

Cloak and Vibroblade

**Episode 3 of the Jigsaw Trilogy
A One-Round LIVING FORCE Tournament**

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When a pair of wealthy industrialists arranges festivities to honor of the beings of Cularin, the heroes look for who would want to disrupt them. An adventure for LIVING FORCE heroes of levels 1-12. This scenario should be played after "A Portrait of the Artist as a Young Rodian" and "In the Name of the Maker" (Episodes I and II of the Jigsaw trilogy).

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Cloak and Vibroblade 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 a player brings a higher-level character to your table, explain that he or she must use a lower-level hero to play in this event. If your players do not have heroes, help them create new ones (see your event coordinator for hero creation instructions).

GM Overview

The attempts by the Fireclaw Horde mercenaries to recover Gomalo’s treasure and to steal SoroSuub technology are not the end of their predations in the Cularin System. The true mastermind behind their plots is a Dark Side adept named Mebara Jos. She is a Togorian who was refused by the Almas Enclave twenty years ago after a fight with one of her fellow Jedi candidates. Her first two attempts at vengeance, the capture of the carbonite encased Jedi, and the destruction of the Queen of Cularin, were disrupted by local heroes. As such, her hatred for the beings of the Cularin System has only grown more intense. Now she has devised a strategy to strike a blow against the system and its citizens in a gloriously violent attack at a time when it would receive huge media coverage—the first annual Cularin Classic swoop race.

Amidst the beings assembled to compete in the highly-anticipated swoop race is a team from SoroSuub; they intend to pit their remote-piloted racer against the best of the system’s organic competitors. It is a contest that has attracted considerable media attention, providing the perfect setting for Mebara’s two-pronged act of

vengeance. Using information stolen from the SoroSuub office on Gadrin, she intends to jam the controls of the remote vehicle, sending it out of control and into the crowd. She then intends for her “allies”, some Togorians, to take the blame for the casualties.

Mebara’s one problem is that her machinations have not gone unnoticed. Di’hal’uma (Di’hal, for short) is a Twi’lek investigator, well known to the local swoop racing circuit. Di’hal was hired by the Talons swoop gang to check out their competition in the upcoming race. When she looked into the background of the Duckonian team, she was completely unable to find any background information on them. Further investigation revealed that they were actually Togorians and members of the Fireclaw Horde, a band of pirates that has caused a good deal of trouble in the system as of late. Figuring that this did not bode well for the other beings competing in the Cularin Classic, she arranged a meeting with Seng Windrunner (leader of the Talons gang) to report her information.

The trouble is, Mebara is also aware of Di’hal’s investigation; for this reason Mebara has hired a band of Corellian toughs to cause a distraction while her other agents capture the Twi’lek.

Encounter 1: Evening at the Dancing Flame Tavern

While relaxing after their latest activity, the heroes become embroiled in a tavern brawl. While the perpetrators fight only to subdue—not to do any real damage—the true purpose for the fisticuffs only becomes apparent after the dust has settled.

Encounter 2: The Missing Patron

Either during or immediately after the brawl, the heroes realize that one patron has gone missing. If they are unable to rescue Di’hal immediately some investigation can reveal a number of clues, including the fact that the Dancing Flame is a hangout for members of the Talons swoop gang and testimony from a nearly blind Chadra-Fan that the kidnappers “smelled of turbothruster engine coolant.” Out back of the tavern they can also find witnesses who confirm that a trio of swoop riders just departed in a hurry, with swoops and a groundspeeder, carrying with them an unconscious passenger.

Encounter 3a: Finding The Swooper Hideout

(Note: the heroes will do either 3a or 3b, not both.) Should the heroes be unable to immediately rescue Di’hal some clues point them in the

direction of the local swoop gangs. Information gathering or a call to the local OPS office can provide its location, an abandoned docking bay over in the industrial section of town—number 216. Swoopers are a territorial bunch, of course, and don’t welcome interlopers; for this reason their sentries are wary. If the heroes go in looking for trouble, they’re sure to find it. This becomes even more likely when Seng and his fellows return from going to meet with Di’hal, since they have heard that she was kidnapped.

Encounter 3b: Visiting The Swooper Hideout

(Note: the heroes will do either 3a or 3b, not both.)

Should the heroes be able to rescue Di’hal she links them up to the Talons where she tells both groups what she has found out.

Encounter 4: Snooping...

After arriving at the race track the heroes can scope out the other teams and perhaps find Di’hal (if they were unable to rescue her earlier) or look for further information (if she was rescued already).

Encounter 5: ... and Swooping...

Thousands of eyes are watching as the race begins. Meanwhile the heroes are trying to avert disaster, one on the track and the rest behind the scenes. This scene may be shortened if play time is running out by abstracting some of the information gathering.

Encounter 6: ...and Chaos, Oh My.

Either because the heroes get too close, or because Mebara decides to strike, chaos will erupt. The crowd becomes endangered, Togorians go on a thieving rampage and it’s up to the heroes to stop the mad plot in time.

Important Note to Judges: Remember, the Duckonian race does not exist. Refer to the first page of the GM Aid #1 for guidelines on how to handle them as well as personality profiles for a few of the other characters.

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 the highest for high tier. In this scenario, tiers are for character levels: 1-3, 4-6, 7-9 and 10-12.

Opening Crawl

It is a time of great promise as well as conflict in the Cularin System. Thaereian and Cularin military jockey for position. However, ordinary citizens still hope for prosperity and crave diversion. Nog and Cham Teleus of Tynna may be providing both; the promise of investment in Cularin industry and the first ever Cularin Classic swoop racing competition. The race has brought the attention of many throughout the galaxy. Here is a chance to showcase the system's hope for tomorrow and its faith in Cularin's economic security. But in the shadows lurk those who wish to undermine such success...

Encounter 1: Evening at the Dancing Flame Tavern

Key ideas of this encounter: The heroes are embroiled in fisticuffs with some Corellian lowlifes while abduction occurs.

The adventure begins while the heroes are enjoying some well-deserved relaxation at the Dancing Flame Tavern, in the city of Gadrin. Give the heroes some time to become acquainted before the action starts. An Ortolan jett organ trio plays on center stage, and the food and drink is among the best on the planet.

Once they've had a chance to unwind a little, business comes to find them. Mebara has hired a band of thugs to pick a fight with the locals while a second group of her goons abduct Di'hal.

All around you are the sounds of relaxation and camaraderie. The soothing tones of an Ortolan organ trio sound in the background, while conversations in half a dozen languages rumble through the tavern. Then abruptly the sound of breaking glass shatters the ambience.

"And just what do you think you're gonna do about it?" The speaker is a large, quite surly human, addressing a pair of young Militia recruits. Behind him stand <<insert appropriate number from DM Aid #1>> others, jeering. As you watch the recruit jumps to his feet, then immediately seems to regret having done so. "Yeah," taunts the Coreworlder, "that's what I thought. No hick from Cularin could ever stand up to a Corellian."

Now, many heroes may try to settle this conflict in a non-violent manner, and that is a laudable intention. These thugs have been sent here by Mebara to fight, however, and that's what they intend to do. As soon as any of the heroes react, drawing the attention of the two young Militia members, the lead thug smashes a bottle over his opponent's head. (Roll initiative.) Because the thugs begin by attacking, the Friendship skill cannot be used to pacify them. They attack with their stun batons; while they've been hired to cause some trouble, they do not actually intend to kill anyone.

The Dancing Flame Tavern

The Dancing Flame is one of the more high-end establishments on Cularin. While it is not so fancy as some, it is not the typical rough-and-tumble cantina. The lower level is dominated by the central bar, which is built around the stage in the center of the room. (The bar is one meter high, and the stage sits another meter above that.) Ten private booths are arranged along the outside walls for those beings that require a little more privacy. Four drop shafts (elevators) provide access to the upper level above, which consists of a squared balcony surrounded by two dozen more booths. A map for reference by both the heroes and the GM is provided as GM Aid#3.

Run the fight until the Corellians are defeated or for five rounds, when any remaining Corellians will make a run for it, dragging their fallen with them.

GM Note: Seng and four other members of the Talons are en route to the Dancing Flame to meet with Di'hal. They will arrive after the brawl is over and after the heroes have left. When they learn that their contact was kidnapped they'll return to their hangout, arriving in Encounter 3.

Encounter 2: The Missing Patron

Key ideas of this encounter: in desperation Di'hal sends a call for help that starts the heroes searching for her.

The fight begins to wind down. The Coreworlders who started it are <<gone or defeated>> and the other patrons are brushing

themselves off.

Have the heroes make a Listen check DC 12/15/20/23. If the heroes are unsuccessful go to the section One of Our Patrons Is Missing. If they are successful go to the section In the Alley.

In the Alley

“Help!” calls a voice faintly, muffled either by distance or a hand.

If the heroes immediately run for the alley they will see a couple of swoops and a groundspeeder leaving the alley. They can attempt to stop them and/or give chase. Use the stats for the Blood Raptor swoops and groundspeeder found in GM Aid #8. The Blood Raptors are more interested in escape than their hostage and with the incredible ceiling and speed of their swoops it is likely that they can outrun the heroes. The driver of the groundspeeder has his swoop in the back. It takes two rounds after stopping the vehicle to get it into the air.

If the heroes rescue Di’hal they can either return to the Dancing Flame (One of our Patrons is Missing) or Di’hal can take them straight to Encounter 3b. If the heroes fail to rescue Di’hal they should return to the Dancing Flame and the One of our Patrons is Missing.

One of Our Patrons Is Missing

If the heroes didn’t hear the call for help or if they were unsuccessful in rescuing Di’hal then have Chadra-Fan call them over and tell them what he knows. In this case the kidnappers will be long gone. This should leave the party with a few questions to answer. Keep in mind that by the time Di’hal has a chance to call for help, she and her captors are already in the alley behind the Dancing Flame. After she manages to do so she is stunned. Proceed to Talking at the Dancing Flame.

If they are successful in rescuing Di’hal she will be very grateful and have the following information:

- She was asked by the Talons to scope out the competition for the upcoming race.
- The kidnappers smelled of turbothruster fuel.
- She found out something but that information was paid for by the Talons. If the heroes want to find out they can come with her to the Talons and she’ll get them to agree.
- If the heroes really are the heroes of Cularin

like the media says then Di’hal thinks it would be a very good idea for them to come along.

From any captured Blood Raptors:

- They were hired to go to the Dancing Flame and, when a brawl broke out, grab the Twi’lek.
- They were hired a few hours ago by a street punk named Jax who told them he was taking a vacation on Dorumaa for a couple of weeks. They don’t know who hired Jax.
- They were told to hold onto the girl until they were contacted. The code phrase was “Best served cold”.

Go now to Section 3b.

One of Our Patrons is Missing

Depending on who the heroes have captured or asked they can find out the following information. The heroes can either role play or have them roll a Gather Information, Intimidate or Diplomacy 15/18/21/24 and give them the information below. Remember, some information is only if that person is available due to capturing or rescuing.

