the next encounter.

Encounter 6: Tonight's Guest Jedi Masters are...

Key ideas of this encounter: The heroes return to Almas. Depending upon the relative success or failure of the real tests of the mission, they are either thanked and the scenario ends, or they take part in some rather significant events in the history of the Almas Academy.

The Debriefing:

The heroes return to Almas and are once more in Master Lanius' office. It is just after supper. Parts of the following may have to be heavily paraphrased or changed, depending upon how the heroes managed the various encounters. The section involving Jag Murrock may not even happen, or his "donation" may be done entirely differently. The "altered Adegans" are still part of his donation, if he comes to this meeting, however. Read, paraphrasing or changing as necessary:

You're back on Almas and are once more in Master Lanius' office, after a fine supper. He has been very interested to hear the report of your experiences to date.

About halfway through your debriefing, there is a chime from the door.

"Enter," calls Lanius, and in walks Snem Noonb.

Snem seems overjoyed to see you all, but at the same time a little troubled.

"Lanius," he says, "It is as I feared, as I feared. There was a virus in the software. Oh," he interrupts himself, looking at the group of you, then back to

Lanius, “ah, should I...”

“Go on, Snem,” replies Lanius, “the Test of the Droids is over.”

“Well, then, I mean another virus, a real one, not my little practical joke— I mean your Test. That’s why the droids became so violent. I knew something was wrong as soon as I saw them actually trying to hurt your friends, here. That should never, never, never have happened. Oh, this is terrible.”

Lanius calms his friend, but not before the Sullustan says:

“I don’t understand. For someone to do this, they would have had to know that you would be sending Padawans— or your friends, here— to my factory for the Test.”

Lanius nods, grimly.

“As these good people were telling me of the Test, and based on your earlier, transmitted report, it becomes clear that something I had feared may have indeed come to pass. But go and refresh yourself. There is still much of the evening to come. Has my other guest arrived?”

Snem bobs his head.

“Yes, yes, he is outside. I send him in?”

“Yes, you might as well do it now.”

Snem exits, and, as some are beginning to expect, an elderly but hale-looking Human enters. You’re not trying to see his face through a faceplate, but as he speaks, it’s obvious that this is:

“Jag Murrock, I believe that you know these people. My friends, this is Jag Murrock.”

“Hi, Wormies,” the man says genially.

Make up the next part to suit. Presuming that the heroes left without the crystals, Jag is about to donate them to the cause. If they bought the crystals, he instead returns the cash. He insists, saying “*Seems I’ve sold you something that didn’t belong to me. Those were earmarked for Lanius quite some time ago. So I’ll have to return your credits and charge him my usual, instead.*”

Whereupon, Lanius hands Jag a very old-looking bottle of some brownish-gold liquid and says, “*The rest will be sent to your home as usual, old friend.*”

Lanius then turns to the heroes that were willing to pay 5000 credits each rather than steal, or attack an innocent man, and says, “*You were willing to spend the fruits of hard labor and dangerous adventure to help our Padawans. There are more ways than one to be a hero, and not all of them involve blaster fire or a large fanfare. Thank you.*”

Any hero that spent money and did not try to get it back from Lanius or the Academy, earlier in the debriefing gets one Force Point. If they have honestly performed some heroic action that earned them a Force Point earlier in the scenario, then yes, they may have

one more.

Jag confesses that he has had the claim on that asteroid for almost twenty years, and that he has provided Adegan crystals to Lanius since he discovered the deposit.

“Until now,” he finishes. “They’re all mined out, now. Except for these. There’s your last shipment, Lanius.”

If the heroes left without them, Jag spills a small sack onto Lanius’ desk, and there they all are, gleaming in the light.

Whether or not Jag has these crystals to donate, if he is there, the following also happens:

Murrock takes a smaller pouch from inside his jacket and hands it to Lanius. The Jedi Master seems a bit surprised, and then spills the contents into his hand. Suddenly, you hear the hissing intake of Lanius’ breath.

“Yeah,” Jag says, “I thought that they were weird, too. I’d been meaning to bring ‘em in before now, but something always came up and then I forgot.

“I found ‘em just after the Big Weird One, when the whole system blipped in time. They don’t look right—”

“They don’t feel right either, Jag. I’ll have to look them over. These Adegan crystals have been altered, somehow, by that cataclysm and the energies that caused it. I feel the Force strongly in them, but it seems uncontrolled, wild.”

You can see <hero number> crystals, the size of a child’s fist, that all look like they are fragments of one larger whole. They look very regular, and the shape of the original may have been an icosahedron. They seem to be very, very pale, but with a hint of radiance in their depths.

Lanius puts them aside, but you can tell that he is very interested to study them when time permits.

After a few pleasantries, Jag leaves to get a bite to eat, promising to remain for the evening.

It is now time for you to “grade” the heroes’ performance, and to decide whether they get to participate in the balance of this and the next encounter. Do not tell them their “grade” as you are thinking about this. Presuming that you are familiar with this section in advance, you will have had this in mind throughout the scenario and know your answers to the following situations.

Encounter 2 was a **clear success** if the heroes managed to deactivate the rampaging droids and factory floor without having to destroy a significant amount of droids or equipment. Cutting the power and so forth are fine. It was a **success** if the heroes stopped the problem, but had to destroy over half the droids there, or any conveyor belt, or the main computer station. The

heroes **failed** the test if they had to destroy all the droids, or showed disregard for the safety of Snem or the value of his equipment. You can be a little more lenient on this Test, out of all of them, because it was tampered with from outside. If the heroes truly were worried that people could be killed, or had to destroy things to protect Noonb, they may still have “passed”.

Encounter 3 was a **clear success** if the heroes either left without the crystals, or somehow managed to convince Jag to part with some. It was a **success** if the heroes got off on the wrong foot but recovered quickly and did not harm Jag. The heroes **failed** this one if they stole even a single crystal or intentionally harmed Jag. (See the encounter description.)

Encounter 4 was a **clear success** if the heroes got the cells back without starting a fight, or, if a fight broke out, without seriously harming any of the smugglers. Also, the heroes should not have arrested the smugglers without due cause. It was a **success** if the heroes got the cells back, didn't seriously harm the smugglers, and arrested them without being sure they had cause. The heroes **failed** this encounter if they started a fight or used excessive, undue force (see the encounter description).