From Chadra-Fan:

- He heard some kind of scuffle, including muffled curses in a language that might have been Ryl (the language of the Twi’leks). He’s pretty sure someone left the Dancing Flame against their will.
- The kidnappers smelled of turbothruster fuel. He remembers it from his days at Sienar Systems. Say, did you hear the rumor that they’re working on a new line that’ll be faster than the old Z-95 Headhunters?
- GM Note: Heroes who succeed at a DC 10/12/14/16 Knowledge: Technology (or similar appropriate, like Repulsorlift or Swoops) check will know that turbothrusters are also used for swoops.

From other patrons:

- The people who took the girl looked human enough.
- They weren’t sure it was a kidnapping until the girl called for help.

From the Dancing Flame staff:

- They didn’t take much notice of the girl beyond that she was a Twi’lek.
- They certainly didn’t know her name.
- If asked specifically about swoops they will

say that a couple of the local swoop gangs frequent the Dancing Flame. They are generally well behaved, pay their bill and don't cause trouble.

- GM Note: DC 14/17/20/23 Knowledge: streetwise check or a DC 14/16/18/20 Gather Information check reveals that the Dancing Flame tavern is a known hangout of the Talons swoop gang.

From any captured Corellians:

- They were hired to go to the Dancing Flame and make sure a brawl was to break out.
- They were hired a few hours ago by a street punk named Jax who was on his way to a ship bound for Dorumaa.
- They never meant to really hurt anyone. Just break a few noses and some bruises.

GM Note: if the heroes wish to turn over either the Corellians and/or the Blood Raptors they should be steered towards contacting the Office of Public Safety. The heroes will not be required to give a statement or anything – the Militia recruits and Di'hal will be adequate for that.

Other Avenues

Other sources that the heroes might try to get a lead on swoop gangs in the area include but are not limited to... nobles might be able to call in a favor (a DC 15/17/19/21 check), perhaps with the Office of Peace and Security—particularly for those who participated in the events of A Portrait of the Artist as a Young Rodian—or with Nirama's organization. Other alternatives include both the Spacers Union and Trade Alliance. Both organizations look to the amateur swoop and speeder race circuits to recruit pilots and Di'hal is known to them through that connection.

Finally, a DC 20/22/27/29 Knowledge: streetwise or Gather Information check reveals that the Talons are known to operate out of an abandoned docking pit somewhere in Gadrin's industrial neighborhood.

Moving Along the Scenario

It is possible that either due to a lack of information or a willingness to just let OPS take over the problem the heroes will be stopped here. If that is the case have Seng of the Talons contact the heroes. He knows they were at the Dancing Flame when Di'hal was taken and he wants the heroes to take over her investigation and/or find her and/or run the race in his place (Because if he can't race and win he sure as Reidi-Artom's-baby-finger doesn't want a Blood Raptor to win).

Encounter 3a: Finding The Swooper Hideout

Key ideas of this encounter: If they can overcome the suspicions of the Talons swoopers, the heroes can find out why Di'hal was kidnapped as well as some information about the upcoming swoop race.

GM Note: If the heroes have Di'hal proceed to Encounter 3b, skipping Encounter 3a entirely.

GM Note: If the heroes only know that the Twi'lek woman was kidnapped by swoopers but not by which gang they might erroneously think that the Talons are responsible. This is acceptable, and should not force a fight, if the heroes are not spoiling for one.

The industrial zone of Gadrin during the day is a noisy and crowded area. Landspeeders and cargo trucks fill the streets. Open warehouse doors offer glimpses of crates and barrels from far off systems and a thousand different languages and accents fill the air.

After dark, however, it's a different land. Warehouses, locked and dark, seem as deserted as the Docking Bays abandoned when the new spaceport was built. Voices seem to whisper instead of shout and the drone of heavy repulsors is replaced by the whine of swoops and repulsorbikes.

The heroes have a number of options in their search for the Talons' hideout. One is to take a slow reconnaissance of the neighborhood; in this case a DC 15/17/19/21 Search check or Gather Information check (conducted in the vicinity) reveals that a landing bay still sees a surprising amount of activity despite the fact that it is no longer open for business. Note, however, that if the heroes use the Gather Information option, the Talons will be alerted that someone is looking for them, as people will warn them that someone is asking questions.

Keep in mind that Seng and four of his comrades, having missed Di'hal at the Dancing Flame—and having heard that their Twi'lek contact was kidnapped—happen to be returning to their hideout and are suspicious that someone is looking to cause them trouble. To this end, the

swoopers arrive about ten rounds (one minute) after the heroes make their move.

Casing out Landing Bay 216

The block in which it is located consists of a cluster of four such structures; the one just to the north of 216 is currently unoccupied. Inside the docking bay there are five more swoopers; when the heroes arrive, two are sleeping in Area 3 while the other three are working on their rides against the east wall in Area 2. They have activated the floodlights in the docking bay, providing normal lighting. A map for the heroes (Player Handout 1) and GM (GM Aid #4) is available for reference.

The walls of the docking bay are meter-thick pourstone, designed to withstand the engine wash of starships. For this reason, they have Hardness 10 and 200 WP. The doors that grant access to side rooms are made from 10 cm-thick durasteel, with Hardness 10 and 50 WP.

Area 1 is the entryway, and is empty.

Area 2 is the main docking area, open to the sky above. Five swoops are parked against the east wall, and a variety of tools and spare parts are scattered about.

Area 3 has been converted to the bunkroom; there are two swoopers sleeping here when the heroes arrive. They might be awakened (DC 18 Listen check for loud talking; DC 12 for combat) by activities in Area 2. If one or more of the heroes enters this room, the DC is the heroes' lowest Move Silently check +4.

Entering Landing Bay 216 Openly

Should the heroes elect to simply knock on the front door they will be greeted and allowed to enter to talk with the Talon member in charge. Use the following points for guidance.

- Queg is in charge until Seng gets back.
- Seng left just a little while ago, maybe 15 minutes.
- Seng may have been going to the Dancing Flame but Queg won't confirm it.
- The Talons are not a "gang" in the criminal sense.
- Well, maybe they use to be but they're legit now.

GM Note: The Talons are suspicious and cautious but not aggressive.

Should any hero announce they're looking around; it does not take a Spot check to see three swoops in various stages of being disassembled.

A Repair Check (15/17/19/20) will let the hero realize that the swoops are being fine tuned and re-tooled for above average performance.

After Queg has told them what he's willing to tell them have a few minutes pass and then go to Seng's Arrival.

Entering Landing Bay 216 with Force or Stealth

Unless they want to cut their way in through one of the doors or walls, the heroes' best option is probably to sneak over the outside walls; in this case allow them Hide and Move Silently checks opposed to the Listen and Spot checks of the swoopers.

If the swoopers become aware of anyone snooping around their hideout, they react in a confrontational, but not necessarily violent, manner. In fact, since they know that five more of their fellows are en route from the Dancing Flame, they attempt to stall to give the others time to arrive. One of the Talons members even goes so far as to attempt switching on her comlink; grant the heroes Spot checks against her Sleight of Hand (at a +7/9/11/13 modifier). If she succeeds, Seng and the others are automatically aware that there is trouble afoot when they arrive at the docking bay.

As the Talons are not the bad guys the heroes shouldn't be encouraged to get into a fight. If one breaks out, use Seng's Arrival to interrupt it and give the heroes a second chance to talk it out. Using lethal force against the swoopers, who will not be using it, would be grounds for a DSP. Warn them if it is about to happen, as always.

Seng's Arrival

Suddenly the far-off whine of repulsors gets much louder as four swoops drop from the sky, setting down in the center of the landing field. One, slightly in the forefront, revs its repulsors to an earsplitting whine before suddenly being cut off.

"I'm Seng," the driver says, bracing himself against the swoop. A dirty gray cast can be seen wrapped around his lower leg. "What are you doing on Talon turf?"

Seng is a human male in his early to mid-twenties.

Seng is confused. What seemed like a ideal chance to get some credits and some fame has gone all wrong. He really doesn't want to fight the heroes.

Should the heroes be willing to talk, they can pretty easily overcome the swoopers' suspicions.

A DC 10/12/14/16 Diplomacy check or adequate roleplaying (at the GM's discretion) is sufficient, particularly if the heroes are truthful about what they have so far seen and heard. This becomes notably more difficult (DC 16/18/20/22 check) if any of the swoopers have been injured in combat.

Use the following points for guidance.

You hired the Twi'lek? ***Di'hal, yes. She knows her way around the swoop track and is a bit of an investigator. We hired her to scope out the other teams. Perfectly normal.***

You were supposed to meet the Twi'lek at the Dancing Flame Tavern? ***Yes. She called us and wanted to meet somewhere. Something about a plot and the race tomorrow.***

Plot? ***She was vague. A "plot that could bring great harm to the beings of Cularin."***

You believed her? ***Well, it sounded a bit dramatic. But Di'hal hangs around the swoop track a bit and she did sound scared.***

Did she give any idea about whom the plot involved? ***No, nothing. There's only six teams entered though. Five now, really.***

Five? ***Seng taps his cast. It's not official yet but the Talons will have to withdraw. Fastest swoop in the system but no pilot.***

None of the other Talons can fly a swoop?

Not well enough for a race. Not against the competition.

What competition? ***The Blood Raptors and a SoroSuub team are the local racers. Then some out-systemers.***

What do you know about the others?

Not much. A little. < Refer to GM Aid #2. Seng knows the teams and the pilot of each but no other details.>

GM Note: Heroes who participated in the events of *The Price of Business* might recall a run-in with the Blood Raptors.

Where can we find the other teams? ***Probably at the arena, but unless you're a team you can't get in. Unless.....***

Unless what? ***I'm out of the race. But you can borrow one of our swoops and our credentials to get into the staging area.***

Each team is allowed one rider, a chief mechanic and up to four other members (for example; backup pilot, mechanics, team doctor, publicist, groupie(s), accountant). Let the heroes decide who should play what role. If none of the heroes own swoops, Seng offers his as a loaner.

GM Note: Heroes do not have their piloting skill tattooed on their forehead. At least, most don't. A series of mini-heats can be held in abstracted form to determine which hero has the highest skill rating should the need arise.

Encounter 3b: Visiting The Swooper Hideout

Key ideas of this encounter: Di'hal and Seng of the Talons fill in the heroes on the little they know, the little they suspect and a request.

The abandoned landing bay is well lit as the curious swoop gangers loosely encircle your group. Off to one side you can see Di'hal in earnest conversation with Seng, the leader of the Talons. The tall, gangly human is listening to the Twi'lek carefully and the only outward sign of ill-ease is the rhythmic tapping of his fingers against the cast covering most of his left leg.