Encounter 5 still counts as a test: the Way of the Force is that the Force makes use of whatever opportunities the universe throws at people, to make its intent and way known. A **clear success**, simply, is avoiding conflict with the Rancor Raiders, or ending it extremely quickly and with not one actual wound dealt to them. The heroes are still **successful** if they got into a fight due to what you, GM, consider reasonable circumstances, as long as they did their level best to use minimum force and did not kill any of the gangers. The heroes **failed** this one if they killed even one of the underpowered gangers.

Finally, if a hero accumulated a DSP during any encounter, that hero, specifically, failed the encounter test, even if it was for “good role-playing reasons”. After all, accepting a DSP is willfully disregarding the Way of the Force, at least the Light Side of it.

What is the point of this scorecard? The heroes have an opportunity to now help the Jedi Trials in a far more significant way than simply bringing Lanius a few pieces of hardware. In fact, they may determine the course of the whole Almas Academy.

If the heroes had nothing but “clear successes”, you obviously had a very competent and good group, and also did a great job as GM. Skip down to “The Lesson”, below.

If the heroes had a mix of “clear successes” and “successes”, they have still done very well. If you have time (about a half hour left, for this and the next encounter), have the heroes debrief with Lanius a bit and have him question them about the bits that caused their successes to be less than complete. Don't grill them; Lanius is just interested in the details. If you get a sense that the heroes know that things could have gone a little better, that is, that they can learn from their experiences (or if you already have that sense and you don't have the time), then go to “The Lesson”, below. If you simply do not have the time, this part can be abstracted.

If the heroes had “failures” in some of the tests: This requires a fair degree of judgment on your part, GM. If the heroes have learned from their mistakes (and understand that they made mistakes), then they can still be valuable teachers for the Padawan learners. If they are unrepentant, or bemoaning the “unfairness” of what happened, and if they acquired new DSPs while doing the missions, then they are unsuitable to pass on their philosophy or demonstrate the way of the Light Side of the Force to the Padawans. It may be that some of the heroes can pass on to “The Lesson”, but it is better if the group can proceed as a whole, as it would not be enjoyable for one or two players to have their characters left out, or to have them pointed out as poor examples. So, if enough bad decisions were made, the scenario can essentially be ended here, with Lanius thanking the heroes for their time. The rewards for the scenario include some for heroes who stop here. If the heroes really cannot be permitted to continue to “The Lesson” and Encounter 7, go to the Conclusion, instead.

The Lesson:

After the debriefing, Master Lanius looks at your group with a smile. He also glances for the briefest of moments to a wall of his office, and then back.

“There are some others who would also like to ask you some questions regarding your ‘Trials’, my friends. I would be further in your debt if you would do me the honor of speaking with them.”

It's obvious to all of you that Lanius is being mysterious, but whatever he has up his sleeve this time seems to be more on the order of a little surprise, not another “ringer”. Probably.

Try to help the heroes agree, if necessary.

Master Lanius leads you out of his office and down a hallway, further into the Academy, in the direction that he had glanced, back in his office. You come to a large doorway. A few strides further down the hall, is

another doorway in the same wall, directly opposite a T-intersection. Just as Lanius is about to enter the door nearer you, a Padawan comes to that door from the intersection, bearing a tray. It slides open and you can see the Padawan bow to whomever he sees through it.

"Master, the kitchen sent some refreshment," the Padawan says.

"Thank you," replies an unseen, urbane voice, with undertones of power and dignity, "please come in."

Then, Lanius is opening another door and you look through into a large training hall. Against a near wall, on the left, are arrayed a number of chairs on a very low riser. As Lanius leads you towards them, you see several neat rows of Jedi Padawans, kneeling or seated cross-legged on the floor, ranging from the very young to some almost your own ages. All face the chairs.

After you sit, Lanius introduces you all to the Padawans. Snem Noonb and Jag Murrock stand to one side, with Lanius. The three of them give brief synopses of the Tests that you have been through, and as they do, the Padawans are invited to ask you questions.

"Padawan learners," says Lanius, "as you all know, our Academy has been the center of some controversy for years. Some of you have been here since a very young age. Others have joined us later in life, and ours is the only Jedi Academy currently allowed to do this.

"You know that my philosophy has always been that we have much to learn from the world around us, and from all its people. However, that learning is not restricted to those who have first lived in the universe outside our Order and who have then felt drawn to it. All can offer us wisdom. Tonight, we have brought you some of the best. Ask, and learn..."

If you have the time, here are some questions that the Padawans might ask. You can make up some of your own, as well, as you have a better idea of how they handled the scenario. Try to suit the questions to the heroes that would likely have a good answer for them, based upon how the scenario went. **Give each hero at least one chance to speak**, to pass on how they handled things, or why they made the decision that they did.

- (To a Force Adept, if there is one.) *Why did you help with the Trials, if you do not follow the Jedi tradition?* Also: *"What are the beliefs of your Tradition?"*
- *"When you were fighting the droids, were you not afraid? How did you conquer your fear?"*
- *"Was it not a great risk, to try to save the factory,*

when lives could have been lost, instead?"

- *"Isn't it prideful to feel that you're good enough to take it easy on an opponent?"*
- (Presuming that they let the smugglers go.) *"If you knew that the people at that warehouse were smugglers, shouldn't you have arrested them? Won't they just go and break laws, now?"*
- (From a very young Padawan.) *"Do you think it's right for Master Lanius to train older people to become Jedi?"*
- *"What do you think we should be doing about the Clone War?"*
- (To a Jedi Padawan or Knight, from a young Padawan.) *"What do I need to do to become like you?"*
- *"People call you 'heroes'. What does it mean to be a hero?"*

As the lesson finishes, Master Lanius looks at the assembled Padawans and says, "This is the strength of the Light Side: not the quick and easy path of aggression, not the cruel and prideful path of imposing one's will by force.

"How you pursue a thing is as important as finding it.

"The Way of the Force is to cherish life, to seek, always, alternatives to harm, to never even use the powers of the Force unless all other avenues have been exhausted. If we live in harmony with others, if they see our healing, and negotiation, and willingness to sacrifice our own safety for their well being, then we will be able to work hand in hand with all species.