So, what's the story? ***Seng: I hired Di'hal to scope out the other teams. Perfectly normal. Di'hal: And I found out about some plot.***

Plot? Can you explain; tell us what you heard? ***Di'hal: It's all very vague. I overheard some things which individually seem innocent. Rumors of outsiders poking around the track. I checked if this was part of the usual rivalry between competitors, or maybe the work of a crime lord like Nirama, but that didn't wash. I checked if someone was trying to rig gambling and that came up empty, too. But someone is very interested in this race and has been researching all the teams. Even when I think about it, it sounds too vague; all smoke and no fire. But I must have gotten somebody worried, or they wouldn't have tried to grab me. Maybe they thought I know more than I do. Seng: We chose Di'hal because she knows a lot about swoop and bike racing. And she has a knack for seeing things that look unimportant but aren't.***

Do you know who is involved in this plot?

Di'hal: Nothing in durocrete. I've seen a Togorians around the track checking out the Duckonians. He's not associated with any of the teams. (GM Note: Di'hal is mistaken. What she actually saw was one of the Togorians without his disguise. That was enough to make them want to kidnap her.) ***The SoroSuub team is so***

foreign to swoop racing that I can't get a read on them. The Duckonians are so isolated because they have to spend most of their time in their methane room. The Blood Raptors I know by rep. That's it for the six... no five teams.

Five? **Seng taps his cast. It's not official yet but the Talons will have to withdraw. Fastest swoop in the system but no pilot.**

None of the other Talons can fly a swoop?

Seng: Not well enough for a race. Not against the competition. Unless...

Unless what? **Seng: I'm out of the race. But you can borrow one of our swoops and our credentials to get into the staging area.**

See the notes at the bottom of 3a for suggestions on team assignments for the heroes. Refer as well to the GM Aid #2 for more information that Seng and Di'hal know about the other teams.

Encounter 4: Snooping...

Key ideas of this encounter: The heroes, posing as a swoop racing team, infiltrate the first annual Cularin Classic in order to learn more and perhaps rescue the missing Twi'lek (if she hasn't been rescued already).

GM Note: Encounters 4 and 5 are rather open-ended, allowing for various lines of investigation and a good deal of role-playing. Keep in mind that the swoop race and final combat could take at least an hour, and make sure that there is time for it.

You may have seen it on holovision. You may even have attended a race. But nothing you've seen prepares you for the chaos and noise of the staging area of a major race. Hundreds of beings, each wearing a colorful square of plastic around their neck.

GM Note: please hand out the souvenir cert "Pit Pass".

Meanwhile, outside this restricted area, thousands of people are filing into the grandstand while millions more settle in front of their holoivid screens.

Once they arrive at the track, the heroes find that they receive a lot of attention. As a competing

team they are directed to the backstage area, where their credentials are checked before they are granted admittance. (Assuming that they used the set provided by Seng, they will have no trouble with this.) From there they are guided to their personal preparation room (Area 4 in the backstage section) and given time to prepare for the coming contest.

All the while they are subjected to a barrage of questions. Some come from fellow competitors; when word spreads that a new pilot has been substituted for Seng, the Dugs and the Gotals are curious to scope out the new talent. Hit the characters with various questions about their previous swoop racing experience and the roles that they play on the crew to make them think on their feet a bit.

The Arena

For the most part this area is not particularly interesting. The swoop track is situated in the middle of the arena, with rows of stadium seats rising on all sides. The other three sides, not detailed on the maps, consist of the main concourse along with dozens of food, beverage and souvenir stands and 'freshers.

Arena Backstage

A massive pair of double doors grants access to this area, along with two sets of smaller doors. On an event day, a pair of security guards attends each set.

Area 1 is the main staging area; it bustles with traffic during events.

The control room, Area 2, is the nerve center of the facility. In addition to monitoring security and other communications, it is used for controlling the deflector shields that protect the crowd from racing accidents and the obstacles that cause them.

Areas 3 through 8 are personal preparation rooms for the teams that are competing. Each one boasts a complete kitchenette and 'fresher, along with a fully functional vehicle shop. Out of a concern for security prior to competition, each room is protected by a quality security system; any heroes looking to gain access to one of the competitor's rooms must succeed at a DC 16/19/22/25 Disable Device check. The rooms assignments are:

Room	Occupant
3	Team SoroSuub
4	Talons (now the heroes)
5	Gotals
6	Dugs
7	Blood Raptors

The media room is Area 9. All of the reporters, commentators and technicians who provide media coverage of the event operate out of this area.

The Swoop Track

The swoop track is an area forty meters by sixty, surrounded by a four-meter-high guard wall. Above the wall is projected a deflector shield that protects the crowd from any possible harm.

Area 1 is the main floor. It consists of relatively soft earth, providing a small degree of protection to anyone who falls from a swoop. Areas 2-5 are the obstacles; they and their effects are described in Encounter 6 below.

Encounter 5: ... and Swooping ...

Key ideas of this encounter: Through some investigation, the heroes can gain more insight into the plot that is afoot.

The heroes have a number of options for gaining additional information; they will likely think of options not anticipated here.

Perhaps the most obvious option is to ask a few questions around the area; the following table lists information that can be gained based upon Gather Information checks by tier. Alternately, if the heroes role-play the situation and ask the right questions, give them this information.

DC	Information Gathered
8/10/12/14	The race has acquired a nickname in the media. Some media stations are calling it the "Mechanical vs. Organic Showdown" because of the SoroSuub remote controlled entry.
11/13/16/19	No one knows much about the Duckonians. They spend most of their time in the methane chamber in their dressing room.
13/15/18/20	The team with the drone swoop is comprised of technicians from the SoroSuub Corporation; the other teams consist of the beings mentioned on GM Aid #2.
15/17/20/22	Everyone seems concerned with the race being a success. Several people have asked about projected

DC	Information Gathered
	gate receipts.
17/19/22/24	The Duckonians must be off their Homeworld for the first time and aren't very used to their suits. They keep walking into door jams and things.
19/21/24/26	The Blood Raptors might be suspected of being criminals but the ones here have been very well behaved.
20/22/26/28	Duckonians must be able to hold their breaths. One of them ruptured his suit and made it back to their dressing room without any problem. Must have taken him five minutes.

Another option is to clandestinely gain access to the preparation rooms of the other competitors. While doing so is pretty risky—after all, being accused of cheating could bring lots of unpleasant attention—it can also provide a great deal of information. Imik Suum and his team, as mentioned on the handout, are most likely to cooperate with the heroes, providing what information they can. Should anyone ask more technical questions about the swoop drones, they could learn that the remote-piloted vehicles are run on a derivative of starfighter fuel.

The members of the Blood Raptors team, on the other hand, are not so cooperative. All in all, their information is rather limited; they know that they were contacted by a Togorian female and asked to kidnap a Twi'lek who was causing trouble. This they did, and turned over the Twi'lek to their employer at a location out on the edge of the jungle. They do not freely admit to this, of course, but Sense Motive checks that exceed their Bluff checks can reveal that they are withholding information. From there suitable persuasion might cause them to spill their guts.

Finally there is the Duckonians' room. Here can be found half a dozen canisters of methane gas, along with one that contained only a harmless green gas (DC 10/12/14/16 Knowledge: chemistry check to recognize). Di'hal is also here; the Togorians brought her into the arena dressed as a Duckonian. If Di'hal is rescued she can confirm that a plot is afoot, but that she doesn't know exactly what.

Should any of the heroes wish to scour the rest of the arena for more Duckonians, they can certainly do so, but it is a lengthy process. With the help of the security staff, the heroes can

confirm that a number of Duckonian spectators were also present, but that they have not been seen in some time. If they ask, the arena does not have security cameras in every area, but the false aliens do not appear in any of the areas that are under observation. The Togorians, if suitably persuaded, do admit that they are working for one of their species named Mebara Jos.

GM Note: The Togorians can be “suitably persuaded” with use of Bluff, Intimidate, Diplomacy or other suitable skills or roleplay. As a guideline use DCs of 15/20/30/35.

GM Note: A DC 10/12/17/19 Knowledge: Jedi Lore check or a favor DC 20 called in with the Almas Enclave reveals that Mebara Jos was a candidate who was refused training about twenty years ago because of too much anger; she disappeared shortly thereafter.

Once the heroes have exhausted their investigative options, move on to the climax—the race. (Deliver the next part in your best monster truck rally/wrestling match announcer voice, and modify the information as necessary.)

GM Note: Before chaos descends, determine where the heroes will be. For example, one will likely be on the track but the others have the choice of control room, the stands, the pit area, the ticket booths or the media room to name a few examples. This should help the players determine quickly what they can and can’t do when Mebara makes her move.

Cheering and applause rumble through the stands as the start of the race is announced. “Ladies and Gentlebeings, for the thousands in attendance today and the millions watching throughout the galaxy, welcome to the first annual Cularin Classic!”

“First, let me introduce our competitors today. Representing the SoroSuub Corporation, and piloting the drone swoop, Imik Suum! And hailing from Genarius, Zosh Vexonuk! From Malastare, Riduk the Dug! All the way from Antar 4, Arum Oru! For the Duckmarian team, Otsock! And, from Cularin, <<insert hero’s name>>!”

Depending upon the inclination of the heroes and how much time is left, it is up to the GM whether or not to run the swoop race itself. If the players do want to play through it, continue with the following; if not, skip ahead to Mebara’s Attack.

The Race

“The following contest consists of four laps around the track. But to make things a little more—interesting-- we have our obstacles. They are: the Tatooine Whirlwind.” The sand in that area begins to roil and swirl as the turbines are activated. “The Storm!” Blasts of ion engines are spewed upward into the air. “The Dragon Bones!” With an ominous clanking the durasteel bars of the cage begin to twist and turn as the mechanism is activated. “And the Pillars of Doom!” From inside the pillars geysers of water are shot into the air before cascading onto the field below.

“Now, Ladies and Gentlebeings, ignite your turbothrusters!” The stadium is filled with the throbbing roar of swoop engines, and the thunderous cheering of the crowd rises to match. “Take your marks.” The racers move to the starting line, eyeing each other and the obstacles intently. Finally the starter light begins to flash, three times red and then green.

GM Note: if you are running the race give the players who have nothing to do, until Mebara makes her move, the role of the competitors. Hand out Player Handout #4 to the players. Hopefully the players won’t be cheesy and try to throw the race.

Play out the race as detailed for the obstacles above. Rather than keeping exact track of each swoop’s movement, keep them together as a group to represent neck-and-neck competition. Each time one of the pilots fails a skill check, that pilot falls one square behind the rest of the group. Pilots can make up one square each round, or gain a square on the rest of the pack, by succeeding at a skill check DC that is five higher than the one required for the obstacle. Keep in mind that failure at such an attempt causes the pilot to suffer the harmful effect of that obstacle.