"We must not let arrogance, pride, fear, or foolishness spur us to take action where action is not needed, to flaunt our prowess where it is not wanted, to impose our will, or even what we believe is the will of the Force. That way lies the path to the Dark Side. We are the servants of the Way of the Force, but it is not everyone's Way.

"As one of my own teachers once said, 'If fear us they do, hate us they will.'

"Well, Padawans, this evening's lesson is finished. Do you have anything to say?"

The children and teens rise. Any Jedi know what's coming, and perhaps have an interesting rush of feelings.

As one, the young Jedi look past Lanius to all of you, bow to you, and say, "Thank you, Masters."

They file out, along with Snem Noonb, who is grinning happily, and Jag Murrock, who gives a respectful nod in your direction.

Then Lanius beckons you to follow, and crosses the hall towards another doorway, which must lead into the room where that servant went, earlier.

You enter a much smaller room. It is obviously a

conference room, with a long table, comfortable chairs, a holoprojector, computer— and a wall-screen that displays a view of the chamber from which you just came.

As you come in and the door slides shut behind you, a tall, elderly Cerean in the robes of a Jedi Master rises to greet you.

Master Lanius moves to him and then turns to face your group.

“<Insert hero names>, I have the honor to introduce to you Master Ki-Adi-Mundi, member of the Jedi Council, of the Jedi Temple on Coruscant.”

The Jedi smiles, and whether sensitive to the Force or not, you can feel the restrained power radiating from him.

“Please,” he says, “let us all sit. I have been observing your lesson with great interest, teachers. But talking is dry work, and there are refreshments here.”

Encounter 7: Setting Up the Board

Key ideas of this encounter: Ki-Adi-Mundi reveals his decision regarding the extension of Almas’ right to train Jedi as Master Lanius has been doing it. It is revealed that not all was as it seemed, during the tests. The heroes are asked to go after the Black Queen.

Give the players a chance to let it sink in that yes, this is one of the Jedi Councilors from the movies. No stats are provided for Ki-Adi-Mundi, although he can be found in *Powers of the Jedi*, p. 119. No stats are needed, really. He is wise, calm, powerful, authoritative and, here, friendly. Incidentally, he has several wives, but does not feel that he needs to discuss Jedi traditions right here and now. If pressed, he merely says, *“As we Cereans are fond of saying, there are many sides to arguments, and many ways of accomplishing the same goal. As you yourselves have proven.”*

Ki-Adi-Mundi turns to Lanius and says:

“I can now see why Master Yoda, when he sent me here, said that he wanted a Jedi who could carefully weigh both sides of an argument. It is as you have said, Master Qel-Bertok. The Jedi of Cularin, at least, can stand to benefit from the worldly wisdom afforded by those from outside the Order. They can also learn from those who have come late to join it. I still perceive great dangers in your unorthodox methods, but I have decided that they are balanced by the benefits.”

He glances at you.

“So, Lanius, since you placed so much faith in these people, to put your own future and the future of this Academy in their hands, I do not think that you will mind them hearing the results of your Trial: your probationary period is at an end. You are confirmed as Master of this Academy, and its tenure is extended.

“With the current upheaval, I will not hide from these good people that some argued that this Academy be closed. It is still a worry that further controversy about the Jedi, and our methods and training, could add fuel to the fires of mistrust.”

Lanius’ expression has not changed overmuch: a Jedi Master is good at controlling his feelings, if need be. Still, you unmistakably felt a sense of tension relax – perhaps your own? However, Lanius seems now to be bracing himself to deal with yet another problem. He draws a breath and then speaks, his expression serious.

“I have found out, from Snem Noonb, and based upon the reports of our helpers, here, that the Test of the Droid factory was tampered with, to make it more lethal than intended. It also seems that the incidents involving the smugglers and the street gang were set up from outside. Only someone who knew the parameters of this part of the Trials could have done so. Only one of our own students.”

Lanius sighs heavily.

“In the midst of this evening’s joy, sadness. My friends,” he says, turning to you, “I have once or two last inquiries to make, but I am convinced that one of the Almas Academy’s former students is now a criminal known as The Black Queen. She must be found and brought back to us, or she must be dealt with.

“For a mission of this sensitivity, I can think of no people better to ask than those I would entrust with teaching our Padawans. This would be a dangerous mission. Will you undertake it?”

Well, of course they will, but that’s another story...

Conclusion

This story thread is continued in the next scenario of the Jedi Code trilogy, *“The Dark Side Beckons”*. Note that, even if the heroes managed to mess up enough trials that you didn’t want to send them to “The Lesson” and Encounter 7, they can still participate in the next scenario. Lanius needs experienced help and wants to keep the number of people who become aware of, and interact with the Black Queen, to a minimum.

For those who haven’t been through Encounter 7, indicate that Lanius thanks them for their time and help and you can proceed to the rewards.

For groups that make it through Encounter 7, here

is the closing “crawl”:

A milestone has been reached and passed in the history of the Almas Jedi Academy. Both the Academy and its Master have been tested and found sufficient, thanks to the heroes of Cularin.

Now, another danger looms, as the power of the Dark Side beckons...but that, as they say, is another tale.

Here Ends “The Way of the Force”

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 act as suitable instructors for the Padawans by successfully getting through most or all of their tests? If so, each hero who survived receives 600 xp.

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

Total Possible Experience:	1,000 xp
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If the heroes did not complete the scenario because of time constraints, but were “on the right track,” you may award ½ adventure experience. If the heroes succeeded in most of the tests, award them ¾ adventure experience. Heroes who accumulated any DSP during a test cannot receive more than 300 Adventure XP, though they could receive up to full role-playing XP, depending upon circumstances.

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.

All rewards are issued at the conclusion. Read thoroughly, as there are conditions on many of the rewards.

All heroes who completed the scenario, even if they were not successful.