Area 2 is known as the Storm. The floor of this area is covered with a network of ion energy projectors programmed to randomly spew potentially disabling blasts. Competitors passing through this area must make a pair of Pilot checks (DC 15/18/21/24) to avoid the blasts. Those who are hit suffer a cumulative –2 penalty on future pilot checks as their swoops’ controls are gradually ionized.

Area 3 is called the Dragon Bones. It consists of a semi-cylindrical cage of durasteel girders, a

structure that makes for a difficult series of twists and turns—particularly when the mechanism is engaged, causing them to slowly rotate. Successful navigation requires two Pilot checks (DC 16/19/22/25), with each failure causing a minor collision that does 2d4 damage (and double damage if the check fails by 5 or more).

The Pillars, as Area 4 is commonly known, is a series of massive duracrete tubes through which the pilots must maneuver. What is more, geysers of water periodically erupt from the tops of the tubes before cascading down. Two DC 15/18/21/24 Pilot checks are required to navigate through them while avoiding the falling tons of water, with damage determined as for Area 3 above.

The final obstacle, Area 5, is the Whirlwind. This area is enclosed within a magnetic containment field; it is filled with particularly fine sand (brought in from Tatooine), which is then whipped through the air by eight powerful wind turbines, creating a field of turbulence similar to a sandstorm. Pilots passing through this area must make two (DC 16/19/22/25) Pilot checks to retain control of their swoops, with each failure causing the pilot to automatically fall one square behind the rest of the pack.

In the event that a rider's swoop is destroyed, that character suffers 2d6 damage from the resulting fall, with a DC 12/14/16/18 Reflex save meaning that the damage is applied to Vitality Points rather than to Wounds. (Also note that a DC 15 Tumble check can reduce the damage to 1d6.)

Keep the action moving quickly; encourage players to roll both skill checks for each obstacle simultaneously. Normally the race is decided after 4 laps or there is only one racer still capable of continuing. After two rounds, or if the hero pilot's swoop is damaged, the contest is disrupted.

Encounter 6: ...And Chaos Oh, My.

Key ideas of this encounter: In the midst of the swoop race, Mebara's plot is revealed; it is up to the heroes to stop her.

Mebara's Attack

Three things are going to happen in quick succession. It is Mebara's intent to create the maximum possible terror and chaos so that as

many people are hurt and killed as well as giving her the best chance of escape in the confusion.

Stage One: Massive jamming attack when the SoroSuub drone is aimed at the crowd. This also disrupts all communications except the feed from the media room to the giant screens. This allows Mebara to rant and rave a bit.

Stage Two: Deflector shield goes down putting the crowd at risk. This is apparent in the Control Room and the Pit Area where there is a bright shower of sparks. It is very apparent in the stands when the hazy blue disappears.

Stage Three: Togorians throw off the duck suits and attack the ticket booths to get to the gate receipts. This is apparent anywhere in the staging area.

Use this or suitable paraphrase to see the stage:

Suddenly the drone swoop begins to act erratically; rather than continuing around the circuit, it seems to hesitate and shudder. Then a hush falls over the crowd as the image being broadcast over the stadium's four massive viewscreens changes. The action of the race is replaced by the wickedly grinning face of a Togorian.

"Beings of Cularin," she taunts, "let the galaxy bear witness to your weakness, and to my revenge." As she speaks the drone swoop continues on it's course as the deflector shield that protects the crowd shimmers and then disappears.

The chaos is also designed to give the heroes a wide variety of chances to be heroic. What they can accomplish is dependant on where they are located and what their skills are. Here is a list of things the heroes can do. It is by no means exhaustive.

Jury Rig The Deflector Shield: If any heroes are either in the control room or in the pit area they can try to jury-rig the deflector shield and get it up to protect the crowd.

Counter Jam the Jammer: Heroes, especially tech specialists or those with high Repair/ Disable Device, might try to kill the jammer so that the runaway is back under control such as setting up a feedback list to overload the jammer or a white noise that cancels out the jammer and allows the proper signal through. Please accept any quasi-science suggestion – it doesn't have to work in real life, after all.

Use Move Object On The Runaway Drone: If any heroes are within 10m of the drone's flight path they can try to use Move Object to slow or even stop it. DC is 20 for the weight (50-501kg) and 4 vitality cost.

Blow It Out Of The Sky: If any heroes are within range of the drone's flight path they can try to shoot it down. 30 damage will deflect it harmlessly away from the crowd. 60 damage will cause it to blow up and rain harmless debris over the screaming crowd. 90+ damage will cause it to explode spectacularly (yet harmlessly).

Set Course To Ram And Jump Swoop: The hero acting as the pilot can, if the swoop is still capable, pilot a collision course and then jump clear. DC to set a course is Pilot 18/20/25/30 and, if successful the runaway drone and the other swoop will crash before hitting the crowd. Use the falling damage on page 289 to evaluate damage to the pilot for falling 4 meters.

Go Down With The Swoop: Or the pilot can elect to guide the swoop on a collision course, remaining at the controls until the last possible second. In this case use a Pilot 15/17/20/25 check. The hero takes an automatic 10 points of vitality damage and then use the falling damage on page 289 to evaluate damage to the pilot for falling 4 meters.

Physical Violence: Yes, nothing beats simple physical violence to settle an issue. Heroes can use this method to deal with the Togorians or Mebara.

If the drone is disabled, Mebara is finally pushed over the edge and into the depths of her rage. She emerges from the door marked with an X on the map and attacks the heroes.

GM Note: if you do not have the Dark Side Sourcebook, treat Rage just like Wookiee Rage; it is identical.

Conclusion

Once Mebara and her minions are defeated, the crowd recognizes the heroics that it has witnessed.

For a moment all is silent. Then the crowd erupts in cheering and applause, coming to its feet as one in a massive ovation.

The aftermath of the battle closely resembles the finale of the race that was disrupted. Hundreds of being swarm the field in a spontaneous and tremendous celebration that runs for hours. The various media representatives who were present to cover the race find a new story and clamor for interviews, and the festive atmosphere lasts all through the night.

If the hero was clearly in the lead they will be declared the winner. If the results were not clear-cut the race will be rerun the next day. If your table has time you can run the race.

Here Ends

“Cloak and Vibroblade”

Experience Point Summary

Experience is calculated as follows for LIVING FORCE events.

- 1) Experience awards in the SWRPG are not made for achieving objectives, but instead for successfully completing an adventure of a given length. Thus, if the heroes survived and accomplished the primary goal of the adventure, they receive full Adventure Experience (600 xp for core LF plot scenarios, 350 for non-core LF scenarios).
- 2) Assign discretionary role-playing experience (0-400 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially. Do NOT automatically award max roleplaying XP, consider carefully how well the players stayed in-character. This is your opportunity to reward appropriately cinematic behavior, so use it!

Adventure Experience Award:

Did the heroes [achieve primary goals of the scenario]? If so, each hero who survived receives 600 xp. [350 for non-core scenarios.]

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 discovering the plot but did not have time to actually stop it, award them ¾ adventure experience.

Loot Summary

If it's not on this list, the heroes cannot keep it. This is a house rule that overrides what they may actually encounter in the scenario.

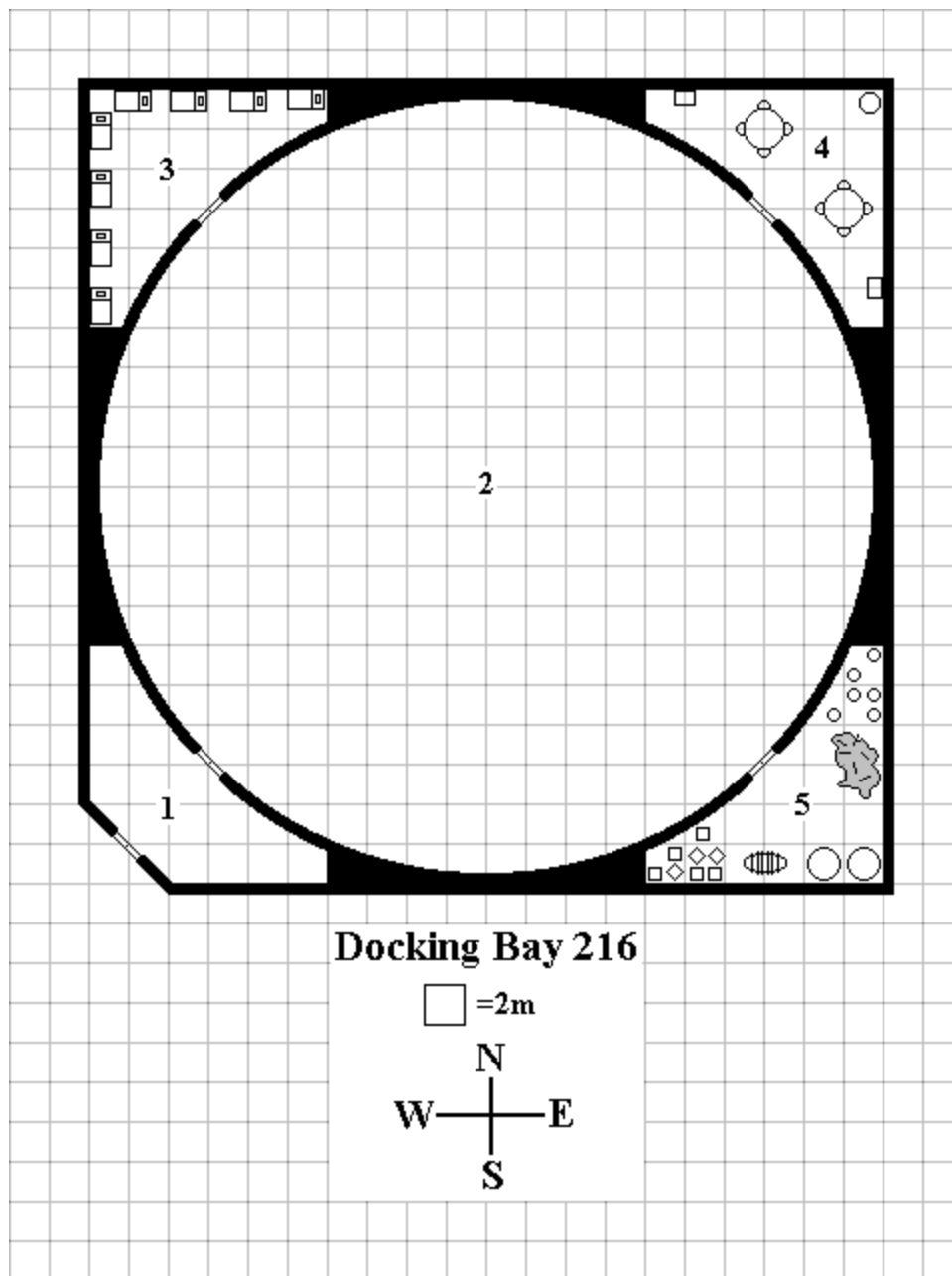
SoroSuub XB-01 Speeder Bike (certed vehicle): Thankful that the heroes have saved SoroSuub from embarrassment the company presents the above named hero a speeder bike with the below noted stats. This certified bike can be owned even if the hero already has a vehicle and does not prevent the hero from purchasing a vehicle as per the CCG. This vehicle may not be sold, traded or otherwise transferred to another character.

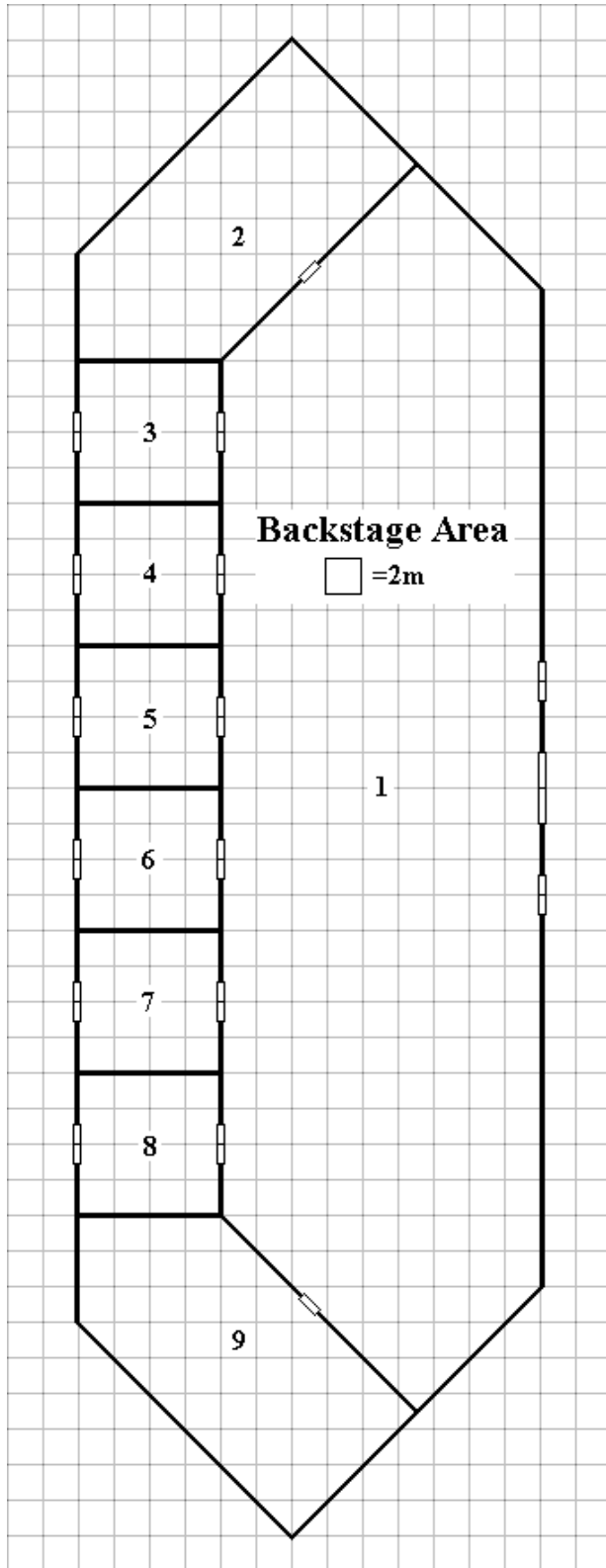
Miniature Remote Control Speeder Bike (cert) : This 1:32 scale model of a SoroSuub XB-01 Speeder Bike comes with a remote control deck.

Pit Pass: First Annual Cularin Classic Swoop Race (cert): This expired, laminated pass allows the above named hero access to the pit and staging area of the Cularin Repulsor Speedway. It is therefore now a souvenir.

Heroes can keep the blaster pistols from defeated Togorians but the authorities will confiscate the vibro blades.

Player Handout 1: Landing Bay 216/The Dive

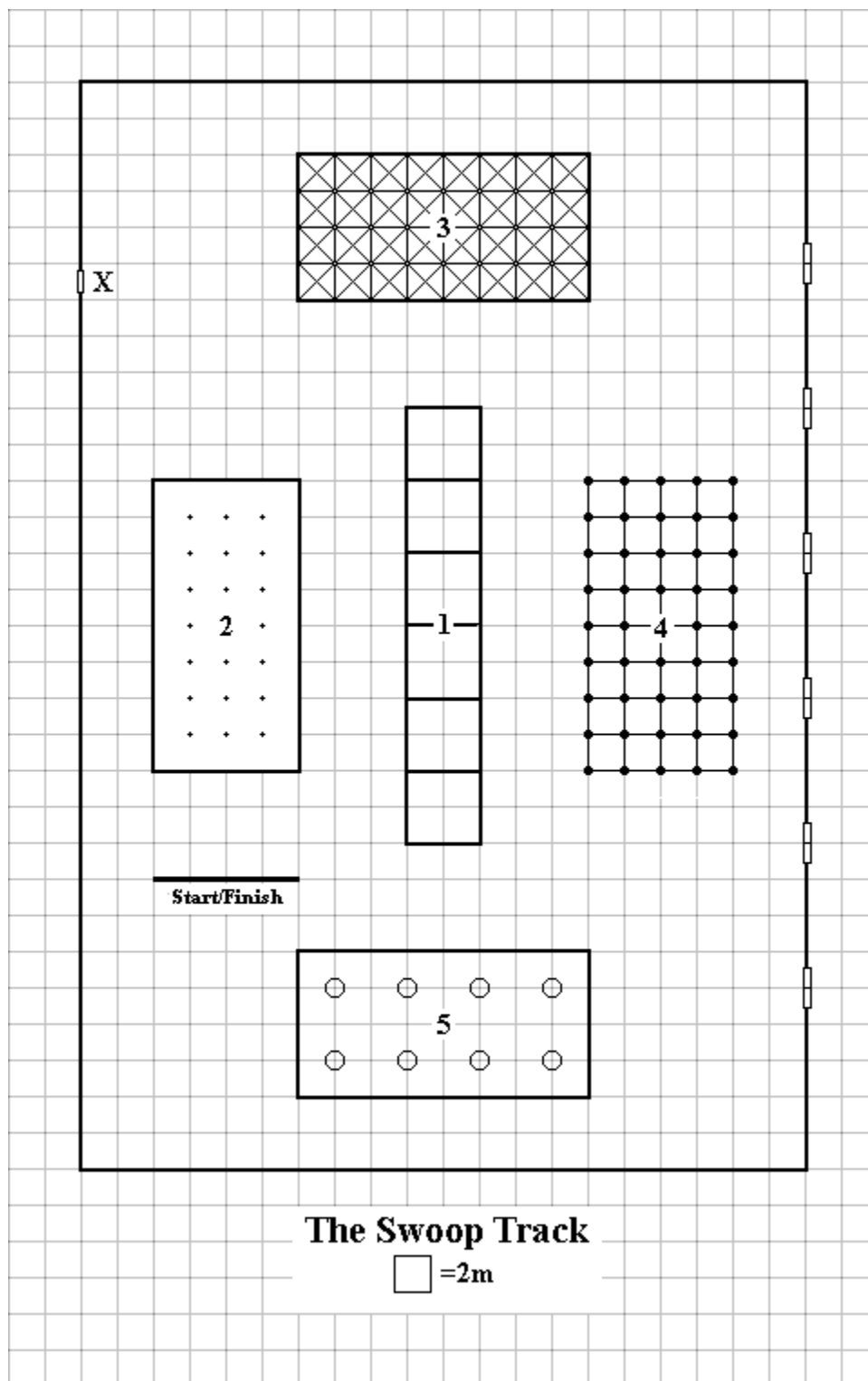




Player Handout 2:

Backstage Area Map

1. Main Staging Area
2. Control Room
3. Team SoroSuub
4. Talons (Heroes)
5. Gotals
6. Dugs
7. Blood Raptors
8. Duckonians
9. Media Room



Player Handout 3:

Swoop Track

1. Pits
2. The Storm
3. Dragon Bones
4. The Pillars
5. The Whirlwind

Player Handout 4: The Pilots

Team 1: Team SoroSuub

Pilot: Imik Suum.

Imik is competitive but not aggressively so. If his drone places decently he proves his remote control programs are viable. Winning is not essential.

Imik has a +7 to his piloting. His initiative is +1.

Remote Control Swoop; Class: Groundspeeder; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: Varies (1 pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Speed: 160 m; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10.

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Team 3: Gotals (page 66 of the Ultimate Alien Anthology for reference)

Pilot: Arum Oru.

Arum is competitive but not aggressively so. Arum is looking to prove the ability of his team and their swoop. A consistent showing on the circuit as a whole rather than a solitary win is more important to Arum.

Arum has a +10 to his piloting. His initiative is +1.

Team Gotal's Bespin Motors JR-4 Swoop; Class: Airspeeder; Cost: 9,000 (new), 3,000 (used); Size: Large (3.9 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 10 kilograms; Speed: 480 km/h; Defense: 14 (-1 size, +5 armor); Maneuver: +1 (-1 size, +2 crew); Hull Points: 30; DR: 5; Altitude: Low.

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Team 4: Dugs

Pilot: Ribuk.

Ribuk is very competitive and will do everything short of outright cheating to win. He'll take risks and is willing to "bump" some competitors if it might be to his advantage. Even though over a decade has passed since Sebulba was the king of the pod circuit every dug racer is compared to him and wants to surpass his records.

Ribuk has a +10 to his piloting. His initiative is +1.

Team Dug's Bespin Motors JR-4 Swoop; Class: Airspeeder; Cost: 9,000 (new), 3,000 (used); Size: Large (3.9 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 10 kilograms; Speed: 480 km/h; Defense: 14 (-1 size, +5 armor); Maneuver: +1 (-1 size, +2 crew); Hull Points: 30; DR: 5; Altitude: Low.

Team 5: Blood Raptors

Pilot: Zosh Vexonuk

Zosh wants to win. Very badly. He'll take risks and is willing to "bump" some competitors if it might be to his advantage. Zosh sees winning this race as a ticket off of Cularin.

Zosh has a +14 to his piloting. His initiative is +2.

Blood Raptor Beshpin Motors JR-4 Swoop; Class: Airspeeder; Cost: 9,000 (new), 3,000 (used); Size: Large (3.9 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 10 kilograms; Speed: 480 km/h; Defense: 14 (-1 size, +5 armor); Maneuver: +1 (-1 size, +2 crew); Hull Points: 30; DR: 5; Altitude: Low.

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Team 6: Duckonians

Pilot: Otsock

Otsock's goal is to go around and around. Finishing is good. If some of the others crash by going real fast and dangerously, then she'll come in better than last. If they all crash she might even come in first. But finishing is the most important.