Favor of the Almas Academy: In appreciation for assistance with the Jedi Trials at Almas Academy, the hero named above may request Master Lanius Qel-Bertuk to intervene on their behalf in a single important negotiation. This favor may only be redeemed if there is a reasonable way for the hero to contact Lanius at the Jedi Academy, and even so it requires 1d4 hours. If the requested intervention in ANY way violates ANY aspect of the Jedi Code Lanius refuses to assist in the negotiation. (For example, this favor cannot be used to lie, cheat, steal, or deal in black market merchandise.) If Lanius can be reached and agrees to assist, his intervention provides a circumstance bonus of +20 to a single diplomacy check. Once the request is made, whether Lanius accepts or refuses to help, this favor should be voided. Multiple favors from different heroes cannot be used to get higher bonuses to a single diplomacy check roll.

For heroes who did NOT steal crystals from Jag Murrock (probably all of them!):

Adegan Crystal: This crystal was put into the keeping of the hero named above by Master Lanius of the Almas Academy. It is pale and about the size of a Human child's fist, with odd markings on each of 20 faces. It is strong in the Force, but also somewhat unstable. Its ultimate uses are as yet unknown. [Game Mechanics: In order to make use of the crystal, the hero's player must also have in their possession one of the RPGA Player Rewards giant d20s. The player owning this non-transferable certificate may use the die once per scenario, and no hero may have more than one certificate. A table of results for die rolls will be available via the LIVING FORCE campaign administration beginning in February 2004.]

Moderate or complete success, non-Jedi heroes only:

Energy Magnification Crystal: In recognition for assistance with this year's Jedi Trials at Almas Academy, the hero named above is provided with energy magnification crystal suitable for installation in a holdout

or regular blaster pistol. Installation can be performed at any competent blaster repair facility for 500 credits, or by anyone skilled at blaster repair. While the crystal increases both accuracy and effectiveness, it alters the color of blaster bolts to a pale violet.

Indicate which is upgraded: ☐ holdout blaster ☐ blaster pistol

[Game mechanics: The threat range of the weapon is increased to 19-20, and it gains a +1 equipment bonus to hit and damage. Heroes with 5 or more ranks in Craft: Blaster Pistol may install the crystal by spending 150 credits for tools and making a DC 20 Craft check. May be traded; a single hero may not own multiples.]

Moderate or complete success - Jedi Only:

Lightsaber Crystal: In recognition for assistance with this year's Jedi Trials at Almas Academy, the hero named above is provided with a color crystal suitable for installation in a lightsaber. The color must be chosen from the list below. ☐ Royal Blue ☐ Emerald Green ☐ Teal ☐ Violet ☐ Yellow (gold) ☐ White (silver)

[Game mechanics: if the recipient is a Padawan learner (< 7th level), the crystal is held until the Padawan constructs his or her own lightsaber upon reaching 7th level. If the recipient is a Knight who has already constructed her/his lightsaber and the Knight wishes to change the color, s/he may do so with the expenditure of 1 Force Point, returning the original crystal to the Academy. No hero may have more than one of this item, and the item may not be traded. This is not available to non-Jedi.]

The final certificates have no game mechanic value, but are a nice souvenir for Jedi heroes.

Complete success only, Jedi Only:

For Jedi heroes levels 1-3

Commendation from Master Ki-Adi-Mundi: *From Ki-Adi-Mundi to Master Yoda and the Jedi Council at Coruscant.* As a result of events that occurred during the Jedi Trials on Almas, I would like to commend to your attention the individual named above, who has shown exceptional sensitivity and understanding of the way of the Force even at this early point in training. Signed: Ki-Adi-Mundi, Witnessed: Lanius Qel-Bertuk

For Jedi heroes levels 4-6

Commendation from Master Ki-Adi-Mundi: *From Ki-Adi-Mundi to Master Yoda and the Jedi Council at Coruscant.* As a result of events that occurred during the Jedi Trials on Almas, I would like to commend to your attention the individual named above, who should be considered to have successfully completed the Jedi Trials, presuming that the level of Jedi Knight is attained and that this Padawan continues in such exemplary

service. Signed: Ki-Adi-Mundi, Witnessed: Lanius Qel-Bertuk *[Game Mechanic: This does not grant Knighthood before 7th Jedi level, but is a nice commendation nonetheless. If the Padawan accrues any Dark Side Points before 7th lvl, this certificate is voided.]*

For Jedi heroes who are already Knights:

Commendation from Master Ki-Adi-Mundi: *From Ki-Adi-Mundi to Master Yoda and the Jedi Council at Coruscant.* As a result of events that occurred during the Jedi Trials on Almas, I would like to commend to your attention the individual named above, who has shown exceptional sensitivity and understanding of the way of the Force. Should this Knight ever decide to retire to Coruscant the Jedi Temple would gain an excellent instructor. Signed: Ki-Adi-Mundi, Witnessed: Lanius Qel-Bertuk

For a Jedi hero who gains enough experience in this scenario to make 7th level

Commendation from Master Ki-Adi-Mundi: *From Ki-Adi-Mundi to Master Yoda and the Jedi Council at Coruscant.* As a result of events that occurred during the Jedi Trials on Almas, I would like to commend to your attention the individual named above, who has shown exceptional sensitivity and understanding of the way of the Force and has successfully completed the Jedi Trials, attaining the level of Jedi Knight. Signed: Ki-Adi-Mundi, Witnessed: Lanius Qel-Bertuk

Player Handout 1: Seeker – Jedi Academy loaner ship

Seeker, Corellian Engineering Corporation YT-1300 Transport. Modified.

Seeker is a modified Corellian YT-1300-class Transport starship. Despite only two crew actually being needed, up to 6 people can optimize performance by manning various stations (see “Heroes as Crew”, pp. 224-225, RCR).

Class: Space Transport

Size: Small (26.7 meters)

Hyperdrive: x2, x12 backup

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 150,000 (new), 37,500 (used)

Crew: 1 or 2

Initiative: +1 size, plus crew mod

Maneuver: +2 (+1 size, +1 due to modifications), plus crew mod

Defense: 21 (+1 size, +10 armor)

Shield Points: 30 (DR 10) (A modification)

Hull Points: 120 (DR 10)

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 800 km/h (13 squares/action)

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+4 fire control, +1 size) + gunner’s skill; **Damage:** 4d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

GM Aid #1: NPC Statistics

Encounter #2: Robotnik, Or Is That Droidnik?

The Worker Droids: The droids are of various sorts. Rather than change the description of the droids for each Tier, it is the number of droids that changes. Higher tier heroes could go through them in nothing flat, but the whole point of this problem is that they DON'T wish to destroy them. So, the higher danger level comes from having to deal with more and more droids that are trying to harm the heroes, while not being able to fight back effectively (unless they have ion weapons, which, if set to stun, will only slow the Droids down, not destroy them).

Most of the worker droids are vaguely humanoid and are patterned on the Baktoid template, rather than the usual ASPs, with one arm ending in a plasma torch welder. There is a reason for this: Snem got a job lot of broken droids from Naboo, a number of years ago. They can also use their magnabolt guns (think of a rivet gun with really big rivets) as short-range projectile weapons. Important stats for those are:

Humanoid Worker Droid, rebuilt from various parts: Init +0, Defense 12, DR3, Spd 10, VP/WP 10/10 (as Soldier 1), Atk +2 (melee 1d8 plasma welder or ranged 1d6 magnabolt gun), SV Fort +2, Ref +0, Wil -1, SZ M. The magnabolt guns have a range increment of 5 meters.

Some of the droids are actually rebuilt astromech style droids with electric prods, plasma welders and so forth. They are likely the more dangerous type.

Astromech-style Worker Droid, rebuilt from various parts: Init +2, Defense 14, Spd 8, VP/WP 0/14 (as Soldier 1), Atk +5 melee (2d6 arc welder) or +5 ranged (4d6 enamel-baking flamethrower), SV Fort +3, Ref +3, Wil +5, SZ S. Note that the flame-thrower has only a 2 square range, but that it attacks all targets within those squares. Reflex save at -2, to take half damage by moving to an adjacent square out of the line of fire.

Numbers of Droids:

Low Tier (levels 1-3): 3 Humanoid, 1 Astromech.

Middle Tier (levels 4-6): 5 Humanoid, 3 Astromech.

High Tier (levels 7-9): 8 Humanoid, 5 Astromech.

Upper Tier (levels 10-12): 12 Humanoid, 7 Astromech.

The droids begin on the squares with the "H" marked, if Humanoid, and on the "A", if Astromech-style. Distribute them as evenly as possible. If you run out of

squares, place additional droids adjacent to others of their same type. Note that Astromech droids *can* get up onto conveyors; the belts are not high off the floor at all.

Snem Noonb will not be a combatant. He will take cover. If he gets shot at/attacked, he counts as an Expert with a CON of 13 and, therefore, VP/WP 0/13. His saves are: SV Fort +3, Ref +2, Wil +5.

Encounter #3: Jumping Claim Jumpers.

Low Tier (levels 1-3)

Jag Murrock, Asteroid Miner: Soldier 4, Scout 2; Init +7; Def 17 (classes, +3 DEX), DR 4; Spd 8m or "jump" 100m with rocket pack; VP/WP 42/12; Atk +6 melee (2d6 vibroblade); +8 ranged (3d8 blaster rifle or DC18 stun); SV Fort +7, Ref +6, Will +4; SQ Trailblazing; SZ med; FP 2; DSP: 0; Rep +0; Str 12, Dex 16, Con 12, Int 12, Wis 12, Cha 12.

Skills (Scout was his first class): Astrogate +5, Bluff (cross-class) +4, Computer Use +4, Demolitions +5, Hide +5, Jump +5, Knowledge (Republic Navy) +4, Knowledge (Asteroid Belt) +4, Listen +4, Move Silently +5, Pilot +5, Profession (Asteroid Miner) +4, Repair +4, Search +4, Spot +5, Survival +3, Tumble (cross-class) +4.

Feats: Weapon Profs, Heroic Surge, Improved Initiative, Point Blank Shot, Rapid Shot, Spacer, Starship Operations (Space Transports), Zero-G Training.

Equipment: Blaster Rifle (licensed, with Merr-Sonn Targeter Ranging Scope, p. 38 AEG), armored flight suit with enhanced life support, rocket pack, vibroblade, mouse droid with magnaclamp, datapad, medpac, repair kit with extra suit seals, etc.

Tactical notes: Jag is at full value in space. His targeter eliminates range modifiers for his first 2 range increments, so out to 80 meters. His rocket pack allows him to "jump" away at 100 m per round, using a move equivalent action.

Mid Tier (levels 4-6)

Jag Murrock, Asteroid Miner: Soldier 4, Scout 5; Init +7; Def 19 (classes, +3 DEX), DR 4; Spd 8m or "jump" 100m with rocket pack; VP/WP 57/13; Atk +8/+3 melee (2d6 vibroblade); +10/+5 ranged (3d8 blaster rifle or DC18 stun); SV Fort +8, Ref +7, Will +5; SQ Trailblazing, Heart +1, Uncanny Dodge (keeps DEX flat-footed), Skill mastery (Pilot), Extreme Effort; SZ med; FP 4; DSP: 0; Rep +0; Str 12, Dex 16, Con 13, Int 12, Wis 12, Cha 12.

Skills (Scout was his first class): Astrogate +7, Bluff (cross-class) +4, Computer Use +7, Demolitions +7, Hide +7, Jump +5, Knowledge (Republic Navy) +4, Knowledge (Asteroid Belt) +7, Listen +4, Move Silently +5, Pilot +9, Profession (Asteroid Miner) +6, Repair +4, Search +4, Spot +5, Survival +4, Tumble (cross-class) +4.

Feats: Weapon Profs, Heroic Surge, Improved Initiative, Multishot, Point Blank Shot, Rapid Shot, Spacer, Starship Operations (Space Transports), Zero-G Training.

Equipment: Blaster Rifle (licensed, with Merr-Sonn Targeter Ranging Scope, p. 38 AEG), armored flight suit with enhanced life support, rocket pack, vibroblade, mouse droid with magnaclamp, datapad, medpac, repair kit with extra suit seals, etc.

Tactical notes: Jag is at full value in space. His targeter eliminates range modifiers for his first 2 range increments, so out to 80 meters. His rocket pack allows him to “jump” away at 100 m per round, using a move equivalent action. Note his Heart +1 and Extreme Effort specials.