Duckonian's Beshpin Motors JR-4 Swoop; Class: Airspeeder; Cost: 9,000 (new), 3,000 (used); Size: Large (3.9 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 10 kilograms; Speed: 480 km/h; Defense: 14 (-1 size, +5 armor); Maneuver: +1 (-1 size, +2 crew); Hull Points: 30; DR: 5; Altitude: Low.

Otsock has a +5 to her piloting. Her initiative is +1.

GM Aid #1: Combat Statistics

Mebara Jos: Mebara is an outcast twice over. Shunned and feared by her own people for her ability to use the force, she traveled to Almas to apply for training there. This training was refused, as the application team easily saw that rage and revenge were her prime motivations. Mebara did not take the second rejection well and, after putting a few fellow candidates into the infirmary, swore vengeance on the Togorians and Almas.

Over the years Mebara has trained herself in a few force skills and feats, growing in the dark side of the Force. Her hatred, too, has grown and she has enlarged it to include the entire population of both Togoria and the Cularin system.

Duckonians: There are no Duckonians. The Duckonians were created by Mebara to disguise the Togorians who have had a bit too much exposure in the last few months. By claiming that they require elaborate environmental suits she can hide the fact that Togorians are involved.

The Duckonians can be played for laughs if you want. Alternatively you can play them straight.

Any player who reaches for a resource book should be stopped. Rolls made on Knowledges such as alien races, sector knowledge and so on will be allowed. Searching the holonet will be allowed, the only reference to the Duckonians are in Cularin itself. Please note that poor results in the test can actually lead to misinformation. Use the following chart to determine what the heroes find out.

DC	Knowledge [Alien Races], etc.	Searching the holonet
5/7/10/12	Oh, sure. Duckonians. You've heard of them. Can't remember the details but methane breathers sounds familiar.	The computer needs more parameters. Perhaps the databases haven't been fully updated due to the 10 year time jump.
7/9/11/13	This is the first time you've heard of this race. Must have been encountered during the 10 years "skip".	Searching only brings up the article on how there is a Duckonian team in the race.
10/12/15/20	You remember a media article that mentioned them.	You can find several articles by various Cularin media outlets that briefly mention the Duckonians. No details are given.
15/17/20/25	You've heard of them. How many Duckonians does it take to screw in a glowglobe? * But wasn't that supposed to be a phony species.	1001 Duckonian Lightbulb Jokes. But wasn't that supposed to be a phony species.
20/22/25/30	The word "Duckonian" was created and now it is used to turn potentially racist jokes politically correct.	You find an essay explaining why the word "Duckonian" was created and how it is used to turn potentially racist jokes politically correct.

* Three. One to hold the glowglobe and two to turn the repulsor-scaffold.

Di'hal: Di'hal'uma is a Twi'lek investigator. She is a force sensitive to a minor degree with no formal training. However, she does get "hunches" and seems to have an ability to put seemingly random facts into a pattern. She is a speeder bike and swoop race fan and is a familiar face at the various tracks in the Cularin system.

GM Aid #1: Combat Statistics

Encounter 1:

Corellian Toughs (4/6/8/10): Various Thug 1; Init +1 (+1 Dex); Defense 12 (+1 class, +1 Dex); Spd 10 m; VP/WP -/14; Atk: +3 melee (DC 15 stun, stun baton) or +2 ranged; SV Fort +4, Ref +1, Will +1; Face/Reach 2 m by 2 m/2 m; Str 15, Dex 13, Con 14, Int 0, Wis 12, Cha 8; Challenge Code A.

Equipment: Stun baton.

Skills: Profession: spacehand +5.

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

Encounter 1 (and possibly 5 and 6):

Zosh Vexonuk: Male Human Fringer 3; Init +2 (+2 Dex); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 17/10; Atk: +3 melee (1d3+1, unarmed) or +5 ranged (3d6, blaster pistol); SV Fort +4, Ref +6, Will +4; Face/Reach 2 m by 2 m/2 m; Str 12, Dex 16, Con 10, Int 10, Wis 16, Cha 8; Challenge Code B.

Skills: Craft: swoop +12, Listen +9, Pilot +14, Repair +6, Search +6, Spot +9.

Feats: Skill Emphasis (Craft: swoop), Skill Emphasis (Pilot), Spacer, Starship Operation (space transport).

Blood Raptors Swoopers (2/3/4/5): Various Fringer 1; Init +2 (+2 Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 10/14; Atk: +2 melee (1d3+1, unarmed) or +3 ranged (3d4, hold-out blaster); SV Fort +3, Ref +3, Will +2; Face/Reach 2 m by 2 m/2 m; Str 13, Dex 15, Con 12, Int 10, Wis 14, Cha 8; Challenge Code A.

Skills: Craft: swoop +9, Listen +6, Pilot +9, Repair +4, Search +4, Spot +6.

Feats: Skill Emphasis (Craft: swoop), Skill Emphasis (Pilot).

Encounter 3:

Seng Windrunner: Male Human Fringer 3; Init +2 (+2 Dex); Defense 17 (+4 class, +3 Dex); Spd 10 m; VP/WP 17/10; Atk: +3 melee (1d3+1, unarmed) or +5 ranged (3d6, blaster pistol); SV Fort +4, Ref +6, Will +4; Face/Reach 2 m by 2 m/2 m; Str 12, Dex 16, Con 10, Int 10, Wis 16, Cha 8; Challenge Code B.

Skills: Craft: swoop +12, Listen +9, Pilot +14, Repair +6, Search +6, Spot +9.

Feats: Skill Emphasis (Craft: swoop), Skill Emphasis (Pilot), Spacer, Starship Operation (space transport).

Talons Swoopers (2/3/4/5 and 4): Various Fringer 1; Init +2 (+2 Dex); Defense 15 (+3 class, +2 Dex); Spd 10 m; VP/WP 10/14; Atk: +2 melee (1d3+1, unarmed) or +3 ranged (3d4, hold-out blaster); SV Fort +3, Ref +3, Will +2; Face/Reach 2 m by 2 m/2 m; Str 13, Dex 15, Con 12, Int 10, Wis 14, Cha 8; Challenge Code A.

Skills: Craft: swoop +9, Listen +6, Pilot +9, Repair +4, Search +4, Spot +6.

Feats: Skill Emphasis (Craft: swoop), Skill Emphasis (Pilot).

Encounter 6:

Tier 1-3

Mebara Jos: Female Togorian Force Adept 2; Init +0; Defense 13 (+4 class, -1 size); Spd 10 m; VP/WP 18/16; Atk +6 melee (1d6+5, unarmed); SQ Low-light vision, physical intimidation; SV Fort +5, Ref +2, Will +4; SZ L; FP 1; DSP 2; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 20, Dex 10, Con 16, Int 8, Wis 12, Cha 8. Challenge Code B.

Equipment: Jammer, comlink.

Skills: Battlemind +8, Drain Energy +8, Enhance Ability +8, Intimidate +7, Tumble +2.

Feats: Alter, Control, Force-Sensitive, Martial Arts.

SQ: Physical Intimidation—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; **Low-Light Vision**—Togorians can see twice as far as normal in dim light (such as moonlight),

and they retain the ability to distinguish color and detail under these conditions.

Note: Mebara has been watching the proceedings and will activate Battlemind and Enhance Ability before attacking.

Togorian Mercenaries (4): Female Togorian Thug 1; Init +1 (+1 Dex); Defense 11 (+1 class, +1 Dex, -1 size); Spd 10 m; VP/WP 0/19; Atk +3 melee (2d6+3, vibroblade) or +1 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +5, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8. Challenge Code A.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Intimidate +7.

Feats: Point Blank Shot, Toughness, Weapons (blaster pistols, simple weapons, vibro weapons).

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Tier 4-6

Mebara Jos: Female Togorian Force Adept 4; Init +0; Defense 15 (+4 class, +2 dodge, -1 size); Spd 10 m; VP/WP 27/16; Atk +8 melee (1d6+5, unarmed); SQ Low-light vision, physical intimidation; SV Fort +5, Ref +2, Will +5; SZ L; FP 2; DSP 3; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 8. Challenge Code B.

Equipment: Jammer, comlink.

Skills: Battlemind +8, Drain Energy +8, Enhance Ability +8, Intimidate +7, Tumble +2.

Feats: Alter, Control, Defensive Martial Arts, Endurance, Force-Sensitive, Martial Arts, Sense.

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Note: Mebara has been watching the proceedings and will activate Battlemind and Enhance Ability before attacking.

Togorian Mercenaries (4): Female Togorian Soldier 2; Init +1 (+1 Dex); Defense 13 (+3 class, +1 Dex, -1 size); Spd 10 m; VP/WP 22/16; Atk +4 melee (2d6+3, vibroblade) or +2 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +6, Ref +1, Will -1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 17, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Climb +6, Intimidate +8, Jump +6. =15

Feats: Dodge, Point Blank Shot, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Tier 7-9

Mebara Jos: Female Togorian Force Adept 4/Force Warrior 3; Init +0; Defense 15 (+4 class, +2 dodge, -1 size); Spd 10 m; VP/WP 43/16; Atk +11/+6 melee (3d6+5, unarmed); SQ Low-light vision, physical intimidation; SV Fort +8, Ref +5, Will +7; SZ L; FP 3; DSP 4; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 21, Dex 10, Con 16, Int 8, Wis 12, Cha 8. Challenge Code D.

Equipment: Remote control unit, comlink.

Skills: Battlemind +13, Drain Energy +13, Enhance Ability +13, Intimidate +11, Tumble +6.

Feats: Alter, Control, Defensive Martial Arts, Endurance, Force-Sensitive, Improved Martial Arts, Martial Arts, Power Attack, Sense.

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Note: Mebara has been watching the proceedings and will activate Battlemind and Enhance Ability before attacking.

Togorian Mercenaries (6): Female Togorian Soldier 6; Init +1 (+1 Dex); Defense 15 (+5 class, +1 Dex, -1 size); Spd 10 m; VP/WP 53/19; Atk +9 melee (2d6+4, vibroblade) or +6 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation; SV Fort +8, Ref +3, Will +1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Climb +8, Intimidate +10, Jump +8, Pilot +6.

Feats: Dodge, Point Blank Shot, Mobility, Power Attack, Spring Attack, Toughness, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).
weapons, simple weapons, vibro weapons).

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Tier 10-12

Mebara Jos: Female Togorian Force Adept 4/Force Warrior 5/Dark Side Marauder 2; Init +0; Defense 17 (+6 class, +2 dodge, -1 size); Spd 10 m; VP/WP 65/16; Atk +16/+11 melee (5d6+6, unarmed); SQ Low-light vision, physical intimidation; SV Fort +12, Ref +9, Will +8; SZ L; FP 4; DSP 5; Face/Reach 2 m by 2 m/4 m; Rep +0; Str 22, Dex 10, Con 16, Int 8, Wis 12, Cha 8. Challenge Code D.