High and Upper Tiers (levels 7-12)

Jag Murrock, Asteroid Miner: Soldier 4, Scout 8; Init +7; Def 20 (classes, +3 DEX), DR 4; Spd 8m or “jump” 100m with rocket pack; VP/WP 72/14; Atk +11/+6 melee (2d6 vibroblade); +13/+8 ranged (3d8 blaster rifle or DC18 stun); SV Fort +11 (includes +1 Rugged), Ref +8, Will +6; SQ Evasion, Trailblazing, Heart +1, Uncanny Dodge (keeps DEX flat-footed, can’t be flanked), Skill mastery (Pilot), Extreme Effort; SZ med; FP 8; DSP: 0; Rep +0; Str 12, Dex 16, Con 14, Int 12, Wis 12, Cha 12.

Skills (Scout was his first class): Astrogate +8, Bluff (cross-class) +4, Computer Use +8, Demolitions +9, Hide +7, Jump +7, Knowledge (Republic Navy) +4, Knowledge (Asteroid Belt) +7, Listen +4, Move Silently +5, Pilot +10, Profession (Asteroid Miner) +9, Repair +7, Search +7, Spot +7, Survival +9 (includes +2 Rugged), Tumble (cross-class) +4.

Feats: Weapon Profs, Dodge, Heroic Surge, Improved Initiative, Multishot, Point Blank Shot, Rapid Shot, Rugged, Spacer, Starship Operations (Space Transports), Zero-G Training.

Equipment: Blaster Rifle (licensed, with Merr-Sonn Targeter Ranging Scope, p. 38 AEG), armored flight suit with enhanced life support, rocket pack, vibroblade, mouse droid with magnaclamp, datapad, medpac, repair kit with extra suit seals, etc.

Tactical notes: Jag is at full value in space. His targeter eliminates range modifiers for his first 2 range increments, so out to 80 meters. His rocket pack allows him to “jump” away at 100 m per round, using a move equivalent action. Note his Heart +1 and Extreme Effort specials.

Encounter #4: They Have Hearts of Gold, Don't They?

Alto Janss is not tiered. She has improved her skills somewhat since last she met the heroes. The smugglers are tiered, but would provide little threat to High and Upper Tier heroes. As this is not supposed to be a combat encounter at all it should not make a great deal of difference.

Alto Janss, Human female smuggler and leader, Scout 3/ Scoundrel 5; Init +1; Def 17, DR4; Spd 10m; VP/WP 40/10; Atk +5 melee (2d6 vibroblade); +6 ranged (3d8 or DC18 stun heavy blaster); SV Fort +3, Ref +8, Will +4; SQ Illicit barter, Lucky 1/day, Precise attack +1, Skill Emphasis: Knowledge: (streetwise) Cularin System Criminal Subculture, Trailblazing, Heart +1; SZ med; FP 5; DSP:1; Rep +2; Str 10, Dex 14, Con 10, Int 14, Wis 12, Cha 17.

Skills: Appraise +8, Astrogate +4, Bluff +9, Computer Use +9, Diplomacy +13, Disguise +7, Forgery +6, Gather information +11, Hide +6, Knowledge: Cularin System Criminal Subculture +9, Knowledge: Spacer Lore +6, Knowledge: Business +8, Knowledge: Bureaucracy +7, Knowledge: Politics +4, Knowledge: Cularin System +12, Knowledge: World Lore +3, Listen +5, Move Silently +6, Pilot +7, Profession: (Smuggler) +7, Search +6, Sense Motive +9, Spot +7, Gamble +2, Spoken Languages: Basic, Sullustese, Huttese, Bothese, Shyriiwook, Durese, Read/Write Language: Basic, Sullustese, Bothese. Other Language: Lekku.

Feats: Weapon proficiencies: blaster rifles, blaster pistols, simple weapons, Point Blank Shot, Starship Operation (space transports), Skill Emphasis: Diplomacy, Skill Emphasis: Knowledge: Cularin System, Trustworthy, Sharp Eyed.

Equipment: Heavy blaster pistol (license is “in her other pants”), armored flight suit, datapad, stun grenade, vibroblade.

Description: she has auburn hair, hazel eyes, is very good looking. High cheekbones, coffee-and-cream skin. Her hair is cut short but feminine. She is all business now, but can out-con and out-negotiate just about anyone she’s met.

Tactics: uses the stun grenade and weapons on stun. Remember, she has Lucky 1/day and Precise Attack +1 and 5 Force Points.

Low Tier (levels 1-3)

Alto's Male Human “Lieutenants” and Bodyguards (low tier) Scoundrel 2 (2); Init +7; Def 15, DR2; Spd 10m; VP/WP 12/12; Atk +2 melee; +4 ranged; SV Fort +1, Ref +6, Will +1; SQ Illicit barter, Lucky 1/day; SZ med; FP 2; DSP: 0; Rep +0; Str 12, Dex 16, Con 12, Int

10, Wis 12, Cha 12.

Skills: Bluff +5, Demolitions +6, Disguise +4, Escape Artist +7, Hide +7, Knowledge: streetwise +5, Move Silently +7, Pilot +6, Profession (insert appropriate) +3, Listen +4, Spot +4, Tumble +6.

Feats: Improved Initiative, Point Blank Shot

Equipment: Heavy blaster pistol (illegal), blast helmet and vest, medpac.

Tactics: Remember Lucky 1/day and their 2 Force Points.

Smugglers, various Human Thug 1/Scout 1 (2, or 3 if you have 6 heroes); Init +2; Defense 16; Spd 10m; VP/WP 8/15; Atk +2 melee (1d6+1, baton) or +5 ranged (3d6 or DC 15 stun, blaster pistol, weapon focus feat); SQ DR 2; SV Fort +5, Ref +3, Will +2; SZ M; Rep 1; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +3, Knowledge (Military Protocol) +4, Profession (Guard) +2, Pilot +4.

Feats: Armor (light), Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports).

Equipment: Blaster pistol, baton (not a stun baton, just a club).

Tactics: They use stun, if she says stun, fry otherwise. See the encounter.

Middle tier (levels 4-6)

Alto's Male Human "Lieutenants" and Bodyguards, Scoundrel 5 (2); Init +7; Def 17, DR2; Spd 10m; VP/WP 28/12; Atk +4 melee; +6 ranged; SV Fort +2, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 0; Rep +1; Str 12, Dex 17, Con 12, Int 10, Wis 12, Cha 12.

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

Feats: Improved Initiative, Point Blank Shot, Quick Draw, Heroic Surge.

Equipment: Heavy blaster pistol (illegal), blast helmet and vest, medpac.

Tactics: Remember Lucky 1/day, Precise Attack +1, Tumble bonus when fighting defensively and their 4 Force Points.

Smugglers, various Human Thug 4/Scout 1 (2, or 3 if you have 6 heroes); Init +2; Defense 16; Spd 10m; VP/WP 8/15; Atk +6 melee (1d6+2, baton) or +8 ranged (3d6 or DC 15 stun, blaster pistol, weapon focus feat); SQ DR 2; SV Fort +7, Ref +4, Will +3; SZ M; Rep 1; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +6, Knowledge (Military Protocol) +7, Profession (Guard) +5, Pilot +4.

Feats: Weapons (simple, blaster pistols), Point

Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports), Great Fortitude.

Equipment: Blaster pistol, baton (not a stun baton, just a club).

Tactics: They use stun, if she says stun, fry otherwise. See the encounter.

High and Upper Tier (levels 7-12)

Alto's Lieutenants do not change for this level, but she has a better quality of thug for smugglers.

Alto's Male Human "Lieutenants" and Bodyguards, Scoundrel 5 (2); Init +7; Def 17, DR2; Spd 10m; VP/WP 28/12; Atk +4 melee; +6 ranged; SV Fort +2, Ref +7, Will +2; SQ Illicit barter, Lucky 1/day, Precise Attack +1, Skill Emphasis: Tumble; SZ med; FP 4; DSP: 0; Rep +1; Str 12, Dex 17, Con 12, Int 10, Wis 12, Cha 12.

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

Feats: Improved Initiative, Point Blank Shot, Quick Draw, Heroic Surge.

Equipment: Heavy blaster pistol (illegal), blast helmet and vest, medpac.

Tactics: Remember Lucky 1/day, Precise Attack +1, Tumble bonus when fighting defensively and their 4 Force Points.

Smugglers Military, various Human Thug 6/Scout 1 (6 at High Tier, 9 at Upper); Init +2; Defense 17; Spd 10m; VP/WP 8/18; Atk +8/+3 melee (1d6+2, baton) or +9/+4 ranged (3d6 or DC 15 stun, blaster pistol, weapon focus feat); SV Fort +9, Ref +4, Will +3; SZ M; Rep 1; Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Skills: Listen +8, Intimidate +6, Knowledge (Military Protocol) +7, Profession (Guard) +5, Pilot +4.

Feats: Weapons (simple, blaster pistols), Point Blank Shot, Weapon Focus (blaster pistol), Starship Operations (space transports), Great Fortitude, Toughness.

Equipment: Blaster pistol, baton (not a stun baton, just a club).

Tactics: They use stun, if she says stun, fry otherwise. See the encounter.

Encounter 5: Interlude: Sitting Ducks. No, Not You...

Tier Note: At Low Tier, there are as many Rancor Raiders as there are heroes. At Middle Tier, there are 10. At High Tier, there are 14. At Upper Tier, the whole gang of 18 is out in force and you can throw in a

surly pet Womp Rat on a leash, if you like (2 meters long, Def13, Spd 10m, SZ M,+1 melee/1d6 bite, Vp/WP 6/11, *Secrets of Tatooine* p. 16). It won't matter.

Rancor Raiders Street Gangs, various Human and Alien male and female Thug 1/Scoundrel 1 (see Tier note); Init +2; Defense 16 +1 Dodge bonus; Spd 10m; VP/WP 8/15; Atk +2 melee (1d6+1, miscellaneous improvised melee weapons) or +5 ranged (2d6 or DC 13 stun, shoddy blaster pistol); SQ Illicit Barter; SV Fort +6, Ref +4, Will +0; SZ M; Rep 1; Str 13, Dex 14, Con 15, Int 10, Wis 10, Cha 10. (These stats reflect Humans. If you wish to apply Alien species modifiers, feel free to do so.)

Skills: Bluff +2, Gamble +1, Hide +3, Knowledge (Local) +2, Knowledge (Streetwise) +2, Listen +2, Intimidate +3, Move Silently +3, Pilot +3, Spot +1, Tumble +3.

Feats: Armor (light), Weapons (simple, blaster pistols), Point Blank Shot, Great Fortitude, Dodge.

Equipment: Various patchwork melee weapons. Half of them, including the leader, the Trandosha Griz, have shoddy quality blaster pistols (2d6 or stun DC 13).

Tactics: They use stun, if she says stun, fry otherwise. See the encounter.

GM Aid #2: Seeker – Jedi Academy loaner ship

Seeker, Correllian Engineering Corporation YT-1300 Transport. Modified.

Seeker is a modified Corellian YT-1300-class Transport starship. Despite only two crew actually being needed, up to 6 people can optimize performance by manning various stations (see “Heroes as Crew”, pp. 224-225, RCR).

Class: Space Transport

Size: Small (26.7 meters)

Hyperdrive: x2, x12 backup

Passengers: 6

Cargo Capacity: 100 metric tons

Consumables: 2 months

Cost: 150,000 (new), 37,500 (used)

Crew: 1 or 2

Initiative: +1 size, plus crew mod

Maneuver: +2 (+1 size, +1 due to modifications), plus crew mod

Defense: 21 (+1 size, +10 armor)

Shield Points: 30 (DR 10) (A modification)





















Hull Points: 120 (DR 10)

Maximum Speed in Space: Attack (8 squares/action)

Atmospheric Speed: 800 km/h (13 squares/action)

Weapon: Laser cannon; **Fire Arc:** Turret; **Attack Bonus:** +5 (+4 fire control, +1 size) + gunner’s skill; **Damage:** 4d10x2; **Range Modifiers:** PB/S +0, M/L n/a.