Equipment: Jammer, comlink.

Skills: Battlemind +17, Drain Energy +17, Enhance Ability +17, Intimidate +15, Tumble +10.

Feats: Advanced Martial Arts, Alter, Control, Defensive Martial Arts, Endurance, Force-Sensitive, Heroic Surge, Improved Martial Arts, Martial Arts, Power Attack, Rage, Sense.

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

Note: Mebara has been watching the proceedings and will activate Battlemind and Enhance Ability before attacking.

Togorian Mercenaries (6): Female Togorian Soldier 6/Scoundrel 3; Init +1 (+1 Dex); Defense 15 (+6 class, +1 Dex, -1 size); Spd 10 m; VP/WP 63/19; Atk +11 melee (2d6+4, vibroblade) or +8 ranged (3d6 or DC 15 stun, blaster pistol); SQ Low-light vision, physical intimidation, lucky 1/day, precise attack +1; SV Fort +8+1, Ref +3+3, Will +1+1; SZ L; Face/Reach 2 m by 2 m/4 m; Rep +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 8.

Equipment: Vibroblade, blaster pistol, comlink.

Skills: Climb +8, Intimidate +10, Jump +8, Pilot +6, Balance +5, Demolitions +5, Disable Device +5, Search +6.

Feats: Dodge, Heroic Surge (1/day), Mobility, Power Attack, Spring Attack, Toughness, Improved Initiative, Weapons (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

SQ: *Physical Intimidation*—Togorians may use their Strength modifier instead of the Charisma modifier for Intimidate checks; *Low-Light Vision*—Togorians can see twice as far as normal in dim light (such as moonlight), and they retain the ability to distinguish color and detail under these conditions.

GM Aid #2: The Competitors

This is a list of the beings that are competing in the Cularin Classic, for the GM's reference.

Team 1

The representatives from SoroSuub are on this team, including their chief pilot, Imik Suum. They do their best to cooperate with the heroes, and may even go so far as to let them examine the drone swoop that they are putting into competition. (This requires a DC 14/16/18/20 Diplomacy check to accomplish, modified by the heroes' roleplaying at the GM's discretion; if any of the heroes participated in the events of *In the Name of the Maker*, Imik Suum can vouch for those characters and forgo the need for the check.)

Team 2

This is the heroes' team.

Team 3

This team consists of five Gotals, rather furry beings with a pair of fleshy cones protruding from the tops of their skulls. They are the most affable team in competition, but they also have no information of use to the heroes. Their pilot is Arum Oru.

Team 4

Four Dugs comprise this team. They tend to be a rather surly bunch, as they suffer from endless comparisons to their more successful and less ethical cousin, Sebulba; wherever they go to compete, everyone seems to think that they're planning on cheating. As long as these stereotypes are not raised, however, they can be friendly. They do not have any information, however. Riduk the Dug is their pilot.

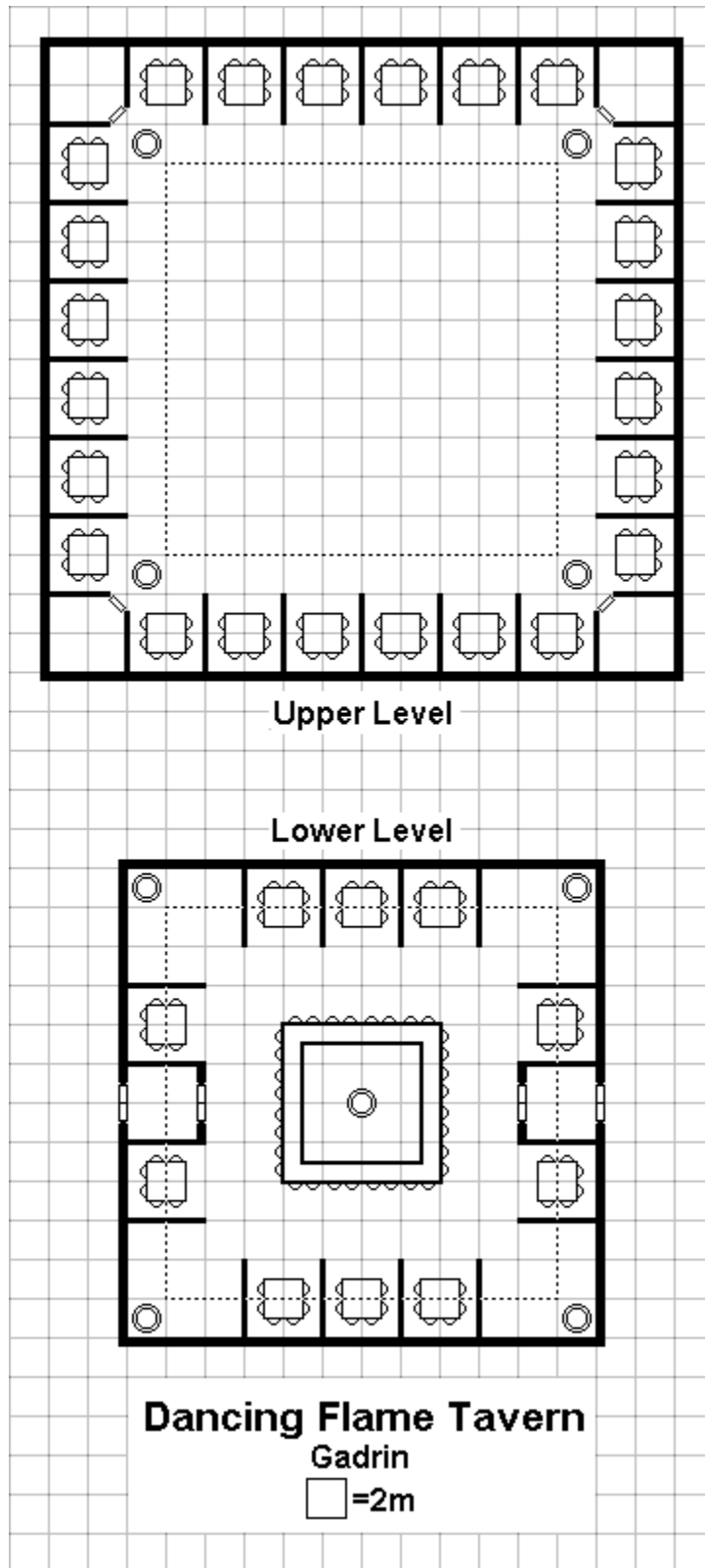
Team 5

This team is made up of members of the Blood Raptors gang, the very same who conducted the kidnapping of Di'hal'uma. If the heroes are suitably persuasive (through the use of Affect Mind or Intimidate checks, or threats of bringing the law down on them) they might reveal that there is indeed something wicked planned for the event, but they don't know what it is. Their pilot is Zosh Vexonuk.

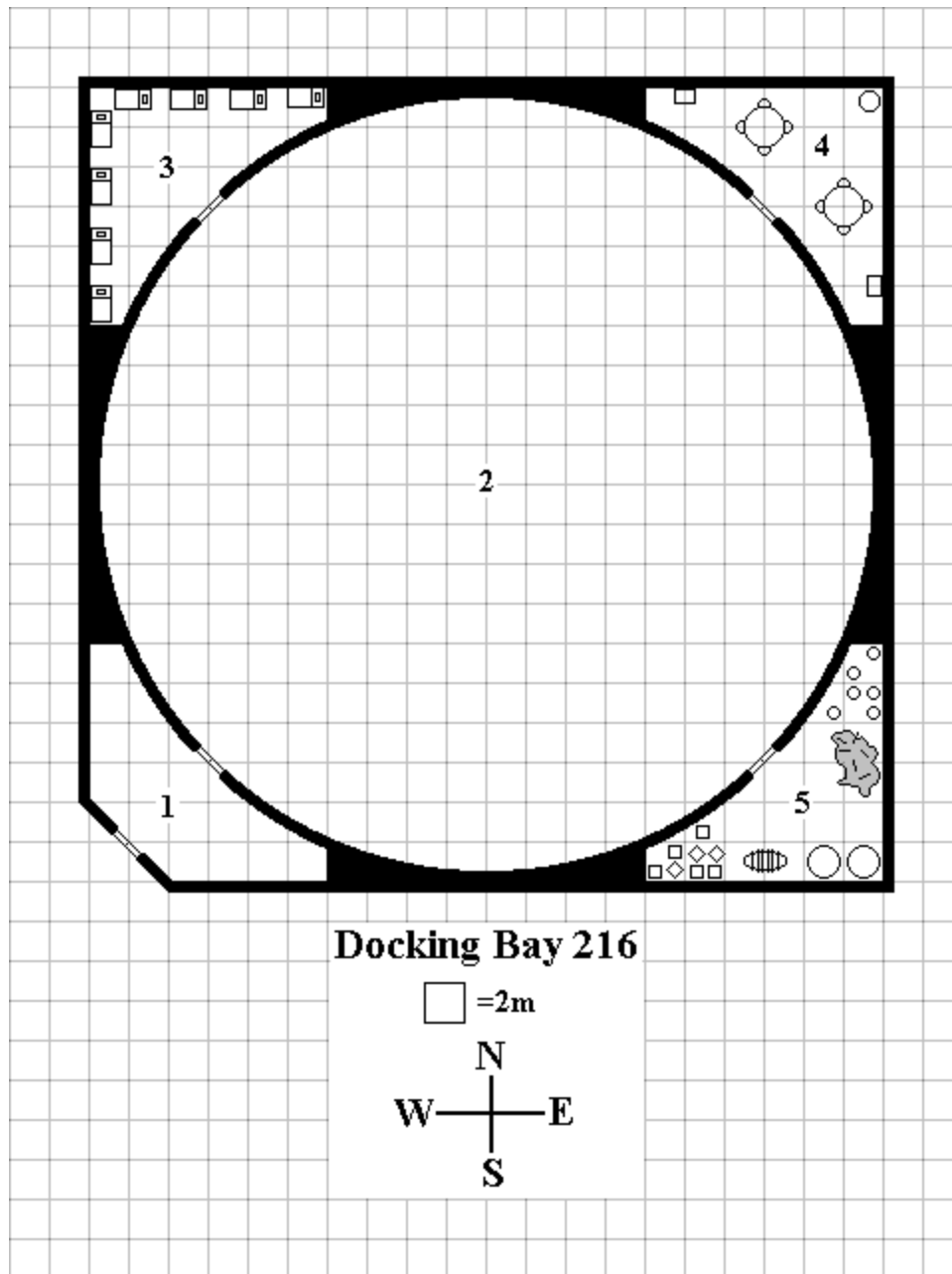
Team 6

For all intents and purposes the members of this team are not recognizable. They claim to be Duckonians, a reptilian race that must breathe a high-methane air mixture lethal to many other species (a DC 12 Knowledge: alien species check can confirm this). Because of this they wear full environmental suits, and only a pair of glowing eyes can be seen through the swirling green gas inside their helmets. In truth they are Mebara's Togorian pirates, but this might be a difficult fact to prove. Otsock of Drackmaria is the alias used by their pilot.