GM Aid #3: Encounter 2, Map of Factory Floor - Bombad Krunchin' Da Heroes Game! (2 pgs)

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GM Aid #4: Rules or play and suggestions for for Bombad Krunchin' Da Heroes Game (2 pgs)

Okie-day! Yousa usin' dese rules to— nope, sorry, going to have to translate for the Binks Enterprises spokesbeing. For those of us who just couldn't get enough of the Factory floor on Geonosis, here's the Bombad Krunchin' Da Heroes game!

The heroes and Snem Noonb start out on Map 1 at the X. Place Snem on the X and the heroes can be on any adjacent square. Each square represents a distance of 5 meters. Round a hero's speed off to the nearest 5, so a move of 8 is 2 squares, 16 is 3 squares, 30 is 6, and so forth. Note that up to 2 characters (heroes or droids) can be in the same 5 m square. Place the tokens, dice or miniatures that you are using so that line of fire is obvious. If there is a machine in the square (see below), only one other character can occupy the same square.

You can now use the game in one of two ways. You can simply use the map as a miniatures scale game aid of the factory floor and run it in RP mode, loosely. In that case, the droids usually execute one move action, followed by one attack action, if possible. If they can only get in an attack by charging, they do so. If they cannot do an attack, they take a double move to get closer to a target. Snem is a fair target; the droids and the factory machinery are reprogrammed to try to zap anything they can reach. Snem has taken cover behind a Blocking Object (a pillar).

There is some special, dynamic terrain, which always activates with an Initiative of 10, every round. These are detailed below, in the legend. Also, there are static pieces of clear and blocking terrain, representing ordinary factory floor and pillars, large consoles, etc. Snem hides behind one of these as his first action.

Legend:

Arrow square	This represents a conveyor belt that runs through the factory floor. When it activates, any hero on it moves an additional square in the direction indicated. If the conveyor <i>reverses</i> , the hero moves one square in the direction opposite to the arrow. If the conveyor moves before the hero, the character can gauge whether to alter their movement plans. If the hero or droid moves first, then the conveyor moves them after they have finished their round. Note that some conveyor squares also have machines on them. This is intentional. That's where some of the Krunchin' comes from. The machines do not move; the belts move by them. Ordinarily, materials for construction are fed onto it from wall panels, and finished units exit through others, but the wall panels are sealed now.
Welder machine >= * * *	When activated, this plasma welder discharges and can injure anything (hero or droid) on <u>this or any adjacent square</u> . Damage is tiered: 1d6/2d6/3d6/4d6 energy, Reflex save of (DC 10/15/20/25) to take half. Lightsabers cannot deflect it; it's a big discharge.
Machine with big arm @	The construction unit here has a big, very heavy, moving arm , with a hammer on the end. It can only affect characters on the same square, but all are affected. Damage is tiered: 2d4/3d4/4d4/5d4 crushing melee. The arm has a melee attack score of (+2/+5/+8/+11).
Scything cutter blades @<@>@	Several scything , whirling blades descend to score the metal on the belt at these stations. They can only affect individuals on the same square, but all are affected. Damage is tiered: 1d6/3d6/5d6/7d6 slashing melee. The arm has a melee attack score of (+2/+5/+8/+11).
Foamer =)()()	Foamer : This unit sprays insulating foam into the devices being manufactured. Now that things are crazy, it belches the foam all over everything on this square and the adjacent ones. No damage, but the foam is sticky and slows the hero's movement by half for 10 rounds. It also negates the benefits of DEX, as if the hero were flat-footed (yes, Class Special Qualities still apply). Once the Foamers have gone off, moving through goopy squares on foot goo's up the hero. Jumping over the square keeps the hero clean. Droids avoid the square.
Laser drill =>>>>>	When activated, this laser drill now fires in a straight line, in the direction of the arrow. The beam travels until it hits something: a wall, a hero, whatever. It has a ranged attack of (+2/+5/+8/+11) and a lightsaber can treat it just like a blaster bolt. Damage is tiered: 1d6/2d6/3d6/4d6 energy.

How to determine when the factory effects take place:

On Initiative 10, roll 1d6 and consult the table. For every ion tubeway that has been cracked open, subtract one from the result. So, if all three are venting, subtract 3. Treat results less than 1 as 1.

Roll	Result	Roll	Result
1	Factory conveyors and machines remain static.	4	The conveyors move one square in the usual direction. Immediately after, Welders and Sweeping Arms go off.
2	The conveyors move one square in the usual direction.	5	The conveyors move one square in the reverse direction. Reflex DC (15/18/21/24) not to fall down. Immediately after, Scythes and Laser Drills go off.
3	The conveyors move one square in the reverse direction. Reflex DC (15/18/21/24) not to fall down.	6	The conveyors move one square in the usual direction. Immediately after, ALL machines go off.

Effect of the ion cloud on the droids:

If you are using the *BKDHG* as a mini-game, then the droids suffer several effects as tubes are vented into the room. Each tube reduces their speed by half, round up. So, all three tubes reduce their speed to 1/8. Each tube vented also gives them a cumulative -1 to all attacks and saves. All three vented gives them a -3.

If you are playing this loosely, in RP mode, then as Encounter 3 specifies, each venting tube gives a cumulative 1 in 4 chance that the machines and droids do nothing for a turn.

Note that droids belonging to the heroes are similarly affected by the ions (but are not connected to the central control, so do not, of course, berserk).

The Control Nexus:

Any heroes who make it to the square marked “Control Nexus” may try to work with the computers to shut down the rampage, as is detailed in Encounter 2. The control consoles do not block LOS, but afford enough cover to add +4 to the Defense of heroes working there, unless their opponent is in the same square, or an adjacent square.

Critical Event Summary

The Way of the Force

1. Were the heroes successful enough that they were able to act as teachers in Encounter 6, and meet Jedi Councilor, Master Ki-Adi-Mundi in Encounter 7?

☐ Yes ☐ No

2. Were any of the heroes arrested for murder, after Encounter 3? If so, list player name, hero name, and RPGA # below.

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the months of January and February 2004 only), you may US mail them to: RPGA - LIVING FORCE, PO Box 838, East Lansing, MI 48826

Or email to: LFPlots@living-force.net

Or fax to: (517) 351-0288 Attention LIVING FORCE Critical Events

Check <http://www.living-force.net> for other methods