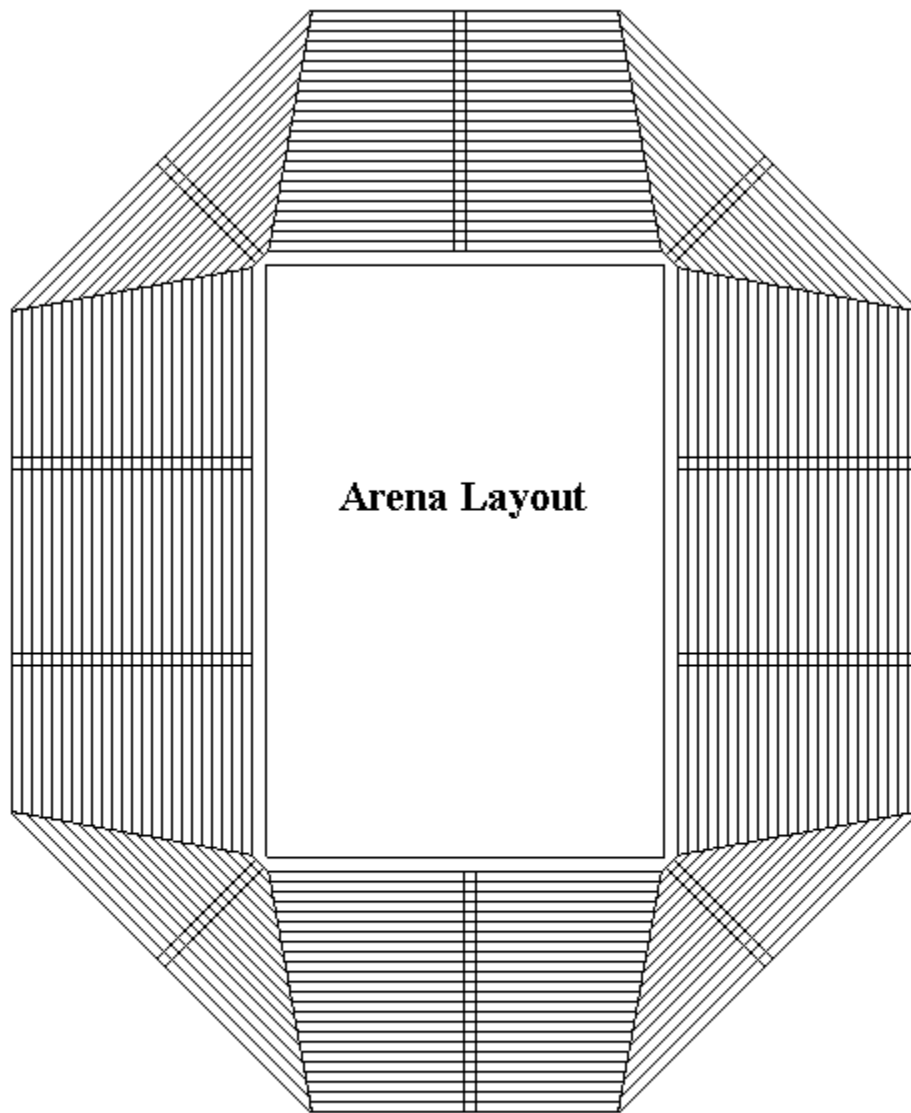
GM Aid #3: Dancing Flame Tavern Map



GM Aid #4: Swooper Hangout Map



- | | |
|-----------------------|-------------------|
| 1. Entryway | 4. Lounge/Kitchen |
| 2. Main Docking Area | 5. Storage |
| 3. Converted Bunkroom | |

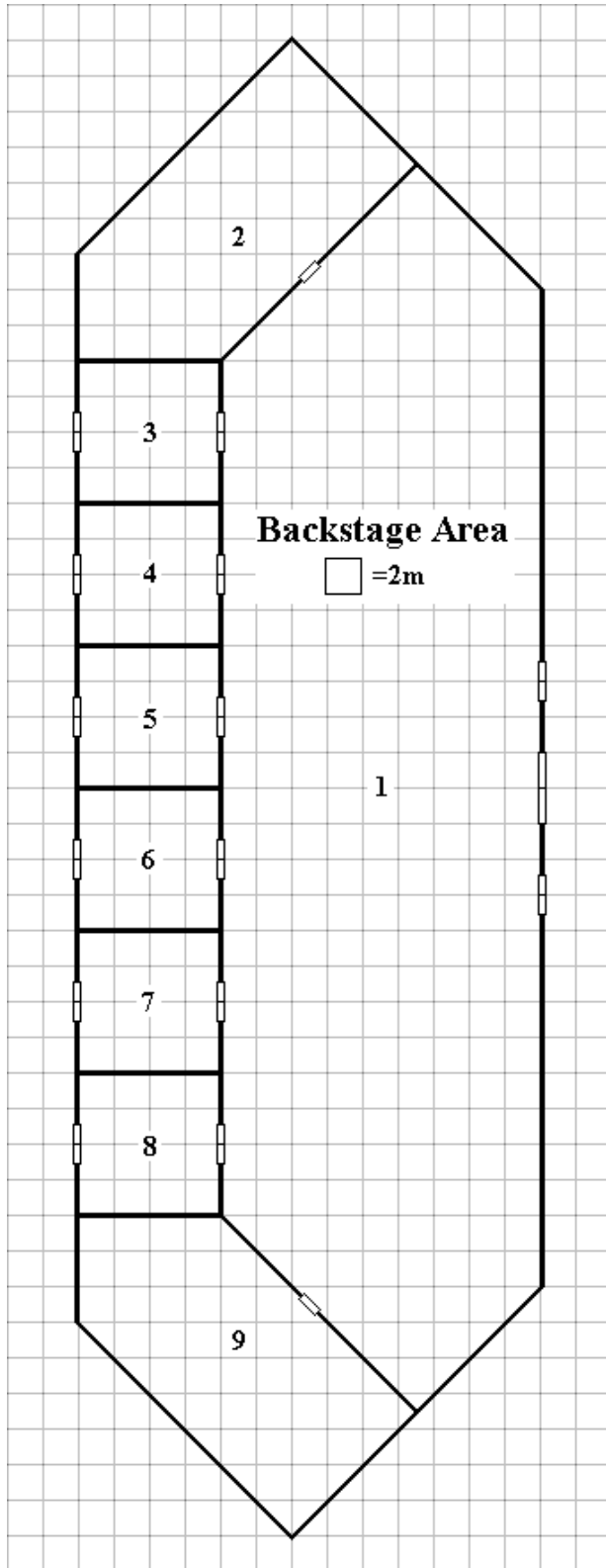


GM Aid #5:

Arena Layout

Note: GM Aid #7 would fit into the center of this map. GM Aid #6 would be underneath the right hand section of stands.

The arena public entry and ticket sales are located just off the left hand side of the map along with parking.



GM Aid #6:

Backstage Area Map

1. Main Staging Area
2. Control Room
3. Team #1: SoroSuub
4. Team #2: Talons (Heroes)
5. Team #3: Gotals
6. Team #4: Dugs
7. Team #5: Blood Raptors
8. Team #6: Duckonians

The doors in areas 3-8 correspond to the entry doors on GM Aid #7.

9. Ticket booth: the ticket booth is located off this map, off the left edge of the Arena map (GM Aid #5). If a hero wishes to guard it or ask questions there, the hero will be about 70m from the left edge of this map.

[illegible]

GM Aid #7: Swoop Track

Note: Map 6 is situated to the right of this map.

1. Pits

2. The Storm

Two DC 15/18/21/24
Pilot checks to avoid the blasts. Those who are hit suffer a cumulative –2 penalty on future pilot checks as their swoops' controls are gradually ionized.

3. Dragon Bones

Two DC 16/19/22/25
Pilot checks, with each failure causing a minor collision that does 2d4 damage (and double damage if the check fails by 5 or more).

4. The Pillars

Two DC 15/18/21/24
Pilot checks are required to navigate through them while avoiding the geysers of water, with damage determined as for Area 3 above.

5. The Whirlwind

Two DC 16/19/22/25
Pilot checks to retain control of their swoops, with each failure causing the pilot to automatically fall one square behind the rest of the pack.

GM Aid #8: Vehicles

Stolen Aratech Arrow-23; Class: Groundspeeder; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: Varies (1 pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Speed: 160 m; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10.

Weapons: none. *Provides full cover to the pilot and passengers inside the vehicle, or three-quarters cover to those hanging out of the windows to shoot.*

Blood Raptor Bepin Motors JR-4 Swoop; Class: Airspeeder; Cost: 9,000 (new), 3,000 (used); Size: Large (3.9 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 10 kilograms; Speed: 480 km/h; Defense: 14 (-1 size, +5 armor); Maneuver: +1 (-1 size, +2 crew); Hull Points: 30; DR: 5; Altitude: Low.

Remote Control Swoop; Class: Groundspeeder; Cost: 10,000 (new), 8,000 (used); Size: Huge (8.1 meters); Crew: Varies (1 pilot); Passengers: 5; Cargo Capacity: 800 kilograms; Speed: 160 m; Defense: 13 (-2 size, +5 armor); Hull Points: 60; DR: 10.

Talon TaggeCo Air-2 Swoop; Class: Airspeeder; Cost: 6,000 (new), 2,000 (used); Size: Medium (2.4 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 4 kilograms; Speed: 600 km/h; Defense: 12 (+0 size, +2 armor); Maneuver: +0 (+2 crew, -2 equipment penalty); Hull Points: 15; DR: 5; Altitude: Low.

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Hero copy of Talon Swoop

Talon TaggeCo Air-2 Swoop; Class: Airspeeder; Cost: 6,000 (new), 2,000 (used); Size: Medium (2.4 meters); Crew: 1 pilot; Passengers: 0; Cargo Capacity: 4 kilograms; Speed: 600 km/h; Defense: 12 (+0 size, +2 armor); Maneuver: +0 (+2 crew, -2 equipment penalty); Hull Points: 15; DR: 5; Altitude: Low.

Critical Event Summary

Cloak and Vibroblade

1. Did the heroes prevent the drone from crashing into the crowd?

☐ Yes ☐ No

2. Did the heroes locate and rescue Di'hal'uma?

☐ Yes ☐ No

GM Name, RPGA#: _____

GM Email Address: _____

Convention Name/Date _____

Convention Coordinator:

To report these results (for events during the month of June or July only), you may US mail them to: RPGA - Living Force Critical Event Reporting: PO Box 707, Renton, WA 98057-0707

Or e-mail them to: rpgahq@wizards.com

Or fax to: (425) 687-8287